

Scanné par BFrancois

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English

Arcade Shark

SV-364

Introduction

Thank you for buying the *ARCADE SHARK*, the ultimate digital and analog arcade stick for the Nintendo™ 64 Entertainment System. The *ARCADE SHARK* offers the option of eight-way digital direction control or 360 degree analog control, plus the added value of auto-fire, slow-motion, and arcade layout.

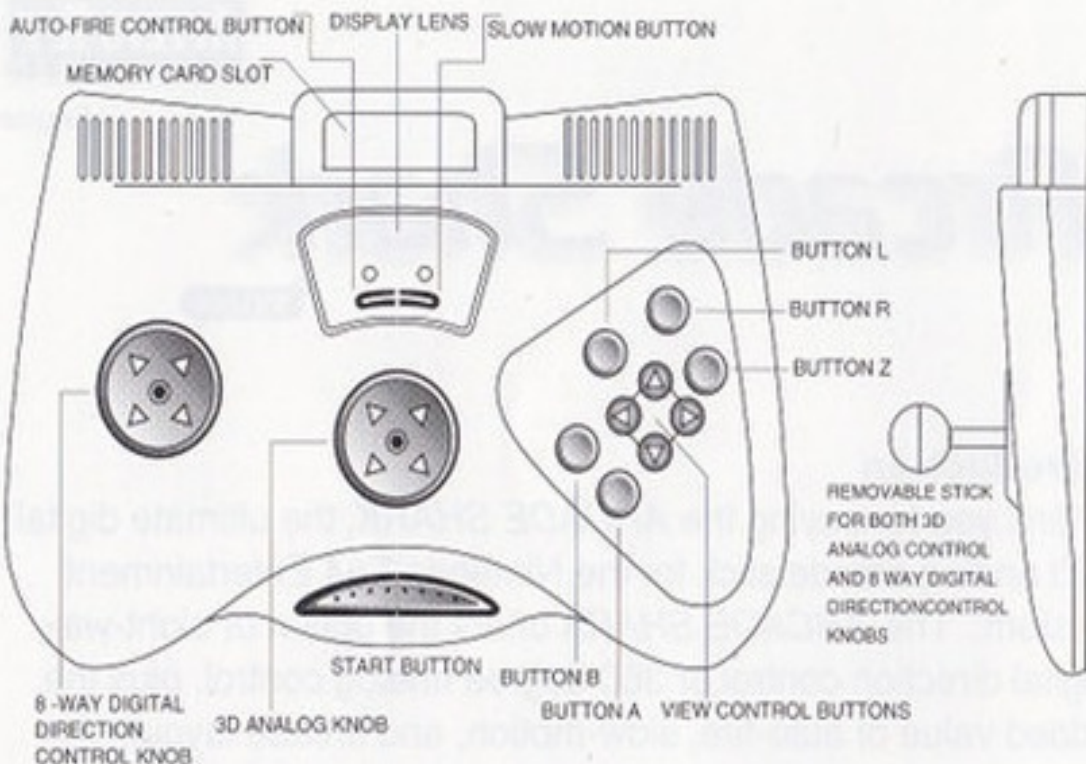
Your *ARCADE SHARK* package should include the *ARCADE SHARK* controller, instruction manual. If you are missing any of these items, please contact your local dealer.

Product Description

1. Nine oversized fire buttons (A, B, Z, L, R) and view control buttons (▲ , ▼ , ◀ , ▶)
2. Digital knob (← , → , ↑ , ↓) for eight way directional control
3. Analog knob for 3D directional control
4. Removable stick for use with either digital or analog control knobs
5. Individual auto-fire function with LED indicator
6. Slow-motion function with LED indicator
7. Memory card slot (Memory Card not included)
8. Metal base and rubber feet provide for a stable control during game playing.

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Instructions for Using Digital or Analog Play

The ARCADE SHARK features digital and analog directional control, making it an all-around arcade stick for every type of game. To use the digital control, simply screw the stick controller into the digital knob on the left side of the controller base. To use analog mode, just place the stick in the center of the 3D analog knob.

How to Program Individual Auto-Fire Function

The ARCADE SHARK features individual auto-fire for each fire button and 4 digital direction control (▲, ▼, ◀, ▶). To set the auto-fire, press the AUTO-FIRE button while pressing the button you wish to set to auto-fire. To cancel individual auto-fire on a button, simply hold down the AUTO-FIRE button while pressing down the button you wish to reset.



The auto-fire LED will shine if any fire button is set to individual auto-fire. When a button has been set to auto-fire, the auto-fire LED will flash when that button is pressed.

How to Set the Slow-Motion Function

The ARCADE SHARK features a slow-motion function compatible with any game which will allow the START on/off button to act as a "pause" button. To set the slow-motion function on your ARCADE SHARK, press the SLOW button once. To cancel slow-motion, press the SLOW button again. When slow-motion is activated, the Slow-Motion LED indicator will flash.

All auto-fire and slow-motion settings will be lost when the ARCADE SHARK is disconnected from the Nintendo 64™ or the system is switched off.

Care for the Unit & Troubleshooting

The ARCADE SHARK is an electronic unit, and should be treated with care when handling. We recommends that you do not disconnect or connect the ARCADE SHARK to your Nintendo 64™ when the system is switched on. We also recommend that you do not store the unit in direct sunlight or at extreme temperatures, or spill any liquids on the unit. Finally, do not open the case of the ARCADE SHARK. Maintenance and servicing should be done by qualified personnel only.

