

Game Controller Accessories

- The Game Controller wrist strap

Game Controller wrist strap, for usage information please see our manual for details.



- Battery

Two AA alkaline batteries are needed to power the Game Controller.



- Game Controller DVD

Insert into your DVD drive to install all Game Controller software, user interface, and video games. Includes Bluetooth Driver installation program and complete Game Controller User Manual.



I Caution: How To Use The Game Controller Wrist Strap

Playing with the Game Controller can involve rapid or vigorous motion. Please use the Game Controller wrist strap to prevent losing your grip on the Game Controller and causing damage to the Game Controller or surrounding objects, or injury to other people.

First bullet: Please read the User Manual for the video game you are playing and read all instructions for the correct use of the Game Controller and all accessories.

ATTACH THE GAME CONTROLLER WRIST STRAP WHEN USING THE Game Controller

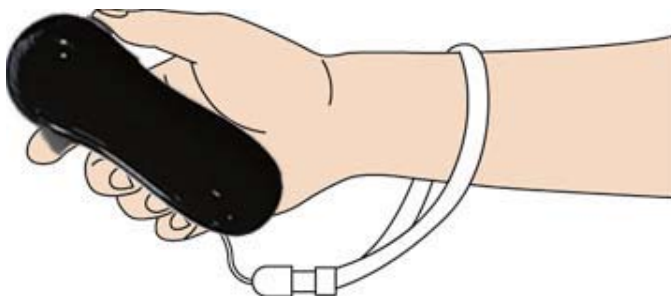
- Make sure all Players attach the Game Controller wrist strap and that the strap lock is securely fastened.
- When sharing the Game Controller among multiple Players, make sure each person attaches the Game Controller wrist strap properly.
- Using the Game Controller wrist strap will help prevent dropping or throwing the Game Controller accidentally when playing the games, which could damage the Game Controller or surrounding objects, or cause injury to other people.

DO NOT LET GO OF THE Game Controller WHEN GAMING

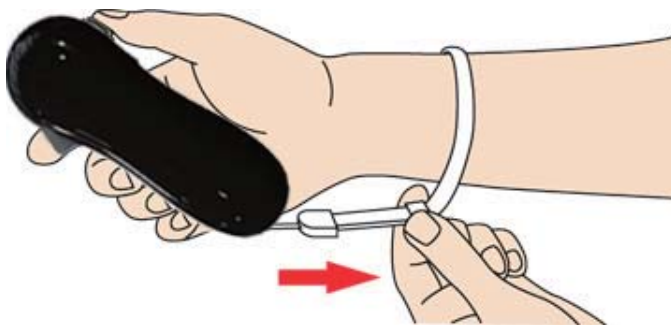
- Read the instruction booklet for the game you are playing and follow all game control instructions for correct use of the Game Controller and accessories.
- Hold the Game Controller securely and avoid excessive motion, as it may cause you to let go of the Game Controller or break the Game Controller wrist strap.
- If your hands become moist, stop and dry your hands.

Securing The Game Controller Wrist Strap On Your Wrist

1. Place your hand through the Game Controller wrist strap and hold the Game Controller firmly in your hand.



2. Slide the strap lock just above your wrist. Don't tighten the strap lock so that it's uncomfortable; it should just be tight enough to hold the strap in place.



Game Controller Configurations

- Game Controller Standard Vertical Hold

Depending on the game, the way you hold and operate the Game Controller will vary. You may need to hold the Game Controller in one or two hands. Read the instruction booklet for the game you are playing for information about what is appropriate for that game.



- Game Controller Standard Horizontal Hold

Your Game Controller can be used in horizontal positions for specific game play.



- Game Controller Standard Flat Hold

Your Game Controller can be used in flat positions for specific game play.



- Game Controller Standard Front Hold

Your Game Controller can be used in front positions for specific game play.



- Be Sure To Allow Adequate Space Around You During Game Play.

To avoid injury or damage, make sure you leave enough room so you do not strike other players, people, or objects when swinging your Game Controller. Also, make sure to leave room for other players.



Installing Your Game Controller

· Step 1:

Please select language before installation, as it will decide the language for the game installed.



· Step 2:

Insert the Game Controller Software DVD into your PC. A dialog will automatically appear (as shown). Please read this agreement, and click "Accept" button to continue.



· Step 3:

Then click "Next" to run the Game Controller Software Installation Program.



· Step 4:

Click "Install" button as shown..



· Step 5:

Please wait while your Game Controller User Interface and games load.



· Step 6:

When the installation is complete you will see the screen below. Please click "OK" to complete the installation process.



I How to play games

Game Start:

There are two different initialize procedure, according to different bluetooth application software: Using Broadcom application software or not using Broadcom application software. Please follow the procedure accordingly.

Method 1: Use Broadcom bluetooth application software :

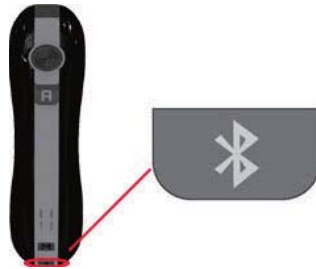
Step 1: Please make sure that you plug and enable Bluetooth dongle correctly on your PC.

Step 2: Double click the Game Controller icon to activate "Virtual Game Console".



Step 3: When the Game Controller connection page is shown, Please press "Bluetooth Connect Button" of the Game Controller to connect.





Step 4: After connection succeed,click "A" button on the controller to enter "Virtual Game Console".



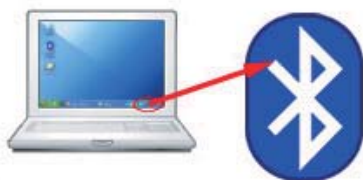
Step 5: Welcome to "Virtual Game Console" !



Method 2: Use non-broadcom bluetooth application software:

Step 1: Please ensure your computer's bluetooth device is turned on.

Step 2: Please connect your bluetooth device with your computer. Once connection successful, the bluetooth icon will turn to white color.



Use mouse right button to click on the bluetooth icon located on bottom right corner of the screen, and choose "adding bluetooth equipment".



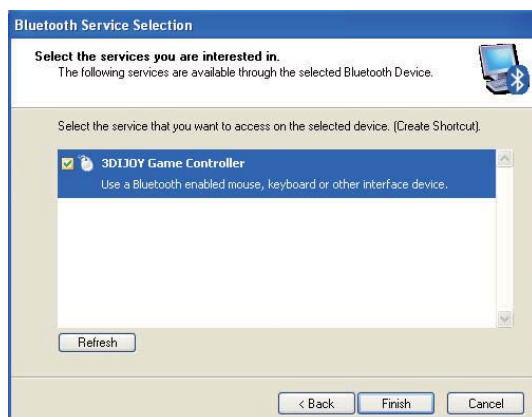
Click "Next" (*controller name could be different according to the controller maker or user set up, please choose the correct controller name according to the one you are using. The controller name appears in the picture is for reference only)



Under XP system, Under "bluetooth security code" and enter "0000", and then click "Pairing".



Under the service list, select "Use bluetooth enabled mouse, keyboard, and other connection port", click "complete".



Step 3: Double click the Game Controller icon to activate "Virtual Game Console".



Step 4: When the controller connection page is shown, Autoconnecting the controller, please wait.



Step 5: After connection succeed,click "A" button on the Game Controller to enter "Virtual Game Console".



Step 6: Welcome to "FlingPC Game Virtual Console" !



■ Virtual Game Console

News Center Help :

- "News Center Help" button is on the top left corner of main page. Provides the information and the latest news.



- The place to release the latest information and news.



Interactive Games :

- "Interactive Games" button is on the top of main page
Provides 1) the original interactive games developed by 3DIJOY and other third parties 2) the convention third party PC games that are properly mapped to the interactive games by 3DIJOY simulation engine (The third party games requires to be installed in the PC in advance) .



- The interactive games are classified into the different categories .Please select the game category before selecting the game.



- After selecting the game category , user can see all games in this category.



- User can find the basic information and configuration about the game before starting the game. The simplest way to tell whether the game is developed by 3DIOY Corporation is to check the publisher. The developed published by 3DIOY Corporation can be played immediately after installed successfully. Please do not select the game requiring the air mouse functionality if the Game Controller does not support the air mouse functionality.



- User can set the game display resolution and language of the games published by 3Dijoy Corporation.



- The third party games requires to be installed in the PC in advance. Please set the game path before starting the third party games. Please read the user manual to learn how to interactively play the game before starting the game. Please do not select the game requiring the air mouse functionality if the Game Controller does not support the air mouse functionality.



- User can not input, modify or delete the game path directly. Please use "Browse" to select the game executable file path.



- It is necessary to read the user manual before starting the game .The Game Controller pictures are based on Game Controller 1 and Game Controller 2 on the console.



Advanced Features :

· "Advanced Features" button is the top right corner of main page. It allows user to configure the conventional PC game to the interactive game by following the instructions (The third party games requires to be installed in the PC in advance) .



· User can enter the configuration procedure by pressing "Crate New Interactive Configuration".



- User can find the configured games by selecting the game category.



- User can follow the configuration instruction to set the game starting path , the preview image, and the game configuration that defines how to use the controller buttons and how to tilt and swing the controller to configure the game.



- Input the game title, the game executable file path and the game preview image .The game title is required.



- User can either use the physical keyboard or the virtual keyboard to input the game title.



- User can select how to hold the controller based the type of the controller.



- Any key operation for the convention PC games on the keyboard can be configured to the corresponding operation on the Game Controller through the virtual keyboard. As a result, user can easily play the convention PC games with the Game Controller.

User can enable or disable the air mouse functionality based on the game requirement .

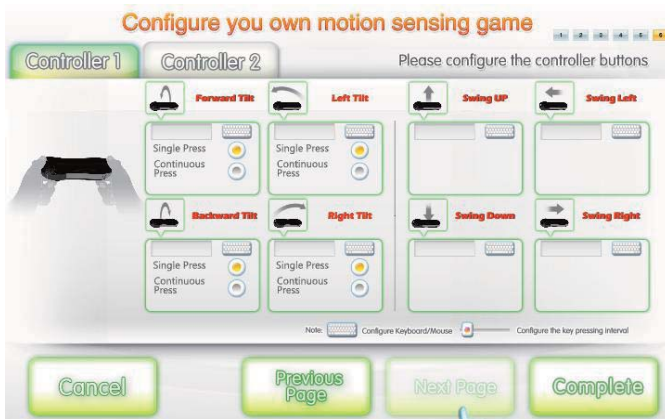
"Single Press" generates the single key event for the single key press and release operation .

"Continuous Press" generates the continuous key events when keeping holding the pressed key. The interval can be configured after selecting "Continuous Press".



· After completing the key configuration , user can configure the swinging and tilting operation of the Game Controller.

Configure the key operation on the keyboard to the proper swinging and tilting operation of the Game Controller.



- After completing the game configuration , user can start the game now.
To re-configure the game by pressing "Setting" button.
To clear the current game configuration by pressing "Clear" button.



Main Menu:

- "Main Menu" button is the bottom left corner of main page.To set the console and the controller.



- "Back to Main Page" can return to main page directly.



- "Controller Management" can configure the controller settings.



- "Settings" can configure the console setting.



- "Help" can help users to learn how to use the console and play the games



- Exit



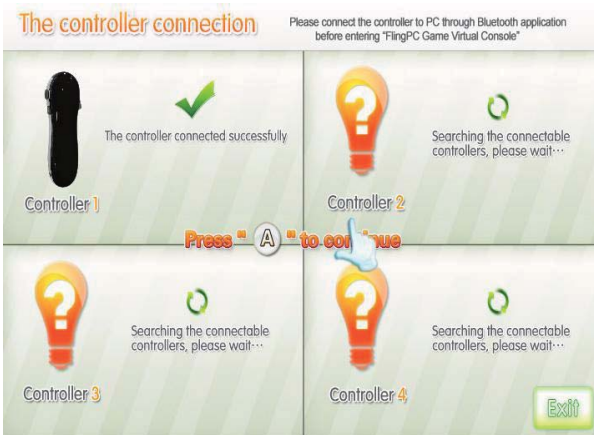
- The connected controller.



- Indicates that the controller can support the air mouse functionality



- User can enable or disable the sound and vibration of controller based on the user requirement
- User can reset the controller configuration to the default through "Reset".



- User can connect the extra controller through "Add new controller"



- User can change the size of window through "Settings"



Tennis Game Description

Game Flow

1. To Start:

Click on the icon to start the game.

2. Game Controller Connects Automatically:

Note: This game supports Multi-Player mode. A maximum of 4 Game Controller can be connected at one time.

3. Loading:

Press the "A" button to continue.



4. Choose Number of Players:

1-4 Players may be selected, depending on the number of Game Controller and Players you have.

Game View Options: Choose one of the 3 court view options.



5. Character Editing:

You can customize your Character.

To Customize:

Input your Character's name, then select gender, appearance, and the clothing style you prefer.

To Edit Your Character:

Edit your Character at any time from this screen.

To Delete Characters:

You can delete Characters from this screen. Note that when deleting Characters, their scoring history is also deleted.



6. Tennis Game Strategy:

Swing the Game Controller upward or press "A" to toss the ball upward and then swing your Game Controller over your head to serve the ball just like in real-life tennis. With correct timing, you can apply "spin" to the tennis ball. The opposing Player must correctly time the swing of his or her Game Controller. For best results, try not to swing too early or too late. The faster you swing, the faster the ball goes. Ball direction depends on the direction of your Game Controller motion. Return the ball before it hits the ground or after just one bounce, just like on a real tennis court. Concentrate on hitting the ball over the net and into the opposite side of the court.

Scoring:

As in real-life tennis, scoring for each game starts at 15, goes to 30 and then 40. The first Player to score one further point after 40 points is the winner. But if both Players are tied at 40 points, then one Player must win two consecutive volleys to win the game.

Game Level and Difficulty:

When one Player wins a certain number of games your computerized opponent will be upgraded to a higher level,

providing you with a greater challenge.



How to Play

· To Serve:

SSwing the Game Controller upward or press the "A" button to toss the ball upward, and then swing the Game Controller overhead as in a regular tennis serve.

· To Stroke:

YYou must time your Game Controller "swing" correctly to successfully return the ball. Try different types of strokes to move the ball in different ways, directions and speeds.



· Tips:

If you time your stroke perfectly, and hit the ball fast enough, you can create a "super-fast" stroke that is very hard to return. Enjoy your Game Controller Tennis Game!

· To Exit the Game:

Press the "M" button on the Game Controller or "Esc" on the keyboard to return to the menu. You may then exit the game.



I Bowling Game Description

Game Flow

1. To Start:

Click on the icon to start the game.

2. Game Controller Connects Automatically:

Note: This game supports Multi-Player mode. A maximum of 4 Game Controller can be connected at one time.

3. Loading:

Press the "A" button to continue.

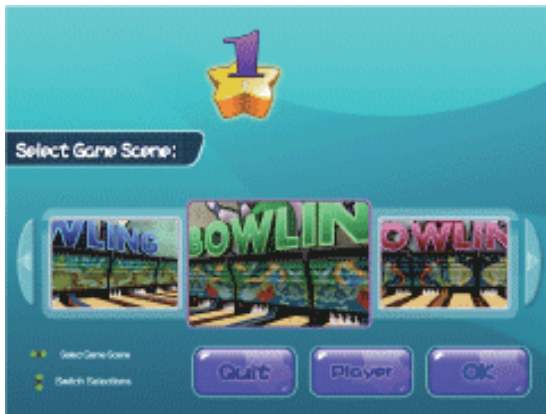


4. Choose Number of Players:

1-4 Players may be selected, depending on the number of Players and Game Controllers.

Bowling Alley Options:

There are 3 Bowling Lane versions from which to choose.



5.Character Editing:

You can customize your Character.

To Customize:

Input your Character's name, then select gender, appearance, and the clothing style you prefer.

To Change Your Character:

Change your Character at any time from this screen.

To Delete Characters:

You can delete Characters from this screen. Note that when deleting Characters, their scoring history is also deleted.



6. Character Options:

Select an existing Character and press "OK" to start the game.

Bowling Game Strategy:

Each game consists of 10 frames as in real-life bowling. Each player normally bowls two balls in each frame, but if the first ball is a strike than that Player's frame is complete. The player with the highest score at the end of the ten frames wins. The number of pins knocked down is indicated at the top right corner of the screen. Scoring is automatically recorded on the screen and shown after each ball is bowled.

Scoring:

The Player with the highest score at the end of ten frames is the winner.

Press "Play Again" to start another game, or press "Finished" to return to the Options Screen.



How to Play

•How to Prepare for Your Turn:

Press the Control Stick down to change the color of your ball.

•Adjustments:

To adjust your Character's stance, press the Control Stick left or right, depending on your natural curve or preference.

•Angle Adjustment:

Press the "A" button to adjust the angle at which your ball will approach the pins, and move the Control Stick to the left or right. When finished adjusting the angle, press the "A" button again to go back and adjust your Character's stance.

•Close-up of Remaining Pins:

To zoom in to view the pins that are still standing, push the Control Stick up. Push the Control Stick down to return to the previous screen.



- To Make Your Bowling Ball Delivery:
Press and hold "B" button down while making a normal bowling motion. Release the "B" button at the same time you would normally release the bowling ball.



- Tips for Delivering your Ball:
Swing faster to get the bowling ball to roll faster. If you want your ball to spin, tilt your Game Controller to the left or right as you release the bowling ball. Too much rotation may result in a gutter ball!

- To Exit the Game:

Press the "M" button on the Game Controller or "Esc" on the keyboard to return to the menu. You may then exit the game.

I Pingpong Game Description

Game Flow

1. To Start:

Click on the icon to start the game.

2. Game Controller Connects Automatically:

Note: This game supports Multi-Player mode. A maximum of 2 Game Controller can be connected at one time.

3. Loading:

Press the "A" button to continue.



4. Choose Number of Players:

1-2 Players may be selected, depending on the number of Players and Game Controllers.

Game View Options:

There are two game views from which to choose.



5. Paddle Options:

Select the paddle you like, and choose to grip the paddle with your right or left hand.



6. Game Options:

Choose either "single-game" or "best of three" games.



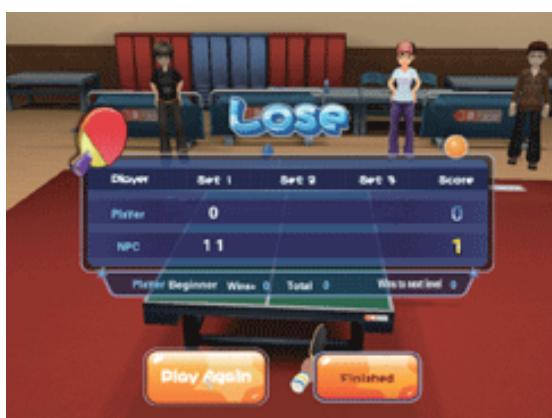
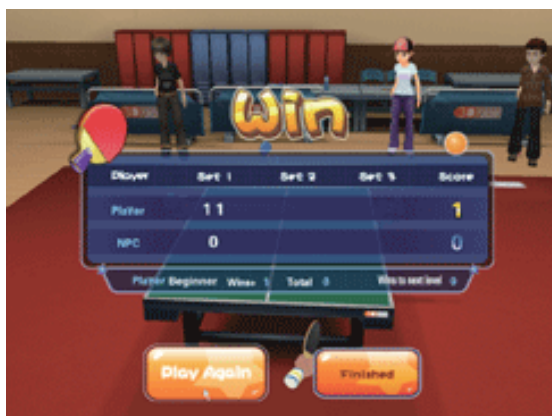
Pingpong Game Strategy:

Plays just like Pingpong! For single game play, the first Player to score 11 points wins, provided this Player leads by 2 points. But once one Player scores 11 points, play continues until one Player takes a 2-point lead. The server starts each point and continues until either Player misses the ball or overshoots the table. Players may apply "spin" to the ball by pressing the green Control Stick.

The direction of the spin on the Pingpong ball is determined by the direction in which the Control Stick is moved (up, down, left, right). The automatic scoring box keeps the current game score, and previous game scores too. The right to serve alternates between the Players after every two points. Serving mistakes or missed returns are indicated at the top left corner of the screen. There are no double faults. May the best Player win!

Scoring:

Points are automatically added to the Game Controller scoreboard.



How to Play

·To serve and start the game, server presses "A".

·To Serve:

The server swings the Game Controller upward, and hits the ball when it reaches its highest point.



·Different Strokes:

Forehand Smash/Slice:

Swing the Remote Control from your back right to upper left.

Backhand Smash/ Slice:

Swing the Remote Control from your back left to upper right.

Direct hit:

Swing the Remote Control forward horizontally.



·To Exit the Game:

Press the "M" button on the Game Controller or "Esc" on the keyboard to return to the menu. You may then exit the game.

I Snowball Game Description

Game Flow

1. To Start:

Click on the icon to start the game.

2. Game Controller Connects Automatically:

Note: This game supports Multi-Player mode. A maximum of 2 Game Controller can be connected at one time.

3. Loading:

Press the "A" button to continue



4. Choose Number of Players:

1-2 Players may be selected, depending on the number of Game Controller and Players you have.



5. Character Options:

Choose your favorite Character and press "OK" to start the game.



Snowball Game Strategy:

Make snowballs as quickly as possible, while dodging snowballs thrown at you. You can make small snowballs and throw more often, or make larger snowballs and score higher—if you hit your opponent.

If you are hit, points will be deducted directly in proportion to the size of the snowball that strikes you. You win when your opponent's score drops to zero.



VS mode:

Connect 2 Game Controllers and select "2P Mode" on Player Number Options Screen.



How To Play

- Keep moving:**

Move to dodge incoming snowballs by pushing the control stick in any direction. Change the way you grasp the Game Controller to hold your snowball.

- To Gather Snow for a Snowball:**

Press the "B" button to bend over the snow.

- To Form a Snowball:**

Keep "B" pressed while shaking the Game Controller to make a small, medium or large snowball.



- Get Ready to Throw:**

Release "B" and make a throwing motion with the Game Controller to hit your opponent with your snowball. Meanwhile, make sure to keep dodging the snowballs being thrown at you!



- To Exit the Game:

Press the "M" button on the Game Controller or the "Esc" key on the keyboard to return to the menu. You may then exit the game.

Fishing Game Description

Game Flow

1. To Start:

Click on the icon to start the game.

2. Game Controller Connects Automatically:

Note: This game supports Multi-Player mode. A maximum of 2 Game Controller can be connected at one time.

3. Loading:

Press the "A" button to continue.



4. Game Options:

You may select 1P mode or 2P VS mode.

2 Game Controllers need to be connected in 2P VS mode.



Fishing Game Strategy:

There are three categories of fish, according to their size: big, mid-size and small. Each category can also come in three different shapes and three different colors, so there are 27 fish in all. And there are 6 types of fish bait, each of which hooks just certain kinds of fish.

But there are other types of marine life that are special: Tropical multi-colored fish; an aggressive, shark-like creature; and turtles, crabs and lobsters.

As you fish, multi-colored tropical fish will appear at random, and you should do your best to catch them, because you will be rewarded with "golden bait", that you can use to catch any other fish.

But do your best to fish far away from the shark-like creature, because it will gulp down your bait!

1P Mode:

1P mode is a "level-up" mode—a Player moves up to the next level of difficulty only after obtaining a target score on the current level.



2P VS Mode:

The Player who obtains the higher score within the time limit wins the game.



How to Play

- Select Fish Bait:

Press the "left/right" button on the Control Stick to select, and press the "A" button to confirm.

- Bind Fish Bait:

Grip the Game Controller and draw a circle with your arm as if you were winding the bait around a hook.

- Casting:

Press button "B" and swing the Game Controller downwards, and then release button "B" as you swing the Game Controller over your shoulder (as if you were throwing a ball).

- Moving the Fishing Rod:

Use the Control Stick.

- Reeling in your Catch:

Pull the Game Controllerl upward.





· To Exit the Game:

Press the "M" button on the Game Controller or the "Esc" key on the keyboard to return to the menu. You may then exit the game.

I Pool Game Description

Game Flow

1. To Start:

Click on the icon to start the game.

2. Game Controller Connects Automatically:

Note: This game supports Multi-Player mode. A maximum of 2 Game Controller can be connected at one time.

3. Loading:

Press the "A" button to continue.



4. Game Selection:

Choose between "8-Ball Pool" and "9-Ball Pool".



5. Rules of the Game:

To Play "8-Ball Pool":

Both Players aim to pocket any ball except the 8-ball. The first Player to sink a ball should check to see if it is a "solid" (balls 1-7) or a "stripe" (balls 9-15), and from that point on, should seek to pocket only the balls in his group. Each Player continues playing until failing to pocket a ball, and then gives way to the other Player. The winner is the Player who first pockets all 7 of the balls in his group, and then sinks the 8-ball.

To Play "9-Ball Pool":

In 9-ball, each Player seeks to pocket the 9-ball to win, and each shot must begin with the cue ball striking the lowest numbered ball on the table. If no ball is pocketed at break, the Player can pocket any of the balls from 1-9, but must do so by first striking the ball with the lowest number on the table. There are three ways to win: Pocketing the 9-ball at break; pocketing the 9-ball after first striking the lowest numbered ball on the table; or by pocketing

the 9-ball it after balls 1-8 have been sunk.



6. Game Mode Options:

Players can choose Practice Mode, 1-Player Mode or 2-Player Mode.

Practice Mode:

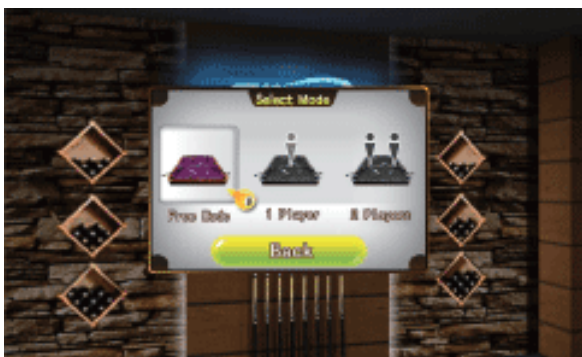
A great way for practicing, or for novices to learn the game.

1P Mode:

A single Player plays against the Game Controller computer. This mode becomes increasingly competitive over time.

2 Player Mode (2P):

Two Players compete, each using a separate Game Controller.





Choosing the Number of Games to be Played:

Note: Choose from best of 3, best of 5, or best of 7 games. But this choice is not available if you are in Practice Mode.



How to Play

- Select Direction of the Cue Ball:

Press the Control Stick to adjust the direction you wish to shoot the cue ball.

- Select Where to Strike the Cue Ball:

Press the "B" button and hold it down. The lower right-hand of the screen will display a close-up of the cue ball. Use the Control Stick to choose the precise spot you wish to strike with your cue stick.

- Choosing View Angle:

Press the "A" button on the Game Controller for a view from above the pool table. To return to a normal view, press "A" again.



- Making a Stroke with the Cue Stick:

To complete a stroke, press "B" while pushing the Game Controller forward as it were a cue stick striking a cue ball.

- Committing a Foul:

If you break the rules, the game will automatically give the turn to your opponent.



•How to Place the Cue Ball After a Scratch:

Press the Control Stick to place the cue ball in the desired position. Then press "A" to confirm positioning of the cue ball.



•To Exit the Game:

Press the "M" button on the Game Controller or the "Esc" key on the keyboard to return to the menu. You may then exit the game.

I Fishing2 Game Description

Game Flow

1. To Start:

Click on the icon to start the game.

2. Controller Connects Automatically :

Note: This game only supports 1 player mode.

3. Loading:

When the controller has successfully connected, there will be a vibration notification. Please press 'A' key on the controller to enter the game.

Note: 'A' key location could be different on different model. Please locate these keys according to your controller model.



4. Game Rules:

There are a total of 6 different types of fishes in the pond, namely Smart fish, Vicious fish, Lazy fish, Beautiful fish, King of pond, and Small fish. Different weight of the fish has different scores. As the time counting down, the more the fish you have caught, the heavier they are, your total score will increase, and so as your ranking. Small fish is a special fish, as you catch them your total score will be deducted instead.



How to Play

·Game Rules:

After the game starts, there will be a fishing rod appear on screen. This fishing rod will directly mimic the movement of your controller. As you move your controller, the fishing rod on screen will move accordingly. User controls the fishing rod within the pond area. As fish moves near the fishing rod and start biting the bait, user can move the controller upward to catch the fish.

Recommendation:Please read the instruction before the game play.



- Moving the Fishing Rod:
Moving the Controller up, down, to the right, or to the left.
- Reeling in your Catch:
Pull the Controller upward.



- Ranking:
When the game finished, please enter the player's name, and you see your ranking, accumulated scores and weight of the fish caught



- Exit the game.

During the game press 'M' key and the menu will pop up. Select "Return to Menu" will return to the main menu, and then select "Quit Game" to exit the game.

Note:'M' key location could be different on different model.
Please locate these keys according to your controller model.



I Pingpong2 Game Description

Game Flow

1. To Start:

Click on the icon to start the game.

2. Controller Connects Automatically :

Note: This game supports Multi-Player mode. A maximum of 2 Controller can be connected at one time.

3. Loading:

When the controller has successfully connected, there will be a vibration notification. Please press 'A' key on the controller to enter the game.

Note: 'A' key location could be different on different model. Please locate these keys according to your controller model.



4. Select number of players:

According to the connected controller you can choose 1 to 2 players



5. Select difficulty:

"Easy" and "difficult" two modes to choose.

6. Select character:

You can pick your favorite in-game character



7. Select area:

Two different areas to choose.

8. Select sets:

Choose between single, best of three or best of five sets of game.



Game Rules:

The goal of the game is to beat the opponent across the table. In a single set, whoever gets 11 points win. If there is a draw at 10th point, whoever score 2 additional points win. After the first serve, the opponent return the ball and play back and forth accordingly. After the game set in a point, the screen will indicate the current score and the total game score. If the receiver gaining 2 consecutive scores, he/she will change to become the server. If there is a bad serve or out of bound, the screen will indicate those as such. Additionally, two consecutive bad serve will not deduct points, but three consecutive bad serve will add one point to the opponent.

Scoring:

Return without over the net, out of bound, or not returning the ball, the opponent will score one point.



How to Play

·When the game begins, press 'A' to serve. During the serve while the ball is in the mid air, swing the controller to forward to complete the serve.

·Hitting the ball:
Fronthand from right to left or backhand from left to right.



- Exit the game.

During the game press 'M' key and the menu will pop up. Select "Return to Menu" will return to the main menu, and then select "Quit Game" to exit the game.

Note:'M' key location could be different on different model.
Please locate these keys according to your controller model.



Balance Game Description

Game Flow

1. To Start:

Click on the icon to start the game.

2. Controller Connects Automatically :

Note: This game only supports 1 player mode.

3. Loading:

When the controller has successfully connected, there will be a vibration notification. Please press 'A' key on the controller to enter the game.

Note: 'A' key location could be different on different model. Please locate these keys according to your controller model.



4. Select difficulty:

"Normal" and "difficult" two modes to choose.



5. Game Rules:

The goal of the game is to practise balance technique. There is 12 stage for each level. Each level has a time constraint. When you pass a stage, the time will extend accordingly. Player not only needs to keep the ball from rolling off the balance board, and also control the ball such that it falls into the hole indicated within the time constraint to complete a stage. Additionally, when the ball falls off it will automatically returns to the balance board to continue the game.



How to Play

·Instructions:

When you hold the controller and roll to the left, right, up and down, the balance board on the screen will roll accordingly. This will cause the ball to move left, right, up or down.

Recommendation: before the game begins, please read the instruction.

·Rolling the Controller:

While you roll your controller to control the balance board on screen, you need to control the ball so that it will not fall off. Given the time constraint you also need to control the ball so that it falls into the indicated hole in order to pass the stage.



·Scores:

When the game ends, player can see how many levels you have passed, the time it takes to pass through each stages, the number of falls, and the total scores. Press A to confirm, enter the player's name, and you can see the ranking of the player, number of falls and total scores



·Exit the game:

During the game press 'M' key and the menu will pop up. Select "Back to Menu" will return to the main menu, and then select "Quit Game" to exit the game.

Note:'M' key location could be different on different model.
Please locate these keys according to your controller model.



I MiniSports Game Description

Game Flow

1. To Start:

Click on the icon to start the game.

2. Game Controller Connects Automatically:

Note: This game supports Multi-Player mode. A maximum of 2 Game Controller can be connected at one time.

3. Loading:

Press the "A" button to continue



4. Sports Game Options:

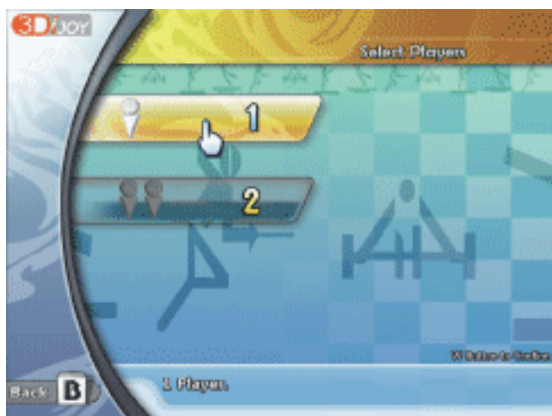
Choose from among four games in MiniSports.



5. Choosing Number of Players:

1~4 Characters may be selected, depending on how many Game Controllers are available.

2 The Game Controllers need to be connected in 2P Mode.



6. Choose a Character:

Select one of the existing Characters and press "OK" to start the game.



· Weightlifting:

Player carefully lifts up the barbell and maintains balance via the Game Controller.

· Trampoline:

The Character stands on the trampoline at the start of the game. On the screen, the Player will be instructed to swing the Game Controller upward in order to make the Character Jump. Once the Character reaches the proper height, the game will prompt you on the right side of the screen to perform turns and spins by pressing the proper buttons on your Game Controller in the correct order, while the Character remains aloft. The closer you match the suggested spins and turns, the higher you score!

· Vault:

The Character sprints down the runway to optimize his vaulting power. When the Character reaches the springboard, the Player should swing the Game Controller upward as far as possible to help the Character achieve the optimal vault. The height of the vault is determined by the speed of the run-up.

· Fencing:

The Player uses the sword to thrust, feign and parry, aiming to actually touch the opponent' s body and gain points, just like in a real fencing match. Read and follow the on-screen instructions, using the Game Controller to create different movements that keep your opponent off-balance and win you points!

How to Play

·Weightlifting:

To Increase Lifting Power:

Shake the Game Controller rapidly.

Lifting the Barbell:

Swing the Game Controller upward.

Keeping Your Character's Balance:

Manipulate the Game Controller in your hand.



·Trampoline:

Create 3 types of actions by Pressing the "A" Button; pressing the "B" Button; or rapidly swinging the Game Controller toward the left or the right.



·Vault:

The initial run:

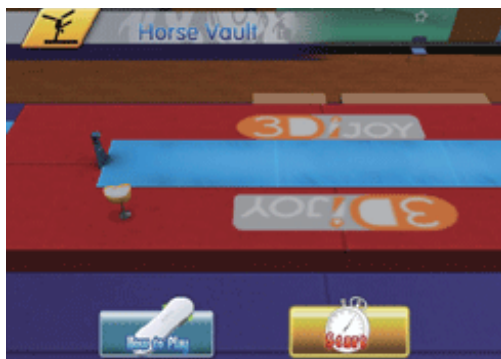
Shake the Game Controller rapidly to build up speed.

The Take-off:

Swing the Game Controller upwards at the right instant.

There are 6 types of Potential Actions:

Press the "A" button, press the "B" button, or rapidly swing the Game Controller up, down, to the right, or to the left.



·Fencing:

Thrusting:

Grip the Game Controller and push it forward like a sword when thrusting.

Parrying:

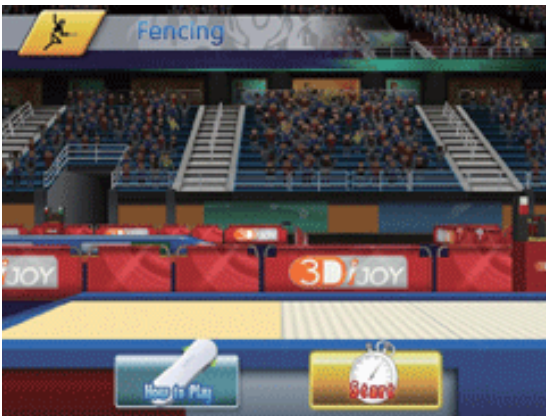
Swinging the Game Controller upwards.

Diversionary Tactic:

Press the "A" Button.

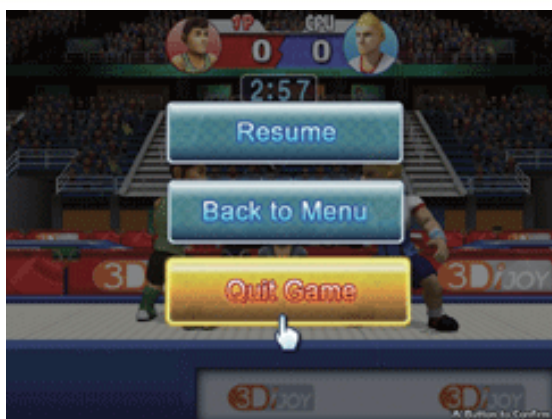
Forward/Backward Movement:

Press the Control Stick to the left or right.



·To Exit the Game:

Press the "M" button on the Game Controller or the "Esc" key on the keyboard to return to the menu. You may then exit the game.



"Virtual Game Console" FAQs

Q1: What problems can show up when I activate "Virtual Game Console" for the first time?

A1: A Windows "Firewall Warning" may ask you to unblock "Virtual Game Console" . Please press the "Unblock" button

Q2: How to connect the controller with the "Virtual Game Console"?

A2: Connection method please refer to the manual "how to start the game".

Q3: How can I disconnect the connection between the controller and "Virtual Game Console" or Bluetooth application software in the host?

A3: If you connect the controller with "Virtual Game Console" through the Method 1 in the "Game Controller User manual-How to Play Games-Method 1",after you close "Virtual Game Console" application, the controller will disconnect the connection with both "Virtual Game Console" and the Bluetooth application software simultaneously. If you connect the controller with "Virtual Game Console" through the Method 2 -Method 6 in the "Game Controller User manual-How to Play Games-Method 2 -Method 6",after you close "Virtual Game Console" application, the controller will disconnect the connection with "Virtual Game Console" only (recommended)

Q4: Do I have to manually connect the controller with the Bluetooth application software every time?

A4: If you do not completely disconnect the Bluetooth connection between the controller and the Bluetooth application software, you can connect the controller with the Bluetooth application software by pressing any button except "Bluetooth Connect Button". If you completely disconnect the Bluetooth connection between the controller and the Bluetooth application software, you have to manually connect the controller with the Bluetooth application software

Q5: How do I reconnect the controller?

A5: If you connect the controller with "Virtual Game Console" through the Method 1 in the "Game User manual-How to Play Games-Method 1",Please press "Bluetooth Connect Button" of the controller to connect.

If you connect the controller with "Virtual Game Console" through the Method 2 in the "Game User manual-How to Play Games-Method 2",Please press any button except "Bluetooth Connect Button"of the controller to reconnect.

Q6: Why do I installed the bluetooth application program and plug in the bluetooth on the PC, and the PC still shows a red icon on the bottom right corner?

A6: This could be you have turned off your bluetooth device on the PC. Please right click the icon and select "Turn on Bluetooth".

Q7: If I want to connect multiple controllers?

A7: If you want to connect new controller,please click and select "add new controller"on "Game Virtual Game Console". Procedure for connection can be referenced to "How to start the game". Currently, "Virtual Game Console" can connect up to 4 different controllers.

Q8: What if I have multiple Bluetooth device?

A8: We recommend you to choose the PC internal Bluetooth device and corresponding bluetooth application program.

Q9: I can't reconnect the controller after logging off my PC

A9: Please restart your computer.

Q10: Can the game still work after PC wake up from hibernation?

A10: After PC hibernation the connection to the controller could be disconnected, please reference to Q4 for re-connection.

Q11: Will there be a problem if I have two computers

and "Virtual Game Console" has been activated on both computers?

A11: If you have already connected your controller with the PC bluetooth application program, we recommend not to connect the controller with other "Virtual Game Console" on other PC.

Q12: How close do I need to be to my computer to use my controller?

A12: Please make sure your controller is within 10 meters (*about 32 feet) of your personal computer.

Q13: I'm not able to connect my controller after entering "Virtual Game Console"?

A13: Please ensure your connection between your controller and "Virtual Game Console" before starting any games, as connection between the game and your controller will initiate once the game started.

Q14: I still can't open up and play the Game Controller video games?

A14: Please double check your driver hardware. Also, you can try to upgrade your Video Card and Sound Card with their latest software drivers.

Q15: Why did the video resolution change on my PC after playing Game Controller games?

A15: This may have been caused by improperly exiting your Game Controller video game session. To manually return to your preferred resolution, please refer to your Windows help file for details. (*Note: If you follow the instructions for exiting Game Controller game play, this resolution change should not happen in the future.)

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

WARNING!

FCC Radiation Exposure Statement:

This portable equipment with its antenna complies with FCC's RF radiation exposure limits set forth for an uncontrolled environment. To maintain compliance follow the instructions below;

1. This transmitter must not be co-located or operating in conjunction with any other antenna or transmitter.
2. Avoid direct contact to the antenna, or keep it to a minimum while using this equipment.

Manufacturer :
Philips Consumer LifeStyle Su Zhou Co., Ltd

Model Name :
RCGP400504/01