



Max-v Guitar Controller for Wii™.  
Designed for use with Guitar Hero® games.

Model: DUS0263

## INSTRUCTION MANUAL

Thank you for purchasing this Blockhead DUS0263 guitar controller. We hope you enjoy it. For your personal safety and for the safety of others, please carefully read this instruction manual as well as the instruction manuals that came with your game consoles and games.

### USING THE GUITAR CONTROLLER

Please read the following precautions before using this controller.

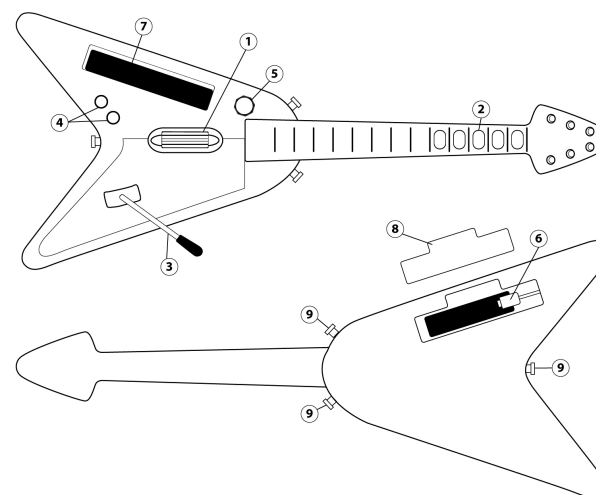
**WARNING:** Do not use the controller if you have respiratory, heart or other physical ailments that limit your physical activity. If you have any doubts, consult with a doctor.

**WARNING:** This guitar is not intended for small children. This guitar may contain small pieces that should be kept away from small children as they may pose a choking hazard.

**WARNING:** Do not plug the guitar controller's adapter into anything other than a Wii™ Remote.

- This guitar controller must be used with care to avoid damage to the guitar or personal injury. Blockhead and its associated companies will not be liable from injuries resulting from improper use of the controller.
- Do not leave or store the controller in a humid or dusty environment.
- Do not taunt the controller.
- Small children should be monitored at all times when using the controller.
- Do not disassemble the controller or modify this controller under any circumstances. This may void your warranty.
- When not in use, make sure the controller is removed from the playing area and properly stored.
- Never get the controller wet.
- Do not insult or talk down to the controller.
- Never stand on the controller. Never throw the controller. The controller should not be put in your mouth or near your mouth.
- Use a dry clean scratch resistant cloth to clean the controller. Do not use chemicals (for cleaning the guitar).

### GUITAR CONTROLLER LAYOUT



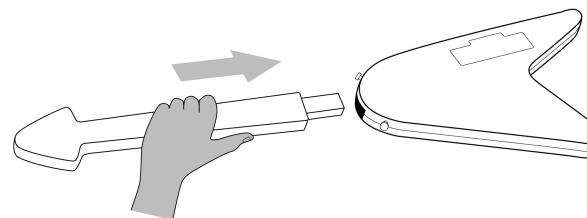
1. Strum Bar
2. Fret Buttons
3. Whammy Bar
4. Plus(+) and Minus(-) buttons
5. Control Thumb Stick
6. Wii remote Connector plug
7. Wii Remote holder
8. Wii remote cover
9. Strap holders

**\*\*Star Power Note\*\*** Hold the guitar straight up and down to engage star power!  
For more information on Star Power, read the Guitar Hero? game instruction booklet.

### GETTING READY TO ROCK. (SET UP)

Connect the Guitar neck to the main body.

Slide the neck into the main guitar body and push it to lock in position.



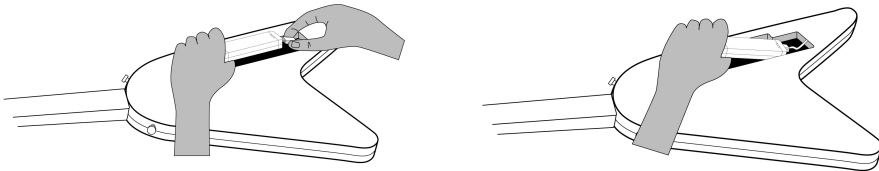
To detach the neck simply press the button on the underside of the neck to release and then slide out.

Connect the strap to the guitar. Attach the strap using to the two strap holder posts.

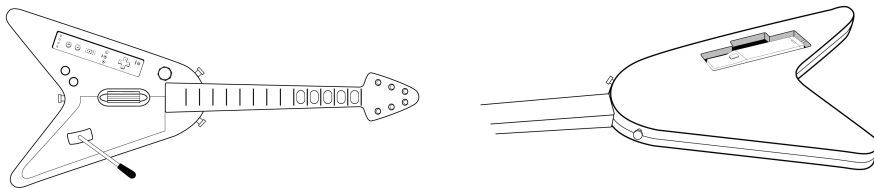
Connect the Wii Remote to the guitar.

Make sure that the Wii Remote that you are using has already been synchronized with the console. Please see the manual for your console for information on synchronizing. Ensure that your Wii Remote has batteries and also ensure that the neck of the guitar is already connected.

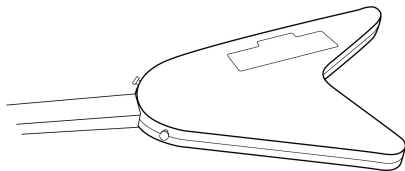
Turn the controller over so it is lying face down and remove the Wii remote cover from the guitar. Connect the Wii remote connector plug from the guitar to the socket at the base of your Wii Remote.



Insert the Wii Remote into the space provided in the guitar. You may need to adjust the cable so the Wii Remote sits correctly. The controls of the Wii remote should be face down so they are positioned for control from the front of the guitar.



Feed the wrist strap from the Wii Remote into the space provided and then replace the cover and lock it into place.



Switch on the Wii Remote as normal and your guitar is ready to use.

Please note that the Thumb Stick and the Whammy bar should be at their neutral position when the Wii Remote is switched on. If the position was not neutral then this can be reset by disconnecting the guitar from the Wii Remote and then reconnecting while the controls are in their neutral position.

The guitar is now ready to use. Please see the manual for your Music Game to understand the various functions the guitar controls since these will vary from game to game.

## WARRANTY AND TECHNICAL SUPPORT

Every Blockhead branded product comes with a 90 day warranty (U.S. Only). Blockhead will replace, repair or refund any defective products or components at no charge to you within 90 days of the purchase date. This warranty does not apply if the Blockhead branded product has been damaged by misuse, neglect, or reasons unrelated to defective materials or assembly. Blockhead is not responsible or liable for loss of data or loss of equipment use. You must retain a copy of your original receipt for warranty support.

For support on Blockhead products, contact us by visiting [www.blockheadgaming.com](http://www.blockheadgaming.com) or call us at 727-431-0650.

For general questions, comments, information or recipes, email us at [info@blockheadgaming.com](mailto:info@blockheadgaming.com).

## FCC INFORMATION

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 the 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.

Note: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate equipment.