

1 Nintendo GameCube™ Official Terms

The following terms and usage guidelines have been established by Nintendo of America Inc. for your use when referring to the Nintendo GameCube system and its components. Please use these approved terms for all documents created for use by game players (Instruction Booklets, Precautions Booklets, etc.) and game screen text (including warning messages).

If you choose to use graphic representations of the buttons, hardware, etc., please get pre-approval of the images by sending them to lotcheck@noa.nintendo.com.

Some exceptions are allowed for screen text and warning messages used in game applications due to space and/or memory limitations. These exceptions are noted within this document.

1.1 Requirements for Nintendo GameCube Trademarks and Logos

1.1.1 First Instance in Documents

“Nintendo GameCube™”, “Nintendo GameCube Game Boy® Advance cable”, and “Nintendo GameCube WaveBird™ Wireless Controller” are trademarks of Nintendo and must be shown with these trademarks the first time that they are used within a document. Also refer to the various first and second time usage combinations illustrated in Table 1. **Please note that the term “Nintendo GameCube™” may NOT be split onto 2 lines.**

- Nintendo GameCube™ or NINTENDO GAMECUBE™
- Nintendo GameCube™ Game Boy® Advance cable
- Nintendo GameCube™ WaveBird™ Wireless Controller

A title page which includes the Nintendo GameCube logo also qualifies as the first instance of usage for Nintendo GameCube.

1.1.2 Second and Later Instances Within the Same Document

When “Nintendo GameCube”, “Nintendo GameCube Game Boy Advance cable”, and “Nintendo GameCube WaveBird Wireless Controller” are used more than once within the same document, the second and subsequent instances may be displayed as follows:

- Nintendo GameCube or NINTENDO GAMECUBE
- Game Boy Advance cable
- WaveBird Wireless Controller or WaveBird
- “Nintendo GameCube” may NOT be split onto 2 lines.

1.1.3 Requirements for Trademarks in Game Text and Messages

Since the Nintendo GameCube logo (which includes the trademark) is automatically displayed by the Nintendo GameCube hardware upon game start-up, we have agreed that game developers do not need to display the “TM” with “Nintendo GameCube” when it is referenced in their game screens or warning messages. Due to memory and space limitations, we also authorize short terms listed in this document to be used instead of long, formal terms.

Therefore, the acceptable references in game screen text and messages are:

- Nintendo GameCube or NINTENDO GAMECUBE
- Game Boy Advance cable
- WaveBird Wireless Controller or WaveBird
- “Nintendo GameCube” may be split onto 2 lines due to space limitations.

Table 1 - Examples of Trademarked Terms Usage and Reasoning

TERM USED	REASON
Nintendo GameCube™ or NINTENDO GAMECUBE™	1 st time “Nintendo GameCube” is used.
Nintendo GameCube™ Game Boy® Advance cable	1 st time “Nintendo GameCube” and “Game Boy Advance cable” are used.
Nintendo GameCube™ WaveBird™ Wireless Controller	1 st time “Nintendo GameCube” and “WaveBird Wireless Controller” are used.
Nintendo GameCube Game Boy® Advance cable	2 nd usage of “Nintendo GameCube” and 1 st usage of “Game Boy Advance cable”.
Nintendo GameCube WaveBird™ Wireless Controller	2 nd usage of “Nintendo GameCube” and 1 st usage of “WaveBird Wireless Controller”.
Game Boy Advance cable	2 nd usage of “Game Boy Advance cable”.
WaveBird Wireless Controller or WaveBird	2 nd usage of “WaveBird Wireless Controller”.

1.1.4 Logos

Nintendo Corporate logos and product logos are available for download from Nintendo’s proprietary artwork web site. Please contact Tina Painton at NOA-Licensing, (425) 861-2366. Ask for access to Nintendo’s proprietary artwork web site (<http://npl.nintendo.com>).

Please note that the Nintendo “racetrack” logo is normally displayed in RED text with a RED border. The only acceptable alternative to this color scheme is black text with a black border on white background.

1.2 Nintendo GameCube Hardware Components

Table 2 lists acceptable terms related to the Nintendo GameCube hardware itself. These terms should be used for all documents, screen text, and warnings. Refer to Figure 1 for the location of each component listed.

Table 2 - Acceptable Terms for Nintendo GameCube Hardware Components

Nintendo GameCube, NINTENDO GAMECUBE, (console)*
POWER Button
RESET Button
optical disc drive
OPEN Button
Controller Socket (1, 2, 3, or 4)
Memory Card Slot A, Memory Card Slot B
Digital A/V Output
Analog A/V Output
DC Input Connector
High Speed Port
Serial Port 1, Serial Port 2
Disc Cover
Name Plate
Disc Release Button (under Disc Cover)
Lens (under Disc Cover)

Note: The parentheses “()” here denotes that “console” is a lesser acceptable term. “Nintendo GameCube” is preferred. It is acceptable to use “Nintendo GameCube system” when referring to the Nintendo GameCube system as a whole.

1.2.1 First Instance in Documents (Documents ONLY)

All terms listed in Table 2 (except Nintendo GameCube) must be prefaced with “Nintendo GameCube” the first time they are used in a document. If this is also the first time “Nintendo GameCube” is used you must include a “TM” (refer to Table 1).

Examples:

- Nintendo GameCube POWER Button
- Nintendo GameCube optical disc drive
- Nintendo GameCube Controller Socket 1

1.2.2 Second and Later Instances Within the Same Document, Game Screens

All terms should be displayed exactly as listed in Table 2. (Refer to the next paragraph regarding document titles, headings, and usage at the beginning of a sentence.)

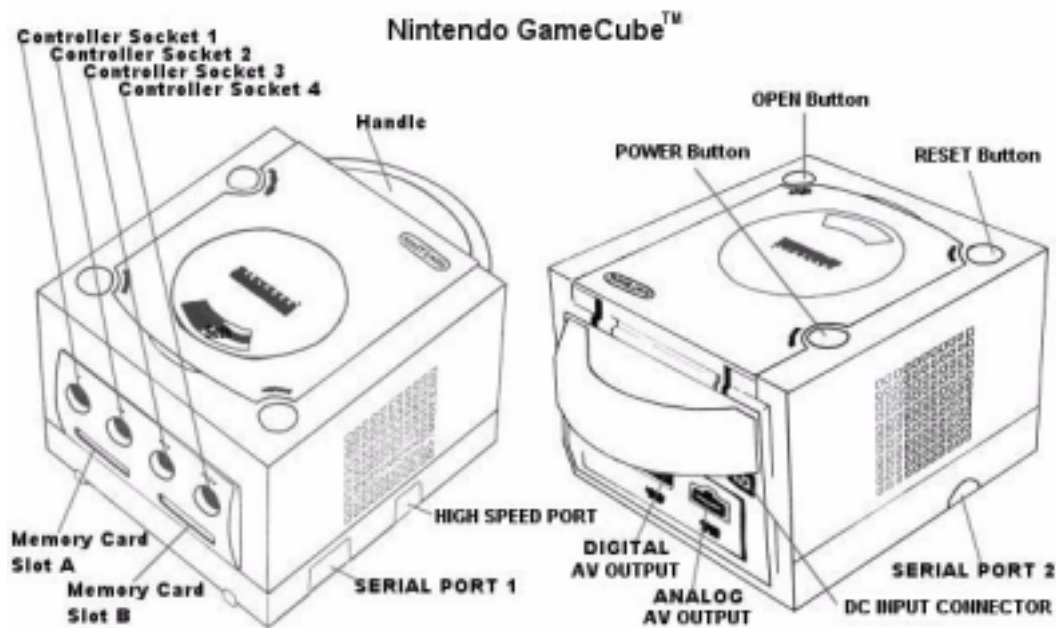
Examples:

- POWER Button
- optical disc drive
- Controller Socket 1

Using Terms in Document Titles/Headings/Beginning of Sentence

The style of the document should dictate the way these terms are capitalized in document titles and headings. For example, if all of your document headings are in uppercase, "OPTICAL DISC DRIVE" and "POWER BUTTON" are both acceptable headings if "Nintendo GameCube optical disc drive" and "Nintendo GameCube POWER Button" had previously been mentioned. However, if you must begin a sentence with "optical disc drive" please use lowercase enclosed by quotation marks.

Figure 1 - Nintendo GameCube Hardware Components



Note: Illustrations displayed in this document are for demonstration use only, and are not intended to be used in Nintendo GameCube software. For access to high-resolution artwork that may be used in your game, please contact Tina Painton at NOA-Licensing, (425) 861-2366. Ask for access to Nintendo's proprietary artwork web site (<http://ngl.nintendo.com>).

1.3 Nintendo GameCube Controller

Table 3 lists acceptable terms related to the Nintendo GameCube Controller. These terms should be used for all documents, screen text and warnings. Please refer to Figure 2 for the location of each component listed.

Please preface Controller with "Nintendo GameCube" the first time it is used in a document, as in the following example:

First instance in a document only	Nintendo GameCube Controller
Second and later instances in the same document	Controller
Game screen text or warning message	Controller

Table 3 - Acceptable Terms for Nintendo GameCube Controller Components


Nintendo GameCube Controller, Controller
A, B, X, Y, Z, L, R Button
Control Stick
+Control Pad (Note: There are no spaces in "+Control".)
C Stick, C Stick  (C Stick UP, UP/RIGHT, RIGHT, DOWN/RIGHT, DOWN, DOWN/LEFT, LEFT, UP/LEFT are lesser acceptable terms)
START/PAUSE, START
Controller Plug

Figure 2 - Nintendo GameCube Controller Components



1.4 Nintendo GameCube Devices

Table 4 lists acceptable terms for devices and functions related specifically to the Nintendo GameCube system. These terms should be used for these devices and functions in all documents, screen text, and warnings.

Table 4 - Acceptable Terms for Nintendo GameCube Devices

Nintendo GameCube Disc, Game Disc
Nintendo GameCube Memory Card, Memory Card
Nintendo GameCube WaveBird Wireless Controller, WaveBird (refer to Table 1)
Nintendo GameCube Wireless Receiver
Nintendo GameCube Rumble Feature, Rumble Feature
Nintendo GameCube AC Adapter, AC Adapter
Nintendo GameCube Game Boy Advance cable, Game Boy Advance cable (refer to Table 1)

1.4.1 First Instance in Documents (Documents ONLY)

All terms listed in Table 4 must be prefaced with "Nintendo GameCube" the first time they are used in a document.

Examples:

- Nintendo GameCube Disc
- Nintendo GameCube Memory Card
- Nintendo GameCube Rumble Feature

1.4.2 Second and Later Instances Within the Same Document, Game Screens

The short terms listed in Table 4 may be used instead.

Examples:

- Game Disc
- Memory Card
- Rumble Feature

1.5 Nintendo GameCube Main Menu Screens

- Gameplay Screen
- Option Screen
- Calendar Screen
- Memory Card Screen

1.6 Nintendo® Accessories Compatible with Nintendo GameCube

For detailed descriptions and usage of these accessories, please refer to the Nintendo GameCube™ Instruction Booklet (shipped with all Nintendo GameCube systems).

- Stereo AV Cable
- S-Video Stereo AV Cable
- Component Cable
- RF Switch
- RF Modulator