

Nintendo Sound Clock: Alarmo™ Usage Manual

FAA-CLO-S-RAAA-USZ-CO

Please read this usage manual before using the device. If this device will be used by children, this manual should be read and explained to them by an adult. Nintendo may update this usage manual from time to time and will post the updated version of the usage manual on Nintendo's website. Please see the following link for the most recent version of the usage manual:
support.nintendo.com/alarmo

HEALTH AND SAFETY INFORMATION AND USAGE GUIDELINES

⚠ WARNING - CONTAINS COIN CELL BATTERY

- THIS PRODUCT CONTAINS A NON-REPLACEABLE COIN CELL BATTERY (Battery type: CR2032 and nominal voltage: 3V). DO NOT REPLACE OR ATTEMPT TO REPLACE THE COIN CELL BATTERY CONTAINED IN THIS DEVICE.
- Remove and immediately recycle or dispose of used batteries according to local regulations and keep away from children. Do NOT dispose of batteries in household trash or incinerate. Even used batteries may cause severe injury or death.
- Call a local poison control center for treatment information.
- Non-rechargeable batteries are not to be recharged.
- Do not force discharge, recharge, disassemble, heat above 140°F, or incinerate. Doing so may result in injury due to venting, leakage or explosion resulting in chemical burns.



⚠ WARNING

- INGESTION HAZARD:** This product contains a button cell or coin battery.
- DEATH** or serious injury can occur if ingested.
- A swallowed button cell or coin battery can cause **Internal Chemical Burns** in as little as **2 hours**.
- KEEP** new and used batteries **OUT OF REACH** of CHILDREN.
- Seek immediate medical attention** if a battery is suspected to be swallowed or inserted inside any part of the body.

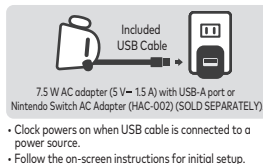
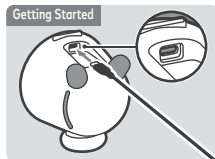


⚠ WARNING - RADIO WAVE INTERFERENCE - PACEMAKERS AND OTHER IMPLANTED MEDICAL DEVICES

This device connects wirelessly to the Internet and can emit radio waves that can keep pacemakers or implanted medical devices from functioning properly. Do not operate the device within 6 inches of a pacemaker or other implanted medical device. If you have a pacemaker or other implanted medical device, do not use the device without first consulting your doctor or the manufacturer of your pacemaker or other implanted medical device.

⚠ WARNING - ELECTRIC SHOCK

- To avoid electric shock when you use this device:
- Please disconnect the AC adapter during a lightning storm. There may be a risk of electric shock from lightning.
- To minimize the risk of damage to the device, only use AC adapters that meet the requirements described in the "AC Adapter Guidelines" section of this Usage Manual.



- Always carefully disconnect all plugs by pulling on the plug and not on the USB cable.
 - This device is intended to operate solely between 41 to 95°F, and this device is intended to be stored solely between -13 to 140°F. Do not heat or store this device outside of these parameters.
 - To avoid overheating, do not place the device in direct sunlight.
 - Do not expose the device to extreme heat or cold. Doing so may damage the device.
 - Set an appropriate volume and avoid having the device play sounds over an extended period of time to avoid damage to your hearing.
 - Avoid placing the device in a location where pets may come in contact with the device.
 - Do not store the device in a humid place or in a place where the device may come in contact with unusual moisture, dirt, dust, lint, or any other foreign material.
 - Store the device only on a clean and sturdy surface.
 - Clean the device periodically to avoid dust build-up.
 - When cleaning the device, disconnect the USB cord and turn the power off.
 - If there is foreign material or dust on the screen, remove it with a soft dry cloth.
 - Do not use cleaning agents such as thinner, benzene, or alcohol to clean the device.
- Contact Nintendo Customer Service for further instructions.

USER AGREEMENT

THIS IS AN IMPORTANT AGREEMENT THAT APPLIES TO YOUR USE OF THE NINTENDO SOUND CLOCK, ALARMO™. This is an agreement (the "Agreement") between you and Nintendo of America Inc. (together with its affiliates, "Nintendo" or "we" or "our") and provides important information about your access to and use of this Nintendo Sound Clock, Alarmo (the "Base Unit"), the Accessories (defined below), and the Software (defined below) (collectively, the "Device"). For purposes of the foregoing, "Accessories" means any and all accessories and ancillary components made available by Nintendo that are intended for use with the Base Unit, regardless of whether such accessories and components are packaged with the Base Unit or purchased separately.

BY USING THE DEVICE, YOU REPRESENT THAT YOU ARE 18 YEARS OF AGE OR OLDER (OR THE AGE OF MAJORITY WHERE YOU LIVE) AND AGREE TO BE BOUND BY THE TERMS OF THIS AGREEMENT. IF YOU DO NOT AGREE TO THE TERMS OF THIS AGREEMENT, YOU MUST NOT USE THE DEVICE. IF YOU PURCHASED THE DEVICE FROM AN AUTHORIZED RETAILER, AND YOU DO NOT AGREE TO THE TERMS OF THIS AGREEMENT, YOU MAY BE ABLE TO RETURN THE DEVICE TO THE SELLER FOR A REFUND, IN ACCORDANCE WITH THE APPLICABLE RETURN POLICY. THE AGREEMENT CONTAINS A BINDING ARBITRATION AND CLASS ACTION WAIVER PROVISION IN SECTION 7 THAT AFFECTS YOUR RIGHTS UNDER THIS AGREEMENT AND WITH RESPECT TO ANY "CLAIM" (AS DEFINED IN SECTION 7) BETWEEN YOU AND NINTENDO. YOU HAVE THE RIGHT TO OPT OUT OF THE PROVISION AS DESCRIBED IN SECTION 7.

1. License Grant/Restrictions; Open-Source Software. Subject to the terms of this Agreement, you may use the software, content, and data that come with the Device (collectively, the "Software"). The Software is licensed, not sold, to you solely for your personal, noncommercial use. You may not publish, copy, modify, reverse engineer, lease, rent, decompile, disassemble, distribute, offer for sale, or create derivative works of any portion of the Software, or bypass, modify, defeat, tamper with, or circumvent any of the functions or protections of the Device, unless otherwise permitted by law. You agree not to use the Device in an unlawful manner.

The Software may contain software licensed under the terms of open-source licenses. Information regarding open-source software included in the Software, including the licenses under which such open-source software is distributed, can be found at <https://www.nintendo.com/support/oss/index.html>.

2. Updates. The Software may evolve and we may update or change the Software at any time, in whole or in part. Such updates or changes to all or a portion of the Software (an "Update" or "Updates") may be required for you to enjoy features, software, data, or content. Access to any Updates will require you to connect the Device to the internet, and while connected some of these Updates may be provided automatically without notice to you. You consent to Nintendo providing you with, and installing, automatic Updates to the Software in the background with or without notice to you. You agree that any Update is considered part of the Software and governed by this Agreement.

3. Nintendo Account. You may need to create a Nintendo Account and link it to the Device in order to access certain features, software, data and content that we make available through the Device. Please see Nintendo's website for information on how to create and use a Nintendo Account. If your linked Nintendo Account is terminated or you delete it for any reason, you may lose access to all or a portion of the Device's data.

4. Nintendo Intellectual Property/Reservation of Rights. Nintendo owns all right, title and interest (including all intellectual property rights) in, and has the right to use and sublicense, the Nintendo Intellectual Property utilized in connection with the Device. "Nintendo Intellectual Property" refers to all intellectual property, including but not limited to registered and unregistered trademarks, logos, registered and unregistered designs, copyrights, database rights, inventions, patents, trade secrets, know-how, and other confidential and proprietary information which Nintendo developed, owns or is granted a license to use. Neither the sale, transfer, license, nor the use of the Device transfers any right or ownership of any of our intellectual property rights, including without limitation the Nintendo Intellectual Property. You may not make any use of any Nintendo Intellectual Property except as expressly authorized by the Agreement, and we reserve all rights that we have not expressly granted in this Agreement. Nintendo reserves all rights in the Nintendo Intellectual Property.

5. Termination. Your rights under this Agreement will immediately terminate if you do not comply with any term of this Agreement. At the time of any termination of this Agreement, you will immediately cease use of the Device. Our failure to insist upon or enforce your strict compliance with this Agreement will not constitute a waiver of any of our rights.

6. Disclaimer of Warranties and Limitation of Liability.

(A) THE LIMITATIONS OF LIABILITY SET FORTH IN THIS SECTION WILL NOT LIMIT OR EXCLUDE LIABILITY FOR THE GROSS NEGLIGENCE, INTENTIONAL MISCONDUCT, OR FRAUD OF NINTENDO.

(B) USE OF THE DEVICE IS AT YOUR SOLE RISK. EXCEPT FOR ANY LIMITED WARRANTY THAT APPLIES TO THE DEVICE, NO ORAL OR WRITTEN INFORMATION OR ADVICE GIVEN BY NINTENDO OR ITS REPRESENTATIVES CREATES A WARRANTY. THE DEVICE IS PROVIDED "AS IS" WITHOUT WARRANTY OF ANY KIND AND, TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW, NINTENDO DISCLAIMS ALL WARRANTIES WITH RESPECT TO THE DEVICE, EXPRESS OR IMPLIED, INCLUDING, WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE AND ANY GUARANTEE OR WARRANTY WITH RESPECT TO THE AVAILABILITY OR PERFORMANCE OF THE DEVICE, THE SOFTWARE AND/OR ANY CONTENT OR DATA WHICH YOU MAY STORE OR ACCESS ON THE DEVICE.

(C) TO THE MAXIMUM EXTENT PERMITTED BY LAW, NINTENDO WILL NOT BE LIABLE TO YOU FOR ANY SPECIAL, OR CONSEQUENTIAL DAMAGES OF ANY KIND ARISING OUT OF OR RELATING TO YOUR ACCESS, USE, MISUSE, OR INABILITY TO USE THE DEVICE, EVEN IF NINTENDO HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. TO THE MAXIMUM EXTENT PERMITTED BY LAW, NINTENDO'S AGGREGATE LIABILITY TO YOU IN CONNECTION WITH ANY CLAIMS ARISING OUT OF OR RELATING TO THE DEVICE IS LIMITED TO THE AMOUNT YOU ACTUALLY PAID FOR THE DEVICE.

(D) IF A LAW RESTRICTS OUR ABILITY TO LIMIT LIABILITY OR DISCLAIM WARRANTIES, THE LIMITATIONS LISTED ABOVE MAY NOT APPLY TO YOU. IN THAT CASE, WE LIMIT OUR LIABILITY AND DISCLAIM WARRANTIES TO THE GREATEST EXTENT PERMITTED BY LAW.

7. Dispute Resolution; Binding Individual Arbitration; Class Action Waiver.

(A) Our consumer services department is available to address any concerns you may have regarding the Device. You may contact them by phone at 1-800-255-3700, by email at cs@nintendo.com, or by regular mail sent to Nintendo of America Inc., Attn: User Agreement, 4400 10th Ave NE, Redmond, WA 98052 USA. Most matters are quickly resolved in this manner to our customer's satisfaction. Any matter we are unable to resolve and/or disputes or claims arising out of or relating to this Agreement, including its formation, enforceability, performance, or breach (each a "Claim"), with the exception of the matters described in section (C) below, shall be finally settled by binding arbitration administered by the American Arbitration Association in accordance with the provisions of its Commercial Arbitration Rules and the Supplementary Procedures for Consumer-Related Disputes of the American Arbitration Association (the "AAA"), including any AAA rules or procedures governing or permitting class actions or class arbitrations. The arbitrator, and not any federal, state, or local court or agency, shall have exclusive authority to resolve all Claims. The arbitrator shall be empowered to grant whatever relief would be available in a court under law or in equity. The arbitrator's award shall be binding on the parties and may be entered as a judgment in any court of competent jurisdiction. The parties understand that, absent this mandatory provision, they would have the right to sue in court and have a jury trial. They further understand that, in some instances, the costs of arbitration could exceed the costs of litigation and the right to discovery may be more limited in arbitration than in court. Any such arbitration shall be conducted by the parties in their individual capacities only and not as a class action or other representative action, and the parties waive their right to file a class action or seek relief on a class basis. If any court or arbitrator determines that the class-action waiver set forth in the preceding sentence is not enforceable for any reason or that an arbitration can proceed on a class basis, then the arbitrator's provision set forth in this Section 7 shall be deemed null and void in its entirety and the parties shall be deemed to have not agreed to arbitrate Claims.

(B) The rules governing the arbitration may be accessed at www.adr.org or by calling the AAA at 1-800-778-7879. To the extent the initial filing fee for the arbitration exceeds the initial filing fee for a lawsuit, we will pay the difference in fees. If the arbitrator finds the arbitration to be non-Final, we will pay all of the actual filing and arbitrator fees for the arbitration, provided your claim is less than \$75,000. The arbitration fee also permits you to request a hearing in certain cases.

(C) Section 7(A) does not apply to any Claim (i) in which a party is attempting to protect its intellectual property rights (such as its patent, copyright, trademark, trade secret, or moral rights, but not including its privacy or publicity rights); or (ii) that may be brought in small-claims court. (D) Your Right to Opt Out. You have the right to opt out of the arbitration in this Section 7 by sending a written notice to the following address: Nintendo of America Inc., Attn: CS Admin, 4400 10th Ave NE, Redmond, WA 98052 within 30 days of purchasing the Device. Your notice should include the serial number and, if applicable, your purchase receipt. If you send this notice, then Section 7 will not apply to either party. If you do not send this notice, then you agree to be bound by this Section 7.

8. Enforcement. If any part of this Agreement is held to be invalid or unenforceable, that part will no longer apply to the parties but all other parts of the Agreement will remain in effect unless otherwise provided in this Agreement. If we do not enforce any provision of this Agreement, that will not be considered a waiver of our rights. Any waiver or amendment of this Agreement must be obtained in a written document signed by an authorized representative of Nintendo.

9. Governing Law. This Agreement and all Claims in accordance with any claims Nintendo has that you have violated its intellectual property rights - shall be governed by and construed, interpreted, and interpreted in compliance with the laws of the State of Washington, U.S.A., except for its conflict of laws rules.

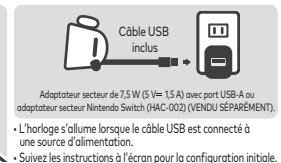
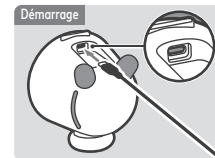
10. Venue. All Claims not subject to arbitration pursuant to Section 7(A) and that cannot be heard in small claims court will be resolved exclusively in the state and federal courts located in Kentucky, Washington, U.S.A. You and Nintendo waive any objection to venue in the courts identified in this Section 10.

11. Third-Party Rights. Except as expressly stipulated by this Agreement, this Agreement does not confer, and is not intended to confer, any right on any person, existing now or in the future, who is not a party to this Agreement.

Manuel d'utilisation Français

Veuillez lire ce manuel d'utilisation avant d'utiliser l'appareil. Si cet appareil doit être utilisé par des enfants, ce manuel doit être lu et expliqué par un adulte. Nintendo peut mettre à jour ce manuel d'utilisation de temps à autre et publiera la version mise à jour sur son site Web. Veuillez consulter le lien suivant pour la version la plus récente du manuel d'utilisation : support.nintendo.com/alarmo

INFORMATIONS EN MATIÈRE DE SANTÉ ET SÉCURITÉ ET DIRECTIVES D'UTILISATION



⚠ AVERTISSEMENT - CONTIENT UNE PILE

- CE PRODUIT CONTIENT UNE PILE BOUTON NON REMPLAÇABLE (Type de pile : CR2032 et tension nominale : 3 V). NE PAS REMPLACER OU ESSAYER DE REMPLACER LA PILE BOUTON CONTENUE DANS CET APPAREIL.
- Retirez et recyclez ou jetez immédiatement les piles usagées conformément aux réglementations locales et gardez-les hors de portée des enfants. Ne jetez PAS les piles avec les ordures ménagères ou ne les incinerez pas. Même les piles usagées peuvent provoquer des blessures graves, voire la mort.
- Appelez un centre antipoison local pour obtenir des informations sur leur traitement.
- Les piles non rechargées ne doivent pas être rechargées.
- Ne pas forcer la décharge, ne pas recharger, ne pas démonter, ne pas chauffer à plus de 60 °C (140 °F) et ne pas incinérer. Cela pourrait entraîner des blessures dues à une ventilation, une fuite ou une explosion entraînant des brûlures chimiques.



⚠ AVERTISSEMENT

- RISQUE D'INGESTION** : ce produit contient une pile bouton.
- La MORT** ou des blessures graves peuvent survenir en cas d'ingestion.
- Une pile bouton avalée peut provoquer des **brûlures chimiques internes** en seulement **2 heures**.
- GARDEZ les piles neuves et usagées HORS DE LA PORTÉE DES ENFANTS.**
- Consultez immédiatement un médecin** si vous soupçonnez qu'une pile a été avalée ou insérée dans une partie du corps.



⚠ AVERTISSEMENT - INTERFÉRENCE DES ONDES RADIO - STIMULATEURS CARDIAQUES ET AUTRES

Ce dispositif se connecte sans fil à l'internet et peut émettre des ondes radio susceptibles d'empêcher les stimulateurs cardiaques ou les dispositifs médicaux implantés de fonctionner correctement. N'utilisez pas l'appareil à moins de 6 pouces d'un stimulateur cardiaque ou d'un autre dispositif médical implanté. Si vous êtes porteur d'un stimulateur cardiaque ou d'un autre dispositif médical implanté, n'utilisez pas l'appareil sans consulter au préalable votre médecin ou le fabricant de votre stimulateur cardiaque ou autre dispositif médical implanté.

⚠ ATTENTION – DÉCHARGE

- Pour éviter les décharges électriques lorsque vous utilisez cet appareil :
- Débranchez l'adaptateur secteur en cas d'orage. Cela pourrait entraîner un risque de décharge électrique causée par la foudre.
- Pour minimiser les risques d'endommagement de l'appareil, n'utilisez que des adaptateurs CA qui répondent aux exigences décrites dans la section « Directives relatives aux adaptateurs CA » de ce Manuel d'utilisation.
- N'utilisez pas le câble USB si ses cordons ou ses fils sont endommagés, fendus ou brisés.
- Assurez-vous que la fiche de l'adaptateur CA est entièrement insérée dans la prise murale ou la rallonge.
- Débranchez toujours soigneusement chaque fiche en tirant sur la fiche et non sur le câble USB.

DIRECTIVES RELATIVES AUX ADAPTATEURS CA

- L'alimentation est fournie par le câble USB inclus et le port USB Type-A (USB Standard-A), connecté à un adaptateur CA disponible dans le commerce (5 V= 1,5 A 7,5 W) ou en utilisant l'adaptateur CA Nintendo Switch (HAC-002) (VENDU SÉPARÉMENT).
- N'alimentez l'appareil qu'avec le câble USB fourni et un adaptateur CA de tension correcte (5V= 1,5 A 7,5 W) ou en utilisant l'adaptateur CA Nintendo Switch (HAC-002) (VENDU SÉPARÉMENT).
- Si vous utilisez un adaptateur CA qui ne fournit pas une puissance suffisante (Min. 1,5 A 7,5 W), l'appareil peut ne pas fonctionner correctement.

ENTRETIEN ET PRÉCAUTIONS CONCERNANT LE MATÉRIEL

- Ne démontez pas l'appareil et n'essayez pas de le réparer. Cela pourrait l'endommager.
- Ne laissez pas tomber, ne frappez pas et ne secouez pas l'appareil. Cela pourrait l'endommager.
- Ne renversez pas de liquides sur l'appareil et ne plongez pas celui-ci dans un liquide. Cela pourrait l'endommager. Si des liquides pénètrent dans l'appareil, ne l'alimentez pas.
- Les objets pointus et la pression pourraient endommager l'écran. Assurez-vous de protéger l'écran des égratignures et des taches.
- Cet appareil est conçu pour fonctionner uniquement entre 5 et 35 °C (41 et 95 °F), et peut être stocké uniquement entre -25 et 60 °C (-13 et 140 °F). Ne le chauffez pas et ne le stockez pas en dehors de ces paramètres.

