

Troubleshooting

Problem

Game display is on the TV screen, but the picture is rolling or the screen has bars or lines.

Solution(s)

- Adjust the vertical or horizontal hold controls on your TV until the picture becomes steady.
- If using RF, make sure to use only a licensed Nintendo RF switch and modulator (look for the Official Nintendo Seal of Quality.)

Problem

Picture quality is good, but the sound buzzes.

Solution(s)

- If using an AV connection, check the audio (red and white) connections of the audio/video cables (see pages 4-6). Be sure you are connected to the audio "Inputs" not outputs.
- If using an RF Switch connection and there is interference on Channel 3, change the CH3 - CH4 switch on the RF Modulator and your TV to Channel 4.
- A particularly strong TV station (or cable TV) may be broadcasting on Channel 3 or 4 in your area and causing interference. Try disconnecting the antenna wire from the RF Switch. (You will have to reconnect it again for regular TV viewing.)
- If using RF, make sure to use only a licensed Nintendo RF switch and modulator (look for the Official Nintendo Seal of Quality.)

Problem

When not playing, regular TV will not come in.

Solution(s)

- Make sure the Power Switch of the Control Deck is turned OFF.
- If using an AV connection, change the Input switch on your TV or VCR back to "TV" (see the TV or VCR instructions).
- If using a RF Switch connection, make sure that the antenna or cable is properly connected to the RF Switch and that the RF Switch is connected to the TV (see page 7).
- If regular TV programs will still not come in, unhook the RF Switch from your TV and hook up the antenna or cable directly. (In order to play, you will have to hook up the RF Switch again.) Or, use a video switch (not included).

Troubleshooting

Problem

Game display is on the TV screen, but the picture is fuzzy, has no color or has snow on it. (For RF Switch connections only.)

Solution(s)

- Make sure that the Control Deck and antenna or cable are properly connected to the RF Switch and that the RF Switch is connected to the TV (see page 7).
- Adjust the fine tuning and contrast controls on your TV to receive the clearest picture possible.
- If your TV has an automatic fine tuning control (AFC), turn it OFF and use the manual fine tuning dial to adjust the picture. If turning OFF the AFC causes your TV to display in only black and white, then leave the AFC ON.
- If the Control Deck is too close to the TV, the Control Deck may cause some interference. Try moving the Control Deck farther from the TV.
- If there is interference on Channel 3, change the CH3 - CH4 switch on the RF Modulator and your TV to Channel 4.
- A particularly strong TV station (or cable TV) may be broadcasting on Channel 3 or 4 in you area and causing interference. Try disconnecting the antenna wire from the RF Switch. (You will have to reconnect it again for regular television viewing.) Or, use a video switch (not provided).
- Make sure the short, thick "co-axial" cable of the RF Switch (marked "TV"), is connected to the VHF input on your TV.
- Make sure to use only a licensed Nintendo RF switch and modulator (look for the Official Nintendo Seal of Quality.)

Problem

Game sound is missing or not working correctly.

Solution(s)

- Make sure the TV volume is turned up to an adequate level.
- The sound in some Game Paks begins only after START is pressed.
- If using an RF Switch connection to your TV, adjust the fine tuning control until the sound is clear.
- If using an AV connection, check the audio (red and white) connections of the audio/video cables (see pages 4-6). Make sure they are plugged into audio "Inputs", not outputs.
- If you have a mono TV or VCR and you left one of the audio cables un-connected (page 6) you may not get all the game sounds until a "Y" adaptor is used.
- If your TV or VCR has a mono or stereo option, make sure it is set to the correct setting based on your connections.
- Check the instruction booklet for the Game Pak you are using for a volume control option and/or a mono/stereo option.