

▲ WARNING

PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THE NINTENDO GAMECUBE SYSTEM OR GAMES BEFORE USING THIS ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INSTRUCTIONS

- Do not use the Nintendo GameCube or Modem Adapter during a lightning storm. There may be a risk of electric shock from lightning.
- Do not disassemble or try to repair the Nintendo GameCube Modem Adapter. Doing so voids your warranty.
- Do not store the Nintendo GameCube Modem Adapter in a humid place, on the floor or in any location where it may collect dirt, dust, lint, or other foreign matter.
- Do not drop, hit or otherwise abuse the Nintendo Modem Adapter.
- Do not leave the system turned on for extended periods when not in use. If you won't be using the Nintendo GameCube for a long period of time, unplug it from the wall outlet and disconnect it from the phone jack.
- When disconnecting any plugs from the console, wall outlet, Modem Adapter or phone jack, first turn the Nintendo GameCube off. Then carefully pull by the plug itself rather than by the cord. Do not step on, sharply pull or bend any wire or cables.
- Do not expose the Nintendo GameCube Modem Adapter to extreme heat or cold.
- Do not spill liquids on the Nintendo GameCube Modem Adapter. To clean, use a soft slightly damp cloth. Allow the component to dry completely before using again. (Use water only.)

Save these instructions for future reference.

- Pour une version française de ce manuel, veuillez aller sur le site www.nintendo.com/consumer/manuals.html ou appeler le 1-800-255-3700.
- Para obtener la versión de este manual en español, visite nuestro web site a www.nintendo.com/consumer/manuals.html o llame a 1-800-255-3700.


This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality™.



Thank you for purchasing the Nintendo GameCube™ Modem Adapter. The Modem Adapter allows you to connect the Nintendo GameCube to a dial-up Internet connection for playing online capable games. This adapter can only be used with specially designed games that include on-line game features.

To play online games with this Modem Adapter you will need:

-  **A Nintendo GameCube game designed for online game play. Look for this icon on Nintendo GameCube game packaging for games designed to use the Modem Adapter.**
- **A modular Telephone Cord (included) to connect the Modem Adapter to a household phone jack.**
- **A valid dial-up account with an Internet service provider (ISP). ISP compatibility may vary by game.**

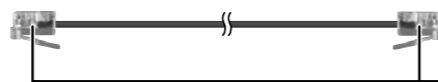
Nintendo GameCube Modem Adapter



Modem Connector: Connects to Serial Port 1 on the bottom of the Nintendo GameCube.



Telephone Cord Connector: Connects to plug on phone cord.



Telephone Cord

Telephone Cord Connector Plugs: Connects to the (wall) phone jack and to the connector on the Modem Adapter.

Installing and Removing the Modem Adapter

1. Make sure the power of the Nintendo GameCube is turned OFF.
2. Remove the cover marked "Serial Port 1" on the bottom of the Nintendo GameCube (Illustration 1).

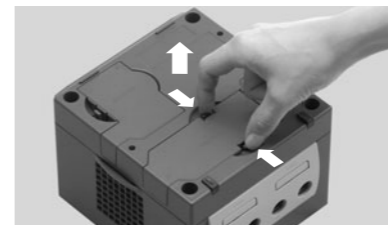


Illustration 1 - Removing the cover.

3. Insert the Modem Adapter into the space on the bottom of the Nintendo GameCube until it snaps into place (Illustration 2).



Illustration 2 - Inserting the Modem Adapter.

4. If necessary, disconnect your phone from the phone jack you are going to use for your online connection. Plug one end of the enclosed Telephone Cord into the connector of the Modem Adapter on the side of the Nintendo GameCube and the other end into the phone jack (Illustration 3).

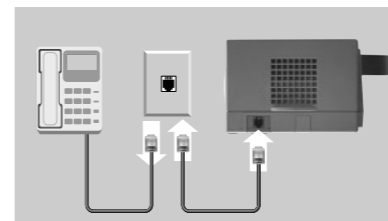


Illustration 3 - Connecting to the phone jack.

5. Once installed, the Modem Adapter can be left in the Nintendo GameCube even when not playing a modem compatible game. If you do need to remove it, press the locking tabs on both sides of the adapter and pull straight out of the Nintendo GameCube (Illustration 4).

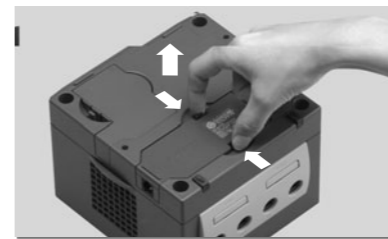


Illustration 4 - Removing the Modem Adapter.

6. When setting up your game for online game play you may need such information as phone numbers for connecting to your ISP and tone or pulse dial type. If you have difficulty getting connected, please review the instruction booklet for the game you are playing or visit www.nintendo.com/online.

IMPORTANT:

When connected to a network and/or when playing online games, you may be charged a fee by the ISP or by the company which operates the game server. Check with your ISP and/or the company which operates the game server for the game you are playing for more information on any fees associated with online game play.

Troubleshooting

If you are having problems with using the Modem Adapter or setting up your game for online game play, review the following remedies before seeking assistance:

- Make sure the Modem Adapter is fully inserted into the opening on the bottom of the Nintendo GameCube.
- Make sure the Telephone Cord is fully inserted into both the phone jack on the wall and the connector on the Modem Adapter.
- Make sure the game you are playing is designed for online game play.
- Review the instruction booklet for the game you are playing and make sure the set-up information is correct. (Phone numbers and tone/pulse dial type.)
- If the game server is having operational problems, you may have to wait and try connecting at a later time. Check the instruction booklet for the game you are playing for information on service contacts for that specific game.
- Review the procedures for using your Internet service provider and make sure the set-up information is correct.
- Make sure that someone else is not already using the phone connection for an Internet connection, i.e., from a personal computer.

NOTE: Normally if someone calls you while the Modem Adapter is connected to your phone service, they will get a busy signal. However, if you have a "call waiting" feature, game play communication may be disrupted if you get a call during online game play. This can be prevented by suspending the "call waiting" service before connecting up to the Internet, or by having an additional phone line installed.

For more information and the latest troubleshooting hints, please visit www.nintendo.com/online.

If your Nintendo GameCube Modem Adapter still does not operate correctly after trying the troubleshooting remedies and checking the above web site, please call customer service at 1-800-255-3700.

WARRANTY AND SERVICE INFORMATION

Rev. M-C

You may need only simple instructions to correct a problem with your product. Try our web site at www.nintendo.com or call our Consumer Assistance Hotline at 1-800-255-3700 rather than going to your retailer. Hours of operation are 6 a.m. to 7 p.m., Pacific Time, Monday - Sunday (times subject to change). If the problem cannot be solved with the troubleshooting information available on-line or over the telephone, you will be offered express factory service through Nintendo or referred to the nearest NINTENDO AUTHORIZED REPAIR CENTERSM. Please do not send any products to Nintendo without contacting us first.

HARDWARE WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase.

If a defect covered by this warranty occurs during this warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective hardware product or component, free of charge. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

GAME & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (games and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective product, free of charge.

SERVICE AFTER EXPIRATION OF WARRANTY

Please try our web site at www.nintendo.com or call our Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting assistance and/or referral to the nearest NINTENDO AUTHORIZED REPAIR CENTER. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location. Please do not send any products to Nintendo without contacting us first.

WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT AND COPIER DEVICES, ADAPTERS, AND POWER SUPPLIES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS MODIFIED OR TAMPERED WITH; (d) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (e) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING **WARRANTIES OF**

MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (12 MONTHS OR 3 MONTHS, AS APPLICABLE).

IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state or province to province. Nintendo's address is as set forth on the back cover of this booklet.

This warranty is only valid in the United States and Canada.

TO PURCHASE ADDITIONAL NINTENDO ACCESSORIES OR PARTS, SEE YOUR LOCAL NINTENDO RETAILER, VISIT OUR WEB SITE AT WWW.NINTENDO.COM OR CALL 1-800-255-3700.

**REGULATIONS FOR EQUIPMENT USE IN U.S.A.
Consumer and FCC Information**

This equipment complies with Part 68 of the FCC rules and the requirements adopted by the ACTA. On the outside of this equipment is a label that contains, among other information, a product identifier in the format US:AAAEQ##TXXXX. If requested, this number must be provided to the telephone company.

For a connection device use USOC RJ11C only (i.e., a standard RJ11C jack).

A plug and jack used to connect this equipment to the premises wiring and telephone network must comply with the applicable FCC Part 68 rules and requirements adopted by the ACTA. A compliant telephone cord and modular plug is provided with this product. It is designed to be connected to a standard USOC RJ-11C modular jack only.

The Ringer Equivalency Number (REN) is used to determine the number of devices that may be connected to a telephone line. Excessive RENs on a telephone line may result in the devices not ringing in response to an incoming call. In most but not all areas, the sum of RENs should not exceed (5.0). To be certain of the number of devices that may be connected to a line as determined by the total RENs, contact the local telephone company. The REN for this product is part of the product identifier that has the format US:AAAEQ##TXXXX. The digits represented by ## are the REN without a decimal point (e.g. 03 is a REN of 0.3).

The REN for this product is 0.0.

If this equipment (US:SMBM500BS1A) causes harm to the telephone network, the telephone company will notify you in advance that temporary discontinuance of service may be required. But if advance notice isn't practical, the telephone company will notify the customer as soon as possible. Also, you will be advised of your right to file a complaint with the FCC if you believe it is necessary.

The telephone company may make changes in its facilities, equipment, operations or procedures that could affect the operation of the equipment. If this happens the telephone company will provide advance notice in order for you to make necessary modifications to maintain uninterrupted service.

If trouble is experienced with this equipment (US:SMBM500BS1A), for repair or warranty information, please contact Nintendo of America at 1-800-255-3700. If the equipment is causing harm to the telephone network, the telephone company may request that you disconnect the equipment until the problem is resolved.

Except as provided in the "Troubleshooting" section in this booklet, do not attempt any repairs on this device.

Connections to party line service is subject to state tariffs. Contact the state public utility commission, public service commission or corporation commission for information.

If your home has specially wired alarm equipment connected to the telephone line, ensure the installation of this equipment (US:SMBM500BS1A) does not disable your alarm equipment. If you have questions about what will disable alarm equipment, consult your telephone company or a qualified installer.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept interference received, including interference that may cause undesired operation.

Changes or modifications not expressly approved by the manufacturer could void the user's authority to operate this device.

This equipment has been tested and found to comply with the limits of a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

**REGULATIONS FOR EQUIPMENT USE IN CANADA
Industry Canada Information**

This equipment meets the applicable Industry Canada Terminal technical specifications.

The Ringer Equivalence Number (REN) is an indication of the maximum number of devices allowed to be connected to a telephone interface. The termination on an interface may consist of any combination of devices subject only to the requirement that the sum of the RENs of all the devices does not exceed five.

The REN for this terminal equipment is 0.1.

The abbreviation, IC, before the registration number signifies that registration was performed based on a Declaration of Conformity indicating that Industry Canada technical specifications were met. It does not imply that Industry Canada approved the equipment.

This Class B digital apparatus complies with Canadian ICES-003.

Nintendo of America Inc.
P.O. Box 957, Redmond, WA 98073-0957 U.S.A.

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P.N. 49349A

**MODEM ADAPTER
INSTRUCTION BOOKLET****NEED HELP WITH INSTALLATION, MAINTENANCE OR SERVICE?**

Nintendo
CUSTOMER SERVICE
WWW.NINTENDO.COM

or call 1-800-255-3700
MON. - SUN., 6:00 a.m. to 7:00 p.m., Pacific Time
(Times subject to change)