

SUPER NES **CONTROLLER™**



INSTRUCTION MANUAL

SUPER NINTENDO
ENTERTAINMENT SYSTEM

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY.

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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.



All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality™.

SECTION 1

SUPER NES CONTROLLER MANUAL

Thank you for purchasing the Super NES Controller, the most precise game controller ever developed for the Super Nintendo Entertainment System®. This high-tech controller has eight control buttons that give greater game play options and even more control.

To use the Super NES Controller, you need:

- ① The Super Nintendo Entertainment System® Control Deck®
- ② Any Super NES™ Game Pak bearing the Official Nintendo Seal of Quality

NOTE: The Super NES Controller will not work with the NES™ Control Deck.

NEED HELP WITH INSTALLATION MAINTENANCE OR SERVICE?

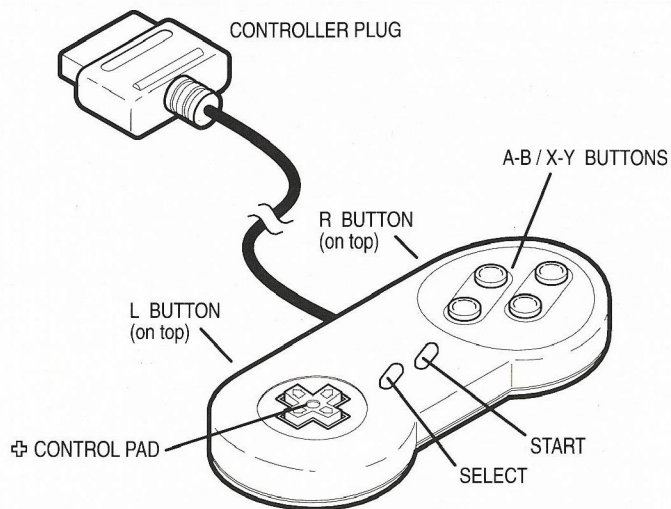
Call the **Nintendo World Class Service®** Center
Consumer Assistance Hotline

1-800-255-3700

Mon.- Sat., 4:00 a.m.- 12:00 midnight; Sun., 6:00 a.m.- 7:00 p.m., Pacific Time
(Times subject to change)

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CONTROLLER OPERATION



SELECT - Each Game Pak may contain several variations of the game. The *select* button is used to choose the particular variation you want to play from the menu displayed on the screen at the beginning of the game.

START - After selecting the game variation you want from the menu, push the *start* button to begin the game. The *start* button can also be used to pause the game. Pushing the *start* button in the middle of a game will cause it to "freeze" until you push the *start* button again.

A-B / X-Y BUTTONS - The *A-B* and *X-Y* buttons are used for the majority of game play. On each game, the buttons will have a different function.

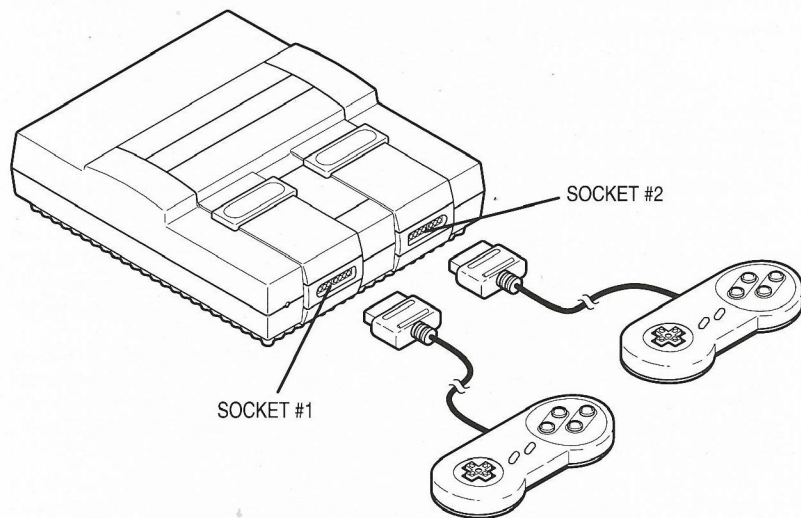
✦ **CONTROL PAD** - The *control pad* is used for moving game characters around the screen, and will be different for each game.

L / R BUTTONS - The *L* and *R* buttons are used on some games for special features or pull down menus. On each game, the buttons will have a different function.

NOTE: Each game may have different functions for the various buttons and *control pad*. Some games may have no pause function or may have a different function for both the *select* and *start* buttons. **Consult the instruction booklet for the Game Pak you are using.**

CONNECTING TO THE CONTROL DECK

Plug the Super NES Controllers into the sockets on the front of the Control Deck as shown.



All Super NES Controllers are identical and can be plugged into either socket number, but the *select* and *start* buttons will work only on the controller plugged into socket #1. For one-player games or when you are playing a game alone, the controller must be plugged into socket #1.

NOTE: Do not plug or unplug the controllers from the Control Deck during game play or while the power is on, as this may cause a game malfunction.

SECTION 2

REV-D

WARRANTY AND SERVICE INFORMATION

90-DAY LIMITED WARRANTY

HARDWARE*, ACCESSORIES, GAME PAKS ("PRODUCT")

*HARDWARE ONLY: TO EXPEDITE AUTHORIZATION OF ANY REQUIRED WARRANTY WORK, WE RECOMMEND THAT YOU COMPLETE AND RETURN YOUR WARRANTY CARD WITHIN 10 DAYS OF PURCHASE (OR RECEIPT AS A GIFT).

90-DAY LIMITED WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that this product shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the defective product or component part, at its option, free of charge.

WARRANTY SERVICE OR REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY

To receive this warranty service or to receive service after warranty expiration:

1. **DO NOT** return your product to the retailer.
2. Please call the **NINTENDO WORLD CLASS SERVICE**® Center Consumer Assistance Hotline at: **1-800-255-3700**. Our hours of operation are from 4:00 am to Midnight, Pacific Time, Monday through Saturday, and from 6:00 am to 7:00 pm, Pacific Time on Sundays (times subject to change). If the Nintendo Service Representative is unable to solve the problem over the telephone, you will be referred to the nearest **AUTHORIZED NINTENDO WORLD CLASS SERVICE**® Center for prompt, professional warranty service or repair and replacement components. You may also refer to your yellow pages directory under the heading of *Video Games - Service & Repair*, for the nearest location.
To satisfy the needs of our customers, Nintendo maintains a professional network of **AUTHORIZED NINTENDO WORLD CLASS SERVICE**® Centers located in major metropolitan areas and also offers express factory service. In some instances it may be necessary to ship the complete product, **FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE** to the nearest service location.

This warranty shall not apply if the product has been damaged by negligence, accident, unreasonable use, commercial use; modification, tampering, or by other causes unrelated to defective materials or workmanship. This warranty shall not apply if any product serial number has been altered, defaced, or removed.

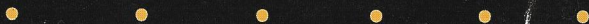
WARRANTY LIMITATIONS

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

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**NEED HELP WITH INSTALLATION,
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CALL 1-800-255-3700.**



Nintendo of America Inc.
P.O. Box 957, Redmond, WA 98073-0957 U.S.A.

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