



CONSUMER INFORMATION  
AND PRECAUTIONS BOOKLET

PRINTED IN JAPAN

***SUPER NINTENDO***  
**ENTERTAINMENT SYSTEM**

## PROJECTION TELEVISION WARNING

### WARNING

#### DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES"), your Super Nintendo Entertainment System® ("Super NES"), or any NES™ or Super NES™ games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES or Super NES games, neither Nintendo nor any of Nintendo's licensees will be liable for any damage. This situation is not caused by a defect in the NES, Super NES, NES games or Super NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

## EPILEPSY WARNING

### WARNING

#### READ BEFORE USING YOUR NES OR SUPER NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. Consult your physician before playing video games if you have an epileptic condition. Consult your physician if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and/or convulsions.

## HARDWARE PRECAUTIONS / MAINTENANCE

- ① Do not use any power plug other than the AC adapter provided with your Super NES. The AC adapter may become warm during use; this is normal and is no cause for concern.
- ② Do not use any RF switch other than the one included with your Super NES.
- ③ Do not disassemble or try to repair the Super NES components. Doing so voids your warranty.
- ④ Always turn the power switch of the Control Deck® off before loading or removing a Game Pak. Insert the Game Pak completely without forcing either the Game Pak or the Control Deck. Load **ONLY** Super NES Game Paks into the Super NES Control Deck. To remove a Game Pak, push the eject button and carefully remove the game. **A Game Pak cannot be removed if the power switch is in the on position.**
- ⑤ After you have finished playing, be sure to remove the Game Pak from the Control Deck.
- ⑥ Do not store the Control Deck in a humid place, on the floor or in any location where it may collect dirt, dust, lint, etc.
- ⑦ Do not drop, hit or otherwise abuse the Super NES components.
- ⑧ Do not leave the Control Deck turned on for extended periods when not in use.
- ⑨ When disconnecting any plugs from the Control Deck first turn the Control Deck off, then carefully pull by the plug itself rather than by the cord. Do not step on, sharply pull or bend any wires or cables.
- ⑩ Do not expose the Control Deck, Game Paks or any other of the Super NES components to extreme heat or cold.
- ⑪ Do not spill liquids on the Control Deck, Game Paks or any other of the Super NES components. To clean, use a soft slightly damp cloth. Allow the component to dry completely before using again. (Use water only.)
- ⑫ Do not rapidly turn the power switch on and off, as this may cause battery backed-up Game Paks to lose your stored game information.



## FCC INFORMATION

### COMPLIANCE WITH FCC REGULATIONS

Under FCC rules, changes or modifications to this product not expressly approved by the manufacturer could void the user's authority to operate this product. This product generates and uses radio frequency energy and, if not installed and used in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. This product complies with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of the FCC Rules, which are designed to provide reasonable protection against such interference when operated in a residential environment. However, there is no guarantee that interference will not occur in a particular installation. If this product does cause interference to radio or television reception, which can be determined by turning the product off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Re-orient the receiving antenna
- Relocate the Control Deck with respect to the receiver
- Move the Control Deck away from the receiver
- Plug the AC Adapter from the Control Deck into a different outlet so the Control Deck and receiver are on different circuits.

If necessary, the user should consult a NINTENDO AUTHORIZED WORLD CLASS SERVICE<sub>sm</sub> Center or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: *How to Identify and Resolve Radio-TV Interference Problems*. This booklet is available from the U.S. Government Printing Office, Washington, D.C., 20402, Stock No. 004-000-00345-4.

## GAME PAK PRECAUTIONS / MAINTENANCE

- ① If you are playing for a long time, take a 10 to 15 minute break every hour.
- ② The Game Pak is a high precision piece of electronics. Do not store it in places that are very hot or cold. Do not hit, drop or otherwise abuse it. Do not take it apart.
- ③ Avoid touching the connectors with your fingers. Do not blow on them or allow to get wet or dirty. Doing so may damage the Game Pak and/or the Control Deck.
- ④ Do not clean with benzene, paint thinner, alcohol or any other solvent.
- ⑤ Always store the Game Pak in its protective cover when not in use.
- ⑥ Always check the Game Pak edge connector for foreign material before inserting the Game Pak in the Control Deck. To prevent the edge connectors from becoming dirty, we recommend that you regularly use the Super NES Cleaning Kit™ only. Cleaning kits are available at all NINTENDO AUTHORIZED WORLD CLASS SERVICE<sub>sm</sub> Center locations and at most retailers.

## PATENT INFORMATION

Nintendo products are protected by some or all of the following United States and Canadian patents:

**United States Patent Numbers:** 4,799,635; 4,865,321; 4,824,106; 4,918,434; 4,801,489; 4,926,357; 4,949,298; 4,984,193; 5,014,982; 4,763,300; 4,745,478; 4,687,200; 4,813,682; 4,926,327; 4,844,465; D308,197; D294,020; D292,399; D312,081; D299,726

**Canadian Patent Numbers:** 1,221,761; 1,226,605; 1,230,670; 1,231,781; 1,243,127; 1,244,933; 1,261,481; 1,270,339; 56,702; 57,030; 59,913; 61,122; 67,355; 67,356; 67,450; 67,456