

## 2.4G GAME CUBE RF

# WIRELESS CONTROLLER INSTRUCTIONS

**This lazer Wireless Controller uses state of the art technology for a better gaming experience.**

- ★ **play up to 30 ft. Away!**
- ★ **Turbo Function For Auto Fire Capability.**
- ★ **ON/OFF Switch For vibration Mode.**
- ★ **Ergonomic joystick & Digital D-Pad For Superior Control.**
- ★ **Feel The Action With vibration Motion.**

This lazer Wireless controller uses state of the art technology for a better gaming experience. When playing with 'VIBRATION COMPATIBLE' software, you will feel vibration in the controller grips as a result of the specific game actions. The Turbo feature allows for auto repeat (auto-fire) functions. The ergonomically designed grips combine functionality as well as comfort.

In most cases the software used for game play will dictate the functions of the controller buttons .See Controller Set Up instructions included with software.

Refer to your game software 'icons' to make sure that your game is compatible with certain advanced features.

Always turn off your console before connecting or disconnecting your controller.

When turning on power to the GameCube<sup>®</sup>, the controller buttons should always be in their idle position .Do not move any of the directional or analog controls or press any buttons. Doing so during start up will set certain functions incorrectly. To RESET the controller if this happens return controls to their idle position, turn off power to the console and then restart. Or, press the START, X & Y buttons at the same time, and hold them down for 3 seconds.

**START BUTTON:** Use to start and pause game activity

**DIRECTIONALPAD:** Use to move objects or game characters in desired direction, up, down, right, and left. Can also be used to simulate Analog Stick action for 8-way directional control.

**ANALOG STICK:** Use to move objects or game characters in desired direction with more accurate control over your movements.

**L, R & Z SHORLDER BUTTON & TRIGGER BUTTON:** These button functions are dictated by your specific software.

**A, B, X & Y BUTTONS:** These button functions are dictated by your specific software.

**CAMERA STICK:** Used to control viewing angle or other functions as dictated by your software.

**VIBRATION MOTOR ON/OFF SWITCH:** Vibration Mode may be turned OFF to save battery power .

**FIRST TIME CHARGING:** Before initial use, your new battery Pak must be charged for 12 hours outside of Wireless Controller. This will result in proper performance of the battery.

1. Remove Battery Pak from back of controller & Insert AC Adaptor plug into the port on the side of the rechargeable battery Pak.
2. Plug AC adaptor into 110v standard household electrical outlet.
3. Once battery Pak has been fully charged, you may begin to use the wireless controller.
4. Playtime is up to 40 hours (or less depending on the amount of time the vibration function is in use). The vibration function draws more power when it is "ON").
5. Turn off controller when not in use to save battery power. Set POWER switch to OFF position.

**RECHARGING:** This NIMH battery has memory that can be affected by improper charging. For longer battery life, you should only recharge a battery once it has been allowed to totally discharge, Charge time:4 hours.

**SET UP REMOTE RECEIVER:** Important: Always turn off console before connecting or disconnecting remote receiver.

1. Insert the RF (Radio Frequency) receiver into the GameCube® console controller port.
2. To test the receiver, insert the receiver unit into Port 1 of GameCube® console. The LED on the receiver will illuminate. To function properly, the Wireless Controller should be within 30 ft. of receiver unit.

**CHANNEL SETTING:** Use the channel switches on the back of the receiver to set the desired positions.

Set the switches inside the controller battery pak compartment to match the switch positions on the receiver unit.

**TURBO SET BUTTON:** The A, B, X, Y, Z, L & R buttons can be programmed to perform auto repeat (auto-fire) functions. When activated, this will cause the selected button to repeat its function until you release the button (ex: continuous firing, continuous kicking, etc.). This function is especially helpful so that you do not have to repeatedly press a button when a continuous action is desired.

**TO SET A BUTTON TO TURBO:** Press the Turbo button (and hold down). Press and release the feature button that wish to set to the turbo mode, then release the turbo button. To cancel the programmed buttons press the turbo button (and hold down). Then press & release the feature button that you wish to cancel.

**TO CANCEL TURBO FUNCTION:** Press the feature button that you wish to cancel (and hold down). Press the clear button, then release bottom buttons.

**NOTE:** To verify if a particular button has already been set to Turbo mode, press that button. If the TURBO button lights up & flashes, that button is set to Turbo.

**IMPORTANT NOTE:**

When the power switch is turned on, but the controller is not in use (for approximately 45 seconds) it will go into a 'sleep' mode to save power. To 'wake up' (or activate) the controller simply press any of the action buttons

<b>TROUBLESHOOTING</b>	
Not vibrating	Check software for 'vibration' compatibility. Make sure vibration switch on controller is turned ON.
Not working	Make sure Power switch on controller is ON Make sure Receiver is plugged in properly Make sure battery pak is charged
Not performing functions properly	Turn power to console OFF, then remove and re-insert Receiver. Make sure correct play mode is selected, Check for correct channel setting for both receiver & controller

**WARNING:**

Read, follow & understand all warnings & advisory notes in this manual, your video game system instruction manual & video software for safety, health & other information

Do not submerge in water

Do not disassemble any part of controller & receiver

DO not place heavy objects on top of controller & receiver

Do not allow small children to play with controller & receiver unsupervised

Do not use this controller & receiver in any other way than its intended use

Do not unplug receiver while the console is turned on

Keep away from areas where dirt or liquid can get into controller & receiver

Keep away from extreme temperatures

Store in areas away from dust and humidity

Turn off or discontinue use of Vibration function if you have any hand or wrist ailments or if you have any injury's to which the vibration creates discomfort to you in any way

#### **FCC INFORMATION**

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, Which can be determined by turning the equipment off and on the user is encouraged to try to correct the interference by one or more of the following measures:

\_Reorient or relocate the receiving antenna.

\_Increase the separation between the equipment and receiver.

\_Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.

\_Consult the dealer or an experienced radio/TV technician for help.

**FCC Caution:** This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

CAUTION: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

The antenna(s) used for this transmitter must be installed to provide a separating distance of at least 20 cm from all persons and must not be co-located or operating in conjunction with any other antenna or transmitter.