



Quick Start Guide



WORKS WITH
PlayStation®3



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Take Virtual Skate Boarding Video Games to the Next Level

Qmotions-Big Vert™

Quick Start Guide For Playstation®3

IMPORTANT: READ AND FOLLOW THESE INSTRUCTIONS BEFORE USE.

For updates to this Quick Start Guide and latest tricks, visit: www.qmotions.com

Do not turn on your PlayStation®3 console while any connectors are being inserted. Do not ride or stand on the Qmotions-Big Vert™ deck when setting up your game or while the Qmotions-Big Vert™ is in the process of self-calibrating to a flat surface. Make sure to install 2 AA batteries in your Qmotions-Big Vert™. The battery cover is located on the underside of the deck (Fig 1). Also Note the USB port (Fig. 1). This port will be used to update the deck for future game titles.

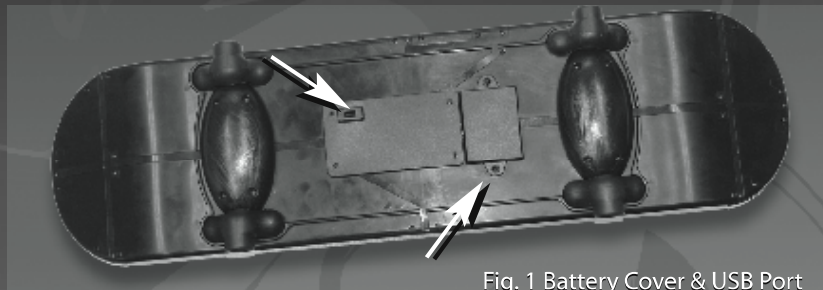


Fig. 1 Battery Cover & USB Port

Step 1

With your PlayStation®3 game console turned off, insert the Qmotions USB receiver dongle into one of the 4 controller ports on your PlayStation®3 game console.

Step 2

Turn on your Playstation®3 game console and insert game disk (game not included).

Step 3

Place the Qmotions-Big Vert™ flat on the floor. Locate the slide switch on the edge of the Qmotions-Big Vert™ deck (Fig. 2). Move the switch to the set up mode (SU). The LED's on the deck will begin to blink. At this point, your Qmotions-Big Vert™ will serve as your game pad for menu options and game set up (See Fig. 5 for button reference). Place your finger on the PS button (Fig. 3) to establish a link with the USB dongle attached to your PlayStation 3 console.

Note: For best results, games should be played in Freestyle Mode.

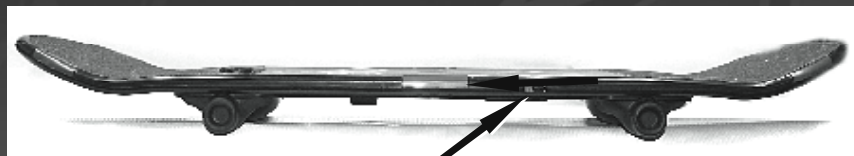


Fig. 2 - Slide Switch

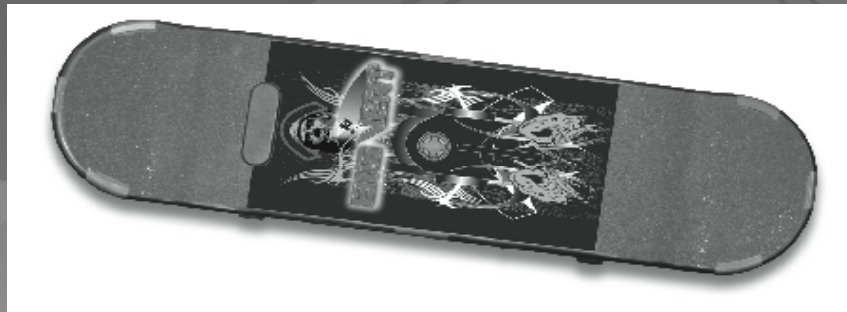


Fig. 3 - PS Button

Step 4

Once your game is set up, move the slide switch to either the Skate (S) position or the Tony Hawk (TH) position, depending on which game is loaded into your console. Make sure the Qmotions-Big Vert™ deck remains flat on the floor for 5 seconds. This will allow the unit enough time to self-calibrate.

Step 5

You're ready to ride! Step onto the deck with your feet in a comfortable position. To propel and turn your player, make sure your front foot maintains pressure on the Ollie Button (Fig.4). Taking your foot off the Ollie button puts your player in trick mode.



Fig. 4 - Ollie Button

Important Note: although you are able to perform all of the tricks below, in some circumstances the trick intended will not be performed. Certain game situations as well as your position/balance on the board will sometimes dictate which trick is performed other than the one assigned to the touch sensor. This is intended to allow you to create your own tricks using the board.

Button Reference-Setup

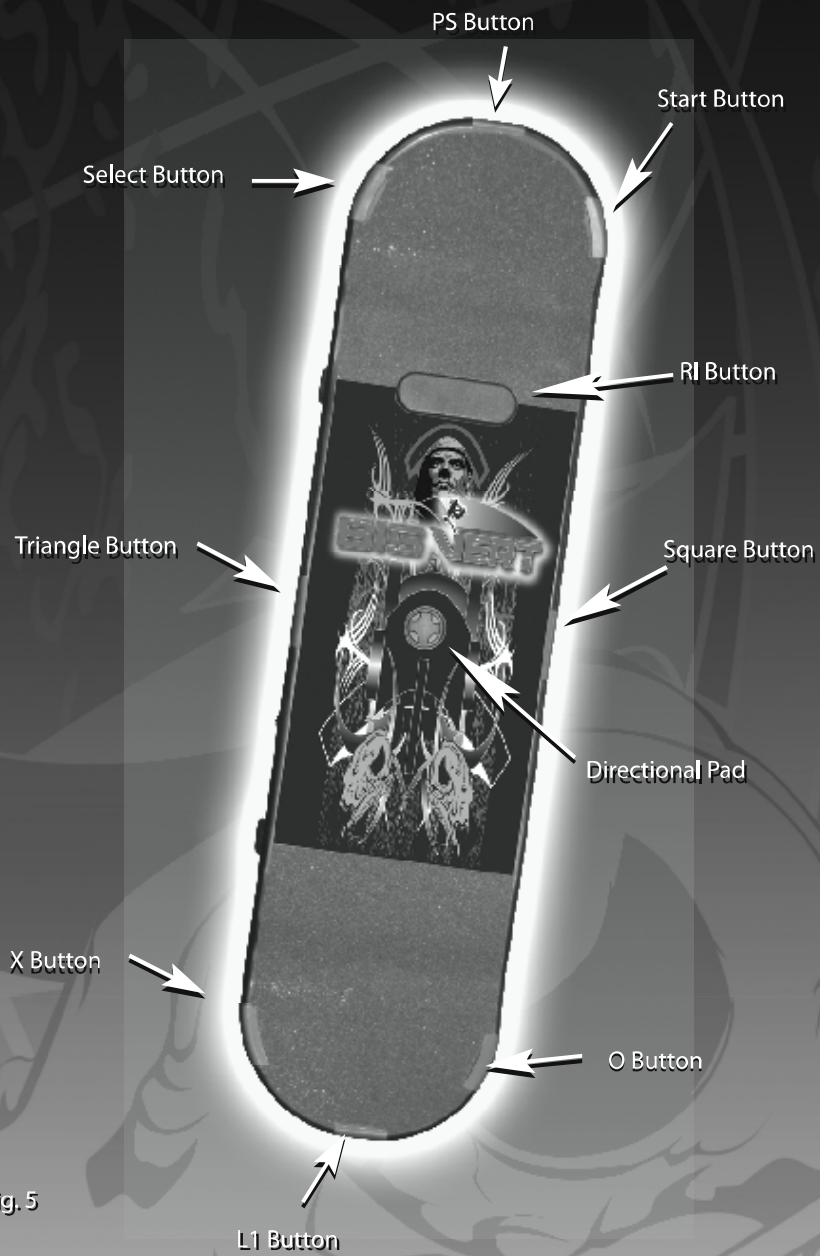
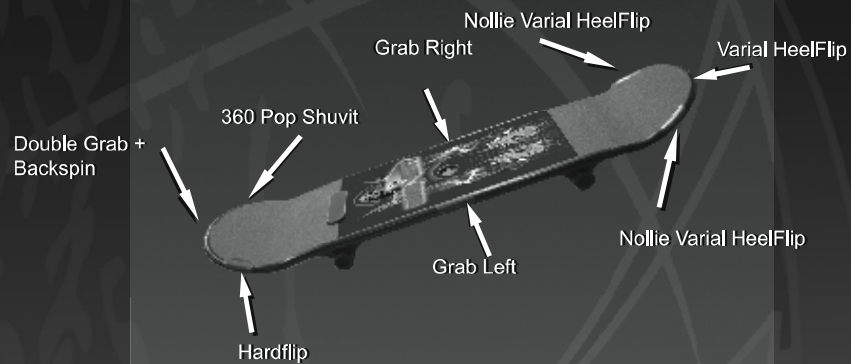


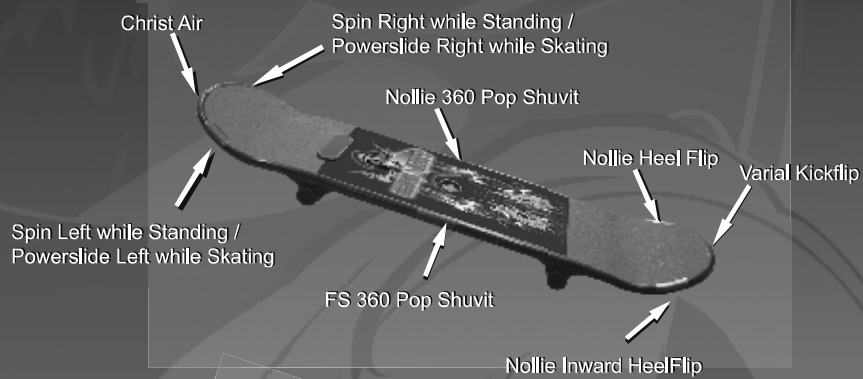
Fig. 5

Skate™ Maneuvers - Sensor Reference

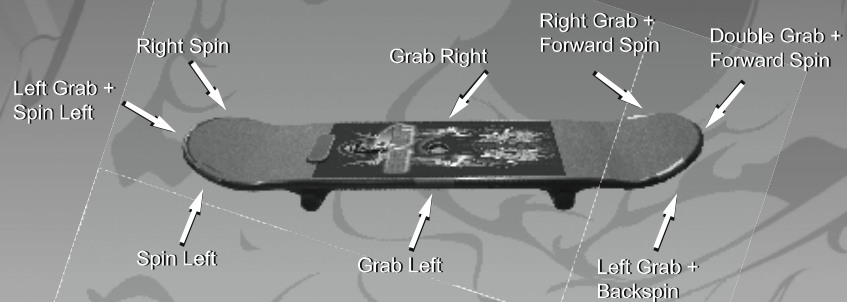
Stand on Nose



Stand on Tail



Flat Position



Performing Common Maneuvers While Playing Ea Sports™ Skate® Titles

Think of your Qmotions-Big Vert™ deck as a large Flickit control found on the SIAXIS wireless controller for PlayStation®3. Fore and aft movement of the board will initiate tricks like you would normally perform using the Flickit control. This movement, combined with a touch of one of the sensors, increases your trick count.

Left / Right turns – Foot on the Ollie Button, lean the deck left or right.
Ollie – Tilt the deck straight back on the tail, then straight forward.
Nollie – Tilt the deck straight forward on the nose, then straight back.
Kickflip – Lean the deck to the left.
Heelflip – Lean the deck to the right.

Stand on Tail Maneuvers

Spin Left while Standing / Powerslide Left while Skating – Touch Nose Left Sensor
Christ Air – Touch Nose Center Sensor
Spin Right while Standing / Powerslide Right while Skating – Touch Nose Right Sensor
FS 360 Pop Shuvit – Touch Center Left Sensor
Nollie 360 Pop Shuvit – Touch Center Right Sensor
Nollie Inward Heelflip – Touch Tail Left Sensor
Varial Kickflip – Touch Tail Center Sensor
Nollie Heel Flip – Touch Tail Right Sensor

Flat Position Maneuvers

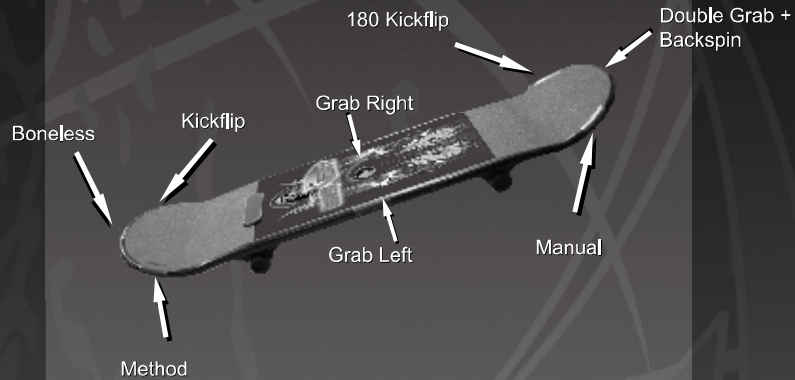
Spin Left – Touch Nose Left Sensor
Left Grab + Spin Left – Touch Nose Center Sensor
Right Spin – Touch Nose Right Sensor
Grab Left – Center Left Sensor
Grab Right – Touch Center Right Sensor
Left Grab + Backspin – Touch Tail Left Sensor
Double Grab + Forward Spin – Touch Tail Center Sensor
Right Grab + Forward Spin – Touch Tail Right Sensor

Stand on Nose Maneuvers

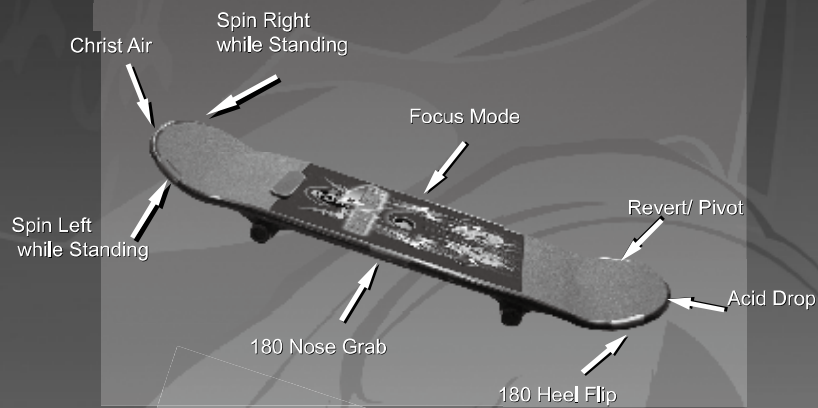
Nollie Varial Heelflip – Touch Nose Left Sensor
Varial Heelflip – Touch Nose Center Sensor
Nollie Varial Heelflip – Touch Nose Right Sensor
Grab Left – Touch Center Left Sensor
Grab Right – Touch Center Right Sensor
Hardflip – Touch Tail Left Sensor
Double Grab + Backspin – Touch Tail Center Sensor
360 Pop Shuvit – Touch Tail Right Sensor

Tony Hawk™ Maneuvers - Sensor Reference

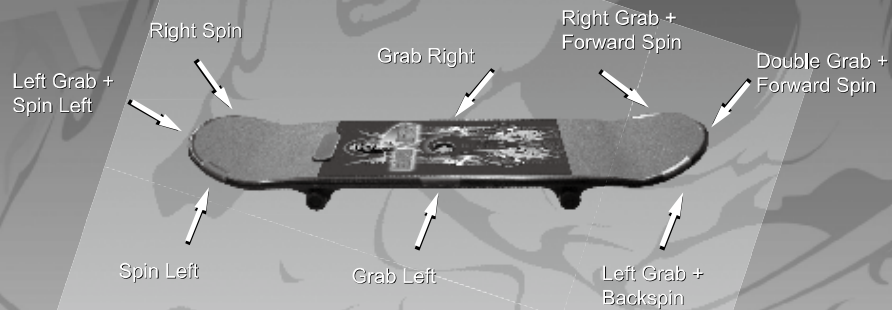
Stand on Nose



Stand on Tail



Flat Position



Performing Common Maneuvers While Playing Activision® Tony Hawk™ Titles

Important Note: although you are able to perform all of the tricks below, in some circumstances the trick intended will not be performed. Certain game situations as well as your position/balance on the board will sometimes dictate which trick is performed other than the one assigned to the touch sensor. This is intended to allow you to create your own tricks using the board.

Left / Right turns – Foot on the Ollie Button, lean the deck left or right.
Ollie – Lift foot from Ollie Button.

Stand on Tail Maneuvers

Spin Left while Standing – Touch Nose Left Sensor
Christ Air – Touch Nose Center Sensor
Spin Right while Standing – Touch Nose Right Sensor
180 Nose Grab – Touch Center Left Sensor
Focus Mode – Touch Center Right Sensor
180 Heel Flip – Touch Tail Left Sensor
Acid Drop – Touch Tail Center Sensor
Revert/ Pivot – Touch Tail Right Sensor

Flat Position Maneuvers

Spin Left - Touch Nose Left Sensor
Left Grab + Spin Left - Touch Nose Center Sensor
Right Spin – Touch Nose Right Sensor
Grab Left – Touch Center Left Sensor
Grab Right – Touch Center Right Sensor
Left Grab + Backspin – Touch Tail Left Sensor
Double Grab + Forward Spin – Touch Tail Center Sensor
Right Grab + Forward Spin - Touch Tail Right Sensor

Stand on Nose Maneuvers

Method - Touch Nose Left Sensor
Boneless – Touch Nose Center Sensor
Kickflip – Touch Nose Right Sensor
Grab Left – Touch Center Left Sensor
Grab Right – Touch Center Right Sensor
Manual – Touch Tail Left Sensor
Double Grab + Backspin – Touch Tail Center Sensor
180 Kickflip – Touch Tail Right Sensor

WARRANTY

Qmotions, Inc. Limited Warranty

Qmotions, Inc. products are covered by a Limited Warranty for one year (365 days) from the date of purchase. This product is warranted by Qmotions, Inc. to the original purchaser to be free from defects in material and workmanship under normal use for a period of one year from the date of purchase. During the warranty period, and with proof of purchase, the product will be repaired or replaced (with the same or a similar model) at Qmotions' option, without charge for parts or labor. This warranty will not apply if cables from the unit snap or break due to carelessness or if the product has been misused, abused or altered. This product is not designed or manufactured for commercial use. Commercial use of this product voids all warranties.

To obtain warranty service and information, you must call Qmotions Customer Support at 951-786-9834 Monday thru Friday from 9:00 a.m. to 4:30 p.m. PST or send an email to: support@qmotions.com. Due to the possibility of damage or loss, it is recommended when sending the product to Qmotions, Inc. that you package the product securely and send it insured with return receipt requested.

Effective January 1, 2002, in compliance with the new European Union (EU) legislation, Qmotions, Inc. will warranty its hardware products sold within the EU for the period of two (2) years from the purchase date. To qualify for the warranty, the product must be accompanied by a sales receipt, clearly indicating that the purchase made was from a reseller within the following fifteen (15) EU countries: Austria, Belgium, Britain, Denmark, Finland, France, Ireland, Italy, Germany, Greece, Luxembourg, Netherlands, Portugal, Spain or Sweden.

Neither this warranty nor any other warranty, express or implied, including any implied warranty of merchantability or of fitness for a particular purpose, shall extend beyond the warranty period. No Responsibility is assumed for any incidental or consequential damages, including, without limitation, damages resulting from mathematical inaccuracy of the product or loss of stored data. Some states do not Allow limitations on how long an implied warranty lasts and some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitations or exclusions may not apply to you.

This warranty gives you specific rights, and you may also have other rights which vary from state to state. If your qmotions, Inc. Product needs repair, or you wish to purchase replacement parts, please call Qmotions, Inc. Customer support at 951-786-9834 Monday thru Friday from 9:00 a.m. To 4:30 p.m. Pst or send an email to: support@qmotions.com. If for any reason this product is to be returned to the store where purchased, it must be packed in the original carton/package. Visit our website at <http://www.qmotions.com>.

The users manual or instruction manual for an intentional or unintentional radiator shall caution the user that changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

WARNING

Always follow all warnings, safeguards, recommendations and instructions. ALWAYS USE THIS PRODUCT IN A SAFE MANNER. Never use this product in any way that exceeds your personal fitness level or YOUR ABILITY to maintain proper and safe balance on the Qmotions-Big Vert™.

LEGAL DISCLAIMER

As with all sports, there is a risk involved in using the Qmotions-Big Vert™ active game controller. You can lose your balance and injury or death may result from falling due to carelessness or misuse. All persons who use the Qmotions-Big Vert™ active game controller do so at their own risk. Do not use the Qmotions-Big Vert™ active game controller unless you feel confident with your balance on top of a raised platform without causing injury to yourself or others. Qmotions, inc., its dealers, distributors, agents, and employees are not responsible and will not be held liable for any injury or damage sustained by any persons, property or product equipment arising out of the use or misuse of the Qmotions-Big Vert™ active game controller. Using the Qmotions-Big Vert™ active game controller should never cause pain or discomfort. In the event any pain or discomfort arises, you should immediately stop using the Qmotions-Big Vert™ active game controller and consult a physician prior to resuming any such use.

****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.**