

N64® Voice Recognition Unit Instruction Booklet

<http://www.emulation64.fr>

NINTENDO⁶⁴



Thank you for purchasing the N64 Voice Recognition Unit (VRU) Accessory for the Nintendo® 64 system. Before using the N64 VRU, first read this instruction booklet. If, after reading the instructions and precautions, you have questions on using the VRU or the N64 system, please call the Consumer Assistance Hotline at the telephone number listed below.

**NEED HELP WITH INSTALLATION,
MAINTENANCE OR SERVICE?**



**AUTHORIZED REPAIR CENTERS™
1-800-255-3700**

MON. - SAT., 6:00 a.m. to 9:00 p.m.; SUN., 6:00 a.m. to 7:00 p.m., Pacific Time
(Times subject to change)

You can visit our web-site at **www.nintendo.com** for additional setup information, product news and game information.

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

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N64 Voice Recognition Unit

WARNING

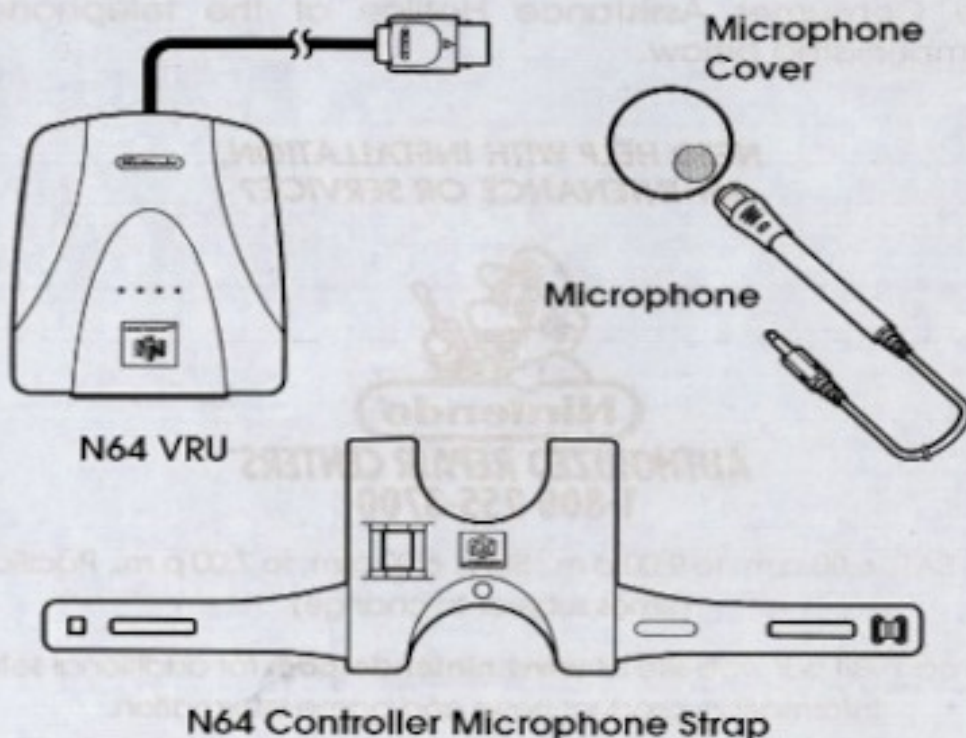
PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THE NINTENDO 64 SYSTEM OR GAME PAKS BEFORE USING THE N64 VRU. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

N64® VOICE RECOGNITION UNIT (VRU)

The N64 VRU is a special accessory that allows you to use your voice to interact with specially designed Game Paks.

IMPORTANT: The N64 VRU will only work with Nintendo 64® Game Paks that are designed to use Voice Recognition technology.

Your N64 VRU set includes the following parts:



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INSTALLING THE N64 VRU

1. Make sure that the power switch of the Nintendo 64 Control Deck is in the OFF position and that the power cord is unplugged from the wall outlet. (See Illustration 1.)

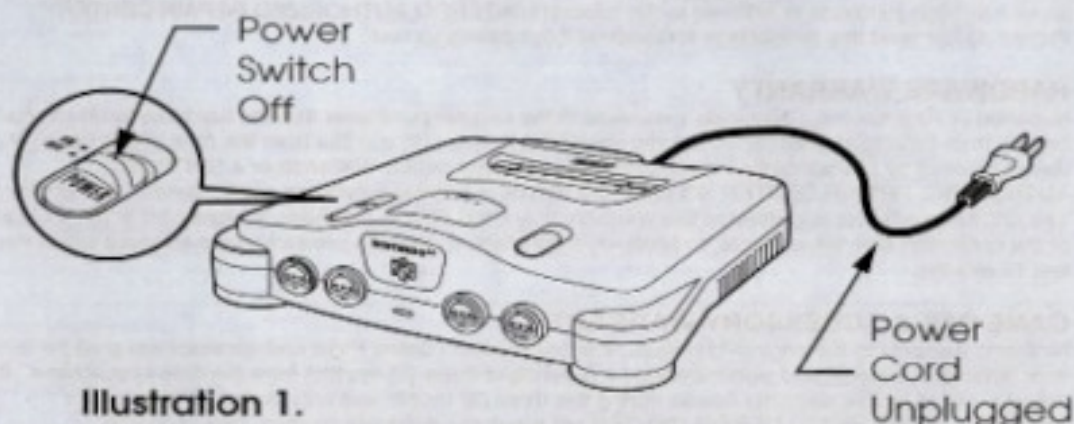


Illustration 1.

2. Insert the Game Pak into the N64 Control Deck and insert the controller-type plug on the VRU into the appropriate controller socket. (See Illustration 2.)

IMPORTANT: Please check the Game Pak Instruction Booklet for the Game Pak you are using to confirm which controller socket the N64 VRU should be plugged into.

The N64 VRU will not function with games that are not N64 VRU compatible. Do not connect the N64 VRU to the N64 Control Deck when playing a game that is not compatible with the N64 VRU.

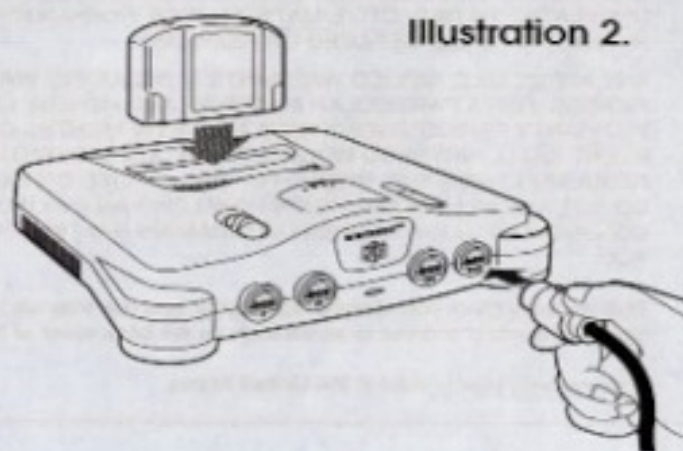


Illustration 2.

3. Place the microphone cover over the end of the microphone. (See Illustration 3.)

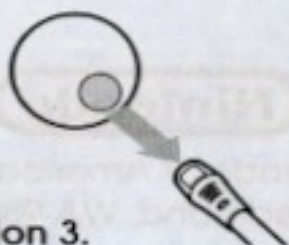


Illustration 3.



N64 Voice Recognition Unit

4. Insert the microphone plug into the microphone connector socket on the front of the N64 VRU. (See Illustration 4.)



Illustration 4.

5. Align the N64 Controller Microphone Strap on the N64 Controller and wrap the ends of the strap around the Controller until you can snap one end over the other. (See Illustrations 5 and 6.)

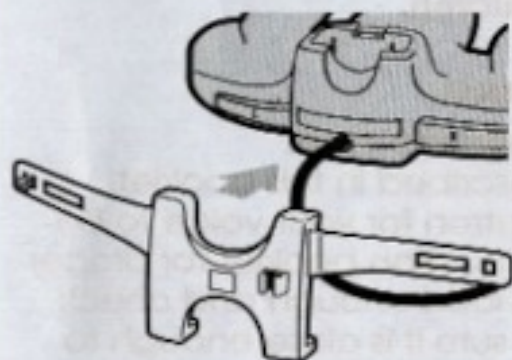


Illustration 5.



Illustration 6.

6. Attach the microphone to the clip on the front of the strap. (See Illustration 7.)

IMPORTANT: When speaking into the microphone, hold it directly in front of your mouth.

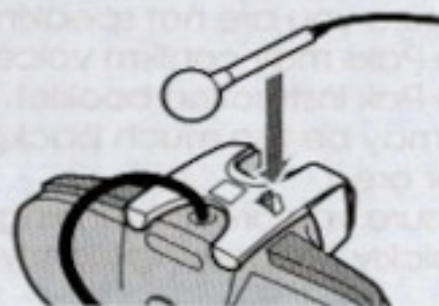


Illustration 7.

7. Check the Game Pak instruction booklet for controller information and plug the appropriate controller(s) into the Control Deck. Plug the N64 back into the wall outlet and turn the power switch to the ON position.

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PRECAUTIONS:

- Always use the N64 VRU microphone with the microphone cover.
- Do not insert any object into the holes in the end of the microphone.
- Always handle the microphone with care to prevent damage to its sensitive components.
- For proper voice recognition, do not use any other microphone than the one provided with your N64 VRU.
- If the microphone cover becomes dirty, carefully rinse with luke warm water and allow to fully dry before using.

IMPORTANT: The N64 VRU recognizes words best when they are pronounced correctly and spoken at a normal pace and volume. Due to differences in speech patterns, it may not be able to recognize words spoken by young children.

TROUBLESHOOTING

No response when speaking into the microphone.

Recheck all of the connections as described in this booklet. You may have to press a controller button for your voice to be recognized. Check the Game Pak instruction booklet for proper instructions. Be sure you are speaking loud enough and check the position of the microphone to be sure it is close enough to your mouth.

I didn't say anything but the game is responding on its own.

There may be too much background noise. Try playing in a quieter area.

The game responds incorrectly to the words spoken.

Make sure you are not speaking too loudly or quietly. Some Game Paks may confirm voice level on screen. Check the Game Pak instruction booklet.

There may be too much background noise. Try playing in a quieter area.

Make sure you are not running your words together or speaking too quickly. Try pausing slightly between words.

If, after trying the above remedies, the problem persists, please contact Nintendo Consumer Service at 1-800-255-3700.

If you would like to order a VRU microphone cover, microphone strap or other Nintendo parts, please call the Consumer Assistance Hotline at 1-800-255-3700.

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Warranty and Service Information

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You may need only simple instructions to correct a problem with your product. Try our web site at www.nintendo.com or call our Consumer Assistance Hotline at 1-800-255-3700 rather than going to your retailer. Hours of operation are 6 a.m. to 9 p.m., Pacific Time, Monday - Saturday, and 6 a.m. to 7 p.m., Pacific Time, on Sundays (times subject to change). If the problem cannot be solved over the telephone or with the troubleshooting information available on-line, you will be offered express factory service through Nintendo or referred to the nearest NINTENDO AUTHORIZED REPAIR CENTERSM. Please do not send any products to Nintendo without calling us first.

HARDWARE WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective hardware product or component, free of charge. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

GAME PAK & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (Game Paks and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective product, free of charge.

SERVICE AFTER EXPIRATION OF WARRANTY

Please try our web site at www.nintendo.com or call our Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting assistance and/or referral to the nearest NINTENDO AUTHORIZED REPAIR CENTER. In some instances, it may be necessary for you to ship the complete product. FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location. Please do not send any products to Nintendo without contacting us first.

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THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT AND COPIER DEVICES, ADAPTERS, AND POWER SUPPLIES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS MODIFIED OR TAMPERED WITH; (d) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (e) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED OR REMOVED.

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This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Nintendo's address is as set forth on the back cover of this booklet.

This warranty is only valid in the United States.

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