



G5283



WIRELESS ROCK ICON GUITAR

COMPATIBLE WITH PS3™, PS2®, AND Wii™ GUITAR HERO™, II, AND III AND ROCKBAND™



- State of the art 2.4 GHz technology.
- Powered by 4 x AA Battery cells. (Not Included)
- 5-Way Switch Included.
- Includes Fret Buttons, Strum Bar and Whammy Bar to simulate the feel of a real electric guitar.
- Guitar Belt included.

⚠ WARNINGS

- Read, understand and follow all instructions, cautions and warnings in this manual, in the PS3™/PS2®/Wii™ consoles and Rock Band/Guitar Hero operations manuals prior to using the Guitar.
- If two Guitars are being utilized, make sure there is adequate space around each player during game play.
- Do not submerge in water.
- Do not allow small children to play unsupervised.
- Store in a safe place when not in use.
- Do not disassemble any part of the guitar.
- **KEEP AWAY FROM CHILDREN.** This Guitar may be a hazard for small children. Improper use of the Guitar can lead to bodily injury. Children 6 years old & younger must be supervised by adult.

⚠ CAUTIONS

- The Guitar is for indoor use only.
- Make sure the power to the console is turned OFF when connecting or disconnecting the Guitar. Otherwise, damage may occur to your console.
- Regularly check that all connections are secure and tight. A loose connection can create high electrical resistance and generate excessive heat which will damage the Guitar or the console.
- Pull on the plug and never pull on the cord when disconnecting the receiver module.
- Do not pinch or sharply bend the cords.

INSTRUCTIONS

A. To insert the batteries into the Guitar:

1. Remove the battery compartment cover by removing the two screws. Press in the two locking tabs and lifting the cover up and off of the unit.
2. Insert 4 x AA battery cells into the battery compartment. Make sure that the batteries are inserted as indicated by the schematic inside the battery compartment to avoid potential damage. (Fig. 2)
3. Replace the battery compartment cover and screws.

B. To Connect the Strap to the Guitar:

1. Attach each end of the Guitar belt to the 2 belt knobs located on the Guitar. Make sure the belt knobs pass through the slits at the ends of the belt. (Fig. 1)
2. Adjust the length of the strap accordingly

C. To insert the Wii remote into the Guitar:

Note: Make sure the Wii remote has been synchronized with the console prior to connecting it to the guitar. For instructions on how to synchronize the Wii remote to the console, refer to the Wii operations manual.

1. Position the guitar face down on a secure, flat surface. Be careful as to not damage the whammy bar.
2. Press in the two locking tabs on the Wii remote compartment cover pressing the two locking tabs and lifting the cover away from the guitar.
3. Connect the controller plug that is located inside the compartment with the external extension connector on the bottom of the Wii remote.
4. Carefully insert the Wii remote facedown into the compartment.
5. If a wrist strap is attached to the Wii remote, store it in the space provided next to the Wii remote.
6. Replace the battery compartment cover and snap securely in position.
7. To connect an additional guitar for Multiplayer mode, follow steps 1-6.

Note: Do not connect the USB receiver to the Wii USB port when the Wii Guitar Hero III software is used.

D. To play guitar using the Wii™ Guitar Hero III software:

Note: Make certain the receiver module is NOT attached to the Wii™ console.

1. Make certain that the Wii remote unit has already been synchronized with the Wii console. If the remote control unit has not been synchronized or has lost synchronization, refer to Wii instruction manual for step by step synchronization instructions.
2. Slide the Mode Switch (on the guitar) Wii GH-OFF-PS2/PS3/Wii RB to Wii GH position for Guitar Hero software. (Fig. 2)
3. Turn On the power to the Wii console.
4. Insert the game software into the console and play as normal.

E. To play Guitar using Guitar Hero Software: PS2® and PS3™ consoles

1. Turn OFF the power to the Guitar and console. Note that the Mode switch on the Guitar is located on the top side (Refer to Figure 1).
2. Depending on the console you would like to connect the Guitar to (PS2 or PS3 consoles), select the appropriate plug on the receiver module (refer to Figure 3) and connect it to the controller port (on the PS2 console) or the USB connector (on the PS3 console). **Note: Always connect the receiver module to controller port #1 for single player games when connecting to the PS2 console.**
3. Select the mode switch on the receiver to **Position "C"** for Guitar Hero software.
4. Repeat step 1 through 3 to connect an additional Guitar.
5. Turn ON the power to the console. The connection indicator located on the receiver module will begin to flash green indicating that it is searching for the sender module (integrated into the Guitar).
6. Turn the power Mode switch located on the Guitar to the PS2/PS3/Wii RB position. The connection indicator on the Guitar will flash once and then turns off and the connection indicator on the receiver module will turn solid green indicating that it automatically connected to the receiver module. If the Guitar does not automatically connect, press the Sync button.
7. Insert the game software into the console and play as normal.

Note that the Guitar is operable up to 50 feet away from the console.

F. To play guitar using the Rock Band software: PS2® and PS3™ consoles

Note: The receiver module must be connected to the USB port of the designated console or the controller port of the PS2 console.

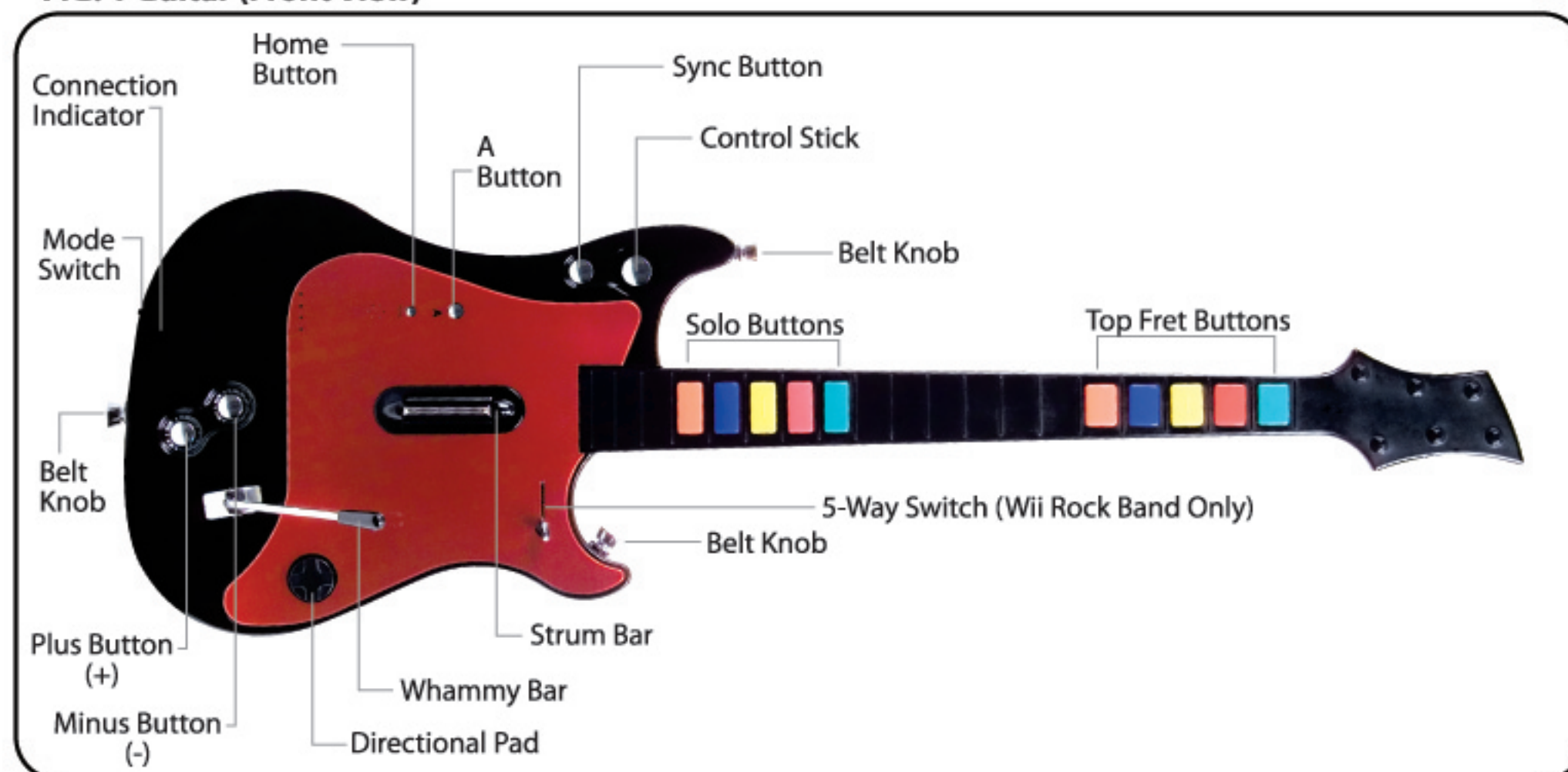
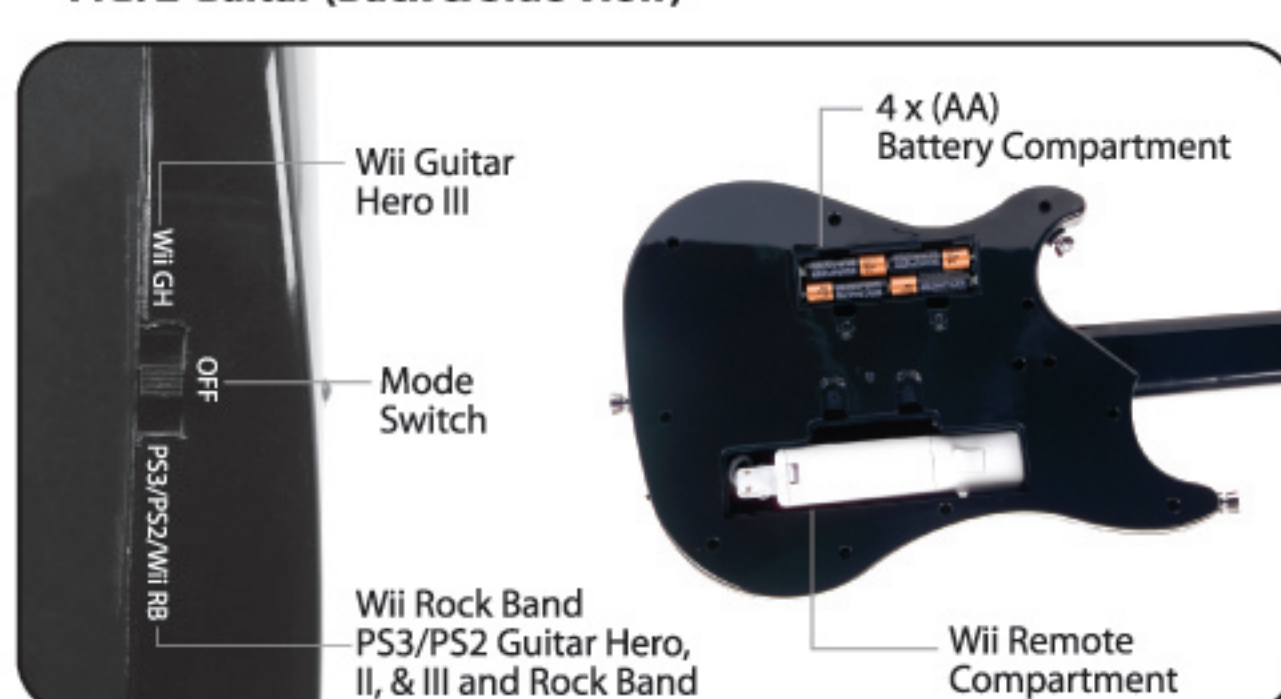
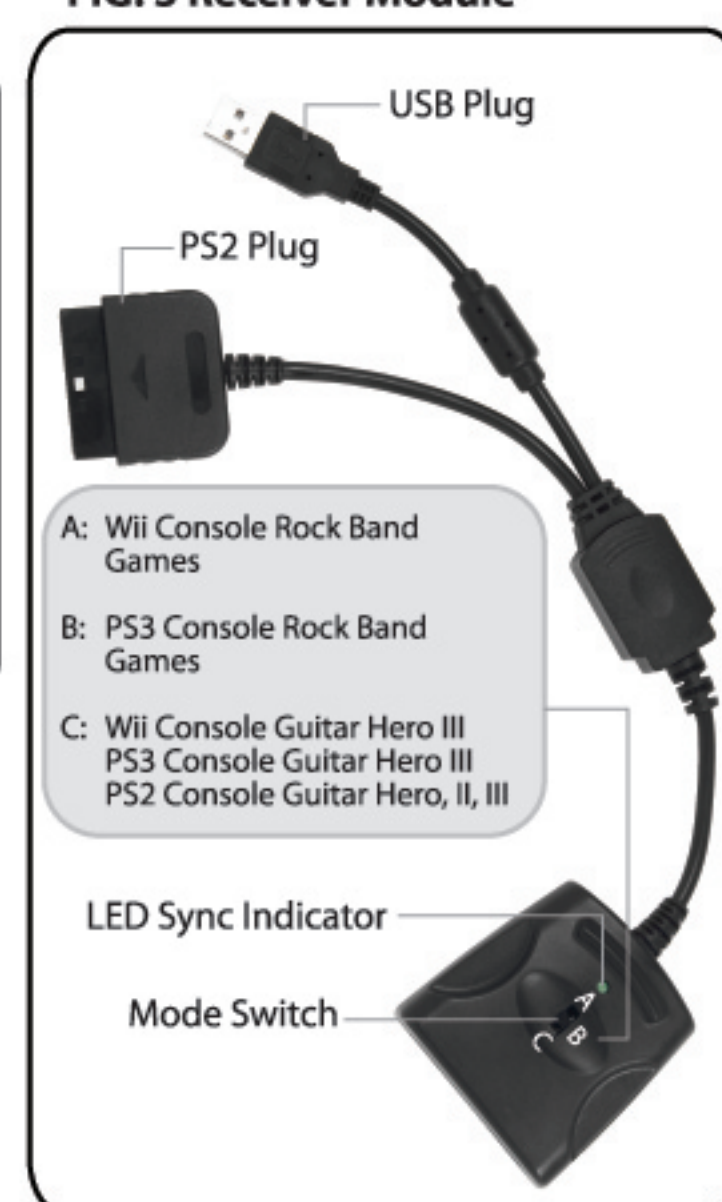
1. Turn OFF the power to both the console and the Guitar unit.
2. Depending on the console you would like to connect the guitar to PS2 or PS3 console, select the appropriate plug on the receiver module (Refer to Fig.3) and connect it to the controller port (on the PS2 console) or the USB connector (on the PS3 console). **Note: Always connect the receiver module to controller port #1 for single player games when connecting to the PS2 consoles.**
3. Select the mode switch on the receiver to **Position "B"** for Rock Band software.
4. Turn ON the power to the console. The sync indicator LED located on the receiver module will begin to flashing, indicating that is searching for the sender module (integrated into the guitar).
5. Slide the Mode Switch to PS2/PS3/Wii RB position on the guitar for Rock Band software. The sync indicator LED will flash once and then turn OFF and the sync indicator LED on the receiver will turn solid blue. This is the indication that the guitar is actively connected to the receiver module. If the guitar does not automatically connect, slide the mode switch to off position and then to RB position.
6. Insert the game software into the console and play as normal.
7. Set the Five-way FX switch for different sound effect (This switch is for Rock Band software only).

G. To play guitar using the Rock Band software: Wii™ console

Note: The receiver module must be connected to the USB port of the Wii console. The Wii remote also must be placed into the designated remote control compartment.

1. Turn OFF the power to both Wii console and the Guitar unit.
2. Insert the receiver USB plug into one of the USB ports on the backside of Wii console.
3. Select the mode switch on the receiver to **Position "A"** for Rock Band software.
4. Turn ON the power to the console. The sync indicator LED located on the receiver module will begin to flashing, indicating that is searching for the sender module (integrated into the guitar).

5. Slide the Mode Switch to PS2/PS3/Wii RB position on the guitar for Rock Band software. The sync indicator LED will flash once and then turn OFF and the sync indicator LED on the receiver will turn solid blue. This is the indication that the guitar is actively connected to the receiver module. If the guitar does not automatically connect, press the sync button on the guitar for force connectivity.
6. Insert the game software into the Wii console and play as normal.
7. Set the Five-way FX switch for different sound effect (This switch is for Rock Band software only).

FIG. 1 Guitar (Front View)**FIG. 2 Guitar (Back & Side View)****FIG. 3 Receiver Module**

Note: This Guitar can be used as a simple controller. In most cases the software used for the game will dictate the functions of the Guitar directional arrows. See "Controller Setup" in the software game menu.

Instructions for cleaning and care of your Guitar:

Clean the Guitar using a non-abrasive, moist cloth. If required, smudges that are on the Guitar can be removed by gently rubbing it with a moist, soft cloth and mild soap. Never use abrasives, strong chemicals or cleaning agents. Make sure the Guitar is thoroughly dry before using again.

TABLE 1 : TROUBLESHOOTING

No power	• Check that the AA batteries inside the Guitar are not depleted and are positioned with the polarities in the correct direction (as indicated inside the compartment). • Make sure the Guitar receiver is properly plugged into the USB port. • If you are using the Rock Band software, make sure the Guitar receiver module is plugged into the USB port (USB ports are located on the back side of the Wii console.) • Make sure the Guitar mode switch is set in proper position. • Make sure the console is powered ON. • Press the start button to make sure that the Guitar controller is not in sleep mode. • Keep the console and Guitar controller at least two feet away from large metal objects. • Make sure the front of the console is positioned in the direction of the Guitar controller. • Cordless phones, wireless LANs, microwave ovens, and some cell phones can cause interference. Turn these products OFF and try again. • Please note that the Control Stick and the Whammy Bar should be at their neutral position when the Wii remote is switched on. • If the position was not neutral then this can be reset by disconnecting the guitar from the Wii Remote and then reconnecting while the Control Stick and Whammy Bar are in their neutral position.
Not functioning correctly	• Turn the power off, disconnect & reconnect the receiver module. • Check the software instructions.

FCC INFORMATION

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 location of game play.
- Connect the equipment into an outlet on a circuit different from that to which the Game Console is connected.
- Consult the dealer or an experienced radio/TV technician for help.

LIMITED WARRANTY

Intec is dedicated to making high quality products for every consumer. We are so confident in the quality of our merchandise that we offer a one year warranty with this product. That means should you find any defects with the item you purchased, we will repair it or replace it. Please mail defective product to: **Intec, Inc. 7600 Corporate Center Drive Suite 400 Miami, FL 33126 Attn: Customer Service or contact us at www.intecgamer.com**

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

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.