

PATRONICS

CRC# 4690162

For **Wii™****Wii™ Black Mini Remote Bundle**

Instruction Manual



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Introduction:

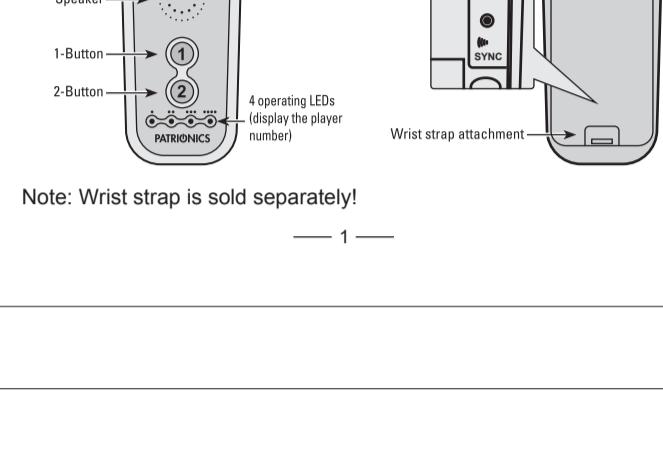
Thank you for choosing the Kidsmote Controller and congratulations on your decision.

We are sure that our product will provide you with a great deal of gaming pleasure. These instructions contain valuable information about operating and configuring the controller. Please keep these instructions in a safe place for future reference.

Package contents:

- Kidsmote controller for the Nintendo Wii console
- Nunchuk for the Nintendo Wii console
- Instruction Manual

Please contact your dealer immediately if parts are missing or visibly damaged.

Controller description:

Note: Wrist strap is sold separately!

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Specifications:

- Wireless Kidsmote controller for use with the Nintendo Wii console
- Unique, intuitive game play using motion sensing
- Simple connection with 4 controllers simultaneously using autoscan
- Particularly slim and elegant design
- Integrated speakers for saving avatars, game settings and Miis
- Powerful vibration effects
- Only 2AA batteries required (Batteries are not included in this product!)

(Technical data is subject to change)

Installation:

To be able to use your Kidsmote controller with your **Wii™** console, it must be synchronized with the **Wii™** console or registered at the **Wii™** console. This procedure is only required once if you only use this controller with your console. The Kidsmote controller always connects automatically when switching on the console and controller. (Standard mode)

If you want to use the controller with other consoles, e.g. belonging to friends or acquaintances, you can register once at the respective console. This one time registration will be deleted when the console is switched off. The settings of standard mode and the associated registration with your own console are not overwritten.

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Note:

When using "One Time mode", the registration configurations safes all controllers (remote control unit) are overridden until the **Wii™** console is switched off. The configurations of standard mode resume when **Wii™** console is switched on again.

Synchronization of the Kidsmote controller:

Standard mode

1. Ensure there are batteries in the Kidsmote.
2. Remove the cover of the battery compartment of the Kidsmote controller.
3. Open the cover of the SD card reader of your **Wii™** console.
4. Press the "SYNC" button on the **Wii™** Console.
5. Then press the "SYNC" button in the Kidsmote battery compartment.
6. The Kidsmote controller is now registered at the **Wii™** Console and this can be recognised by the flashing LEDs. When flashing stops, registration is complete and an LED lights up continually. This LED also displays the player number.
7. Repeat this procedure for each other controller that you want to connect with your **Wii™** console in standard mode. The order in which you register the controllers at your console determines the respective player number.

One Time Mode

1. Press the "HOME" button at the Kidsmote controller.
2. Select the **Wii™** Remote Setting option from the home menu, then select the Reconnect option.
3. Press the "1" and "2" buttons simultaneously on your Kidsmote controller.
4. The 4LEDs begin to flash. Press and hold both buttons (1 & 2) until flashing stops and only one LED flashes continually.

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5. Repeat this procedure for every other controller that you want to connect with your **Wii™** console in One Time mode. The order in which you register the controllers at your console determines the respective player number.

Inserting the batteries:

- Remove the battery compartment cover of the Kidsmote controller.
- Insert the batteries or rechargeable batteries ensuring correct polarity and secure placement.

Using the Kidsmote controller:

Your Kidsmote controller is sensitive using Motion Sensing Technology. You do not have to make any excessive movements. Always consider your environment and other players.

Your Kidsmote controller has all the functions of the original Nintendo controller (Wii-mote). You can use the Kidsmote in the vertical position for **Wii** games that also require the pointer function. You can also use it in the horizontal position for virtual console classics that you can download on your **Wii™** console. In addition, other accessories such as the Nunchuk or Nintendo controller.

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FAQs

Before contacting your dealer or our support team, please refer to the common errors listed in this section and how to fix them.

1. Slow to respond to movements

Check the batteries as they may be dead. If the batteries are weak, the controller is unreliable and imprecise when you play a game.

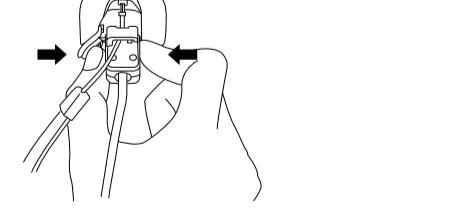
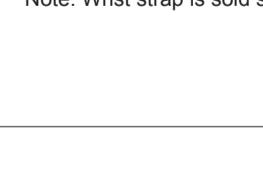
2. The Kidsmote controller is not functioning

Switch the **Wii™** console completely off and on again. Now register the controller again as described in these instructions. Note the two different log on options using Standard mode (continual connection with the console) and log on using the One Time mode (temporarily connection with the console).

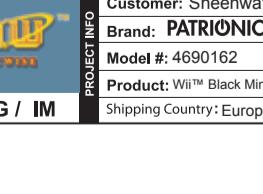
3. Entry signals appear during a game although i have not touched the controller.

Check that your sensor bar is clearly visible below and above your television. If you use a wireless sensor bar, check the batteries in the sensor bar. Observe the maximum range or distance between the sensor bar/console and the Kidsmote controller. The range can vary according to the sensor bar used. Try and stay within a maximum range of 5 metres between the console and bar to maintain optimum performance and precision.

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Description:**Connection:**

Stick the plug into the extension port of the kidsmote.



Squeeze the release bar to remove the plug from your kidsmote.

Note: Wrist strap is sold separately!

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Safety Notes:

1. Do not attempt to service or repair the device yourself. Leave any service work to qualified experts.
2. Do not modify the device in any way. Doing so voids the warranty.

The user is cautioned that changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

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 any interference received, including interference that may cause undesired operation.



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