

## FACT SHEET

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## Wii™

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**Launch Date and MSRP:** Nov. 19, 2006, in the Americas at an MSRP of \$249.99.

**Color:** White.

**Size:** About 8.5 inches long, 6 inches wide and less than two inches thick (157mm x 215.4mm x 44mm).

**Controls:** Intuitive control for anyone using the physical motion of the Wii Remote controller, 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 a three-axis motion sensor. The Wii Remote controller also includes a speaker, rumble feature and expansion port, and can be used as a pointer within 5 meters of the screen. The Wii Remote controller has a power switch, plus pad, A, B, Minus, Home, 1 and 2 buttons. The Nunchuk controller includes an analog control stick and C and Z buttons.

**The Look:** The Wii console features a compact design that will make it a natural addition to any television setup. It can be displayed either vertically or horizontally.

**Media:** A single self-loading media bay will play single- or double-layered 12-centimeter optical discs for the Wii console, as well as 8-centimeter Nintendo GameCube™ discs.

**Channels:** The Wii Channel Menu is the main gateway for a variety of easy-to-use, interactive multimedia, entertainment and communication functions.

**Communication:** The Wii console 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 system is idle. Users can connect wirelessly using IEEE802.11, or with a USB 2.0 LAN adaptor. The Wii console also can communicate wirelessly with Nintendo DS™.

**Virtual Console:**

The Wii console will have downloadable access to 20 years of fan-favorite titles originally released for Nintendo® 64, the Super Nintendo Entertainment System® (SNES) and even the Nintendo Entertainment System® (NES). The Virtual Console™ also will feature a “best of” selection from Sega Genesis titles and games from the TURBO GRAFX16 console (a system jointly developed by NEC and Hudson). It also will be home to new games conceived by indie developers whose creativity is larger than their budgets.

**The Specs:**

The Wii console has 512 megabytes of internal flash memory, two USB 2.0 ports and built-in Wi-Fi capability. A bay for an SD memory card will let players expand the internal flash memory. Design was optimized with state-of-the-art processing technologies that minimize power consumption, keep the console compact and enable the “sleepless” WiiConnect24 mode.

**CPU:**

PowerPC CPU (code-named “Broadway”)  
Made with a 90 nm SOI CMOS process, jointly developed with and manufactured by IBM.

**Graphics Processing Unit:** Being developed with ATI.

**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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