

[[Front cover]]

NINTENDO⁶⁴ Disk Drive

64DD

INSTRUCTION MANUAL

Thank you for purchasing the Nintendo 64 64DD.

Please read this instruction manual thoroughly before use, and always use the product correctly.

Please be especially sure to look at the safety warnings on pages 2-10. These are for the health of the user and the protection of the machine, so if the user is very young, please have their guardian read it thoroughly and explain it to them.

Please keep the instruction manual and warranty in a safe place.

*To be read in conjunction with the Nintendo 64 instruction manual and safety warnings.

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The warranty is attached to the back cover of this manual. Please fill in the required sections.

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1 SAFETY WARNINGS

The 64DD has been designed with safety in mind. However, incorrect use may result in accidents involving fire or electric shocks.

In order to prevent accidents, please be sure to observe the following instructions.

▪Observe the safety warning articles

Please make sure to read these before using the instruction manual.

▪If an abnormality occurs

If you notice any damage to the machine/if the machine is making a strange sound or smell, or is emitting smoke:

1. Immediately turn off the Nintendo 64 power switch, and remove the AC adapter plug from the electrical outlet.
2. Go to your nearest Nintendo "customer advice counter," or the store where you purchased it from, and request an inspection.

*Please do NOT attempt to fix it by yourself.

▪If it stops working normally

If it does not function normally, please see pages 24-28, "Before requesting repairs."

▪Meaning of the warning symbols

In this "instruction manual" the warning symbols are separated by rank as follows. Please make sure you understand each symbol properly before moving on to the main section.

Warning Failure to observe the warning information shown by this symbol can result in serious injury or death due to fire or electric shock.

Caution Failure to observe the warning information shown by this symbol can result in user injury or damage to nearby home furniture due to an electric shock or other accident.

Usage request Failure to observe the information shown by this symbol may result in damage to the machine or to surrounding household furniture.

▪Symbols urging caution

Fire

Electric shock

▪Symbols forbidding actions

Forbidden

Do not take apart

Do not touch

▪Symbols indicating actions

Remove plug from electrical outlet

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▪Health warnings (please make sure to read)

*For the safety of your health, please take particular care of the following points when using the machine.

Warnings

- Using the machine when you are tired and using it continuously for a long period of time is not good for your health, so please avoid this.
- Very occasionally there are people who experience symptoms such as temporary muscle spasms and loss of consciousness when exposed to the stimulus of strong or flashing light, or when looking at the television screen. People who have experienced these symptoms should make sure to consult with a doctor before playing. If these symptoms occur during the game, stop the game immediately and go to the doctor for an examination.
- If you experience symptoms similar to dizziness, nausea, fatigue, or motion sickness, please stop the game immediately. If the discomfort persists, please go to the doctor for an examination. Failure to do so can lead to long term disorders.
- If you experience fatigue, discomfort, or pain in your hands and arms while playing, please stop the game immediately. If the discomfort persists, please go to the doctor for an examination. Failure to do so can lead to long term disorders.
- If you notice tiredness, dryness, or any abnormality with your eyes, please stop the game and take a break for 5-10 minutes.
- If you have any complaints in any part of your arms or hands as the result of something else, or if you are tired, playing the game may worsen your symptoms. In such cases, please consult with a doctor before playing.

Cautions

- For your health, please play the game in a well lit room and sit as far away from the television screen as possible.
- When playing for a long period of time, please take breaks appropriately. It is recommended that you take approximately 10-15 minutes' break every hour.

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▪ **Usage warnings (please make sure to read)**

The 64DD is a precision instrument. Please take particular care of the following points when using it.

Warnings [[left to right, top to bottom]]

• **If you notice any abnormality, stop use immediately**

If the machine is making an unusual sound, emitting smoke, or giving off a strange smell, turn off the Nintendo 64 power switch immediately, remove the AC adapter plug from the electrical outlet, and make inquiries at your nearest Nintendo “customer advice counter” or the store where you purchased it from. Continued use can cause fire or electric shock.

Take out the plug

• **Do not spill liquid on it or insert any foreign objects**

Please do not spill any liquid or insert any foreign objects into the 64DD or discs. If liquid or a foreign object has entered the machine, turn off the Nintendo 64 power switch immediately, remove the AC adapter plug from the electrical outlet, and make inquiries at your nearest Nintendo “customer advice counter” or the store where you purchased it from. Continued use can cause fire or breakdown.

• **Do NOT take apart or modify**

Please do not take apart or modify the machine. Never attempt to make repairs yourself. This can cause fire, electric shock, or breakdown.

• **Do not use it in a hot place**

Please do not place the 64DD anywhere that will heat up (in a small space, on a hot carpet, thick rug etc.). The 64DD may overheat, resulting in fire or breakdown.

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• **Do not place anywhere with a lot of moisture, dust, or soot**

Please do not use or keep the 64DD and discs anywhere where there is a lot of moisture, dust or soot. In particular, please do not use in places where water is used, such as bathrooms. This will cause electric shock or breakdown.

• **Do not keep it on unstable surfaces or anywhere where young children can reach it**

Please do not keep the 64DD on unstable surfaces or anywhere where a young child could reach it. The machine may fall and cause injury or breakdown.

• **Stop using immediately in the event of lightning**

For your safety, please do not touch the Nintendo 64, the 64DD, or the AC adapter. Lightning may cause electric shock.

- Do not touch the inside with your fingers or metal objects (screwdrivers etc.)**

Please do not touch the inside of the 64DD or the 50PIN with your fingers or metal objects. This can cause fire, electric shock, injury, and breakdown.

- Do not touch the memory expansion pack without thinking**

The memory expansion pack may become hot during use, so please do not touch it. Even after the power switch has been turned off, please do not touch the memory expansion pack until it has cooled (this takes approximately 60 minutes). There is a chance you may burn yourself.

- Make sure to use the 36PIN memory expansion connector cover**

When using a memory expansion pack, please make sure to attach the 36PIN memory expansion connector cover. If you use without attaching the cover, dust may accumulate in the memory expansion pack and cause a fire. If you touch the memory expansion pack there is also a chance you may burn yourself.

[[image text]] 36PIN memory expansion connector cover

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Cautions [[left to right, top to bottom]]

- Remove the AC adapter plug from the electrical outlet when attaching or detaching the NINTENDO 64.**

When attaching/detaching the Nintendo 64 and the 64DD, turn the Nintendo 64 power switch off, and unplug the AC adapter plug from the electrical outlet. Attaching/detaching the machine without doing so may result in electric shock or breakdown.

- Do not connect to a projection television**

If you connect the Nintendo 64 and 64DD set to a projection television it will cause residual images (screen burn), so please do not connect them.

[[image text]] Projection television

- Do not leave it on the floor**

Please do not leave the 64DD and discs, memory expansion pack, or terminator pack ejector on the floor. They may be stepped on and broken, and could cause people to trip and injure themselves.

- Fix the 64DD and Nintendo 64 together firmly**

Please fix the Nintendo 64 and the 64DD firmly together with the fixing screws. If the fixing screws are not used to fix the two, the machine may come loose and fall, causing injury or breakdown.

[[image text]] Fix firmly

- **Use the terminator pack ejector when removing the terminator pack**

When removing the terminator pack, please make sure to use the accompanying terminator pack ejector. Using another method to remove it by force may result in injury or a breakdown.

- **Take care when disposing of the 64DD**

The 64DD contains plastics, metal parts, and lithium batteries. It is dangerous to burn it, so please act in accordance with your local council's instructions when disposing of it.

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- **Take care when disposing of the Styrofoam**

Part of the packaging is made of Styrofoam. It is dangerous to burn it, so please act in accordance with your local council's instructions when disposing of it.

Usage requests [[left to right, top to bottom]]

- **Do not use in a place that will heat to a high temperature**

Regarding the place where the machine is used or stored, please watch out for the following things, which can cause breakdowns.

Do not use or store the 64DD and discs in a place where they are exposed to direct sunlight.

Do not use or store the 64DD and discs next to a heat source such as a stove or heater.

Do not leave the 64DD and discs in a locked car for a long period of time (particularly in summer).

- **Do not connect to anything other than the Nintendo 64**

Please do not connect the 64DD to anything other than the Nintendo 64. This can cause it to break.

- **Avoid strong impacts**

Avoid strongly impacting the 64DD and discs by hitting them with things or dropping them. This can cause them to break.

- **Do not use under extreme temperature conditions**

If the 64DD is carried from the cold outdoors into a warm room, water droplets may form on the inside. Using it in these circumstances may cause the 64DD or disc to break.

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- **Do not press the eject button, turn off the power switch, or press the reset switch when the access light is flashing.**

When the access light is flashing, please observe the following. Failure to do so may result in the 64DD or disc breaking, and the game data being erased.

Do not press the 64DD eject button.

Do not turn off the Nintendo 64 power switch.

Do not press the Nintendo 64 reset switch.

- Do not turn the power switch on and off excessively**

Please do not turn the Nintendo 64 power switch on and off excessively. This may cause the Nintendo 64 or the 64DD to break, and can result in game data being erased.

- Do not use it in an odd position**

Please make sure to use the 64DD upright. If you use it in an odd position, such as upside down or on its side, this can cause it to break.

- Do not insert the disc with excessive force**

When inserting the disc, check that it is facing in the right direction, take care not to exert excessive force on the disc or the 64DD, and press it in firmly until it clicks. Inserting it with too much force can cause breakages.

- **Remove the disc when moving the 64DD**

When moving the 64DD remove the disc and carry the 64DD upright. If transporting it when moving house etc., please remove the disc and store the 64DD in the foam case. The 64DD may break if transported unprotected.

- Do not use anything other than the 64DD discs**

Please use discs marked with the 64DD mark in the 64DD. Using any other discs may cause the 64DD to break.

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- Do not use a disc if it is dirty**

If a disc has dust or other dirt on it, please wipe it completely clean with a dry cloth before using it. Please also do not use discs that have had liquid spilled on them. This may cause the 64DD or the disc to break.

- Do not stick anything other than the accompanying label onto the disc**

Please do not stick any labels, tape, or paper onto the disc other than the accompanying label. It may peel off inside the 64DD and cause the 64DD to break.

- Do not stick the accompanying label anywhere other than the assigned place**

Please do not stick the accompanying label anywhere other than the assigned place. It may peel off inside the 64DD and cause the 64DD to break.

- After use, store in the special case**

After you have finished using it, remove the disc from the 64DD and store it in the special case in order to prevent it from getting dusty. If a dusty disc is inserted into the 64DD, this can cause the 64DD to break or the game data on the disc to be erased.

•Do not open the disc shutter or touch the inside

Please do not open the disc shutter, touch the inside, or insert anything inside it. The disc or the 64DD may break, and the game data on the disc may be erased.

•Do not use damaged discs

Please do not use damaged discs, as this can cause the 64DD to break.

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•Do not put the disc close to anything magnetic

Please do not put the disc near a magnet, television, speaker, or anything magnetic. The influence of the magnet may cause the game data on the disk to be erased.

•Do not leave the disc in the 64DD

Please do not leave the disc inside the 64DD. This can cause the disc to break.

•Do not wipe with thinner, benzine, or alcohol

If the 64DD is particularly dirty, take a cloth soaked in a neutral, diluted detergent and wring it out before wiping off the dirt, before finishing off with a dry cloth. Please do not wipe with alcohol, or with volatile oils such as thinner and benzine, as this can harm the 64DD.

[[symbol]]	This 64 mark is displayed on Nintendo 64 related products owned or licensed by Nintendo.
[[symbol]]	This 64DD mark is displayed on 64DD discs owned or licensed by Nintendo.

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2 SET CONTENTS

▪Please check the contents of the set before use.

•64DD main unit	NUS-010 (JPN)	1
•Nintendo 64 memory expansion pack	NUS-007	1
•Nintendo 64 terminator pack ejector	NUS-012	1
•64DD instruction manual		1

3 NAMES AND ACTIONS OF EACH PART

64DD main unit

NUS-101 (JPN)

Usage requests

When the access light is flashing, please observe the following points. Failure to do so can cause the Nintendo 64 or the 64DD to break, and game data to be erased from the disc.

- Do not press the 64DD eject button.
- Do not turn off the Nintendo 64 power switch
- Do not press the Nintendo 64 reset switch

Front

Access light (ACCESS)

This light will flash when the disc is being accessed.

Disc slot

This is the disc insertion slot.

Please remove the disc when the access light is not flashing.

Eject button (EJECT)

The disc will be ejected when the button is pressed.

Usage requests

- Before pressing the eject button, make sure to check that the access light is not flashing.
- When changing the disc, press the eject button firmly all the way in. An error message may be displayed if the button is not pushed in all the way.

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Top

50PIN connector

This connects to the 50PIN expansion connector on the base of the Nintendo 64.

Warning

Please do not touch the pin parts of the 50PIN connector with your fingers or metal objects.

Base

Fixing screws

[[release↔lock symbol]]

Remove Attach

These fix the 64DD to the Nintendo 64.

Caution

When attaching/detaching the Nintendo 64 and 64DD, turn the Nintendo 64 power switch off and unplug the AC adapter plug from the electrical outlet.

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Nintendo 64 memory expansion pack

NUS-007

This memory expansion pack is necessary in order to operate the 64DD.

Please switch it with the “terminator pack” inserted in the 36PIN memory expansion connector on top of the Nintendo 64 main unit.

*Even when playing cassette games, there is no need to reinsert the terminator pack.

*The memory expansion pack may heat up during gameplay - this is not a fault.

Usage request

- If the memory expansion pack is not inserted then you will not be able to play.
- Please keep the ejected terminator pack out of the reach of young children.

Nintendo 64 terminator pack ejector

NUS-012

Use this when ejecting the terminator pack.

Usage request

Please keep the terminator pack ejector out of the reach of young children.

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4 HOW TO CONNECT IT UP

▪Before connecting it

Before connecting up the 64DD, please check the following.

The AC adapter plug is not plugged in to the electrical outlet (AC 100V).

The power is off on the Nintendo 64 and the television, audio device etc. that you are using.

The Nintendo 64 optional cables, RF modulator, controllers and cassettes are not connected.

1. Connecting the memory expansion pack

1) Remove the 36PIN memory expansion connector cover from the top of the Nintendo 64 main unit, and peel off the affixed seal.

[[image text]]

36PIN memory expansion connector cover

Affixed seal

2) Insert the terminator pack ejector down the back of the terminator pack.

Push down diagonally on the end of the terminator pack ejector to lever out the terminator pack.

[[image text]]

Terminator pack ejector

Terminator pack

Caution

Please make sure to only use the terminator pack ejector. Using other objects to pull it out by force can cause injury to the user and damage to the Nintendo 64 and the terminator pack.

Usage request

Please keep the terminator pack and terminator pack ejector out of the reach of small children.

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3) Check the insertion direction of the memory expansion pack, and then insert it into the 36PIN memory expansion connector on top of the Nintendo 64 main unit.

Warning

- Never stick labels etc. onto the memory expansion pack, as this can cause fire.
- The memory expansion pack may heat up, so turn off the Nintendo 64 power switch and wait until the memory expansion pack has cooled down (approximately one hour), before pushing it firmly all the way in. If you try to insert it when it is hot you may burn yourself.

4) Attach the 36PIN memory expansion connector cover.

Warning

Using the machine without the cover can cause fire and burns.

2. Connecting to the Nintendo 64

1) Remove the 50PIN expansion connector cover from the base of the Nintendo 64 main unit, and attach the 64DD.

[[image text]]

Nintendo 64 main unit base

50PIN expansion connector cover

Usage request

Please keep the 50PIN expansion connector over out of the reach of young children.

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2) Push gently on the fixing screws on the base of the 64DD while turning them in the "LOCK" direction to firmly attach to the Nintendo 64.

[[image text]]

Clockwise

Attach firmly

Caution

Please attach the Nintendo 64 and the 64DD together firmly with the fixing screws. If they are not fixed firmly, when the Nintendo 64 is picked up the 64DD may slip and fall, causing it to break.

*When detaching, turn the fixing screws in the "RELEASE" direction, and check that the fixing screws are fully out of the Nintendo 64 before removing.

3. Connecting the controllers

Please connect the 3PIN plug of the dedicated controller to the controller connector on the front of the Nintendo 64 main unit.

*For the plug insert position, please refer to the instruction manuals for each game.

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4. Connecting to the television

Please use the optional cable or the RF modulator and RF switch to connect up to the television.

*Regarding the optional cable and RF switch, please refer to the Nintendo 64 instruction manual.

5. Connecting the AC adapter

Please insert the AC adapter into the electrical outlet (AC 100V).

Caution

Please do not plug the AC adapter into the electrical outlet until the connections in 1-4 have been completed.

Warning

Please push the AC adapter plug firmly all the way into the electrical outlet. Failure to push it in firmly may cause fire or electric shocks.

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5 OPERATING PROCEDURE

If you have correctly connected up the Nintendo 64 and the 64DD with the television, please operate using the following procedure.

▪When starting a game

1 Turn on the television.

2 •If you are connected using the optional cable, please select video input on the “switch television/video” screen.

[[image text]] Video

•If you are connected with the RF switch, please set the television channel to the same as the RF modulator “switch channel” channel.

[[image text]] CH1 or CH2

3 Please check that the AC adapter plug is inserted all the way in to the electrical outlet, and the controller 3PIN plug is inserted all the way in to the Nintendo 64.

From here on the operation procedure differs depending on the type of game.

▪To play disc-only games > pages 19-20

▪To play games that use cassettes and discs > page 21

▪To play cassette-only games > page 21

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To play disc-only games

1 Please make sure that there is no cassette inserted in the Nintendo 64.

Usage request

If a cassette is inserted, a game disc cannot be used.

2 Please turn on Nintendo 64 power switch (POWER ON).

Usage request

When turning on the power switch, please do not touch the controller’s 3D stick.

3 Please check that the Nintendo 64 power light is flashing.

4 Please check that the following initial screen is displayed.

*The 64DD is equipped with a clock function. If the time displayed is incorrect, please follow “8. How to set the date and time” to set the correct date and time.

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5 Check the insertion direction of the disc, and then pressing down on the center of the disc, push it into the disc slot until it clicks.

Usage request

Unless the disc is pushed in until it clicks, it will not operate normally.

<For games that use two or more discs>

- Insert the discs following the instruction manual of each game.
- When changing discs, please press the eject button firmly all the way in. An error message may be displayed if the button is not pushed in all the way.

6 The preparations are complete.

For further instructions on how to operate, please refer to the instruction manual of each game.

*If the machine does not operate as normal, please refer to “6. Before requesting repairs” on page 24.

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To play games that use cassettes and discs

1 Check that the Nintendo 64 power switch is turned off, and then insert the cassette into the cassette slot.

2 Please turn the Nintendo 64 power switch on (POWER ON).

Usage request

When turning on the power switch, please do not touch the controller’s 3D stick.

3 Please check that the Nintendo 64 power light is flashing.

4 The preparations are complete.

For further instructions on how to operate, please refer to the instruction manual of each game.

*If the machine does not operate as normal, please refer to “6. Before requesting repairs” on page 24.

To play cassette-only games

For playing cassette-only games, please refer to the Nintendo 64 instruction manual. Even if playing cassette-only games, there is no need to detach the 64DD, or to remove the memory expansion pack and reinsert the terminator pack.

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■When you have finished playing

When you have finished with a disc-only game

1 After following the game instructions and checking that the access light has turned off, press the 64DD eject button to remove the disc.

[[image text]] Access light is off

Usage requests

- Please do not press the eject button while the access light is flashing.
- Please do not place anything in front of the disc slot when pressing the eject button.
- Please take the disc out of the 64DD and store it in the dedicated case.

2 Turn off the Nintendo 64 power switch (POWER OFF).

3 Unplug the AC adapter plug from the electrical outlet.

Usage request

Please do not take the AC adapter out of the Nintendo 64, but leave it connected.

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When you have finished with games that use cassettes and discs

1 After following the game instructions and checking that the access light is off, press the 64DD eject button to remove the disc.

Access light is off

Usage requests

- Please do not press the eject button while the access light is flashing.
- Please do not place anything in front of the disc slot when pressing the eject button.
- Please take the disc out of the 64DD and store it in the dedicated case.

2 Turn off the Nintendo 64 power switch (POWER OFF).

3 Remove the cassette from the Nintendo 64.

4 Unplug the AC adapter plug from the electrical outlet.

Usage request

Please do not take the AC adapter out of the Nintendo 64, but leave it connected.

When you have finished using cassette-only games

For finishing cassette-only games, please refer to the Nintendo 64 instruction manual.

6 BEFORE REQUESTING REPAIRS

▪Please check the following one last time before requesting repair services.

Problem 1: No image or sound

*Please check in order

	Point for inspection	Measure
1	Is the television switched on?	Turn on the television power switch. If connected to a video deck, turn on the video deck as well. >If the issue is not resolved, go to 2
2	Are the Nintendo 64 and the 64DD connected correctly?	Check if they are connected correctly. >If the issue is not resolved, go to 3
3	Is the Nintendo 64 power light flashing?	Check if the power light is flashing. >If it is flashing, go to 7 >If it is not flashing, go to 4
4	Is the Nintendo 64 power switch on?	Please set the Nintendo 64 power switch to ON. >If the issue is not resolved, go to 5
5	Is the AC adapter connected to the Nintendo 64?	Make sure the AC adapter is inserted firmly all the way in to the back of the Nintendo 64. >If the issue is not resolved, go to 6
6	Is the AC adapter plug plugged in firmly to the electrical outlet?	Check if the plug is pushed all the way in to the electrical outlet. >If the issue is not resolved, but the power light has turned on, go to 7 >If the power light does not turn on, one of the 64DD, Nintendo 64, AC adapter, controller, cassette or other equipment may be broken. Turn the Nintendo 64 power switch off immediately, unplug the AC adapter plug from the electrical outlet, and make inquiries at your nearest Nintendo "customer advice counter." It may be the case that the machine cannot be used temporarily, due to a fault in the Nintendo 64 or supporting equipment causing the AC adapter safeguard circuit to work.
7	Is the memory expansion pack firmly inserted into the 36PIN memory expansion connector on the top of the Nintendo 64 main unit?	Firmly insert the memory expansion pack all the way in. *The memory expansion pack may heat up, so turn off the Nintendo 64 power switch and wait for the memory expansion pack to cool down (approximately 60 minutes) before firmly inserting it all the way in. If you try and insert it when it is still hot you may burn yourself. >If the issue is not resolved, go to 8
8	Is there dirt or a foreign object in the 50PIN connector on the top of the 64DD main unit, or the 50PIN expansion connector on the base of the Nintendo 64 main unit?	Blow on the part with the foreign object attached to it to remove it. >If the issue is not resolved, go to 9

9	Are you using a Japanese domestic Nintendo 64, 64DD and disc or cassette?	Only Nintendo 64 and 64DD marked “Japan domestic use” and discs for use within Japan can be used. >If the issue is not resolved, go to 10
10	What type of game is it?	>For cassette-only games or games that use both discs and cassettes, go to 11 >For disc-only games, go to 12
11	Is the cassette firmly inserted into the Nintendo 64?	Push the cassette firmly in all the way. >If the issue is not resolved, go to 12
12	How is the Nintendo 64 connected to the television?	>For optional cable connection, go to 13 >For RF switch connection, go to 15
13	Is the television on the video input screen?	Switch the television to the video input screen. If you are using it connected to a video deck, switch the video deck to external input as well. >If the issue is not resolved, go to 14
14	Is the optional cable connected correctly to the television and Nintendo 64?	Check if the optional cable’s image and sound plugs are connected to the correct input terminals. *For information on connecting the optional cable, please refer to the Nintendo 64 instruction manual. >If the issue is not resolved, there may be a fault with either the 64DD, the Nintendo 64, or the optional cable.
15	Are you using the dedicated RF modulator?	Please use the dedicated Nintendo 64 RF modulator. >If the issue is not resolved, go to 16
16	Is the RF modulator channel switch setting the same as the television channel setting?	Set the television channel to the same channel as the RF modulator “switch channel” channel setting. *For more details please refer to the RF modulator instruction manual. >If the issue is not resolved, go to 17
17	Are the RF switch and RF modulator connected correctly to the television and the Nintendo 64?	Check that there is no mistake with the connections. *For information on the RF switch, please refer to the Nintendo 64 instruction manual. >If the issue is not resolved, there may be a fault with one of the 64DD, Nintendo 64, RF switch, or RF modulator.

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Problem 2: Game stops part way through

***Please check in order**

	Point for inspection	Measure
1	Are the 64DD and the Nintendo 64 connected correctly?	Check that they are connected properly. >If the issue is not resolved, go to 2
2	What type of game is it?	>For cassette-only games, or games that use both cassettes and discs, go to 3 >For disc-only games go to 4
3	Is the cassette firmly inserted all the way in to the Nintendo 64?	Press the cassette firmly in all the way. >If the issue is not resolved and the game uses both cassettes and discs, go to 4 For cassette-only games, there may be a fault with the Nintendo 64 or the cassette.
4	Is an error message displayed?	Please carry out operations according to the "7. Error message list." >If no message is being displayed, there may be a fault with the 64DD, Nintendo 64, or the disc.

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Problem 3: When the 64DD is connected there is no image or sound/when the 64DD is removed, the Nintendo 64 functions normally

***Please check in order**

	Point for inspection	Measure
1	Are either of the 64DD or the disk not for Japanese domestic use?	Only Nintendo 64 and 64DD marked "Japan domestic use" and discs for use within Japan can be used. >If the issue is not resolved, go to 2
2	Does the Nintendo 64 function normally when the 64DD is removed?	Check whether the Nintendo 64 functions normally when the 64DD is removed. >If it functions normally, please make inquiries at your nearest Nintendo "customer advice counter" (see page 35).

■If one of the following problems are occurring, please refer to the Nintendo 64 instruction manual.

Problem 4: There is an image, but no sound

Problem 5: The edge of the picture keeps appearing and disappearing

Problem 6: The image is not in color/the image colors are weak/the image has a bad color tint/the image is distorted at the top and bottom

*If you have completed the above actions and the machine still does not function normally, please make inquiries at your nearest Nintendo "customer advice counter" (see page 35) or the shop where you purchased it.

7 ERROR MESSAGE LIST

	Cause of the error	Measure
01	There may be a fault in the 64DD or a defect in the disc.	Please make inquiries at your nearest Nintendo "customer advice counter" (see page 35) or the shop you purchased it from.
02	There is a chance that the eject button had been pressed half way during access.	Please act according to the game's instructions. For more details, please refer to each game's instruction manual.
03	There may be a fault in the 64DD.	Please act according to the game's instructions. For more details, please refer to each game's instruction manual.
04	There may be a defect in the disc.	
05	The clock function may have stopped temporarily.	Please make inquiries at your nearest Nintendo "customer advice counter" (see page 35) or the shop you purchased it from.
	If an error message continues to be displayed after you have set the date and time repeatedly, the built-in lithium batteries may be exhausted.	
11	There may be a defect in the disc.	
21	There may be a fault in the 64DD or a defect in the disc.	
22		
23		
24		
25		
31		
32	There may be a fault in the 64DD or the Nintendo 64, or a defect in the disc.	
33		
34		
35		
41	The 64DD and the Nintendo 64 may not be connected correctly.	Connect them correctly in accordance with "4. How to connect it up (2. Connecting the Nintendo 64)." >page 14
	There may be dust or foreign objects in the 50PIN connector on top of the 64DD main unit, or the 50PIN expansion connector on the base of the Nintendo 64.	Blow on the part with the foreign object attached to it to remove it.
42	Is the disc inserted?	Insert a disc into the 64DD.
	The eject button may not have been pressed in fully.	Remove the disc and insert it again.
42	The power switch may have been turned on and off during access.	Turn off the power switch, and make sure that the power light is off before turning the power switch on again.
44	The memory expansion pack may not be inserted in the 36PIN connector on the	Connect it correctly in accordance with "How to connect it up (1. Connecting the memory

	top of the Nintendo 64 main unit.	expansion pack).” >page 14
48	The clock function may have stopped temporarily.	Set the correct date and time in accordance with “8. How to set the date and time.” >page 32
	If an error message continues to be displayed after you have set the date and time repeatedly, the built-in lithium batteries may be exhausted.	Please make inquiries at your nearest Nintendo “customer advice counter” (see page 35) or the shop you purchased it from.
49	The disc may have been removed during access.	Please act according to the game’s instructions. For more details, please refer to each game’s instruction manual.
	The game may have tried to access the disc immediately after it was removed.	
	The eject button may not have been pressed in fully.	
50	The eject button may not have been pressed in fully during access.	Take out the disc, and press the reset switch.
51	The disc may have been removed during access.	Take out the disc, and press the reset switch.
	The eject button may not be pressed in fully.	

*If you have followed the instructions and the machine is still not functioning normally, please make inquiries at your nearest Nintendo “customer advice counter” (see page 35) or the shop you purchased it from.

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8 HOW TO SET THE DATE AND TIME

The 64DD is equipped with a clock function. If the date and time are incorrect, or if an error message is being displayed, please set it up following this operation procedure.

[Action of each part] [[clockwise from top left]]

Cross key

Up and down: Set the date and time

Right and left: Move the cursor

Start button

Select the date and time

B button

Delete

A button

Select the date and time

3D stick

Up and down: Set the date and time

Right and left: Move the cursor

*The C button unit, L trigger button, R trigger button, and Z trigger button are not used.

[Operation procedure]

Before setting the date and time, remove the cassette from the Nintendo 64 and the disc from the 64DD.

1. Turn on the Nintendo 64 power switch.
2. When the initial screen or the error display screen (no. 48) is displayed, hold down the A button for more than 1 second.

[[left picture caption]] Initial screen

[[right picture caption]] Error display screen

3. Check that the date/time settings screen is displayed, as shown on the right.

[[picture caption]] Date/time settings screen

4. Set the date/time using the cross key or the 3D stick.

*The date can be set at anywhere between January 1st 1996 to December 31st 2095.

5. Press the A button or the start button to change the date and time and return to the initial screen.
*No matter the position of the cursor, if you press the B button you will return to the home screen or error display screen without changing the date and time.

9. SPECIFICATIONS

■64DD main unit

Model name:	NUS-010 (JPN)
Power source:	Supplied by Nintendo 64 (NUS-001 (JPN))
Electricity consumption:	14.40W (max.)
Record method:	Double sided magnetic storage
Format capacity:	Approx. 64.45Mb (64,458,560 byte)
Data transfer rate:	Approx. 1.0Mb/second (max.)
Clock function:	Built-in
Usage temperature range:	5-40°C
Usage humidity range:	20-85% RH (no condensation)
External dimensions:	Length 260mm x width 190mm x height 78.7mm
Weight:	1.6kg

■Nintendo 64 memory expansion pack

Model name:	NUS-007
LSI:	RAMBUS D-RAM 36Mbit
External dimensions:	Length 51.4mm x width 27mm x height 45.6mm
Weight:	42g

■Nintendo 64 terminator pack ejector

Model name:	NUS-012
External dimensions:	Length 36mm x width 8mm x height 36.2mm

*Please note that in order for improvements any part of the specifications may change without advance notice.

*This product is only guaranteed to work when connected to the "Nintendo 64" specified for use within Japan. If connected to a "Nintendo 64" specified for use in countries outside Japan, the operation is not guaranteed.

This equipment is class B information technology equipment based on the standards set by the Voluntary Control Council for Interference by Information Technology Equipment (VCCI). While this equipment is intended to be used in household environments, if this equipment is used close to radio or television receivers it may cause radio interference. Please handle it correctly according to the instruction manual.

For use within Japan

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10 ABOUT THE WARRANTY AND SERVICE

■Concerning the warranty

The warranty guarantees the quality of the Nintendo product that you have purchased, and is necessary in the unlikely event that you need to receive free service within the warranty period. If you have an unissued warranty please fill in your name and address in the corresponding spaces on the warranty, and complete the issue procedure at the shop where you purchased the product.

The articles related to the warranty are stated on the warranty and in the warranty provisions. This warranty does not cover “discs and cassettes.”

■When requesting service...

In the unlikely event of a fault, please make inquiries at your nearest Nintendo “customer advice counter” or the shop you purchased it from. Please make sure that the shop you purchased it from and the date of purchase are recorded on the warranty.

- Concerning the handling of service items

The customer must pay the postage charges in the event that the machine is sent away for repairs. Nintendo will pay the postage charges for returning the item to customers.

- Caution concerning the lithium batteries

The 64DD has lithium batteries built-in. If the batteries run out, we will exchange them for a fee.

This product is for sale and use in Japan only, and commercial rental is prohibited.

Customer advice counters
Nintendo Co., Ltd.

Kyoto (headquarters)	: 〒605-8660 Kyoto City, Higashiyama Ward, Fukuinekami Takamatsu-cho 60 TEL. (075) 541-6113
Tokyo service center	: 〒101-0041 Tokyo City, Chiyoda Ward, Kanda Sudacho, 1-chome 22 TEL. (03) 3254-1647
Osaka service center	: 〒531-0074 Osaka City, Kita Ward, Honjo Higashi 1-chome 13-9 TEL. (06) 6376-5970
Nagoya service center	: 〒451-0041 Nagoya City, Nishi Ward, Habashita 2-chome 18-9 TEL. (052) 571-2506
Okayama service center	: 〒700-0026 Okayama City, Hokan-cho, 4-chome 4-11 TEL. (086) 252-2038
Sapporo service center	: 〒060-0009 Sapporo City, Chuo Ward, Kita 9 Jonishi 18-chome 2 TEL. (011) 612-6930

- Telephone reception hours: Mon.-Fri. 9:00am-5:00pm (excluding Sat., Sun., holidays, and company special holidays)
- Please check the telephone number properly and ensure there is no mistake.

64DD WARRANTY

This product has passed a strict product inspection under the company's thorough quality management.

In the unlikely event that a fault has occurred despite the customer using the machine normally according to the "instruction manual," we will carry out repairs according to the articles in this warranty.

- Please check that the shop you purchased it from and the date of purchase are filled in on the warranty when receiving it.
- Warranties will not be reissued, so please fill in the customer name, address and telephone number on the warranty and store it in a safe place.

Nintendo Co., Ltd.

★Warranty provisions

- This warranty guarantees the purchased "64DD" set.
 - The warranty period lasts 6 months from purchase.
 - In the unlikely event that a fault occurs within the warranty period when the product is being used normally, we will repair it free of charge.
 - This warranty is valid only within Japan.
- Repairs within the warranty period shall be charged in the following cases.
- Unreasonable repairs, damage or malfunction due to modification.
 - Damage or malfunction due to customer negligence.
 - Damage or malfunction due to being moved, dropped, or transported after purchase.
 - Damage or malfunction due to salt-air, gas, abnormal voltage, or natural disaster.
 - Damage or malfunction caused by equipment other than the connected Nintendo 64.
 - In cases where this warranty is lost or not displayed.
 - In cases where this warranty is not filled in, or if the wording has been altered without permission.

Customer	Address			
	Name		TEL	
Shop of purchase	Address			
	Shop name			signature
	Date of purchase		year	month day
Model	Product number			
NUS-010 (JPN) NUS-007 NUS-012	DJ10002221			

Nintendo Co., Ltd.

Headquarters Kyoto City, Higashiyama Ward, Fukuine Takamatsu-cho 60

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Patent: 2035700 Design: 993775, 1020826 PAT.PEND.

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