

PRODUCT COMPLIANCE REPORT: GAME CONSOLES**Reporting Period January – December 2016**

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

Date Submitted	20 February 2017
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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:

Third Party Source:	VGCHARTZ @ http://www.vgchartz.com/
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Month	Reported Sales
January	44,217
February	48,344
March	73,879
April	51,345
May	46,906
June	55,136
July	36,757
August	30,949
September	51,040
October	30,572
November	63,400
December	65,820

Non-energy commitments

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

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: <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: 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](#)

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