



Wii™

Wii Fun Center

Operations Manual

PN 74462 Rev. A

Note: Fun Centers have been rebranded as Starlight Gaming stations. Your device will still refer to "Fun Center." Any in-person reference to "Gaming station" also refers to this product.

Do you need help or assistance?

Visit www.starlight.org/gaming/support/contact for contact information

For immediate assistance during the business hours of 6:00 AM to 4:00 PM PST Monday-Friday please call the Gaming station (Fun Center) Support Hotline at 1-877-716-8550 or email funcenter@noa.nintendo.com



FCC COMPLIANCE INFORMATION

NOTE: This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at his own expense.

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

Fun Center Support Hotline: 1-877-716-8550

Manufactured by Nintendo of America Inc.

PO Box 957

Redmond, WA 98073

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1. INTRODUCING YOUR NEW FUN CENTER

1.1 Introduction

Congratulations on your *Fun Center* brought to you by the Starlight Children's Foundation®. The *Fun Center* is a mobile entertainment unit containing a TV monitor, DVD player, and modified Wii. *Fun Centers* roll right up to the bedside, or almost anywhere, to provide much needed play time during a child's hospital stay.

A bright spot in the desolate hours of a pediatric patient's day, this interactive hospital room visitor is wonderful for filling long hours in outpatient clinics, emergency rooms, and other isolating environments. Sometimes, *Fun Center* entertainment can be the best medicine.

Fun Centers have become a focal point of Starlight's efforts to counter the isolation and depression of sick children. Caregivers report that *Fun Centers* engage children during long hours of treatment, are a great distraction from hospital stress, and may result in the reduced need for pain medication. For children not well enough to be out of bed, the *Fun Center* is a welcome visitor.

Manufactured and supported by one of Starlight's most dedicated corporate partners, Nintendo of America Inc., these units are sponsored by countless numbers of individuals and corporations that believe in Starlight's mission. Often, donors commemorate specific events, such as new store openings or product launches with *Fun Center* placements.

1.2 Important Safety Instructions

Electrical Warning-The lightning flash with arrowhead symbol alerts the user to the presence of dangerous voltage within the unit that may be at a sufficient level to constitute a risk of electrical shock.



Warning-The red exclamation point symbol alerts the user to non-electrical safety hazards.



Caution-The yellow exclamation point symbol alerts the user to improper operation that may damage the component.

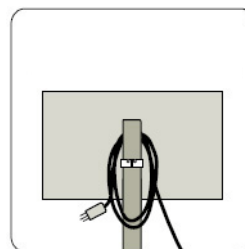


Information-The "i" symbol indicates information that is potentially helpful.



- **Read these instructions**—Read all the safety and operating instructions (including the manuals for the TV, DVD player, and Wii) before operating the *Fun Center*.
- **Keep these instructions**—Keep these safety and operating instructions in a safe place for future reference.
- **Heed all warnings**—Failure to heed the warnings may result in injury.
- **Follow all instructions**—Failure to follow all instructions may result in damage to the apparatus.
- **Do not use this apparatus near water**—To reduce the risk of fire or electric shock, do not expose to rain or moisture. Do not use the unit near water, such as a bathtub, washbasin, kitchen sink, laundry tub, swimming pool, or on a wet floor. Do not expose to dripping or splashing. No objects filled with liquids, such as vases and beverage containers, shall be placed on the apparatus.
- **Do not block any ventilation openings**—The vents and other openings in the unit and its components are designed for ventilation. Do not cover or block these vents and openings since insufficient ventilation can cause over-heating and/or shorten the life of the unit.
- Do not install near any heat sources such as radiators, heat registers, stoves, or other apparatus (including amplifiers) that produce heat.
- **Do not defeat the safety purpose of the grounding-type plug**—A grounding-type plug has two blades and a third grounding prong. The third prong is provided for your safety. If the provided plug does not fit into your outlet, consult an electrician for replacement of the obsolete outlet. The *Fun Center* is equipped with a hospital-grade 3-wire grounding-type plug. This plug will only fit into a grounding-type power outlet (MAINS socket with protective earthing connection).
- **Protect the power cord from being walked on or pinched particularly at plugs, convenience receptacles, and the point where they exit from the apparatus**—The power cord must be routed safely to prevent people from stepping on it, or objects resting on it. When the *Fun Center* is not in use, make sure the cord is properly stored by coiling it over the end of the support pole.
- **Only use attachments/accessories specified by the manufacturer.**
- **Unplug this apparatus during lightning storms or when unused for long periods of time**—Using the *Fun Center* during a lightning storm may increase the risk of electric shock.
- **Refer all servicing to qualified service personnel**—Servicing is required when the apparatus has been damaged in any way, such as power cord or plug is damaged, liquid has been spilled or objects have fallen into the apparatus, the apparatus has been exposed to rain or moisture, does not operate normally, or has been dropped.

Wrap the cord around the top of the pole when moving the *Fun Center*.





Warning Use of controls or adjustments or performance of procedures other than those specified herein may result in hazardous radiation exposure.

- **Power source**—This unit must operate on a power source shown on the specification label.
- **Power connection**—Make sure the power plug/power socket is easily accessible and the unit can easily be disconnected.
- **Entering of objects**—Never insert an object into the product through vents or openings. High voltage flows in the unit; inserting an object can cause electric shock and/or short internal parts.
- **Cleaning**—Disconnect the power cord from the AC outlet before cleaning the unit. Use a damp cloth to clean the unit. Do not spray liquid cleaners or aerosol cleaners directly onto the unit.
- **Battery caution**—Do not replace the battery in the Wii.



Warning Danger of explosion if battery is incorrectly replaced.

- **Replacement fuses**—If the unit needs replacement fuses, make sure that the replacement fuses are the same as the fuses specified by the manufacturer. Use of unauthorized parts can result in fire, electric shock, and/or other danger.



Electrical Warning Do not remove any cover from a complete assembly, as it can expose you to high voltage. Please see the TV, DVD, and the *Fun Center* operation manuals for basic troubleshooting information. Contact the *Fun Center* Support Hotline (1-877-716-8550) when complete assembly replacement is needed.

- **If any of the following conditions occur**—make sure the area is safe, then disconnect the power cord from the AC outlet, and request a qualified service person to perform repairs.
 - The power cord or plug is damaged.
 - A liquid is spilled on the unit or when objects have fallen into the housings of the components.
 - The unit has been exposed to rain or water.
 - The unit does not operate properly as described in the operating instructions. Do not touch the controls other than those described in the operating instructions. Improper adjustment of controls not described in the instructions can cause damage, which often requires extensive adjustment work by a qualified technician.



- The unit has been dropped or the cabinet has been damaged.
- The unit shows a distinct change in performance or displays an abnormal condition. Any noticeable abnormality in the unit indicates that the unit needs servicing.
- **Replacement parts**—If the unit needs replacement parts, make sure that the service person uses replacement parts specified by the manufacturer. Use of unauthorized parts can result in fire, electric shock, and/or other dangers.
- **Oxygen-Enriched Environment Warning**—There is a risk of fire when used around an oxygen-enriched environment.



Warning Risk of fire if used in an oxygen-enriched atmosphere. Store the controller away from bed when not in use or when using oxygen-administering equipment.

- **Safety checks**—Upon completion of service or repair work, request that a service technician perform safety checks. The safety checks must include, but are not limited to:
 - Making sure the AC power cord has no nicks or scrapes.
 - Making sure internal wires have no exposed copper.
 - Making sure the fuses are the proper AMP value.

2. HOW TO OPERATE YOUR *FUN CENTER*

This chapter contains information on the following topics:

- Moving the Fun Center
- Power Up the Fun Center
- Play a Wii Game
- Watch a Movie
- Update Games

2.1 Moving the *Fun Center*

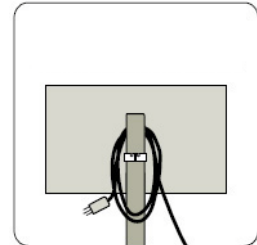


Warning Move with care. Children should not move the unit without proper guidance from an adult.

When moving the *Fun Center*, follow all steps and warnings.

1. Disconnect the power cord from the wall. Properly store the power cord by winding it over the end of the support pole.
2. Unlock the locking casters.
3. Push on the support pole to move the *Fun Center*. Do not pull or guide from the front. Do not push on the TV. Quick stops, excessive force or uneven surfaces may cause the *Fun Center* to tip while being moved.
4. When the *Fun Center* is being set up for play, roll it into position, and lock the locking casters.
5. Connect the *Fun Center* to a grounded-type (three-pronged) AC outlet. Route the power cord safely to prevent:
 - Tripping hazards
 - People from stepping on it
 - Equipment from rolling on it
 - Objects from resting on it

Wrap the cord around the top of the pole when moving the Fun Center.





2.2 Power Up the *Fun Center*

To power up the *Fun Center*, connect the *Fun Center* to a grounded-type AC outlet. The *Fun Center* does not have a master power switch. Once connected, power ON the individual components as needed.

Make sure the power plug/power socket is easily accessible and the unit can easily be disconnected.

If an individual component does not power ON, see Section 3., “How to Troubleshoot Your Fun Center” on page 9.

2.3 Play a Wii Game

1. Make sure the *Fun Center* is plugged into a power outlet and the TV is powered ON. The TV Power button is located on the lower, right side of the TV.
2. Press the Wii Remote **Power** button to power ON the Wii.
3. Press the TV **INPUT** button until **Game** is displayed on the TV screen.
4. Once the **Health and Safety** screen appears, press the Wii Remote **A** Button.
5. When the game selection screen appears, use the Wii Remote to scroll through the available games. You may either point the Wii Remote at the TV screen and move the cursor left or right, or use the **+Control Pad** to cycle through the game selection.



Information The Wii Remote must be 3 feet or more from the TV for the pointing function to work correctly.

6. Press the Wii Remote **A** Button to start the game.



Information All Nintendo games have been rated by the Entertainment Software Ratings Board (ESRB). For information about the ESRB rating, or to comment about the appropriateness of the rating, please visit the ESRB website at www.esrb.org.

7. Some games may need you to connect or disconnect the Nunchuks.

To connect the Nunchuks:
Turn the controller select knob on the front of the *Fun Center* to the right position.

To disconnect the Nunchuks: Turn the controller select knob to the left position.



Controller select knob is in the right position to connect the Nunchuks.

2.4 Watch a Movie



Information Do not press the Menu button on the DVD remote. The menu items have been factory preset for use with the *Fun Center*.

1. Make sure the *Fun Center* is plugged into a power outlet and that the TV is powered ON. The TV Power button is located on the lower, right side of the TV.
2. Press the **INPUT** button on the TV until **DVD** is selected on the TV screen menu.
3. Press the DVD **Power** button to power ON the DVD player.



These lights illuminate when the DVD player is ON.

4. Once the DVD player is on, press the **EJECT** button on the front of the DVD player to make sure there is no disc already in the DVD player.



Press the **EJECT** button to make sure the DVD player is empty.



5. Insert the disc about halfway into the DVD player. The DVD player will “grab” the disc and pull it in. Make sure that the label side of the disc faces up. Playback should begin automatically. If it does not play, press **PLAY** on the front panel of the DVD player.



Caution Do not insert more than one disc into the DVD player at a time. Multiple discs can damage the DVD player.

2.5 Update Games

To add new games to your *Fun Center*, Nintendo must authorize a standard PC to download new games and transfer them to the *Fun Center*.

To begin the authorization process, call the *Fun Center* Support Hotline at 1-877-716-8550 (Monday through Friday, 6:00 AM to 4:30 PM Pacific Time).

For an overview of the authorization process, visit:

<https://seswii.nintendo.com/funcenter/Registration.php>



Information You will need the *Fun Center* serial number, which is located on the back of the pole shroud near where the power cord exits the *Fun Center*.





3. HOW TO TROUBLESHOOT YOUR *FUN CENTER*

The purpose of this section is to describe the different *Fun Center* components and how they operate together to create the *Fun Center* experience. This information will help you to troubleshoot the *Fun Center*, and consists of the following topics.

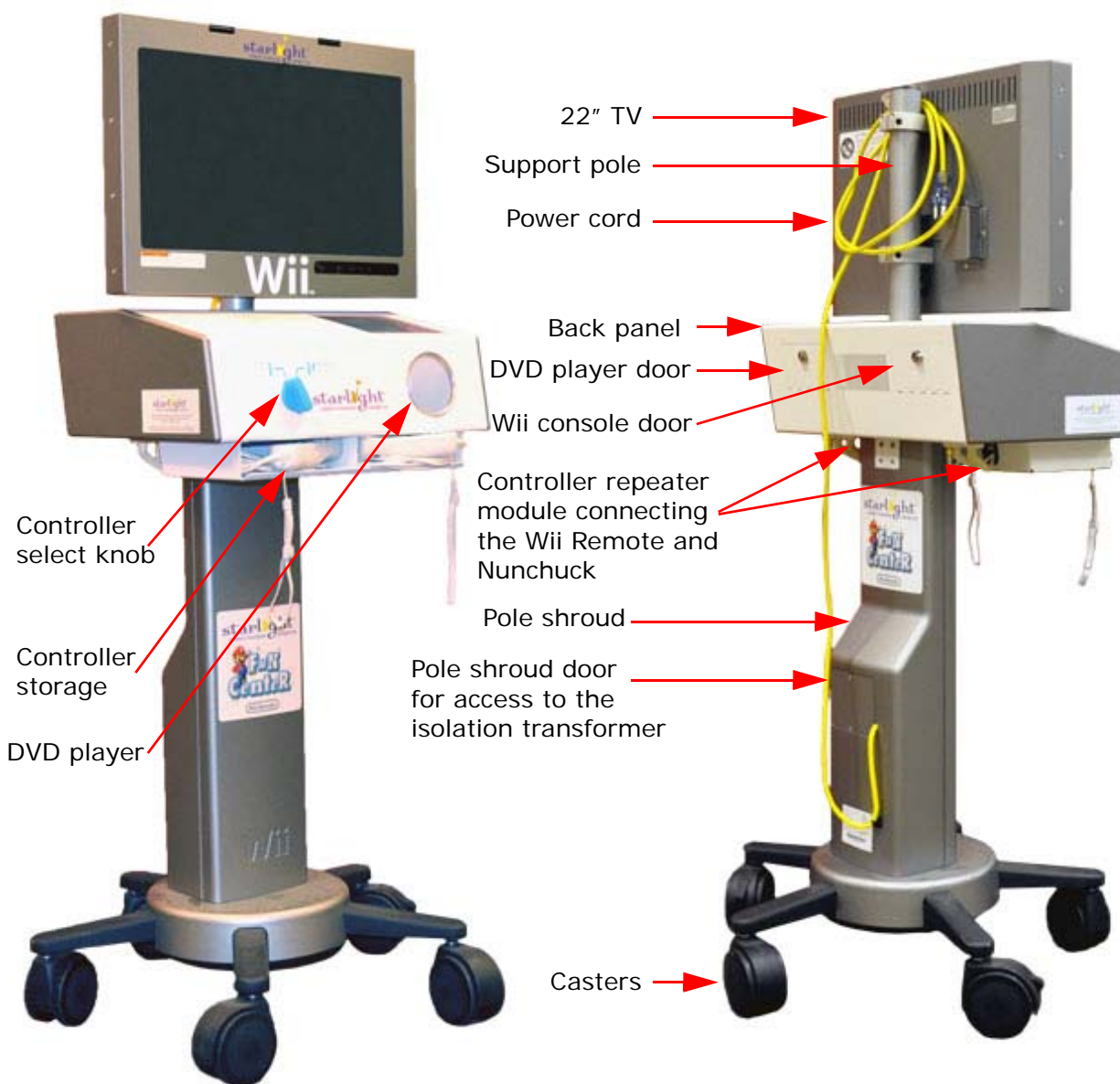
- Troubleshooting Fun Center Components
- Fun Center Wire Connections
- Fun Center Glossary of Terms
- Requesting Further Support

3.1 Troubleshooting *Fun Center* Components

This section describes how to troubleshoot the following *Fun Center* components:

- Main Power
- TV
- Wii Console
- Wii Remote and Nunchuk
- DVD Player

For additional information about the TV and DVD player, read the manufacturer manuals. The manufacturer manuals are included in the *Fun Center* shipment.



3.1.1 Main Power

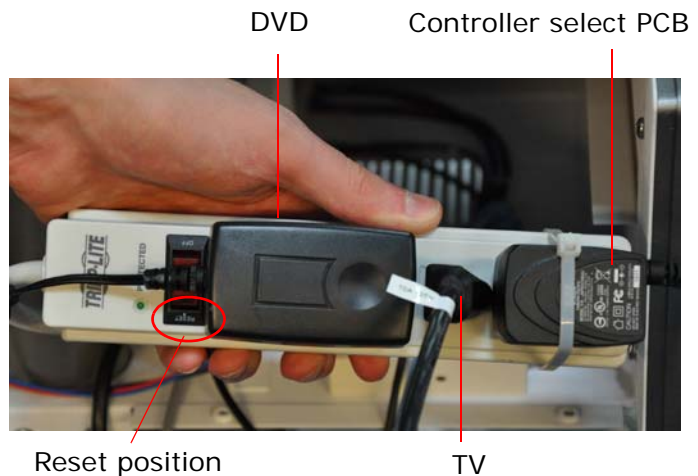
When the main power cord is connected to a working power outlet, the following components can be powered ON:

- Wii console
- TV
- DVD player

If these individual components do not have power, check the power strip and the isolation transformer. To access the power strip and isolation transformer, you will need to remove the back panel of the main cabinet. Use the *Fun Center* tool kit to remove the back panel.

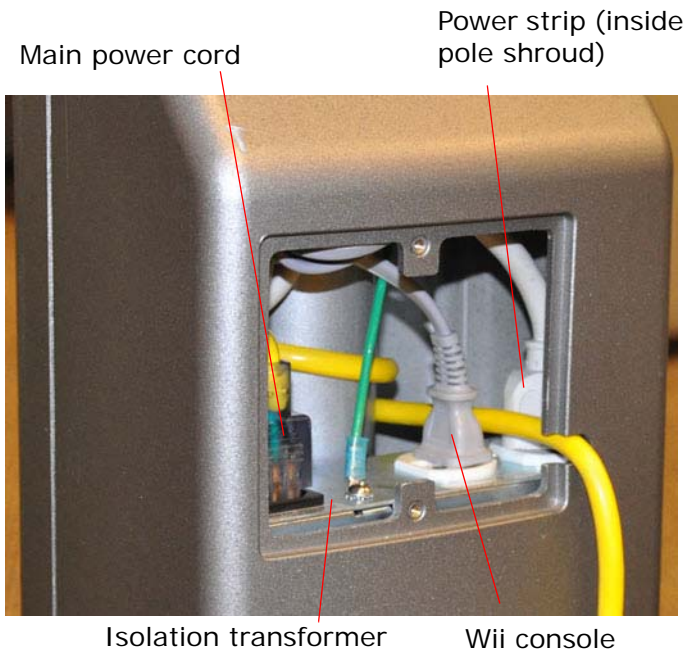
To check the power strip:

1. Check that the rocker switch is in the **RESET** position.
2. Check that the following plugs are properly connected to the power strip:
 - Controller select PCB
 - TV
 - DVD



To check the isolation transformer:

1. Check that the power strip is connected to the isolation transformer.
2. Check that the Wii console AC adapter is connected to the isolation transformer.
3. Check that the main power cord is connected to the isolation transformer.





4. Check the fuse for damage.

Fuse located behind main power cord



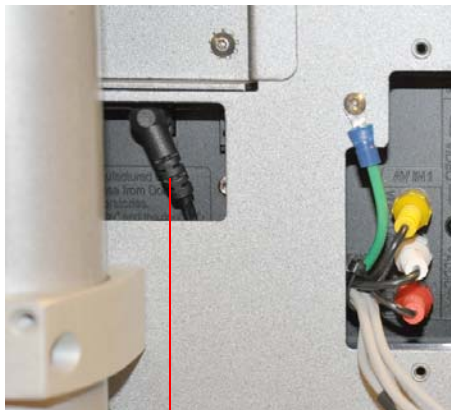
5. Inspect all the cords for damage.
6. Check that each individual component (TV, DVD, Wii console) is properly connected to power. See their respective user manuals for power connection locations.

3.1.2 TV

The TV is considered the hub of the *Fun Center* as it contains inputs for images and sound from the Wii console and DVD player.

When the *Fun Center* is plugged in, the TV powers ON automatically. If it does not power on automatically, press the **Power** button on the TV.

If the TV does not power ON after pressing the Power button, check the TV power connection to the power strip and to the back of the TV.



TV Power

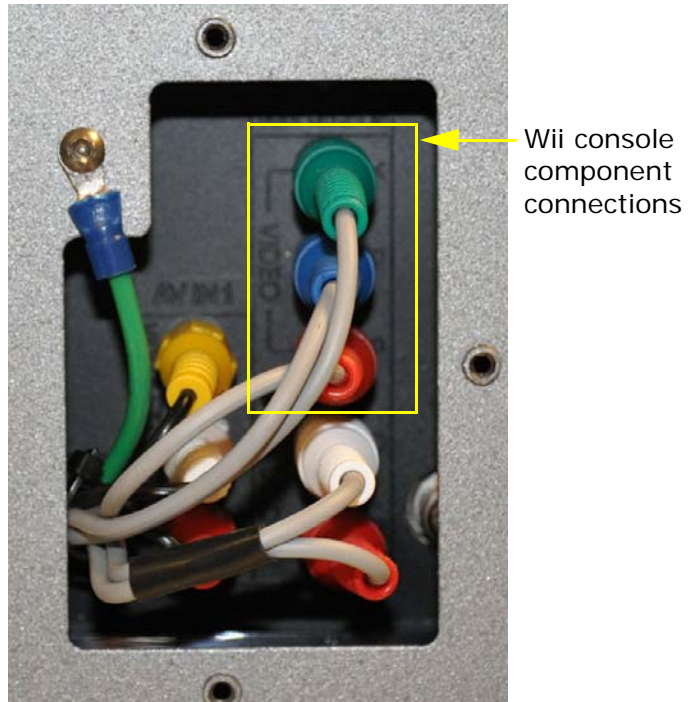


Press the **INPUT** button on the TV to cycle through all of the available image/sound sources (DVD and Game).

The DVD and Game settings correspond to the connections on the back of the TV. The connections and cables are color-coded.

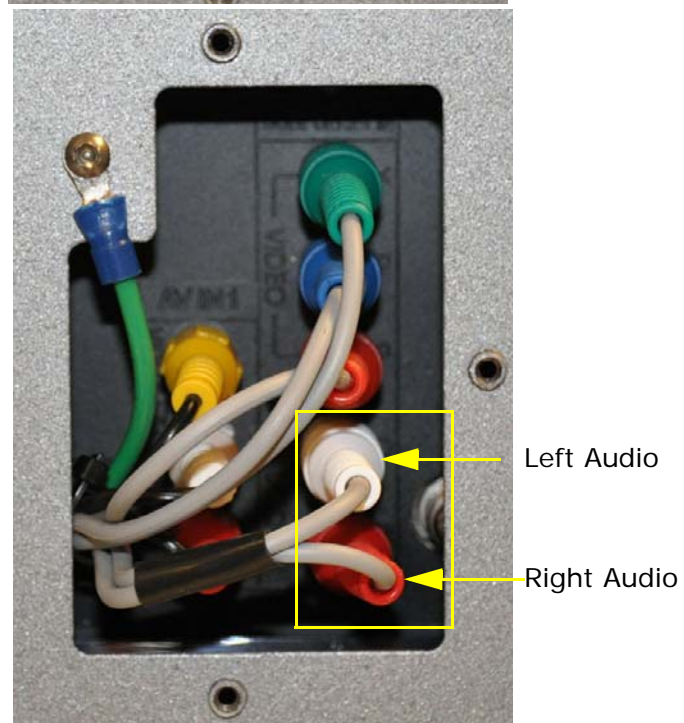
The Wii console uses *component* connections. The image is carried to the TV through three color-coded cables:

- Green
- Blue
- Red



The Wii console audio signals are carried to the TV through two color-coded cables:

- White (left audio)
- Red (right audio)



The DVD player uses *composite* or AV connections:

- The DVD image is carried to the TV through a yellow cable.
- The audio is carried to the TV through a white and a red cable.

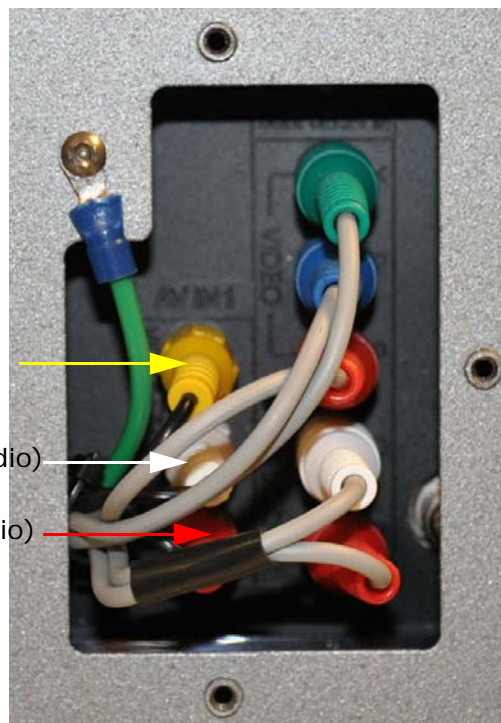


Information There are multiple cables with the same colors. Make sure no connections are swapped, even within the component and composite/AV groups. For example, on the Wii component cable, if the yellow video cable is inserted into an audio connection, you will hear a buzzing sound.

Yellow (video)

White (left audio)

Red (right audio)



Make sure to inspect the component and composite cables for damage.

3.1.3 Wii Console

When you press the Power button on the Wii Remote, the four lights at the bottom of the controller will illuminate for a moment.

If the TV input is set to **Game**, you will also see a “twirling bar” in the lower-left corner of the TV screen.

Wii Power



After 10 to 20 seconds, the Nintendo logo appears, followed by the Starlight Children’s Foundation logo.

This means the Wii console is powered ON.





Press any button on the Wii Remote. The four lights will flash a few times, and then the far left light on the Wii Remote illuminates. This means the Wii Remote is communicating with the Wii console and is "Player 1."

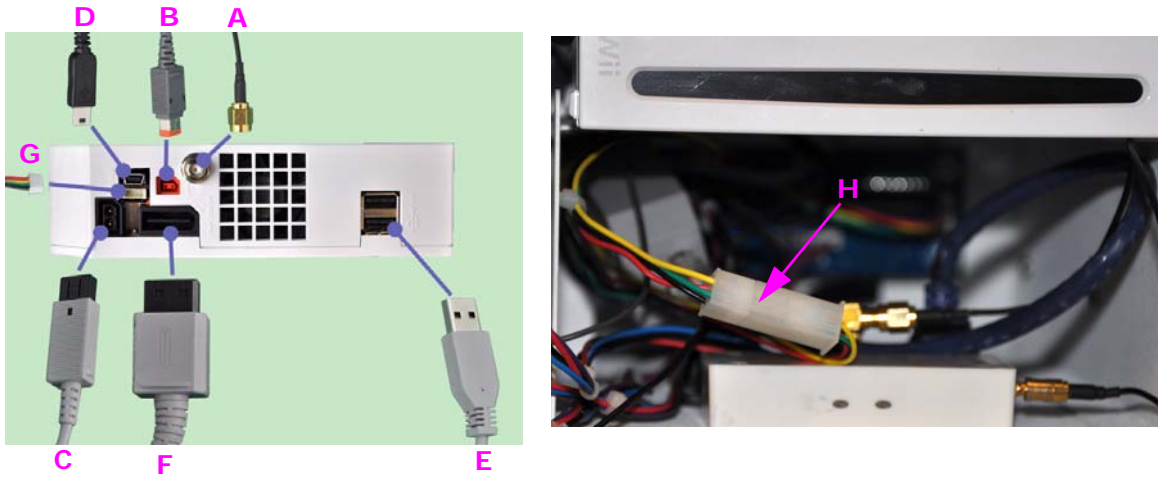


Information The left and right Wii Remotes are the same. The first Wii Remote activated illuminates the first LED and is used by "Player 1" for the play session. When the other Wii Remote is activated, the second LED illuminates and it is used by "Player 2" for the play session.

When the Health and Safety screen appears, press the Wii Remote **A** Button to show the game selection screen.



If the TV is on the correct input, but the Wii console does not power ON or show a picture, check the connections on the back of the Wii console. You will need the *Fun Center* tool kit to remove the back panel of the main cabinet to access the Wii console.



Legend	Item
A	Bluetooth cable
B	Sensor Bar cord
C	AC adapter cord
D	USB extender cable
E	Broadband adapter
F	Component cable
G	Wire harness—Wii console connector
H	Wire harness—Pin and socket connector

3.1.4 Wii Remote and Nunchuk

Cannot Power ON Wii with One or Both Wii Remotes.

When a Wii Remote will not power ON the Wii console, the three main causes are:

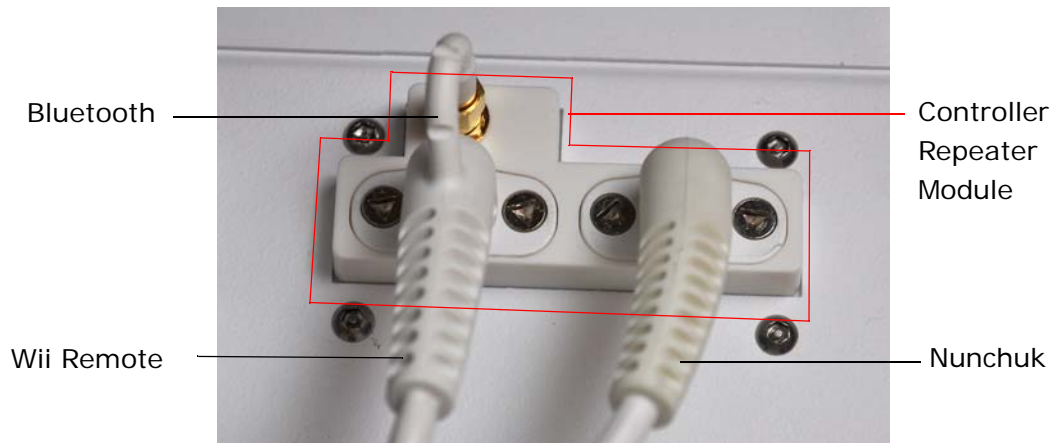
- Improper connections
- Non-synchronized Wii Remotes
- Damage to the controllers or cables

Controller issues may be resolved doing the following:

1. Check the controller cords for physical damage. If the cables are damaged, contact the *Fun Center* Support Hotline (1-877-716-8550) to order replacement controllers.



2. Check the controller connections. Make sure the controller cables are fully seated in the controller repeater module, and the Bluetooth connection is properly screwed onto the controller repeater module.

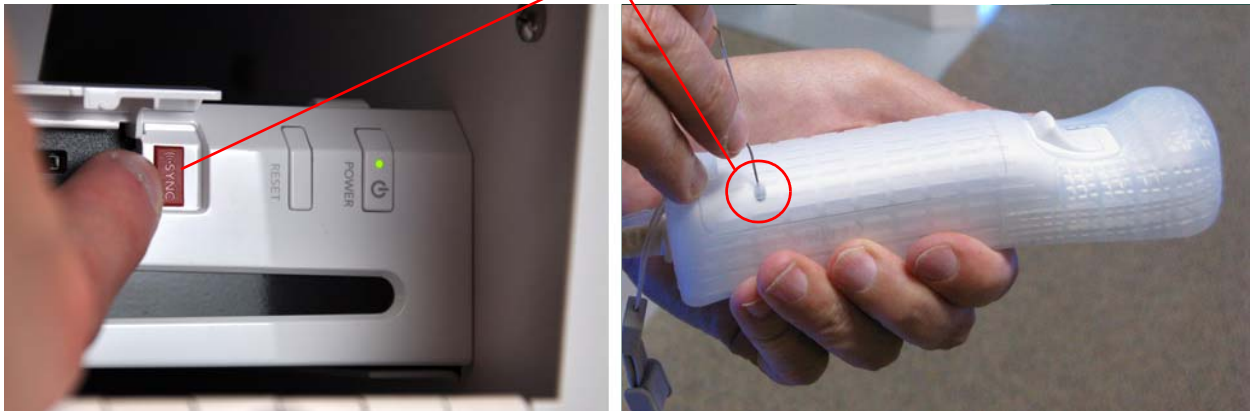


Information The Wii Remote and Nunchuk are powered by, and communicate through, the controller repeater module.

3. Synchronize the Wii Remote:
 - a. Use the key attached to the *Fun Center* tool kit to open the right-hand door on the *Fun Center* back panel.
 - b. Press the **Power** button on the Wii console to power it ON. Wait until the Nintendo logo appears.
 - c. Locate both **SYNC**. Buttons. One is located inside the SD card compartment on the front of the Wii console. The other is located through a small hole on the back of the Wii Remote.
 - d. Press and release the **SYNC**. Button on the inside of the SD card compartment on the console.

- e. Use a straightened paper clip to poke through the jacket, then press and release the **SYNC**. Button inside the Wii Remote. This step must be completed within 30 seconds of the previous step.

SYNC. button locations



When the Player LEDs stop flashing, one LED is illuminated to indicate the player number (1 or 2).

- f. After synchronizing the Wii Remote, verify the synchronization information was stored by the Wii console. Use the newly synchronized Wii Remote to power OFF, then power ON the Wii console.
4. If the Wii Remote did not synchronize, contact the *Fun Center* Support Hotline (1-877-716-8550) for further troubleshooting assistance. Make sure you have the *Fun Center* and the *Fun Center* tool kit on hand as you will be asked to check internal connections in the *Fun Center*.



Information If there are lights on the Wii Remote, you will be asked to check the connections described in Section 3.2.1, "Bluetooth Connections" on page 22. If there are no lights on the Wii Remote, you will be asked to check the connections described in Section 3.2.2, "Wire Harness Connections" on page 23.

Erratic Cursor/Character Movement Issues. If the Wii Remote appears to operate correctly, but the cursor is not showing on the screen or the characters are acting erratically, this indicates the problem may be with either the motion sensor in the Wii Remote or with the Sensor Bar.

Erratic cursor/character movement issues may be resolved by:

1. Put the Wii Remote in a neutral position by resting it on a flat surface during gameplay. If the character or cursor tilts on its own, a motion sensor may be "stuck."



Information The Wii Remote contains motion sensors that detect movements like swordplay, baseball batting, and car steering. The sensors translate these movements into gameplay actions.



2. To free a motion sensor, tap the button side of the Wii Remote against the palm of your other hand without using much force.



Caution Too much force may damage the motion sensor. Make sure to tap the Wii Remote against the soft part of your palm.

3. If the cursor does not appear on the screen, or if it moves erratically, verify that the Wii Remote pointer lens (tinted rectangle at the end of the Wii Remote) is free of obstructions and contamination (stickers, heavy smudges, etc.).
4. Make sure the Wii Remote jacket is securely in place, and that it does not block—even partially—the Wii Remote pointer lens.
5. Verify that bright sunlight or bright lights are not confusing the infrared sensor. Move the *Fun Center* away from the window, close any curtains, and/or turn off the room lights.
6. Verify the Sensor Bar is working. Use a digital camera (like the one on a cell phone) to take a picture of the Sensor Bar while the Wii console is powered ON. You should see five lights on each end of the bar.



Information The Sensor Bar contains a set of infrared LEDs that the Wii Remote uses to position the cursor on the TV screen. The pointer device on the front of the Wii Remote “reads” the LEDs to move the cursor left, right, up, and down—as well as measure the distance from the Wii Remote to the TV screen.

7. If there are no lights on the Sensor Bar, make sure the Sensor Bar is connected to the back of the Wii console. You will need the *Fun Center* tool kit to remove the back panel of the main cabinet to access the Wii console.

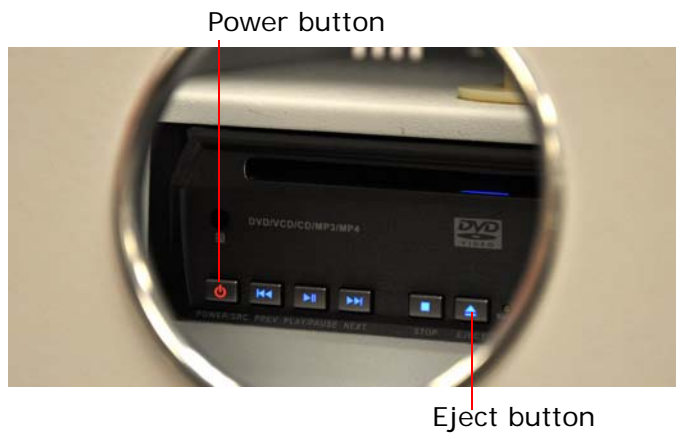




3.1.5 DVD Player

Before attempting to use the DVD player:

1. Press the **Power** button. Make sure the operation buttons illuminate.
2. Press the **Eject** button. Wait for the mechanism to complete the ejection cycle. The sound of the mechanism can be faint, so wait a slow "ten count" before proceeding.
3. If a disc ejects, remove it from the DVD player.
4. Once you are certain that there is no disc in the DVD player, insert the desired disc about halfway into the DVD player. The DVD player will "grab" the disc and pull it in the rest of the way.



Caution Do not force the DVD disc into or out of the DVD player. If the DVD player does not pull the disc into the system or eject it, this is an indication that something is not functioning correctly. Please contact the *Fun Center* Support Hotline (1-877-716-8550) for repair assistance.

5. If the DVD player lights do not come on, check the power connections. You will need the *Fun Center* tool kit to remove the back panel of the main cabinet to access the DVD player.



DVD player AC adapter
Connects to multi-outlet and rear of DVD player



3.2 Fun Center Wire Connections

This section contains information about the types of wire connections.

3.2.1 Bluetooth Connections



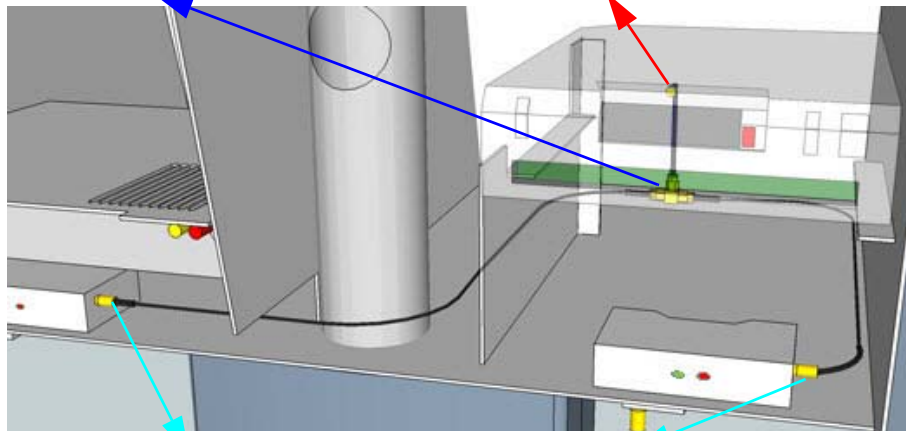
Inside the cabinet, the Bluetooth cable assembly (shown to the left) carries the signal from the controller repeater module to the Wii console.



Screw-in connectors on the splitter/combiner



Screw-in connector on the back of the Wii console



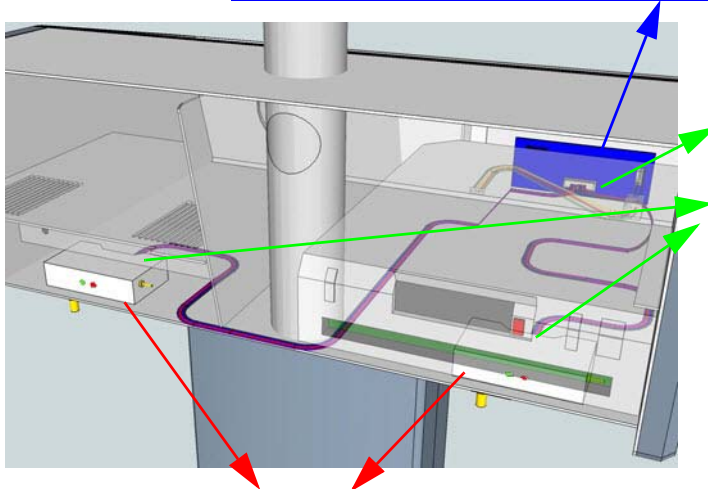
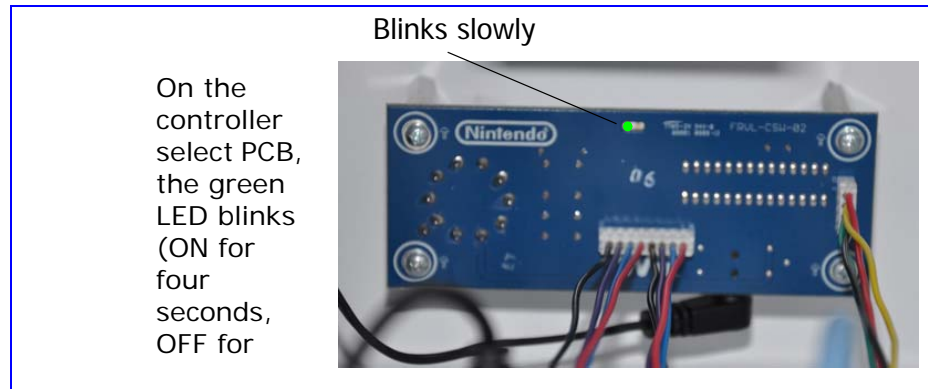
Push-on connector on the controller repeater module.



3.2.2 Wire Harness Connections

The wire harness connects components that work together to provide power to the Wii Remote, allow the player to connect/disconnect the Nunchuk, and communicate with the Wii console.

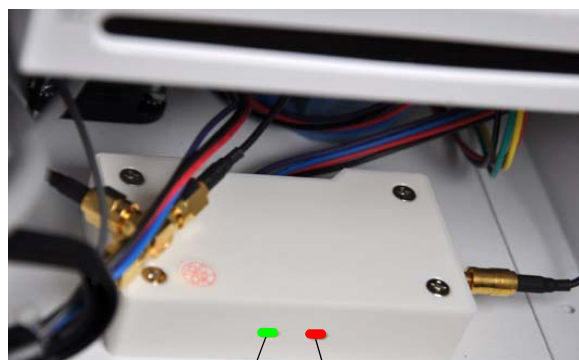
When the controller select PCB and controller repeater modules are working, you can see illuminated LEDs.



Check the connections at the:

- Controller select PCB
- back of *both* controller repeater modules

As you check the connections, inspect the cables for damage.



On the controller repeater module, the green LED is

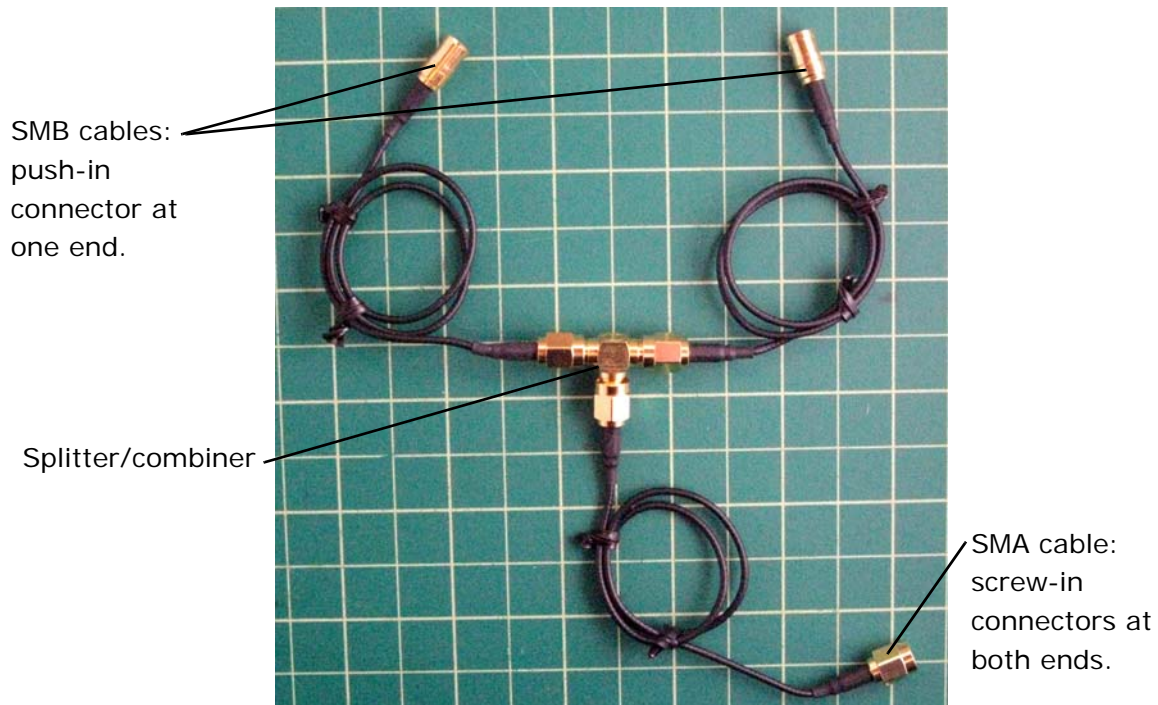
Stays steady Turns red when the Nunchuk is activated



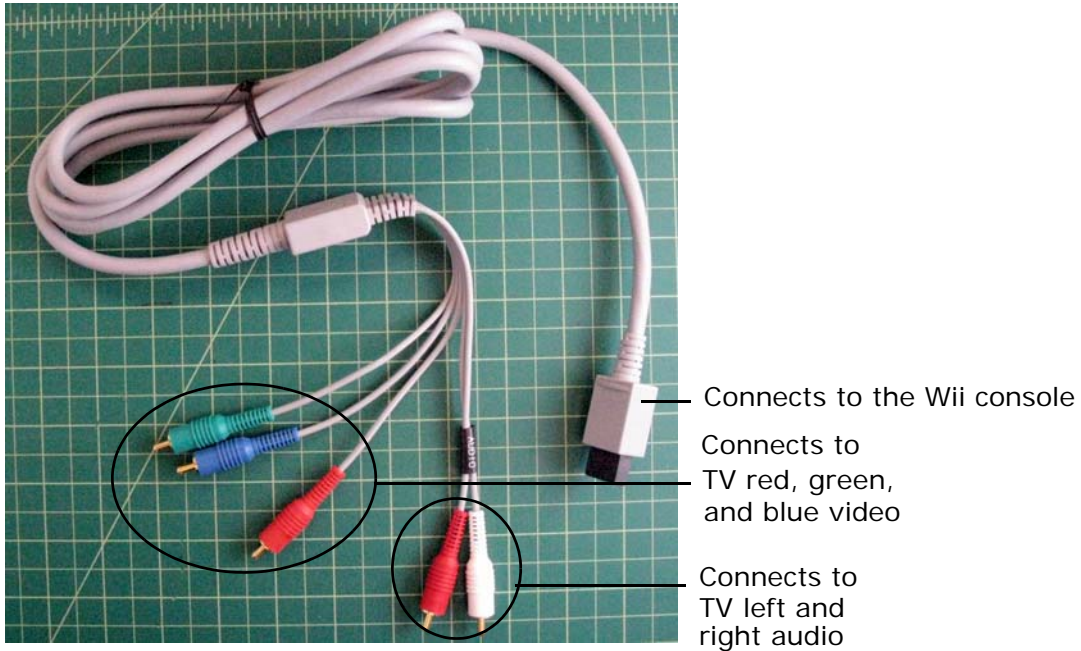
3.3 Fun Center Glossary of Terms

Bluetooth Cable Assembly. This cable assembly carries the controller information between the Wii console and the controller repeater modules. The assembly consists of:

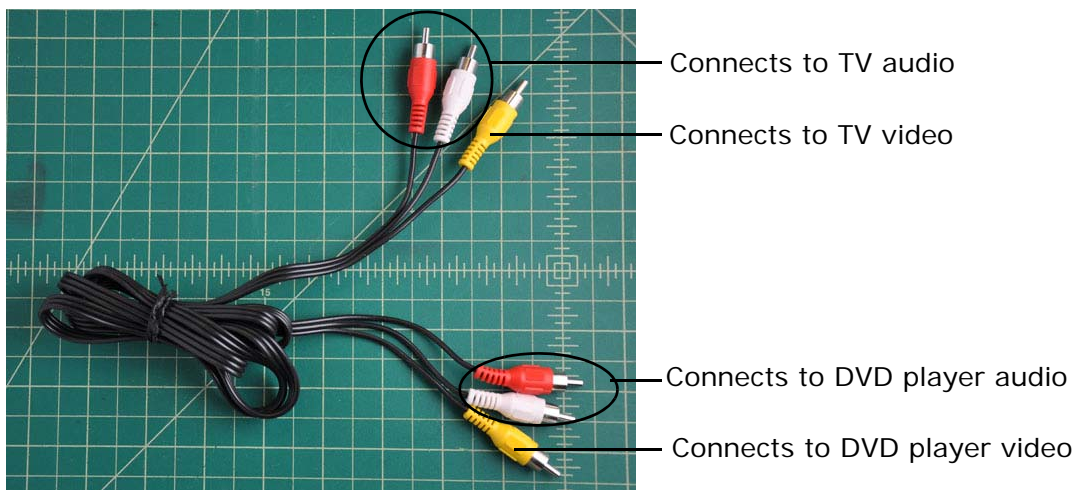
- Two SMB cables (PN 65277)
- One SMA cable (PN 65278)
- One splitter/combiner (PN 65276)



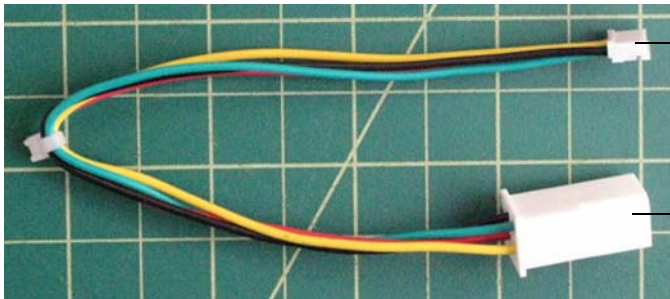
Component Cable (PN 69056). This cable carries the audio and video information from the Wii console to the TV.



DVD AV Cable (PN 74909). This cable carries the audio and video information from the DVD player to the TV.



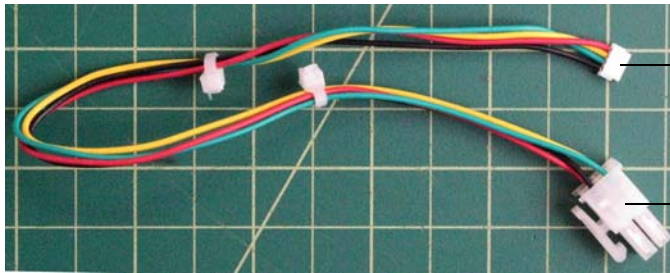
Wii-to-4-Wire Cable (PN 67022). Connects the Wii console to the 4-Wire cable.



Connects to
the Wii console

Connects to
the 4-Wire cable

4-Wire Cable (PN 70422). Connects the Wii-to-4-Wire cable to the controller select PCB.

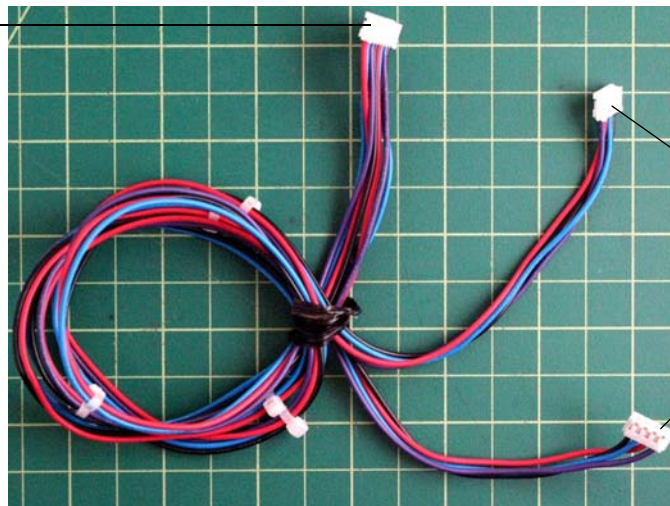


Connects to
the controller
select PCB

Connects to
the Wii-to-4-Wire
cable

8-Wire Cable (PN 67023). Connects the controller repeater modules to the controller select PCB.

Connects to
the controller
select PCB

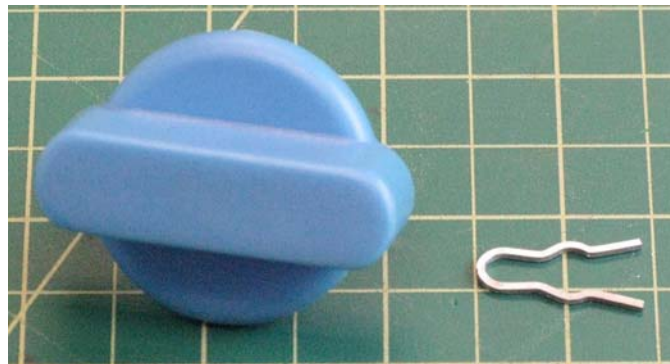


Connects to
the controller
repeater modules

Controller Repeater Module (PN 66747). This module is the central communication hub between the controller select PCB, the Wii Remote, and the Wii console. When it has power and is communicating correctly, the controller repeater module has a green light for the Wii Remote and a red light for the Nunchuk.



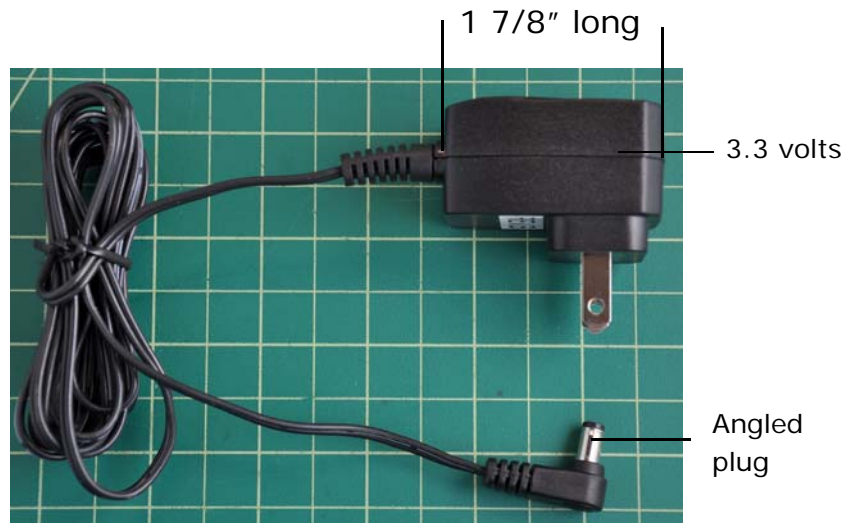
Controller Select Knob (PN 65250) with Pin (PN 65222). This knob and pin attaches to the Controller Select PCB.



Controller Select PCB (PN 66965). This PCB provides power to the Controller Repeater Module and allows the Nunchuk to be connected and disconnected from the Wii console.



Controller Select PCB AC Adapter (PN 63384). Provides power directly to the Controller Select PCB. Indirectly, it provides power to the controller repeater module, Wii Remote, and Nunchuk.



DVD AC Adapter (PN 67654). Provides power to the DVD Player.

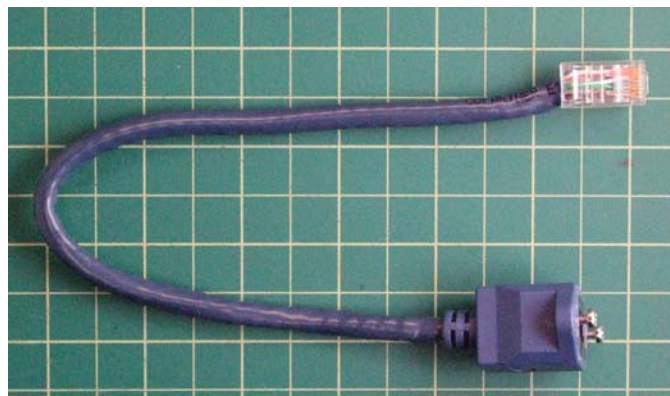




LAN Adapter (PN 62320). Allows certain games to connect to the Internet (not currently used).



Broadband (LAN) Extender (PN 65493). It connects to the LAN adapter and to the housing to allow a LAN cable to attach to the *Fun Center*.



Nunchuk (PN 66818). A controller that is used by some Wii games. Use the controller select knob to connect and disconnect the Nunchuk.



Sensor Bar (PN 69056). Sends out an infrared signal that the Wii Remote uses to position the cursor on the screen.



USB Extender (PN 65238). Allows a USB cable to attach to the *Fun Center*. This connection is used for *Fun Center* game updates. See Section 2.5, “Update Games” on page 8.



Wii AC Adapter (PN 61972). Provides power to the Wii console.





Wii Remote Plus (PN 73362). A controller that can be used by all Wii games.



3.4 Requesting Further Support

Before seeking assistance, use this manual, and the DVD and TV operation manuals, to troubleshoot the issue. If the *Fun Center* still does not operate properly after troubleshooting, contact the *Fun Center* Support Hotline at 1-877-716-8550 (Mon-Fri 6:00 a.m. to 4:30 p.m. PST) for further support. Representatives can provide additional troubleshooting assistance, send out replacement parts at no cost to the hospital, or arrange for components to be sent in for service.



Do you need assistance?

Contact the *Fun Center* Support Hotline
at

1-877-716-8550

Monday through Friday
6:00 A.M. to 4:30 P.M. Pacific Time