

**Title: Zeemote JS1 User Manual – P/N TBD**

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# **Zeemote JS1 User Manual**

## User manual content

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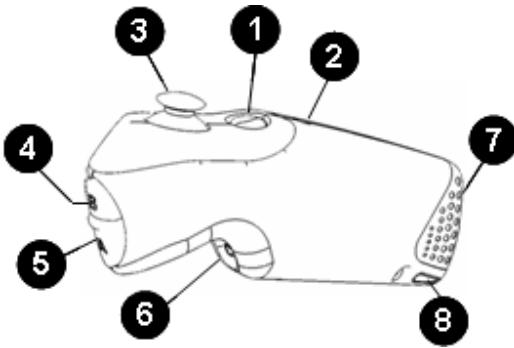
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## Thank you

Thank you for purchasing a Zeemote™ JS1 Wireless Controller, the first compact wireless thumbstick for mobile gaming. Welcome to the Zeevolution!

This user manual will get you started and ready to make the most of your Zeemote JS1 Controller.

## About your Zeemote JS1 Controller



1. Power button / Button D
2. LED
3. Thumb joystick
4. Button B
5. Button A
6. Button C
7. Battery door
8. Lanyard anchor

## What your Zeemote JS1 Controller can do

Sleek, ergonomic and, above all, easy to use, the Zeemote™ JS1 is here and gaming on your mobile phone will never be the same.

Its small, sleek design features a full analog thumb-play joystick, four action buttons and a light, ergonomic design for optimal comfort.

The Zeemote™ JS1 wirelessly communicates via *Bluetooth® wireless technology®* wireless technology with your phone. No cords -- just a mobile phone and the Zeemote controller and you can get your game in anywhere.

Games that work with the Zeemote controller deliver a near-console experience. Take a racing game as an example. Move the joystick to the left, and the car turns left. Move it to the right, and the car turns right. Move it a little, and the car turns a little; move it a lot and the car turns hard. It's really that simple!

Zeemote enhances mobile game play by providing the type of controls you're used to on game consoles such as the Wii, Xbox and PlayStation!

- Connects automatically to your mobile phone via *Bluetooth® wireless technology* when playing Zeemote-Ready games.
- Small and portable with an ergonomic design for improved comfort and control of your game play.
- Precision thumb-play analog joystick controller, just like you're used to from your home game console.
- Operates on two AAA batteries, providing hours of game play.

## Getting started

Follow these simple steps to play Zeemote-Ready games with your controller.

- Enable *Bluetooth*® wireless technology communication on your mobile phone, and make your phone discoverable.
- Turn on the Zeemote JS1 device.
- Set up and run a Zeemote-Ready™ game.

## 1. Enabling *Bluetooth*® wireless technology and making your mobile phone discoverable

Before you begin, you must make sure that your mobile phone is fully charged.

You now need to make sure *Bluetooth*® wireless technology is enabled on your phone. Go to the Settings section in the main menu for your phone. Open the settings page for “**Bluetooth**”. Make sure *Bluetooth*® wireless technology is turned on, and your device is set to be “Discoverable”.

Following are quick instructions for owners of Nokia S60 phones (such as Nokia N73 and Nokia N95) and Sony Ericsson phones (such as Sony Ericsson K800i and Sony Ericsson W580i). Please consult the user manual of your mobile phone for more information.

### Nokia phones

From standby, select **Menu** → **Tools** → **Bluetooth**.

Navigate to “**Bluetooth**” and select “**On**” to turn it on, if it is currently turned off.

Navigate to “**My phone’s visibility**” and select “**Shown to all**”.

### Sony Ericsson phones

From standby, select **Menu** → **Settings** → the **Connectivity** tab → **Bluetooth**.

Select “**Turn On**” to turn it on, if it is currently turned off.

## 2. Turning your Zeemote JS1 Device on and off

To turn on your device, press and hold Button D for 3 seconds until the LED flashes blue and amber.

To turn off your device, press and hold Button D for 3 seconds until the LED is turned off.

### Good to know:

Power save mode is always enabled on your Zeemote JS1. If your device is turned on but not connected to a mobile phone for over 5 minutes, the device will turn itself off. Likewise, if the device is turned on, and communicating with a game for over 20 minutes, but the device can detect no interaction with the joystick or the buttons, it will turn itself off as well.

## 3. Setting up and running a new Zeemote-Ready Game

Each Zeemote-Ready game only needs to be set up once. The steps are as follows:

- Make sure your phone is fully charged and turned on, *Bluetooth*® wireless technology is enabled, and your phone is set to be visible to other devices (consult the previous sections for details).

- Turn on your Zeemote JS1 controller.
- Navigate to the games section of your phone, and run a new Zeemote-Ready game.

### **Running a Zeemote-Ready Game for the first time**

The first time you run each Zeemote-Ready game with a Zeemote, you will be taken straight to the **Search and Connect** menu.

The screen will say “**Searching for devices (X found)...**”, where X is the number of *Bluetooth®* wireless technology enabled devices found, followed by a new screen that says “**Looking up device name X out of Y**”, where Y is the number of *Bluetooth®* wireless technology enabled devices in range. This may take a few moments.

Once the search is completed, a list of found *Bluetooth®* wireless technology enabled devices will be displayed. Scroll through this list and select “**Zeemote JS1**”, which is the *Bluetooth* name for your Zeemote device.

The screen will show the following message: “**Connecting to Zeemote JS1**”. This will take only a few seconds. If your Zeemote controller is in range and turned on, it will now say “**Connected to Zeemote JS1**” You are now ready to play the Zeemote-Ready game using the controller.

## **4. Running a Zeemote-Ready Game that was set up previously**

If you have already run a Zeemote-Ready game you have set up before, simply ensure that your Zeemote controller is turned on, and *Bluetooth®* wireless technology is turned on your mobile phone.

Run the game, and the phone will automatically attempt to connect to the Zeemote controller. You will see the following message: “**Connecting to Zeemote JS1**”. This will take only a few seconds. If your Zeemote controller is in range and turned on, it will now say “**Connected to Zeemote JS1**” You are now ready to play the Zeemote-Ready game using the controller.

#### **Good to know:**

Depending on the security settings of your phone, a dialog screen may come up with the following question: “**Allow application to use connectivity options?**” by your phone. Simply choose “**Yes**” if you see this dialog box

## **5. Joystick and button functions**

The Zeemote JS1 controller is easy to operate. The joystick and buttons are dedicated to control your game play and menu interactions within a Zeemote-Ready™ game<sup>1</sup>. Most Zeemote-Ready games support a consistent and easy to use interface. Advanced controls may be offered by some games; consult game instructions for details.

<b>Mode</b>	<b>Interaction</b>	<b>Typical Zeemote-Ready™ game response</b>
Game play	Moving the joystick	Moves a game character
	Tapping button A	Primary trigger: Fire or select

<sup>1</sup> The Zeemote JS1 will only interact with Zeemote ready games and applications and cannot be used to drive generic menu interactions and general navigation on your mobile phone.

	Tapping button B	Secondary trigger: often used interchangeably as Button A
	Tapping button C	Optional auxiliary game actions
	Tapping button D	Pauses the game and brings up the game menu
Menu interaction	Moving the joystick	Scrolls through menu choices
	Tapping button A	Selects an item
	Tapping button B	Selects an item
	Tapping button C	Unused
	Tapping button D	Goes back one screen

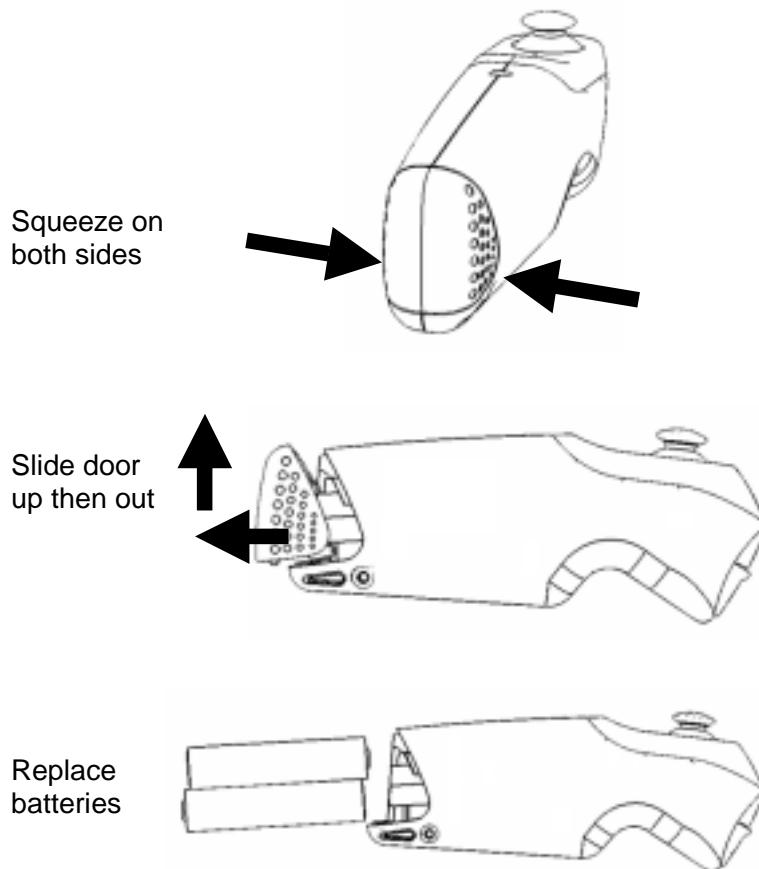
## 6. What the lights mean

The LED on the top surface of the device will flash in different colors and patterns depending on the mode that the device is in. The flashing patterns include the following:

Flashing pattern	What it means
Off	Device is turned off
Slowly flashing amber and blue	Device is turned on and ready to connect
Slowly flashing in blue	Device is connected to a Zeemote-Ready game on a phone
Flashing in amber	Battery level is low and needs to be replaced

## 7. Replacing batteries

The Zeemote controller uses two AAA batteries. To replace the batteries, squeeze the battery door gently at the location shown, then rock it out along the body of the Zeemote JS1 controller, and then up.



### Good to know:

When the LED flashes amber, it is time to change the batteries!

## **8. Taking care of your Zeemote JS1**

Your Zeemote JS1 controller is lightweight and portable. To preserve its surface finish, carry it separately from objects such as car keys that might scratch the surface of the Zeemote controller.

If the device needs to be cleaned, simply wipe it with a damp paper towel and let it air dry.

Your Zeemote controller is not waterproof and cannot be submerged. If your device gets wet, it should be wiped clean of any traces of water in order to protect it from potential damage.

## **9. Troubleshooting**

### **I cannot turn my Zeemote JS1 Controller on.**

Make sure you are holding down the D button for at least 3 seconds.

If the LEDs still don't come on, try replacing the batteries with fresh batteries, and make sure the batteries are put in the right way. Please refer to the image in the “Replacing batteries” section of this manual for further instructions. There is also a battery polarity indicator near the end of the device when the battery door is removed.

### **I am getting a “Failed to Connect” message when I try to run my game.**

Check that your phone is fully charged and *Bluetooth®* wireless technology is turned on, and your Zeemote JS1 is turned on. Also check that the game you are trying to play is indeed Zeemote-Ready.

Also check that you have fresh batteries on your Zeemote JS1.

Also check that the Zeemote JS1 is within range of your mobile phone (they must be within 33 feet or 10 meters of each other).

In rare occasions, you can have an older version of the same game residing on your phone prior to your purchase of a Zeemote-Ready Game. If there is more than one version of the game you are trying to run, make sure you run the one that is Zeemote-Ready.

### **I am moving the joystick and clicking buttons, but nothing happens in the game.**

Check that the LED is slow flashing blue – this indicates that the device is connected to the game. If the device is not flashing at all, or it is flashing amber and blue, the connection has been broken. You will need to exit the game and start it again with the Zeemote JS1 turned on.

### **I see several Zeemote JS1 entries in the Search and Connect screen.**

Currently the factory standard *Bluetooth®* wireless technology name for all Zeemote JS1 devices is the same: “**Zeemote JS1**”. If you are setting up new games with others who also have Zeemote JS1 controllers turned on and ready to connect, it will be difficult to determine which entry corresponds to your own Zeemote JS1.

To solve this problem, move out of range of the other Zeemote JS1’s (33 feet or 10 meters). Alternatively, if you are playing with friends and family, you can ask the other Zeemote JS1 owners to turn their devices off while you set up your new game. Once the game is set up it will always connect to your Zeemote controller first.

### **The display on my phone keeps dimming out during game play.**

Depending on power save settings on your mobile phone, your phone can dim out during game play when no keys are clicked on the phone for a long time. This can happen if you are playing a Zeemote-Ready game using a Zeemote JS1 controller. Clicking any arrow key on the phone itself will reactivate the screen.

### **Still having trouble?**

Email [support@zeemote.com](mailto:support@zeemote.com) for help.

## **11. Zeemote Limited Warranty**

[note that this entire section must be set in headline and body type no smaller than that used throughout the rest of the document. In particular, the bold caps disclaimers below must be “conspicuous”, hence the bold caps.] -

Also the following warranty language is being reviewed by our legal counsel. JSW

Zeemote warrants to the original retail Purchaser (“Purchaser”) that for a period of ninety (90) days after the date of purchase (the “Warranty Period”) of any Zeemote Product (“Product”) by Purchaser, the Product will substantially conform to Zeemote’s published specifications for the Product (as the specifications existed on the date of purchase) (the “Specifications”), subject to the terms herein. Purchaser shall notify Zeemote of any nonconformance during the Warranty Period and obtain a written return material authorization (“RMA”) and an RMA number for the nonconforming Product from Zeemote, and return the nonconforming Product to Zeemote, freight prepaid, with a statement describing the nonconformity. Zeemote’s exclusive obligation with respect to nonconforming Product shall be, at Zeemote’s option and expense, to repair or replace such Product so that it substantially conforms with the Specifications, or, if Zeemote, in Zeemote’s sole discretion, determines that it is not possible to repair or replace the Product, Zeemote may, at Zeemote’s option, refund to Purchaser the purchase price paid for the product. **THE FOREGOING IS PURCHASER’S SOLE AND EXCLUSIVE REMEDY FOR BREACH OF WARRANTY BY ZEEMOTE WITH RESPECT TO THE PRODUCT.**

The warranty set forth above shall not apply to any Product which has not been properly used or handled in accordance with the instructions supplied by Zeemote, lost or misplaced for any reason, or which has been modified, repaired or altered, by anyone other than Zeemote or a Zeemote authorized service facility, or which has been subjected to faulty installation, misuse, abuse, or which the Product defect is attributable to any failure or damage which is beyond the reasonable control of Zeemote. This warranty is available only to Purchaser, and does not extend to any distributors, retailers or other resellers of the Product. This warranty applies only to new Zeemote products purchased from retail sellers. This warranty does not apply to resales of any kind.

**TO THE EXTENT ALLOWED BY LOCAL LAW, THE FOREGOING WARRANTIES ARE THE SOLE WARRANTIES, EXPRESS OR IMPLIED, GIVEN BY ZEEMOTE IN CONNECTION WITH THE PRODUCT, AND ZEEMOTE DISCLAIMS ALL OTHER WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT OF THIRD PARTY RIGHTS. ZEEMOTE SHALL NOT BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES IN CONNECTION WITH THE PRODUCT, EVEN IF ZEEMOTE HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. THE LIABILITY OF ZEEMOTE HEREUNDER FOR ALL CLAIMS SHALL NOT EXCEED THE AMOUNT PAID BY THE PURCHASER TO ZEEMOTE FOR THE PRODUCT.**

This warranty gives you specific legal rights, and you may also have other rights. Some countries, states, and provinces do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you.

## **12. Certification and safety approvals**

### **FCC**

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.

Users are not permitted to make changes or modify the device in any way. Changes or modifications not expressly approved by Zeemote will void the user's authority to operate the equipment.

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. (FIXME CHUCK. THIS MAKES NO SENSE FOR US. CAN WE AXE?)
- Consult the dealer or an experienced radio / TV technician for help.

The device and its antenna must not be co-loaded or operating in conjunction with any other antenna or transmitter.

### **Industry Canada**

Operation is subject to the following two conditions: (1) This device may not cause interference and (2) This device must accept any interference, including interference that may cause undesired operation of the device.

The term "IC": before the certification/registration number only signifies that registration was performed based on a Declaration of Conformity indicating that Industry Canada technical specifications were met. It does not imply that Industry Canada approved the equipment.

### **CE**

This product is CE marked according to the provisions of the R & TTE Directive (99/5/EC).

Hereby, Zeemote, Inc. declares that this product is in compliance with the essential requirements and other relevant provisions of Directive 1999/5/EC. For further information please consult  
<http://www.gnnetcom.com>

**Bluetooth word mark**

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