



COLLECTIVE MINDS™



Motion Plus DELUXE Kit™

Wii™ U

INSTRUCTIONS MANUAL

1. REMOTE CONTROLLER WITH MOTIONSENSE+

TECHNICAL SPECIFICATIONS

- Wireless Remote Controller compatible with Add-On Controller and with Nunchuk™* Controller from Nintendo®.
- Additional MotionSense+ motion sensor device built-in compatible with MotionPlus™ features.
- Included directional pad and buttons 1/2/+/- /A/B/POWER/HOME.
- Voltage: 2.2V ~ 3.2V - Current: 30mA. Connection range: 3-6 m. approx.

NOTE: NEVER CONNECT the Wii™ MotionPlus™* device to the Remote Controller because both controllers may not function properly. A device with MotionPlus™ compatible features is already built-in.

SETUP

1. Insert the wrist strap (included) in the Remote Controller.
2. Open the battery compartment and place inside 2 AA LR6 1.5V type batteries (not included). You can see the correct polarity diagram inside the compartment; please respect always their polarity when inserting the batteries.
3. Press the red SYNC button on your Wii™ system console.
4. Then, press the red SYNC button on the Remote Controller. The blue LED indicators in the Remote Controller will flash during the SYNC process.
5. Place the cover carefully on the battery compartment.

6. Once the SYNC process is finished, the LED indicators will stop flashing and the LED indicator that remains on will indicate the player number (from 1 to 4). Depending on the number of simultaneous controllers linked with the system console, will be one or another.
7. The Remote Controller is set up and ready for use.

NOTE: After the SYNC process, if the Remote MotionSense+ Controller doesn't work properly, please make sure that it has been assigned as player number 1, because if there is more than one controller SYNC'd at the same time, the system console will respond only to controller number 1 in most cases. If the Remote MotionSense+ Controller is not assigned as player 1, disconnect your original WiiMote™ controllers or re-assign the player numbers in the controllers, browsing into the system main menu and following the on-screen instructions.

FEATURES

- The Remote Controller has a built-in sensor compatible with the Wii™ Sensor Bar, in a connection range between 3-6 metres (approx).
- Featuring a MotionSense+ device built-in, an additional motion sensor device that features the same functions than the MotionPlus™* device from Nintendo®.
- Also it has vibration motor and speaker for a more realistic game experience, including battery energy status pressing A button.

BATTERIES REPLACEMENT

- The Remote Controller works with 2 AA LR6 1.5V type batteries (not included).
- To replace the batteries, open the battery compartment in the controller. Never mix different brands or mix types of batteries.
- Be careful to insert the batteries with the correct polarity (see diagram inside compartment). Replace the battery compartment cover of the controller.

2. THE NUNCHUCK CONTROLLER

TECHNICAL SPECIFICATIONS

- The Nunchuck corded controller is compatible with Remote Controller, and with WiiMote™* original controller.
- Included analog joystick, X/Y/Z axis and C/Z action buttons.
- Used for 3D game control in-game. Cable length: 90 cm (approx).

SETUP

1. With the system console turned off, connect the The Nunchuck corded controller to the Remote Controller.
2. First power on the Remote Controller, and then power on the Wii™ system console. You must follow the steps in this order to successfully connect the The Nunchuck Controller.
3. If the The Nunchuck Controller doesn't work, power of the system console, disconnect the controller and then start again the steps above.
4. Once in-game, the controller is set up and ready to play.

FEATURES

- The Nunchuck Controller can be used for 3D control move in X/Y/Z axis together with C/Z action buttons just like any other official Nunchuk™* controller from Nintendo®.

3. LIGHTING CONTROL

TECHNICAL SPECIFICATIONS

- 7 Color LED lighting and Random Color Cycle Modes
- Remote D-Pad, A, 1, and 2 button are backlit
- Nunchuk analog stick is backlit
- Unique Color Sync between remote and nunchuk

SETUP

1. With the system console turned off, connect the Nunchuck corded controller to the Remote Controller.
2. First power on the Remote Controller, and then power on the Wii™ system console. You must follow the steps in this order to successfully connect the Nunchuck Controller.
3. If the The Nunchuck Controller doesn't work, power of the system console, disconnect the controller and then start again the steps above.
4. Once in-game, the controller is set up and ready to play.
5. To turn on color mode, simply press the LIGHT button.
6. To change the color mode, press the LIGHT button again.
7. To activate the color cycle mode press the LIGHT button eight times from the off position.
8. To turn off color mode, simply press the LIGHT button nine times from the off position.

4. WARNINGS

- If you cannot connect the Remote Controller, power it of and power it on again, and then press the SYNC button to link the controller with the system console.
- Always check that the batteries have enough energy to operate. A very low level can cause the controller not working properly.
- Avoid dropping the controllers on hard surfaces.
- Do not throw any parts of the devices into water or fire and never drop them.
- Keep them away in a dry and safe place.
- Never leave the Remote Controller powered on when you are not using it. Press the POWER button for some seconds until the LED indicator from player number is powered off in order to power off the controller.
- Please use always the devices accordingly and always wear the wrist strap on (included) with the controller to avoid undesired accidents.
- This product is ONLY for HOME INDOOR use.
- Children must be ALWAYS supervised by an adult.

FCC warning statements:

Caution: Any changes or modifications to this device not explicitly approved by manufacturer could void your authority to operate this 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.

The device has been evaluated to meet general RF exposure requirement. The device can be used in portable exposure condition without restriction.

*Not included.