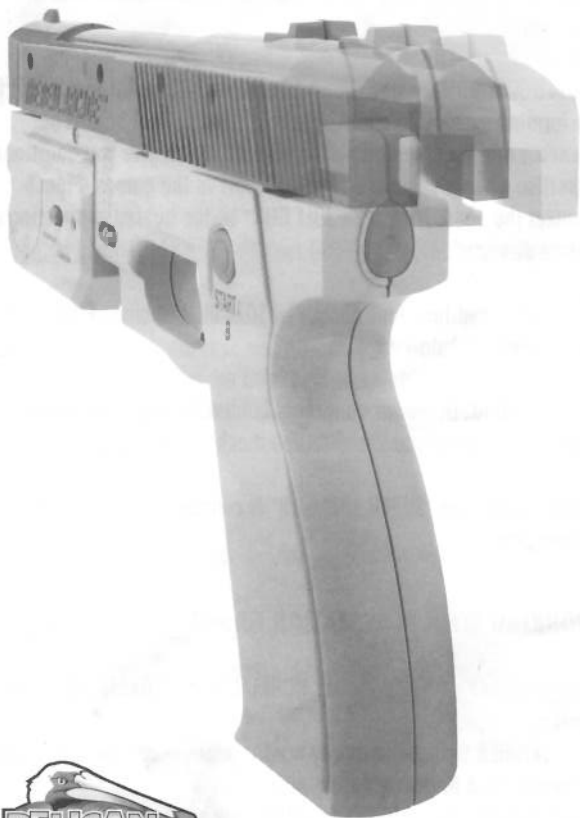


**Instruction Manual  
for  
"SUPER JOLT GUN"  
WITH PEDAL**



**Congratulations !** You have bought the most state-of-the-art light gun "SUPER JOLT GUN" for your PSX/SAT system because of it's unique **Recoil Action** feature giving you more realistic gun-Play you have ever experienced before.

Moreover, when connected to the Playstation system, "SUPER JOLT GUN" can work as a normal PSX light gun or a Namco GunCon compatible light gun (for games like "Time Crisis" & all other new light gun games coming out soon which are compatible with the GunCon).

"SUPER JOLT GUN" comes equipped with an additional foot pedal for performing special functions, like releasing special bombs or maneuvering from behind hiding objects, which give you additional expertise when playing challenging levels in the games. Please connect the pedal to "SUPER JOLT GUN" by the bulded connecting cord before power is on.

Other advanced functions of "SUPER JOLT GUN" include Programmable Auto-Reload & Auto-Fire.

An external AC/DC power adaptor is bulded for supplying the extra power required for the Recoil Action mechanism

Please make sure "SUPER JOLT GUN" is connected to your console before power on.

## WORKING WITH PLAYSTATION GAMES

Normal Light Gun mode (Select NORMAL in the NORMAL/GUNCON Switch)

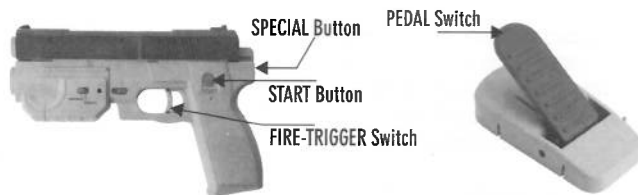
**FIRE-TRIGGER Switch** - normally used to make selection in game menu screen or used for firing during play.

**START Button** - normally used to start/pause the game or used to confirm the selection in game selection menu.

**SPECIAL Button** - normally used to release Special Bombs,

**PEDAL Switch** - function exactly as the **SPECIAL** button by stepping down the pedal to the floor.

\*Sometimes the function of the buttons vary from game to game, please refer to the game manual for final confirmation.



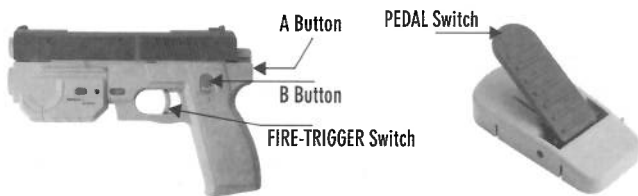
Namco GunCon compatible mode (Select GUNCON in NORMAL/GUNCON Switch)

**FIRE-TRIGGER Switch** - normally used to make selection in game menu screen and to start the game or to use for firing during game play.

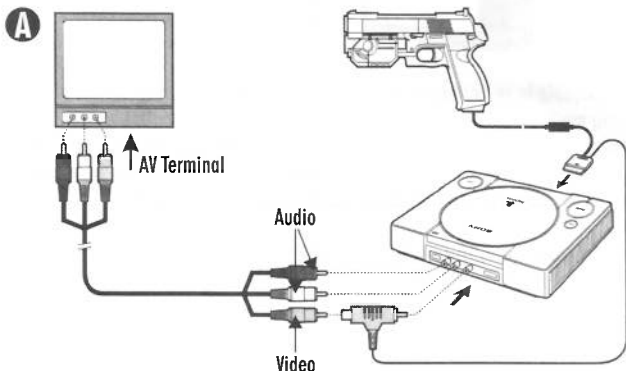
**A Button** - normally used to move from behind an object to fire.

**B Button** - normally used to pause the game.

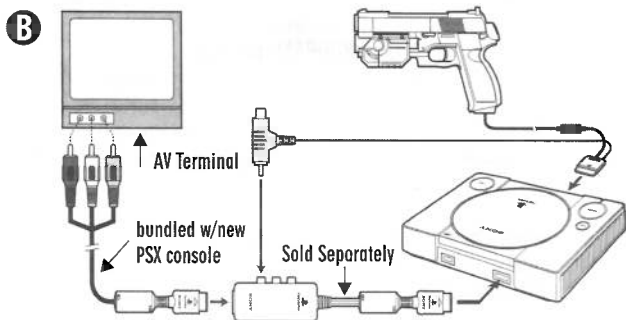
**PEDAL Switch** - functions exactly as the A button by stepping down the pedal to the floor.



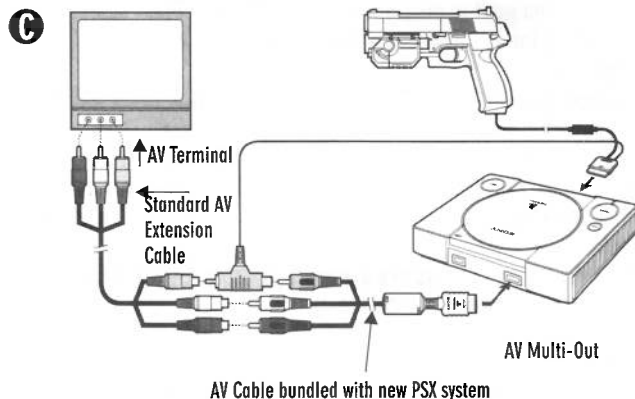
•When using a GunCon compatible light gun, you have to connect "SUPER JOLT GUN" to the console with any of the below method.



### FOR OLD PSX CONSOLE



### FOR NEW 5XXX SERIES CONSOLE

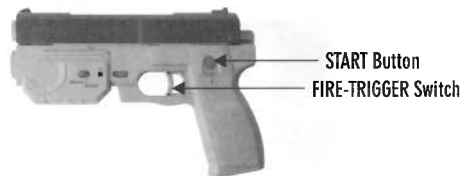


### FOR NEW 5XXX SERIES CONSOLE

#### WORKING WITH SATURN GAMES

**FIRE-TRIGGER Switch** - normally used to make selection in game menu screen or used for firing during play.

**START Button** - normally used to start/pause the game or used to confirm the selection in game selection menu.



**PROGRAM/NORMAL/AT. RL/AT. RL + AT. F Switch** (for both PSX/SAT mode)  
**PROGRAM** - this is using to program how many bullets you want to fire and then the auto-reload will only be executed once. We recommend using a number that is less than or equal to the no of bullets that are given to you with the manual re-load in the game.

Example: (You want to program a number 10 for AT.RL)

1. Switch to the PROGRAM position, the IND. Lamp will light up.
  2. Trigger the FIRE-TRIGGER switch 10 times. The IND. Lamp will flash once whenever the FIRE-TRIGGER is triggered once.
  3. Switch to NORMAL/AT.RL/AT.RL + AT.F when you have finished.
- Don't switch the PROGRAM/NORMAL/AT.RL/AT.RL + AT.F switch to PROGRAM position unless you really want to do the program function.

**NORMAL** - Your gun works like a normal gun only, there is no auto-reload or auto-reload + auto-fire.

**AT.RL** - Auto-reload will be executed automatically according to the default value/programmed value.

**AT.RL + AT.F** - Your gun is in auto-reload and auto-fire.

## "Hints on gun Adjustment"

**Method 1:** While in the Gun Adjustment Screen, place the front of the gun as close as possible to the TV screen and point the center of the lens (which is at the front of the gun) to the dead center of the target on the screen and squeeze the fire trigger. Don't use the front marker on the gun barrel to aim for the calibration in this method because as you can see the sensing lens is 2 inches under the front marker (the reason of designing it like this is to give space for the Recoil Action mechanism to work). See Diagram 1 below.

Dig.1



**Method 2:** While in the Gun Adjustment Screen, hold the gun in the same way as you would while playing a game, use the markers (sights) on the gun barrel to align your aim on the target, aim at the point which is 2 inches vertically above the dead center of the target and squeeze the fire trigger. This sets the calibration of the center of the lens of the light gun to the center of the target no matter how you are aimed. See Diagram 2 Below.

Dig.2



It is advisable to re-calibrate the gun when changing players or changing playing position, as the difference in shooting distance, shooting angle or shooting styles may affect the accuracy achieved. **\*Please understand that you may have to spend a couple of minutes to familiarize yourself with how your gun shoots after each time of calibration.**

Please position the NOR-GUN/GUNCON switch to **NOR-GUN** position before you power on if you want to play with **SATURN** games.

## USER SELECTABLE RE-LOAD TIMING

In order to make your gun work perfect with games with different re-loading time, your gun has three re-load timing pre-set, a short timing, a normal timing and a long timing, the default is the normal timing. By sliding the PROGRAM / NORMAL / AT.RE-LOAD / AT.FIRE+ .RELOAD switch to the PROGRAM position, press the ellipse button at the back of the gun once and then slide back to the NORMAL position to select the short timing or press the ellipse button twice and then slide back to the NORMAL position to select the long timing. This function is available to GunCon, normal PSX gun and normal SAT gun modes.

- \* Please program your customized number of bullet for auto-reload if it is necessary before making your selection of the re-load timing.

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Sony is a registered trademark of Sony Corp.

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To obtain warranty services during the warranty period, send the defective product postage pre-paid, with a money order for \$4.00 to cover return postage and handling, along with proof of purchase and the date of purchase to:

**PELICAN ACCESSORIES**  
**1840 East 27th Street**  
**Vernon, CA 90058**

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