Thank you very much for purchasing the RG-M10BU. In order to use it properly, please read this instruction manual carefully beforehand.

Since the RG-M10BU features CD-ROM playing, you will be able to use it for games on SEGA CDs along with games on cartridges and music on CDs and CD+Gs (karaoke).
CAUTION
The lightning flash with arrowhead symbol, within an equilateral triangle is intended to alert the user to the presence of uninsulated "dangerous voltage" within the product's enclosure that may be of sufficient magnitude to constitute a risk of electric shock to persons.

The exclamation point within an equilateral triangle is intended to alert the user to the presence of important operating and maintenance (servicing) instructions in the literature accompanying the appliance.

WARNING: TO REDUCE THE RISK OF FIRE OR ELECTRIC SHOCK, DO NOT EXPOSE THIS APPLIANCE TO RAIN OR MOISTURE.

IMPORTANT FOR LASER PRODUCTS
1. CLASS 1 LASER PRODUCT
2. DANGER: Invisible laser radiation when open and interlock failed or defeated. Avoid direct exposure to beam.
3. CAUTION: Do not open the top cover. There are no user serviceable parts inside the Unit; leave all servicing to qualified service personnel.

CAUTION
To reduce the risk of electrical shocks, fire, etc.:
1. Do not remove screws, covers or cabinet.
2. Do not expose this appliance to rain or moisture.

For U.S.A.
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.

EPILEPSY WARNING
WARNING: READ BEFORE USING YOUR JVC X'EYE VIDEO GAME SYSTEM.
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

Patents: U.S. Nos. 4,442,486/4,454,594/4,462,076; Europe No. 80244;
Canada No. 1,183,276; Hong Kong No. 88-4302; Singapore No. 88-155; Japan No. 82-205605(Pending)
Caution!

Water is an enemy!
If water or other liquid enters the JVC X' EYE's interior, unplug the AC adaptor and consult the retail seller.

Don't touch!
Do not soil or touch the JVC X' EYE's connection ports and cartridge slot.

Don't open!
Since touching the interior of the JVC X' EYE is dangerous and may cause damage, do not take apart or alter the JVC X' EYE or its accessories.

When moving the JVC X' EYE:
Before moving the JVC X' EYE, be sure to take out any disc in the disc tray.

Warning to owners of projection televisions:
Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of CD-based video displays on large-screen projection televisions. Consult your owner's manual before playing video games on your projection television.

The JVC X' EXE's location:
In the following cases, moisture drops may form in the interior of the JVC X' EYE and cause it to malfunction.

1. Right after heating is turned on for the first time.
2. When the JVC X' EYE is in a humid place.
3. When you carry the JVC X' EYE from a cold place to a warm place.

In the above cases, first leave the JVC X' EYE off for at least an hour before using it. Avoid using the JVC X' EYE in places that experience direct sunlight or high temperatures (such as near a heater). Also, do not use the JVC X' EYE in places that are unstable or subject to outside shock.

Power Supply:
- Use only the AC adaptor supplied with your JVC X' EYE.
- Since the AC adaptor generates heat, please do not cover it with anything such as a blanket when it is in use.
- Always unplug the AC adaptor when not using the JVC X' EYE.
- Always hold the main part of the AC adaptor when unplugging it.
Since the JVC X'EYE features CD-ROM playing, it can be used to enjoy games on Sega CDs along with games on Genesis cartridges, music on audio CDs, and karaoke music on CD+Gs.

Games: SEGA CDs
Music: CDs
Karaoke: CD+Gs

Games: Genesis cartridges

The JVC X'EYE is compatible with these disc types:

- SEGA CD Games (CD-ROM)
- Audio Music (CD)
- Audio + Graphics (CD+G)

JVC X'EYE can be used to play games on SEGA CDs and GENESIS cartridges.
Identifying Parts

JVC X'EYE SYSTEM RG-M10BU

RG-M10BU CONSOLE

- Disc Tray
- Cartridge Slot
- Power Button
- Reset Button
- CD Door Button (Open)
- Power/Access Indicators
- Control Port 1 and 2

CONTROL PAD

- AC Adaptor
  - AA-S95J
- RF Unit
  - RF-S10J
- CDs

Connections to TV and Analog A/V Devices

Back View Back Page

Connections to AV Devices...
Connecting

Select A or B according to whether your TV is equipped with an AV input terminal or not. Set the POWER switch of X'EYE to OFF before making any connections.

A. Connections to TV and Antenna

BACK VIEW OF CONSOLE

* When using the RF unit, the sound will be played back monaurally (mixture of L and R channels).
* Also refer to RF-unit’s Instructions.

B. Connections to AV TV

BACK VIEW OF CONSOLE

These cables are optional.

Connections to Power

BACK VIEW OF CONSOLE

To domestic wall outlet of 120V~60Hz
1. Connect the control pad to control port 1. Two people can play if an optional control pad is connected to control port 2.

2. Turn ON the TV. (Adjust the TV's input selector, channel or tuning according to the connection method.)

3. Insert the software you wish to use in the cartridge slot or disc tray.

4. Turn the power of X'EYE to on. Be sure the power indicator light is on.

5. If all connections have been properly made, the X'EYE logo and, in some cases, a demonstration of the game appears on the screen.

   *Use of CD: X'EYE logo
   *Use of cartridge: Game demonstration
   (When both a cartridge and a CD have been set, the software of the cartridge will operate with priority.)

Note:
Be sure the power is off when inserting or removing cartridge.
Playing JVC X' EYE

PLAYING SEGA CD GAMES (CD-ROMS)

When playing games on SEGA CDs for the first time, be sure to carry out FORMAT of the built-in backup memory before starting. (For more details, please see page 7.) If you do not format the built-in backup memory, you may not be able to save your data in some cases.

1. When inserting a SEGA CD disc, the "GAME" will be selected.

2. Press START on the control pad or press Button C to go to the game screen.

   Please refer to the instruction manual of each game for instructions on operation after these two steps.

ENDING A SESSION

1. Press the reset button on the JVC X' EYE console.
   * However, please do not press the reset button when data is being saved.

2. The screen first displays the JVC X' EYE title screen before displaying the Control Panel.
   * There may be slight differences depending on the game. Please refer to the instruction manual of each game for more details.

3. Remove the SEGA CD.

BACKUP MEMORY

SAVING YOUR GAMES

Some games allow you to save your current game data at the time you stop playing so you can continue playing later. The JVC X' EYE console has a internal circuit to save your data which is called "built-in backup memory."

* Since there is a limit to the data that can be saved, please delete unnecessary items.

Note:
Since saved data is erased if the JVC X' EYE is left off for a month or more, turn it on at least once a month even if you do not use it.

* If the data is erased, reformat the built-in backup memory and leave the power on for at least one hour.
**Playing JVC X' EYE**

## READING THE SCREENS

### 1. Menu Screen

1. Formats built-in backup memory.
2. Formats backup cartridge memory.
4. Erases data in backup cartridge memory.
5. Copies data in built-in backup memory to backup cartridge memory.
6. Copies data in backup cartridge memory to built-in backup memory.
7. Returns you to the Control Panel.

### 2. ERASE Screen

Saved Item(s): Number of items saved.
Free Memory: Unused space in backup memory. Units are blocks.
Item Number: Sequential item number.
Name: The name that a data item is saved under in backup memory.

It cannot be written by the player. An abbreviation of the game's name or other title is automatically used.
Memory Used: Size of each item. Units are blocks.

## FORMATTING

1. Select OPTION on the Control Panel and press Button C.
   * If the number of saved items and free memory in internal memory is displayed on the DATA STORAGE INFORMATION Screen, it means that it was already formatted at the time of shipment. In that case, use as is.

2. When "PLEASE FORMAT" appears, press Button C to go to the menu.

3. Select "internal backup format built-in backup memory" and press Button C to go to the FORMAT Screen.

4. Select "Yes" and press Button C. Formatting is carried out and you will return to the menu.

   If a "Cannot Format" message appears, it is possible that there is a breakdown or defect again in the JVC X' EYE. In such case, please consult the retail seller from whom you purchased it.
Playing JVC X' EYE

PLAYING CARTRIDGES (GAMES)

1. Turn the power of X' EYE to OFF.
2. Insert the cartridge into the cartridge slot, label side facing forward.
3. Press the power button on the JVC X' EYE console to turn it on.
4. Use the control pad to start the game.

When playing a long game, it is suggested that you take a 10 to 20 minute rest every hour for your health.

ENDING GAMES

1. Press the power button on the JVC X' EYE console to turn it off.
2. Gently pull the cartridge straight out.
3. Unplug the AC adaptor.

NOTE:
Never take out the cartridge when the power is on as this will cause malfunctioning or damage.

PLAYING CDs (MUSIC)

1. Turn on the TV.
2. When inserting a music CD, the "MUSIC" indication is selected.
3. Press START on the control pad or press button C to begin playing the CD.
4. When the CD is finished playing, remove the disc from the tray.
**CONTROL PANEL DISPLAY**

- **DISC TIME MODE**
  Shows disc time in four different modes.

- **DOOR OPEN**
  Indicates that the CD door is open.

- **TRACK**

- **TIME**

- **LEVEL METER**

- **MODE**
  Displays in two sound modes

- **INTRO PLAYING TIME**
  Indicates the length of INTRO time when it has been set.

- **SPACE**
  Indicates the space between tracks when it has been set.

**MUSIC CALENDAR**

Normally indicates track numbers in the track order of the inserted disc. During PROGRAM or RANDOM playing, it displays the track order that you have set. Further, when the track order has been set for PROGRAM playing, the LEVEL meter is replaced with the PROGRAM CALENDAR.

**CONTROL PANEL BUTTONS**

- **STOP**

- **PLAY**

- **PAUSE**

- **AUTO SEARCH**
  Switch to CD+G Screen Command

- **SEARCH**
CONTROL PANEL BUTTONS

PLAY  When you select [►] or [MUSIC] and press Button C, the option turns red and play begins.

PAUSE  When you select [II] and press Button C, the option turns red and play of the current track is paused. Playing resumes from where the track was stopped if you press it again.

STOP  When you select [■] and press Button C, play of the current track stops.

AUTO SEARCH  (Can be used during PLAY, PAUSE, and STOP and PAUSE)
1. When you select either [►►] (right) or [◄◄] (left) and press Button C, this option takes you forward or back by one track.

2. When PAUSE or STOP are highlighted, you can resume play by pressing PLAY again.

SEARCH  (Can be used only during PLAY)
When you select either [►►] (right) or [◄◄] (left) and press Button C, the option turns red and cues forward [►►] or back [◄◄] through the current track while you hold down Button C.

CD-G  When you select CD-G and press Button C, the display changes to the CD-G screen.

FUNCTION COMMANDS

REPEAT  (Can be set during PLAY, PAUSE, and STOP)
Repeats play.
When you select REPEAT and press Button C, the option turns red. During PLAY, play starts by itself. During PAUSE or STOP, play is started by selecting PLAY and pressing Button C. All the tracks on the CD or the tracks that you select for PROGRAM playing are repeated. RANDOM and INTRO playing can also be repeated.

A-B REPEAT  Repeats a section of track. (Can only be used during PLAY.)
1. When you select A-B REPEAT and press Button C, the option turns blue and the starting point of section to be repeated (A) is marked.

2. The end of the section to be repeated (B) is marked by pressing Button C again. AB-REPEAT turns red and repeat playing of section A to B begins.

RANDOM  Plays automatically selected tracks. (Can only be set during STOP.)
1. When you select RANDOM and press Button C, the option turns red.

2. When you select [►] and press Button C, random playing begins. This option can also be combined with INTRO, PROGRAM, and REPEAT playing.

PROGRAM  Enables you to listen to tracks in the order you choose. (Can only be set during STOP.)
1. When you select PROGRAM and press Button C, the option turns blue.
2. When you select the track you want to hear with the cursor and press Button C, its number is displayed on the MUSIC CALENDAR. (Up to 99 tracks can be programmed.)

3. After selecting a track, when you select EXIT and press Button C, the cursor moves to the PROGRAM option. (The PROGRAM option turns red.)

4. When you select [►] and press Button C, PROGRAM playing begins.

CLEAR
Clears the PROGRAM option. (Can be used during PLAY, PAUSE, and STOP).
When you select CLEAR and press Button C, everything in PROGRAM is erased. To execute PROGRAM again, stop play by selecting [■] and then carry out PROGRAM steps 1 to 4. To clear when in PROGRAM, select EXIT and press Button C (the cursor will move to PROGRAM) before carrying out steps for CLEAR given above.

INTRO
Plays the beginning of each track in order. (Can be used during PLAY, PAUSE, and STOP).
The beginning section (intro) to be played can be from 1 to 59 seconds.
1. When you select INTRO and press Button C, the option turns red and INTRO time is displayed on the screen.

2. INTRO time is changed with the direction buttons. The right and left buttons are to select either the ones or tens digit and the up and down buttons are to increase or decrease the number.

3. When Button C is pressed to end time setting, the INTRO time display disappears.
During PLAY, play starts by itself. During PAUSE or STOP, play is started by selecting PLAY and pressing Button C.

SPACE
Pauses for a number of seconds between tracks. (Can be used during PLAY, PAUSE, and STOP).
The pause between tracks (space) can be from 1 to 59 seconds. This feature can be combined with INTRO, PROGRAM, and REPEAT playing.

1. When you select SPACE and press Button C, the option turns red and SPACE time is displayed on the screen.

2. SPACE time is changed with the direction buttons. The right and left buttons are to select either the ones or tens digit and the up and down buttons are to increase or decrease the number.

3. When you press Button C to end time setting, the SPACE time display disappears.
During PLAY, play starts by itself.

MODE
Is used for the karaoke function.
When you select MODE and press Button C, the following sound modes are displayed. The mode changes each time you press Button C.
NORMAL is for normal stereo sound.
V-MASKING is for lowering the voice of a vocalist on a normal music CD and to enjoy Karaoke by singing along.
When you use Karaoke Disc, please set to NORMAL position.
Playing JVC X' EYE

TIME
If you select TIME and press the Button C during playback, the modes below will be displayed. The mode changes each time you press the button.

ELAPSED: Time that has passed since the current track started playing.
T-ELAPSED: Total time that has passed since the disc started playing.
REMAIN: Time remaining in the current track.
T-REMAIN: Total time remaining on the disc.

RESET
Turns all function commands off.
When you select RESET and press Button C, all the function commands that are on (those highlighted in red) are turned off.

OPTION
Is selected when you want to back up your data or use optional functions that will be available later.
When you select OPTION, the optional function screen appears.

BLIND CONTROL
It is possible to control audio CD playing without turning on your TV. Control functions can be executed while holding down the START button.

START + Button A: STOP
START + Button B: PLAY
START + Button C: PAUSE
START + direction button (right/left): AUTO SEARCH (forward or reverse)

PLAYING CD+Gs

1. Insert a CD+G the disc tray and close the CD door.

2. Press START on the control pad or press button C. The CD+G begins playing and the screen goes automatically to the CD+G display.

3. Control during Play is carried out with the CD+G Control Panel. Press Button B on the control pad to hide or restore the CD+G Control Panel. (With every other toggle, a status line appears on the CD+G screen.)
Playing JVC X' EYE

What is a CD+G?

Since a CD+G contains not only signals for sound, but also signals for graphics, you can play still pictures and characters along with the music.

- A disc may contain up to 15 graphics channels and by switching channels, you can choose different languages (e.g. Japanese or French) for a song's lyrics. Whether possible or not depends on the disc, so please read the instructions of the disc.

- As with audio CDs, you can control CD+G playing with the Control Panel. (CD+G graphics are hidden when the Control Panel is being displayed.)

- You may see distortion in the picture after you cue forward or back with the Control Panel during PLAY and return to the CD+G graphics.

**FUNCTION COMMANDS**

- **TIME**
- **TRACK NUMBER**
- **PLAY**
- **STOP**
- **PAUSE**
- **AUTO SEARCH**

**CHANNEL**
Displays the graphics channel that you select with Channel Select.

**MODE**
Enables you to switch the sound mode.

**EXIT**
Takes you back to the Control Panel.

**CHANNEL SELECT (CH)**
You can change the graphics channel by selecting a desired channel with the direction buttons and pressing Button C. (You can choose from 15 channels.)

Mic Mixing (Singing along with the music.)

1. Connect the microphone to the console.
2. Adjust microphone volume.

Microphone volume is adjusted with MIC.
The microphone is plugged into the Mic Port (MIC).
The vocal masking (V-MASKING)

Lowers the volume of the singer's voice on audio CDs

Select MODE and press Button C, then select the V-MASKING Control Panel.

- What is vocal masking?
  By lowering the sound in the central position of music recorded in stereo, you can reduce the volume of the singer's voice. However, the vocal masking does not mute the singer's voice.

Please play music recorded in stereo when using the vocal masking. If it is used with monorail recordings, the volume of both the singer's voice and the music will be reduced.

However, the vocal masking may not work even with stereo recordings of classical pieces, songs with few instruments, duets, songs with strong echoing (such as chorus performances), songs where the singer's voice is not in the central position, etc.

SOME ADVICE:

* You may experience howling (a sharp screeching noise) when you turn the microphone volume all the way up. To prevent this:
  1. Do not face the microphone toward the speakers or keep the microphone a distance from the speakers.
  2. Turn down MIC volume.
   Turn the volume down when not using the microphone.
Troubleshooting

Operation or display is not right
When the JVC X’EYE’s operation or display is not right, first press the reset button or turn the power switch OFF and ON again and then try the operation one more time. (However, if you press the reset button when saving game data, the data will be erased without being saved.)

The power switch does not go on
Is the AC adaptor connected correctly?

There is no picture or sound
- Is the TV plugged in?
- Is the TV turned on?
- Is the TV screen in the video input mode?
(When using a TV with no video input port, is the switch setting on channel 3 or channel 4?)
- Is the JVC X’EYE properly connected to the TV?

There is no color or the color balance is bad
Is the TV screen adjusted properly? (Are color balance, depth, and brightness adjusted properly?)

The picture runs
Are the vertical and horizontal hold controls properly adjusted?

There is no sound from the CD
Is the JVC X’EYE connected properly to the TV or audio device?

The CD does not play
- Is the CD right-side-up?
- Is the cartridge slot empty?
**JVC X' EYE Hardware information**

| CPU: | 68000 (12.5MHz)  
| 68000 (8MHz)  
| Z80A (4MHz) |

| Memory: | RAM: 6Mbit (CD-ROM buffer memory)  
| 512kbit (PCM waveform memory)  
| 128kbit (CD-ROM data cache memory)  
| 64kbit (backup memory)  
| 576kbit (program memory)  
| 512kbit (video memory) |

| Boot ROM: | 1Mbit CD game BIOS  
| CD player software CD+G compatible |

| Sound circuitry | sound source: PCM sound source (Stereo 8 channels Monaural 1 channel)  
| FM sound source (Stereo 6 channels)  
| PSG sound source (3 sounds + 1 noise) |

| D/A converter: | PEM 1Bit D/A converter  
| 8 x internal over-sampling digital filter |

| Graphics: | Maximum no. color display: 64 colors from a 512 palette  
| Maximum resolution: 320 x 244 dots  
| Sprites: 80  
| Backgrounds: 2  
| Special display functions: Rotation, enlargement, and reduction |

| Input/Output Ports: | Audio input: Mic. connection standard jack (Input impedance: 10 Kohms)  
| Audio output: RCA pin jack (L/R)  
| Video output: Composite video output (1.0Vp-p 75 ohms; imbalance)  
| Control port: Control pad connection 9-pin D-SUB connector x 2 |

| CD drive unit: | CD diameter: 12cm and 8cm  
| Access time: Average 0.8 sec. |

| Battery back-up: secondary duration: | Approx. 1 month |

| Usage environment: | Temperature: 0°C - 40°C  
| Humidity: 10% - 80% RH |

| Custom AC Adaptor: | Input: AC120V ~, 60Hz  
| Output: DC9.5V, 1.5A  
| Elec. consumption: 20W max |
JVC X'EYE Hardware information

Accessories:
AC adaptor (AA-S95J) x 1
Control Pad x 1
RF adaptor (RF-S10J) x 1
Supplied software x 4 (3 types)

Design & specifications subject to change without notice.

Measurements (unit: mm)

Weight: 1.4Kg 3.2lbs
Dimensions: 12 7/8 x 2 13/16 x 9 7/16 inches
(W x H x D) 326 x 71 x 239 mm
HOW TO LOCATE YOUR JVC SERVICE CENTER

TOLL FREE: 1-800-537-5722

Dear customer:
In order to receive the most satisfaction from your purchase, read the instruction booklet before operating the unit. In the event that repair is necessary, or for the address nearest your location, please refer to the factory service center list below or within the Continental United States, Call 1-800-537—5722 for your authorized servicer. Remember to retain you Bill of Sale for Warranty Service.

—JVC

JVC SERVICE & ENGINEERING COMPANY OF AMERICA
DIVISION OF US JVC CORP.

FACTORY SERVICE CENTER LOCATIONS

107 Little Falls Road
Fairfield, NJ 07004-2105
(201) 808-9279

5665 Corporate Avenue
Cypress, CA 90630-0024
(714) 229-8011

230 Elliot Street
Ashland, MA 0172-2377
(508) 881-5923

1500 Lakes Parkway
Lawrenceville, GA 30243-5357
(404) 339-2522

10700 Hammerly, Suite 110
Houston, TX 77043-2310
(713) 935-9331

14505 Commerce Way
Miami Lakes, FL 33016-1512
(305) 362-6252

705 Enterprise Street
Aurora, IL 60504-8149
(708) 851-7855

2969 Mapunapuna Place
Honolulu, HI 96819-2040
(808) 833-5828

890 Dubuque Avenue
South San Francisco, CA 94080-1804
(415) 871-2666

Sophisticated electronic products may require occasional service. Just as quality is a keyword in the engineering and production of the wide array of JVC products, service is the key to maintaining the high level of performance for which JVC is world famous. The JVC service and engineering organization stands behind our products.

NATIONAL HEADQUARTERS
JVC SERVICE & ENGINEERING COMPANY OF AMERICA
DIVISION OF US JVC CORP.
107 Little Falls Road
Fairfield, NJ 07004-2105

If you ship the product • • •

Pack your JVC unit in the original carton or one of equivalent size and strength. Enclose, with the unit, a letter stating the problem or symptom that exists and also a copy of the receipt or bill of sale you received when you purchased your JVC unit. Print your home return address on the outside and the inside of the carton. Send to the appropriate JVC Factory Service Center as listed above.

Don't service it yourself.

CAUTION
To prevent electrical shock, do not open the cabinet. No user serviceable parts inside. Refer servicing to qualified service personnel.

ACCESSORIES
To purchase accessories for your JVC product, you may contact your local JVC Dealer. Or from the 48 Continental United States call toll free: 800-882-2345
JVC COMPANY OF AMERICA warrants this product and all parts thereof, except as set forth below ONLY TO THE ORIGINAL PURCHASER AT RETAIL to be FREE FROM DEFECTIVE MATERIAL AND WORKMANSHIP from the date of original retail purchase for the period as shown below. ("The Warranty Period.")

<table>
<thead>
<tr>
<th>PARTS</th>
<th>90DAYS</th>
</tr>
</thead>
<tbody>
<tr>
<td>LABOR</td>
<td>90DAYS</td>
</tr>
</tbody>
</table>

THIS LIMITED WARRANTY IS VALID ONLY IN THE FIFTY (50) UNITED STATES, THE DISTRICT OF COLUMBIA AND IN COMMONWEALTH OF PUERTO RICO.

WHAT WE WILL DO:
If this product is found to be defective, JVC will repair or replace defective parts at no charge to the original owner. Such repair and replacement services shall be rendered by JVC during normal business hours at JVC authorized service centers. Parts used for replacement are warranted only for the remainder of the Warranty Period. All products and parts thereof may be brought to a JVC authorized service center on a carry-in basis except for Television sets having a screen size 25 inches and above which are covered on an in-home basis.

WHAT YOU MUST DO FOR WARRANTY SERVICE:
Return your product to a JVC authorized service center with a copy of your bill of sale. For your nearest JVC authorized service center, please call toll free: (800)537-5722.
If service is not available locally, box the product carefully, preferably in the original carton, and ship, insured, with a copy of your bill of sale plus letter of explanation of the problem to the nearest JVC Factory Service Center, the name and location of which will be given to you by the toll-free number.
If you have any questions concerning your JVC Product, please contact our Customer Relations Department.

WHAT IS NOT COVERED:
This limited warranty provided by JVC does not cover:
1. Products which have been subject to abuse, accident, alteration, modification, tampering, negligence, misuse, faulty installation, lack of reasonable care, or if repaired or serviced by anyone other than a service facility authorized by JVC to render such service, or if affixed to any attachment not provided with the products, or if the model or serial number has been altered, tampered with, defaced or removed;
2. Initial installation and installation and removal for repair;
3. Operational adjustments covered in the Owner's Manual, normal maintenance, video and audio head cleaning;
4. Damage that occurs in shipment, due to act of God, and cosmetic damage;
5. Signal reception problems and failures due to line power surge;
6. Video Pick-up Tubes/CCD Image Sensor, Cartridge, Stylus (Needle) are covered for 90 days from the date of purchase;
7. Accessories (AC adaptor, Control Pad, RF Unit, Supplied Softwares) are covered for 90 days from the date of purchase;
8. Batteries (except the Rechargeable Batteries are covered for 90 days from the date of purchase);

There are no express warranties except as listed above.

THE DURATION OF ANY IMPLIED WARRANTIES, INCLUDING THE IMPLIED WARRANTY OF MERCHANTABILITY, IS LIMITED TO THE DURATION OF THE EXPRESS WARRANTY HEREIN.

JVC SHALL NOT BE LIABLE FOR THE LOSS OF USE OF THE PRODUCT, INCONVENIENCE, LOSS OR ANY OTHER DAMAGES, WHETHER DIRECT, INCIDENTAL OR CONSEQUENTIAL (INCLUDING, WITHOUT LIMITATION, DAMAGE TO TAPES, RECORDS OR DISCS) RESULTING FROM THE USE OF THIS PRODUCT, OR ARISING OUT OF ANY BREACH OF THIS WARRANTY. ALL EXPRESS AND IMPLIED WARRANTIES, INCLUDING THE WARRANTIES OF MERCHANTABILITY AND FITNESS FOR PARTICULAR PURPOSE, ARE LIMITED TO THE WARRANTY PERIOD SET FORTH ABOVE.

Some states do not allow the exclusion of incidental or consequential damages or limitations on how long an implied warranty lasts, so these limitations or exclusions may not apply to you. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

JVC COMPANY OF AMERICA
DIVISION OF US JVC CORP.
41 Slater Drive
Elmwood Park, New Jersey 07407

REFURBISHED PRODUCTS CARRY A SEPARATE WARRANTY, THIS WARRANTY DOES NOT APPLY. FOR DETAILS OF REFURBISHED PRODUCT WARRANTY, PLEASE REFER TO THE REFURBISHED PRODUCT WARRANTY INFORMATION PACKAGED WITH EACH REFURBISHED PRODUCT.

For customer use:
Enter below the Model No. and Serial No. which is located either on the rear, bottom or side of the cabinet. Retain this information for future reference.

Model No.:__________ Serial No.:__________
Purchase date:__________ Name of dealer:__________
INSTRUCTIONS JVC

RF-S10J
RF UNIT
Specially for the RG-M10BU

1. 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.

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

WARNING:
TO PREVENT FIRE OR SHOCK HAZARD, DO NOT EXPOSE THIS UNIT TO RAIN OR MOISTURE.

PRECAUTIONS
- For exclusive use with the main unit.
- Do not disassemble or remodel the unit.
- Do not expose it to strong shocks.
- Unplug the connected equipment during lightning storms.
  (Never touch the antenna cable.)

PARTS IDENTIFICATION
1. RF OUT terminal
   Connect to the VHF antenna terminal of a TV receiver.

2. ANTENNA IN terminal
   Connect the VHF antenna cable.

3. VIDEO/AUDIO INPUT terminal
   Connect to the RF UNIT connector of the main unit.

4. RF converter channel select switch
   Reset the switch to 4CH if channel 3 is occupied by broadcasting in your area.

CONNECTION
1. Connection of a VHF antenna cable
   - Remove the VHF antenna cable from the TV receiver.
   - Connect the VHF antenna cable to the ANTENNA IN terminal of the RF-S10J.

2. Connection to the TV receiver
   - Connect the RF OUT terminal of the RF-S10J to the VHF antenna terminal of the TV receiver.

3. Connection to the main unit
   - Connect the VIDEO/AUDIO INPUT terminal of the RF-S10J to the RF UNIT connector on the rear panel of the main unit.

   ![Diagram]

   Coaxial cable
   Antenna adaptor
   TV receiver

   VHF antenna
   ANT
   F type connector

   RG-M10BU
   MAIN UNIT
   RF-S10J
   RF-Unit

   CHANNEL SETTING
   - The RF unit permits main unit to play back the VIDEO output through a TV receiver. The signals from the RF unit are viewed through a vacant channel not used for broadcasting in your areas.
   - The RF unit has been set to 3CH prior to shipment. Reset the channel to 4CH in areas where channel 3 is employed for broadcasting.
   - To view the VIDEO output from the main unit, always set the TV channel selector to either channel 3 or 4.

OPERATION
Set your TV to either channel 3 or 4 corresponding to the RF output channel (3 or 4).
Regarding the A/V OUT TERMINAL
Remarque sur la borne A/V OUT

This terminal is intended for functions to be added in the future.
Cette borne est destinée à des fonctions qui seront implémentées.