OPERATION GUIDE

- 1. BUTTON 0: To Start the game or shooting.
- BUTTON 1: To control the subject to jump, change direction, bend or for shooting.
- 3. SPEED SELECTOR:

To control the speed. F=Fast, S=Slow.

- AUTO FIRE SELECTOR: To control the fire function.
 Switch on A: Use button 0 to act auto fire.

 Switch on M: Act single fire.
- VERTICAL CENTERING KNOB: (No available for Commodore)
 With mode of "Eight Directional" can adjust the
 subject to stay in vertical centre position.
- 6. HORIZONTAL CENTERING KNOB: (No available for commodore)
 With mode of "Eight Directiohal" can adjust the
 subject to stay in horizontal centre position.
- 7. CONTROL STICK:

To control the subject to any movement and the control stick can automatically return to the centre. Once the stick is in the centre, the subject will stop moving.

8. RUBBER SUCTION CUPS:

In four comers of the base which enable strong attachment on the table and easy to control.

9. 16 PINS PLUG:

This plug is to be inserted into your APPLE II computers game I/O socket. This plug is only to be inserted when your computer is "OFF".

10. 9 PINS FEMALE CONNECTOR:

This plug is to be inserted into your commodore computers GAME I/O socket.

12 OUTSTAHDING CHARACTERISTICS:

- Innovative, multi-functional: Replaces Paddles, Joyports and Joysticks.
- Superior circuitry design keeps object controlled in any position or makes auto-centering a breeze.
 - 3. Reliable, accurate and durable: controller uses 6 microswitches.
- Center position adjustable.
- 5. Auto or menual fire function.
- 6. Choice of fast or slow speeds.
- 7. Large, soft-touch buttons.
- 8. Sleek and mobile control stick, made of a highly durable and hard metal for long operation life.
- Black aluminum case with 4 rubber suction cups on the underside for firm attachment to any surface.
 Easy single-hand control.
- 10. Extra long 6 feet card 16 pins gold plate plug.
- Extra long 6 feets card 9 pins female plug for commodore computer.
- Directly inserts into game I/O socket—no extra accessories needed.

JOYSTICK

- INNOVATIVE, MULTI-FUNCTIONAL: REPLACES PADDLES, JOYPORTS AND JOYSTICKS.
- SUPERIOR CIRCUITRY DESIGN KEEPS OB-JECT CONTROLLED IN ANY POSITION OR MAKES AUTO-CENTERING A BREEZE.
- USED 6 LONG LIFE MICROSWITCHS. SERVICE LIFE: 10,000,000 TIMES.
- CENTER POSITION ADJUSTABLE FROM 0 TO 255.
- CHOICE OF FAST OR SLOW SPEEDS.
- DIRECTLY INSERTS INTO GAME I/O SOCKET NO EXTRA ACCESSORIES NEEDED.























