

joystick clockwise into the base until it is secure. **Note:** Joystick will still be able to spin freely when hex key is removed.

6. Return the Hex-key to its slot in the base.

TROUBLE SHOOTING

The arcade stick is not working.

- Make sure the connector plug is firmly connected to the Xbox controller port.
- Make sure the Inline Quick Release Connector is firmly connected.
- Reset your Xbox game console.

The programmable buttons are not working.

- Pause game.
- Reprogram S1 or S2 button using the steps listed above.
- Resume game.

Hint: To activate the rumble feature in Dead Or Alive 3, hold down the Back button while connecting the Arcade Stick to the Xbox console.

MAINTENANCE

- Handle this product carefully.
- Store this product away from dusty or dirty

areas.

- Keep this product away from moisture or extreme temperature.
- Do not disassemble this product. If problems persist, consult the Warranty information located at the end of this Instruction Manual.

Please retain this for future reference.

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.

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

NOTE: 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.

90-DAY LIMITED WARRANTY

(This product warranty is valid in the United States and Canada only)

Radica China Limited warrants this product for a period of 90 days from the original purchase date under normal use against defective workmanship and materials (batteries

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excluded). This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship. Radica China Limited will not be liable for any costs incurred due to loss of use of this product or other incidental or consequential costs, expenses or damages incurred by the purchaser. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitations may not apply to you. This warranty gives you specific legal rights and you may also have other legal rights, which vary from state to state.

During this 90-day warranty period, the game will either be repaired or replaced (at our option) without charge to the purchaser when returned prepaid with proof of date of purchase to: **Radica USA, Ltd., 13628-A Beta Road, Dallas, Texas 75244, USA.** Please remove the batteries and wrap the unit carefully before shipping. Please include a brief description of the problem along with your return address and mail it postage prepaid.

Products returned *after* the 90-day period has expired will be repaired or replaced (at our option) for a service charge of US \$10.00. Payment must be made by check or money order. This extended service will only be available for one year from the date of purchase.

IMPORTANT: Before returning the unit for repair, test it with fresh alkaline batteries. Even new batteries may be defective or weak and low battery power is a frequent cause of unsatisfactory operation.



RADICA:®
GAMESTER™
REFLEX ARCADE STICK, DUAL FORCE
AND "THE UNFAIR ADVANTAGE" ARE
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This product is officially licensed by Microsoft Corporation. Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft.

Dead Or Alive is a registered trademark of Tecmo, Ltd.

This product is not designed, manufactured, sponsored or endorsed by Tecmo, Ltd.

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INSTRUCTION MANUAL

MODEL RC71103

For 1 player / Ages 8 and up

P/N 82364700 Rev.B

INTRODUCTION

Congratulations on choosing the Gamester Reflex Arcade Stick, the ultimate Dual Force arcade stick officially licensed for the Xbox video game system.

CONTENTS

- 1 x Arcade Pad
- 2 x Joysticks
- 1 x Instruction Manual

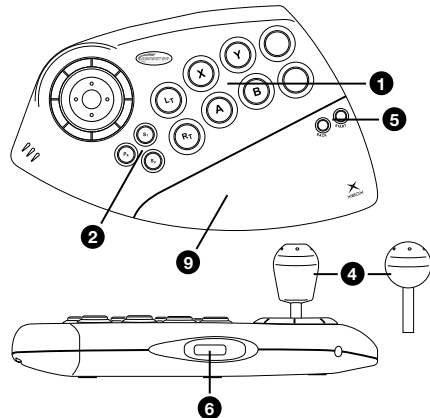
IMPORTANT

Before using this product, read the Xbox Instruction Manual for safety, health and other information.

PRODUCT FEATURES

- Eight action buttons offering eight-bit analog control (A, B, X, Y, RT, LT, Black and White).
- One program button (Px) to activate two fully programmable buttons (S1 and S2).
- Two vibration feedback motors, one for low frequency forces, one for high frequency forces.

- Two interchangeable joysticks for maximum comfort.
- Two digital menu navigation buttons (Back and Start).
- One module expansion slot.
- Xbox proprietary plug interface.
- Inline Quick Release Connector.
- Rubberized grip.



INLINE QUICK RELEASE CONNECTOR

The Inline Quick Release Connector is added to help protect your Xbox game console investment. It is designed to disconnect your arcade stick from your console in the event that the controller is pulled upon with an unreasonable force.

During normal use, the Inline Quick Release Connector should always remain connected. Always use the console connector to disconnect your arcade stick from the console.



PROGRAMMABLE BUTTONS

Perform complex moves with a simple push of one of our programmable buttons. The programmable buttons store button presses and joystick movements. The delay prior to the first button action and after the last are not stored to ensure that the programmed moves occur immediately when the button is pressed, and do not create a 'dead time' after they are completed.

Just follow these easy steps to program your arcade stick:



PROGRAMMING YOUR ARCADE STICK

Your Gamester Arcade Stick has been designed with a programmable feature allowing you to have multiple action button movements from a single key stroke. There are two programmable buttons, S1 and S2, and these should be programmed as detailed below:

IMPORTANT : The sequence of button movements is personal to you and will be specific to each software game. Please spend time in getting to know this feature as it will give you "The Unfair Advantage".

PROGRAMMING INSTRUCTIONS

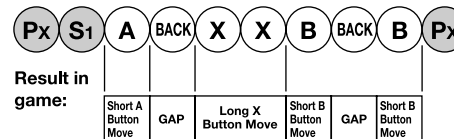
- Press Program, (Px), until the Green light starts to flash.

- Press the button you want to program, (S1 or S2), until the Green light stops flashing and is ON.
- Press the buttons you want to use in the programmed sequence in the order they are used in the game. Where a delay or gap is required between button presses, the Back button is used. With each press, hold the button until the Green light flashes once.
- Press Program, (Px), until the Green light goes out.

Notes: a. If you want a longer button press or longer gap then press the action button more times to achieve this.
b. Each button press represents 1/20 second.

Use the following programming sequence as an example:

Programmed sequence:



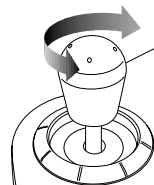
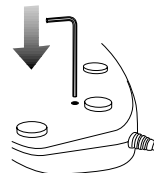
EXPANSION SLOT

The expansion slot is an integral part of your arcade stick and is designed to add functionality and variety to your gaming experience.

Expansion Slot. Supports the following modules: 8 MB Memory Unit, 16 MB Memory Unit and all future Xbox modules designed for use in Slot.

JOYSTICK CHANGING

- Remove the Hex-key from right back of the base.
- Insert the Hex-key into the hole with a white circle at the back of the base underneath the joystick position.
- Hold the Hex-key and spin the joystick counterclockwise until it is released from the base.
- Select your desired joystick.
- Hold the Hex-key in the hole again and screw the



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