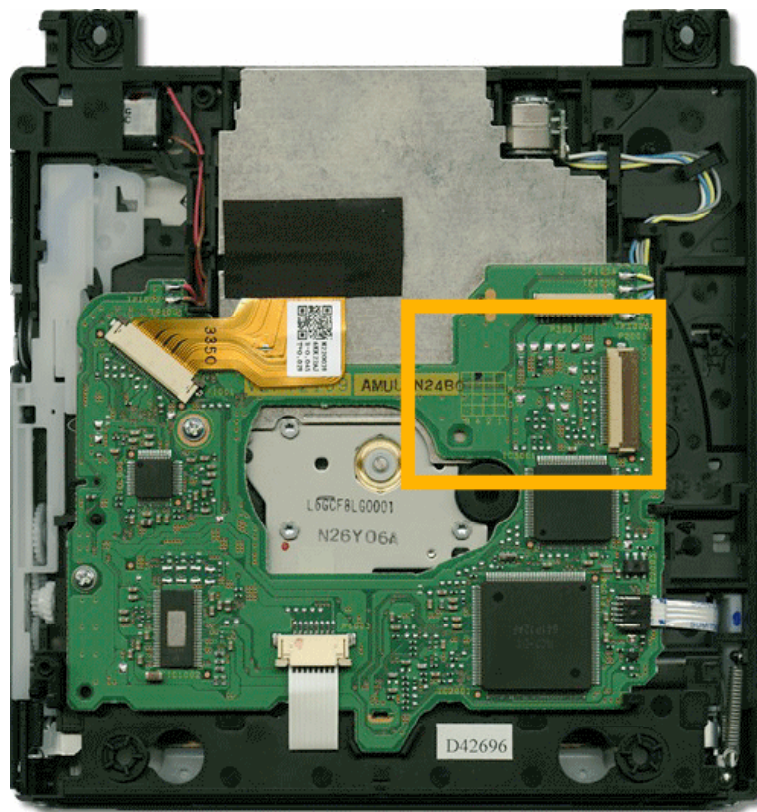


WiiKey Installation Instructions

Unlock your Nintendo Wii with the worlds first truly upgradeable Nintendo Wii Mod Chip. That's the manufacturer "hype" for the Wiikey. And it's all true. Thankfully in the case of this Nintendo Wii Mod chip, it's not just all hype and senseless features, but a robust, good chip that just works. Installing the WiiKey is as easy as can be. Even if you're just a novice when it comes to soldering, you should have no problem with installing the WiiKey in your Nintendo Wii console.

The really good thing, as far as goes with the WiiKey Installation is that you're only required to work with just one section of the Nintendo Wii motherboard. And what's even better is the fact that you don't need any wires for the WiiKey Install at all. The WiiKey instructions do not show any required wires, nor do you have to install any wires. The Wiikey is installed by way of quick solder pads, simply by placing the chip over the correct points, and putting solder on the quick solder pads which then connected the chip to the motherboard of the console. Instead of having to wire up your mod chip and put wires inside your Nintendo Wii system, the **WiiKey uses the quick solder pad method.**

This image below shows the area on the Nintendo Wii Motherboard that you'll be working with.



WiiKey Instructions - What do you need extra?

- You'll need a **soldering iron. 15W max** will do just fine.
- A **Tri-Wing Screw Driver** to open you Nintendo Wii quite easily.
- **Solder with Flux.**

Now that you have everything you'll need to open your Nintendo Wii system, and install the WiiKey mod chip, you just have to place the WiiKey on the correct spot on the Wii motherboard.

This is quite easy and painless. You can hold it in place, firmly, with one hand while putting the soldering iron over the quick solder pads, and melting the solder until the WiiKey stays in its place. Once you've soldered it with just one of the quick solder pads, you can stop holding it, as the solder will hold it in place for you.

Look at the image below closely, to determine where you MUST place the WiiKey mod chip. It's vital that you install the WiiKey and solder the quick solder pads to the correct place on the Wii Motherboard. Soldering them anywhere else could entirely ruin your Wii system. With the clear and detailed installation diagram, you'll be able to place the WiiKey on the exact spot on the main board of your Wii.



The WiiKey has either circular or small square quick solder pads. **We recommend** that you first take your solder and soldering iron, and **apply some solder to each of the pads**. This will make it much easier when you're actually installing the WiiKey. Because you'll have pre-soldered the quick solder pads, when you again place your soldering iron on the pads when installing the modchip, it will quickly melt the solder and connect it with the corresponding points on the Wii motherboard.

That's it, you're done. Taking apart your Nintendo Wii is probably the hardest / most challenging part of the WiiKey install. The modchip install so easily that even a novice can complete the installation in 15 minutes or less.

Package Contents When You Order Your WiiKey Mod Chip

- * 1 x WiiKey Nintendo Wii Mod Chip
- * Packaged in Anti Static Professional ESD Packaging.

Will the WiiKey Wii Mod Chip Work In Your Wii?

The WiiKey Mod Chip is compatible with all current models of the Nintendo Wii Console

wiiKey base - bootable disc v1.2

wiiKey base combines various applications into a single bootable disc. This release includes:

- wiikey configuration
- wiikey dvdDump (dumps discs to sdcard)
- some of the most popular gamecube homebrew apps:
 - SDLoad 1.0 by Costis
 - Snes9x 1.43 GX 0.5 Port by Softdev
 - GCOs MultiGame Version by emu_kidid
 - MFE Distro 1.0 by Isobel

We like to point out that this disc does not update the chips firmware in any way. It merely adjusts the configuration stored in EEPROM.

Quickstart

If you want to add own files to the disc, just copy them to the corresponding subdirectory in

bootdisc\root\Dols	for gamecube applications (.dol)
bootdisc\root\Snes	for snes roms (.smc or .zip)
bootdisc\root\Media	for video or audio files

To create the image, simply run the BootableDisc_XXX.bat matching your console region.

Burn the image using any application capable of writing DVD disc images i.e.

ImgBurn/Nero/CloneCD/cdrecord/DeepBurner/etc

Navigation

For those without a gamecube controller, both the main menu and the disc dumper support navigation via the reset button. Pressing reset for a short time will move the cursor, holding the button for one second selects the current entry. The included homebrew apps require a gc controller naturally.

wiikey configuration

Note:

For stealth reasons the current settings can not be read from the chip. That's why running the configuration will show the initial settings regardless of the saved setup.

Region override [ON/OFF]

Enabling this option will make the region of wii/gc games appear to be the region of your console, allowing you to boot games from other regions. Most NTSC wii games will work on EU and JAP consoles. Many PAL games will run on NTSC consoles.

Audiofix [ON/OFF]

Enables fix for gamecube games using streaming audio. If you have backups that are already patched with fstfix, you can disable the option here.

DVDR Discspeed [3x/6x]

Sets the default speed for recordable media. Fast or silent, you decide!

Disc backup:

For details on using the disc backup tool, see dvddump\readme.txt.

INTERNET

<http://www.wiikey.cn> The official wiiKey homepage

<http://www.wiinewz.com> The official wiikey forum