

jog[®]

Instruction manual



**Congratulations on becoming
the owner of jOG® by
New Concept Gaming, the
ground breaking in-game
motion sensor!**

**Please read all instructions carefully before
you use your jOG® for the first time.**

Please keep all information for future reference.

- 1. Safety information**
- 2. jOG® instructions
for use**
- 3. Trouble shooting**
- 4. Warranty terms
& conditions**

1. Safety information

Here at NCG® we are very excited about our first Wii compatible product and hope you are too. jOG uses unique lower body motion sensor technology to detect your own running motion. This means, when used in conjunction with your Wii controllers, your game character will only run when you do. Plus, with the added benefit that using jOG can improve your fitness, every game you play has never been so rewarding and so much fun!

Using jOG couldn't be simpler. It works with any game that uses the analog joystick on the Nunchuk for character movement. For a full list of games we've tested go to www.jog2play.com.

jOG allows your own body movement to drive character motion. Point the Nunchuk joystick in the direction you want to move, and start jOGing ... your character starts to move in that direction! Stop moving and your game character stops too. That's all there is to it.

Have fun!

The NCG® Team

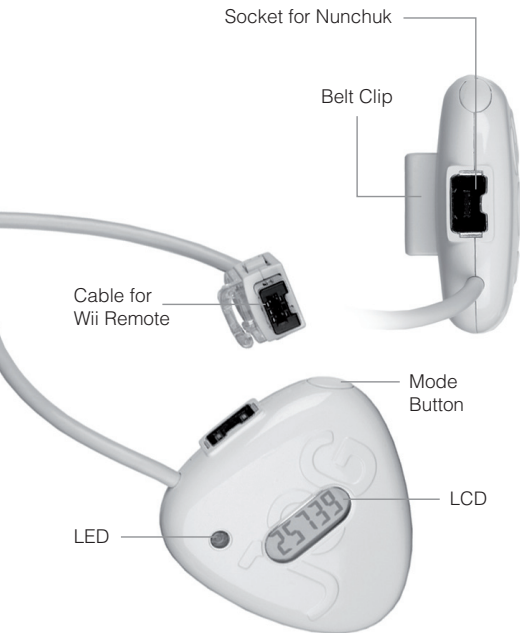
- Always ensure that you have enough space to play.
- Always ensure that your feet and legs are completely clear of any cables.
- Avoid excessive play.
- Parents should monitor children for appropriate play.
- Playing video games with jOG is aerobic exercise. We recommend you take a 10-15 minute break every hour... even if you don't think you need it.
- Always consult your doctor before starting any new weight loss and/or exercise program.
- If you are new to exercise, or have not exercised for a while, always start slowly and consult your doctor if you experience any discomfort, distress or any other symptoms.
- If at any point during exercise you begin to feel faint, dizzy or have physical discomfort, you should stop immediately and consult your doctor.
- **IMPORTANT!** Before using this product, please read the instruction manual for your console.

2. jOG[®] instructions for use

2.1 SET UP

jOG is designed to connect between your existing Wii Remote and Nunchuk.

Setting up is as simple as 1-2-3



1

Plug the Nunchuk cable into the socket on jOG.



2

Plug the jOG cable into the socket on the Wii Remote.



3

Clip jOG onto your belt ... and you are ready to go!

Note: Always ensure that the Nunchuk joystick is centered when connecting.

2.2 OPERATION MODES

- There are two jOG operation modes: jOG mode (body movement) and bypass mode. You can change modes with a single button click.
- In jOG mode, the blue LED on the jOG adapter will light up for approximately one second per step taken and game movement is enabled while the LED is lit. If you jOG continuously, the blue LED will stay on. Player jOGing motion is combined with the direction of the Nunchuk joystick to create character movement. E.g. to move the character left a player needs to point the joystick left and jOG.
- In bypass mode, jOG has no impact on game control and the LED is continuously lit. Steps are not counted in bypass mode.
- In jOG mode, for each step the user takes the step count is incremented by one and the calorie estimate is recalculated.
- jOG has 2 display modes: Step Mode (display steps) and Calorie Mode (display calories). The default display mode is Step Mode and the number of steps a player has made is displayed on the screen up to 99999. If more than 99999 steps have been counted only the five least significant digits are displayed, i.e. if

23224522 steps are counted then “24522” steps are displayed.

- You can access Calorie Mode by pressing the mode button twice. When activated “kcal” is displayed for approximately 1 second and then the estimated number of calories is displayed for approximately 5 seconds, in tenths of a kcal e.g. “2345.7”. The display then returns to Step Mode automatically.
- At any time, press and hold the mode button for approximately 4 seconds to reset the step counter and calorie estimator to zero. jOG will require confirmation and will display “Reset OK?” on the LCD. To confirm, press the button again. If you do not wish to reset, the confirmation message will disappear after 5 seconds.
- If you want to save the exact number of steps between play sessions it is important to disconnect the Nunchuk first from the jOG unit.

Note: Calories burned is an estimate, based on the number of jOG steps made for an average young adult.

3. Trouble shooting

- jOG has only been tested with the official Wii Remote and Nunchuk from Nintendo. If you are using a non - Nintendo controller jOG may not be compatible.
- The blue LED will blink continuously if the Wii Remote has been connected but the Nunchuk has not been connected.
- If jOG doesn't seem to be working properly at any time, try unplugging it from the Wii Remote and reconnecting it.
- It is very important to ensure that the joystick on the Nunchuk is in the central position when connecting jOG.
- When jOGing, learn to jOG with your arms as still as possible, unless you need to move the Nunchuk and Wii Remote for gameplay. This will avoid incorrectly setting off any game actions that rely on Nunchuk or Wii Remote motion.

4. Warranty terms & conditions

WARRANTY:

1. Digital Blue Inc., 1517 Johnson Ferry Rd., Marietta, GA 30062, provides this Warranty to the consumer who is the original purchaser or gift recipient (hereinafter 'you') of the jOG unit contained in this package (hereinafter 'Product'). Subject to the terms and conditions of this Warranty, Digital Blue warrants the Product to be free from defects in material and workmanship at the time of its original purchase and for a subsequent period of 1 year.

WHAT DIGITAL BLUE WILL DO:

1. If during the above warranty period this Product fails to operate under normal use, due to defects in materials or workmanship, Digital Blue will, at its discretion, either repair or replace the Product, free of charge.
2. If Digital Blue repairs or replaces the Product, the warranty shall apply to the repaired or replaced Product for the remaining time of the original warranty period or for ninety (90) days from the date of repair or replacement, whichever is the longer. Repair or replacement may involve the use of functionally equivalent reconditioned units.

3. STOP! Do Not Return this Product to the Store,
For questions or assistance on installation, parts
or operation contact DIGITAL BLUE toll free at:
1-(888)-800-0502 or visit the Customer Service
section of www.digiblue.com.

TERMS & CONDITIONS:

4. This warranty is valid only if the original proof of purchase, specifying the date and place of purchase, is presented to Digital Blue together with the Product to be repaired or replaced. Digital Blue reserves the right to refuse warranty service if this information has been removed or changed after the original purchase of the Product.
5. This warranty does not cover any failure of the Product due to (a) normal wear and tear, (b) misuse, including but not limited to use in other than the normal and customary manner or use contrary to NCG's instructions for use, (c) accident, modification, adjustment or attempted repair by anyone else than NCG or its authorized warranty service provider, or (d) damage resulting from exposure of the Product to moisture, spillage of food or liquids or to extreme environmental conditions or chemical products.

FCC DECLARATION:

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.

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

IC DECLARATION:

This Class B digital apparatus complies with Canadian ICES-003.
CET appareil numérique de la classe B est conforme à la norme
NMB-003 du Canada.

Warning: Not suitable for children under three years due to small parts.



For details please go to www.newconceptgaming.com

www.jog2play.com



Enhanced Movement Technology

Made in China

New Concept Gaming © 2009

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Patent Pending.

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