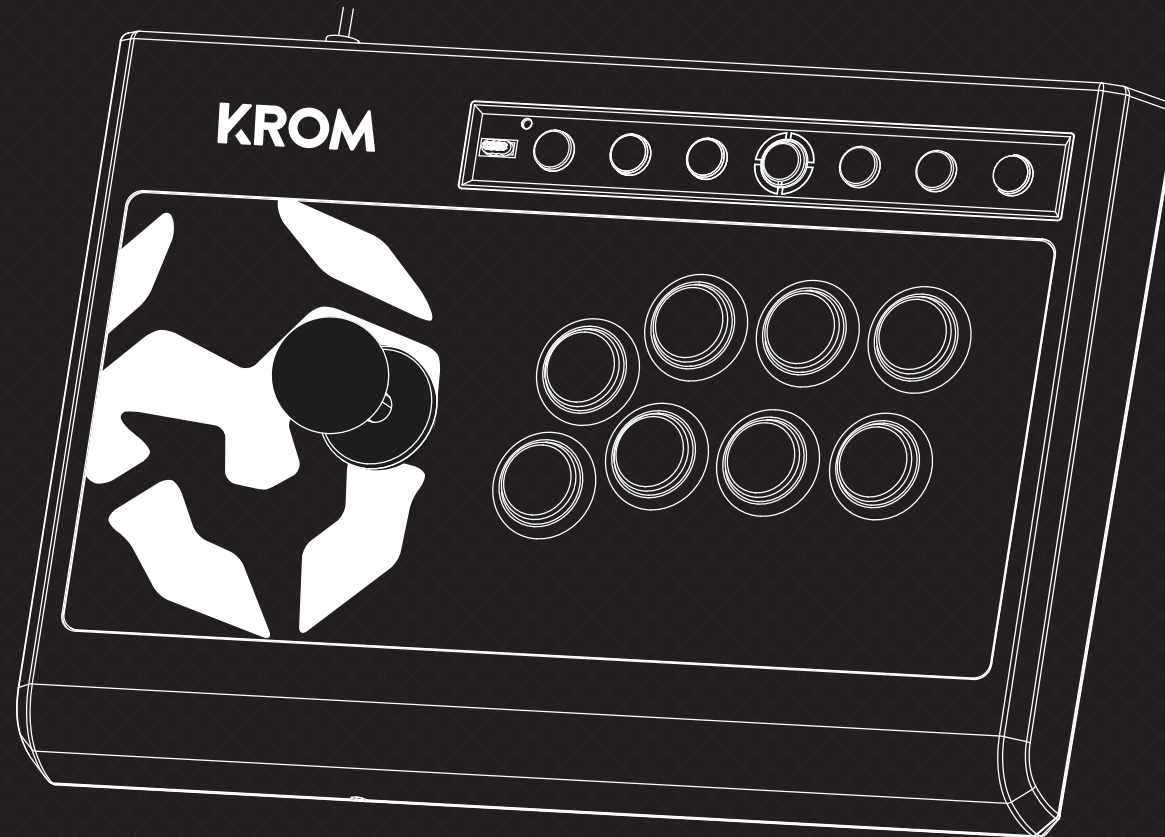


KUMITE

Multi-Platform
Fighting Stick



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Movement inputs d-pad or x/y axys

Buttons 10 buttons + menu buttons

Macro buttons 2

Turbo mode Yes

Connection USB

Cable lenght 180 cm

Dimensions 335 x 230 x 97 mm

Weight 1240 g

Compatibility PC / PS3 / PS4 / XBOX ONE

1. Arcade Joystick
2. Main buttons
3. Input selection
 - Digital [D-pad]
 - Analogic [Joystick]
4. Led light
5. MACRO mode
6. TURBO mode
7. Menu buttons
8. Macro buttons

Button's function table

Type	PS3	PS4	XBOX ONE	PC [X-INPUT]
Action button	×	×	A	A
	○	○	B	B
	□	□	X	X
	△	△	Y	Y
	L1	L1	LB	LB
	R1	R1	RB	RB
	L2	L2	LT	LT
	R2	L2	RT	RT
	L3	L3	SL	SL
	R3	R3	SR	SR
D-Pad/ Joystick	UP/Y+	UP/Y+	UP/Y+	UP/Y+
	DOWN/Y-	DOWN/Y-	DOWN/Y-	DOWN/Y-
	LEFT/X+	LEFT/X+	LEFT/X+	LEFT/X+
	RIGHT/X-	RIGHT/X-	RIGHT/X-	RIGHT/X-
Function button	SELECT	SHARE	SHARE	BACK
	START	OPTIONS	OPTIONS	START
	TURBO	TURBO	TURBO	TURBO
	MACRO	MACRO	MACRO	MACRO
	HOME	HOME	X-Guide	X-Guide

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Functions and modes

• Mode Switch

Move the switch to D-pad position to set the device to D-pad mode.
Move the switch to Joystick position to set the device to analog mode.



• TURBO set up & removal

1. Turbo Buttons. The buttons that admit the TURBO function: X/A, O/B, □/X, △/Y, L1/LB, R1/RB, L2/LT, R2/RT.

2. Set up TURBO. Press and hold on TURBO plus the Turbo button you wish to appoint.
The LED will blink with a red light when pressing a button that has been assigned as turbo.

3. Remove TURBO. Press and hold on the TURBO plus the Turbo button.

• MACRO set up

1. Press MACRO, the LED will turn on with a green light.

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• Mode switch

• TURBO set up & removal

• MACRO set up

• MACRO removal

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2. Press one of the macro buttons [M1 or M2], the green LED will start blinking.
3. **Setting up the COMBO:** press the button combination that you wish to program with a maximum of 15 buttons. In case you use the stick, keep in mind that it must go back to the central position before moving it again to a new direction.
4. After you finish setting up the combo press MACRO button to exit MACRO mode. Then the green LED will turn off.
5. A button can not be appointed with both TURBO and MACRO modes. Turbo will only work when the macro function is cancelled.
6. Only two buttons [M1, M2] can be set up with MACRO function. The button's original function will be lost after appointing a macro to them.
7. The buttons that could be used for the COMBO are: "A", "B", "X", "Y", "LB", "LT", "LS", "RB", "RT", "RS", "↑", "↓", "→", "←".

Keep in mind: Although the stick would be set as analog, when recording macros its moves will be detected in D-Pad mode.

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- **MACRO set up**
- MACRO removal

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8. Delay: “SHARE” and “OPTIONS” buttons act as a space button between the pulsation of a same button twice, or as delay function in MACRO. Pressing these buttons would not count for the maximum limit [15] of buttons that can be pressed in a combo.

Usually in most of the games you will need to add delays between pulsations or the game would not perceive the pulsations separately. Each delay equals approximately to 1 millisecond, so the more times you press the delay button more time there will be between different pulsations. **[Generally the minimum delay perceived by most of the games is around 50 milliseconds -50 pulsations of the delay button- meaning you might need to press the delay button many times between different button pulsations to assure that the game can perceive it].**

9. One button can not be set up as TURBO and MACRO at same time. TURBO buttons only work when the MACRO function is cancelled.

10. Saved macros will be lost every time you disconnect your PC or device from the electric current.

• MACRO removal

1. Press MACRO, the LED will turn on with a green light.
2. Press the Macro button you wish to clear [M1, M2], the green LED will start blinking.
2. Press MACRO again, the green LED will turn off. The macro button has been removed.

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- MACRO set up
- **MACRO removal**

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• PC

A. X-Input

1. Make sure that the PC is turned off.
2. Plug the arcade stick cable in a USB port from the computer
3. Turn on the computer
4. The red LED that shows the player number stays lit.
5. The arcade stick is now ready to use.

• PS3

1. Connect Kumite to PS3 console.
2. Power on PS3 console.
3. Press the HOME button on the arcade stick.
4. The red LED that shows the player number stays lit.

• PS4

1. Connect Kumite to PS4 console.
2. Power on PS4 console.
3. Connect a PS4 controller by a USB cable to the arcade stick, consider the controller as a key to establish the connection between the console and arcade stick
[The controller need to be power off]

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4. After the connection press the HOME button on Kumite and choose a profile, the red LED that shows the player number stays lit.
5. The arcade stick is now ready to use.

▪ XBOX ONE

1. Connect Kumite to PS4 console.
2. Power on XBOX ONE console.
3. Connect a XBOX ONE controller by a USB cable to the arcade stick, consider the controller as a key to establish the connection between the console and arcade stick [The controller need to be power off]
4. After the connection press the HOME button on Kumite and choose a profile, the red LED that shows the player number stays lit.
5. The arcade stick is now ready to use.

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EU DIRECTIVES

▪ STATEMENT OF COMPLIANCE WITH EUROPEAN UNION DIRECTIVES

Krom declares that this product is in compliance with the essential requirements and other relevant provisions from the following Directives: 2004/30/EC; 2011/65/EC, as applicable. The technical documentation required by the Conformity Evaluation process is in Krom's possession and can be requested through the email info@kromgaming.com.

▪ Disposal of batteries and electrical or electronic equipment waste

The existence of this symbol on the product, batteries or respective packaging, signifies that this product and the contained batteries can not be disposed as domestic waste.

It is the user's responsibility to deliver this product at a batteries, electrical or electronic recycling pick-up point. The pick-up and separate recycling contributes for the preservation of natural resources and suppresses potential negative consequences for the human health and the environment resultant of inadequate disposal of dangerous substances contained in batteries and electrical or electronic equipment. For additional information regarding batteries, electrical or electronic recycling pick-up points, please contact your local municipal services.

Warranty

Who does the warranty protect:

This warranty is valid for the original purchaser only.

What does the warranty protect:

For warranty claims, please contact Krom's overseas distribution partners in your country. Find the distribution partner list at www.kromgaming.com

Warranty: 2 years from the purchasing date. [Depending on the laws of each country]

URL: www.kromgaming.com

E-mail: support@kromgaming.com

What doesn't the warranty cover:

1. Any product, on which the serial number has been defaced, modified or removed.
2. Accident, misuse, neglect, fire, water, lightning, or other acts of nature, unauthorized product modification, or failure to follow instructions supplied with the product.
3. Repair or attempted repair by anyone not authorized by Krom.
4. Damage to or loss of any programs, data or removable storage media.
5. Software or data loss occurring during repair or replacement.
6. Any damage of the product due to shipment.
7. Removal or installation of the product.
8. External causes, such as electric power fluctuations or failure.
9. Use of supplies or parts not meeting Krom's specifications.
10. Normal wear and tear.
11. Any other cause which does not relate to a product defect.

If you have any questions regarding technical problems
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