

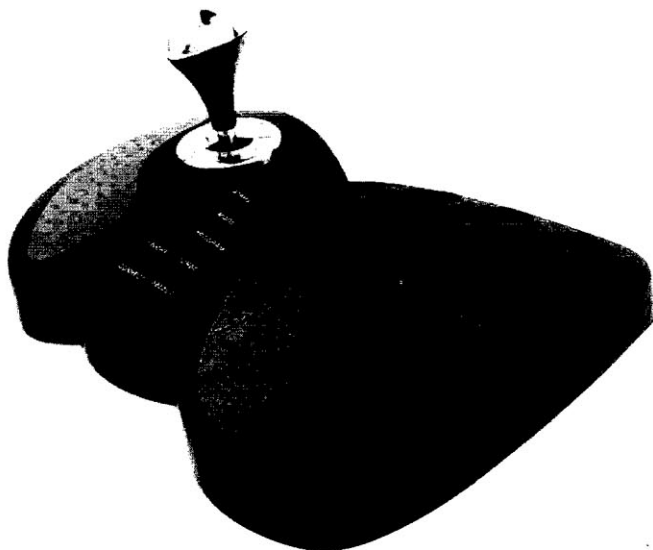
PlayStation 2
Also Compatible With PlayStation

Wireless Combat Arcade Stick

G7080

Wireless Arcade Stick For Ultimate Gaming!

- ◆ State Of The Art 2.4 GHz Technology Allows Up To 16 Players
- ◆ Uses 3 AA Batteries (Not Included) For Up To 70 Hours Of Play Time
- ◆ Ergonomic Design For Superior Control
- ◆ Rubberized Palm Grips For Comfortable Handling
- ◆ Auto-Detect Feature For Simplified Set Up
- ◆ Programmable Feature For Sequence Of Movements in One Button
- ◆ Turbo Function For Rapid Fire



USA & CANADA: www.inteclink.com
EUROPE: www.inteclinkeurope.com

MODE BUTTON & LED INDICATOR: Use to change mode selection (digital or analog). The LED indicator will illuminate in analog mode, and will not illuminate in digital mode.

DIGITAL The Analog Stick will function the same as the Directional Pad.

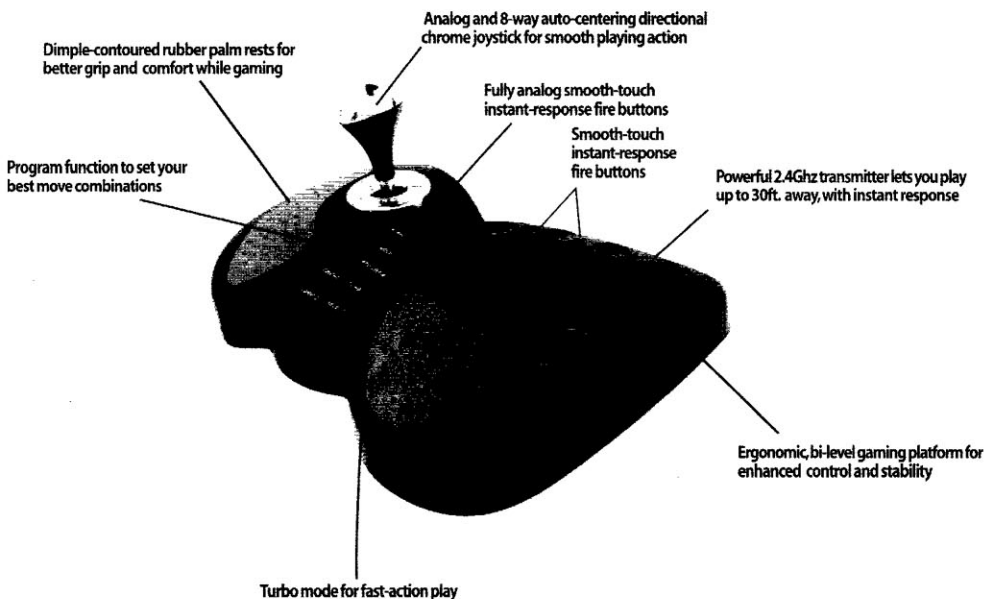
ANALOG - In the analog mode you will have more accurate control over your movements. The following buttons will be active:

Stick, X, O, Δ , \square , & R1, R2, L1, L2.

NOTE: You should always refer to the software in use for the suggested mode for play. In some instances, the software may automatically change to the correct mode and you may not be able to change this. The function of the buttons can change and/or be non-functional depending on the mode selected.

TROUBLESHOOTING:

If you turn a Arcade Stick OFF and ON, or unplug a receiver you may lose the connection between that Arcade Stick and receiver. If you have lost the connection, unplug the receiver and turn OFF the Arcade Stick. Plug the receiver in and press connect. Turn the Arcade Stick on, and if necessary, press the connect button. Whenever you are trying to connect a receiver and Arcade Stick, unplug the receiver and turn OFF the Arcade Stick and follow the steps outlined above in "Setup" for each Arcade Stick.



This Wireless Arcade Stick uses state of the art technology for a better gaming experience. The technology used in this Arcade Stick allows up to 16 players to use these Arcade Sticks in one area. This Arcade Stick allows you to feel the action of the game when played with "VIBRATION COMPATIBLE" software. You will feel the vibration in the Arcade Stick grips as a result of the specific game actions. The Turbo function allows for auto repeat (auto fire) functions. The ergonomically designed palm grips combine functionality as well as comfort. The use of 3 AA batteries (not included) allows for up to 70 hours of play time depending on the use of the vibration control switch. In most cases the software used for game play will dictate the functions of the Arcade Stick buttons. See 'Arcade Stick setup' in the software game menu. Prior to using the Arcade Stick, you should move the Analog Sticks in a circular motion.

SET UP:

1. Remove the battery compartment cover on the back of the Arcade Stick and insert 3 AA batteries. Replace the cover.
2. Plug the receiver into one of the PS2[®] Controller ports.
3. If the LED on the receiver does not automatically begin flashing, press the connect button on the receiver. The red LED should now be flashing. This indicates that it is 'searching' for a Arcade Stick to connect to.
4. Turn the Arcade Stick on using the on/off switch in the middle of the Arcade Stick.
5. If the LED on the Arcade Stick is off or flashing, press the connect button on the Arcade Stick. If it automatically turns on, proceed to next step.
6. The Arcade Stick and receiver should be connected now. The blue LED on the Arcade Stick should be on, and the red LED on the receiver should have stopped flashing and should be on. You are now ready to play. Repeat the above procedure for each additional player using an Intec Wireless Arcade Stick, one at a time. Plug only one receiver into the PS2[®]. Follow the procedure above for connecting that Arcade Stick. Then plug the second receiver into the PS2[®] and follow the procedure above for connecting that Arcade Stick. Continue connecting them one at a time until all your Arcade Sticks are connected. You may use up to 16 of these Arcade Sticks in one area without interfering with each other.

TURBO FUNCTIONS: Use the Turbo function for auto repeat (auto fire). When activated, this will cause the selected button to repeat its function until you release the button (ex: Continuous firing, Continuous kicking, etc.). This function is especially helpful so that you do not have to repeatedly press a button when a continuous action is desired.

TO SET AN ACTION BUTTON TO TURBO:

1. Press and hold the Turbo button.
2. Press and release any action buttons you want to put into turbo mode.
3. Release the Turbo Button.

TO CLEAR THE TURBO FUNCTION FROM AN ACTION BUTTON:

1. Press and hold the Turbo button.
2. Press and release any action buttons you want remove the Turbo function from.
3. Release the Turbo button. The action buttons you pressed will now return to their original function. If you have cleared all of the action buttons, the LED next to Turbo will go out.

PROGRAM BUTTON:

Use to program and create a sequence of movements with the touch of one button. During game play, pressing the programmed button will activate your selected sequence. The programmable buttons are the L1, L2, R1 and R2. You may program up to 16 moves for each button.

To program a button: Press the program button once to activate (the Program LED will illuminate), then press one of the programmable buttons (L1, L2, R1 or R2) on the Arcade Stick to be programmed (the LED will turn off and then turn back on). Press the buttons you wish to have programmed, in the sequence you desire (up to 16 moves). Once you have completed the sequence, press the program button again to set. Note: If you program all 16 moves, the program will set automatically & the LED light will turn off.

To clear a program: Press the PROGRAM button, the LED will illuminate then the designated programmed button you want to clear (the LED will blink once) then press the PROGRAM button again (the LED turns OFF).

TROUBLESHOOTING:

If you turn a Arcade Stick off and on, or unplug a receiver you may lose the connection between that Arcade Stick and receiver. If you have lost the connection, unplug the receiver and turn off the Arcade Stick. Plug the receiver in and press the connect button on the receiver. Turn the Arcade Stick on, and if necessary, press the connect button on the Arcade Stick. Whenever you are trying to connect a receiver and Arcade Stick, unplug the receiver and turn off the Arcade Stick and follow the steps outlined above in "Setup" for each Arcade Stick.

MODE BUTTON & LED INDICATOR: Use to change mode selection (digital or analog).
The LED indicator will illuminate in analog mode, and will not illuminate in digital mode.

DIGITAL –The Stick will function the same as the Directional Pad in digital mode.

ANALOG - In the analog mode you will have more accurate control over your movements. The following buttons will be active:

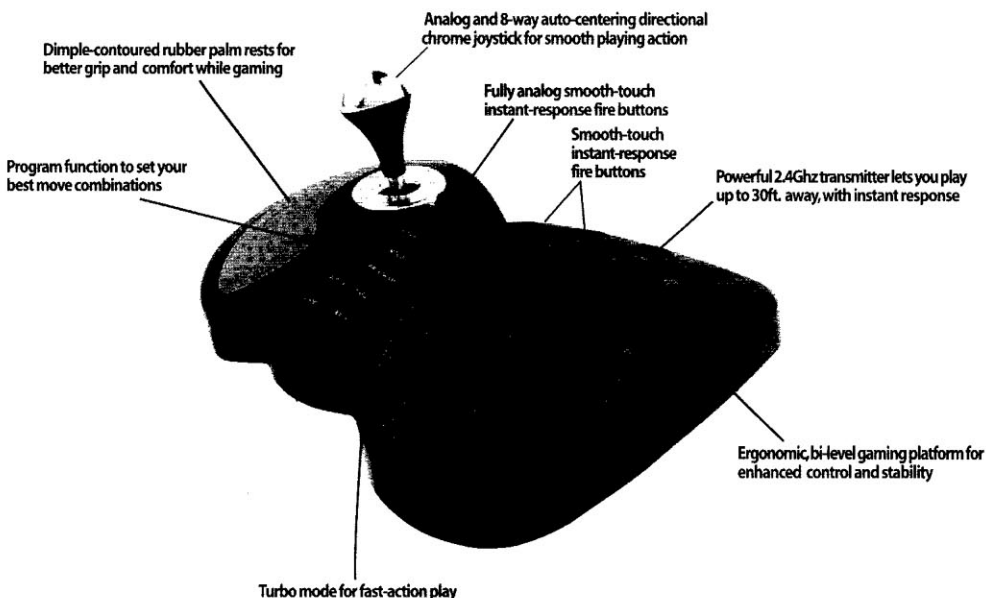
Stick, Black, White, X,Y,A,B,LT & RT.

NOTE: You should always refer to the software in use for the suggested mode for play. In some instances, the software may automatically change to the correct mode and you may not be able to change this. The function of the buttons can change and/or be non-functional depending on the mode selected.

Low battery power: power LED will start blinking when batteries power level is low.

TROUBLESHOOTING:

If you turn a Arcade Stick OFF and ON, or unplug a receiver you may lose the connection between that Arcade Stick and receiver. If you have lost the connection, unplug the receiver and turn OFF the Arcade Stick. Plug the receiver in and press connect. Turn the Arcade Stick on, and if necessary, press the connect button. Whenever you are trying to connect a receiver and Arcade Stick, unplug the receiver and turn OFF the Arcade Stick and follow the steps outlined above in "Setup" for each Arcade Stick.



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SET UP:

1. Remove the battery compartment cover on the back of the Arcade Stick and insert 3 AA batteries. Replace the cover.
2. Plug the receiver into one of the XBOX™ controller ports.
3. If the LED on the receiver does not automatically begin flashing, press the connect button on the receiver. The red LED should now be flashing. This indicates that it is 'searching' for a Arcade Stick to connect to.
4. Turn the Arcade Stick on using the on/off switch in the middle of the Arcade Stick.
5. If the LED on the Arcade Stick is off or flashing, press the connect button on the Arcade Stick. If it automatically turns on, proceed to next step.
6. The Arcade Stick and receiver should be connected now. The green LED on the Arcade Stick should be on, and the green LED on the receiver should have stopped flashing and should be on. You are now ready to play. Repeat the above procedure for each additional player using an Intec Wireless Arcade Stick, one at a time. Plug only one receiver into the XBOX™. Follow the procedure above for connecting that Arcade Stick. Then plug the second receiver into the XBOX™ and follow the procedure above for connecting that Arcade Stick. Continue connecting them one at a time until all your Arcade Sticks are connected. You may use up to 16 of these Arcade Sticks in one area without interfering with each other.

TURBO FUNCTIONS: Use the Turbo function for auto repeat (auto fire). When activated, this will cause the selected button to repeat its function until you release the button (ex: Continuous firing, Continuous kicking, etc.). This function is especially helpful so that you do not have to repeatedly press a button when a continuous action is desired.

TO SET AN ACTION BUTTON TO TURBO:

1. Press and hold the Turbo button.
2. Press and release any action buttons you want to put into turbo mode. You can set A, B, X, Y, Black, White, Right and Left Triggers to Turbo mode.
3. Release the Turbo Button. The red LED under the Turbo button will remain lit if any buttons are set to turbo. When you press a button that is in Turbo, this LED will flash.

TO CLEAR THE TURBO FUNCTION FROM AN ACTION BUTTON:

1. Press and hold the Turbo button.
2. Press and release any action buttons you want remove the Turbo function from.
3. Release the Turbo button. The action buttons you pressed will now return to their original function. If you have cleared all of the action buttons, the LED next to Turbo will go out.

PROGRAM BUTTON: Use to program and create a sequence of movements with the touch of one button. During game play, pressing the programmed button will activate your selected sequence. The programmable buttons are the LT, RT, White and Black Buttons. You may program up to 16 moves for each button.

To program a button: Press the program button once to activate (the Program LED will illuminate) then press one of the programmable buttons (LT, RT, White or Black). On the Arcade Stick to be programmed (the LED will blink). Press the buttons you wish to have programmed, in the sequence you desire (up to 16 moves). Once you have completed the sequence, press the program button again to set. Note: If you program all 16 moves, the program will set automatically & the LED light will turn off.

To clear a program: Press the PROGRAM button (the LED will illuminate), then the designated programmed button you want to clear (the LED will blink once). Press the program button again (the LED turns off).

For
Xbox™

Wireless Combat Arcade Stick™

G8080

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