

Thank you for purchasing this 'Sniper Rifle & Arcade Shotgun' for PlayStation®2. This product has been developed specifically to give you an enhanced gaming experience when playing Time Crisis®3. There are features not found on standard Light Guns, as follows:

Dual Functionality:

Sniper Rifle & Arcade Shotgun was designed to be the ultimate Light Gun Accessory. The Barrel, Scope, and Stock are detachable so that the Light Rifle transforms into a Pump Action Shotgun!

Pump Action Reloader:

A Pump Action Reloader has been added to give you the ultimate game experience when you are using the product in its Shotgun form.

Linear Kickback Function:

Sniper Rifle & Arcade Shotgun includes a realistic Linear Kickback feature that allows you to feel the recoil of every shot fired!

Gun Modes:

Sniper Rifle & Arcade Shotgun includes 4 different gun modes; Normal, Auto Reload, Auto Fire, and TC (Time Crisis®3) Mode. See below for more information.

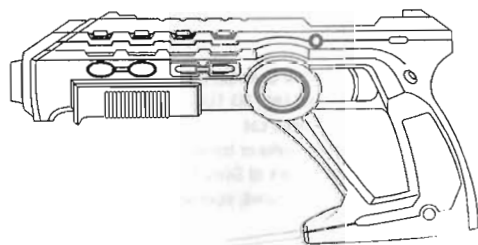
Weapon Select Button:

A specific button allows you to switch between different weapons when playing Time Crisis®3.

Note : This button only functions in TC Mode

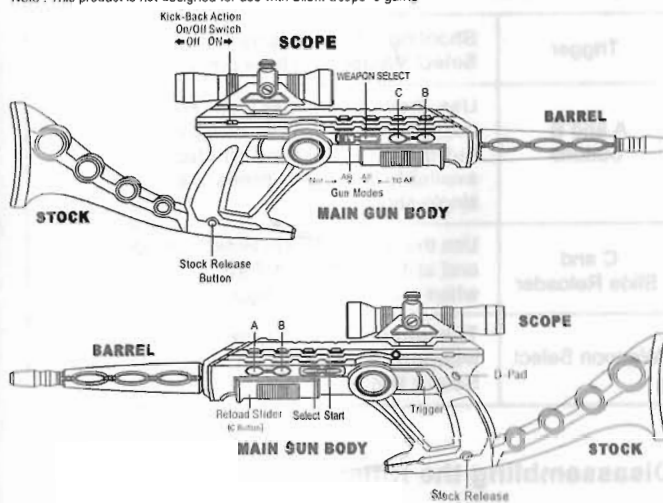
Product Layout:

Sniper Rifle & Arcade Shotgun (Shotgun Form)



Sniper Rifle & Arcade Shotgun (Rifle Form)

Note : This product is not designed for use with Silent Scope®3 game

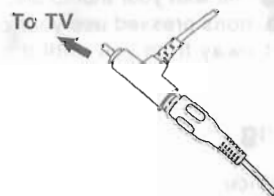


Installation

1. Turn off the PlayStation®2 Console.
2. Connect the USB Connector to the USB Port of the PlayStation®2 Console.

Note : This product does not support PSone™/PlayStation™2 consoles. The composite video cable comes standard with all PlayStation®2 consoles. Additionally, this product is not compatible with LCD or projection displays.

3. Connect the Video T-Joint Connector (Yellow RCA Connector) between your PlayStation®2 and TV.



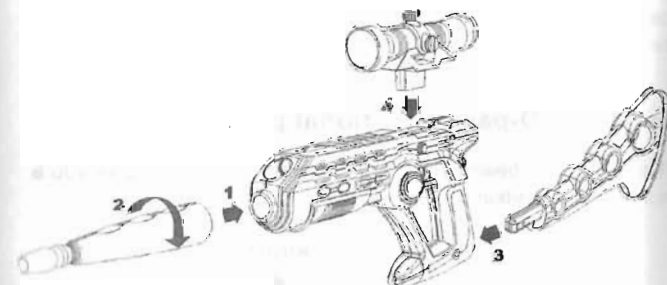
4. Insert your game CD into the PlayStation®2.
5. Turn On the PlayStation®2 Console.

Shotgun Assembly:

When you want to use the Sniper Rifle & Arcade Shotgun as a shotgun there is no special assembly required.

NOTE: If you wish to use the scope with the Shotgun, you must first calibrate the light gun before you attach the scope. For more information, please see 'Calibration' within the 'Instructions For Rifle Assembly' below.

Instructions For Rifle Assembly



When using the Sniper Rifle & Arcade Shotgun in its rifle mode there is some easy assembly required.

Below is a brief explanation of how to assemble the rifle:

1. Remove the main gun body and scope from the upper tray of the box.
2. Under the main gun body you will find the barrel and stock.
3. Insert the barrel into the front of the main body, the black bubbles should be facing up. Now rotate the barrel in a clockwise motion. Make sure that the barrel is firmly attached. Please do not apply excessive force.
4. Next locate the hole at the back of the main gun body at the bottom of the handle. Insert the Stock into this hole with the black portion of the stock facing down until you feel a click. Please do not apply excessive force.

5. Calibration

When you start the game a calibration screen will automatically appear on the screen. you need to select the calibration screen in the game.

- i) Make sure the Gun Mode is set to normal.
- ii) Aim at the target and pull the trigger.
- iii) A second target may appear on some games. Aim at the target and pull the trigger again.
- iv) The Sniper Rifle & Arcade Shotgun is now calibrated.

NOTE: Not all games calibrate the Light Rifle and Shotgun in the same way. If you are having trouble please refer to the game instruction manual for details on Calibration. Make sure you follow steps i & ii.

v) The last step of assembly is to attach the scope. You will notice a slot on the top surface of the main gun body. Slip open the door and insert the scope into this slot, with the larger end of the scope facing towards the front of the gun.

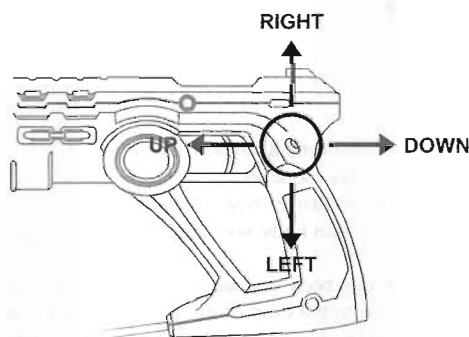
NOTE: You must calibrate the light rifle before you attach the scope.

Using the Kick Back Feature

A linear Kickback feature has been added to the Sniper Rifle & Arcade Shotgun to enhance the gaming experience. The Kickback feature can be turned on or off via the ON / OFF switch on the right side of the gun.

Using the D-pad (directional pad)

The D-pad has been rotated 90 degrees to the left to give you a more natural position when using it.



Gun Modes

The Sniper Rifle & Arcade Shotgun has four different gun modes so you can set up the rifle to your liking.

Normal Mode

Normal Mode is the default setting for the Sniper Rifle & Arcade Shotgun. If you pull the trigger it will fire once.

Auto Reload Mode

When the Sniper Rifle & Arcade Shotgun is in the Auto Reload mode the game will automatically reload the bullets after 6 bullets have been shot, without having to press the reload button.

Auto Fire Mode

The Auto Fire Mode allows you to hold the trigger and the game will continuously turbo fire with 6 bullets shot and reload automatically for you. This action will continue until you release the trigger

TC (Time Crisis®3) Mode with the default button setting of the game

The gun will turbo fire continuously until you release the trigger, however it will NOT auto reload. To reload, release button A, B, or C. In TC Mode you can also use the Weapon Select Button, fully explained below.

TC Mode Button Layout

While you are playing Time Crisis®3 in TC Mode, buttons will have different functions:

Trigger	Shooting (in unhide position) Select Weapon (in hide position)
A and B buttons	Use these to change from Hide to Unhide position. While you are using either of these buttons, the AutoFire function will not be available when you press the Trigger, only single shot
C and Slide Reloader	Use this to change from Hide to Unhide position and still have the AutoFire function available when you press the Trigger
Weapon Select	The weapon will change to next available weapon by pressing once on the Weapon Select Button

Disassembling the Rifle:

Below is a brief description on how to disassemble the Sniper Rifle & Arcade Shotgun:

1. Remove the Scope from the main gun body lifting it straight up.
2. The barrel can be removed by rotating it counter clockwise until it releases.
3. When removing the Stock, place the rifle under your arm upside down with the stock pointing away from you.
4. This will make the bottom of the handle face up towards you. With one of your hands press the release buttons located on each side of the handle with your thumb and index finger.
5. With the release buttons pressed use your other hand to pull the stock straight away from you until it comes out of the main gun body.

Trouble Shooting

If you are having difficulties with your Sniper Rifle & Arcade Shotgun, please refer below:

The Kickback feature does not work.

1. Check that the Kickback Switch is set to the ON position.

My Sniper Rifle & Arcade Shotgun does not respond.

1. Plug the USB connector into the other USB port in the console.
2. Then recalibrate the Sniper Rifle & Arcade Shotgun. (Please see more information on Calibration in the 'Instructions For Rifle Assembly' section of this manual).

No AutoFire Function

1. Check that you have selected the correct Gun Mode.
2. If you are in TC Mode, please do not hold the "A" or "B" buttons while you pull the trigger.

No Weapon Select Function

1. Check if you are playing Time Crisis®3 game.
2. Check if you are in TC Mode - the Weapon Select button does not work on Normal/AutoReload/AutoFire Modes.

Important Note

We recommend that for your own comfort that you take at a 20 min break every hour of game play.

If any discomfort is caused by the weight of this product please use a chair on suitable piece of furniture to help support the gun.

If you are still experiencing problems, you may try our Help line: support@gbbgroup.com

* Note : This product is not designed for use with Silent Scope®3 game.

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Time Crisis®3 is the trademark of Namco Ltd.

Silent Scope® is the registered trademarks or trademarks of Konami Corporation.

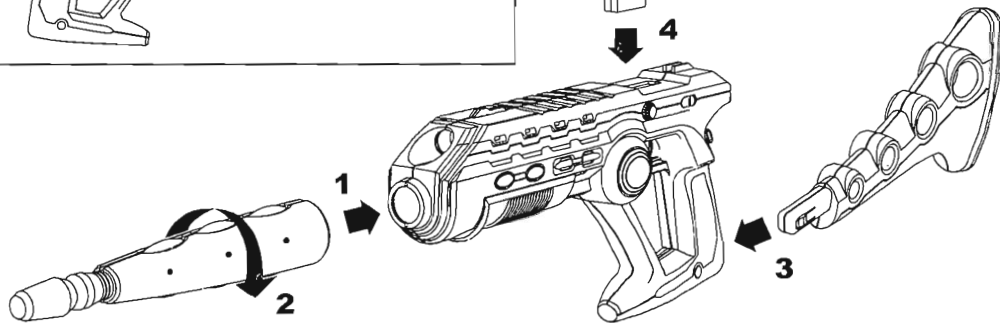
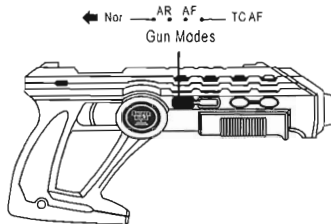
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SNIPER RIFLE & ARCADE SHOTGUN INSTALLATION GUIDE

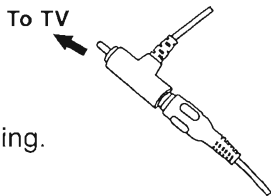
SNIPER RIFLE & ARCADE SHOTGUN CALIBRATION

BEFORE ATTACHING THE SCOPE (STEP 4), COMPLETE THE CALIBRATION FIRST. ALWAYS MAKE SURE THE GUN MODE IS SET TO NORMAL WHEN CALIBRATING. SEE OPERATION MANUAL FOR DETAILED CALIBRATION INSTRUCTIONS.



Start Up Guide for Time Crisis® 3

1. Make sure the PlayStation®2 console is off.
2. Connect the USB Connector to Console and connect the RCA connector between the console and TV.
3. Power On the console and put the Time Crisis® 3 game disc.
4. The Calibration Screen will activate.
5. Point the gun to the target and shot once for calibration.
- * Make sure that the gun is on "Normal" gun mode while calibrating.
6. Press A or B button to quit the Calibration.
- * Then the game will check the memory card status, select "Yes" or "No".
7. Press "START" to start the game.



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