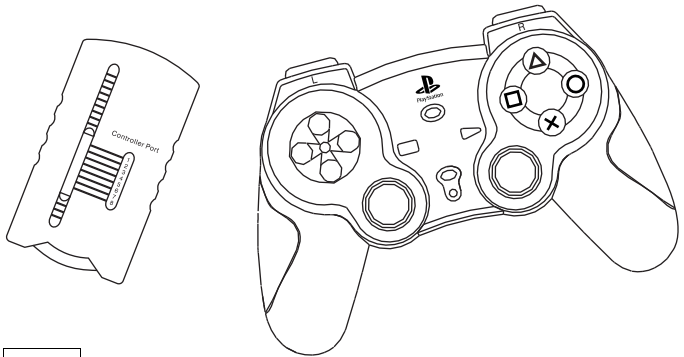


RadioWave™

RadioWave Operating Instructions



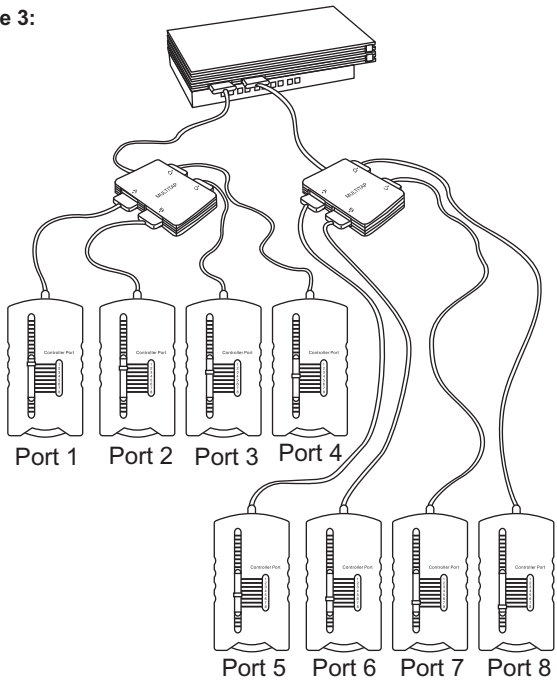
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Congratulations! You have purchased the advanced RF Wireless video game controller. The RadioWave™ was designed by a group of PhD's in RF technology that has developed specialized RF communications for NASA. The RadioWave™ has all the same features of the original controller, but with wireless game play up to 25 feet. Please read the following operation instructions before using the RadioWave™.

PRODUCT FEATURES

- Analog pressure sensitive compatible
- Multi-tap compatible
- SMART CHANNEL automatically finds the optimal RF channel for each RadioWave™.
- Advanced embedded antenna
- Power On button powers on RadioWave™.
- Auto power off when button not pressed for 10 minutes
- Vibration On/Off function, allows you to manually turn motors off to conserve battery power. (Vibration function default is On).
- Low battery indicator, Analog LED will flash;
- Shuts down automatically when PlayStation® is shut off or Receiver is removed from PlayStation® port.

Figure 3:



SET THE CONTROLLER PORT SWITCHES TO MATCH THE PLAYER PORT NUMBER IN THE MULTI TAP, **WAIT 5 SECONDS BEFORE POWERING ON EACH PLAYERS CONTROLLER.** WHEN USING MORE THAN ONE RADIOWAVE CONTROLLER EACH RADIOWAVE WILL LINK UP TO THE RECEIVERS AS THE POWER ON BUTTON IS PRESSED ON THE CONTROLLER, STARTING FROM PLAYER 1 AND THEN FOLLOW IN SEQUENCE WITH PLAYER 2 AND SO ON. UP-TO 8 RADIOWAVE CONTROLLERS CAN BE USED AT THE SAME TIME WHEN USING THE PLAYSTATION MULTI TAP DESIGNED FOR THE CONSOLE

- Smart Channel: The Automatic RF Channel select feature will choose from 8 dedicated frequencies to connect the RadioWave™ to the receivers in the order they are powered on.

For Best Performance:

- Use the RadioWave™ and Receiver within 25 feet (8 meters) of each other. The effective range may vary depending on outside interference from radio frequency sources.
- Replace the batteries if the Analog LED on the RadioWave™ flashes and starts to dim.

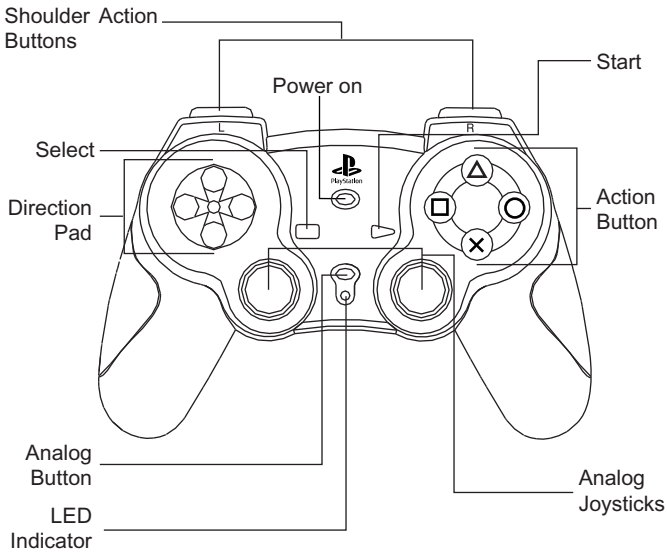
TROUBLESHOOTING:

If you are having trouble getting the RadioWave™ Controller to work properly, try the following solutions before calling customer service:

CONTROLLER FUNCTION DESCRIPTIONS (see figure 1)

1. START/SELECT
 - Start button to start and pause the game
 - Select button for menu function during game play
2. ACTION BUTTONS
 - All fire buttons are Analog Pressure sensitive compatible.
3. ANALOG JOYSTICKS
 - Left Analog Joy Stick (Press down for L3 button function)
 - Right Analog Joy Stick (Press down for R3 button function)
 - Designed for precise control of analog game play
4. ANALOG BUTTON with LED INDICATOR
 - Activates controller analog mode, LED turns on
5. LOW BATTERY INDICATOR
 - Analog LED will flash when battery life is low
6. DIRECTION PAD
 - Exclusive thumb-pad design for fast game control
7. SHOULDER FIRE BUTTONS
 - L1, L2, R1, R2 Additional action buttons
8. POWER ON BUTTON & VIBRATION ON/OFF FUNCTION
 - "Power On" button activates controller, vibration motors will activate.
 - If desired Press "Power On" button for 3 seconds to turn vibration Off to Conserve battery life. (Vibration default is On)
9. SLEEP MODE
 - RadioWave™ will shut off after 10 minutes of non-use to conserve battery life.

Figure 1:



- Connection:
Make sure that all receivers are fully inserted into the PlayStation® controller ports and make sure the Controller Switch located on the Receiver is set to the same number Port on the PlayStation® console. (See figure 2 and 3)

- Power:
Make sure that the "Power On" button has been pressed; Vibration will activate to indicate RadioWave™ is operational. If vibration does not activate, try installing new batteries.

- RF Interference:
The RadioWave™ Smart Channel feature will choose a dedicated frequency for the RF communication between the RadioWave™ controller and PlayStation® console Receiver. However, should the controller operation become inconsistent during game play, unplug and plug the Receiver back into the PlayStation® console and press the Power on button on the RadioWave™ to allow the Smart Channel technology to automatically select another frequency.

- Two Player & Multiplayer:
If you are using more than one RadioWave™, make sure that you have pressed the Power On button in the sequence as the number player you would like to be for a multi player game. The number Player selection is automatically chosen in sequence as each RadioWave™ is powered on.

- Analog Stick & Fire Buttons:
If the analog stick or fire buttons seem out of center or calibration see (NOTE: SEE AUTO CALIBRATION)

- Make sure you are 25 feet (8 meters) or less from the receiver.

! WARNING

BATTERY LEAKAGE:

Leakage of battery acid can cause personal injury as well as damage to your RadioWave™ Controller. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline with any other type of battery (carbon zinc, nickel cadmium, etc).
- Do not mix different brands of batteries.
- Do not leave dead batteries in the RadioWave™ Controller. When the batteries are losing their charge, the Analog LED will Flash. When this happens, promptly replace all used batteries with fresh new batteries.
- Do not leave batteries in the RadioWave™ Controller for long periods of non-use.
- Do not charge Alkaline batteries.

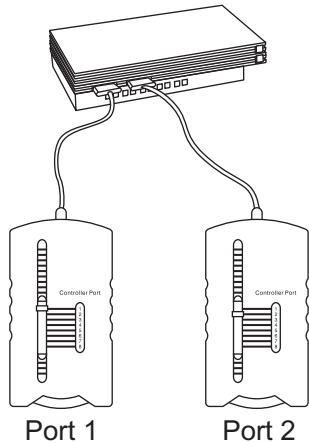
OPERATING INSTRUCTIONS

1. Connecting the Receiver:
The RadioWave™ Dual Analog wireless controller includes a "Receiver" device that must connect to the PlayStation® controller port for the controller to function. Once the Receiver is installed properly there is no need to disconnect it from the PlayStation® when not in use. The RadioWave™ power is shut off automatically when the PlayStation® console is powered off. (Please read on for the Receiver installation procedure).

2 Controller Port switch on the Receiver:

The Controller Port switch located on the RadioWave™ receiver must match the player Port number on the PlayStation® console it is plugged into to operate properly. For Player 1 Set the "Controller Port" switch to 1 and plug the Receiver into Controller Port 1 on the PlayStation® Console. For Player 2 set the "Controller Port" switch to 2 and plug the Receiver into Controller Port 2 on the PlayStation® Console. (see figure 2)

Figure 2:



IMPORTANT: THE RECEIVER SHOULD BE PLUGGED INTO THE PLAYSTATION® PORT BEFORE POWERING ON THE RADIOWAVE™ CONTROLLER.

3. PLAYER ORDER:

WHEN USING MORE THAN ONE RADIOWAVE CONTROLLER, **WAIT 5 SECONDS BEFORE POWERING ON EACH PLAYERS CONTROLLER**, THIS WILL ALLOW EACH CONTROLLER TO LINK UP WITH THE RECEIVERS STARTING FROM PLAYER 1, THEN PLAYER 2 AND SO ON. THE FIRST CONTROLLER TURNED ON WILL BE PLAYER 1, THE SECOND CONTROLLER TURNED ON WILL BE PLAYER 2. IF THE RADIOWAVE™ CONTROLLERS ARE TURNED OFF OR GO INTO SLEEP MODE AFTER 10 MINUTES OF NON-USE, YOU WILL NEED TO PRESS THE POWER ON BUTTON AGAIN ON THE CONTROLLERS. THE FIRST CONTROLLER POWERED ON WILL THEN BECOME PLAYER 1, THE SECOND PLAYER 2.

- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

FCC Information

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.

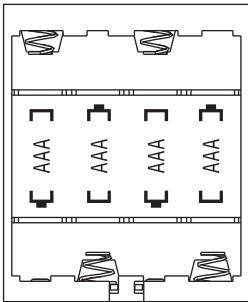
WARNING: Changes or modifications to the RadioWave™ not expressly approved by the manufacturer could void the user's authority to operate this RF device.

To prevent radio interference to the licensed service, this device is intended for use in doors away from windows to provide maximum shielding. Equipment (or its transmit antenna) that is installed outdoors is subject to licensing.

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.

4. Remove the battery cover on the back of the RadioWave™ and insert three AAA batteries as shown (Illustration). Be sure to insert the negative (-) ends first. Replace the battery cover.



5. Turn ON the PlayStation® console. Press the "Power On" button located on the front of the RadioWave™ controller; Vibration will activate to indicate power is on. The RadioWave™ will automatically search for the optimum frequency to communicate to the Receiver.

- You are now ready to play!

NOTE: AUTO CALIBRATION: If the Action Buttons are pressed or the Sticks are moved out of neutral position when the RadioWave™ power is turned ON or game is loading, those positions will be set as the neutral position, causing incorrect game control during game play. To reset the controller, release all buttons and joy sticks to allow them to return to the correct neutral position and repeat step-2 of Controller Operation above.

6. Vibration On/Off function:
Press "Power On" button for 3 seconds after RadioWave™ is powered on, Vibration motors will turn off. 2. Press "Power On" button again will turn back on. Etc.

- Battery Life: With vibration OFF: Est.60 hours

NOTE: When using the vibration function, battery life will vary based on the user performance of game play and the genre of game, therefore the hours listed for battery life are based on an estimated game play average with vibration function Off.

• Multiplayer Mode:
When using a PlayStation® Multitap for more than two players the same PLAYER ORDER rules apply as above. The first controller powered on will then become player 1, the second will be player 2, the third player 3, and so on. Up-to 8 RadioWave™ controllers can be used at the same time for multiplayer games using two PlayStation® Multitaps. (see figure 3)

LIMITED WARRANTY

SYLVANIA ADVANCED TECHNOLOGIES warrants this products to be free from defects in material and manufacture for a period of 90 days from the date of original purchase by the consumer. This warranty is conditional that the product has been installed and used according to the instructions and has not been abused physically or damaged due to accident or misuse. Should the product prove to be defective during this period, return it for exchange to the store of original purchase.

SYLVANIA shall not be liable for any loss or damage, direct, indirect or consequential, arising out of the use or inability to use this product. (Some status do not allow limitations or implied warranties or exclusion of consequential damage, therefore, these restrictions may not apply to you.)

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