

Warnings:

- Some medical studies have suggested that long periods of repetitive motion may be linked to certain types of physical discomfort or injuries. You should take frequent breaks during game play. If you feel aching, numbness, or tingling in your arms, wrists, or hands, consult a qualified health professional.
- Do not use the GameCube/Wii Wireless Controller if you have respiratory, heart, or other physical ailments that limit your physical activity. If you have any doubts, consult a qualified health professional.
- The GameCube/Wii Wireless Controller is not intended for use by small children. It may contain small pieces that may pose a choking hazard.
- The GameCube/Wii Wireless Controller can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.
 - Do not operate the GameCube/Wii Wireless Controller within nine inches of a pacemaker.
 - If you have a pacemaker or other implanted medical device, do not use the GameCube/Wii Wireless Controller without first consulting your doctor or the manufacturer of your medical device.
 - Follow all regulations regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

Safety information:

- Do not disassemble any of the GameCube/Wii Wireless Controller components. Refer all servicing to qualified personnel only.

- Do not place or store the GameCube/Wii Wireless Controller in a humid area and do not expose it to water or rain.
- Read all instructions before operating the GameCube/Wii Wireless Controller. Use the GameCube/Wii Wireless Controller only as instructed. Failure to follow these instructions may void the warranty.

Battery warnings:

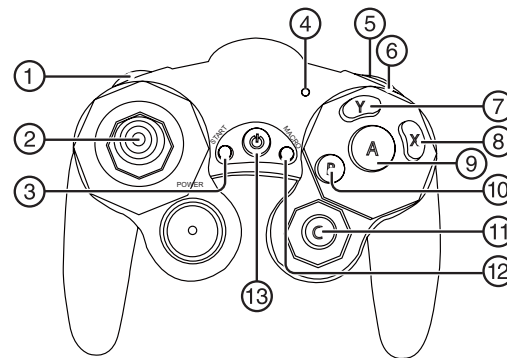
Incorrect use of batteries may result in battery fluid leakage, overheating, or explosion. There is a risk of fire if batteries are replaced by an incorrect type. Released battery fluid is corrosive and may be toxic. It can cause skin and eye burns and is harmful if swallowed. To reduce the risk of injury:

- Keep batteries out of reach of children.
- Do not heat, open, puncture, or dispose of batteries in fire.
- Only use AAA alkaline batteries.
- Do not mix new and old batteries.
- Remove the batteries if they are worn out or before storing your controller for an extended period of time.
- If a battery leaks, remove all batteries, taking care to keep the leaked fluid from touching your skin or clothes. If fluid from the battery comes into contact with skin, flush skin with water immediately. Before inserting new batteries, thoroughly clean the battery compartment with a damp paper towel, or follow the battery manufacturer's recommendations for cleanup.
- Dispose of batteries in accordance with local and national disposal regulations (if any).

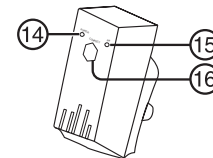
Package contents

- Wii/GameCube Wireless Controller
- Wii/GameCube Wireless Receiver Module
- Quick Setup Guide

Product features Controller



Receiver

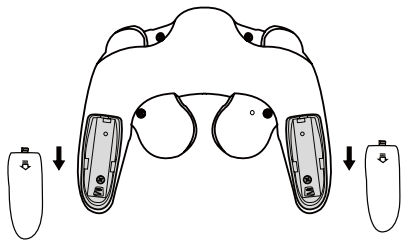


#	Description
1	L button
2	Control stick
3	Start button
4	Macro indicator
5	R button
6	Z button
7	Y button
8	X button

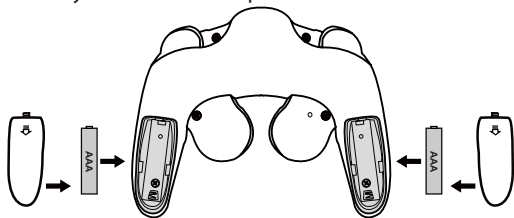
#	Description
9	A button
10	B button
11	C stick
12	Macro button
13	Power button
14	Power indicator
15	RX indicator
16	Connect button

Installing batteries

- 1 Push the two battery compartment covers down to remove them.



- 2 Insert one AAA battery into each battery compartment. Make sure that the + and - symbols on the batteries match the + and - symbols in the compartments.

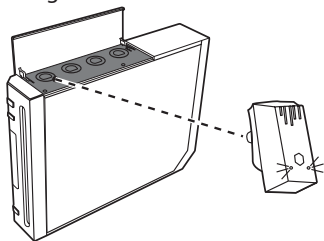


- 3 Replace the covers.

Connecting your controller to your game console

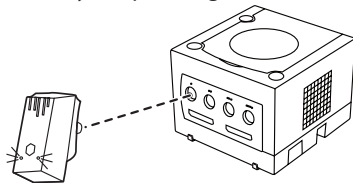
- 1 **For Wii:** Open the door on top of the Wii console, then insert the receiver into the controller socket. See the instruction booklet for the game you are playing to find out which socket(s) you need to plug the receiver(s) into. When the

receiver is inserted correctly, the power light turns on and the RX light flashes.



Or,

For GameCube: Insert the receiver into the controller socket on the front of the console. See the instruction booklet for the game you are playing to find out which socket(s) you need to plug the receiver(s) into. When the receiver is inserted correctly, the power light turns on and the RX light flashes.



- 2 Press the **POWER** button to turn on the controller. The controller will pair with the receiver automatically. When pairing completes, the RX indicator stops flashing and lights solid.

Note: If you want to use more than one controller, you should pair the controllers one at a time.

Note: If the controller does not automatically connect, follow these pairing steps in this order:

- 1 Press and hold the **Connect** button on the receiver. Do not release.

- 2 Insert the end of a paperclip into the tiny hole on the back side of the controller and push. Do not release.
- 3 Release the **Connect** button on the receiver.
- 4 Remove the paperclip from the controller.

Programming a macro

You can program the Z button to perform a series of moves.

- 1 Press the **MACRO** button. The indicator on the controller lights red.
- 2 Press the **Z** button.
- 3 Press the **X, Y, A, or B** buttons to create the combination of moves that you want (maximum 16 moves), then press the **MACRO** button again to save the macro. (If you make 16 moves, the macro is saved automatically, so you do not need to press the **MACRO** button again). The indicator turns off.
- 4 To run the macro, press the **Z** button.
- 5 To erase the macro, press the **MACRO** button, the **Z** button, then the **MACRO** button again.

Legal notices

FCC/regulatory notices

Changes or modifications not expressly approved by the party responsible for compliance with the FCC Rules could void the user's authority to operate this equipment.

90-day limited warranty

Visit www.rocketfishproducts.com for details

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