

## *User's Manual*

### PS2 2.4GHZ RF LIGHT GUN

#### INSTRUCTION MENU

Using worldwide RF 2.4GHZ technology. It is full newly light gun compatible with PS, PS1, and PS2 consoles of European, America, Japan. You can change the channel freely, It can supports 2 players simultaneously. The operation distance is 3 meters. The operation frequency is 2.4GHZ—2.4835GHZ. So it can make the game experience more realistic.

#### A. Description of auction keys:

##### (1). START (START/PAUSE) key

For any games, at first press START to go to setting status, then appropriately set according to screen clue after setting, press START again to start gaming. During the course of game, touch START once, game will be "PAUSE", and strong bright flashing PAUSE displays on the screen. Press START again, PAUSE will be changed into normal game condition, of course software will produce some tableaux of "CONTINUE, RESTART, EXIT", and other similar conditions.

##### (2). A. B. C keys

A.B keys have different function according to different game. C key has the function of LOAD.

##### (3). DIRECTION key

DIRECTION key is loaded on the button of left side, it can produce eight different control signal independently. As a rule as the request of game disc, setting should be done before game starts; in accordance with different software change angle or site. Some software can produce different results.

##### (4). MODE switch

On the right hand of the light gun, there is a MODE switch, it has three modes: NORMAL(for PS console), GUNCON1(for PS1 console), and GUNCON2(for PS2 console). NOTE: Be sure to aim correctly, or the light gun will be unworkable.

##### (5). Firing functions switch

On the left hand of the light gun is FIRING FUNCTIONS switch. It has three selection: NORMAL, AOTO RELOAD, and AOTO FIRE. The mode of NORMAL allows you to fire a single shot every time you pull the trigger. AUTO RELOAD will automatically reload when all the bullets have been fired. AUTO RELOAD & AUTO FIRE will fire all the bullets continuously then automatically reload.

##### (6). CHANNEL/POWER select switch

This switch can be used to select the mode of 1P, 2P or OFF. You can select 1P or 2P when single man play; at the meanwhile, you must select 1P or 2P at the receiver. When two people play games simultaneously, one gun selects 1P, the other 2P, so as the receiver.

#### B. INSTALLATION

- (1). Put software into the console after you open it, then plug the USB port of receiver into the console, the other into the screen of TV. NOTE: You don't need to plug PS port.

- (2). Check the CHANNEL switch to make the controller and receiver have the same channel.  
You can start to work when the indicator of receiver do not flash any more.
- (3). Before you start game, please aim first, the distance is not far than 3 meters.

#### C. SPECIAL FEATURE:

- (1). Auto sleep function(It can be woken up by pressing the FIRE key).
- (2). Operation distance: 10feet.
- (3). Module operation current: 25mA.
- (4). Module operation voltage: 4.5V.

#### D. Important Safeguards & Precautions

- (1). After you open the console, the gun is in the status of working. It will automatically go into sleep status if there is no active more than 2 minutes. You can wake it up by pressing any one of auction key.
- (2). Do not immerse the gun into water or other liquid.
- (3). Any one except specialist, do not disassemble controller and receiver.
- (4). Avoid the heavy object onto the controller and receiver.
- (5). Forbid pupil to play light gun and receiver.
- (6). Do not use the light gun together with other controller.
- (7). Avoid any unnecessary strain of the cable.
- (8). Keep the controller and receiver clean, do not expose to dust.
- (9). Do not expose controller and receiver to high temperatures.
- (10). Store away from dusty and damp area.

The antenna(s) used for this transmitter must be installed to provide a separating distance of at least 20 cm from all persons and must not be co-located or operating in conjunction with any other antenna or transmitter.

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.

**NOTE: THE MANUFACTURER IS NOT RESPONSIBLE FOR ANY RADIO OR TV INTERFERENCE CAUSED BY UNAUTHORIZED MODIFICATIONS TO THIS EQUIPMENT. SUCH MODIFICATIONS COULD VOID THE USER'S AUTHORITY TO OPERATE THE EQUIPMENT.**