

Xbox™ 2.4GHz Wireless Controller

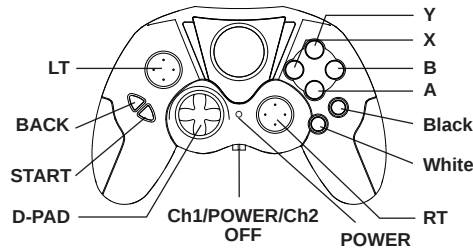
Instruction Manual

Thank you for purchasing Hip Gear's 2.4GHz Wireless Controller for all Xbox™ consoles. Please read this manual carefully before use.

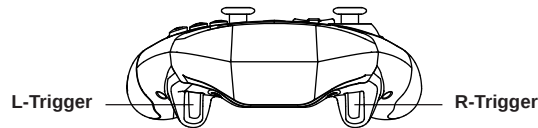
Features:

- Fully compatible with all Xbox™ consoles
- Power on/off selection
- Twin analog sticks
- Rubber grips
- 10 Meters(30ft) RF wireless transmitting & receiving distance
- Dual channel selection to allow up to 2 players at the same time
- Low power Indicator
- Uses 2 AA size batteries

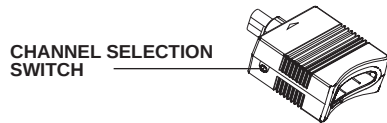
Button Name for Hip Gear's RF Xbox™ Wireless Controller:
a) Controller (front view)



b) Controller (top view)

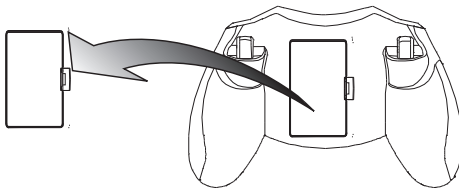


c) Controller's receiver

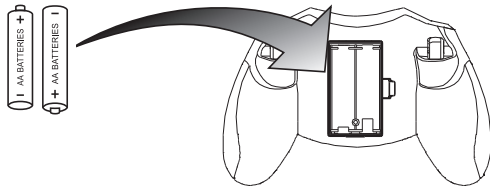


Battery Replacement:

- Open the battery compartment door.



- Insert the batteries as marked on the bottom of the battery compartment.



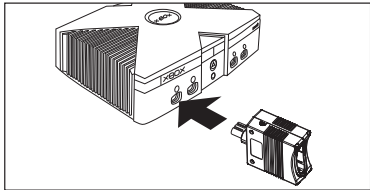
- Close the battery compartment door. You are now ready to use your wireless controller.

Note:

- For longer playing time, use Alkaline batteries.
- Do not mix fresh and used batteries. This will reduce the controller's transmitting and receiving distance and may cause the product to malfunction.
- Rechargeable batteries can be used with this product (rechargeable batteries are not included).
- Dispose of used batteries according to the battery manufacturer's instructions.

How to use:

Step 1: Insert the controller's receiver into the Player 1 slot.



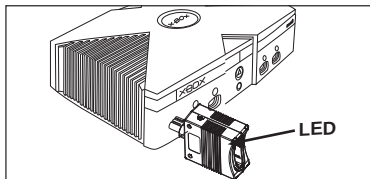
Note:

- Do not insert the controller's receiver into a memory card slot.
- Switch off the console before inserting the controller's receiver.

Step 2: Once the receiver is inserted you may turn on your console.

Step 3: Turn on the wireless controller and set the channel as same as the receiver. (example. If the receiver is set to channel 2, please adjust the controller channel to channel 2.)

Step 4: When the receiver is first plugged into the console, the LED is OFF. Once the controller has detected the receiver, the LED on the receiver will turn ON. The controller is now ready to use.



Note: Turn off the controller's power if not in use.

Sleep mode:

The controller will shut down automatically if it cannot detect the receiver signal(console is turn off) for more than one minute or after it is not in use for more than four minutes. You can turn it on again by pressing the BACK or START button, or just switch the power button to OFF and ON again.

Low Power Indication:

The power LED will blink when the batteries are low, replace both batteries with new ones.

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. There is no guarantee that some form of interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, the user is encouraged to try one or more of the following corrective 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 which the receiver is connected to;
Consult an experienced radio / TV technician for assistance.

FEDERAL COMMUNICATIONS COMMISSION

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

This device and its antenna(s) must not be co-located or operating in conjunction with any other antenna or transmitter.