

PRODUCT COMPLIANCE REPORT: GAME CONSOLES

Reporting Period January - December 2017

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| Signatory company | Nintendo of Europe GmbH |
| Model Name | Nintendo Wii U™ console |
| Model Number | WUP-101(03) / WUP-001 (03) [WUP-001 is same but with less storage (8GB vs 32 GB)] |
| Type of Console | high definition console |

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| Date Submitted | 19 February 2018 |
| Completed by: | Emil Schweiger |
| Contact details: | emil.schweiger@nintendo.de |

Self-Regulatory Initiative Requirements

| Title | Procedure Number | | Test Result (pass/fail/na) | Comments |
|-----------------------------|------------------|--------------------------------|----------------------------|-------------------------------------------------------------------|
| Power Consumption: | | Measured power consumption (W) | | There is no energy consumption difference between the two version |
| Navigation Mode Testing | 14-16 | 33.0 | pass | |
| Media Playback DVD | 24-27 | n/a | n/a | |
| Media Playback Blu-ray Disc | 28-31 | n/a | n/a | |
| Streaming HD | 32-35 | 31.1 | pass | Youtube |

| Title | Procedure Number | | Test Result (pass/fail/na) | Comments |
|-------------------------------|------------------|-------------------------------------------------------------|----------------------------|----------|
| Automatic Power Down: | | APD time as reported in manual or one console screen (mins) | | |
| Navigation Mode APD | 36-40 | 60 | pass | |
| Active Gaming APD | 41-47 | 60 | pass | |
| Disc-Based Media Playback APD | 48-54 | n/a | n/a | |
| Media Streaming Playback APD | 55-61 | 240 | pass | Youtube |

Unit Sales:

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|---------------------|----------------------------------------------------------------------------|
| Third Party Source: | VGCHARTZ @ http://www.vgchartz.com/ |
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| Month | Reported Sales |
|-----------|----------------|
| January | 8,111 |
| February | 6,030 |
| March | 6,907 |
| April | 4,908 |
| May | 4,484 |
| June | 4,626 |
| July | 3,242 |
| August | 3,194 |
| September | 3,473 |
| October | 2,315 |
| November | 2,301 |
| December | 2,752 |

52,343

Non-energy commitments

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| Resource efficiency and recycling requirements | This console meets the requirement (Yes/No) |
| A refurbishment or out of warranty repair service for each games console is available, and supported by the following requirements: | |
| Technical documentation is available to authorised repair centres to enable repair or refurbishment | Yes |
| Spare parts are available to authorised repair or refurbishment centres | Yes |
| To improve both recycling and reuse at end-of-life, maintenance and refurbishment is possible by non-destructive disassembly | Yes |
| To improve recycling at end-of-life, console plastics parts >25g are marked indicating their material composition (using ISO conforming marks), with the following exceptions: | Yes |
| The part has 1cm^2 level surface available for marking | |
| The performance or function of a part is compromised e.g. buttons with tactile surface, plastic lenses, or display screens. | |
| External transparent parts | |
| Marking is not technically possible due to the specific production method of the plastics used in the part e.g. extrusion moulding. | |

Information included in Instructions For Use

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| Information | Requirement: The following information is included in the instructions for use (instructions either provided with the console itself , onscreen or hardcopy, or online) | | | | |
| 1. Information on the energy-saving potential of power management: | "Automatic power-down could help save energy by reducing the amount of time the Games Console remains on, but not in use." | | | | |
| 2. Default low power mode when the Games Console is powered-down: | Select one only: <table border="1" style="margin-left: 20px;"> <tr> <td><input checked="" type="checkbox"/> Standby</td> </tr> <tr> <td><input type="checkbox"/> Networked standby</td> </tr> </table> | <input checked="" type="checkbox"/> Standby | <input type="checkbox"/> Networked standby | | |
| <input checked="" type="checkbox"/> Standby | | | | | |
| <input type="checkbox"/> Networked standby | | | | | |
| 3. Default auto power-down time settings: | The Games Console will power down after the following periods of inactivity: <table border="1" style="margin-left: 20px;"> <tr> <td>Media playback (minutes)</td> <td>variable - up to 240</td> </tr> <tr> <td>Other modes (minutes)</td> <td>60</td> </tr> </table> | Media playback (minutes) | variable - up to 240 | Other modes (minutes) | 60 |
| Media playback (minutes) | variable - up to 240 | | | | |
| Other modes (minutes) | 60 | | | | |
| 4. Information on how to change time settings for auto power-down: | Provided in the online manual. [Auto Power Down Feature section] | | | | |
| 5. Reference to further information on other available low power modes (where applicable): | Provided in the online manual. [Standby Functions section] | | | | |
| 6. Console power consumption in active | Wattage Media tested: Date tested: | | | | |
| Navigation | 33.0W N/A 04/Jan/2016 - 07/Jan/2016 | | | | |
| Blu-ray playback | N/A N/A N/A | | | | |
| DVD playback | N/A N/A N/A | | | | |
| 1080p streaming | 31.1W Nintendo Direct Presentation – 12.11.2015 04/Jan/2016 - 07/Jan/2016 Youtube | | | | |
| Active gameplay | 31.5W 04/Jan/2016 - 07/Jan/2016 Average of the following three proprietary games: Wii U Splatoon Wii U Mario Kart 8 Wii U Super Mario Maker | | | | |
| 7. End-of-life processing, refurbishment, and out-of-warranty services available: | Provided in the online manual. [Requesting Repairs & End-of-life Processing sections] | | | | |

The above information is available at: [Online - PDF](#)

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| Information | Insert document name and page numbers, online links or on-screen navigation (or NP for not provided) |
| 1. Information on the energy-saving potential of power management: | P.14 - Auto Power -Down Feature |
| 2. Default low power mode when the Games Console is powered-down: | P.15 - Standby Functions |
| 3. Default auto power-down time settings: | P.14 - Auto Power -Down Feature |
| 4. Information on how to change time settings for auto power-down: | P.14 - Auto Power -Down Feature |
| 5. Reference to further information on other available low power modes (where applicable): | P.15 - Standby Functions |
| 6. Console power consumption in active modes (based on a test sample): | P.44 - Console Power Consumption |
| 7. End-of-life processing, refurbishment, and out-of-warranty services available: | P.43 - Requesting Repairs P.44 - End-of-life Processing |