

QS-155 AVIATOR 1 INSTRUCTIONS

COMPATIBILITY

The Aviator 1 is compatible with Sega, Sears, Atari, Commodore, Amstrad and MSX game systems. To facilitate usage with 2-player games, the Aviator 1 comes with 2 6-foot cables and 2 9-pin connectors.

MAIN FEATURES

The Aviator 1 works like most multisystem game controllers. Its features include:

Authentic Aircraft Control Yoke

Looks and feels like a real aircraft yoke.

Operating Mode Selector

Selects the compatibility of the Aviator 1.

Four Fire Buttons

Engraved A and B, these four fire buttons (two As and two Bs) ensure quick, positive response.

Realistic Altitude/Level Indicator

Reflects actual yoke movement in flight simulation games.

Two Turbo Fire Selectors

Control the turbo fire capability of the fire buttons.

Player 1/Player 2 Selector

Selects between player 1 and player 2.

Four Suction Cups

Secure the Aviator 1 in place during play.

OPERATING GUIDELINES

1. Connect the Aviator 1 to the game port(s) of your game console. For 2-player games, you have to plug in both connectors. Just be sure the connector used matches the player number of the game port.

2. Secure the Aviator 1 in place.

3. Select the compatibility of the Aviator 1 using the operating mode selector.

The mode selector has four positions. Select:

A for Atari, Commodore, Sears or compatible game console

B for MSX or compatible game console

C for Amstrad CPC 464 or compatible game console

D for Sega Mark I or compatible game console

Note that the Aviator 1 does not support the Atari 7800 or Sega Genesis.

4. Load the game software.

5. Select the player number using the player 1/player 2 selector.

6. Set the turbo fire status for individual fire buttons using the corresponding turbo fire selectors. Turbo fire selector A sets the turbo fire capability for both fire buttons A, whereas turbo fire selector B sets the turbo fire capability for both fire buttons B.

Each turbo fire selector has three settings. Select I for normal turbo fire,

or II for high-speed turbo fire. Then hold down the corresponding fire button to fire continuously. If you want to disable the feature, select 0.

The outcome of using turbo fire is game dependent. Some games are better with the turbo fire function activated; some are not. It is up to you to check the best setting for individual games.

Note that the turbo fire function is not supported on the AMSTRAD CPC 464 game console. The turbo fire selectors must be set to 0 when the Aviator 1 is used with such a unit. This limitation is imposed by the game console, not by the Aviator 1.

7. To switch from one player to another, you need not unplug the Aviator 1 from the game console. Simply slide the player 1/player 2 switch to the appropriate player number.

8. The control yoke can be moved in eight directions: pull-up, pull-up right, pull-up left, center right, center left, push-down, push-down right and push-down left. It is designed in such a way that when left free, it automatically returns to the center position.

Generally speaking, the push-down and pull-up positions of the control yoke correspond to the pull-backward and push-forward positions of a conventional joystick.

9. The functions of the fire buttons are game dependent. Always read your game manual for best performance.

HOW TO HOLD THE AVIATOR 1

The Aviator 1 is designed for double-handed, fatigue-free operation. For maximum comfort, it should be secured to a flat, smooth, sturdy surface that is more or less of the same height as your seat, and you should keep your elbows close to your sides at all times. Hold the yoke as you would hold a steering wheel, and control the fire buttons with your thumbs and trigger fingers. For extended hours of play, rest your forearms on your lap.

MAINTENANCE

The Aviator 1, if used properly, does not require any maintenance. However, there are a few things you have to pay attention to:

1. Never expose the unit to extreme temperature, humidity or physical shock.
2. Keep the unit dust free by wiping it with a clean, soft cloth.
3. Turn off the game console before disconnecting the unit from a game port. Do not pull on the cable. Hold its connector instead, and loosen the connection gently.
4. Replace the unit in its original packing when it is not in use.
5. Do not disassemble the unit. It contains no user-serviceable parts.