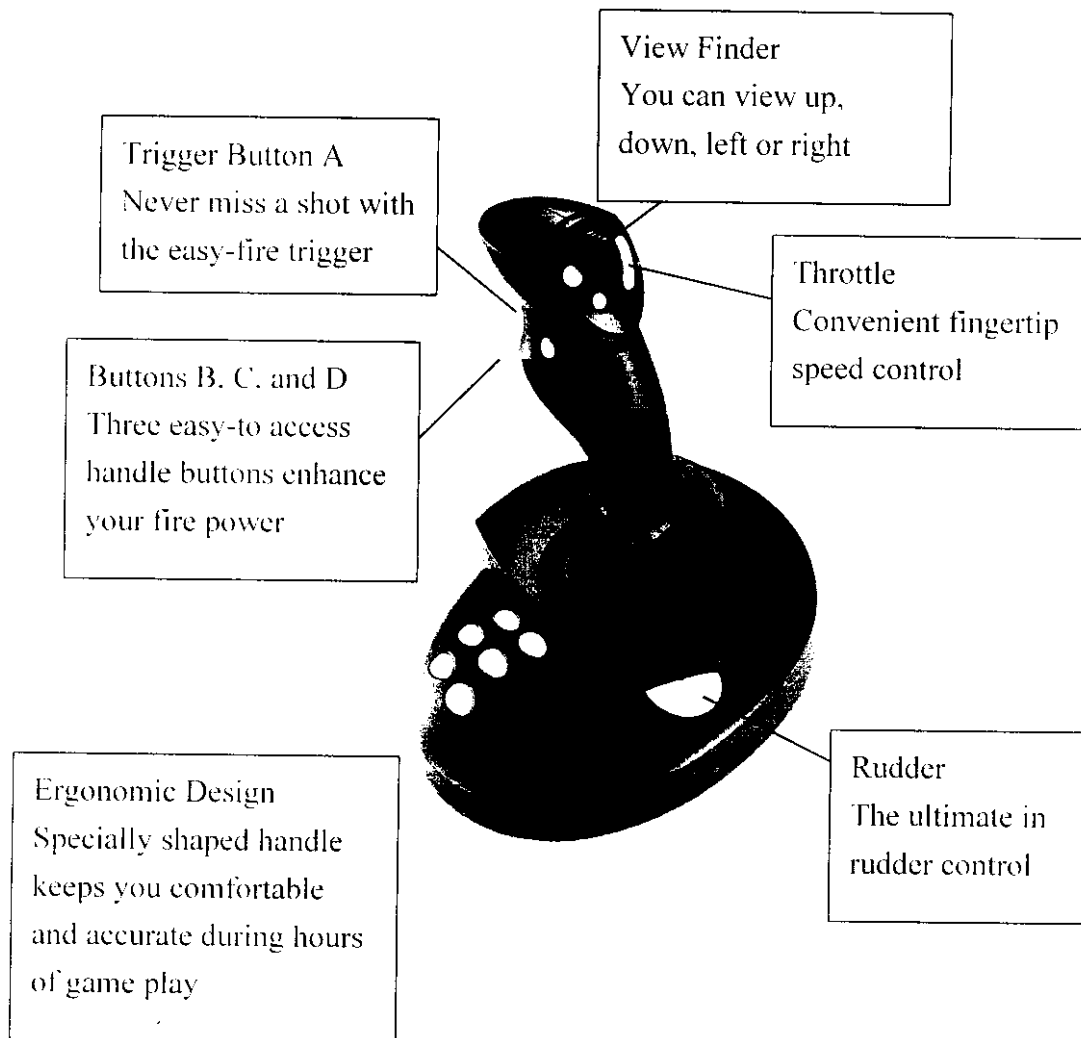# EXHIBIT C

User Manual

In the default setting of "Profile Selection"

1. Select the "Profile Selection".
2. You will find the default setting on the screen and you can begin playing your game.
3. If you want to change the default setting, choose the button to represent a keyboard action.
4. Select **"File"** to save your setting.

View Finder
You can view up, down, left or right

Trigger Button A
Never miss a shot with the easy-fire trigger

Throttle
Convenient fingertip speed control

Buttons B. C. and D
Three easy-to access handle buttons enhance your fire power

Ergonomic Design
Specially shaped handle keeps you comfortable and accurate during hours of game play

Rudder
The ultimate in rudder control

System Requirements:

- IBM PC compatible, with Pentium 133 or higher
- Windows 98
- USB port

Package Contents:

- USB F-31D joystick
- Genius software
- Multi-language quick installation guide
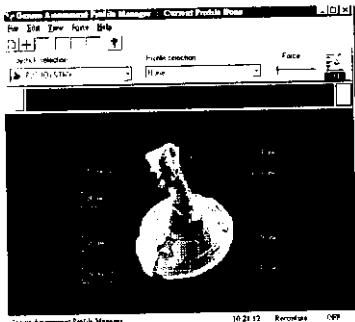
MaxFighter Digital
USB F-31D
The Unstoppable Attacker

- **100% digital** – laser like precision
- **10 programmable buttons** maximize your power
- **Macros provide quicker functions** for absolute control
- **Digital throttle & base rudder** enhance high speed and accuracy
- **Ergonomic design** – more fun, no fatigue
- **Sturdy base and suction stops** for complete stability
- **Convenient hot Plug & Play features** for USB F-31D

The Unstoppable Attacker

The MaxFighter Digital USB F-31D, one of the coolest of Genius Joysticks, can operate in both Analog and Digital modes. Its 10-programmable button functions, Digital-Control-Analog Throttle, View Finder Hat Switch, and Base Rudder will give you the speed and accuracy to meet the challenges of any game. You can program your best moves to the trigger and the six additional buttons on the base. It will give you explosive power to make every game YOUR game!

Genius Amusement Profile Manager

You can assign a game action to one of the USB F-31 joystick buttons using the Genius Amusement Profile Manager. You can assign the function by yourself or use the default setting in "Profile Selection" of the software.

To assign a game action to a button:

1. Choose the button which definition is "**None**" to represent a keyboard action.

2. Select "**File**" and "**Save As** " to save your setting.

Note: If you want to delete the setting of one button, please try to use your mouse to make the range you want to destroy and press delete key. Remember do not use backspace key.