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この電子説明書をよくお読みいただき、正しくお使いください。

特にWii Uメニューの⚠️(安全に使用するために)は、ご使用になる前に必ずお読みください。ここでは、お客様の健康と安全のための大切な内容が書かれています。ご使用になる方が小さなお子様の場合は、保護者の方がよく読んでご説明ください。

#### 著作権などについて

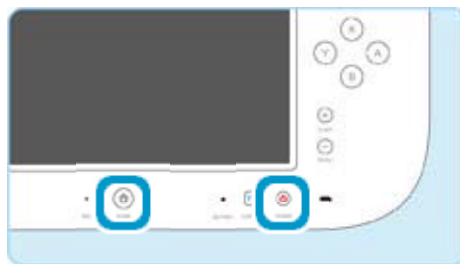
- Wii Uで撮影・録音などをしたものは、個人で楽しむなど法律で認められた場合を除き、著作権者などの権利者に無断で利用できません。なお、実演、興業、展示物などは、個人で楽しむ目的でも、撮影・録音などが制限されている場合がありますのでご注意ください。また、他人を無断で撮影したり、他人の画像を無断で公表したりすると、肖像権やプライバシーの侵害になる場合がありますので、ご注意ください。
- Wii Uを利用して、犯罪行為や公序良俗に反する行為などを行わないでください。法令・条例に従い、責任を問われることがあります。
- Wii Uで画像・動画・音楽などを送信すると、送信先にてコピー・改変・再送信などをされる可能性があります。一度送信された画像・動画・音楽などを削除したり、利用を制限したりすることはできませんのでご注意ください。

## 2 電源のON/OFF

電源をON/OFFするには、次の方法があります。

### 電源をONにする

Wii U GamePadのⓂまたはⓅを押すと、GamePadの電源がONになり、クイックスタート画面が表示されます。 → 3



※ クイックスタート画面を利用するには、あらかじめ本体設定 → 22 の「電源の設定」で、「電源OFF時の動作を設定する」と「クイックスタート画面の設定をする」をそれぞれ「使う」に設定しておく必要があります。

※ TVリモコン機能 → 7 を設定している場合は、Ⓣを押してTVリモコンの画面から本体の電源をONにすることもできます。

### Wii U本体やWiiリモコンなどで電源をONにする

Wii U本体や、GamePad以外のコントローラー（Wiiリモコンなど）のⓅを押すと、本体の電源がONになります。ユーザー選択画面で、ユーザーを選んでください。Wii Uメニューが表示されます。 → 4

※ クイックスタート画面は表示されません。

※ Wii U GamePad以外のコントローラー（Wiiリモコンなど）で電源をON/OFFするには、あらかじめWii U本体への登録が必要です。 → 21

### 電源をOFFにする


GamePadのⓅを1秒間押してください。電源がOFFになると、本体の電源ランプが青色から赤色に変わり、GamePadの画面が消えます。

※ 電源をOFFにしたあと、すぐに電源をONにしないでください。故障の原因となります。電源ランプが赤色になったあと、必ず4秒以上待ってから、電源をONにしてください。

※ 本体やWiiリモコンなどのⓅでも電源をOFFにすることができます。

※ WiiメニューやWii専用ソフトを使用中は、GamePadで電源をOFFにすることはできません。

### おしらせの受信について

本体設定  22 の「電源の設定」→「クイックスタート画面の設定をする」で、おしらせを受信する設定にしていると、新しいおしらせが届いたときに着信音が鳴って、GamePadの画面が表示されます。

※ しばらくすると自動的に画面はOFFになります。すぐに画面をOFFにしたい場合は、おしらせの画面の左下にある「とじる」をタッチしてください。

※ 着信音の音量は、クイックスタート画面  3 の「設定」で変更できます。

### 3 クイックスタート画面

Wii U GamePadの $\odot$ または $\oplus$ を押して電源をONにしたときに表示される画面です。

最近遊んだソフトの中から、遊びたいソフトを直接はじめることができます。すぐにゲームを楽しみたい方におすすめです。

※ クイックスタート画面を利用するには、あらかじめ本体設定  
→ 22 の「電源の設定」で、「電源OFF時の動作を設定する」と「クイックスタート画面の設定をする」をそれぞれ「使う」に設定しておく必要があります。

※ Wiiメニューを直接はじめることもできます。 → 6

※ ネットワークを使ったサービスや機能を利用するには、ユーザーごとにニンテンドーネットワークIDの登録が必要です。

→ 23

#### 画面の見かた



#### 1 ソフトアイコン

最近遊んだソフトが10個まで表示されます。遊びたいソフトのアイコンをタッチしてください。

※ Wiiメニューから起動したWii専用ソフトは、Wiiメニュー → 6 のアイコンで表示されます（ソフトのアイコンは表示されません）。

※ Wii U本体を複数のユーザーでお使いの場合、自分以外のユーザーが遊んだソフトのアイコンが表示されることもあります（ユーザーごとの表示ではありません）。

※ 本体が電源OFFのときにインストールが完了したソフトのアイコンも表示されます。

※ GamePadの⊕とⒶでも操作できます。

## 2 ユーザーのMii（ミー）

ユーザーの自動選択が設定されている場合に表示されます。Miiをタッチすると、ゲームを遊ぶユーザーを変更することができます。

※ 自動選択の設定は、ユーザー設定 → 23 で変更できます。

## 3 クイックスタート画面の設定

おしらせを受信したときの着信音の設定などができます(着信音の音量は、GamePad上面のボリュームでは調整できません)。

## 4 Wii Uメニューへ

Wii Uメニュー → 4 を表示します。

クイックスタート画面に表示されていないソフトをはじめたい場合に選んでください。



Wii Uメニューでは、画面に表示されるたくさんのソフトの中から好きなソフトをはじめたり、各種設定を行ったりすることができます。

※ ネットワークを使ったサービスや機能を利用するには、ユーザーごとにニンテンドーネットワークIDの登録が必要です。

→ 23

## 画面の見かた

テレビの画面には、ほかの人が遊んでいるソフトやMiiverse → 11 での話題などが表示されます(インターネット接続時に定期的に更新されます)。

Wii U GamePadの画面には、本体に内蔵されているソフトなどが表示されます。



### 1 わらわら広場

Miiverseへの投稿や話題になっているソフトの情報などを見ることができます。

### 2 表示の拡大/縮小

### 3 画面の切り替え

テレビとGamePadに表示される画面を切り替えます。GamePadに表示を切り替えると、タッチやスライドで操作することができます。

GamePad



#### 4 ユーザーのMii(ミー)

今Wii Uを使用している人のMiiが表示されます。Miiをタッチすると、ユーザーの交代や設定ができます。

→ 23

#### 5 ソフトアイコン

ソフトをはじめるには、アイコンをタッチしてください。

※ コントローラーの $\oplus$ と $\text{A}$ でも操作できます。

※ ソフトに新しく追加データやお知らせが届いたときは、アイコンの周囲が青く光ります。

※ □(空きボックスアイコン)をタッチするとフォルダーを作ることができます。→ 27

※ アイコンをタッチし続けると、移動できるようになります。タッチしたまま移動したい場所までスライドして、指またはタッチペンを離してください。

※ Wii Uメニューに表示できるアイコンは、ソフトが最大300個、フォルダーが最大60個です。

#### 6 USB記録メディア

お使いのWii U本体で初期化したUSB記録メディアが接続されている場合に表示されます。USB記録メディアには、ニンテンドーeショップ → 12 で購入したダウンロードソフトなどを保存することができます。

## 7 画面の切り替え

テレビとGamePadに表示される画面を切り替えます。テレビに表示を切り替えると、Wiiリモコンで操作することができます(あらかじめWii U本体にセンサーバーを接続しておく必要があります)。

## 8 ページの移動


タッチすると、画面をスクロールできます。

# ソフトアイコン

Wii Uメニューに表示されるソフトアイコンには、次の種類があります。

## ● ディスクソフトアイコン



ディスクスロットにWii Uのゲームディスクを入れると、そのゲームのアイコンが表示されます。Wiiのゲームディスクを入れた場合は、が表示されます。

## ● 本体内蔵ソフトアイコン

Wii U本体には、次のようなソフトが入っています。



### 安全に使用するために

Wii Uを安全に使用するための注意事項を表示します。



### 保護者による使用制限

お子様によるソフトの使用や購入を制限したり、インターネットの使用を制限したりできます。

→ 24



### 本体設定

インターネットやテレビ画面の設定など、Wii Uの設定をします。 → 22



### Wiiメニューへ

WiiディスクやWiiウェア、バーチャルコンソール対応ソフトで遊べます。 → 6

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### Miiスタジオ

あなたや家族、友達の分身として、Miiを作ることができます。 → 10

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### 毎日のきろく

Wii U本体で遊んだゲームの数やプレイした時間を確認できます。 → 19

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### Nintendo×JOYSOUND Wii カラオケ U

ご家庭で本格的なカラオケが楽しめます。 → 16

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### Wii U Chat

インターネットを通じて、フレンドとテレビ電話ができます。 → 15

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### フレンドリスト

登録されたフレンドのインターネットの接続状況や、プレイしているゲームなどが確認できます。 → 17

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### Miiverse(ミーバース)

世界中の人たちがMiiを通じてつながるネットワークサービスです。 → 11

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### ニンテンドーeショップ

いろんなソフトの情報や映像を見たり、ダウンロードソフトなどを購入したりできます。 → 12

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### インターネットブラウザー

インターネットのウェブページを閲覧することができます。 → 13

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## Nintendo TVii

テレビ番組に関する情報を、手軽にチェックすることができます。 → 14

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## おしらせリスト

任天堂やソフトからのお知らせを見ることができます。 → 18

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## ダウンロード管理

ダウンロードソフトや追加コンテンツなどのダウンロード状況を確認することができます。 → 20

## 5 HOMEボタンメニュー

Wii U本体の電源をONにしたあとにコントローラーのⓈを押すと表示されるメニューです。

ソフトを中断して電子説明書を見たり、ニンテンドーeショップやインターネットブラウザなどの一部の本体内蔵ソフトをはじめたりすることができます。

### 画面の見かた



#### 1 ユーザーのMii

今Wii Uを使用している人のMiiが表示されます。

#### 2 コントローラーの電池残量

使用しているコントローラーの電池残量が表示されます。

#### 3 ソフトアイコン

ほかのソフトのプレイ中でも起動することができるソフトです。

#### 4 コントローラーの設定

Wii U本体で使用するコントローラーの設定ができます。

#### 5 電子説明書

Wii U本体のくわしい使いかたを確認できます。  
ソフトのプレイ中は、ソフトの遊びかたを確認できます。

※「ソフトをおわる」を選ぶと、プレイ中のソフトを終了して

Wii Uメニューに戻ります。セーブしていない内容は消えてしまいますので、ご注意ください。

## コントローラーの設定

コントローラーの設定を変更することができます。

「画面OFF」を選ぶと、GamePadの画面を消すことができます。テ

レビ画面だけを表示させてソフトをプレイする場合に、GamePadのバッテリーの消費を抑えることができます。別売のコントローラーをWii U本体で使えるようにするには、「登録」を選んだあと、画面の案内に従って操作してください。

※ Wii U本体のシンクロボタン(SYNC)を押してコントローラーを登録する方法もあります。 → 21



### ■ Wii U GamePadの設定

以下のことができます。

- ・画面の明るさの調整
- ・省エネモードの設定
- ・振動機能の設定
- ・バッテリー残量の確認



#### バッテリーの持続時間について

使用する機能(カメラやマイクなど)や無線通信の使用状況、周囲の温度、画面の明るさなどによって変わります。

「省エネモード」をONにすると、表示する明るさなどが自動的に調整されるため、バッテリー持続時間が長くなります。

※ お買い上げ時、画面の明るさは「4」に設定されています。

※ 画面の明るさが「4」または「5」に設定されているときにACアダプターを接続すると、画面がより明るくなります。

### ■ Wiiリモコンなどの設定

以下のことができます。

- ・音量調整
- ・振動機能の設定
- ・Wii U本体に登録しているコントローラーの順番(1Pや2Pなどのプレイヤー番号)の変更
- ・電池残量の確認



※ Wii U本体に登録しているすべてのコントローラーの設定が変更されます。



Wii専用ソフト(WiiディスクやWiiウェア、バーチャルコンソール対応ソフト)を遊ぶためのメニューです。





※ GamePadやWii U PROコントローラーでは操作できません。

## 用意するもの

Wiiメニューをはじめするには、次の周辺機器が必要です。

- ・Wiiリモコン (またはWiiリモコンプラス)
- ・センサーバー

あらかじめWii U本体にセンサーバーを接続して、Wiiリモコンを本体に登録  21 しておいてください。センサーバーの接続方法については、 Wii U取扱説明書をご覧ください。

※ ソフトを遊ぶには、プレイ人数分のコントローラーや対応周辺機器が必要な場合があります。くわしくは、各ソフトの取扱説明書をご覧ください。

### Wiiメニューをすぐにはじめるには

Wii U本体のⓄを押して電源をONにしたあと、画面に「Wii U」が表示されたら、GamePadのⓅを押し続けてください。Wiiメニューを直接はじめることができます。

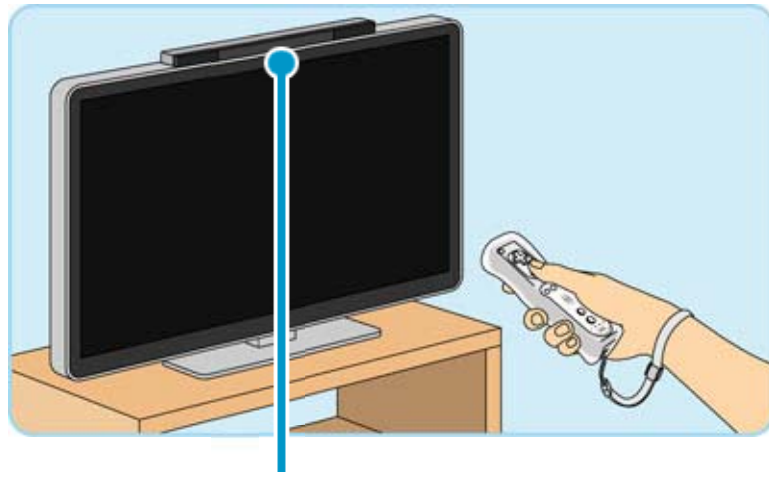


Wii U

## 画面操作について

テレビやGamePadの画面に表示したWiiメニューやWii専用ソフトは、Wiiリモコンで操作します。

### ● テレビに表示して操作する場合

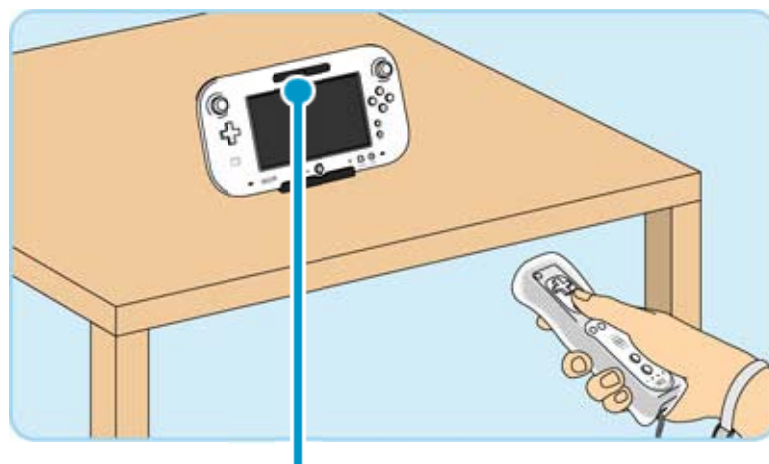


センサーバー

次のような環境で操作してください。

- ・テレビの上（または下）に設置したセンサーバーの前の面がしっかり見えている
- ・センサーバーとWiiリモコンの間に障害物がない
- ・テレビの正面に座って（立って）いる
- ・センサーバーから1～3m離れている

#### ■ GamePadに表示して操作する場合



センサーバー

次のような環境で操作してください。

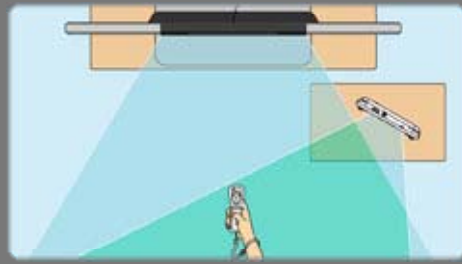
- ・GamePadを、水平な場所（テーブルの上など）に置いたWii U GamePadプレイスタンドやWii U GamePad充電スタンドにのせている
- ・GamePadのセンサーバーとWiiリモコンの間に障害物がない
- ・GamePadの正面に座って（立って）いる
- ・GamePadから30cm～1m離れている

※ Wii Uベーシックセットには、プレイスタンド[WUP-016]や充電スタンド[WUP-014]は付属しておりません。店頭または任天堂ホームページで購入することができます。

<http://www.nintendo.co.jp/support/>

## 操作時のご注意

テレビの近くに電源がONの状態のGamePadがあると、右図のような場所(濃い緑色の範囲)でWiiリモコンの操作が不安定になる場合があります。



2つのセンサー(GamePadとテレビ側)の影響を受けないように、GamePadの向きを変えるなどして使用してください。

## Wiiメニューの使いかた

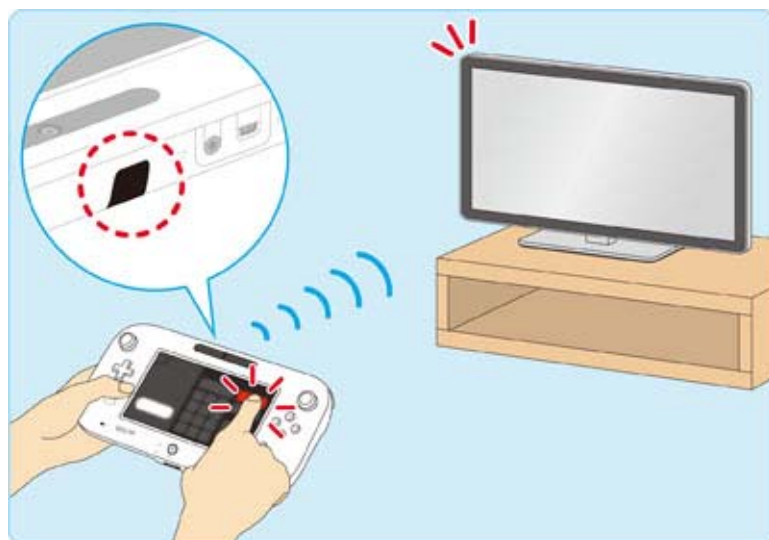
くわしい使いかたについては、  
**Wii** Wiiメニュー電子説明書をご覧ください。



## 7 TVリモコン

GamePadで、お使いのテレビやチューナーなどの操作(電源ON/OFF、チャンネル切り替えなど)ができる機能です。

テレビのリモコンを使わなくても、GamePadひとつでテレビを見たり、ゲームをはじめたりすることができます。GamePadの赤外線受発光部をテレビに向けて操作してください。



- ※ あらかじめ、本体設定 ▶ 22 でお使いのテレビのメーカーなどを登録しておく必要があります。
- ※ Wii U本体の電源がOFFのときでも、ゲーム中でも、操作できます。
- ※ ゲーム中に本機能を使用する場合、ゲームは中断されません。ゲームを中断したい場合は、Ⓜを押してHOMEボタンメニューを開いてから、TVを押してください。


### 画面の見かた

TVを押すと、TVリモコンの画面が表示されます。



#### 1 テレビの電源

テレビの電源をON/OFFします。

本体設定  22 でお使いのDVDレコーダーやチューナー(ケーブルテレビや衛星放送など)を登録しておく、それぞれの電源のON/OFFもできるようになります。


## 2 入力の切り替え

タッチするたびに、テレビに接続されている機器の画面に表示が切り替わります。

## 3 チャンネルの切り替え

タッチするたびに、チャンネルが切り替わります。  
左の数字 **1** ~ **12** を選んで直接チャンネルを切り替えることもできます。


## 4 音量の調整

 や  をタッチするたびに、テレビの音量が上下します。

## 5 放送波の切り替え

ご契約済みの放送波の切り替えができます。

## 6 番組表

本体設定  22 で登録した機器(テレビ、DVDレコーダー、チューナーのいずれか)に番組表の機能が内蔵されている場合、番組の一覧をテレビ画面で見ることができます。

※ GamePadのとで操作してください。

## 7 Wii Uであそぶ

Wii Uの電源をONにします。

※ 電源がOFFの状態のときのみ表示されます。

## 8 Wii Uで遊べるソフト

遊べるソフトの種類と、ソフトの年齢区分マークについて説明します。

### ソフトの種類

Wii Uでは、Wii U専用ソフトやWii専用ソフトを遊べます。

Wii U専用ソフト	<ul style="list-style-type: none"><li>・ Wii Uディスク</li><li>・ ダウンロードソフト</li><li>・ バーチャルコンソールソフト(Wii U版)</li></ul>
Wii専用ソフト	<ul style="list-style-type: none"><li>・ Wiiディスク</li><li>・ Wiiウェア</li><li>・ バーチャルコンソールソフト(Wii版)</li></ul>

### 使用できる周辺機器について

Wiiの周辺機器は、一部を除き、Wii Uでも使用することができます。 → 34

Wii U本体に、ニンテンドー ゲームキューブの周辺機器(ニンテンドー ゲームキューブ コントローラなど)を接続することはできません。

### 年齢区分マーク(CEROレーティングマーク)

表示年齢に達しない方にとって、ふさわしくない表現内容が含まれることを示すマークです。購入時の参考にしてください。

Wii Uでは、お子様の年齢に合わせて、遊べるソフトを制限できます。 → 24



全年齢対象



12歳以上対象



15歳以上対象



17歳以上対象



18歳以上のみ対象



教育・データベース

※ ゲームの難易度を示すものではありません。

※ 対象年齢は、CERO倫理規定に基づいて審査されています。

※ 通信プレイなどを通して得られる追加の表現については適用されません。

## コンテンツアイコンについて

対象年齢を決定した根拠となる表現を示すアイコンで、年齢区分がB～Zのソフトに表示されています。



恋愛



ギャンブル



セクシャル



犯罪



暴力



麻薬



恐怖



言葉・その他



飲酒・喫煙

ゲームのはじめかたや、終わりかたを説明します。

## ゲームのはじめかた

Wii Uメニューで、アイコンをタッチしてください。

Wiiディスクの場合は、Wiiメニューに移動します。



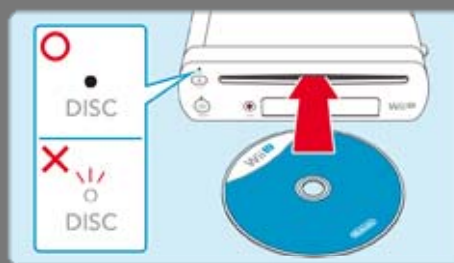
以降の操作は、各ソフトの説明書をご覧ください。

※ WiiリモコンやWii U PROコントローラーを使うには、あらかじめWii U本体への登録が必要です。Wii Uメニューが表示されている状態でWii U本体のシンクロボタンを押して、画面の案内に従って登録してください。 → 21

※ Wiiショッピングチャンネルで購入したソフトはWiiメニュー ← 6 で遊べます。

## Wii UディスクやWiiディスクで遊ぶときは

ディスクランプが消えていることを確認してから、Wii U本体にディスクを入れてください。



※ ディスクランプが点灯している場合は、▲ (ディスクイジェクトボタン)を押してディスクを取り出してください。

## ゲームの一時中断/終わりかた

Ⓢを押すと、ゲームを一時中断できます。

ゲームを終了する場合は、「ソフトをおわる」をタッチしてください。Wii専用ソフトの場合は、「Wiiメニューへ」を選んでください。

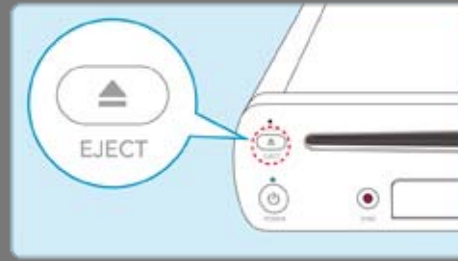
※ 通信対戦中など、状況によっては一時中断されない場合があります。

※ ゲームを終了すると、セーブしていない内容は消えてしまいますので、ご注意ください。




ディスクを取り出すときは

 (ディスクイジェクトボタン)を押してください。



## 説明書を見るときは

ソフトをはじめたあと、を押してHOMEボタンメニューを開き、「説明書」をタッチしてください。プレイ中のソフトの説明書が表示されます。

※ Wiiのディスクソフトには、電子説明書はありません。

## 10 Miiスタジオ


いろいろな顔のパーツを組み合わせて、あなたや家族、友達の分身として、Mii(ミー)というキャラクターを作成することができます。



※ 本ソフトで作成したMiiは、対応するほかのソフトに登場したり、プレイヤーとして使用したりできます。

※ Wii専用ソフトでMiiを使うには、Wiiメニューの「似顔絵チャンネル」で作成してください。本ソフトで作成したMiiは使えません。

### 説明書を見るときは

ソフトをはじめたあと、を押してHOMEボタンメニューを開き、「説明書」をタッチしてください。電子説明書が表示されます。

世界中の人たちがMiiを通じてつながるネットワークサービスです。プレイしているソフトの中での体験や、興味を持っている話題を、世界中の人たちと共有することができます。



※ インターネットへの接続が必要です。

※ HOMEボタンメニュー ← 5 から始めることもできます。

※ 保護者による使用制限 → 24 で、Miiverseの閲覧や投稿を制限することができます。

### 説明書を見るときは

ソフトをはじめたあと、Miiverseのメニューバーにある「マイページ」をタッチして、「マイメニュー」から「説明書・利用ガイド」を選んでください。

## 12 ニンテンドーeショップ

ダウンロードソフトや追加コンテンツなどを購入できるインターネット上のお店です。また、ソフトの詳細情報や紹介映像を見たり、体験版をダウンロードしたりすることもできます。



※ インターネットへの接続が必要です。

※ HOMEボタンメニュー  から始めることもできます。

※ ソフトや追加コンテンツなどを購入するには、ニンテンドーeショップに残高を追加(チャージ)する必要があります。

※ Wii Uのユーザーとニンテンドー3DSシリーズ本体に同じニンテンドーネットワークIDを登録すると、ニンテンドーeショップの残高や気になるリストなどを共有できます。

※ 保護者による使用制限  で、ソフトの購入やクレジットカードの使用を制限することができます。

### 説明書を見るときは

ソフトをはじめたあと、ニンテンドーeショップのメニューバーにある「マイメニュー」をタッチして、「ヘルプ」から「説明書」を選んでください。

## 13 インターネットブラウザ

テレビ画面とGamePadの画面(タッチスクリーン)を使って、簡単な操作でインターネットのウェブページを閲覧することができます。



※ インターネットへの接続が必要です。

※ HOMEボタンメニュー ← 5 から始めることもできます。

※ 保護者による使用制限 → 24 で、使用を制限することができます。また、フィルタリングサービス「i-フィルター for Wii U」(有料)を利用することで、有害なサイトへのアクセスを防ぐことができます。くわしくは、インターネットブラウザの電子説明書をご覧ください。

### 説明書を見るときは

ソフトをはじめたあと、インターネットブラウザのスタートページで「説明書を見る」をタッチしてください。

気になったテレビ番組のくわしい情報や、その番組に関係する人物のプロフィールを手軽にチェックすることができるサー



ビスです。また、あなたやあなたのご家族が登録したお気に入りの内容を元に、好みにあわせた番組をおすすめするモードのほか、番組や出演者についての投稿/閲覧を楽しむことができます。

※ インターネットへの接続が必要です。

※ HOMEボタンメニュー  から始めることもできます。

※ 保護者による使用制限  で、使用を制限することができます。

## 「Nintendo TVii」の使いかた


「Nintendo TVii」の便利な使いかたについては、ソフトをはじめたあと、メニューの中にある「説明書」をご覧ください。

インターネットを通じて、無料でテレビ電話ができます。遠く離れた家族や友達と、お互いに顔を見ながら、会話ができます。




また、テレビ電話中に、GamePadの画面にタッチペンで自由に文字や絵などを書いて、相手に見せられます。

※ インターネット接続に必要な費用や通信料などは、お客様のご負担になります。

※ テレビ電話をするには、お互いにフレンド登録  をしておく必要があります。

※ 保護者による使用制限  で、使用を制限することができます。

### 説明書を見るときは

ソフトをはじめたあと、を押してHOMEボタンメニューを開き、「説明書」をタッチしてください。電子説明書が表示されます。

## 16 Nintendo×JOYSOUND Wii カラオケ U

採点機能やパーティゲームなどで、ひとりでもみんなでも楽しめる本格的なカラオケです。



自分のMiiの映像で歌ったり、

Miiでお気に入り曲を管理したり、Wii Uならではの機能もあります。

※ Wii Uマイクなど、別売のUSBマイクに対応しています。


※ 本体設定 ▶ 22 の「データ管理」で本ソフトを消去した場合、ニンテンドーeショップ ◀ 12 から再ダウンロードできます（本ソフトを更新していない本体では消去できません）。

### 説明書を見るときは

ソフトをはじめてあと、Ⓜを押してHOMEボタンメニューを開き、「説明書」をタッチしてください。電子説明書が表示されます。



## 17 フレンドリスト

友達をフレンドとして登録すると、離れた場所においてもインターネットを通じて一緒にプレイを楽しんだり、Miiverse  で直接メッセージをやり取りしたりすることができます。



※ ニンテンドーネットワークIDの登録  23 が必要です。

※ 保護者による使用制限  24 で、フレンドの登録を制限することができます。

### フレンドの登録やメッセージに関するご注意

知らない人とフレンドの登録をしたりメッセージを受信したりすると、不快な気持ちになるような言葉を使用されたりする可能性がありますので、ご注意ください。

### 画面の見かた

フレンドのMiiやニックネーム、オンライン状態などが表示されます。



#### 1 自分の情報


タッチすると、ひとことコメントを入力できます。

#### 2 フレンドリクエストの通知

いっしょに遊んだユーザーなどから、フレンドに登録するためのリクエストが届くと表示されます。

タッチして、そのユーザーとフレンドになるかどうかを選んでください。

※ 13歳未満のユーザーは、フレンドリクエストを受け取ったり送ったりすることはできません。「フレンドの

登録」で、実際に知っている友人のニンテンドーネットワークID  23 を入力して登録してください。

### 3 フレンドの一覧


フレンドが一覧で表示されます。

フレンドをタッチすると、プロフィールや今遊んでいるソフトの情報などを見ることができます。フレンドが遊んでいるソフトを自分も持っている場合、そのフレンドといっしょに同じソフトで遊ぶことができます。

### 4 いっしょに遊んだユーザー

インターネットを通じていっしょに遊んだことがあるユーザー(フレンドを含む)が一覧で表示されます。

### 5 フレンドの登録

相手のニンテンドーネットワークID  23 を入力すると、相手にフレンドリクエストが届きます。受け取った相手が承認すると、フレンドとして登録できます。






※ フレンドは、最大100人まで登録できます。

※ 13歳未満のユーザーは、フレンドとして登録したい相手(実際に知っている友人)と、お互いのニンテンドーネットワークIDを入力する必要があります。

### 6 設定

フレンドに公開する情報やフレンドリクエストの受信に関する設定などができます。

## フレンドの一覧の並び順について

	いっしょに遊ぶことができるオンラインのフレンド
	プレイ中のオンラインのフレンド
	プレイ中ではないオンラインのフレンド
	オフラインのフレンド
	フレンドリクエストを送信済みのユーザー
	ニンテンドーネットワークIDを登録中のユーザー

## いっしょに遊んだユーザー

いっしょに遊んだソフトや日時  
のほか、フレンドリストなどへ  
の登録状況が表示されます。




※ 最大100件まで表示されます。100件を超えると、古い情報から消去されます。

※ フレンドのMiiには😊が表示されます。☹️については、下記の「ブロックリスト」をご覧ください。

また、ユーザーをタッチすると次のことができます。

- ・ゲーム中の名前を確認する
- ・ユーザーのプロフィールをMiiverseで確認する
- ・ユーザーのMiiを保存する
- ・ユーザーにフレンドリクエストを送信する
- ・ユーザーをブロックリストに登録する

## ブロックリスト

不快なユーザーに対して、フレンドリクエストをブロックしたり、ソフトの中で出会う確率を下げたりすることができる機能です。登録すると、Miiの横にが表示されます。

※ 最大100人まで登録できます。100人を超えると、はじめに登録したユーザーから順にブロックリストから消去されます。

※ ブロックリストからはずす場合は、フレンドリストの「設定」で行ってください。

## 設定

以下のことができます。

- ・自分のオンライン状態とプレイ中のソフトの公開について設定する
- ・フレンドリクエストの受信について設定する
- ・ブロックリストを確認したり、登録したユーザーをはずす



## 18 お知らせリスト

任天堂やソフトからのお知らせが、最大100件表示されます。



※ お知らせを受け取るには、インターネットへの接続が必要です。

※ Wiiメニュー ← 6 で遊んでいるソフトからは、受け取ることができません。

### お知らせを見る

未読のお知らせは、光って表示されます。見たいお知らせをタッチしてください。



お知らせによっては、関連ソフトを直接起動できるアイコンのほか、次のアイコンが表示される場合があります。



ソフトからのお知らせの配信を停止できます。



Miiを保存できます。

※ 任天堂からのお知らせは、お客様への重要なお案内をお届けするため、お客様ご自身で配信を停止することはできません。

※ 不要なお知らせを削除したり、残しておきたいお知らせを保護しておくことはできません。

※ お知らせが100件を超えた場合や、お知らせリストの保存容量を超えた場合(画像付きのお知らせが多い場合など)は、古いお知らせから順に消去されます。

## 19 毎日のきろく

Wii Uのソフトで遊んだ時間や回数を、日付やソフトごとに見ることができます。



※「毎日のきろく」には、Wiiのソフトは記録されません。Wiiメニュー ← 6 のWii伝言板で、Wiiのソフトで遊んだ時間のみ確認できます。

### 画面の見かた

テレビの画面には遊んだ時間やソフトの本数の合計が、GamePadの画面には遊んだソフトが一覧で表示されます。

#### テレビ



#### GamePad



#### 1 ユーザーの切り替え

ほかのユーザーの記録を表示します。

※ ユーザーが2人以上いる場合に表示されます。

#### 2 表示の切り替え

集計結果を日単位または月単位で表示します。

#### 3 遊んだソフトの一覧

遊んだ時間が長いものから順に、30位までを表示します。ソフト名をタッチすると、これまでに遊んだ時間や回数などの合計を見ることができます。

※ 記録できるソフトは256本までです。それを超えると、一番古い記録から順に消去されます。

※ ◀/▶を押すと、遊んだ記録がある一番近い日(または月)に戻ったり進んだりすることができます(◀L/▶Rを押しても同様です)。

ニンテンドーeショップで購入したソフトなどのダウンロード状況の確認ができるほか、いつの間にも通信(※)を停止したり、ソフトをプレイしながら行うダウンロードを停止したりできます。



※ いつの間にも通信とは、さまざまな情報を自動的に送受信することができる機能です。

### 更新データのダウンロードやインストールを自動で行うには

本体設定 → 22 の「電源の設定」で「電源OFF時の動作」を「使う」に設定していると、本体の電源をOFFにしたあとに、新しい更新データがある場合はダウンロードとインストールが自動的に行われます。次にソフトを起動したとき、更新データのダウンロード/インストールを待たずに、すぐに遊ぶことができます。

※ お買い上げ時、「電源OFF時の動作」は「使わない」に設定されています。

### 画面の見かた

ダウンロード中および完了しているデータが、一覧で表示されます。



#### 1 設定

ソフトのプレイ中など、ほかの操作をしているときにダウンロードを行うかどうかを設定したり、データが正しくダウンロードされない(自動更新されな



い)場合の確認をしたりすることができます。

※ ソフトのプレイ中などにダウンロードを行わない場合は、「ダウンロード無効」に設定してください。

## 2 ダウンロード状況

データの名前や受信状況などが表示されます。

ダウンロード中のデータには↓が表示されます(新しく見つかった更新データなど、自動的にダウンロードしているデータの場合は、ソフトアイコン上に🔄が表示されます)。

タッチすると、データの種類や容量、保存先が確認できます。エラーが発生した場合は、対処方法が確認できます。

※ インストールが完了すると、Wii Uメニューにアイコンが追加されます。

※ 最大64件までダウンロードの管理ができます。64件を超えるとダウンロードできませんので、先にほかのデータをインストールしてください。

※ 一覧から消去する場合は、「消去する」をタッチしてください。

## 3 いつの間に通信の利用状況

いつの間に通信の利用状況を確認したり、いつの間に通信によるデータの送受信を停止したりすることができます。

## ダウンロードの順番を入れ替える

複数のデータをダウンロード中に、早くダウンロードを終わらせたいデータがある場合は、一覧からデータを選んだあと、「先にダウンロードする」をタッチしてください。ダウンロードの順番を1番目に変更することができます。

WiiリモコンやWii U PROコントローラーなどを使用するには、あらかじめWii U本体への登録が必要です。

## 登録のしかた





Wiiリモコンなどの  
登録画面



GamePadの  
登録画面

Wii Uメニューが表示されている状態でWii U本体のシンクロボタンを押したあと、画面の案内に従って、お使いのコントローラーを登録してください。

- ※ HOMEボタンメニュー  から登録することもできます。
- ※ ソフトで使用できるコントローラーの数は、ソフトの対応人数(プレイ人数)によって異なります。使用するコントローラーの順番(1P~4P)は、HOMEボタンメニューで変更することができます。 
- ※ 登録したコントローラーをほかのWii U本体で使う場合は、その本体であらためて登録する必要があります。

Wii U本体1台に登録できるコントローラーの数は、以下のとおりです。

・ Wii U GamePad	1台
・ Wii U PROコントローラー	合計10個※2
・ Wiiリモコン	
・ バランスWiiボード※1	

※1 1台だけ登録できます。

※2 11個以上登録した場合は、最初に登録したコントローラーから順に消去されます。

インターネット接続やデータ管理などWii U本体に関する設定をしたり、Wii U本体のシステムのバージョンを確認したりできます。



※ すべてのユーザー → 23 に同じ設定内容が適用されます。  
ユーザーごとの設定はできません。

## 設定できること

「本体設定」では、次のことが設定できます。

項目	内容
インターネット	<ul style="list-style-type: none"> <li>・インターネット接続の設定をする</li> <li>・おすすめの接続方法を診断する</li> <li>・MACアドレスを見る</li> <li>・ソフトを自動的に受け取る</li> </ul>
データ管理	<ul style="list-style-type: none"> <li>・セーブデータやソフトなどを整理する</li> <li>・USB記録メディアを初期化する</li> </ul>
amiibo設定	<ul style="list-style-type: none"> <li>・amiibo™のデータを編集する</li> </ul>
日付と時刻	<ul style="list-style-type: none"> <li>・日付と時刻を設定する</li> </ul>
テレビ	<ul style="list-style-type: none"> <li>・テレビとの接続方法を設定する</li> <li>・解像度を設定する</li> <li>・画面の比率を変更する</li> <li>・サウンドの再生方式を設定する</li> <li>・画面の大きさを調整する</li> </ul>
TVリモコン	<ul style="list-style-type: none"> <li>・TVリモコン機能を設定する</li> </ul>
Wii U GamePad	<ul style="list-style-type: none"> <li>・タッチスクリーンを補正する</li> <li>・HOMEボタンランプを設定する</li> <li>・マイクのテストをする</li> <li>・サウンドの再生方式を設定する</li> </ul>
画面焼け軽減	<ul style="list-style-type: none"> <li>・テレビとGamePadの画面焼けを軽減する</li> </ul>

Wiiリモコンとセンサーバー	<ul style="list-style-type: none"> <li>・センサーバーの位置を設定する</li> <li>・Wiiリモコンのポインターの感度を調整する</li> <li>・Wiiリモコンなどのコントローラーの登録を消去する</li> </ul>
電源の設定	<ul style="list-style-type: none"> <li>・自動的に電源をOFFにする</li> <li>・電源OFF時の動作を設定する</li> <li>・クイックスタート画面の設定をする</li> </ul>
本体の情報	<ul style="list-style-type: none"> <li>・サポート用情報を確認する</li> <li>・Wii U利用規約を確認する</li> <li>・Wii専用ソフトで使う本体ニックネームを設定する</li> </ul>
ソフトとデータの引っ越し	<ul style="list-style-type: none"> <li>・Wii U同士で引っ越しする</li> <li>・WiiからWii Uへの引っ越し方法を確認する</li> </ul>
本体の更新	<ul style="list-style-type: none"> <li>・本体のシステムを最新にする</li> </ul>
本体の初期化	<ul style="list-style-type: none"> <li>・本体を初期化する</li> </ul>

## ■「電源OFF時の動作」について

本体の電源をOFFにしたあとで、自動的にデータのダウンロード/インストールを行うことができる機能です。


「使う」に設定している場合は、電源をOFFにしたあと、一定時間ごとに電源ランプが赤色からオレンジ色に変わります。更新データやダウンロード/インストール中のソフトが見つかった場合は、残りのダウンロード/インストールが行われ、完了すると電源ランプが赤色に戻ります。

※ お買い上げ時は「使わない」に設定されています。

## 設定のしかた

くわしい説明がテレビ画面に表示されます。GamePadの画面をタッチして設定してください。

※ テレビ画面の説明は、GamePadのRスティックでスクロールできます。

Wii Uでは、ゲームのセーブデータや遊んだ時間  などを、ユーザーごとに保存/管理できます。また、任天堂が提供するネットワークサービスを利用するには、ユーザーごとにニンテンドーネットワークIDの登録が必要です。ユーザーの設定は、Wii Uメニューの左上にあるMiiをタッチして表示されるユーザー設定画面から行います。



ユーザー設定画面

## ニンテンドーネットワークIDを登録する

ユーザーごとにニンテンドーネットワークIDを登録することで、Miiverseやニンテンドーeショップなどを利用したり、フレンドの



情報を管理したりできます。ユーザー設定画面で「ニンテンドーネットワークIDを登録する」をタッチし、画面の案内に従って操作してください。

ニンテンドーネットワークIDを登録すると、Miiの背景にマークが付きます。



※ すでにニンテンドー3DSシリーズ本体にニンテンドーネットワークIDを登録済みの方は、同じIDをWii U本体の自分のユーザーに登録することで、ニンテンドーeショップの残高などを共有できます。

※ ニンテンドーネットワークIDは、不特定多数の人に公開されます。IDに、名前など個人を特定できる内容を含む言葉を使用しないでください。

※ ニンテンドーネットワークIDの登録には、メールアドレスが必要です。

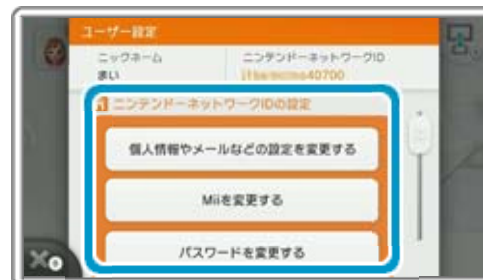
※ 13才未満のお子様用のニンテンドーネットワークIDは、保

護者の方が登録してください。また、保護者の方のメールアドレスが必要です。

※ インターネットブラウザ ← 13 は、ニンテンドーネットワークIDがなくても利用できます。

## ユーザーの設定を変更する

ユーザー設定画面で設定を変更したい項目を選び、画面の案内に従って操作してください。



※ Wii UでニンテンドーネットワークIDの情報を変更すると、ニンテンドー3DSシリーズ本体に登録している同じIDの情報も変更されます。

※ ニンテンドーネットワークIDを消去すると、ニンテンドーeショップの残高なども削除され、ほかの本体でも使用できなくなります。くわしくは、Wii Uメニューの⚠️(安全に使用するために)の「ユーザーについて」をご覧ください。

## ユーザーを追加／交代する

家族など複数人で使用する場合は、はじめに、遊ぶ人をそれぞれユーザーとして追加してください。ユーザー設定画面で「ユーザーを交代する」をタッチすると、ユーザーの追加や交代ができます。画面の案内に従って操作してください。



※ 1台のWii U本体には、最大12ユーザーまで追加できます。

お子様が使用される場合は、保護者の方が必要に応じて設定してください。



- ※ 設定に関するくわしい説明は、設定時にテレビ画面に表示されます。
- ※ ニンテンドー3DSシリーズ本体と同じニンテンドーネットワークIDを登録している場合でも、保護者による使用制限の設定は共有されません。Wii U本体でも設定してください。

### 制限できること


Wii U本体では、次のような項目を制限することができます。

- ※ 制限できる項目は、本体の更新によって変更になる場合があります。

#### ■ Wii Uメニュー上で制限できること

ユーザーごとに、制限項目を設定することができます。制限した項目以外に、Wii U Chatやユーザー設定 、本体の初期化なども自動的に制限されます。

#### 制限できる項目

項目	内容
年齢制限	CEROの年齢区分  に基づき、お子様の年齢にふさわしくない表現を含んだWii Uソフトについて、起動を制限します。※1
ゲームソフトの通信機能	不適切なコンテンツのやりとりや嫌がらせを防ぐために、ゲームソフトの通信機能(ゲーム内での対戦プレイやユーザー同士の会話、Miiverseへの投稿など)を制限します。※1
インターネットブラウザの使用	お子様にふさわしくない表現を含むWebページの閲覧を防ぐために、インターネットブラウザの起動を制限します。
ニンテンドーeショップ等での商品やサービスの購入	ニンテンドーeショップなどでの、クレジットカードの使用やソフトの購入を制限します。
Miiverseの使用	ほかのユーザーとの不適切なコンテンツのやりとりや、嫌がらせを防ぐため、Miiverseの閲覧や投稿を制限します。
フレンドの登録	フレンドの新規登録を制限します。
ゲーム以外のソフトの使用	ゲーム以外のソフト(動画視聴ソフトなど)や、新しいサービスを使う前に、保護者の方に内容をご確認いただくための画面を表示します。※2
データ管理	Wii Uソフトのセーブデータの消去や移動を制限します。※3
インターネット設定	インターネット設定の追加や変更、消去を制限します。

※1 Wii専用ソフトの制限は、「Wiiメニュー用の設定」で行います。

※2 年齢制限の項目で制限されないソフト(全年齢対象を除く)が対象です。インターネットブラウザやニンテンドーeショップ、Miiverseの制限は、それぞれの項目で設定してください。


※3 Wii専用ソフトやWiiメニュー上での制限はできません。

## ● Wiiメニュー上で制限できること

Wiiメニューでは、すべてのユーザーに同じ制限が適用されます(ユーザーごとの設定はできません)。

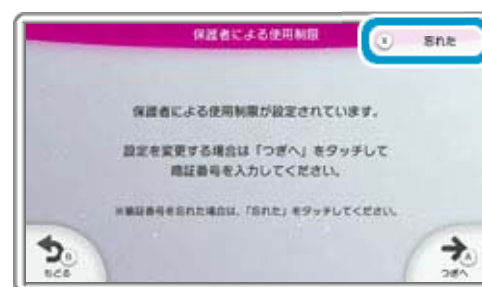


複数のお子様の使用を制限したい場合は、最も低い年齢のお子様に合わせて設定してください。

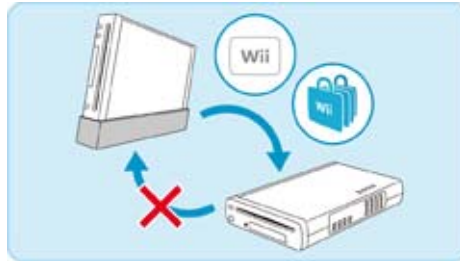
項目	内容
年齢制限	CEROの年齢区分  に基づき、お子様の年齢にふさわしくない表現を含んだWiiソフトについて、起動や、Wiiショッピングチャンネルでの購入を制限します。
Wiiポイントの使用と物品・サービスの注文	お子様が、保護者の方の同意なしにWiiショッピングチャンネルでWiiポイントを使用しないように制限します。 ※ ポイントの購入は制限されません。
一部のソフトのネットワーク機能	チャットや通信プレイなどによる不適切なコンテンツのやりとりなどを防ぐため、一部のソフトのインターネット通信を制限します。
年齢制限に対応していない一部のコンテンツの視聴	「年齢制限」の項目で制限できない一部のソフトでの動画の視聴を制限します。

## 本人確認用の暗証番号などについて

保護者による使用制限を設定するときに決める暗証番号と秘密の質問の回答は、忘れないようにご注意ください。万一、忘れた場合は、画面右上の「忘れた」をタッチして、画面の案内に従って操作してください。



お持ちのWii本体に保存されているソフトやセーブデータなどを、Wii U本体にまとめて引っ越し(移動)できます。



## 引っ越しできるデータ

次のデータをまとめて引っ越しできます。


データを個別に選んで引っ越ししたり、下記以外のデータ(ゲームキューブ用ソフトのセーブデータなど)を引っ越ししたりすることはできません。

Wiiソフト関連	<ul style="list-style-type: none"> <li>・ Wii専用ソフトのセーブデータ ※1</li> <li>・ Wiiウェアとセーブデータ ※1 ※2</li> <li>・ バーチャルコンソール対応ソフトとセーブデータ ※1 ※2</li> <li>・ ソフトの追加コンテンツ</li> </ul>
Wiiショッピングチャンネル関連	<ul style="list-style-type: none"> <li>・ Wiiポイント ※3</li> <li>・ Wiiショッピングチャンネルのご利用記録</li> </ul>
その他	<ul style="list-style-type: none"> <li>・ Mii ※4</li> </ul>

※1 セーブデータをSDカードに移動している場合は、Wii本体にデータを戻してから引っ越ししてください。

※2 ご購入時にWii本体に内蔵されていたソフトは、引っ越しできません。引っ越しできないソフトについては、任天堂ホームページ(<http://www.nintendo.co.jp/>)をご覧ください。

※3 Wiiポイントは、Wii U本体のWiiメニューにあるWiiショッピングチャンネルに加算されます。加算後の合計が10,000ポイントを超える場合は、引っ越しできません。

※4 Miiは、Wii U本体のWiiメニュー  にある似顔絵チャンネルに移動します。

## 引っ越しに関するご注意

- ・ 引っ越ししたデータは、Wii本体から消去されます。
- ・ Wii U本体からWii本体への引っ越しはできません。
- ・ Wii U本体に一度引っ越ししたデータは、Wii本体には戻せません。
- ・ Wii U本体のWiiメニューはWiiConnect24には対応していません。ソフトの中でWiiConnect24を使った機能は利用できなくなります。
- ・ ソフトが対応している周辺機器によっては、Wii U本体で使用できないものがあります。 → 34

Wiiショッピングチャンネルで購入したソフトを消去、または、SDカードに移動している場合は、「ご利用記録」がWii U本体のWiiメニューにあるWiiショッピングチャンネルに移動されます。Wiiショッピングチャンネルで再受信（無料）してください。


## 用意するもの

引っ越しには、Wii U本体セットのほかに、次のものがが必要です。

- ・ Wii本体セット
- ・ SD/SDHCメモリーカード 1枚（別売/空き容量512MB以上）
- ・ ブロードバンド・インターネット環境

インターネット接続の設定については、Wii U本体とWii本体それぞれの取扱説明書をご覧ください。

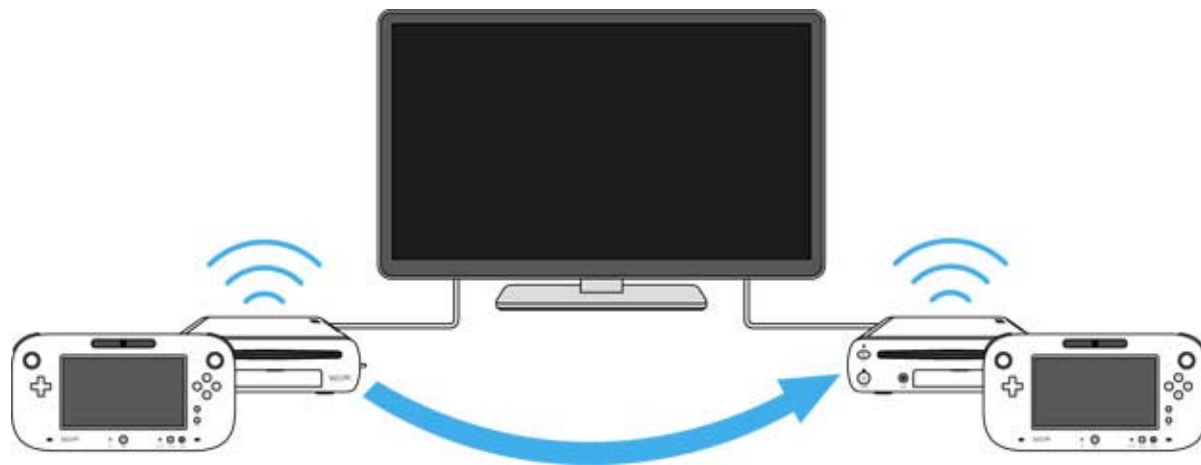
## 引っ越しする

Wii Uメニューの  を選んでWiiメニュー ← 6 をはじめたあと、「Wiiからの引っ越し」を起動して、画面の案内に従って操作して



ください。引っ越しは、Wiiリモコンを使用してWii U本体とWii本体を交互に操作して行います。

Wii U本体に保存されているデータを、別のWii U本体に引っ越し(移動)できます。



## 引っ越しできるデータ


次のデータをまとめて引っ越しできます。

ユーザーやデータを個別に選んで引っ越ししたり、コントローラーに関する設定（本体登録の情報や、本体設定のコントローラー関連の設定内容）や、下記以外のデータの引っ越しはできません。

Wii Uソフト 関連 ※1	<ul style="list-style-type: none"> <li>・ Wii U専用ソフトのセーブデータ</li> <li>・ 購入時に本体に内蔵されていたソフトと、そのセーブデータ ※2</li> <li>・ ニンテンドーeショップからダウンロードしたソフトと、そのセーブデータ</li> <li>・ ソフトの更新データや追加コンテンツ、期間券</li> </ul>
ユーザー関連	<ul style="list-style-type: none"> <li>・ ニンテンドーネットワークIDやメールアドレスなどの各種ユーザー設定</li> <li>・ 保護者による使用制限の設定</li> <li>・ ニンテンドーeショップのご利用記録と残高</li> </ul>
Wii関連	<ul style="list-style-type: none"> <li>・ Wii専用ソフト関連、Wiiショッピングチャンネル関連のデータ ※3</li> <li>・ Wiiショッピングチャンネルのご利用記録</li> </ul>
その他 ※4	<ul style="list-style-type: none"> <li>・ Mii</li> </ul>


※1 一部、引っ越し先のWii U本体で使用できないソフトがあります。

※2 Miiスタジオやフレンドリスト、Miiverseなども、引っ越し先のWii U本体でそのまま使用できます。

※3 引っ越しできるデータについては、「WiiのデータをWii Uに引っ越す」 をご覧ください。Wiiのデータを個別に選んで引っ越すことはできません。

※4 テレビの設定など、本体設定の一部は、引っ越し先の設定がそのまま引き継がれます。

### 引っ越しに関するご注意

- ・ 引っ越ししたデータは、引っ越し元のWii U本体から消去されます。
- ・ 引っ越し先のWii U本体に保存されているデータ（セーブデータやユーザーを含む）は消去され、引っ越し元のWii U本体のデータが上書きされます。
  - ※ 購入時にWii U本体に内蔵されていたソフトは、消去されません。
- ・ 引っ越し先のWii U本体で使用していたUSB記録メディアは、どちらの本体でも使用できなくなります。また、USB記録メディアに保存されていたデータ(セーブデータを含む)も使用できなくなります。
  - ※ USB記録メディアを再度使用するには、初期化が必要です。
- ・ 引っ越し先のWii U本体でダウンロードしていたソフトや追加コンテンツもすべて消去されますが、引っ越し先に登録していたユーザーのニンテンドーネットワークIDを、引っ越し完了後のWii U本体にあらためて登録すると、ニンテンドーeショップから再ダウンロード(無料)できます。
- ・ 引っ越し先のWii U本体に登録していたニンテンドーネットワークIDを再度使用する場合は、登録していたニンテンドーネットワークIDとパスワード、メールアドレスが必要になります。必ず引っ越し前にご確認ください。
  - ※ ニンテンドーネットワークIDを忘れた場合は、ユーザー設定画面で確認できます。
  - ※ パスワードを忘れた場合は、パスワード入力画面で「忘れた」をタッチして、画面の案内に従って操作してください。

## 用意するもの

引っ越しには、次のものがが必要です。

- ・ 引っ越し元のWii U本体セット、引っ越し先のWii U本体セット ※1
- ・ SD/SDHCメモリーカード 1枚 ※2
- ・ ブロードバンド・インターネット環境
- ・ ルーター機能のある通信機器（ブロードバンドルーターやブロードバンドモデム、無線LANアクセスポイントなど）
- ・ Wiiリモコンプラス（またはWiiリモコン） ※3

インターネット接続については、📖 Wii U取扱説明書をご覧ください。

引っ越し元のWii U本体で使用していたUSB記録メディアは、引っ越し先のWii U本体でそのまま使用することができます。

- ※1 引っ越し元のWii U本体には、ニンテンドーネットワークIDを登録したユーザーが最低1ユーザー必要です。
- ※2 SDカードに必要な空き容量は、本体に保存されているデータの量によって異なります。データの量はSDカードを差し込む前に、GamePadに表示されます。（最大32GB）
- ※3 Wiiソフト関連のデータがある場合に、必要となる場合があります。

### プレミアムセットからベーシックセットの本体への引っ越しについて

Wii U本体には、プレミアムセットとベーシックセットの2種類があり、Wii U本体に保存できるデータの量が異なります。引っ越しするデータの量が、引っ越し先のWii U本体に保存できる容量を超えている場合は、別途USB記録メディアが必要になります。

くわしくは、任天堂ホームページ (<http://www.nintendo.co.jp/support/>) をご覧ください。

## 引っ越しする

本体設定 ◀ 22 の「ソフトとデータの引っ越し」を選び、画面の案内に従って操作してください。引っ越しは、それぞれのGamePadを交互に操作して行います。

引っ越し元のWii U本体にダウンロードしていたソフトのデータは、引っ越し完了後にニンテンドーeショップから自動的にダウンロードされます（無料）。ダウンロード状況は、ダウンロード管理 ◀ 20 で確認できます。

※ ダウンロードされるデータが64個を超える場合は、ニンテンドーeショップから個別に再ダウンロードする必要があります。「ダウンロード管理」でご確認ください。

※ ダウンロードされたソフトから順に遊ぶことができます。

※ ダウンロードには時間がかかる場合があります。

Wii Uメニューにフォルダーを作成して、ソフトアイコンを入れることができます。同じジャンルのソフトをひとつのフォルダーにまとめるなどして、Wii Uメニュー上のソフトアイコンを整理することができます。

※ フォルダーは最大60個まで作ることができ、1つのフォルダーには最大60個までのソフトアイコンが入ります。

## フォルダーの使いかた

- ① Wii Uメニューで□ (空きボックスアイコン) をタッチして、「フォルダーをつくる」をタッチする



- ② フォルダーの名前を入力する



- ③ 作成したフォルダーにソフトアイコンを移動する



※ ソフトアイコンをタッチし続けると移動できるようになります。

※ タッチしたままフォルダーの上で移動すると、フォルダーが開きます。お好みのところにソフトアイコンを移動したあと、タッチペンを離してください。

※ Wiiリモコンで操作する場合は、アイコンをポイントしたあと、**○**を押してアイコンをつかみ、移動させたい場所でボタンを離してください。


※ 次のアイコンはフォルダーに入れることができません。



- ・ディスクソフトアイコン
- ・フォルダーアイコン
- ・画面下部に並んでいる本体内蔵ソフトのアイコン

フォルダーからソフトアイコンを出す場合は、アイコンをタッチしたまま、画面下部に移動してください。

### フォルダーの設定

フォルダーを開いて、フォルダーの名前やをタッチすると、フォルダーの名前を変更したり、フォルダーを消去したりすることができます。



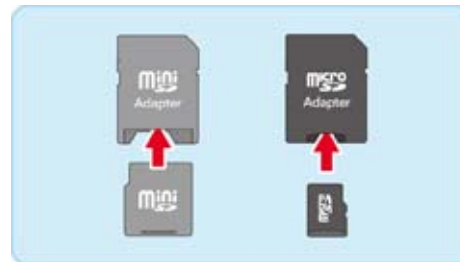
※ソフトアイコンがフォルダー内に1つでも入っているときは消去できません。

Wii U本体では、次のSD/SDHCメモリーカード(以降、SDカード)を使用できます。

種類	対応	容量
SDメモリーカード	○	2GBまで
SDHCメモリーカード	○	32GBまで
SDXCメモリーカード	×	-

※ 高速転送規格「UHS」のSDカードには対応していません。

miniSD/microSDカードを使用するときは、必ずSDカードアダプターを取り付けてください。



## SDカードの使いかた

データの読み込み/書き込み中は、Wii U本体の電源をOFFにしたり、SDカードを抜いたりしないでください。Wii U本体やSDカードの故障、保存されているデータの消失の原因となります。

### ■ 差し込みかた

- 1 スロットカバーを開ける



- 2 図のようにSDカードの向きに注意して、カチッと音がするまで差し込む



### ■ 取り出しかた

- 1 SDカードをカチッと音がするまで押す



- ② 飛び出した部分を指でつまんで取り出す



Wii U本体が対応しているUSB機器については、任天堂ホームページ (<http://www.nintendo.co.jp/support/>) でご確認ください。

Wiiの周辺機器の対応状況については、「Wii Uに対応しているWiiの周辺機器」  **34** をご覧ください。

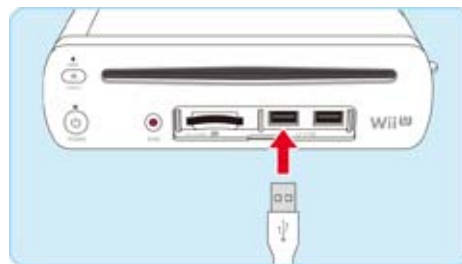
### USB機器の使いかた

使用中は、電源をOFFにしたり、USB機器を抜いたりしないでください。Wii U本体やUSB機器の故障、保存されているデータの消失の原因となります。

USB機器の抜き差しは、Wii U本体の電源がOFF(電源ランプが赤色点灯)のときに行ってください。

#### ■ 差し込みかた





Wii U本体の電源がOFFの状態  
で、Wii U本体の前面または背面  
にあるUSB端子に、プラグの向  
きに注意してまっすぐ差し込んで  
ください。



※ 5つ以上のUSB機器を接続する場合は、市販のUSBハブをお使いください。くわしくは、任天堂ホームページをご覧ください。

※ USB機器によってはWii U本体のUSB端子に直接接続しないと使用できないものがあります。くわしくは、お使いのUSB機器の取扱説明書をご覧ください。

## USB記録メディアの使用について

- ・ USB記録メディアをはじめて使う場合は、本体設定  の「データ管理」でUSB記録メディアを初期化してください。
- ・ お使いのWii U本体で初期化したUSB記録メディアをほかのWii U本体に接続しても、データの保存や読み込みはできません。
- ・ Wii Uメニュー  およびWiiメニュー  で使用できるUSB記録メディアは、それぞれ1つです。
- ・ 本体設定  の「データ管理」では、データの移動/コピーを行うときのみ、2つのUSB記録メディアを接続することができます。

## 30 文字を入力する

文字を入力する場合は、画面に表示されるキーボードを使用します。

### 画面の見かた

画面上のキーを選んで入力します。

#### ■「キーボード入力」モード画面の場合






- 1 入力した文字が表示されます。
- 2 途中まで入力した言葉をもとに予測された単語の候補が表示され、一覧から選んだ単語が入力されます。  
◀ ▶ を選ぶと、次の候補が表示されます。
- 3 カーソル(|)のひとつ前の文字を消去します。
- 4 改行、または変換した文字を確定します。
- 5 入力した文字列を確定します。
- 6 タッチした文字が入力されます。
- 7 入力モード(文字の入力方法)を切り替えます。
- 8 入力した文字を変換します。

### 入力モードについて

5つの入力モードがあります。

※ ソフトによって、使用できる入力モードは異なります。

入力モード	内容
キーボード入力	パソコンと同じ文字配列のキーボードです。ローマ字入力ができます。
50音入力	50音順に文字が並んだキーボードです。濁点(゛)や半濁点(゜)、「っ」や「ゃ」などを入力する場合は、文字を入力したあとに、  や  、  をタッチします。
携帯入力	携帯電話と同じ文字配列のキーボードです。タッチするたびに、入力する文字が変わります。「次の文字」をタッチすると、同じボタンの文字を続けて入力することができます。
手書き入力	マス目の中に文字を書くと、右側に入力候補の文字が表示されます。入力したい文字をタッチしてください。
記号入力	記号や、アクセント記号が付いた外国語の文字の一部を入力することができます。

## 31 AVアンプなどを接続する

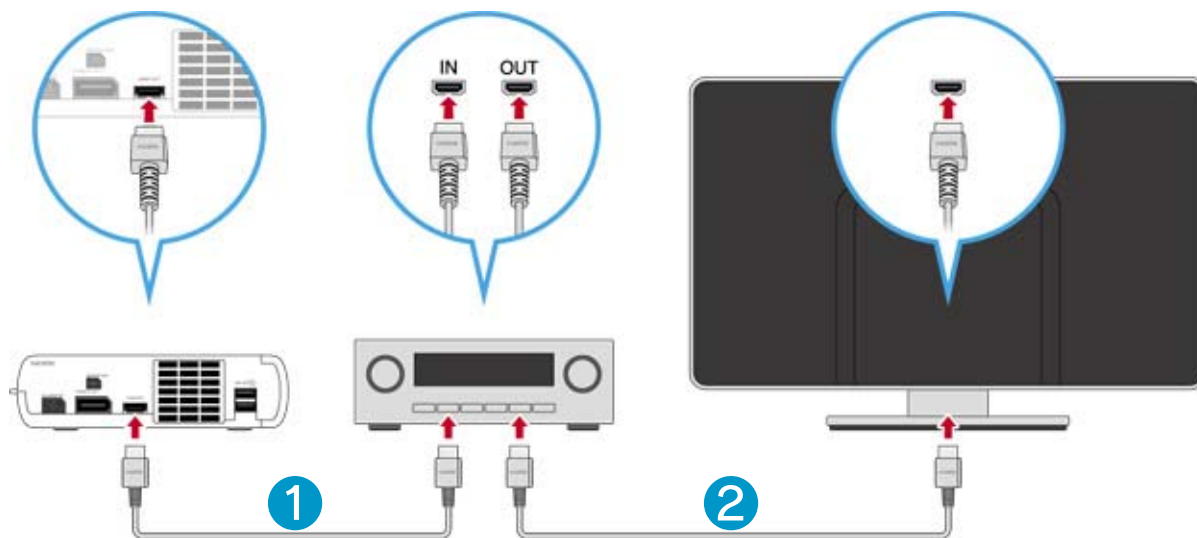
Wii UをAVアンプやアクティブスピーカーなどに接続することで、より迫力のあるサウンドを楽しむことができます。

### 接続のしかた

お使いのテレビとAVアンプの端子の種類によって、接続方法が異なります。

※ お使いのAVアンプの取扱説明書もあわせてご覧ください。

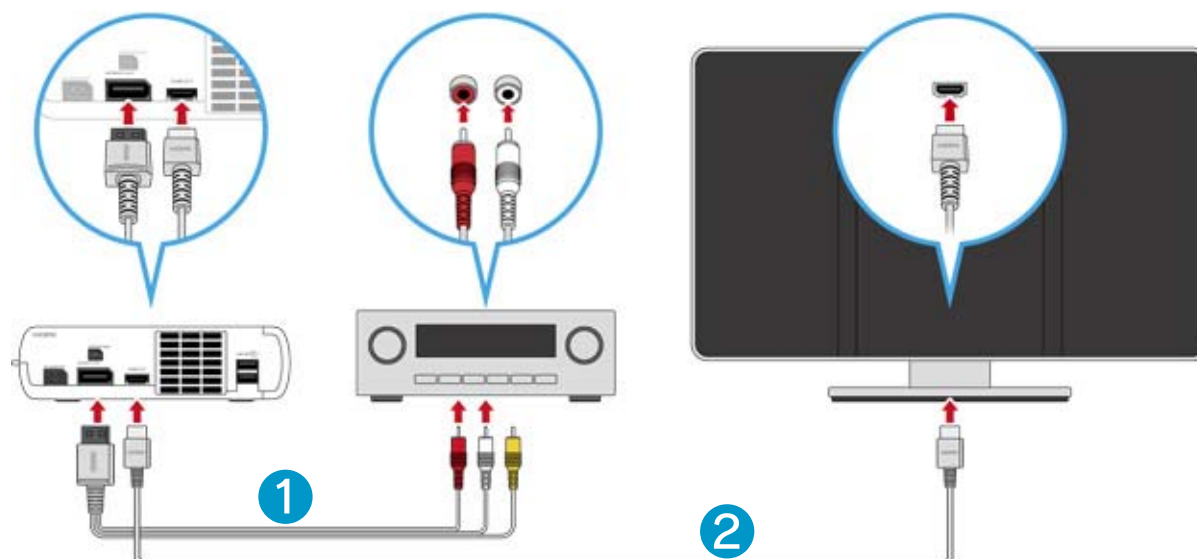
#### ● HDMI端子があるAVアンプの接続例（Wii Uソフトをサラウンドの音声で楽しみたい場合など）



本体セットに付属のHDMIケーブルのほかに、市販のHDMIケーブルをもう1本用意してください。

- 1** Wii U本体とAVアンプを、HDMIケーブルで接続します。
- 2** AVアンプとテレビを、HDMIケーブルで接続します。

#### ● HDMI端子がないAVアンプの接続例





① Wii U本体とAVアンプを、別売のAVケーブルで接続します。

※ Wii U本体で使用できるAVケーブルには、以下のものがあります。

- ・Wii専用AVケーブル[RVL-009]
- ・Wii専用S端子ケーブル[RVL-010]
- ・Wii専用コンポーネントAVケーブル[RVL-011]
- ・Wii専用D端子AVケーブル[RVL-012]

※ 赤色と白色の音声入力端子がない場合（アクティブスピーカーなど）は、市販の接続ピン変換ジャックを使って接続してください。

② Wii U本体とテレビを、HDMIケーブルで接続します。  
テレビにHDMI端子がない場合は、お使いのAVアンプの取扱説明書をご覧になり、テレビとAVアンプが対応しているケーブルで接続してください。

## サウンドの設定を変更する

AVアンプを接続したあと、本体設定 ← 22 の「テレビ」で「テレビのサウンドの再生方式を選ぶ」をタッチして、サウンドの再生方式や出力ケーブルの設定（HDMIケーブル接続時のみ）を変更してください。



※ サウンドの出力ケーブルの設定で「HDMI以外」を選んだ場合、Wiiメニュー ← 6 ではHDMIケーブルを接続したテレビからも音が出ます。

※ Wii U本体をHDMIケーブルでのみ接続している場合にサウンドの出力ケーブルを「HDMI以外」に設定すると、テレビから音が出なくなります。ご注意ください。

本ページでは、次の項目について説明しています。修理サービスを依頼される前に、もう一度ご確認ください。

- 1 テレビの画面表示や音声について
- 2 GamePadの画面表示や音声について
- 3 ゲームソフトやセーブデータについて
- 4 パスワードについて
- 5 機器のランプについて
- 6 コントローラーの操作について
- 7 その他

※ 次の項目については、 Wii U取扱説明書「故障かな?と思ったら」をご覧ください。

- ・ 電源や機器の温度について
- ・ 充電やバッテリーについて
- ・ テレビの画面表示や音声について
- ・ GamePadの画面表示やタッチスクリーンの反応について

※ Wiiメニューに関する内容は、 Wiiメニュー電子説明書をご覧ください。  6

※ 各ソフトや周辺機器の説明書もあわせてご覧ください。

## 1 テレビの画面表示や音声について

### 操作の反応が遅い／テレビの音声がずれる

Wii U本体から送られた入力信号は、テレビ内で処理されたあとに映像や音声として出力されるため、その処理時間が遅延時間として発生することがあります。Wii U本体やGamePad、テレビの故障ではありません。

なお、テレビによっては「ゲームモード」などに設定することでテレビ内での処理時間を短縮できる場合があります。くわしくは、お使いのテレビの取扱説明書をご覧ください。

## テレビから正しく音が出ない

本体設定 ◀ 22 の「テレビ」で、サウンドの再生方式や出力ケーブルの設定（HDMIケーブル接続時のみ）を確認してください。

※ AVアンプを使用する場合は、Wii U本体やテレビとの接続を確認してください。 ◀ 31

※ Wii U本体をHDMIケーブルでのみ接続している場合にサウンドの出力ケーブルを「HDMI以外」に設定すると、テレビから音が出なくなります。ご注意ください。

## 2 Wii U GamePadの画面表示や音声について

### 電源をOFFにしているのに、GamePadの音が鳴る/画面が突然表示される

本体設定 ◀ 22 の「電源の設定」→「クイックスタート画面の設定をする」で、おしらせを受信する設定にしていると、新しいおしらせが届いたときに着信音が鳴って、GamePadの画面が表示されます。

※ しばらくすると画面は自動的にOFFになります。すぐに画面をOFFにしたい場合は、おしらせの画面の左下にある「とじる」をタッチしてください。

※ 着信音の音量は、クイックスタート画面の「設定」で変更できます。 ◀ 3

### ソフトをプレイ中に、GamePadを動かしていないのに画面が動いたり、操作と画面の動きが合わなかったりする


#### 周囲の温度が急激に変化したり、GamePadに衝撃を与えたりしましたか？

GamePad内蔵の加速度センサーに誤入力が発生している可能性があります。次の方法で補正を行ってください。

HOMEボタンメニューを表示中に、GamePadのⓎとⒷを3秒間押し続けてください。補正画面が表示されたら、GamePadを水平なところに置いてから、「補正する」または「初期状態にもどす」を選んでください。

※ 「補正する」を選んだ場合は、そのときのGamePadの状態を水平に置かれている状態として設定します。

## GamePadの画面の色合いが変わる／急に明るさが変わったり、明るい色が見えなくなったりする

省エネモードをONにしていると、表示される映像に合わせて画面の明るさや色を自動的に調整して、バッテリーの消費を抑えます。そのため、映像によっては、淡い色が白飛びしたり、色が変わったりして見える場合があります。一定の明るさや色合いで使用したい場合は、HOMEボタンメニュー  の「コントローラーの設定」で省エネモードをOFFにしてください。

## GamePadから音が出ない

音量が最小の状態になっていませんか？

GamePad上部にあるボリュームで音量を調整してください。

ヘッドホンを接続していませんか？

ヘッドホンを接続しているときは、スピーカーから音が出ません。

## GamePadに接続したヘッドホンから音が出ない

音量が最小の状態になっていませんか？

GamePad上部にあるボリュームで音量を調整してください。

ヘッドホンのプラグはしっかり奥まで差し込まれていますか？

しっかり奥まで差し込んでください。

## GamePadのマイクが使用できない／音声認識されない

マイク対応のソフトですか？また、マイクを使用する場面ですか？

マイクによる音声入力に対応したソフトまたは場面で、マイク機能が使用できます。

マイクは正しく動作していますか？

本体設定  22 の「Wii U GamePad」で、マイクが正しく動作しているか確認してください。

家族や友達など、ほかの人の声は認識されていますか？

音声の認識率は個人差があり、声質によっては認識されにくい場合があります。

## マイクが勝手に反応する／ハウリング（※）が発生する

騒音のある場所で使用していたり、音量を大きくして使用していたりしませんか？

GamePadやテレビのスピーカーから出た音などに、マイクが反応している可能性があります。静かな環境を整えたり、スピーカーの音量を小さくしたり、ヘッドホンを使用したりしてください。

マイク付きのヘッドホンを使用していませんか？

ヘッドホンについているマイクがハウリングの原因になっている可能性があります。GamePadやテレビのスピーカーの音量を下げてください。

※ マイクの使用時に、スピーカーから出た音が再度マイクに入ってしまうことにより不快な騒音が生じる現象をハウリングといいます。

## 3 ゲームソフトやセーブデータについて

## ゲームソフトで遊べない／セーブデータが表示されない

### 自分以外のユーザーで遊んでいませんか？

Wii Uソフトによっては、ユーザーごとにセーブデータを管理しているものがあります。そのため、ほかのユーザーでソフトをはじめると、自分のセーブデータが表示されない場合があります。

ユーザーを交代するには、Wii UメニューでユーザーのMiiをタッチして、「ユーザーを交代する」を選んでください。

### ディスクは正しくセットされていますか？

ディスクのレーベル面(印刷面) が上向き(本体を縦置きしている場合は右向き) になっていることを確認してください。

### ディスク(レーベル面の反対の面) が汚れていませんか？

汚れている場合は、柔らかい布でディスクの中心から外の方へ軽く拭いてください。

### 必要な周辺機器が接続されていますか？



ソフトの説明書をご覧ください、必要な周辺機器を接続してください。

### 日本国内向けのWii UディスクやWiiディスクを使用していますか？

ゲームキューブディスクや海外向けのWii Uディスク、Wiiディスクは使用できません。

## ソフトがはじめられない（アイコンが表示されない）

データ管理でソフトを消去したり、本体の初期化を行いましたか？

Wii U本体購入後にダウンロードしたソフトは、ニンテンドーeショップ  12 または、Wiiメニュー  6 のWiiショッピングチャンネルから無料で再ダウンロードできます。



※ 配信を中止または終了したソフトは、再ダウンロードできないことがあります。あらかじめご了承ください。

## ニンテンドーeショップなどでソフトを購入しましたか？



1ページ内に表示されるソフトアイコンは、Wii Uメニューは15個、Wiiメニューは12個です。ニンテンドーeショップでソフトを購入するなどしてソフトアイコンの数がそれ以上に増えると、2ページ目以降に追加されていきます。ページを移動するには、画面左右の矢印を選んでください。

## ソフトをUSB記録メディアまたはSDカードに保存していませんか？

ソフトをUSB記録メディアに保存している場合は、Wii U本体にUSB記録メディアを接続してから、電源をONにしてください。

Wii専用ソフトをSDカードに保存している場合は、SDカードをWii U本体に差し込んだあと、SDカードメニューからソフトをはじめてください。くわしくは、 Wiiメニュー電子説明書  6 をご覧ください。


## ソフトやセーブデータなどを整理（移動や消去）したい／本体保存メモリーの残りの容量が少ない

本体設定  22 の「データ管理」で、セーブデータやダウンロードソフトなどの整理ができます。本体保存メモリーの空き容量が少なくなった場合は、不要なデータを消去するか、より容量の大きなUSB記録メディア  29 に移動してください。Wii専用ソフトは、SDカードに移動することができます。


## 4 パスワードについて

## 保護者による使用制限が解除できない

### 正しい暗証番号を入力していますか？

暗証番号を忘れた場合は、秘密の質問の回答を入力してください(→  Wii U取扱説明書「保護者による使用制限」)。


## ニンテンドーネットワークIDやユーザーのパスワードを忘れてしまった

ユーザー選択画面  **23** で、ユーザーのニックネームやニンテンドーネットワークIDを確認することができます。


ユーザーのパスワードを忘れてしまった場合は、キーボードの右上に表示される「忘れた」ボタンをタッチしてください。登録されているメールアドレスに仮パスワードが送信されます。

## 5 機器のランプについて

### 操作をしていないのにHOMEボタンランプが光る

新しいお知らせが届いたり、フレンドがオンライン状態になったり、Wii U Chat  **15** で着信があったりすると、HOMEボタンランプが光ります。🏠を押して、画面に表示されるメッセージをご確認ください。

### 操作をしていないのにUSBハードディスクの電源ランプが光る

「電源OFF時の動作」  **22** を「使う」に設定している場合は、本体がデータのダウンロード/インストールを行うときにUSBハードディスクの電源が自動的にONになります。

※ このとき、本体の電源ランプはオレンジ色に点灯します。

### 「電源OFF時の動作」を「使う」に設定しても、本体の電源ランプがオレンジ色にならない

次のことを行くと、所定の時間が経過してもデータのダウンロード/インストールは行われません。

- ・本体の電源ボタンを4秒以上押して、電源をOFFにする。
- ・電源をOFFにしたあとに、ACアダプターを抜き差しする。

## 6 コントローラーの操作について



## カーソルやキャラクターが勝手に動く

「ニュートラルポジション」の位置がずれていませんか？

GamePadの場合は📖 [Wii U取扱説明書](#)「コントローラーを補正する」を、その他のコントローラーの場合はそれぞれの取扱説明書をご覧ください。

## Wiiリモコンが操作できない（正しく反応しない）

Wiiリモコンのプレイヤーインジケータは点灯していますか？

Wiiリモコンのいずれかのボタン（電源ボタンを除く）を押してください。

プレイヤーインジケータが点灯しない場合は、電池が正しくセットされているか確認してください。それでも点灯しない場合は、電池を2本とも新しいものに交換してください。

使用するWii U本体に、Wiiリモコンを登録していますか？

Wii U本体のシンクロボタンを押して、画面の案内に従って登録してください。


センサーバーとの距離が近すぎたり、離れすぎたりしていませんか？

センサーバーから1～3m（GamePadに向けて操作する場合は30cm～1m）の場所でプレイしてください。それでも安定しない場合は、本体設定  22 の「Wiiリモコンとセンサーバー」で感度調整をしてください。

センサーバーの前に障害物がありませんか？

Wiiリモコンとセンサーバーの間にある障害物を取り除いてください。

Wii U本体に接続しているセンサーバーは正しく設置されていますか？

センサーバーが正しく設置されているか確認してください（→  Wii U取扱説明書「センサーバーの設置」）。センサーバープラグはしっかり奥まで差し込んでください。

プレイする位置からセンサーバーの方向に、遮光していない窓、白熱灯、その他影響があるものはありませんか？

次のような原因がないか確認してください。

- ・窓から直射日光が入っている

カーテンなどで遮光していない窓があると、直射日光の影響で正常に動作しないことがあります。カーテンを閉めてください。

- ・センサーバーが光沢のあるテーブルなどに映っている

映りこんだセンサーバーの影響で正常に動作しないことがあります。テーブルに布をかけるなどしてセンサーバーが映り込まないようにしてください。

- ・センサーバー付近に照明器具が見える

プレイ位置からセンサーバーを見たとき、付近に白熱球などの照明が見えると正常に動作しないことがあります。その場合はそのような照明を消してください。

- ・テレビの近くに光と熱を発生する物がある

ハロゲンヒーターや石油ストーブ、ろうそくなどの光と熱を出す物は、センサーバーから離すか使用を中止してください。

Wiiリモコンをセンサーバーの方向に向けていますか？

Wiiリモコンはセンサーバーの前の面に向けて操作してください。

Wiiリモコンプラスを振っても反応しない

Wiiリモコンプラスを正しく持ってプレイしていますか？

ゲームの指示に従って、正しく持ってプレイしてください。


## Wiiリモコンプラス（ポインター）の操作が安定しない

操作が安定しないのは、Wiiモーションプラス対応ソフトをプレイしているときですか？

Wiiモーションプラス対応ソフトのプレイ中に操作が不安定になったときは、ゲーム中にWiiリモコンプラスのA側を下向きにして水平な場所（テーブルの上など）に数秒間置いてください。Wiiモーションプラスの機能が補正されます。

プレイする位置からセンサーバーの方向に、遮光していない窓、白熱灯、その他影響があるものはありませんか？

 Wii U取扱説明書「センサーバーの設置」に従って対処してください。

以上の点を確認しても正常に動作しない場合は、本体設定  22 の「Wiiリモコンとセンサーバー」で、ポインターの感度を調整してください。

画面上に点が3つ以上表示される、または、0~1しか表示されない場合は、光沢のあるテーブルなどにセンサーバーが映り込んでいる可能性があります。テーブルに布をかけるなどしてセンサーバーが映り込まないようにしてください。

## Wiiリモコンプラスが振動しない

振動設定が「OFF」になっていませんか？

HOMEボタンメニュー  5 で振動設定を「ON」にしてください。

## Wiiリモコンプラスのスピーカーから音が出ない

音量が0になっていませんか？


HOMEボタンメニュー  5 で音量を調整してください。

## Wiiリモコンプラスの反応が遅い


テレビによっては、テレビに入力された信号はテレビ内で画像処理された後に表示され、その処理時間が遅延時間として発生します。使用中の本体やWiiリモコンプラス、テレビの故障ではありません。

## 7 その他

Wii U本体の電源をONにしたあとユーザーの選択ができない  
／ユーザーの自動選択を解除したい

Wii Uメニュー  4 でユーザーのMiiをタッチし、ユーザーの自動選択を「しない」に設定してください。

時計が正常に動作しない

コイン形電池を交換してください(→ Wii U取扱説明書「電池を交換する/取り出す」)。

TVリモコン機能が操作できない(正しく反応しない)

TVリモコン機能の設定をしていますか？

本体設定  22 の「TVリモコン」で、必要な設定をしてください。


GamePadをテレビに向けて操作していますか？

GamePadの赤外線受発光部を、テレビの受光部に向けて操作してください。

GamePadとテレビの受光部との間に、障害物はありませんか？

GamePadとテレビの受光部との間にある障害物を取り除いてください。

お使いのテレビが対応している信号タイプが設定されていますか？

GamePadに設定されている信号タイプが、お使いのテレビに対応していない可能性があります。本体設定  22 の「TVリモコン」で、ほかの信号タイプをお試しください。

※ ご使用になるテレビのメーカーや機種によって動作しない場合があります。また、本体設定で設定したメーカーのテレビであっても、製造年や機種、受信する信号タイプ(リモコンコード)の設定によっては動作しないものや、一部のリモコン操作ができないものがあります。あらかじめご了承ください。

## SDカードが認識されない(データが表示されない)

### 対応しているSDカードですか？

Wii U本体が対応しているのは、次のSDカードです。

- ・ SDメモリーカード(2GBまで)
- ・ SDHCメモリーカード(32GBまで)

※ 高速転送規格「UHS」やSDXCメモリーカードには対応していません。

### SDカードが正しく差し込まれていますか？

SDカードを正しく差し込み直してください。 ← 28


### Wii Uのデータ(MiiスタジオのMiiのQRコードなど) が保存されているSDカードですか？

Wii Uのデータが保存されているSDカードを差し込んでください。

SDカードにWiiのソフトやセーブデータを保存している場合は、Wii Uへの引っ越し ← 25 を行ってください。

### そのSDカードに対応している別の機器(パソコンなど) では認識できますか？

認識できない場合は、SDカードが壊れている可能性があります。

認識できた場合は、データまたはWii U本体のSDカードスロットが壊れている可能性がありますので、任天堂サービスセンターにお問い合わせください(→  Wii U取扱説明書 裏表紙)。

NFC(近距離無線通信)対応製品が反応しない(読み込み/書き込みができない)

使用中のソフトは、NFCに対応していますか？

NFCに対応したソフトまたは場面で、NFC機能が使用できます。

指定されたNFC対応製品を使用していますか？

指定されたNFC対応製品を使用してください。

正しい位置に近づけていますか？

NFCエリアマーク()に近づけてください。

NFC対応製品に傷が付いていませんか？

傷が付いていると、読み込み/書き込みができない場合があります。

## 33 仕様一覧

※ 仕様または外観の一部を予告なく変更することがあります。  
ご了承ください。



## ■ Wii U本体

型名	WUP-001(01)/WUP-101(01)
使用電源	DC 15V 5.0A
無線周波数	2.4GHz帯(Wi-Fi/Bluetooth) 5.2GHz帯(GamePad接続用)
出力電力 (空中線電力)	約50mW(Wi-Fi) 約1mW(Bluetooth) 約20mW(GamePad接続用)
通信規格	802.11b/g/n Bluetooth Ver.4.0
消費電力	75W
前面入出力端子	SDカードスロット/USB端子×2(USB2.0 準拠)
背面入出力端子	HDMI®端子/USB端子×2(USB2.0準拠)/ センサーバー接続端子/AVマルチ出力端子/ ACアダプター接続端子
AV出力解像度	480i/480p/720p/1080i/1080p
本体保存メモリー	WUP-001(01) : 8GB WUP-101(01) : 32GB ※ システム領域があるため、実際に使用できる 容量は、上記より少なくなります。
使用温度範囲	10~40℃
使用湿度範囲	20~80%
寸法	縦46mm×横172mm×奥行き268.5mm (突起部を除く)
質量	約1.55kg
レーザー仕様	半導体レーザー
対物レンズ	樹脂レンズ Wii U : NA0.85(typ.) Wii : NA0.6(typ.)
対物レンズ出射光	Wii U : 0.6mW(typ.) Wii : 0.9mW(typ.)

レーザー波長	Wii U : 405nm(typ.) Wii : 660nm(typ.)
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### ■ Wii U 本体ACアダプター

型名	WUP-002(JPN)
入力	AC100V 50/60Hz
出力	DC15V 5.0A
寸法	縦70mm×横150mm×厚さ49mm
質量	約570g

### ■ HDMIケーブル

型名	WUP-008
質量	約74g

## ■ Wii U GamePad

型名	WUP-010(JPN)
液晶画面(画面サイズ/画素数)	タッチ入力機能付き液晶(約1677万色表示可能) 6.2型(横854ドット×縦480ドット)
使用電源	Wii U GamePad ACアダプター[WUP-011(JPN)]、Wii U GamePadバッテリーパック(1500mAh)[WUP-012]、Wii U GamePadバッテリーパック(2550mAh)[WUP-013]
無線周波数	5.2GHz帯(Wii U本体接続用) 13.56MHz帯(NFC)
通信規格	802.11n (Wii U本体接続用) ISO/IEC 14443 Type A/B (NFC) JIS X 6319-4 (NFC)
出力電力 (空中線電力)	約10mW(Wii U本体接続用)
推奨通信距離	20mm以内(NFC) 8m以内(Wii U本体接続用) ※ 電波干渉の原因となる機器や障害物がない場合
カメラ機能	レンズ：単焦点 撮像素子：CMOS 有効画素数：約30万画素
スピーカー	ステレオ(疑似サラウンド対応)
入出力端子	充電端子/ACアダプター接続端子/ヘッドホン接続端子(ステレオ出力)/外部拡張コネクタ
センサー	加速度センサー/ジャイロセンサー/地磁気センサー
最大消費電力	約6.7W(充電時)
使用温度範囲	10～35℃
使用湿度範囲	20～80%

寸法	縦133.4mm×横255.4mm×厚さ41mm (突起部を除く)
質量	約500g(バッテリー、タッチペンを含む)
充電時間	約2.5時間
バッテリー持続時間	約3～5時間(時間はめやすです。画面の明るさや使用するソフト、周囲の温度など、使用状況によって変わります。)

## ■ Wii U GamePad ACアダプター

型名	WUP-011(JPN)
入力	AC100V 50/60Hz
出力	DC4.75V 1.6A
寸法	縦35mm×横100mm×厚さ28mm
質量	約120g

## ■ Wii U GamePadバッテリーパック(1500mAh)

型名	WUP-012
バッテリーの種類	リチウムイオン電池
電力容量	5.6Wh

## ■ Wii U GamePadタッチペン

型名	WUP-015
寸法	縦5.4mm×横8.4mm×長さ97.9mm
質量	約2g

## ■ Wii U GamePadプレイスタンド

型名	WUP-016
寸法	縦72.6mm×横97.2mm×高さ32.9mm
質量	約28g

## ■ Wii U本体縦置きスタンド

型名	WUP-009
寸法	縦15mm×横80mm×高さ27.4mm
質量	約11g

## ■ Wii U GamePad充電スタンド

型名	WUP-014
入出力	DC 4.75V 1.6A
寸法	縦85mm×横111.3mm×高さ41.1mm
質量	約80g

## ■ Wiiリモコンプラス

型名	RVL-036
使用電源	単3形アルカリ乾電池（LR6） 2本
無線周波数	2.4GHz帯
出力電力 (空中線電力)	約1mW
通信規格	Bluetooth Ver.1.2
消費電力	約200mW
外形寸法	横36.2mm×縦148mm×厚さ30.8mm
質量	約133g（ストラップ、Wiiリモコンジャケット付き、乾電池含まず）
電池持続時間	約25時間 (アルカリ乾電池で、Wiiモーションプラスに対応しているソフトを連続で遊んだ場合) ※ 電池持続時間は、使用するソフトや無線通信の使用状況、周囲温度などの要因によっても変わりますので、あくまでもめやすとしてください。

## ■ Wiiリモコン専用ストラップ

型名	RVL-018A
材質	ABS（プラスチック部）・ポリエステル（ひも）
寸法	約240mm
質量	約3g

## ■ Wiiリモコンジャケット

型名	RVL-022
材質	シリコンゴム
寸法	横54mm×縦160mm×厚さ42mm
質量	約43g

本製品には、電波法に基づく工事設計認証を受けた特定無線設備を搭載しています。

また、本製品は5GHz帯（W52; Ch36, Ch40, Ch44, Ch48）を使用しています。電波法の規制により、W52の帯域を利用した本製品の屋外使用は禁止されています。本製品は屋内のみご使用ください。



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取扱説明書に従って正しい取り扱いをして下さい。 VCCI-B

Wii U本体で対応しているWiiの周辺機器は、以下のとおりです。対応していない周辺機器を使用すると、Wii U本体の故障の原因となります。ご注意ください。

● ソフトで使用できるもの(コントローラーなど)

製品名称	モデルナンバー
Wiiリモコン※	RVL-003
ヌンチャク	RVL-004
クラシックコントローラ	RVL-005
クラシックコントローラPRO	RVL-005(-02)
バランスWiiボード	RVL-021
Wiiモーションプラス	RVL-026
Wiiリモコンプラス※	RVL-036
Wiiザッパー	RVL-023
Wiiハンドル	RVL-024

※ Wiiリモコン専用ストラップ、Wiiリモコンジャケットを含む。

Wiiリモコンやクラシックコントローラ(クラシックコントローラPROを含む)は、Wii Uメニューからソフトをはじめたり、HOMEボタンメニューを表示させたりすることもできます。

● Wii U本体で使用できるもの(ケーブルなど)

製品名称	モデルナンバー
Wii USBメモリー	RVL-035
SDメモリーカード 512MB	RVL-020
SDメモリーカード 2GB	RVL-033
SDHCメモリーカード 8GB	RVL-037
SDHCメモリーカード 16GB	RVL-038
Wii専用AVケーブル	RVL-009
Wii専用S端子ケーブル	RVL-010
Wii専用コンポーネントAVケーブル	RVL-011
Wii専用D端子AVケーブル	RVL-012
センサーバー	RVL-014
Wii LANアダプター	RVL-015
Wii専用センサーバースタンド	RVL-016
Wii専用クリーニングクロス	RVL-034
ニンテンドーWi-Fi ネットワークアダプタ	WAP-001(JPN)

■ Wii U本体やソフトで使用できないもの

製品名称	モデルナンバー
Wii専用ACアダプタ	RVL-002(JPN)
Wii本体専用スタンド	RVL-017
Wii本体専用スタンド補助プレート	RVL-019
Wii専用レンズクリーナー	RVL-030
レンズクリーナー専用クリーニング液	RVL-031
レンズクリーナー専用クリーニングシート	RVL-032
ニンテンドーWi-Fi USBコネクタ	NTR-010

※ Wii U本体に、ニンテンドー ゲームキューブの周辺機器(ニンテンドー ゲームキューブ コントローラなど)を接続することはできません。



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## 1 Miiに関する利用規約

## 2 Wii U本体・内蔵ソフトウェアで使用されているオープンソースソフトウェアに関する表記

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## 1 Miiに関する利用規約

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## Wii U本体・内蔵ソフトウェアで使用されているオープンソースソフトウェアに関する表記

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### ■libjpeg-turbo

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■libcurl

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Version 2, June 1991

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[This is the first released version of the library GPL. It is

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(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

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If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely

defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also combine or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

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b) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.

c) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

d) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

e) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the materials to be distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

It may happen that this requirement contradicts the license restrictions of other proprietary libraries that do not normally accompany the operating system. Such a contradiction means you cannot use both them and the Library together in an executable that you distribute.

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That's all there is to it!

■libcurl

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■libxml2

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■ ICU

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We call this license the "Lesser" General Public License because it does Less to protect the user's freedom than the ordinary General Public License. It also provides other free software developers Less of an advantage over competing non-free programs. These disadvantages are the reason we use the ordinary General Public License for many libraries. However, the Lesser license provides advantages in certain special circumstances.

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In other cases, permission to use a particular library in non-free programs enables a greater number of people to use a large body of free software. For example, permission to use the GNU C Library in non-free programs enables many more people to use the whole GNU operating system, as well as its variant, the GNU/Linux operating system.

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(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

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If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access

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When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

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b) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.

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For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the materials to be distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

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Little CMS

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