

FACT SHEET

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Wii™ HARDWARE SPECIFICATIONS

Launch Date:	Nov. 19, 2006, in the Americas.
MSRP:	\$249.99 (includes <i>Wii Sports</i> ™, a collection of five games: baseball, tennis, golf, bowling and boxing).
Size:	About 8.5 inches long, 6 inches wide and less than 2 inches thick (157mm x 215.4mm x 44mm). Wii weighs 2.65 pounds.
What's Included:	One Wii Remote™ controller with Wii Remote Jacket, one Nunchuk™ controller, <i>Wii Sports</i> ™, sensor bar, power cord, standard composite cable, stand.
Controls:	Intuitive control for anyone using the physical motion of the Wii Remote, which resembles a television remote control. Up to four Wii Remote controllers can be connected at once using wireless Bluetooth technology. The wireless signal can be detected within 10 meters of the console. Both the Wii Remote and Nunchuk controllers include motion sensors. The Wii Remote controller also includes a speaker, rumble feature and expansion port, and can be used as a pointer within five meters of the screen. The Wii Remote controller has a power switch, + Control Pad, A, B, Minus, Home, 1 and 2 buttons. The Nunchuk controller includes an analog control stick and C and Z buttons.
The Look:	Wii features a compact design that makes it a natural addition to any television setup. It can be displayed either vertically or horizontally.
Media:	A single self-loading media bay plays single- or double-layered 12-centimeter optical discs for the Wii console, as well as 8-centimeter Nintendo GameCube™ discs.

- Channels:** The Wii Menu is the main gateway for a variety of easy-to-use, interactive multimedia, entertainment and communication functions.
- Communication:** If users have a high-speed Internet connection, Wii can communicate with the Internet even when the power is turned off. The WiiConnect24™ service delivers a new surprise or game update, even if the console is idle. Users can connect wirelessly to the Internet through their home network, or they can make a wired connection with the Wii LAN adapter. Wii also can communicate wirelessly with Nintendo DS™.
- WiiWare™:** Located in the Wii Shop Channel, the WiiWare downloadable game service lets Wii owners with a high-speed Internet connection download new, creative games from a wide range of developers, from large publishers to indie shops. Wii Points™ are required for downloading software. Wii Points are available at retail locations or via the Wii Shop Channel.
- Virtual Console™:** Wii has downloadable access to 20 years of fan-favorite titles originally released for Nintendo 64®, the Super NES® and even the Nintendo Entertainment System®. The Virtual Console section of the Wii Shop Channel also features a selection of games from the Sega Genesis™, Sega Master System, NEOGEO and TurboGrafx16™ consoles. Wii Points are required for downloading software. Wii Points are available at retail locations or via the Wii Shop Channel.
- The Specs:** The Wii console has 512 megabytes of internal flash memory, two USB 2.0 ports and built-in wired and wireless broadband Internet capability. A bay for an SD memory card lets players expand the internal flash memory. Design is optimized with state-of-the-art processing technologies that minimize power consumption, keep the console quiet and compact, and enable the “sleepless” WiiConnect24 mode.
- Parental Controls:** Wii features easy-to-use parental controls to allow users to manage access to Wii game software based on the ESRB rating, access to various channels, the ability to send and receive messages and use of Wii Points in the Wii Shop Channel.
- CPU:** PowerPC CPU (code-named “Broadway”) jointly developed with and manufactured by IBM.

Graphics Processing Unit: Developed with ATI/AMD.

Region Encoding: Wii is region encoded, as is first-party software.

Other Features: Four ports for classic Nintendo GameCube controllers.
Two slots for Nintendo GameCube Memory Cards. An AV
Multi-output port for component, composite or S-video.

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