

This Mini 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. This controller allows you to feel the action of the game when played with "VIBRATION COMPATIBLE" software. You will feel the vibration in the controller grips as a result of the specific game actions. This can be adjusted with the three position vibration control switch. The turbo function allows for auto repeat (auto fire) function. The ergonomically designed grips combine functionality as well as comfort. The use of 2 AA batteries (not included) allows for up to 60 hours of play time depending on the use of the vibration control switch.

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 XBOX™ controller ports.
3. If the LED on the receiver does not automatically begin flashing, press the connect button on the receiver. The green 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 red LED on the controller should be on, and the green 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 Mini Wireless Controller, one at a time. Plug only one receiver into the XBOX™. Follow the procedure above for connecting that controller. Then plug the second receiver into the XBOX™ 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.

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. You can set A, B, X, Y, Black, White, Right and Left Triggers to Turbo mode.
3. Release the Turbo Button. The red LED under the Turbo button will remain lit if any buttons are set to turbo. When you press a button that is in Turbo, this LED will flash.

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. If you have cleared all of the action buttons, the LED under Turbo will go out.

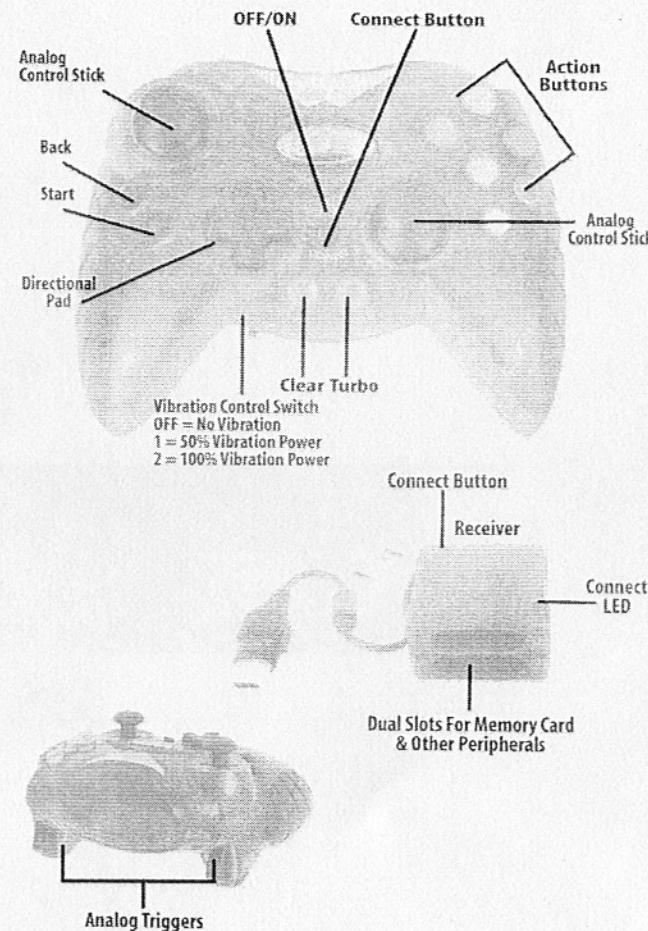
VIBRATION CONTROL SWITCH:

This switch is used to control the level of vibration feedback in the controller.

- Position two is full vibration. This setting uses the most battery power.
- Position one is lower vibration. This setting uses less power, but you still feel the vibration.
- Off 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 the connect button on the receiver. Turn the controller on, and if necessary, press the connect button on the controller. 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 vibrating	Check software for vibration compatibility. Make sure the vibration control switch is set to 1 or 2 if vibration is desired.
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 an action 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
 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

Note:

1. If appear the excrecent circumstance in above process, then the RF Module work often is falsely. Please at this time to reset, come again afresh.
2. In Transmit test mode if press the Test_Rx key then the meeting clearance Transmit the mode appearance but enters the step of A of receive the mode test. Whereas in receive test mode if press the Test_Tx key then meeting the clearance receives the mode appearance but enters the step of A of Transmit the mode test.
3. Gleam quickly the speed is 12 times/ second, slowly and soon gleam the hour speed is 3 times/ second;
4. While Transmit mode, Transmit the period as 10.923 ms, among them Transmit time keep on about 384 uS;
5. 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.
6. Consult the dealer or an experienced radio/TV technician for help.
6. Modifications not authorized by the manufacturer may void users authority to operate this device