

WIRELESS CONTROLLER

XBOX™

Thank you for purchasing the Mad Catz Wireless controller for use with the Xbox video game system. It puts you in control of your game system with all the comfort of a remote controller combined with the reliability of cutting-edge wireless technology. With its "unlockable" RF signal transceivers, the wireless controller lets you comfortably play from up to 30' from your Xbox while maintaining complete control over your gaming experience. This user guide will help you understand how to use your wireless controller and get the most from the features it has to offer.

The wireless controller is one of the most durable and reliable accessories you can buy. Be sure to visit www.madcatz.com to register your product and check out our full line of other quality video game accessories.

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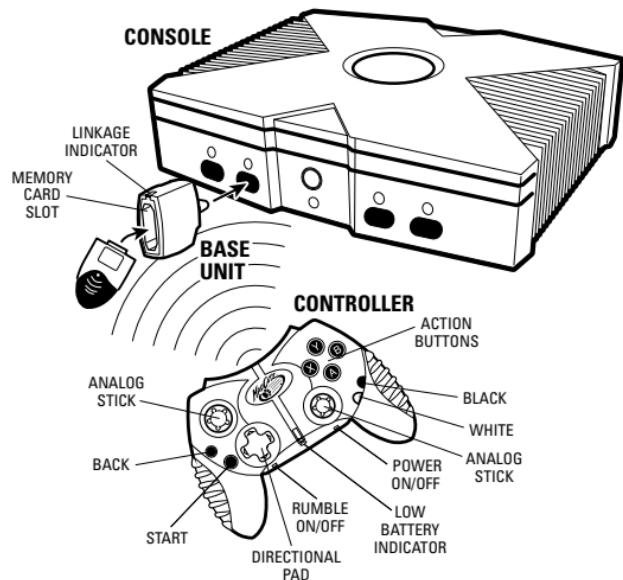
LAYOUT

Base Unit: Used to transmit and receive data from the controller to the game console. Houses one memory card expansion slot.

Directional Pad: The D-pad controls the direction in which the character moves.

Analog Sticks: The two analog sticks each control two axes (X-and Y-axis). Certain software titles will allow you to modify the way that the analog sticks are used and react in the games.

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Triggers Buttons (L and R): These are action buttons and their specific functions depend on the software being used.

Action Buttons (A, B, X, Y, Black, White) : These buttons are used to perform various actions, depending on the software. For more details, see the software instruction manual.

Start Button: This button is generally used to make selections in the menus and for pausing the game. For more details, see the software instruction manual.

Back Button: This button is used to navigate backwards in the game menus. For more details, see the software instruction manual.

Motor On/Off switch: This is used to turn the motor on or off to increase battery life.

Low Battery Indicator: The Low Battery Indicator blinks when the battery level is low. Replace your batteries.

Linkage Indicator: The Linkage Indicator at the receiver indicates whether the unit is connected (Lights on) or not connected (blinks).

POWER SAVE MODE

The controller has an automatic "Sleep" mode -- when the controller is not in use for more than ten minutes, the controller will partially turn itself off in order to conserve batteries. If the Power Switch is on, to wake the controller from sleep mode, press D-Pad, analog sticks, BACK button or START button of the controller.

MULTIPLE CONTROLLERS

If you want to use two or more wireless controllers at the same time (as in multi-player games), simply plug the controllers into the game system as you normally would and begin play.

When you play in the multi-player mode:

1. Insert the game disk and turn on your console.
2. Insert the Base Unit for the first wireless controller into the Player-1 Controller port on the game console.
3. Confirm the link between first Base Unit and first wireless controller by using the controller to see if it works in the game or game menu.
4. Insert the Base Unit for the second wireless controller into the Player-2 Controller port on the game console.
5. Confirm the link between second Base Unit and second wireless controller by using the controller to see if it works in the game or game menu.

△ CAUTIONS △

- Use this unit only as intended.
- To prevent fire or shock hazard, do not expose this unit to rain or moisture. Do not use within 30' of any water such as swimming pools, bathtubs, or sinks.
- To avoid electrical shock, do not disassemble. Refer servicing to qualified personnel only.
- Never push objects of any kind, other than authorized items, into the product as they may touch dangerous voltage points or short out parts that could result in

fire or electrical shock.

- Stop using this unit immediately if you begin to feel tired or if you experience discomfort or pain in your hands and/or arms while operating the unit. If the condition persists, consult a doctor.
- Do not attempt to operate the unit in any way except with your hands. Do not bring the unit in contact with your head, face, or near the bones of any other part of your body.
- The vibration function of this unit can aggravate injuries. Switch off or do not use the vibration function of the unit if you have any ailment of the bones or joints of your hands or arms.
- Avoid prolonged use of this unit. Take breaks every 30 minutes.
- Use this unit only as intended.
- This product contains small parts that may cause choking if swallowed. Not intended for use by children under 3 years of age.

Seizures

Some individuals may have seizures or black outs triggered by the flashing lights on television or in video games, even if they have never before had a seizure. Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game. Parents should be aware when their children play video games and observe them regularly. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Loss of awareness
Involuntary movements
Eye or muscle twitching
Altered vision
Disorientation

When playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available screen.
3. Do not play if you are tired or need rest.
4. Play in a well-lighted room.
5. Take a 15 minute break every hour.

Repetitive Motion Injuries

Playing video games (and the repetitive motion involved) can make your muscles, joints or skin hurt. Playing video games in moderation can help avoid such

damage. Also:

Take a 10 to 15 minute break every hour, even if you don't think you need it. If your hands, wrists or arms begin to hurt or feel sore or tired, stop playing and rest them for several hours before playing again. If pain or soreness continues, stop playing and consult a doctor.

TROUBLESHOOTING

Problem: The controller does not respond.

Solution: Make sure the batteries are fully charged and have not run out.

Solution: Make sure the power switch is on.

Solution: Make sure the receiver is fully plugged into the Xbox game console.

Make sure the controller is not in 'sleep mode'. See Power Save Mode for detail.

Problem: The controller does not vibrate.

Solution: Make sure the batteries are fully charged and have not run out.

Solution: Make sure Motor is on.

Solution: Check the options menu in the game. Some games require the vibration function to be turned on.

5-YEAR LIMITED WARRANTY

Mad Catz warrants this product to be free from defects in materials and workmanship for the warranty period. This non-transferable, five (5) year limited warranty is only to you, the first end-user purchaser. If a defect covered by this warranty occurs AND you have registered your product with Mad Catz AND you provide proof of purchase, Mad Catz, at its option, will repair or replace the product at no charge.

The Mad Catz five (5) year limited warranty is available to North American and Australian customers only, including Canada, Mexico and the United States. Your sole and exclusive remedy is repair or replacement of your Mad Catz product. In no event shall Mad Catz liability exceed the original purchase price of the product. This warranty does not apply to:
(a) normal wear and tear or abusive use; (b) industrial, professional or commercial use; (c) if the product has been tampered with or modified.

To receive warranty service you must:

- Call Mad Catz Technical Support at 1.800.659.2287 or 1.619.683.2815
- Obtain a Return Authorization Number from Mad Catz Technical Support
- Ship the product to Mad Catz at your expense for service
- Enclose a copy of the original sales receipt showing a purchase date
- Enclose a full return address with daytime and evening phone numbers

TECHNICAL SUPPORT

Online Support and User Guides: www.madcatz.com

E-mail: techsupport@madcatz.com

Telephone: Available 8 A.M. to 4 P.M. Pacific Standard Time, Monday - Friday (excluding holidays) at 1.800.659.2287 (North America) or 1.619.683.2815 (outside US).

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.

Any changes or modifications made on the system not expressly approved by the manufacturer could void the user's authority to operate the equipment.

Declaration of Conformity

ENGLISH

Model Number: **4556S**

Trade Name: **Wireless Controller for Xbox**

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.

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

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Questions? Visit our web site at www.madcatz.com or call 1.800.659.2287 (North America) or 1.619.683.2815.

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