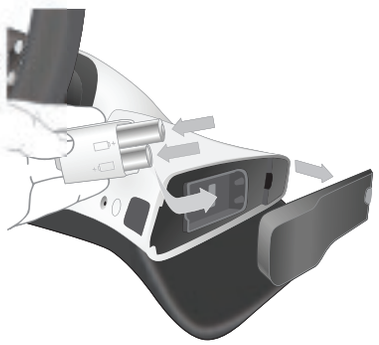
Insert batteries according to the instructions provided below.

If you use your racing wheel with an Xbox 360 Rechargeable Battery Pack, see the manual that came with the battery pack for important safety information about the use of the battery pack.

To insert batteries into the racing wheel AA battery pack:

1 Remove the battery cover from the base of the racing wheel.

2 Press the tab on the top of the AA battery pack and pull down to detach it from the racing wheel.



3 Insert two new AA (LR6) batteries with their positive (+) and negative (–) ends positioned as shown on the underside of the battery pack. For best performance, AA rechargeable batteries are not recommended.

4 Slide the AA battery pack back into place on the controller and push in to lock.

5 Replace the battery cover.

NOTE

To avoid pinching your fingers when inserting, push only on the flat surface of the battery pack.

⚠ Remove Batteries Aboard Aircraft

Before packing the racing wheel in luggage that will be checked on an aircraft, remove any batteries from the racing wheel. The racing wheel can transmit radio frequency (RF) energy, much like a cellular telephone, whenever batteries are installed.

NOTES

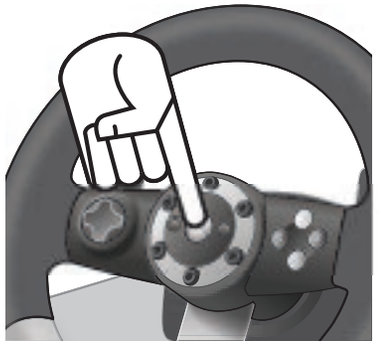
- If you use batteries instead of the power supply, force feedback will not be active.
- If you're using the Xbox 360 Rechargeable Battery Pack, the racing wheel will charge your battery pack whenever the battery pack and the AC power supply are both connected. Charging will not interfere with force feedback.

Connect Your Racing Wheel

Up to four racing wheels can be actively connected to a console at one time. Each connected racing wheel gets a quadrant on the Ring of Light. Before you can connect a racing wheel, at least one quadrant must be free (unlit). To disconnect a racing wheel, press and hold the Xbox Guide button for three seconds, and then turn it off.

To connect your racing wheel to your console:

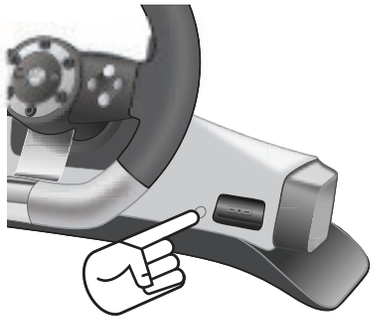
1 Press and hold down the Xbox Guide button or the Start button until the racing wheel turns on.



2 If your console is not on, press the power button to turn on the console.

3 Press and release the connect button on the console.

4 Press and release the connect button on the racing wheel.



5 After the Ring of Light (on the console and on the racing wheel) spins and flashes once, the racing wheel is connected. The quadrant that remains lit indicates the racing wheel's position.

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Turn Your Console and Racing Wheel On

To turn your console and racing wheel on, press and hold the Xbox Guide button or the Start button.

Turn Your Console and Racing Wheel Off

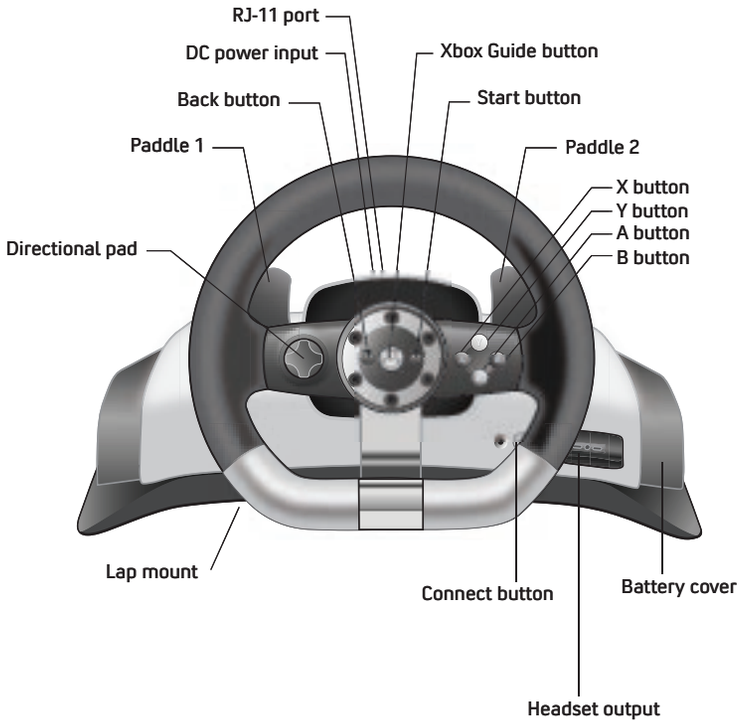
To turn your console and racing wheel off, press and hold the Xbox Guide button on your racing wheel for three seconds. Then select whether you want to turn off just your racing wheel or both your racing wheel and your console. (Selecting the console will turn off the console and all connected racing wheels.)

To turn off your console only, press the power button on your console.

NOTES

- When you turn off your console, your racing wheel will still be connected the next time you turn it on.
- Your racing wheel is connected to only one console at a time. You can connect to a new console at any time, but your connection to the previously connected console will be lost.
- The racing wheel works only within 9 meters (30 feet) of the console. Objects between the racing wheel and the console can reduce this range.
- If you use batteries instead of the power supply, force feedback will not be active.
- If you're using the Xbox 360 Rechargeable Battery Pack, the racing wheel will charge your battery pack whenever the battery pack and the AC power supply are both connected. Charging will not interfere with force feedback.

USING YOUR RACING WHEEL



Xbox Guide Button

The Xbox Guide button in the center of your racing wheel puts the Xbox 360 experience at your fingertips. Press the Xbox Guide button to turn your console on. Once on, pressing the Xbox Guide button gives you immediate access to the Xbox Guide. To turn off your console, press and hold the Xbox Guide button for three seconds and confirm your selection.

Ring of Light

Composed of four quadrants, the Ring of Light surrounds the Power button on the console and the Xbox Guide button on the racing wheel. When you connect a racing wheel to your console, it is assigned a specific quadrant, which glows green to indicate the controller's number and position. Each subsequent racing wheel connected to the console (up to four) is assigned an additional quadrant.

Controls

The racing wheel offers a total of nine controls: a directional pad (D-pad), A, B, X, Y, Start, Back, Paddle 1, and Paddle 2. By default, these controls mirror the corresponding controls on an Xbox 360 Controller, but each may be re-assigned to an alternate function.

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To learn about control mapping for a specific game, see the documentation that came with the game.

> ⚠ **NOTE**
> When turning the wheel all the way left or right, don't try to push the wheel past the limits of its rotation. Applying excessive force after the wheel stops won't make it turn any farther, and you could pull the racing wheel out of position in doing so.

Pedals

The pedal base supports two pedals: right (gas) and left (brake). Your heels will hold the pedal base in place, but you can also set the base squarely against a supporting object or a wall.

Expansion Port

The expansion port (with 2.5-mm audio connector) on your racing wheel lets you connect expansion devices like the Xbox 360 Headset (sold separately) to your racing wheel. For more information, see the instruction manual for your expansion device.

The racing wheel is also compatible with the Xbox 360 Wireless Headset (sold separately).

> ⚠ **Hearing Loss**
> Extended exposure to high volumes when using a headset may result in temporary or permanent hearing loss. Some unapproved third-party headsets may produce higher sound levels than approved Xbox 360 Headsets.

CLEANING YOUR RACING WHEEL

Clean only with a dry or slightly damp cloth. Using cleaning solutions may damage your racing wheel.

TROUBLESHOOTING

If you encounter problems, try the possible solutions provided below.

Racing Wheel Does Not Work

Turn on the racing wheel by pressing the Xbox Guide Button or the Start button and connect the racing wheel to your console. If console lights spin longer than 15 seconds when connecting:

- Move the racing wheel closer to the console.
- Make sure the AC power cord is plugged in or, if you're using batteries, that the batteries are fresh.
- Keep the console and racing wheel at least three feet away from large metal objects, such as file cabinets and refrigerators.
- Metallic decorations or stickers on the console or racing wheel can interfere with racing wheel performance. Remove decorations and try connecting again.
- Make sure the front of the console is positioned in the direction of the racing wheel and away from nearby walls.
- Cordless phones (2.4 GHz), wireless LANs, wireless video transmitters, microwave ovens, some mobile/cell phones, and Bluetooth headsets can interfere with the operation of the racing wheel. Turn these off or unplug them and retry connecting.
- If you're using batteries and nothing else works, turn off your console, remove and reinsert the AA batteries or Xbox 360 Rechargeable Battery Pack into the racing wheel, and then repeat the steps given in "Connect Your Racing Wheel."

IF YOU NEED MORE HELP

Go to www.xbox.com/support or call Xbox Customer Support:

- United States and Canada: 1-800-4MY-XBOX (1-800-469-9269)

  TTY users: 1-866-740-XBOX (1-866-740-9269)
- Mexico: 001-866-745-83-12 (TTY users: 001-866-251-26-21)
- Colombia: 01-800-912-1830
- Brazil: 0800-891-9835
- Chile: 1230-020-6001

Do not take your Xbox 360 console or its accessories to your retailer for repair or service unless instructed to do so by an Xbox Customer Support representative.

> ⚠ **Do Not Attempt Repairs**
> Do not attempt to take apart, service, or modify the Xbox 360 console, power supply, or its accessories in any way. Doing so could present the risk of serious injury or death from electric shock or fire, and for safety reasons it will void your warranty.

DISPOSAL OF WASTE ELECTRICAL AND ELECTRONIC EQUIPMENT

This symbol means that the disposal of this product may be regulated. Disposal with household waste may therefore be restricted. It is your responsibility to comply with applicable recycling law or regulations pertaining to electrical and electronic waste. Separate collection and recycling will help to conserve natural resources and prevent potential negative consequences for human health and the environment, which inappropriate disposal could cause due to the possible presence of hazardous substances in electrical and electronic equipment. For more information about where to drop off your electrical and electronic waste, please contact your local city/municipality office, your household waste disposal service, or the shop where you purchased this product.

FOR CUSTOMERS IN THE UNITED STATES

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
2. This device must accept any interference received, including interference that may cause undesired operation.

Trade Name:	Microsoft Corp.
Responsible Party:	Microsoft Corporation
Address:	One Microsoft Way Redmond, WA 98052 U.S.A.
Telephone No.:	(800) 4MY-XBOX

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

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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.

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

CAUTION

Exposure to Radio Frequency Radiation

To comply with FCC RF exposure compliance requirements, this device must not be co-located or operating in conjunction with any other antenna or transmitter.

FOR CUSTOMERS IN CANADA

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

This device complies with RSS 210 of Industry Canada (IC).

Operation is subject to the following two conditions: (1) this device may not cause interference, and (2) this device must accept any interference, including interference that may cause undesired operation of this device.

CAUTION

Exposure to Radio Frequency Radiation

The installer of this radio equipment must ensure that the antenna is located or pointed such that it does not emit RF field in excess of Health Canada limits for the general population; consult Safety Code 6, obtainable from Health Canada's website at www.hc-sc.gc.ca/rpb.

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Volant sans fil Xbox 360 à retour de force

français

Français

Merci d'avoir choisi le volant sans fil Xbox 360 à retour de force. Le volant assure une haute performance grâce à une combinaison de retour de force et de détails automobiles authentiques.

Votre nouveau volant vous offre :

- Technologie sans fil de 2,4 GHz avec une portée de 9 mètres (30 pieds).
- 25 cm (10 pouces) de diamètre.
- Prise casque intégrée.
- Commandes affectables (y compris les commandes généralement prises en charge par la manette Xbox 360).

Le volant fonctionne avec la console de jeu et de loisirs Xbox 360™. Pour personnaliser la performance du volant en fonction d'un jeu particulier, consultez la documentation de votre jeu.

Pour profiter pleinement de votre volant, essayez la batterie rechargeable Xbox 360 et le kit de chargement rapide Xbox 360.

⚠ AVERTISSEMENT

Avant d'utiliser ce produit, lisez le présent guide et les guides de la console Xbox 360 pour obtenir toute information relative à la sécurité et à la santé. Conservez tous les guides pour consultation ultérieure. Pour obtenir des guides de rechange, rendez-vous sur www.xbox.com/support ou composez le numéro du Service à la clientèle de Xbox (voir la section « Si vous avez besoin d'une aide supplémentaire »).

La garantie limitée couvrant ce produit se trouve dans le Guide de garantie Xbox 360 (Volume 2) et est diponible en ligne sur la page www.xbox.com/support.

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français

Black only

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PROJECT MANAGER: Don Fitzwater

CLIENT:	DESCRIPTION:				
Microsoft Xbox	Xbox Monaco (Racing Wheel) Manual				
PD:	DATE:	APPROVED BY:	MPN/JOB CODE:	PART NUMBER/VERSION:	MECHANICAL/PASS:
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Mechanical 1

CRISES D'ÉPILEPSIE LIÉES À LA PHOTOSENSIBILITÉ

Pour un très faible pourcentage de personnes, l'exposition à certaines images, notamment aux lueurs ou motifs clignotants pouvant apparaître dans les jeux vidéo, risque de provoquer une crise d'épilepsie liée à la photosensibilité, même chez des personnes sans antécédent épileptique.

Les symptômes de ces crises peuvent varier; ils comprennent généralement des étourdissements, une altération de la vision, des mouvements convulsifs des yeux ou du visage, la crispation ou le tremblement des bras ou des jambes, une désorientation, une confusion ou une perte de connaissance momentanée. Ces crises peuvent également provoquer une perte de connaissance ou des convulsions pouvant engendrer des blessures dues à une chute sur le sol ou à un choc avec des objets avoisinants.

Cessez immédiatement de jouer et consultez un médecin si vous ressentez de tels symptômes. Il est conseillé aux parents de surveiller leurs enfants et de leur poser des questions concernant les symptômes ci-dessus; les enfants et les adolescents sont effectivement plus sujets à ce genre de crise que les adultes. Les précautions suivantes peuvent réduire le risque d'une crise d'épilepsie photosensible :

- S'asseoir loin de l'écran de télévision.
- Utiliser un écran de télévision de petite taille.
- Jouer dans une pièce bien éclairée.
- Éviter de jouer en cas d'envie de dormir ou de fatigue.

Si vous ou un membre de votre famille avez des antécédents de crises d'épilepsie, consultez un médecin avant de jouer.

TROUBLES MUSCULO-SQUELETTIQUES

Il est possible que l'utilisation de manettes de jeu, de claviers, de souris ou d'autres périphériques d'entrée électroniques entraîne de graves blessures ou troubles.

Comme pour de nombreuses activités, il est possible que vous ressentiez occasionnellement de l'inconfort dans vos mains, vos bras, vos épaules, votre cou ou d'autres parties de votre corps en jouant à des jeux vidéo. Cependant, si vous ressentez de façon persistante ou récurrente un inconfort, une douleur, un élancement, des picotements, un engourdissement, une sensation de brûlure ou une raideur, N'IGNOREZ PAS CES SIGNES AVANT-COUREURS. CONSULTEZ RAPIDEMENT UN PROFESSIONNEL DE LA SANTÉ QUALIFIÉ, même si les symptômes surviennent lorsque vous ne jouez pas à un jeu vidéo. De tels symptômes peuvent être associés à de douloureux, et parfois permanents, troubles et maladies affectant les nerfs, les muscles, les tendons, les vaisseaux sanguins et d'autres parties du corps. Ces troubles musculo-squelettiques (TMS) comprennent, entre autres, le syndrome du canal carpien, la tendinite, la ténosynovite et le syndrome vibratoire.

Les chercheurs ne sont pas encore en mesure de répondre à de nombreuses questions sur les TMS, mais ils s'entendent généralement pour dire que de nombreux facteurs peuvent contribuer à leur apparition, y compris les maladies, la condition physique, le stress et la façon de le gérer, l'état de santé général, la position du corps lors du travail et des autres activités (comme les jeux vidéo). Certaines études laissent croire que la durée d'une activité est également un facteur.

Certaines directives peuvent vous aider à travailler et à jouer confortablement et possiblement à réduire le risque de

souffrir d'un TMS. Elles se trouvent dans le Guide sur la façon saine de jouer, disponible sur www.xbox.com. Parmi ces directives, notons les suivantes :

- Adoptez des positions confortables.
- Assurez-vous de détendre vos mains, vos doigts et les autres parties de votre corps.
- Prenez des pauses.
- Adoptez un mode de vie sain.

Si vous avez des questions concernant un possible lien entre votre mode de vie, vos activités, votre état de santé ou votre condition physique et les TMS, consultez un professionnel de la santé qualifié.

CHOISISSEZ UN EMPLACEMENT POUR VOTRE VOLANT

Le volant peut être installé sur les genoux ou sur une table. Si vous installez le volant sur une table, assurez-vous qu'il ne tombe pas.

Placez tous les câbles et les cordons de façon à ce que les personnes et les animaux qui se déplacent à cet endroit ne trébuchent pas dessus ou ne les accrochent accidentellement. Lorsque le volant n'est pas utilisé, pensez à débrancher tous les câbles et cordons pour les garder hors de la portée des enfants et des animaux. Ne laissez pas les enfants jouer avec les câbles et les cordons.

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