REMOTE CONTROL WITH WIRELESS GAME CONTROL OPERATION

Battery Installation
Before attempting to operate your remote control, install the batteries as described below:
1. Turn the game controller face down. Using your finger, lift the battery cover tab and remove the cover.
2. Install three “AAA” batteries. Make sure that proper polarity (+ or -) is observed.
3. Align the cover tab with the game controller and press down on the cover tab until the cover locks.

WIRELESS GAME CONTROLLER FUNCTIONAL DESCRIPTION

1. Use the START button to enter the games list (1-54). Then use the direction buttons to move the arrow to the desired game. Press the START button to select the game. Use the SELECT button to exit to the game list.
2. A Key: “A Function Key” activates the jump function and optional weapons.
3. B Key: “B Function Key” activates the fire and attack functions.
4. TA Key: TURBO “A” Function Key.
5. TB Key: TURBO “B” Function Key.
6. BACK Key: The Back key is used to return to the previous page. While playing a game pressing the Back button will return to the games list. Pressing the Back button again will return to the games main page “54 Arcade Games”.
7. Press the START button to begin the game. Press the START button again at any time to pause the game.

There are 54 games in the games list to choose from and 6 are for two players.

One-Player
The games can be selected from either the M1 monitor or the M2 monitor. Whichever viewer selects the game source becomes Player 1 (and uses the P1 controller)

Two-Players
When there are two players, the first user to select the game source uses the P1 controller. Player 2 uses the P2 controller. The P1 controller is used for game selection. P2 controller can select a game but the game can only be started by pressing the START button on P1 controller.
INSTALLATION OF MVGP1 (GAME MODULE PACKAGE)

**HR7012M / HR7012S Master Monitor**

**HR7012M / HR7012S Satellite Monitor**

Connect to external source such as Blu-ray player, game console or multi-media head unit.

- **12 Pin AV Adapter Cable**
- **FM Antenna**
- **Interface Box**
- **AV Input**
- **AV Output**
- **BLUE**
- **YELLOW**
- **GREEN**
- **RED**

**Relay Box**

See the instructions supplied with the SIRSWB for installation.

**12 Pin AV Adapter Cable**

**OPTIONAL**

**Relay Box**

Relay Box for wireless FM MOD

See antenna note below

**OPTIONAL MVGP1 (GAME PACKAGE)**

MVGP1 GAME MODULE

* Use the attached double sided tape on the game module to secure the game module to the interface box.

**ADVEXL10 / VODEXL10**

Screw

GAME MODULE

Plug 8 Pin Connector Here