

AUTO SLEEP FUNCTION

The Wireless Light Gun has a built in Sleep mode. If the Wireless Light Gun is not used for more than 2 minutes the power automatically goes into sleep status. You can wake the Wireless Light Gun by pressing any action key.

COMPATIBILITY NOTICE

The Wireless Light Gun is designed to work with the following:

PAL, NTSC and SECAM televisions with a 50 or 100Hz refresh rate and HDTV's.

The Wireless Light Gun is not compatible with the following:

- 1) LCD (TFT) televisions including LCD projection televisions.
- 2) Televisions with 11 inch screens or less.
- 3) Projection and Plasma televisions.

BATTERY CARE

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

- 1) Make sure that the plus and minus terminals of the batteries are inserted in the correct directions.
- 2) Do not mix old and new or different types of batteries
- 3) Do not attempt to recharge non-rechargeable type batteries.
- 4) Remove the batteries when the product will not be used for an extended period of time.
- 5) If the battery has leaked, be sure to carefully remove all residue before inserting new batteries.

CAUTION

- 1) Do not remove this product when the console power is ON.
- 2) Avoid placing this product near extreme temperatures or humidity.
- 3) Do not submerge or allow this product to come into contact with water. Use in dry locations only.
- 4) An adult should supervise young children when using this product.
- 5) Use of any attachment or accessory with this product not recommended or sold by JOYTECH may result in risk of fire, electrical shock or injury to persons or product.
- 6) Do not clean any parts with alcohol, cleaning solutions containing alcohol or strong abrasives. Use a soft cloth and a little water
- 7) Tampering with this product will invalidate your JOYTECH warranty.

IMPORTANT HEALTH WARNINGS

Photosensitive Seizure Warning

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms.

Parents should watch for or ask their children about the above symptoms - children and teenagers are more likely than adults to experience these seizures.

Taking the following precautions may reduce the risk of photosensitive epileptic seizures:

- 1) Sit further away from the screen
- 2) Use a smaller TV screen
- 3) Play in a well-lit room
- 4) Do not play when you are drowsy or fatigued

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

We also advise you to take regular breaks of 15 minutes every hour.

Design and specifications are subject to change without notice.

Dispose of this product or products contained in this pack in accordance with local and national disposal regulations.

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atomicplay™

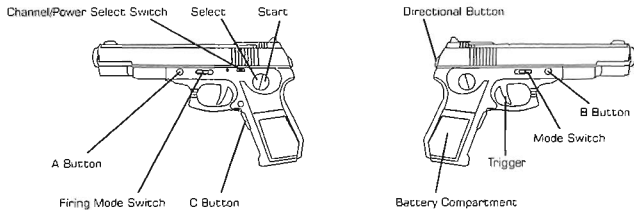
For PLAYSTATION®2, PSone™ and PLAYSTATION®

WIRELESS LIGHT GUN USER GUIDE

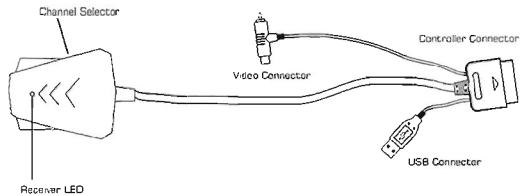


Thank you for purchasing the ATOMIC PLAY™ Wireless Light Gun. The Wireless Light Gun has been designed for use with the PlayStation®2 console. Before operating the Wireless Light Gun, please familiarize yourself thoroughly with this User Guide so that you fully understand the set-up procedure and functions of the product.

THE WIRELESS LIGHT GUN

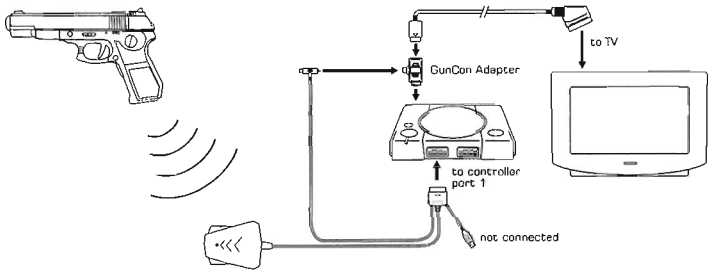


THE WIRELESS RECEIVER UNIT

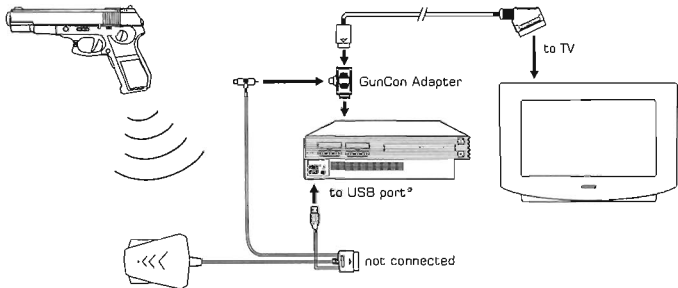


SETUP INSTRUCTIONS

Ensure that your console is switched off before connecting your Wireless Light Gun. Follow the appropriate console set up diagram



below. Setup for the PlayStation® and PSone™. Remember to set the Wireless Light Gun to GUNCON 1.

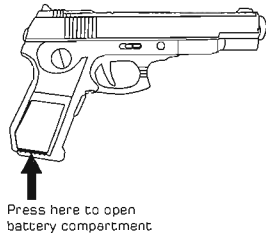


Setup for the PlayStation®2. Remember to set the Wireless Light Gun to GUNCON 2.

* **IMPORTANT:** Ensure you connect the USB connector of the Wireless Light Gun to the correct USB port - Refer to your game Instruction Manual.

The Wireless Light Gun requires 3 AAA (LR03) alkaline batteries in order to work correctly.

- 1) The battery compartment is located in the handle of the Wireless Light Gun. Open battery compartment door by pressing the bottom of the hand-grip as shown in the diagram below.



- 2) Insert 3 new AAA (LR03) alkaline batteries into the battery compartment ensuring that you observe the correct battery polarity when doing so.
- 3) Using the Channel / Power Select Switch on the Wireless Light Gun select either 1P (1 player) or 2P (2 player) and match the Channel Selector on the Wireless Receiver Unit.
- 4) Switch on your console using the mains power button. The red LED on the Wireless Receiver Unit should illuminate. If the LED flashes, then the Channel / Power Select Switch on the Wireless Light Gun and Channel Selector on the Wireless Receiver Unit are not matched correctly.

DESCRIPTION OF FUNCTIONS KEYS

START button – Used to Start and pause a game.

SELECT button – Selects a function or option within a game.

A button – The specific function of this button will vary with each game. Please refer to your game Instruction Manual.

B button – The specific function of this button will vary with each game. Please refer to your game Instruction Manual.

C button – Performs as a reload button in GUNCON 2 mode

Directional Button – Allows you to navigate through the on-screen menus.

Trigger – Fires the active weapon within the game.

CHANNEL/ POWER SELECT SWITCH

This switch can be used to select the mode of 1P, 2P or OFF (Power Off). For 1 player mode select 1P on both the Wireless Light Gun and the receiver unit. For 2 player mode select 2P on both the Wireless Light Gun and receiver unit.

MODE SWITCH

NORMAL Mode – In this mode the Wireless Light Gun will work with all standard light gun compatible games.

GUNCON Mode – In this mode the Wireless Light Gun will function with games that are G-Con™ compatible.

GUNCON2 Mode – In this mode the Wireless Light Gun will function with games that are G-Con2™ compatible.

IMPORTANT: Make sure the Mode Switch is set to the correct position before switching on your console.

Console	Compatible games	Mode switch set to:	Video Connector	Controller Connector	USB Connector
PS2	G-Con™2 / GunCon 2	GUNCON2	Connected	Not Connected	Connected
PS2	Synchronised Light Gun Games – G-con™45 / GunCon	GUNCON	Connected	Connected	Not Connected
PSone	Synchronised Light Gun Games – G-con™45 / GunCon	GUNCON	Connected	Connected	Not Connected
PSone	Light Gun Compatible Games	Normal	Connected	Connected	Not Connected

FIRING MODE SWITCH

NORMAL - In this mode the Wireless Light Gun will fire a single round each time the trigger is pulled. Shoot off screen to reload.

AUTO-RELOAD - This allows the Wireless Light Gun to automatically reload.

AUTO-RELOAD/ AUTO FIRE - This allows the function of automatic reload and firing. Note: Auto Reload and/or Auto fire may vary with some games.

CALIBRATION

Follow the game's instructions to calibrate the Wireless Light Gun. For best results do not sit more than 3 metres away from the TV screen when calibrating the Wireless Light Gun.