



# KILLERWII™

## Instruction manual



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### JOYPAD'S BUTTONS

- 12 fire buttons: A, B, X, Y, Z, L, R, 4 directions (Up, Down, Left, Right), START.
- 2 Analog 3D Sticks.
- Lv, Rv buttons.
- 2 special function buttons: TURBO and MACRO.

### TURBO FUNCTION

It's a function simulating the repeated pressure of a fire button while actually keeping it pressed. It can be set at 4 different speed levels, namely 0 (2Hz), 1 (4Hz), 2 (8Hz), 3 (16Hz). Level 0 (2Hz) is the slowest speed. Level 2 (8Hz) is the default speed when the joystick is connected.

#### • HOW TO ADJUST THE TURBO SPEED

Press TURBO and START buttons at the same time, this will cycle the TURBO function speed as follows: 2 -> 3 -> 0 -> 1 -> 2. Then the TURBO LED will turn off after flashing 1 second to show completion.

#### • HOW TO ASSOCIATE THE TURBO FUNCTION TO ANY FIRE BUTTON

Simply press simultaneously the TURBO button and the fire button of choice (among A, B, X, Y, Z, L, R). The TURBO LED will light up to confirm successful association completion. The speed of the TURBO association that has just been created is by default the one that was previously set, but of course it can be further adjusted following instructions in the first paragraph again. Once a fire button is associated a TURBO function, the TURBO LED will flash at each fire button pressure.

#### • HOW TO REMOVE TURBO FUNCTION

Simply press TURBO and then the fire button of choice, then the TURBO function association with that button will be cancelled.

### MACRO FUNCTION

The MACRO function is useful especially within Fighting Games to associate button combos to the pressure of a single fire button, making it easier to use the unique skills of the characters in the games. Once a combo of up to 15 fire button pressures is recorded into a MACRO and associated to a single fire button, then it is enough to press that button once to recall the whole combo and perform special actions within the game.

- The "Z" button is used to record MACRO functions.
- The buttons allowed in the combo sequence are: the four directions (LEFT, RIGHT, DOWN, UP), A, B, X, Y, Z, START, L and R. The buttons can be recorded to the Z button as MACRO function either in sequence or in combination. In this case, the combining rules is: "All buttons are considered as a combination starting from the pressure moment of any buttons until all buttons

are released".

#### • HOW TO PROGRAM A MACRO

Press the MACRO button, the MACRO LED will light up to confirm entering MACRO mode. Then press the "Z" button (the MACRO LED will flash) followed by the desired fire buttons combination (maximum 15 buttons). Finally, press the MACRO button again to state that programming is done, and the MACRO LED will turn off to confirm successful completion.

#### • ADJUSTMENT OF THE MACRO SPEED

Press the MACRO button (the MACRO LED will light up), then press either the "UP" direction button (the MACRO LED will flash quickly for 2 seconds) to increase speed or the "DOWN" direction button (the MACRO LED will flash slowly for 2 seconds) to decrease it. Finally, the MACRO LED will then turn off to confirm successful completion.

#### • SPEED REMARKS

Please set the MACRO speed of choice first before programming the combo sequence. The slower speed is the default one.

#### • MACRO USE

Once programmed, simply press and release the "Z" button at any time to send out the combo sequence (the MACRO LED will flash to show that a MACRO is being used).

#### • HOW TO REMOVE A MACRO FUNCTION

Press the "MACRO" button (the MACRO LED will light up), then press the "Z" button (the MACRO LED will flash) and the MACRO button again. The MACRO LED will turn off to show that the MACRO has been successfully removed.

### WHEN AND WHERE THE KILLERWII™ ATOMIC CAN BE USED

- The joystick can be used only within GameCube™ (GC) games on Wii™ console. The Wii Remote™ is still required to browse the initial console menu phase until the game is entered, then the game can be played using the joystick.
- The joystick can be used also with some Wii™ games (e.g. Wii Bio Hazard 4). Also in this case, it is still needed go into the game by Wii Remote™ first, then to turn off the Remote and play the game using the joystick.

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