

***** 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.

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

This Mid Wireless controller uses state of the art technology for a better gaming experience. The technology used in this controller allows up to 16 players to use these controllers in one area. The Turbo function allows for auto repeat (auto fire) functions. The ergonomically designed grips combine functionality as well as comfort. The use of 2 AA batteries (not included) allows for up to 70 hours of play time.

In most cases the software used for game play will dictate the functions of the controller buttons. See 'controller setup' in the software game menu. Prior to using the controller, you should move the Analog Sticks in a circular motion.

- SET UP:**
1. Remove the battery compartment cover on the back of the controller and insert 2 AA batteries. Replace the cover.
 2. Plug the receiver into one of the GAMECUBE® controller ports.
 3. If the LED on the receiver does not automatically begin flashing, press the connect button on the receiver. The LED should now be flashing. This indicates that it is 'searching' for a controller to connect to.
 4. Turn the controller on using the ON/OFF switch in the middle of the controller.
 5. If the LED on the controller is off or flashing, press the connect button on the controller. If it automatically turns on, proceed to next step.
 6. The controller and receiver should be connected now. The LED on the controller should be on, and the LED on the receiver should have stopped flashing and should be on. You are now ready to play.
- Repeat the above procedure for each additional player using an Intec Mid Wireless Controller, one at a time. Plug only one receiver into the GAMECUBE®. Follow the procedure above for connecting that controller. Then plug the second receiver into the GAMECUBE® and follow the procedure above for connecting that controller. Continue connecting them one at a time until all your controllers are connected. You may use up to 16 of these controllers in one area without interfering with each other.

LINK CABLE: Use the Link Cable to play when batteries are low in charge or dead. Use only the Link Cable included with this product. Link Cable option provides alternative means of power when the batteries are not inserted into the battery compartment or low in charge.

TO CONNECT LINK CABLE: Insert the Link Cable plug that is near the Line Ferrite Filter to the receiver power port. Connect the other end to the controller power port.

TURBO & CLEAR FUNCTIONS: Use the Turbo function for auto repeat (auto fire). 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.

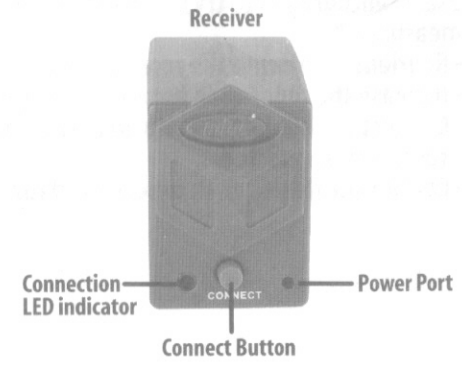
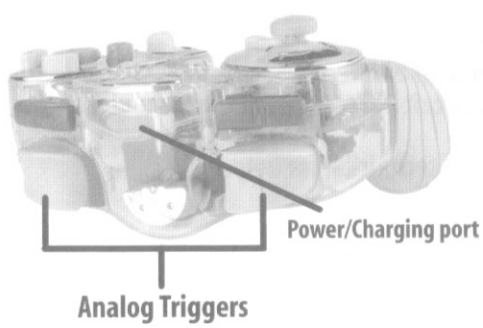
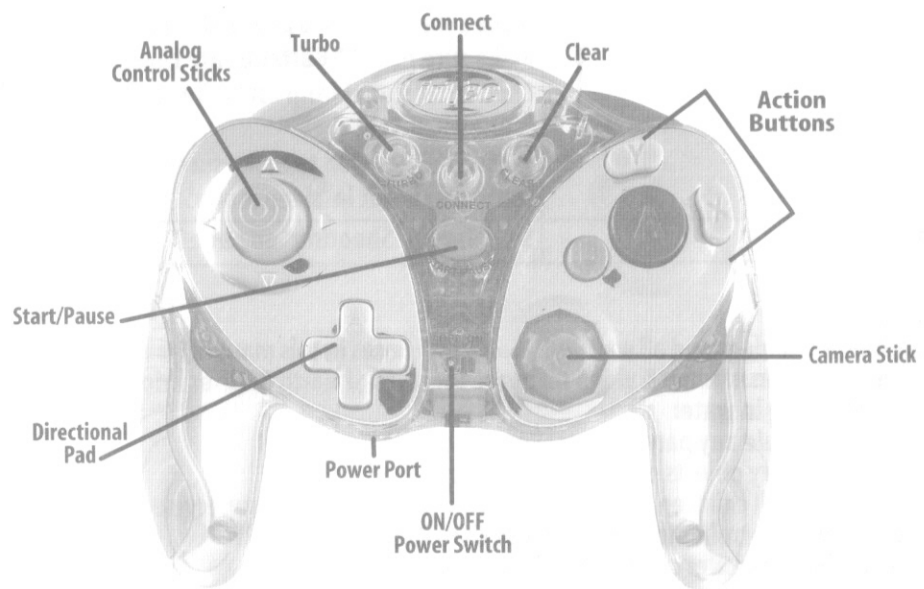
- TO SET AN ACTION BUTTON TO TURBO:**
1. Press and hold the Turbo button.
 2. Press and release any action buttons you want to put into turbo mode.
 3. Release the Turbo Button.

- TO CLEAR THE TURBO FUNCTION FROM AN ACTION BUTTON:**
1. Press and hold the Clear button.
 2. Press and release any action buttons you want remove the Turbo function from.
 3. Release the Clear button. The action buttons you pressed will now return to their original function.

Low Power: when battery undercapacity, the power LED is blinking.
SLEEP MODE: If the controller has not been used for 5 minutes, it will automatically go into Sleep Mode (idle) to conserve power. To use the controller again, you must press the start button. Moving the analog sticks will not reactivate the controller. Note: You should still turn the power switch in the middle of the controller to the off position when not in use to conserve battery power.

VIBRATION CONTROL SWITCH: This switch is used to control the level of vibration feedback in the controller.
 - Off Position is vibration: This setting uses most battery power but provides vibration feedback.
 - On Position is no vibration: This setting uses the least battery power, but provides no vibration feedback.

TROUBLESHOOTING:
 If you turn a controller OFF and ON, or unplug a receiver you may lose the connection between that controller and receiver. If you have lost the connection, unplug the receiver and turn OFF the controller. Plug the receiver in and press connect. Turn the controller ON, and if necessary, press the connect button. Whenever you are trying to connect a receiver and controller, unplug the receiver and turn OFF the controller and follow the steps outlined above in "Setup" for each controller.



TROUBLESHOOTING

Not working	Make sure Power switch on controller is ON. Make sure Receiver is plugged in properly. Make sure new AA Batteries are charged. Check that signal from controller to Receiver is unobstructed. Press START button to make sure that the controller is not in 'sleep mode'.
Not connecting	See "TroubleShooting" on page 2

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 in any other way than its intended use
Do not unplug controller cable 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

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.



For
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UNLIMITED

WIRELESS

G5092

Wireless Controller For Ultimate Gaming!

State Of The Art 2.4 GHz Technology Allows Up To 16 Players

Link Cable For Uninterrupted Game Play

Uses 2 Aa Batteries (Not Included) For Up To 70 Hours Of Play Time

Ergonomic Analog Sticks & Directional Pad For Superior Control

Rubberized Grips For Comfortable Handling

Auto-Detect Feature For Simplified Set Up

Turbo Function For Rapid Fire



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