FCC INFORMATION FOR THE CONSUMER

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.

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: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

IC INFORMATION FOR THE CONSUMER

This device complies with RSS 210 of Industry Canada (IC). 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 this device.

ABOUT REDOCTANE

RedOctane, Inc. is a leading international publisher of interactive entertainment software. The company maintains a diverse portfolio of products that primarily spans the dance/music genre and can be used on a variety of game hardware platforms and operating systems.

RedOctane's headquarters is located at 955 Benecia Avenue, Sunnyvale, California 94085. The company maintains operations in the U.S., with a development studio in India and hardware accessory manufacturing in China. More information about RedOctane and its products can be found on the company website, which is located at www.redoctane.com.





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ACTIVISION AUTHORIZES USE OFTHIS GUITAR HERO™ CONTROLLER ONLY WITH A GUITAR HERO™ GAME PRODUCT OR OTHER ACTIVISION AUTHORIZED PRODUCT. ACTIVISION EXPRESSLY PROHIBITS THE USE OF THIS GUITAR HERO™ CONTROLLER WITH ANY OTHER GAME. NO OTHER LICENSE. EXPRESS OR IMPLIED. IS GRANTED.





PlayStation_®2

Guitar Hero™ Wireless Kramer Striker Controller for PlayStation®2 system INSTRUCTION MANUAL

Thank you for purchasing the Guitar Hero™ Wireless Kramer Striker Controller for PlayStation®2 computer entertainment system. For your personal safety and the safety of others, before using this product please carefully read the instruction manual.

COMPATIBILITY

The controller is designed specifically for Guitar Hero entertainment software. It does not contain all of the functionality of the standard DUALSHOCK © 2 analog controller. If you find that you are unable to navigate from a screen, unplug the wireless receiver and insert a standard controller to navigate the game then re-connect the wireless receiver.

USING THE GUITAR HERO WIRELESS KRAMER STRIKER CONTROLLER

Please read the following precautions before using the controller.

Warning: Do not use the controller if you have heart, respiratory or other physical impairments that limit your physical activity. If you have any doubts, consult with a physician.

- The controller must be used with care to avoid injury. RedOctane will not be liable from injuries resulting from improper use of the controller.
- The controller is for indoor use only and should be kept away from open flames or other heat sources.
- Do not leave the controller in a dusty or humid place.
- Small children should be monitored at all times when using the controller.
- Do not modify or disassemble the controller under any circumstances.
- · When not in use, make sure the controller is removed from playing area and properly stored.
- Excessive or improper use of the whammy bar can cause it to break.
- · Never get the controller wet.
- · Never stand on the controller.
- · Use a dry cloth to clean the controller, never use chemicals.

BATTERY SAFETY

Incorrect use of batteries may result in battery leakage, overheating or explosion. When using batteries, be sure to follow these instructions:

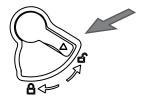
- Make sure the positive (+) and negative (-) ends of the batteries are inserted in the correct directions.
- · Keep batteries out of reach of children.
- Do not mix old and new or different types of batteries. Use only AA (LR6) type batteries.
- Do not attempt to recharge non-rechargeable type batteries.
- Remove the batteries when the product will not be used for an extended period of time.
- If the battery has leaked, be sure to carefully remove all fluid with a paper towel before inserting new batteries. Take care to keep all leaked fluid from touching your skin or clothes. If fluid comes into contact with the skin, flush with water immediately.
- · Dispose of batteries in accordance with local and national disposal regulations.

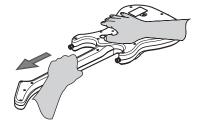
SETTING UP

Slide the neck into the controller body and push in to lock. Make sure the lever on the rear of the controller body rotates fully to the locked position.



To detach the neck, rotate the lever on the rear of the controller body to the unlocked symbol and hold in this position. Carefully slide the neck out from the controller body taking care not to twist the neck.





Connect the strap to the controller.

- 1. Unwrap the strap.
- 2. Attach the strap to the controller's strap buttons using the holes at each end of the strap.
- 3. Adjust the length of the strap as necessary.

Insert the batteries. Make sure the neck is connected to the controller body.

- 1. Slide the tab on the battery cover and lift to detach it from the controller.
- 2. Insert two new AA (LR6) batteries with their positive (+) and negative (-) ends positioned as shown inside the battery compartment.
- 3. Slide the battery cover back into place on the controller and push in to lock.

Connect the Wireless Kramer Striker Controller to the console.

- 1. Make sure the PlayStation®2 system is turned off.
- 2. Insert the wireless receiver into controller port 1.
- 3. Turn the console on and load a Guitar Hero game. The receiver status light will flash.
- 4. Turn on the controller by sliding the power switch labelled | / O to the | position. The status light will flash and the controller will search for the wireless receiver. To establish a connection with the receiver, press any action button on the controller.

The controller and wireless receiver are connected when the status light on the receiver switches off and the guitar light is continuously illuminated.

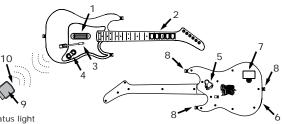
If controller does not connect, press the connect button on the receiver for longer than 3 seconds and then any action button on the controller.

NOTE: Always connect the receiver to controller port 1 for single player games.

NOTE: The status indicator on the controller will blink slowly when the battery level is low.

GUITAR HERO WIRELESS KRAMER STRIKER CONTROLLER LAYOUT

- 1. Strum bar
- 2. Fret buttons
- 3. Whammy bar
- 4. Start and Select buttons
- 5. Detachable neck lever
- 6. Power switch and status light
- 7. Battery compartment
- 8. Strap button
- 9. Wireless receiver
- 10. Connect button and receiver status light



MULIPLE GUITAR HERO WIRELESS KRAMER STRIKER CONTROLLERS

If you want to use two controllers at the same time (as in multiplayer games), follow the instructions below.

- 1. Insert the wireless receiver for the first controller into controller port 1 on the game console.
- 2. Confirm the controller is connected by checking the status indicators or by using the controller to see if it works in the game or game menu.
- 3. Insert the wireless receiver for the second controller into controller port 2 on the game console.
- 4. Confirm the second controller is connected to the wireless receiver by checking the status indicators or by using the controller to see if it works in the game or game menu.

POWER SAVE MODE

If the controller is turned on but has not been used for more than 5 minutes it will automatically enter a "sleep mode" to prolong battery life. To turn the power back on, check the power switch is in the ON position and press any of the action buttons.

TROUBLESHOOTING

If you encounter problems, try the possible solutions provided below.

The controller does not respond:

- · Make sure the power switch is ON.
- · Check the wireless receiver is fully plugged into the console.
- . Move the controller closer to the console.
- · Check the batteries still have some charge.
- Make sure the controller is not in "sleep mode".
- See the "Power Save Mode" section of the manual for more details.
- Keep the console and controller at least two feet away from large metal objects.
- Make sure the front of the console is positioned in the direction of the controller.
- Cordless phones (2.4GHz), wireless LANs, microwave ovens and some cell phones can cause interference. Turn these products off or unplug and try reconnecting the controller.

If none of these solutions work, turn the console off, remove and reinsert the batteries into the controller and repeat the steps for connecting the controller to the console.

TECHNICAL SUPPORT

Check out the website for setup, troubleshooting, and repair information: www.redoctane.us/support-center