GameCycle User's Guide
2005

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1 SUPPORT

Three Rivers is dedicated to providing friendly and comprehensive support for this and all our products. The objective of this User's Guide is to include all of the necessary information for the successful start up and operation of your GameCycle. If you have any suggestions on how we might improve this document or if you have any problems or questions, please contact us at the number below.

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2 COMPONENTS

Equipment included with your GameCycle:

1 – 17″ LCD TV

1 – GameCube console

1 – Nintendo GameCube AV Cable

1 – Nintendo GameCube AC Adapter (already mounted to GameCycle)

1 – GameCube videogame

1 – GameCube Memory Card

1 – GameCube Extension Cable

6 – Security screws

1 – Screwdriver

1 – Security screw bit

1 – GameCycle AC Adapter

3 SYSTEM SETUP

Thank you for your GameCycle purchase! This section of the user's manual will help you get your GameCycle up and running quickly.

Equipment you will need:

- ✓ 17" LCD TV

- ✓ GameCube console

- ✓ Nintendo GameCube AV Cable

- ✓ Nintendo GameCube AC Adapter (already mounted to GameCycle)

- ✓ GameCube videogame

- ✓ 6 – Security screws

- ✓ Security screw bit

- ✓ GameCycle

- ✓ GameCycle AC Adapter

- ✓ 3 or more outlet power-outlet bar

- ✓ Extension cord (if wall socket is a distance away)

1. Mount the LCD TV to the stand using 4 of the security screws and screw driver bit located in the GameCube box. The TV will mount to the stand using the outer most holes on the stand's mounting plate (Figure 3.1).

Figure 3.1: Mounting the LCD TV to the GameCycle.

2. Connect the LCD TV power by inserting the power jack protruding out of the hole in the top of the stand into the outlet on the bottom of the LCD TV (Figure 3.2a) and by inserting the 3-prong jack protruding out of the bottom of the stand into the power outlet bar(Figure 3.2b).
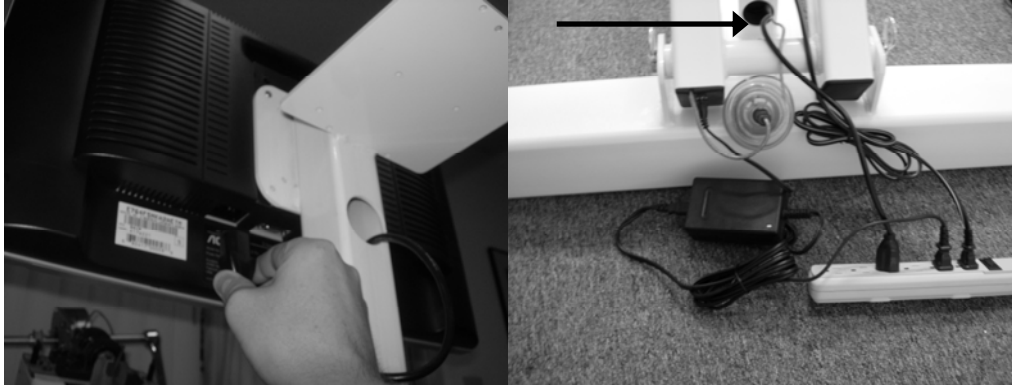

Figure 3.2: a) LCD TV power and b) the back of the GameCycle.

3. Mount the GameCube to the stand using the remaining 2 security screws and screw driver bit located in the GameCube box (Figure 3.3).
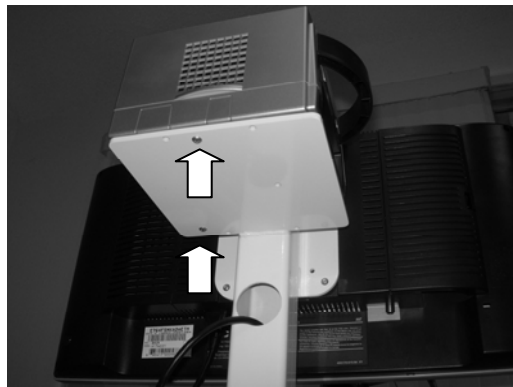

Figure 3.3: Mounting the GameCube to the
GameCycle stand.

4. Connect the GameCube power (Figure 3.4) by inserting the GameCube DC jack protruding out of the top of the stand into the DC input connector (DC 12V IN) on back of the GameCube and by inserting the 2-prong jack attached to the bottom of the stand into the power outlet bar.
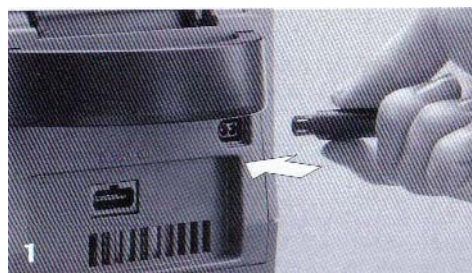

Figure 3.4: GameCube power.

5. Connect the GameCube to the LCD TV using the Nintendo GameCube AV Cable found in the GameCube box (Figure 3.5). The red, white and yellow connectors plug-in to the "AV1 IN" connectors on the LCD TV while the other side plugs in to the "ANALOG AV OUT" connector on the back of the GameCube console.
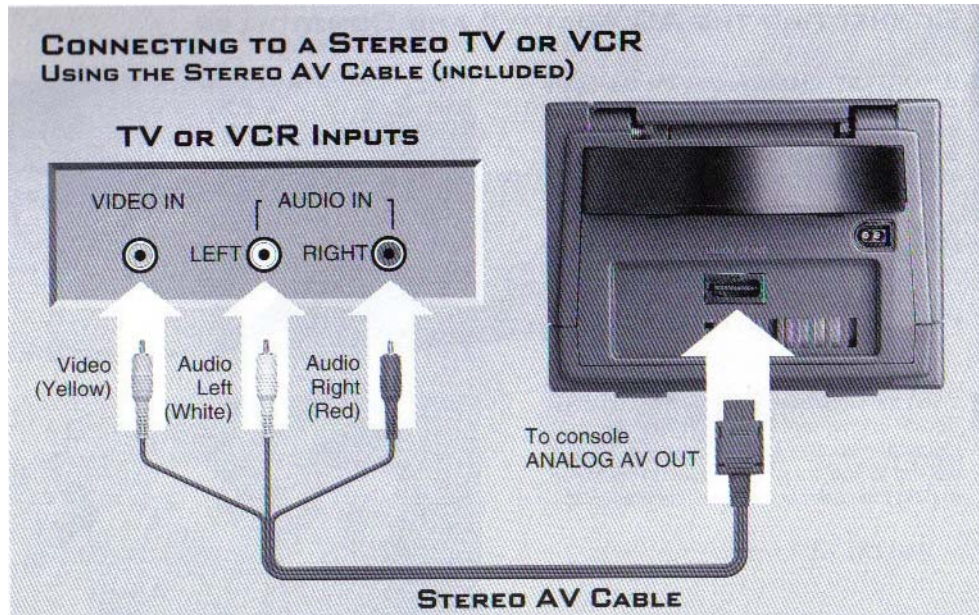

Figure 3.5: Connecting the GameCube to the LCD TV.

6. Connect the GameCycle power by using the GameCycle AC Adapter found in the GameCube box by inserting small round plug of the adapter into the connector on the end of the right support arm of the GameCycle (Figure 3.6). and plugging the 2-prong outlet on the adapter into the power outlet bar (Figure 3.2b). .
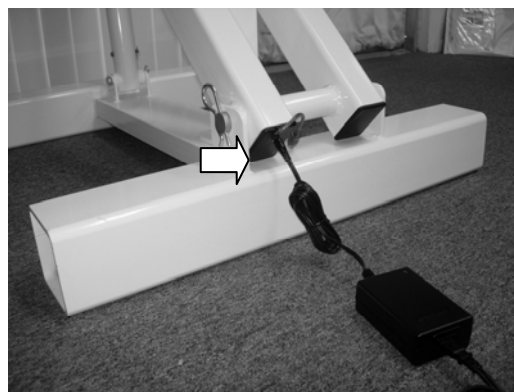

Figure 3.6: GameCycle power.

7. Connect the GameCycle to the GameCube by inserting the GameCycle controller plug protruding out of the hole at the top of the stand into the Controller Socket on the front of the GameCube console (Figure 3.7).

   Note: Make sure the GameCycle controller cable leaving the back of the right support arm is connected to the GameCube extension cable found at the bottom of the stand (Figure 3.2b).
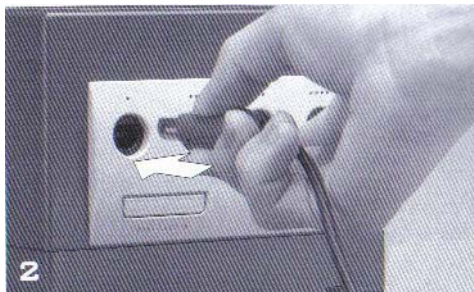

Figure 3.7: Connecting the GameCycle
to the GameCube.

8. Once all the above connections have been made, you are free to turn on the power outlet bar, GameCube, and LCD TV. If the GameCycle LCD screen is blank, follow the instructions in the "Troubleshooting" section.

   Note: The LCD TV and GameCube turn on separately.

   Note: Make sure the TV is in "AV1" mode. If nothing shows on the TV at startup, push the "Source" button on top of the TV until it is in the "AV1" mode.

4 GAMECYCLE CONTROLS

4.1 Types of controls on the GameCycle:

1. To use the buttons to the left and right of the small blue screen on the GameCycle, press firmly.
2. The label for each button appears on the blue screen.

   a. The `more` button on the main GameCycle screen (Figure 4.1) will give you access to an additional 3 screens of buttons.

   b. The `main` button will take you back to the main GameCycle screen.

Figure 4.1: The main GameCycle Screen.

   c. The `▲` and `▼` arrows on the main screen control the tension of the GameCycle crank arms when cranking forward or backward.

   d. The `A`, `B`, and `Start` buttons are commonly used select menu items, go back a screen, and pause the game.

   e. The other buttons (`Finish➡`, `control type: R/L`, `calibrate`, `fwd`, `rev`) will be explained in subsequent sections of the User's Guide.

3. To control speed, rotate the crank arms of the GameCycle forward or backward (Figure 4.2a).
4. To steer, tilt the arm cranks of the GameCycle to the left or right (a tilting motion as seen in Figure 4.2b).
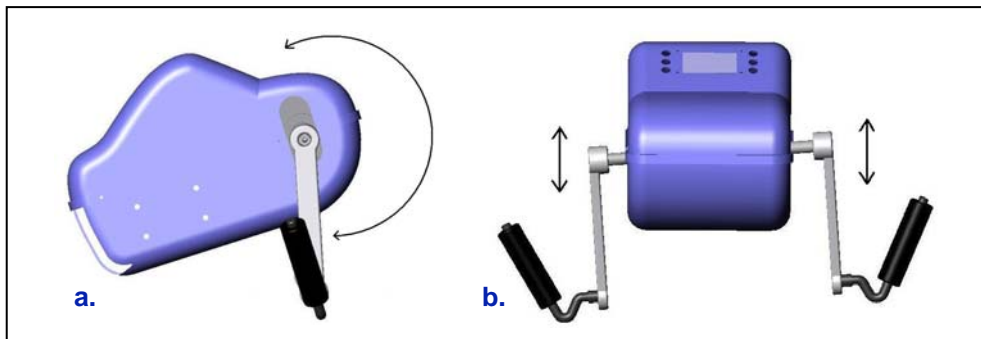

Figure 4.2: a) Moving forward or backward with the GameCycle b) moving left or right using the GameCycle

4.2 GameCycle Buttons and GameCube Controller

The GameCycle buttons that control the GameCube correspond to the buttons on the GameCube controller (e.g. pushing the [A] button on the GameCycle is the same as pushing the "A" button on the GameCube controller or pushing the [↑] button on the GameCycle is the same as pushing the up on the +Control Pad of the GameCube Controller).

Figure 4.3: The GameCube Controller and GameCycle screens.

The function of each GameCycle button that corresponds to the GameCube controller varies with each GameCube videogame you play, so please use the instruction booklet for the particular game you are playing. In most cases, the GameCube screen will tell you which button to press. If the GameCube screen does not indicate which button to push, the "A" button generally selects an option on the GameCube game and the "B" button generally goes back a GameCube screen. If the button indicated on the GameCube screen is not visible, push the `more` button on the GameCycle to scroll through the other buttons.

4.3 Setting the Control Type

There are two different control types:

1. **R/L** – This is used for games in which the R GameCube button accelerates and the L GameCube button decelerates the object you are controlling during game play (e.g. Need for Speed Underground, Monsters of Metal, Racing Evolution).

2. **A/B** – This is used for games in which the A GameCube button accelerates and the B GameCube button decelerates the object you are controlling during game play (e.g. Need for Speed Hot Pursuit 2).

Pushing the `control type: R/L` button or the `control type: A/B` button toggle between the two different control types and are located on the third GameCycle screen. You navigate to this screen by pushing the `more` button until you see the appropriate button on the left of the GameCycle LCD (Figure 4.3).

4.4 Setting the Crank Direction

In the `fwd` mode, accelerating the object you are controlling is achieved by turning the crank arms in the manner shown below in Figure 4.4. This can be changed by pushing the `fwd` button. The button will

Figure 4.4: Forward turning of the
GameCycle crank arms.

then change to [rev] button and accelerating the object you are controlling will be achieved by cranking backwards. Pushing the [rev] button will return the GameCycle back to the [fwd] mode.

4.5 Navigation of GameCube menu screens

There are two methods of using the GameCycle to navigate GameCube screens, using the push buttons on the GameCube or using the crank arms.

1. To scroll up,

  a. push the [↑] button or
  b. rotate the GameCycle crank arms forward (Figure 4.2a).

2. To scroll down,

  a. push the [↓] button or
  b. rotate the GameCycle crank arms backward.

3. To change the selection on a menu item,

  a. push the [←] button or the [→] button or
  b. tilt the GameCycle crank arms left or right (see Figure 4.2b)

  Note: When using the crank arms to navigate GameCube screens, use short quick rotating or tilting motions.

4. To make a selection, press the [A] button (this may vary between games)

5. To go back a menu, press the [B] button (this may vary between games)

6. To display a menu while gaming that will allow you to choose different options, such as quit or restart the game, press the [Start] button

4.6 Getting Started with Different GameCube Games

To setup the GameCycle to work with different GameCube games, follow the procedure described below.

  Note: Only GameCube games that use the "A" and "B", "R" and "L", or the "Control Stick" will work with the GameCycle (Figure 4.3). If the game uses the "+ Control Pad" exclusively to control the game then it will not work with the GameCycle.

Insert the GameCube game into the GameCube.

Determine which button makes the object you will be controlling go forward or accelerate using the GameCube game's instruction booklet.

If "A" on the GameCube controller causes the object to go forward or accelerate then press the "Control Type" button until `control type: A/B` is displayed. If not, go to the next step.

If "R" or the "Control Stick" (Figure 4.3) on the GameCube controller causes the object to go forward or accelerate then press the "Control Type" button until `control type: R/L` is displayed. If not, go to the next step.

4.7 Control of an object (e.g. a car) during game play

1. To move forward, rotate the GameCycle crank arms forward
2. To move in reverse, rotate the GameCycle crank arms backward
3. To move left or right, tilt the GameCycle crank arms left or right

Note: The key to good game play and smooth exercise is to tilt and rotate the crank arms at the same time.

5 GAMECYCLE RESISTANCE

The GameCycle has 10 levels of resistance where 0 is the easiest level and 9 is the hardest.

1. To increase the resistance when cranking, press the [▲] button

2. To decrease the resistance when cranking, press the [▼] button

    Note: These buttons are on the Main GameCycle Screen (Figure 5.1) for easy access during game play.

Increase Tension

Decrease Tension

Figure 5.1: Tension adjustment.

6 GAMECYCLE CALIBRATION

To calibrate the GameCycle:

1. Push the [more] button until you see the [calibrate] button on the right side of the GameCycle LCD (Figure 6.1)

2. Push the [calibrate] button

3. Follow the instructions on the GameCycle LCD (Figure 6.2).

   a. Turn the crank arms forward at the rate that you want to be max forward speed. <u>Stop</u> turning and push the [Next ➡] button.

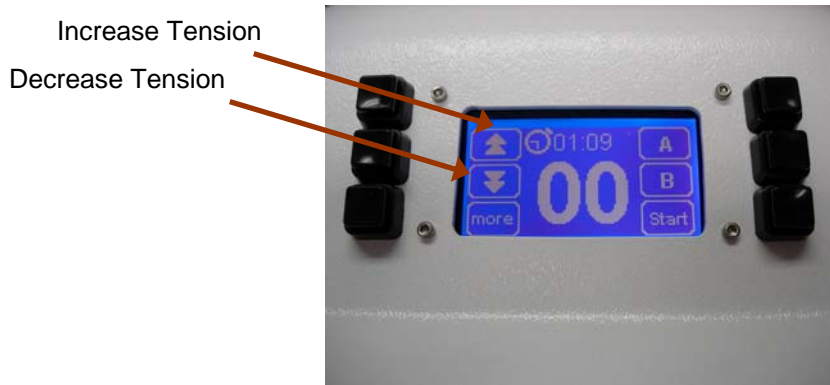   b. Turn the crank arms backward at the rate that you want to be max reverse speed. <u>Stop</u> turning and push the [Next ➡] button.

   c. First tilt the crank arms as far to the left as the user can, then tilt the crank arms as far to the right as the user can. Push the [Next ➡] button.

   d. Let the crank arms center by letting go and pushing the [Finish ➡] button.

Note: The GameCycle can be calibrated to fit a particular user's ability to turn and steer the GameCycle crank arms by turning the crank arms faster or slower and by tilting to the left and right to different degrees during calibrations. For example, if you are only able to turn the crank arms at a slow pace, then on the first calibration screen, turn the crank arms slowly.

Figure 6.1: The button used to start the calibration process.

Figure 6.2: The calibrations screens.

7 TROUBLESHOOTING

Problem	Solution
GameCycle LCD screen is blank but lit up	• Remove the Controller Plug from the GameCube controller socket on the GameCube (Figure 3.7), turn off the GameCycle power by unplugging the GameCycle AC Adapter from the back of the right support arm as shown in Figure 3.6, turn the GameCycle power back on by plugging the GameCycle AC Adapter back in, once the GameCycle power is back on, insert the Controller Plug back into the GameCube controller socket on the GameCube.
Steering does not seem to work correctly	• Calibrate the GameCycle using the instructions in section 6 entitled GameCycle Calibration.
TV Blank	• Turn on the LCD TV by pushing the power button on top of the LCD TV. The LCD TV has to be turned on separately from the GameCube and GameCycle. • See the "Troubleshooting" section in the GameCube Instruction Booklet.
TV has blue screen	• Press the "SOURCE" button on top of the LCD TV until in AV1 or AV2 mode. This will depend on where the AV connections are made on the back of the LCD TV. • See the "Troubleshooting" section in the GameCube Instruction Booklet.

8 SAFTEY INFORMATION

- Please review the GameCube Instruction Booklet for important safety information about the use of videogames.

- Please be careful when moving the GameCycle. It is heavy and should be moved with caution. Wheels and a handle (Figure 8.1) have been provided for assistance in transporting the GameCycle. Use the technique depicted in Figure 8.1 for moving the GameCycle.

  Note: The GameCycle should be adjusted to the highest possible position before attempting to move it.

Figure 8.1: Transport of the GameCycle and the GameCycle handle.

- Be careful not to bump the GameCycle cover or grips into another object during transport.

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