



## Kingmaker 4-in-1 Wireless Guitar

For PS2™ and PS3™

PSE3302

[www.psyclonegamer.com](http://www.psyclonegamer.com)

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### Precautions

Some medical studies have suggested that long periods of repetitive motion, coupled with poor habits may be linked to certain types of physical discomfort or injuries. It is important to take frequent breaks during game play, and if you feel aching, numbness, or tingling in your arms, wrists, or hands, consult a qualified health professional.

If you have heart, respiratory, or other physical impairments that limit your physical activity, do not use the Wireless Guitar. If you have any doubts, consult with a physician before using the Wireless Guitar.

- The Wireless Guitar must be used with care to avoid injury. Psychlone will not be liable for injuries resulting from improper use of the Wireless Guitar.
- The Wireless Guitar is for indoor use only and should be kept away from open flames or other heat sources.
- Do not leave the Wireless Guitar in a dusty or humid place.
- Small children should be monitored at all times when using the Wireless Guitar.
- Do not modify or disassemble the Wireless Guitar under any circumstances.

### Precautions

- When not in use, make sure the Wireless Guitar is removed from playing area and properly stored.
- Excessive use of the whammy bar can cause it to break.
- Never get the Wireless Guitar wet.
- Never stand on the Wireless Guitar.
- Use a dry cloth to clean the Wireless Guitar. Never use chemicals to clean the product.
- Do not mix old and new batteries.
- Always make sure the batteries are inserted correctly.(+ / -)
- Remove batteries from guitar when it is stored or not used for long periods of time.
- Remove the Whammy Bar Safety Tab before Playing.

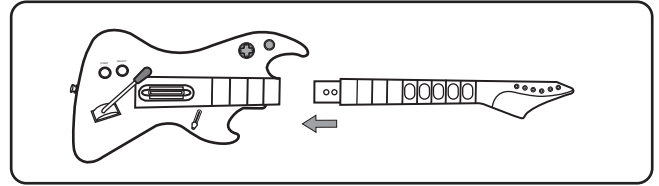
## Features

- Designed for use with Guitar Hero™ and Rock Band™ games for PS3™ and PS2™.
- Working whammy bar adds an extra touch of realism.
- Five fret buttons and a responsive strum bar.
- Looks and feels like a real guitar for the ultimate rock 'n' roll experience.
- Uses 2 AA batteries (not included).
- Works up to 50 feet away.
- Auto and manual scan modes.

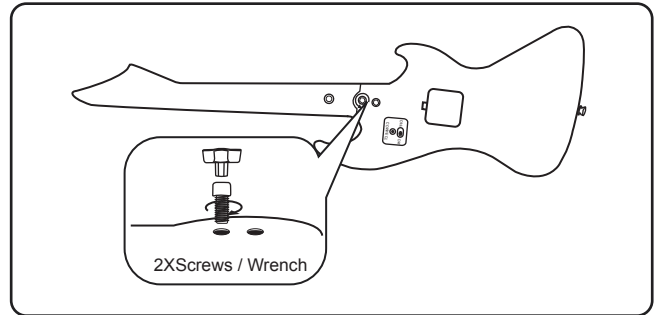
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## Instructions

- Guitar neck slides into guitar body as seen below. Make sure nothing is caught between the neck and body while assembling.



- Use supplied wrench to tighten the screws into the guitar body. To remove, simply remove the screws, and pull the neck and body apart from each other.

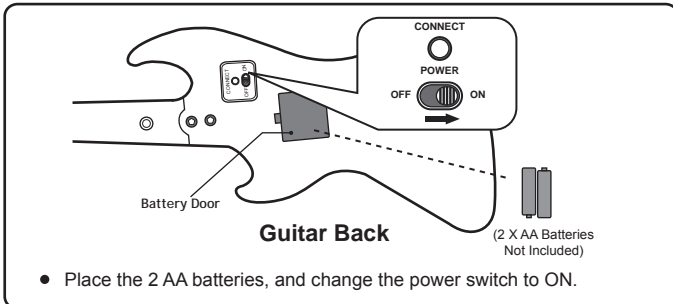


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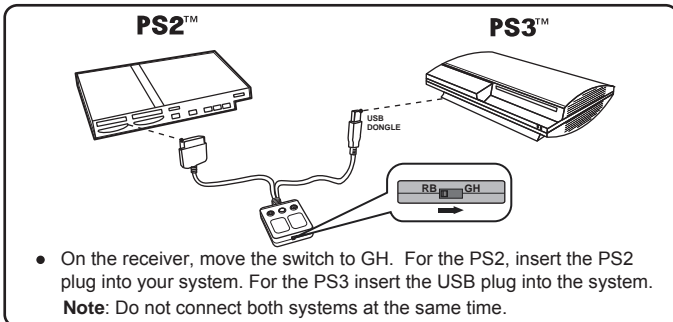
## Guitar Hero® Instructions

### For Guitar Hero Games

#### ① Power the guitar On



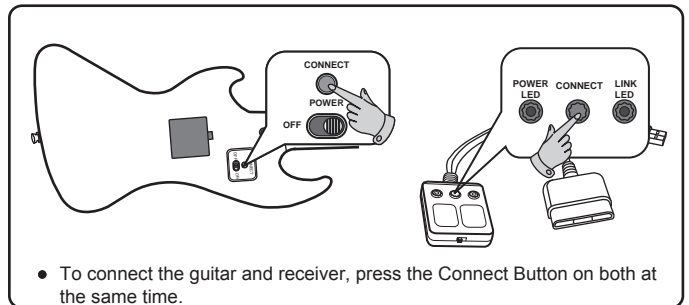
#### ② Game/System selection



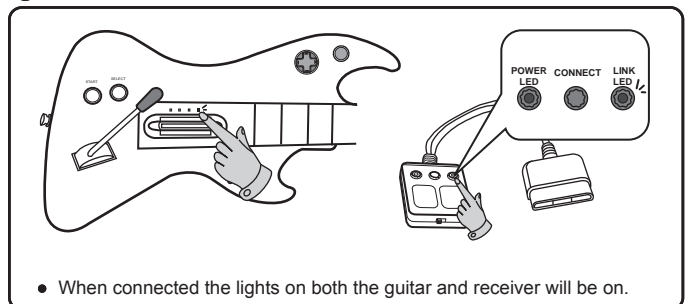
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## Guitar Hero® Instructions

#### ③ Connection



#### ④ Connection Status



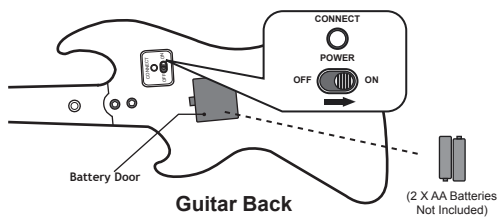
**NOTE:** If blinking and not connected - please redo the previous steps.

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## Rock Band™ Instructions

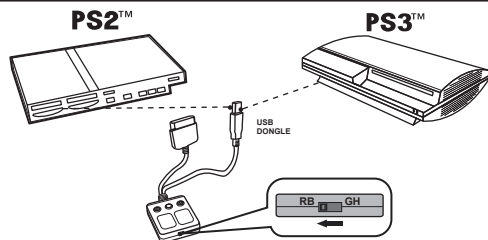
### For Rock Band Games

#### ① Power the guitar On



- Place the 2 AA batteries, and change the power switch to ON.
- If switching between GH & RB, you must power off both the systems and the guitars.

#### ② Game/System selection



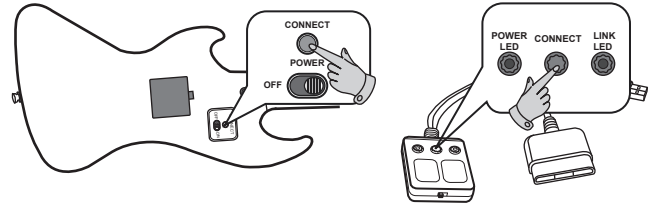
- On the receiver, move the switch to RB. For both PS2 and PS3, insert the USB plug into the system.

**Note:** Do not connect both systems at the same time.

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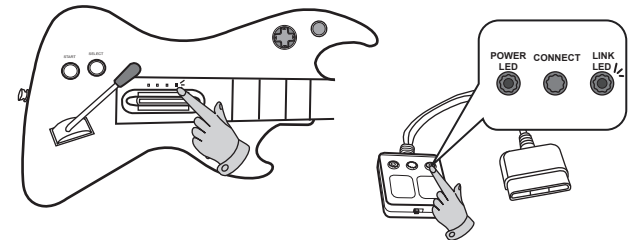
## Rock Band™ Instructions

#### ③ Connection



- To connect the guitar and receiver, press the Connect Button on both at the same time.

#### ④ Connection Status



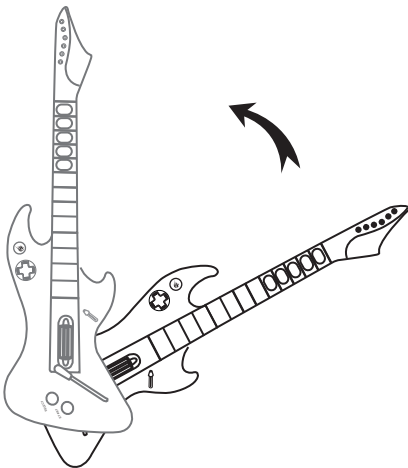
- When connected the lights on both the guitar and receiver will be on

**NOTE:** If blinking and not connected - please redo the previous steps.

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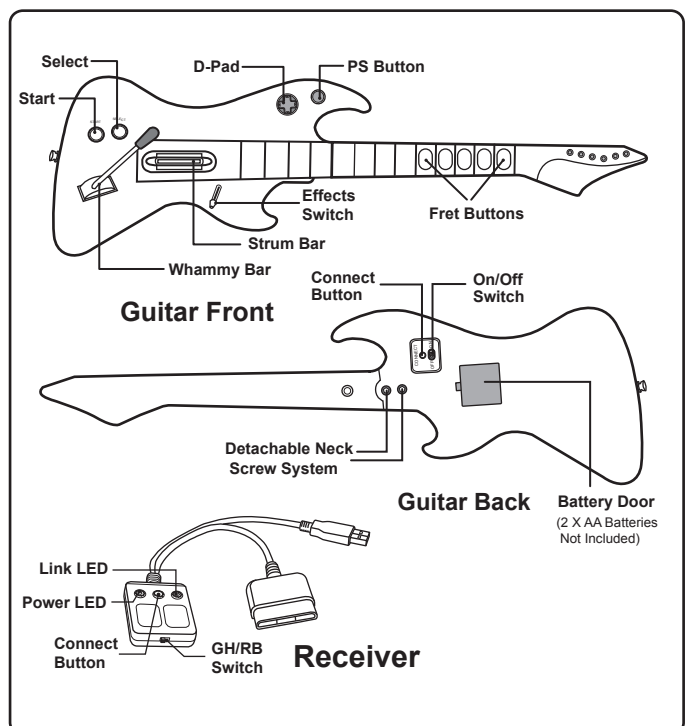
## Instructions

- Activate Star Power



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## Button Configuration



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## Warranty

Psychone™ warrants to the original purchaser of this product that it will be free from defects in materials and/or workmanship for a period of 5 years from the date of purchase. If a defect covered by this warranty is discovered within the 5 years, please have your original sales receipt handy and contact our customer service representatives.

This warranty is limited to the internal works of this product and the external housing. It will not apply if your Psychone product has been damaged by abuse, misuse, negligence, accident, modification, tampering, or by any other causes unrelated to defective materials and / or workmanship. Compensation or restoration of data loss and software are not covered. Psychone is not liable for loss of revenue or loss of use of equipment.

Repair or replacement as provided under this warranty is Psychone's exclusive prerogative. Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 5 years from the date of purchase and are subject to the conditions set forth in this limited warranty. In no event shall Psychone or its affiliates be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

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

Customer Service information:

C/O Psychone Gamer  
PO Box 300555  
Minneapolis, MN  
55403  
customerservice@psychonegamer.com  
1-800-315-0795

## FCC Information

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.

Warning: Changes or modifications to this unit 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.