



G5602

WIRELESS NUNCHUK

INCLUDES LITHIUM ION RECHARGEABLE BATTERY PACK

TABLE 1: CONNECTION STATUS LED (ON RECEIVER MODULE)

LED Flash Speed	Flash Rate
Slow	Flash 1 time per second
Medium	Flash 2 times per second
Fast	Flash 4 times per second

TABLE 2: INTERNAL BATTERY CHARGE TIMES

Initial Charge (first time)	6 Hours*
Subsequent Charges (after initial charge)	2 Hours*

*Note: Or when the battery status LED turns OFF

TABLE 3 : TROUBLESHOOTING

No wireless connection between the Sender and Receiver Modules	<ul style="list-style-type: none"> • Make sure the power button on the Wii Remote is ON. • Make sure the Receiver Module is plugged in properly. • Check that the AA batteries inside the Wii Remote are not depleted and are positioned with the polarities in the correct direction (as indicated inside the compartment). • Check Wireless Nunchuk internal battery has adequate power. • Press the sync button located on the Wireless Nunchuk for proper synchronization.
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Note: If you turn the Wii Remote OFF and ON, or unplug the Receiver Module, you will lose the connection between the Sender and Receiver Modules. If the connection has been lost, press the sync button to establish the link between the Sender and Receiver Modules.

FCC INFORMATION

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

LIMITED WARRANTY

Intec is dedicated to making high quality products for every consumer. We are so confident in the quality of our merchandise that we offer a one year warranty with this product. That means should you find any defects with the item you purchased, we will repair it or replace it. Please mail defective product to: Intec, Inc. 7600 Corporate Center Drive Suite 400 Miami, FL 33126 Attn: Customer Service or contact us at www.intecgamer.com

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Wireless Nunchuk (Sender Module)



Charging Cable



Receiver Module

- State of the art 2.4 GHz technology.
- Compatible with Wii™ console.
- Powered by an internal Lithium Ion (Li-Ion) rechargeable battery.
- Ergonomic design for superior control.
- Features a sync button for easy connection and synchronization.

NOTE: This equipment has been tested and found to comply with the limits for 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:

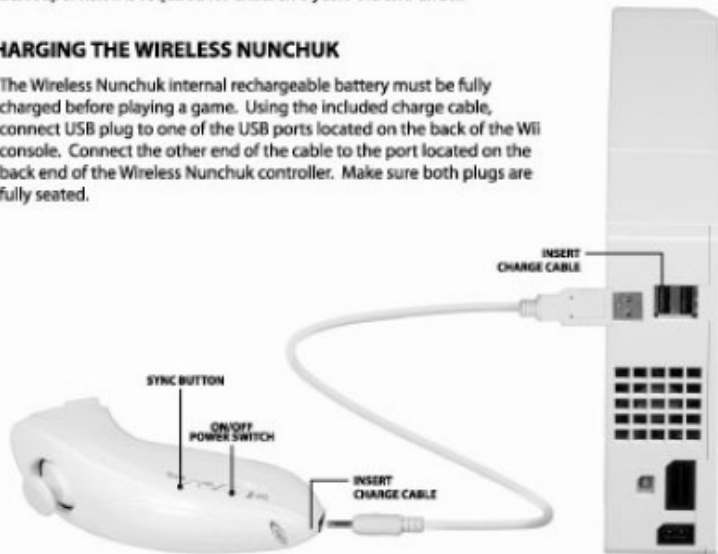
- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

⚠ WARNINGS

- Read, understand and follow all instructions, cautions and warnings listed in this manual and in the Nintendo Wii™ Operations Manual. Failure to follow instructions could result in personal injury or damage to the Wii™ console.
- Do not exceed manufacturer's recommended specifications.
- Do not use additional attachments other than those recommended or provided by the manufacturer unless otherwise specified.
- Do not submerge in water or expose the Wireless Nunchuk or Receiver Module to heavy moisture.
- Do not operate the Wireless Nunchuk or Receiver Module in or near water.
- Do not operate the Wireless Nunchuk or Receiver Module using wet hands.
- Do not use the Wireless Nunchuk or Receiver Module in any other way than its intended use.
- Do not use the Wireless Nunchuk or Receiver Module if damaged in any way.
- Do not disassemble any part of the Wireless Nunchuk or Receiver Module.
- Keep away from areas where dirt/dust or liquid/humidity can get into the Nunchuk Holder or Receiver Module.
- Keep away from direct sunlight and extreme temperatures.
- Adult supervision is required for children 6 years old and under.

CHARGING THE WIRELESS NUNCHUK

1. The Wireless Nunchuk internal rechargeable battery must be fully charged before playing a game. Using the included charge cable, connect USB plug to one of the USB ports located on the back of the Wii console. Connect the other end of the cable to the port located on the back end of the Wireless Nunchuk controller. Make sure both plugs are fully seated.



2. The Wii console must be powered ON or in Standby mode when charging the internal battery.

To turn Standby mode for the console ON:



Note that the internal battery will NOT charge if the console is powered OFF.

3. The internal battery status LED located on the bottom side of the Wireless Nunchuk will illuminate ORANGE indicating that the internal battery is being charged at this time. The battery status LED will turn OFF once the battery is fully charged. Refer to the Table 2 for charge time.
4. The playtime for the Wireless Nunchuk is 8 hours (when the battery has been fully charged).
5. When the internal battery power is low, the connection status LED on the Receiver Module will flash FAST (4 flashes per second). Refer to Table 1 for further details on the LED flash rates.

SETUP

1. Connect the Receiver Module into the external extension connector located on the bottom of the Wii™ Remote. If the Wii™ Remote has a wrist strap attached, make sure the lanyard is fed through the channel on the bottom of the Receiver Module. Make certain the Receiver Module is fully seated. Note that the Receiver Module utilizes power from the Wii™ Remote.
2. Turn the Wii™ console ON by pressing the power button.
3. If the Wii™ Remote has not been synced with the Wii™ console, remove the battery compartment cover on the Wii™ Remote and press the sync button located inside the compartment. The player LEDs on the Remote will begin to flash indicating it is searching for the Receiver Module (integrated in the Wii™ console).
4. Open the SD card slot cover located on the Wii™ console and press the sync button. When the player LEDs stop flashing, the Wii™ remote has been properly synchronized with the Wii™ console.
5. Replace the Wii™ Remote battery compartment cover.
6. The connection status LED located on the Receiver Module will flash SLOWLY (1 flash per second) indicating it is waiting to be connected. Turn the power switch on the Wireless Nunchuk to the ON position.
7. Press the sync button on the Wireless Nunchuk (Sender Module). The connection status LED located on the Receiver Module will begin to flash at medium speed (2 flashes per second) indicating the Sender Module (integrated into the Wireless Nunchuk) has been synchronized with the Receiver Module. An internal connection status LED located inside wireless Nunchuk will also begin to flash RED when properly synchronized.
8. You can connect up to 4 Wireless Nunchuks to the Wii™ console. To sync additional Wireless Nunchuks, repeat steps 1-7.
9. To reset the Wireless Nunchuk (break connection), turn the power switch OFF and then ON again.
10. To put the Wireless Nunchuk into sleep mode, press and hold the sync button for a minimum of 8 seconds. The connection status LED (located on the Receiver Module) will go from flashing at medium speed, to flashing slowly (Refer to Table 1 for further details on the LED flash rates). If the Wireless Nunchuk is in sleep mode for more than 10 seconds, the connection status LED will turn OFF. To wake the Wireless Nunchuk, press the sync button again. Note that the Wii™ Remote will go into sleep mode after 5 minutes of inactivity. To wake the Wii™ Remote, press the 'A' button.