



....PRECAUTIONS AND SAFETY .. CONNECTING AND USING YOUR MINDFORCE CONTROLLER ... USING THE SPECIAL FUNCTIONS OF YOUR MINDFORCE CONTROLLER CONTROLLER SPECIFICATIONS .. TECHNICAL SUPPORT AND CUSTOMER SERVICE

1. INTRODUCTION

Congratulations on your purchase of Collective Mind's highly advanced Mindforce PS3 Wireless Controller for the Playstation 3°.

The Mindforce PS3 Controller not only gives you all of the functionality of the original PS3 controller, but in addition, the Mindforce PS3 Controller adds the unique and patent pending Rapid Fire LED Control System. This system shows the current preset and shots-per-second fire rate. You will find that the key to the Mindforce control system and what separates it from the current systems on the market is its simplicity of use.

VARNING - Before using this product, read this manual and the PS3 system manuals for important fety and health information.

PRECAUTIONS AND SAFETY

The Mindforce PS3 controller has been ergonomically designed in order to give you maximum play with maximum comfort. As with any gaming peripheral though you are advised to take breaks regularly during gameplay in order to avoid any discomfort.

Do not expose the product to temperatures in excess of 40°C or below -10°C.

CONNECTING AND USING YOUR MINDFORCE CONTROLLER

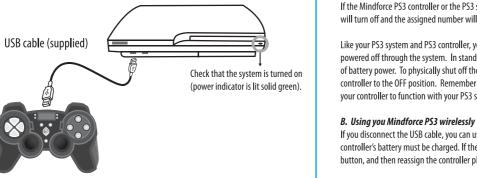
l. Preparing the Controller

To use a wireless controller, you must first register or "pair" the controller with the PS3™ system and assign a number to the controller.

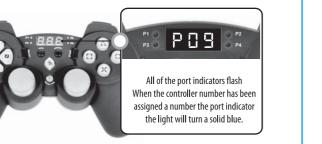
STEP 1: Pair the system and the controller

- When using for the first time
- When using with a different PS3[™] system
- STEP 2: Assign a controller number.
- Every time the system is turned on

Step 1: You will need to pair the system and the controller first when using the controller for the first time or when using with a different PS3™ system. To do this, turn on the PS3 system and connect the Mindforce PS3 controller using the supplied USB cable. Make sure the switch on the back of the Mindforce PS3 controller is in the ON position and the pairing will be completed automatically.



Step 2: Assigning a controller number. Every time you turn on the system, the PS3 will assign a player number to the controller. To initiate this press the LOGO button. The player numbers are shown by the corresponding player indicator being lit blue. For Players 5-7 two of the player indicators will be lit and these add to reflect the appropriate player number. For example, if the controller is set to player 5, this would be represented by player indicator lights P1 and P4 being lit up.



Pairing and assigning the Mindforce PS3 controller numbers can only be done when the PS3 system is on. When a paired Mindforce PS3 controller is used with another PS3™ system, the pairing with the original system is cleared. You will need to pair the Mindforce PS3 controller with the system again if the controller has been used with another system.

If the Mindforce PS3 controller or the PS3 system is turned off, the player indicators on the controller will turn off and the assigned number will be cleared for future us.

Like your PS3 system and PS3 controller, your Mindforce PS3 controller works in standby mode when powered off through the system. In standby the Mindforce PS3 controller is still using a small amount of battery power. To physically shut off the controller simply move the switch on the back of the controller to the OFF position. Remember you need to move this switch back to the ON position for The battery has plenty of charge. your controller to function with your PS3 system. The battery has started losing its charge.

If you disconnect the USB cable, you can use the controller wirelessly. To use it wirelessly, the

controller's battery must be charged. If the Mindforce PS3 controller does not function, press the LOGO button, and then reassign the controller player number.

The charge port on the front of your controller works with any USB 2.0 charge cable. The USB port on the Mindforce PS3 controller will charge your controller when connected to your PS3 system, but only when the system is turned on (power light is green). The Mindforce PS3 controller cannot be charged when the PS3 system is off (in standby mode).

When charging the all four player indicator lights will flash. When fully charged the player indicator lights will remain solid. The controller can be used while charging. Make sure to charge in an environment where the temperature range is between 10°C - 30°C (50°F - 86°F). Charging may not be as effective when performed in other environments. The battery has a limited life span, Battery charge duration will gradually decrease with repeated usage and age. Battery life also varies depending on the storage method, usage state, environment and other factors. To maximize battery life shut off the Mindforce PS3 controller physically with the on/off switch on the back.

To check the battery charge level simply press and hold down the LOGO button for three seconds and

controller and your system. you can check the battery charge level on the screen. Depending on the environment or the conditions of use, the remaining charge level may not display correctly and the battery duration may vary.

The battery charge level is low.

When you connect the Mindforce controller to your console, it is assigned a specific player indicator light numbered 1 through 7, which glows green. Each subsequent Mindforce controller connected to the console (up to seven) is assigned an additional number. MINDFORCE CONTROL SYSTEM

D. Updating the Mindforce PS3 controller.

The USB port may also be used to update your Mindforce PS3 controller to the latest firmware versions. To obtain more information on this please see the official Mindforce website at www.collectiveminds.ca

E. Basic System Operation

- Press and hold down LOGO button until the controller turns on. To turn on your system only, press the Power button on your system.
- Turn Your System and Controller Off
- To turn your system and controller off, press and hold the LOGO button on your controller for three seconds. Then select whether you want to turn off just your controller or both your
- To turn off your system only, press/hold the Power button on your system.

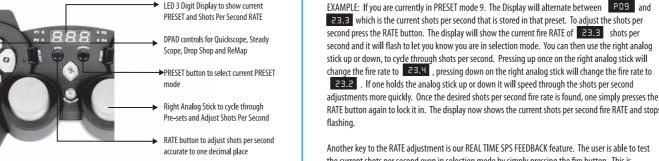
The battery has no charge, The port indicators on the controller flash rapidly. Charge the controller

• Please note that when you turn off your system, your Mindforce PS3 controller will still be paired the next time you turn it on.

The LOGO button in the center of your controller allows you to turn your system on. Once on, pressing the LOGO button gives you immediate access to the HOME functions.

4. USING THE SPECIAL FUNCTIONS OF YOUR MINDFORCE CONTROLLER RAPID FIRE LED CONTROL SYSTEM

• PRESET Mode 1 to 10: Universal Game Compatibility (Adjust Shots Per Second 1 – 99.9) cycle the shots per second by pressing up or down on the right analog stick. The current RATE and • PRESET Mode 11 & 12: All FPS with Akimbo Weapons (Adjust Shots Per Second 1 – 99.9) subsequent selected are displayed for easy user feedback directly on the LED display.



Choosing a Rapid Fire Preset

again, the display with now stop flashing to show the PRESET is locked.

The key to the Mindforce control system and what separates it from the current systems on the market is its simplicity of use. To cycle through the available presets simply press the PRESET button and cycle the preset modes by pressing up or down on the right analog stick. The current preset and subsequent selected presets are displayed for easy user feedback directly on the LED display.

> EXAMPLE: If you are currently in PRESET mode 9 and you press the preset button, the display will show and will begin to flash to let you know you are in selection mode. You can then use the right analog stick to cycle through the available preset modes. In this case you can cycle through PRESET modes 1 through 12. Pressing up on the right analog stick would select P 10, pressing down would select PBB . Once the desired PRESET mode is found, one simply presses the PRESET button

Note: In PRESET modes 1 through 12 the display will alternate between the PRESET and current fire RATE

Again the key here is simplicity. To cycle through the shots per second simply press the RATE button and

EXAMPLE: If you are currently in PRESET mode 9. The Display will alternate between **23.3** which is the current shots per second that is stored in that preset. To adjust the shots per second press the RATE button. The display will show the current fire RATE of 23.3 shots per second and it will flash to let you know you are in selection mode. You can then use the right analog stick up or down, to cycle through shots per second. Pressing up once on the right analog stick will change the fire rate to 23.4, pressing down on the right analog stick will change the fire rate to 23.2 . If one holds the analog stick up or down it will speed through the shots per second adjustments more quickly. Once the desired shots per second fire rate is found, one simply presses the RATE button again to lock it in. The display now shows the current shots per second fire RATE and stops

the current shots per second even in selection mode by simply pressing the fire button. This is extremely helpful in fine tuning the highest shots per second the game or weapon allows for before locking in the RATE.

Using RE-MAP (COD series)

Choosing the Re-Map Mode is very straightforward. Pressing and holding the MODIFY button underneath the left analog stick and then press RIGHT on the D-Pad will start the mode. The Display will show the current Button Configuration. Keep holding the MODIFY button and tapping the D-Pad Right and the Display will show the next Button Configuration.

Keep repeating until the desired Button Configuration is set and then release the MODIFY button to store the setting. This Button Configuration is only stored while the controller is on. It is RESET to default once the controller is turned OFF. See Chart on the following page.

L1 R1 L2 R2 Circle R2 L1 L2 Circle Square R3

Choosing the Barrage Mode could not be simpler. Pressing and holding the Barrage button underneath the right analog stick activates the mode. Releasing the button will deactivate the mode.

R2 L1 R1 Circle

Square Circle

Using Drop Shot (COD series):

Usina Barrage (COD series):

To use drop shot simply press the MODIFY button underneath the Left Analog Stick and then press DOWN on the D-Pad of the controller. Your character will drop to the floor will simultaneously shooting straight ahead in the Call of Duty series of games.

Using Ouick Scope (COD series):

To operate quick scope press the MODIFY button underneath the Left Analog Stick and then press UP on the D-Pad of the controller. This will zoom in, take a shot, and zoom back out.

Using Steady Scope (COD series): To operate Steady Scope press the MODIFY button underneath the Left Analog Stick and then press

LEFT on the D-Pad of the controller. This will turn on Steady Scope. Now when you zoom in on your niper scope using the ADS button, you will automatically hold your breath. This allows for maximum accuracy when aiming your sniper weapon. To turn off Steady Scope simply press the MODIFY button underneath the Left Analog Stick and then press LEFT on the D-Pad of the controller again.

To turn illumination on, simply press the light button on the back on the controller. Press again to turn

5. CONTROLLER SPECIFICATIONS CONTROLLER SPEC PRESTIGE CONTROLLER

......BLUE LED Lighted Player Indicators

2 BLUE LED Lighted 3 Digit Display

3 BLUE LED Lighted Logo Button

4BLUE LED Lighted Face Buttons

6...... Black Soft Touch Finish

11..... On/Off Switch on back for physical shut off 13......

..... Blue LED Lighted Rapid Fire Button

with 2X BLUE LED lighting

(glass buttins that light up)

....... BLUE Analog Sticks using ALPS mechanism

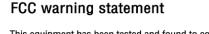
..... Custom D-Pad with Modify Function Icons

Before contacting Collective Mind's customer service department, please ensure that you have read through and understood the information in this manual.

Email: support@collectiveminds.ca

6. TECHNICAL SUPPORT AND CUSTOMER SERVICE

Web: http://www.collectiveminds.ca



This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant topart 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 theinstructions, 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

- · 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.

Caution: Any changes or modifications to this device not explicitly approved by manufacturer could void your authority to operate this equipment.

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.

RF warning statement:

The device has been evaluated to meet general RF exposure requirement. The device can be used in portable exposure condition without restriction