



OPERATION MANUAL



Quick Start Guide

*A cheat sheet for fast learners
(and customers who don't like to read user manuals and just DIVE in! ☺)*

Turn Your Machine ON:

Uprights: Power Button is located on Top of Machine (upper left or right top of machine) Arcade Pushbutton

Table Tops: Power Button is located on back center portion of cabinet
Arcade Pushbutton

Pedestals: Power Button is located on back of machine near the center of the pedestal opposite the HDMI Port.

1. Load up any Arcade Game in ARCADE CLASSICS (first icon on the Main Wheel) by pressing Player 1's START Button (white or black man icon on button)
2. Wait for Game To Load... When Attract Screen is visible then...
3. **Credit the game** – Press your Credit Button or Push and HOLD Player 1's START button and then Push Player 1's FIRST BUTTON (upper left closest to joystick)
4. Press 1 or 2 (or 3 or 4) Player Start Button to start a 1 or 2 Player Game (or 3 or 4 player)

NOTE: You can also credit any coin op game by pressing and holding PLAYER 2's START Button

and then pressing Player 2's First Button (or player 3 or player 4 for 4 player machines)

Exit Any Game and System By Pushing and HOLDING Player 1's START BUTTON THEN push

player 2's START BUTTON, this will return you to the main wheel...

New Windows 10 x64 Operating System

(Ships out in all Machines starting Dec 2019)

NEW FEATURES:

- New Search Feature “HyperSearch” Added
- New Desktop created and easier backend navigation
- New Games and Systems Added
- Easy Auto Drive Registration Added
- Easy Access to “Rocketlauncher” and Hyper HQ on Start Bar

New Shortcut Button/Joystick Function Added:

To Get into the Backend (Win 10 x64 operating system):

Press and HOLD Player 1’s START Button and then Press Player 2’s Joystick UP, this is like pushing the “Windows” key on a Keyboard and it will bring up the “START Bar Menu” at the bottom of the screen.



If HyperSpin Ever Gets Stuck and Non-Responsive just Push and HOLD Player 1's 2nd Button + Player 1's START Button, Then Push Right On Player 1's Joystick to "Refocus" HyperSpins Main Screen

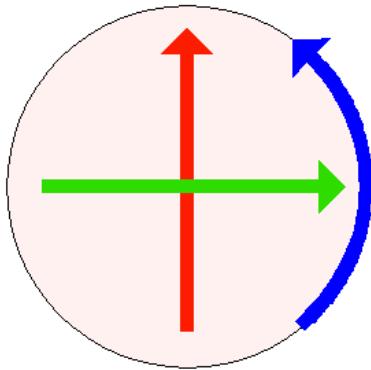
(this sends an ALT+TAB command to the system to switch focused Windows)



ALT+TAB

HOLD PLAYER 1'S 2ND BUTTON DOWN THEN HOLD DOWN PLAYER 1'S START BUTTON, WITH THESE BUTTONS HELD DOWN TOGETHER IN THIS ORDER - EACH TIME YOU PRESS **RIGHT** ON PLAYER 1'S JOYSTICK YOU WILL SEE THE ACTIVE WINDOWS RUNNING AND CAN CYCLE THROUGH THEM, LET GO OF BUTTONS WHEN YOU ARE ON THE HIGHLIGHTED WINDOW YOU WANT TO CONTROL.

If this doesn't work try moving the trackball in a circle and pushing the upper left Trackball Button to "Refocus" the HyperSpin Screen...



Player 1 or Player 2's joystick: Selects games and moves thru game lists

Player 1 or Player 2's start button: Loads Game or Next Menu

Player 1 or Player 2's 5th button will bring up the Genre filtering list, Used exclusively for Arcade Games
Only this will help narrow the game list down by different types of games (example: Fighting, Shooting, Sports Themes, Vertical Shooters, etc)

Player 1 or Player 2's 6th button will bring up the Favorites Menu, here you can add the selected game to the favorites list or your own liking and switch the menu to show just your selected (and saved) favorite games.

Continued on Next Page...



Note: Favorites lists are dependent on what system you are in:

For Example: Custom Favorites Lists and the Favorites Menu can only be accessed in the actual Game Lists (alphabetical lists)

Example: Arcade Classics

Separate Favorites List from NES

Separate Favorites List from SNES

Separate Favorites List from Sega Classics





**** Customers with 4 player panels (or wider 2 player panels) may need to remove the panels to get your machines through standard (34") doorways.

MAKE SURE TO HAVE SOMEONE HOLD THE PANEL WHILE YOU REMOVE THE FINAL SCREWS THAT HOLD THE PANEL TO THE MACHINE!

CONTROL PANELS ARE FRONT HEAVY AND COULD FALL OFF THE MACHINE IF YOU ARE NOT HOLDING THEM UP!

TO EASILY REMOVE AND TURN THE CONTROL PANEL:

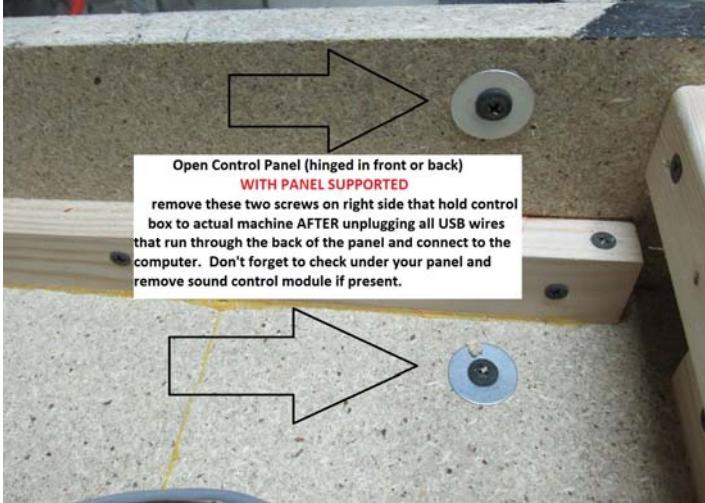
Remove the Lower Back Door on your machine.

Make sure to dis-connect all cables coming out of the back of your control panel (looking inside the back of your machine) They are all quick dis-connect cables and you can take a picture for reference if need be. You will plug all these cables back in when you re-install the panel back on your machine once it is in your home.

Remove the two SILVER OR Black Phillips screws (2.5" Long) that hold your top control panel to the box of the panel, lift panel like the hood of your car (hinged in back on pedestals) or for an upright lifting from the part of the panel closest to the monitor glass (hinged in front). Then remove the 4 screws (2 on bottom and 2 on back) that hold the control panel box to the main cabinet. Lower the top of the control panel back on the control panel box and return the 2 Silver or Black Phillips screws to hold the top panel to securely to the bottom control panel box. This way you can turn (carefully) the control panel assembly sideways (use wrapping materials or a friend to turn and hold the panel to get the machine through your doorway and then return the panel back to normal position making sure not to pinch any wires as you screw the box and main panel back into normal position on the main machine body.

* Please, before plugging in your new Dream Machine take the time to remove the back door (upright), open the rear door (table top), or pull out the locked sliding drawer (cocktail table) and double check all parts are seated tightly in place. Shipping is very hard on our large machines and things do come loose sometimes. *





MAKE SURE you remove your MAIN VOLUME CONTROL UNDER YOUR CONTROL PANEL!

See Next Page...

Main Volume Control



The Main Volume Control on all Uprights and Pedestals is located UNDER your control panel box. Look Under you panel and you should see it glowing BLUE when your machine is Turned ON.

The Main Volume is controlled by turning the large dial that is lit up blue.

AUX Input Jack (for Ipod and other external source to be amplified by the internal speakers in your machine)

Headphone Jack (plug in your headphones or other external amplification and disabled main Arcade Speaker systems)

BASS Volume Control: Controls Overall Sub Woofer Volume

ON/OFF Switch: Used to Turn the Main Speaker System ON/OFF

First Checks!

(For Customers with 4K HDTV's – Pedestals and GameBoxes ONLY)

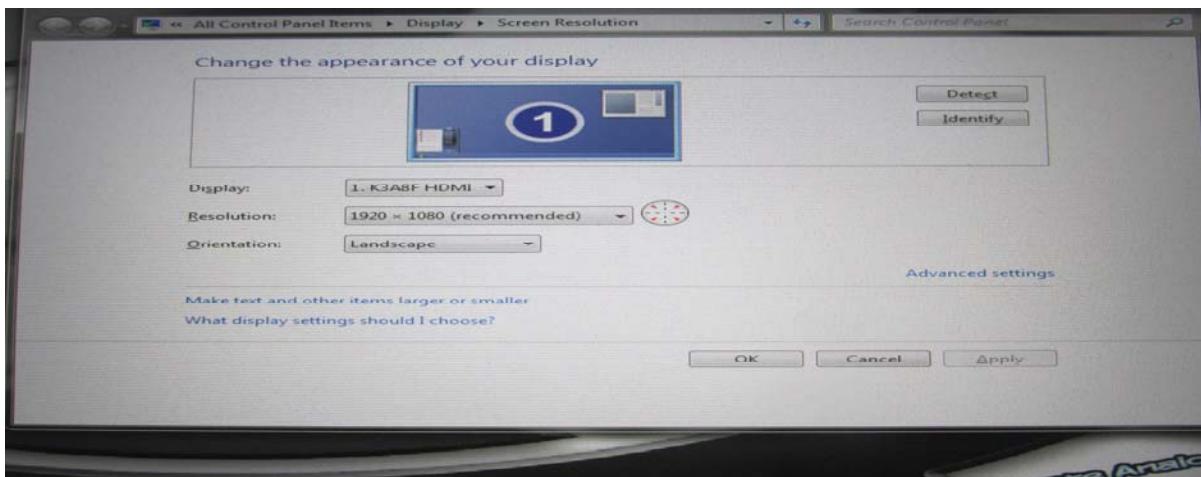
Make Sure Your Machine is running at the CORRECT Resolution, if it is not your machine will run sluggish and some games will not display or run correctly!



System Utilities (Directly Above Arcade Classics)



Select “Adjust Display Properties (Select Button is Always Player 1’s START Button)



**Using Trackball (like a PC Mouse) and your
UPPER LEFT Trackball Button (left click on a PC Mouse)**

Select “1920 X 1080” and Click on APPLY,

If a Window Pops Up Click “OK” or “YES” to Keep This Resolution

Customers with BONUS SPIN UPGRADES

(As of 12/01/2015 this page no longer applies, kept for past customers reference)

Because this boot screen is hidden (only visible on 32" LED monitor systems) on MEGACADE Systems with 48" monitors.

Note:

Most Customers with Pedestal Systems and GameBox Systems WILL see the Boot Up Selection Screen.

All Customers with Table Top Machines WILL see the Boot Up Selection Screen.

To Load the Main System (50,000+ games):

Wait till “no signal screen” shows for 5 seconds

To make loading quicker just push player 1's Start Button **Twice.**

You can also wait this 15 second window to finish on its own and the system will default to the Standard 28,000+ game system as well.

To Load the BONUS SPIN (hidden) SYSTEM:

Wait till “no signal screen” shows for 5 seconds

**Then carefully push PLAYER 1's Joystick to the RIGHT ONCE
Then Push Player 1's Start Button **Twice****

Boot Up

When You turn the machine on for the first time you will notice a few things as the Dream Machine boots up.

For about 20 seconds you will see our operating system logo followed the “Desktop” with our contact info and logo’s.

Our colorful Hyperspin intro movie begins... (Random intro video chosen from over 100+ intro videos that change each time the machine is turned on...)

You can skip this intro video to go directly to the main menu screen by pressing any joystick or button on the control panel (note: this will bring up the menu but it may be sluggish as background drivers are still loading...)

After the intro movie plays you will be presented with the main game menu screen that looks something like this:



On the right side you will see the various emulation systems (MAME, Lynx, MUGEN, Nintendo, etc)

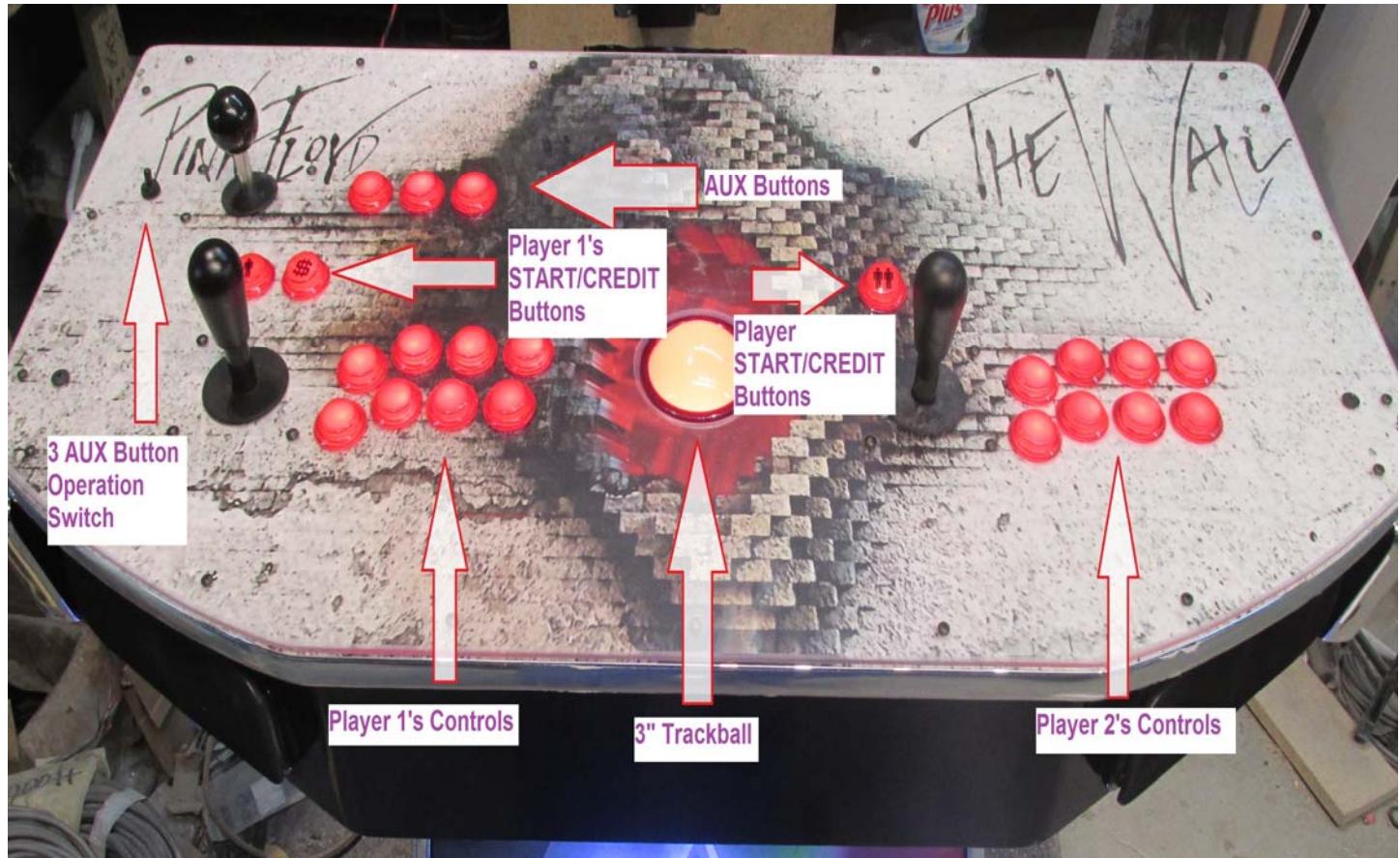
To select an emulation system just press 1 or 2 player start

On the left is a static screen shot or movie depending on system and game selected showing what the game looks like after it is loaded.

To select the game you can press either 1 or 2 player start and it will load up, some games take longer than others but the overall load time is between 1 second to 2 minutes (MUGEN)

To EXIT from any game you can push and hold player 1 START (button with 1 man on it) button and then push player 2's start button (button with 2 men on it)

Control Panel Layout and Switch



Standard 2 Player Control Panel Layout



AUX Button Assignment Selector Switch

This Switch is used for switching the 3 Upper AUX buttons (next to your 4-way joystick) for either:

RIGHT: Standard Mouse Buttons (Left, Middle, Right Mouse Click)

LEFT: Standard Player 1's Buttons 1, 2, 3.

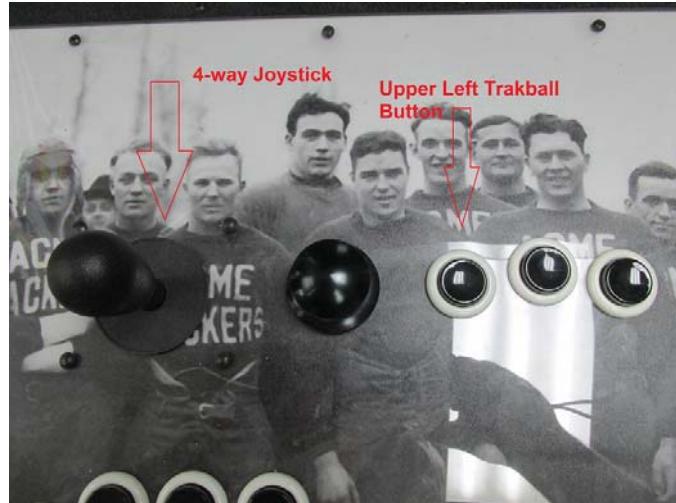
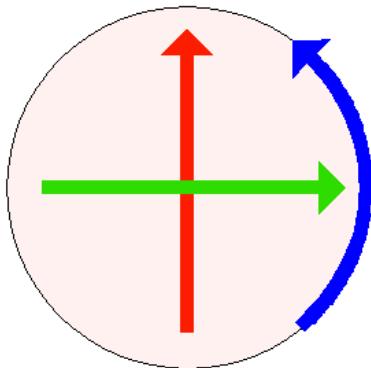
When you play a bezeled game like Missile Command you need to put the switch in the LEFT position or your will "click" off the screen and the game will become un-responsive until you click back on the active game "window" again. Having this switch in the LEFT position prevents this as it assigns these 3 AUX buttons the same as the normal Player 1's 1,2,3 buttons.

Menu Functions

If HyperSpin Ever Gets Stuck and Non-Responsive just Push and HOLD player 1's 2nd Button + Player 1's Start Button, Then Push Right On Player 1's Joystick to "Refocus"

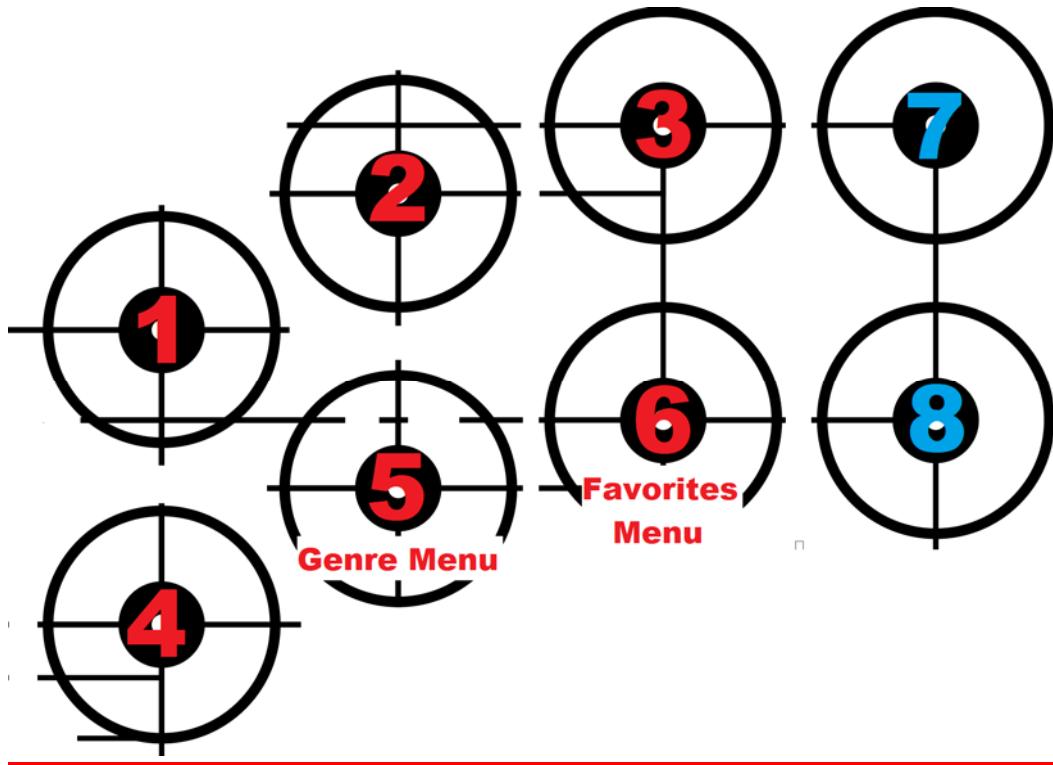
HyperSpins Main Screen (*this sends an ALT+TAB command to the system to switch focused Windows*)

If this doesn't work try moving the trackball in a circle and pushing the upper left Trackball Button to "Refocus" the HyperSpin Screen...



Player 1 and Player 2's Button Layouts (STANDARD)

(Note: if you ordered a different layout, yours may be different)



Simple HyperSpin Menu Controls

Player 1 or Player 2's joystick: Selects games and moves thru game lists

Player 1 or Player 2's start button: Loads Game or Next Menu

Player 1 or Player 2's 5th button will bring up the Genre filtering list, Used exclusively for **Arcade Games and SNES Only at this time:** this will help narrow the game list down by different types of games (example: Fighting, Shooting, Sports Themes, Vertical Shooters, etc)

Player 1 or Player 2's 6th button will bring up the Favorites Menu, here you can add the selected game to the favorites list or your own liking and switch the menu to show just your selected (and saved) favorite games.

Factory Drive Registration

NOTE: Now been updated with “Auto Drive Registration” on New Machines and updated 8Tb Drives

All Steps Below are done without any user input now when you select “Auto Drive Registration”

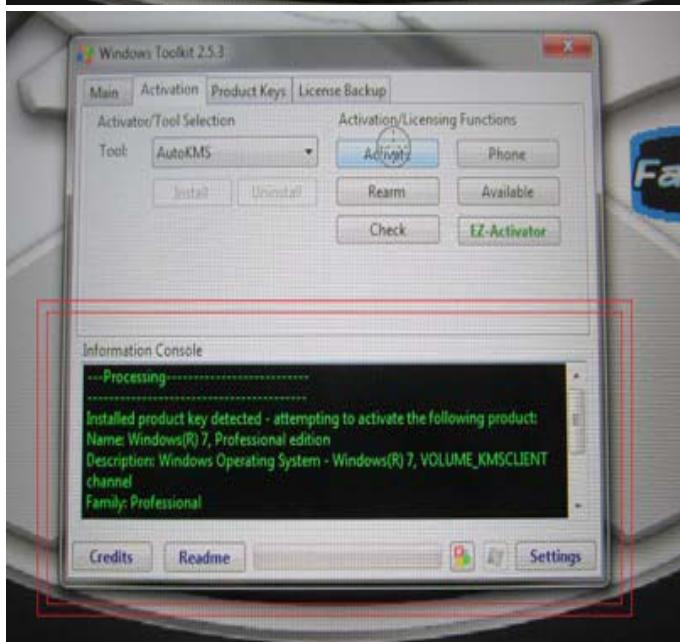
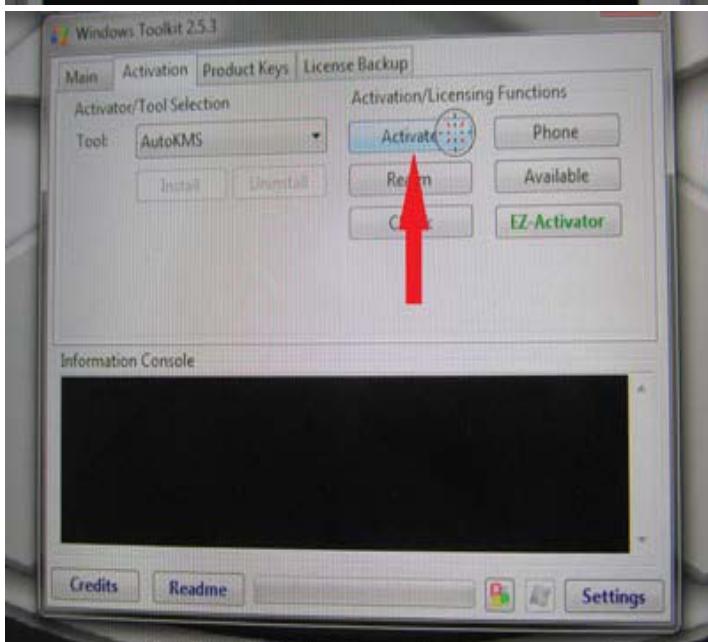
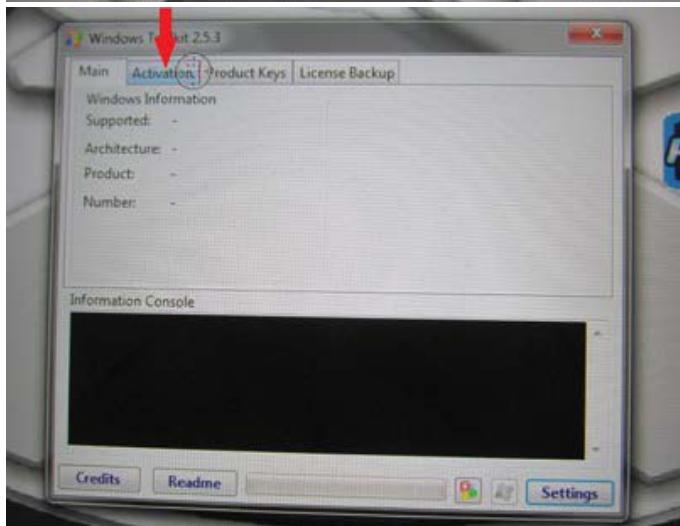
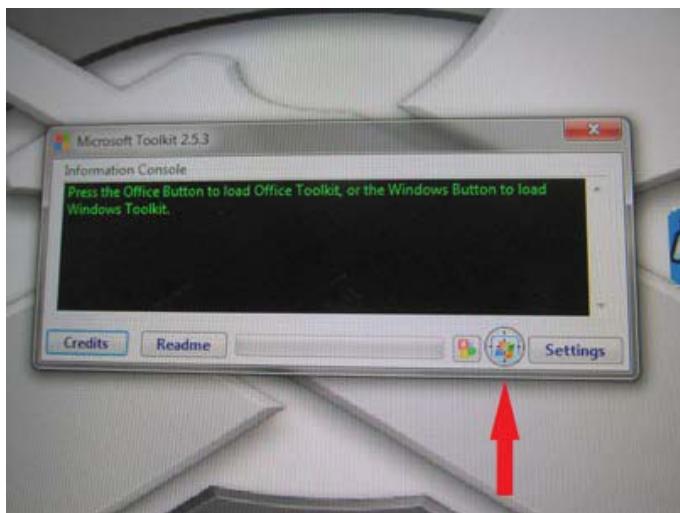
If your system ever comes up with “Windows Authentication Error” (usually ONCE EVERY YEAR) or “Activate Windows” especially after receiving your hard drive back for an update follow these steps:

1. Navigate to System Utility Folder (directly above “Arcade Classics” on Main Wheel)
2. Find and Select with Player 1’s Start Button “Factory Drive Registration”
3. This Window will come up after about **5-10 seconds**
4. Click on “Activation” Tab

If at anytime you get a Red X Error Window Please Click on “Continue” Button to move Forward.

5. Click on the “ACTIVATE” Button wait for about **5-10 seconds** for the Green Confirmation Writing to come up in the bottom Black Box...
6. Close Window (upper RED X) and Shut Down and Reboot Machine

See Next Page for Pictures...



New 6Tb + 500Gb System Kit Install Instructions

1. **Install Both Hard Drives** in your machine, each needs a SATA data cable and a power supply connection. SATA numbering is not important so any open SATA port on the system board will do, number order does not matter for large or small drive.
2. **Hook up any USB Keyboard** on any Open USB port (if you have light guns you have 2 USB Ports in the front of your machine)
3. **Turn on machine and IMMEDIATELY KEEP PRESSING** the DEL Key on your Keyboard to get into the BIOS MENU.
4. **Select with Arrow Keys** the “Advanced” Tab by pressing right arrow key
5. **Arrow DOWN to the “SATA CONFIGURATION”** and set SATA MODE to “AHCI MODE” by using the ENTER Key on your Keyboard.
6. After making this ONE change press the ESC button on your keyboard and then arrow over to “SAVE and EXIT” and the system will reboot.
7. **Unplug your USB Keyboard**
8. **The machine will have to reboot AT LEAST ONCE** but may require another reboot or two after the drivers load for your particular Graphics Card.
9. **When your system is up and running and the main menu of Hyperspin is loaded** you can go into the Utility Folder (directly above “Arcade Classics”) and select “Adjust Display Properties” and make sure the system resolution is set at **1024X768**
10. **Exit this menu by clicking** (upper left trackball button and trackball) on the upper right RED X
11. **Select “Unlock Your MAME Input General Settings”** This will allow you to adjust your control panel settings to the MAME INPUT GENERAL SETTINGS in any Arcade Classics GAME.
12. **Run the “Factory Drive Registration” program** (see previous page)
13. **Exit the Utility Folder and select “Arcade Classics”**
14. **Select Any Arcade Game** and go into the “In Game Menu” (Player 1’s START button held down and RIGHT on Player 1’s Joystick)
15. **Select “Input General”** with Player 1’s START Button

Continued FROM LAST PAGE...

16. Select “Player 1’s Controls” by pressing Player 1’s START Button
17. Set all Functions to your SPECIFIC Control Panel Controls, clear each function listed below and set to your controls (player 1’s START button to clear each highlighted function below:

Set Trackball X Analog to your Trackball (left or right)

Set Trackball Y Analog to your Trackball (Up or Down)

Player 1’s Button 1, 2, and 3 Clearing each and pushing FIRST your player 1’s first button, clearing again WITHOUT moving up or down off this control and then pushing the UPPER LEFT TRACKBALL BUTTON, clearing again WITHOUT moving up or down off this control and then pulling the trigger (DO NOT AIM AT SCREEN) on your Player 1’s Light Gun.

Do the same for Button 2 BUT pushing the Player 1’s 2nd Button, clear, then Middle Trackball Button, clear, then pushing the upper front AUX button on the gun (DO NOT AIM AT SCREEN) or the “Hammer” button on your Player 1’s Light Gun

Do the Same for Button 3 (above instructions)

18. Set your “Dial Analog” to your Spinner (or Trackball left and right if you do not have a spinner)
19. Set your “Ad Stick Analog X” to your left or right on your Tron Joystick (or trackball if you do not have a Tron Joystick)
20. Set your “Ad Stick Analog Y” to your UP or Down on your Tron Joystick (or Trackball up or down if you do not have a Tron Joystick)
21. Set your “Mouse Analog X” to your Trackball Left or Right
22. Set your “Mouse Analog Y” to your Trackball Up or Down’

Once all settings are correct you can exit that particular menu and game back to Hyperspin by pressing and holding Player 1’s START FIRST and then Player 2’s START Second (just like you would normally exit a game, sends ESC command to system)

Continued on NEXT PAGE...

IMPORTANT

23. To Save Everything as a backup (good idea in case you have a MAME Crash or mess up anything in the future with “INPUT GENERAL” you can save your settings as a “Backup” by immediately going into the Utility Folder above “Arcade Classics” and CAREFULLY Selecting “SAVE YOUR INPUT GENERAL SETTINGS”, this will save all your Input General Settings to all the MAME Systems.
24. You MUST then select “LOCK YOUR MAME INPUT GENERAL SETTINGS” to protect them from overwriting.

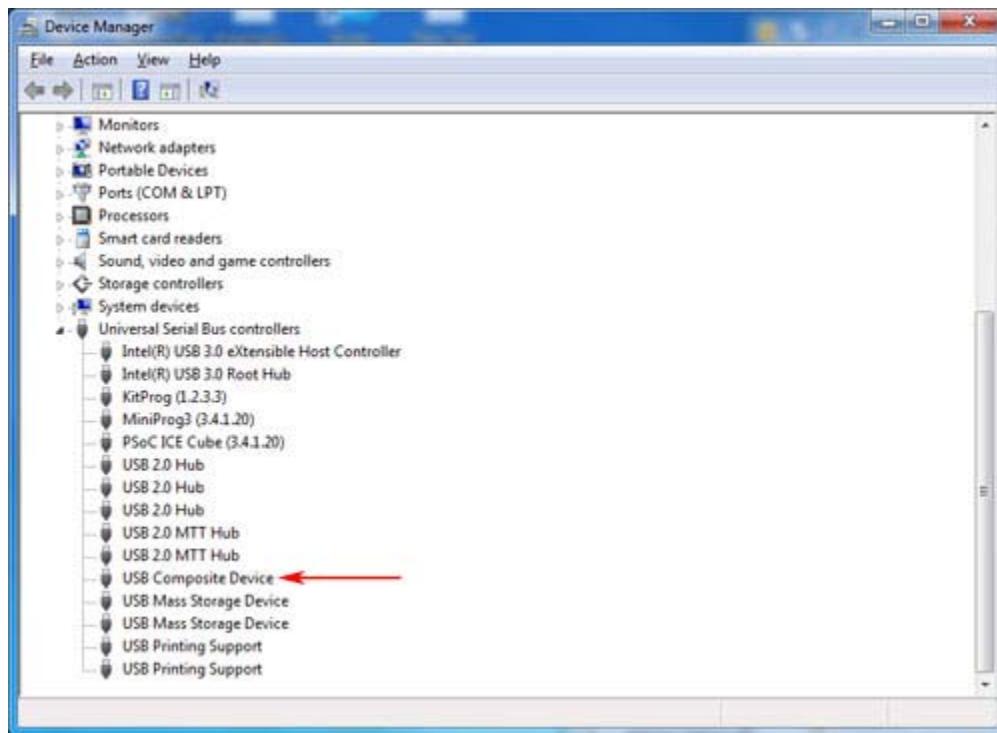
In the event of anything getting “messed up” in Input General you can always then select “RESTORE YOUR MAME INPUT GENERAL SETTINGS” (NOT FACTORY SETTINGS) from the Utility Folder to restore your saved settings that you saved above which is much easier and less time consuming than having to reprogram everything in Input General Again...

Performing a USB IPAC Device Reset

Windows 7 and later cache information about all USB devices which is not refreshed when the device is unplugged/reconnected. This can cause issues with devices appearing not to work (all your Joysticks/Buttons are not responsive after a hard drive upgrade – smaller hard drive upgrade).

This process is always required when firmware is changed from versions which support game controller device, to versions without game controller support or vice-versa.

To reset the device settings, open Device Manager. A quick way to do this is to Navigate to the “System Utilities” Directly above “Arcade Classics” on the Main Wheel, then select “Device Manager”, this window will pop up:

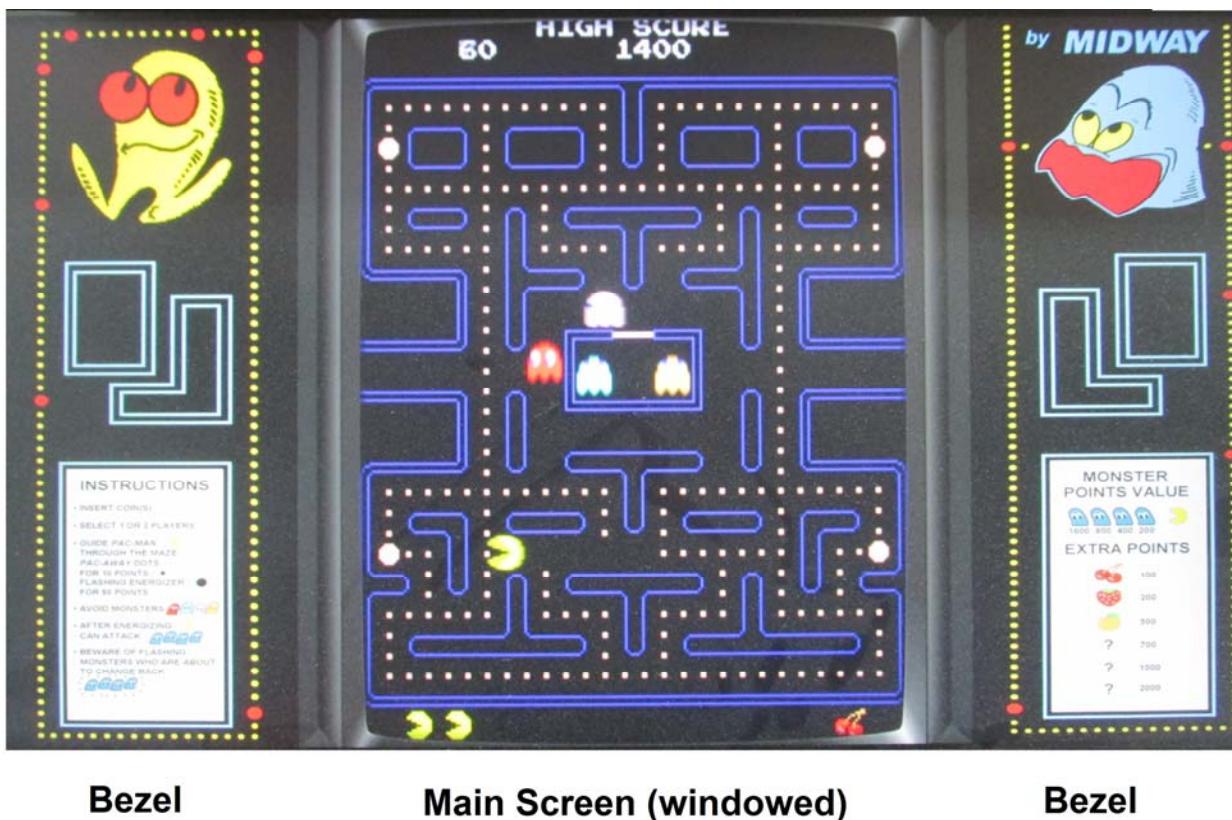


- Expand the "USB Controllers" entry
- Find the "Composite Device". There may be more than one. There is no harm in applying this to all of them with the exception that a keyboard with integrated trackball might be one of them and this will prevent any further use of the trackball if uninstalled.
- Right click on the Composite Device and "Uninstall" it.
- At the top select "Action", "Scan for New Hardware". Alternatively, if you have "lost" your USB mouse, just unplug/reconnect it.

New for 8Tb Customers (Bezel System)

Our Latest Systems will have the new Bezel system running with Most Emulation. Normally this Bezel system works great and is enabled by Default.

Sometimes with certain Trackball or Light Gun Games (these devices are seen as a PC Mouse) you will want to turn this Bezel OFF to stop possible interference with your screen and aiming or moving the cursor off screen will cause a “Beep” and stop inputs from going to certain emulation systems (Mainly MAME – Arcade Classics) until you re-click on the MAIN SCREEN (windowed screen in the middle)



Bezel

Main Screen (windowed)

Bezel

You can “show” the cursor by Pushing Player 2’s START BUTTON, you can move the cursor back to the MAIN SCREEN and LEFT CLICK (UPPER LEFT TRACKBALL BUTTON)

You can Turn the Bezel OFF and switch your main emulation window to FULLSCREEN by Pushing and Holding Player 1’s START BUTTON and then pushing Player 1’s Joystick UP.

You can also change the bezel shown by Holding Player 1’s CREDIT BUTTON or Holding Player 2’s CREDIT BUTTON for 5 SECONDS

In Game Functions (MAME)

On Screen Menu: Hold player 1 start button and push player 1's joystick right

If you mess up an individual setting just select the function you want to switch back (player 1 button 1 for example) and then clear it and press and hold player 1's start button FIRST then push player 2's start button, this will enter "NONE" great if you want to disable a function...

Now without moving off of that function, do the same again and it will set it back to the input that "Input General" has set for your default controls.

Input General (User Interface) Factory Settings

(Factory Set to the Following)

On Screen Display	1 Up or `
Break in Debugger	None
Config Menu	Tab or 1 Right
Pause	P
Reset Game	None
Soft Reset	1 Left
Show Gfx	None
Frameskip Dec	None
Frameskip Inc	None
Throttle	None
Fast Forward	None
Show FPS	None
Save Snapshot	None
Record Movie	None
Toggle Cheat	None
UI Up	Up
UI Down	Down
UI Left	Left
UI Right	Right
UI Home	None
UI End	None
UI Page Up	None
UI Page Down	None
UI Select	1

UI Page Up	None
UI Page Down	None
UI Select	1
UI Cancel	Esc
UI Display Comment	None
UI Clear	None
UI Zoom In	None
UI Zoom Out	None
UI Previous Group	None
UI Next Group	None
UI Rotate	None
Show Profiler	None
UI Toggle	None
UI Paste Text	None
Toggle Debugger	None
Save State	None
Load State	None
UI (First) Tape Start	None
UI (First) Tape Stop	None
Toggle Fullscreen	None
Take Rendered Snapshot	None
Record Rendered Video	None
Toggle Post-Processing	None
Return to Previous Menu	None

Specific Emulators

Super Nintendo Emulator



You don't need to credit Super Nintendo games, just push player 1 start or player 2 start

To EXIT Super Nintendo:

Push and hold player 1 start button and push player 2's start button, this will bring you back to the main game menu. "Select" Button is Player 1 or Player 2's 7th Button.

Nintendo Emulator

You don't need to credit Nintendo games, just push player 1 start or player 2 start, "Select" Button is Player 1 or Player 2's 7th Button.

To EXIT Nintendo games:

Push and hold player 1 start button and push player 2's start button, this will bring you back to the main game menu.

Sega Genesis/MegaDrive

You don't need to credit Sega Genesis games, just push player 1 start or player 2 start

To EXIT Sega Genesis games:

Push and hold player 1 start button and push player 2's start button, this will bring you back to the main game menu.

Daphne (laser disc emulator)



Daphne is a Laser Disc Emulation System, You **MUST** wait till the whole game loads (about 10 seconds after selecting a Daphne Game) Then Credit the Game and Play as normal...

To Credit Daphne Games:

Push the Credit Button or Hold Player 1's Start Button and then push Player 1's First Button.

To Exit Daphne Games:

PUSH AND HOLD Player 1's Start Button, Then Push Player 2's Start Button (normal Exit function)



Our newest game to be requested and added.

Back Button (Return to prior screen/menu) = Press and HOLD Player 1's START button THEN Press Player 2's START Button.

Select = Player 2 Button 1

Make sure your Options for the “Button Config” and “Keyboard Settings” match exactly to the following. **IMPORTANT!**
Keyboard setting MUST be set to “NONE”





Nintendo 64

You don't need to credit Nintendo 64 games, Nintendo 64 Uses Your Wireless Analog Controllers (if you have them)

These games require the wireless analog controllers!

To EXIT Nintendo 64 games you must push and hold player 1 start button and push player 2's start button, this will bring you back to the main game menu.

Pinball Emulation

You must credit pinball machines using the CREDIT Button Next to your Player 1's START Button below your panel or push and hold player 1's start button and push the first button on player 1's side (4 Player Machine), then press player 1's Start button to Add Players

Pinball Buttons are located on the sides or your machine, if your machine does not have these side buttons you can use Player 1's Button 1 (left flipper) and Player 1's 3rd button (Right Flipper)

To nudge table you can use Player 1's button:

4 = Nudge Left

5 = Nudge Center

6 = Nudge Right

To EXIT pinball games just push and hold player 1's start button and push player 2's start button (2 or 4 Player Machines).

House of the Dead 2 and 3

We've taken the PC versions and adapted them nicely to our systems.

Player 1 can use a light gun or trackball and player 2 must use the joystick.

To EXIT Press and HOLD Player 1's START button THEN Press Player 2's START Button.

Bejeweled 2

A fun game we added because of our wives! They love to play this Tetris like game on their computers at home so we adapted it to play on our systems as well.

For tricks and game play instructions please see http://en.wikipedia.org/wiki/Bejeweled_2 Online.

To EXIT this game you must select "menu" button and then select "Exit" to return to game menu.

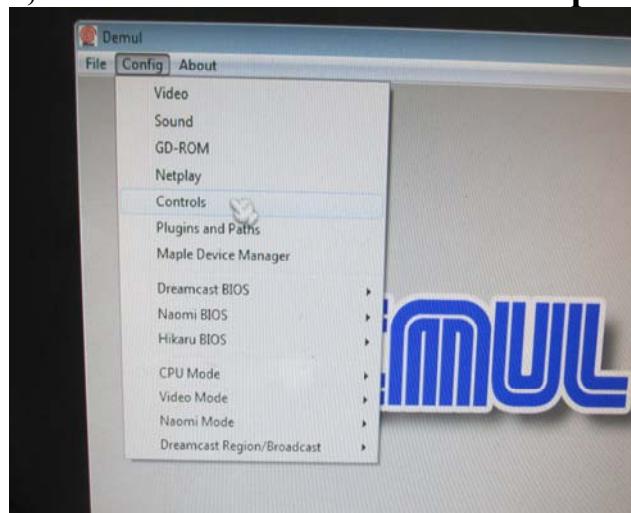
Please do not change the settings under the "settings" menu or game will be unplayable

Dreamcast and Naomi

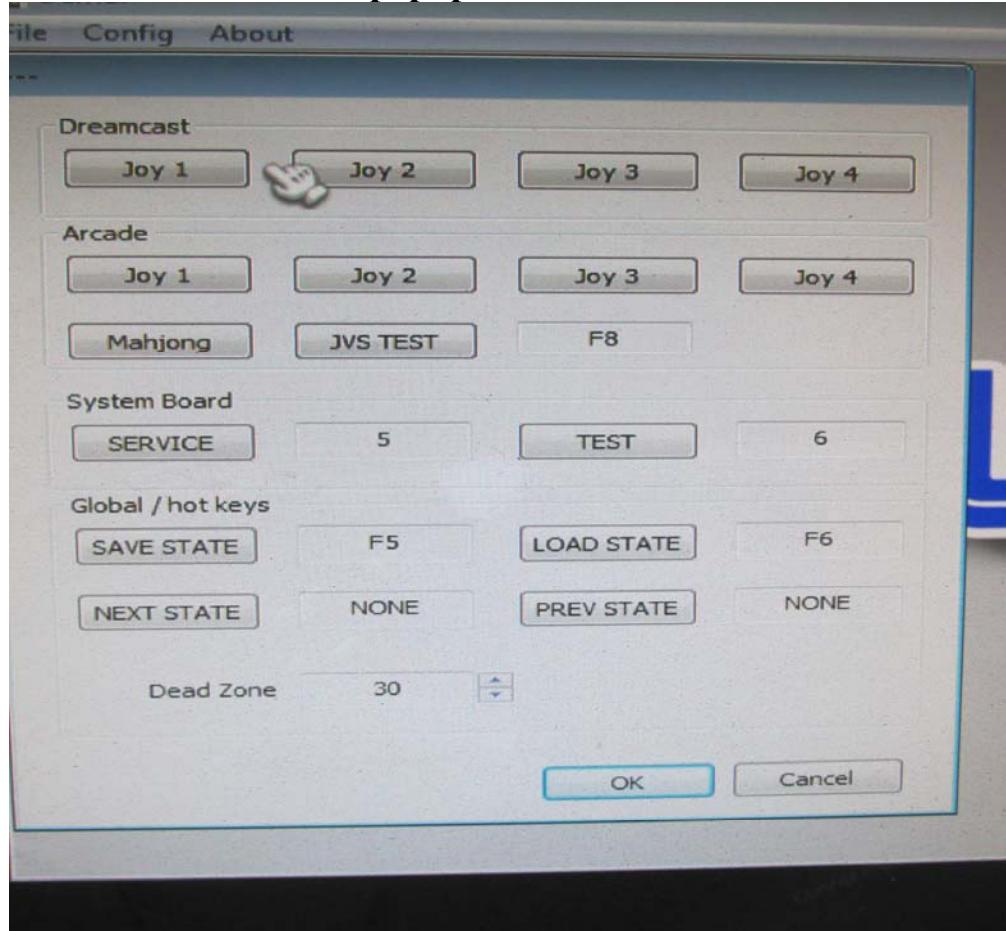
(Default Settings – You can change these if you wish)

You can change your Dreamcast and Naomi Settings just like you would do for other emulation systems in the UTILITY FOLDER (directly above "Arcade Classics" on the Main Wheel)

1. Load up either "Configure DreamCast Emulator" Or "Configure NAOMI emulator" (both do the same thing, bring up "Demul" Emulation without loading a game so you can configure the controls settings)
2. Select with your Trackball and upper LEFT trackball button: "Config" on the upper line, then select "Controls" on the drop down menu



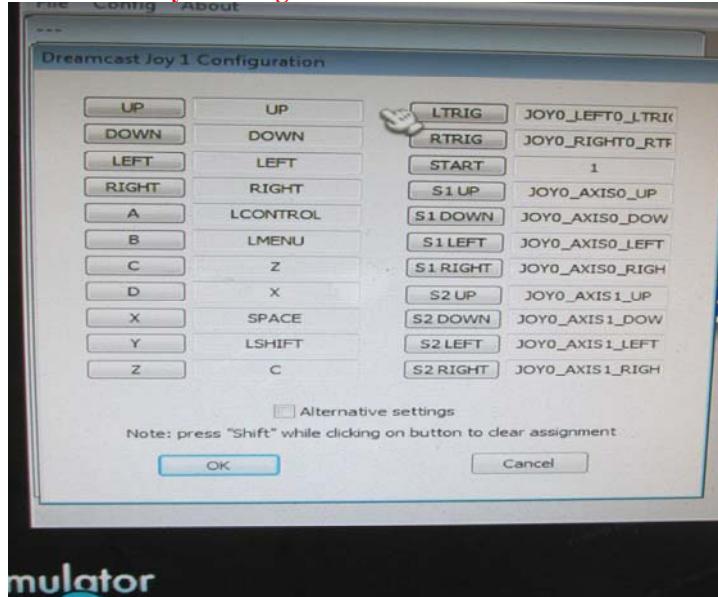
4. This window will then popup:



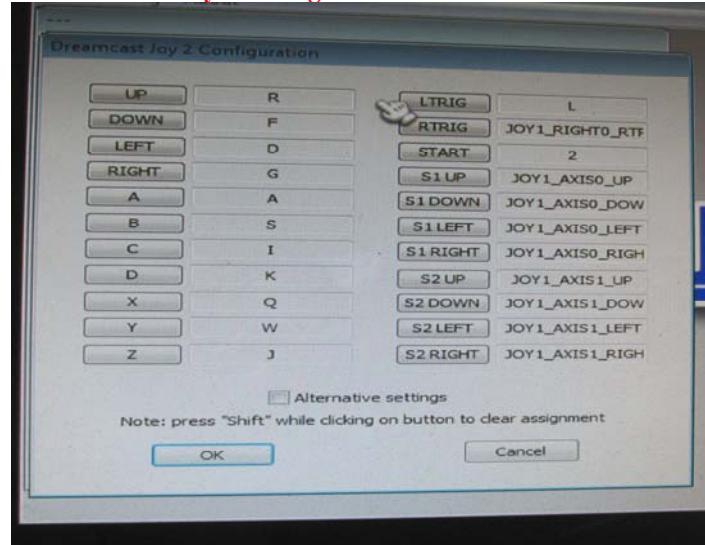
5. Click on Joy 1 or Joy 2 for DreamCast Controls OR Click on Joy 1 or Joy 2 under “Arcade” for NAOMI controls

Default Controls are listed below:

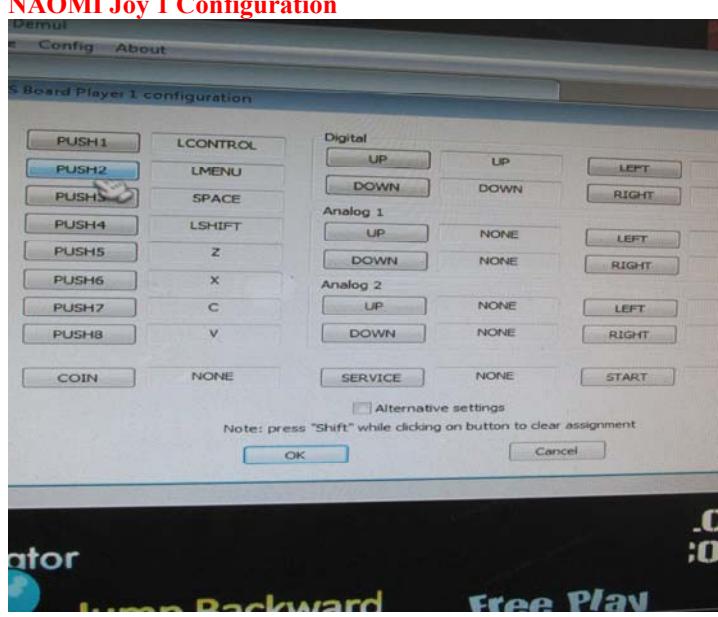
DreamCast Joy 1 Configuration



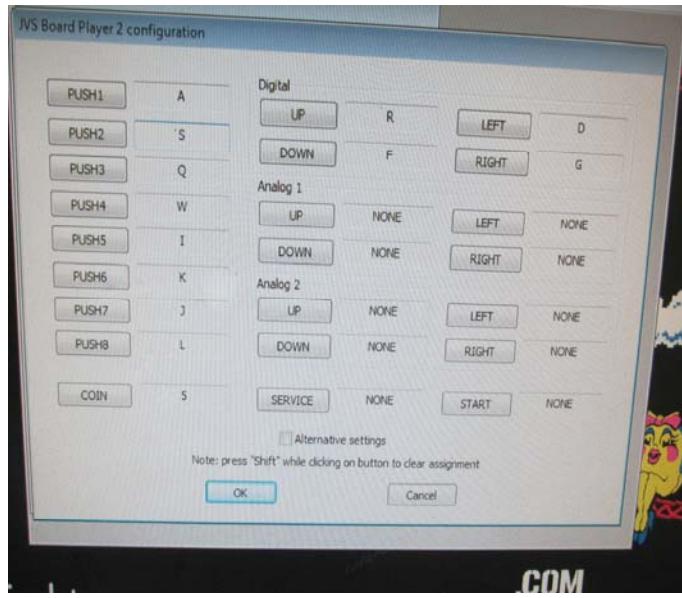
Dreamcast Joy 2 Configuration



NAOMI Joy 1 Configuration



NAOMI Joy 2 Configuration



6. You can click on any function and change it but you FIRST MUST HOLD THE BUTTON OR JOYSTICK DIRECTION YOU WITH TO ASSIGN and then click on the TAB to enter the new button/joystick function.

Your Controls

Arcade Panel Controls

Used For:

All Arcade

All Console Systems up to N64 (not including N64)

Pinball Emulation

Everything Else...

Wireless Analog Controllers

Used For:

N64

PlayStation 1

PlayStation 2

GameCube

PSP (PlayStation Portable)

DreamCast

Many new PC games requiring Analog Control

Note: All Emulation Systems listed above for WIRELESS ANALOG CONTROLLERS WILL NOT WORK WITHOUT THESE WIRELESS ANALOG CONTROLLERS

This is because your normal arcade controls do not work as “analog” devices that these newer emulation systems REQUIRE...

Our Dedicated 8-way joysticks are installed in the normal player positions (next to the 7 buttons per player)

There is also a dedicated 4-way joystick above your player 1 controls along with 3 AUX buttons (unless otherwise ordered differently)

The 4-way joystick is made to play all classic arcade games correctly.

Example of 4-way Classic Games:

Pac-Man

Frogger

Dig-Dug

Donkey Kong

Mario Bros.

Mr. DO!

Arcade Games On Screen Menu

(in game)

Hold Down Player 1's Start then press RIGHT on Player 1's Joystick

Input General: Used to change all game functions at once – Best to NOT mess with this menu unless you want to change all game functions at once.

Input this Machine: (only applies to the game you are currently playing)

1. Bring up the "In-Game" menu when you are playing the game you want to modify. Your select button is your Player 1's START button.
2. Select "Input This Machine" This is the list of inputs for JUST the particular Game you are playing.
3. Select the function you want to re-assign and clear it out (Player 1's START button) Whatever you touch next will assign that function to the function you just cleared out. If you make a mistake just move down to the next input on the list and the move back up to the function you want to change and clear it out and then try again.
4. For Example: P1 (player 1) Button 1 (first button used in the game) is normally assigned to "LCtrl", you can clear it out and assign it to button # 2 on player 1's button which will now assign it to "LAlt" and then this button will not take over that function in the game.
5. Trackball = Track X Analog AND Track Y Analog (X-Axis is LEFT/RIGHT and Y-Axis is UP/Down)
6. Spinner = Dial Analog or Paddle Analog
7. Tron Joystick = "Ad Stick X Analog" and "Ad Stick Y Analog" (X-Axis is LEFT/RIGHT and Y-Axis is UP/Down)

You do not have to save these settings, they will automatically save when you EXIT the game.

Analog Controls: Menu to change aspects of any Analog Input (Trackball, Spinner, Light Guns, Analog Tron Joystick, etc, NOT BUTTONS or Normal 8-way or 4-way joysticks)

Game Information: Displays game info

Dip Switch Settings: Change game difficulty, # of lives, etc. - Will be saved when you exit the game.

Sound: Adjust the sound functions here, factory set but can be altered.

Video: Change aspect ratio, game artwork, resolution and other video related options here.

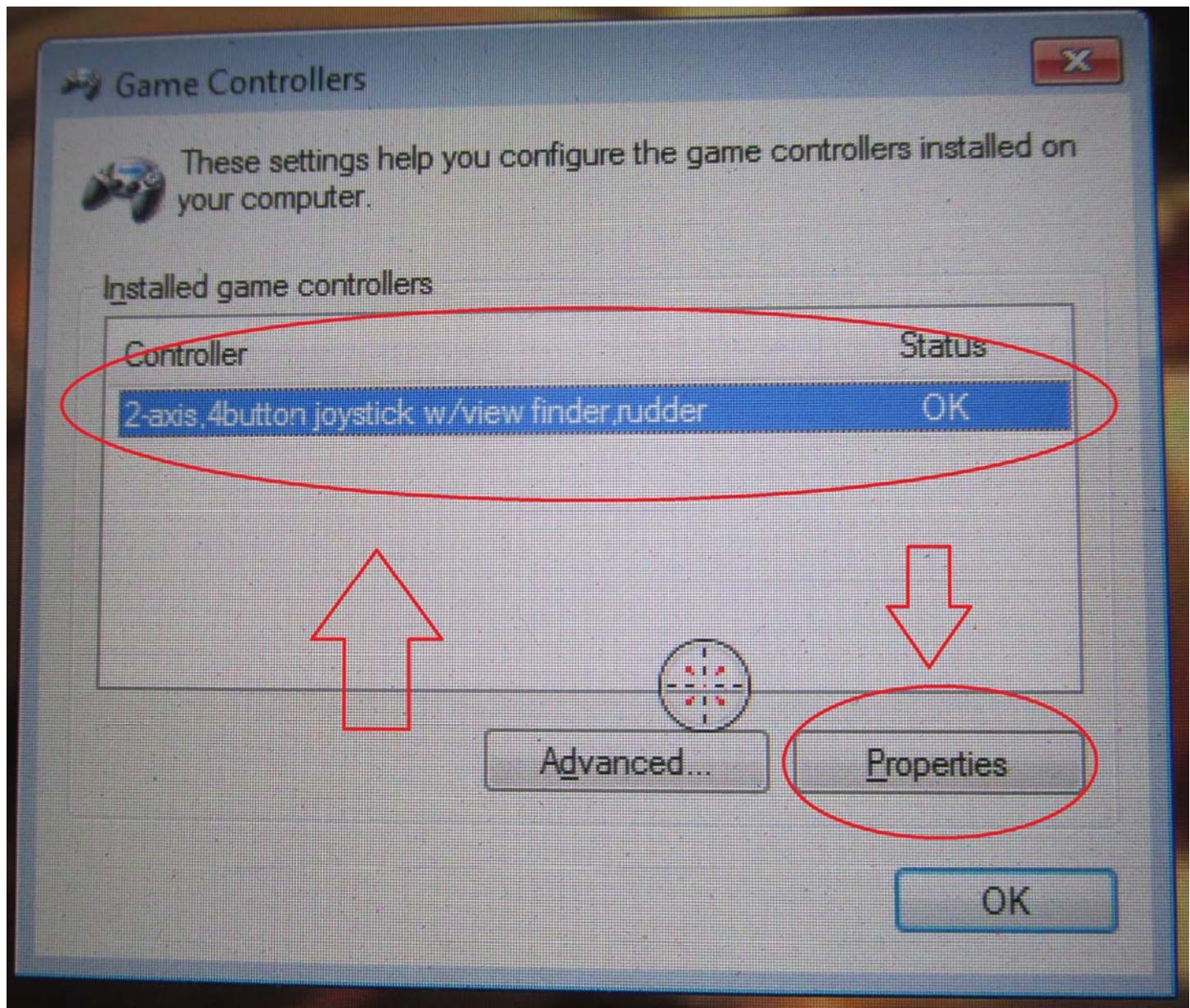
In Menu use PLAYER 1'S 1ST button to ENTER the next menu (select button)

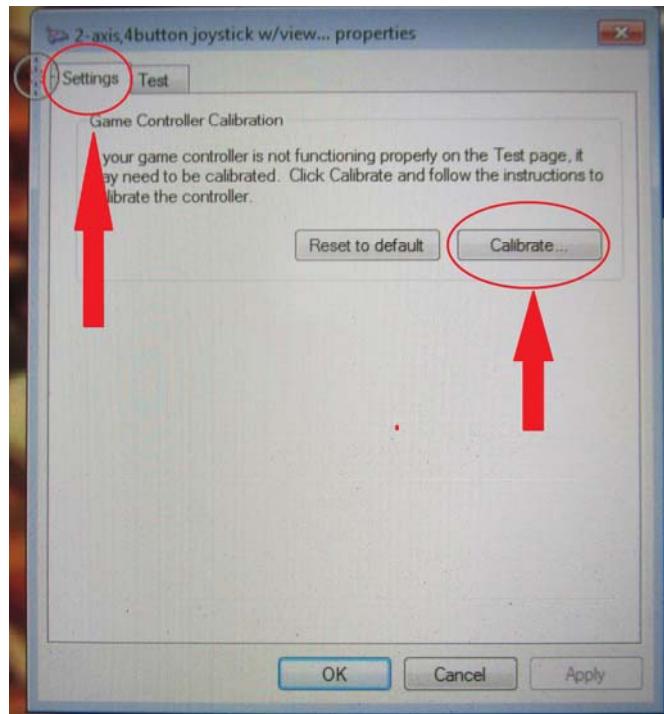
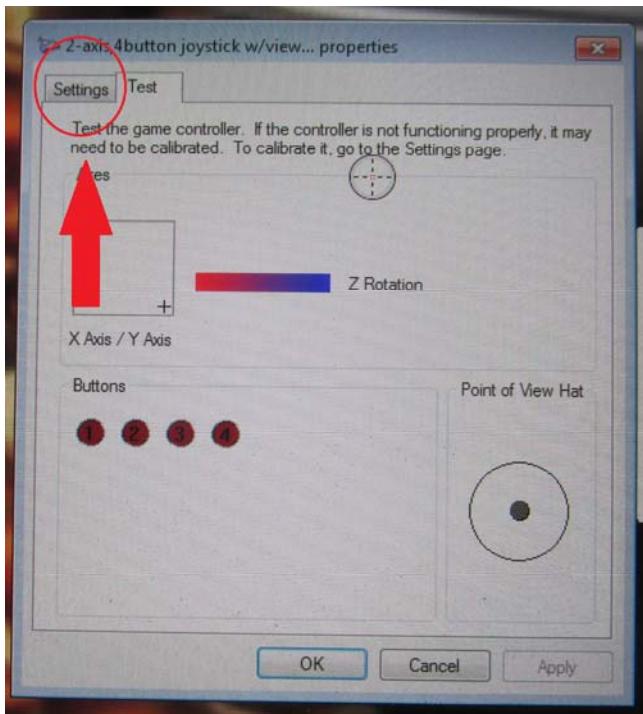
Special Controls

Tron Analog Joystick (flight stick)

Calibrate Analog Joystick:

Calibrate your Tron Analog Joystick (in shipping this calibration can be thrown off), select "**Calibrate Analog Joystick**" in System Utilities (directly above Arcade Classics on the Main Wheel)





When the Game Controller Window Pops Up, Move your Trackball (like a large PC Mouse) to find your cursor (normally hidded by HyperSpin, you can find the cursor as it moves over your new open Window.

Look for "**2 Axis, 4 Button Joystick**" or "**Game Port to USB adapter**" is your Tron Joystick (flight stick) Input in the box shown.

Click on this heading (using your upper **LEFT AUX button** next to your 4-way Joystick - Selector Switch to the **RIGHT** to Enable MOUSE Buttons on your 3 AUX Buttons) to highlight it.

Click on "**Properties**", then "**Settings**" Tab, Then "**Calibrate**".

Follow on screen prompts and click "NEXT" on each calibration screen. You can **SKIP** "Rudder Screen, and "Throttle" screen as these DO NOT APPLY.

When you get to the TEST Screen, move your TRON joystick around in circles to make sure the Text Box and DOT move all around the BOX, it's fine if the dot does not move to the full corner of the box in all directions, when you let go of this joystick it should center roughly (does NOT have to be exactly centered to be calibrated)

IF all looks calibrated correctly, you can **CLICK** on "Apply" and then Close this Window (Red X upper Right Corner of Window) to return to the System Utilities Screen.

Follow the calibration procedure so we are sure that the joystick is calibrated on all directions, then we can check your Tron game "**INPUT THIS MACHINE**" settings in that particular game in Arcade Classics on the Main Wheel.

INPUT THIS MACHINE

(applying to the Tron Analog Joystick)

To use your Tron Joystick your Player 1's Settings in this menu should look like this:

**P1 UP = JOY1 UP
P1 DOWN = JOY1 DOWN
P1 LEFT = JOY1 LEFT
P1 RIGHT = JOY1 RIGHT**

If your game uses the normal Player 1's Joystick (8-way joystick) make sure that your Player 1's controls look like this **ONLY**:

**P1 UP = UP
P1 DOWN = DOWN
P1 LEFT = LEFT
P1 RIGHT = RIGHT**

Spinner Setup/Check:

Simple Check, "**Input This Machine**" (in game menu when playing a game you want to use the SPINNER on)

"Dial Analog" or **"Paddle Analog"** = Mouse 2X or some other "Mouse #X" (Usually NOT Mouse 1X which defaults to your Trackball)

To Check, **Clear** the Function (highlight and then push Player 1's START button) then MOVE your spinner left or right to set this as your input for this particular game.

Make sure "Dial Analog DEC" is set to "LEFT" (nothing else)

Make sure "Dial Analog INC" is set to "RIGHT" (nothing else)

Return to Game and Play, remember you can always adjust the **sensitivity** of the spinner or any other Analog Controller (Trackball, Tron Joystick, etc)

To adjust, bring up the In-Game Menu (Player 1's START + RIGHT on Player 1's Joystick), select "Analog Controls" and then highlight and adjust (left or right on Player 1's Joystick) the "Dial, Paddle, Axis, Track, etc" **Sensitivity** (NOT "SPEED")

Return to Game and Play...

Steering Wheel and Pedals

Because the steering wheel and pedals are a custom control (add on) they need to be manually set up in the Arcade (MAME) emulation. The wheel is a plug and play device but as a rule of thumb should be hooked up when you turn on your Dream Machine. Load up a driving game and then bring up the in game menu by holding player 1 start and pushing the player 1's joystick to the right. Go to “Input This Machine” and select using Player 1’s START BUTTON (Enter button).

Look for the function “Dial Analog” or “Paddle Analog” and highlight it and clear it (enter button) then move the wheel to the right or left, this should come up with an input of “**Joy 1 Wheel Axis**”.

Then to set up the gas and brake pedals select “Pedal 1 Analog” and clear it (enter button) (Pedal 1 = Gas Pedal function) and push the Gas pedal down. This should enter “**Joy 1 Axis 1**”, The Pedal 1 DEC should automatically enter “**Joy 1 Down**” and the Pedal 1 INC will automatically enter “**Joy 1 UP**”

We will then do the same (but opposite) for the brake pedal functions. Select “Pedal 2 Analog” (if there is a brake in the game, some games do not have a brake function) clear the function (enter button) and push the brake pedal down. This should enter “**Joy 1 Axis 1**” The Pedal 2 DEC should automatically enter “**Joy 1 UP**” and the Pedal 1 INC will automatically enter “**Joy 1 DOWN**”

To Set up Shift Functions (if available for that particular game) just highlight the shift function, clear it (enter button) and then push your shift paddle or shifter stick, if you wish to program more than one shift function just clear it (enter button) again and push the other control so you can use both for the shift function.

Steering Wheel and Pedals Continued...



BASIC WHEEL SETTINGS (MANUAL INPUT)
MAKE SURE WHEEL IS PLUGGED IN
WHEN YOU TURN ON YOUR MACHINE

27 SPEED

Input Type	Action
Coin 1	X Left or 5
Coin 2	6 or K D
Service 1	9
Gear Change	Joy 1 Button 6 or Joy 1 Button 5
P1 Pedal 1 Analog	Joy 1 Axis 1
P1 Pedal 1 Analog Dec	Joy 1 Down
P1 Pedal 1 Analog Inc	Joy 1 Up
P1 Pedal 2 Analog	Joy 1 Axis 1
P1 Pedal 2 Analog Dec	Joy 1 Up
P1 Pedal 2 Analog Inc	Joy 1 Down
Dial Analog	Joy 1 Wheel Axis
Dial Analog Dec	Left
Dial Analog Inc	Right

Return to Prior Menu

Arrows point from the text boxes to specific items in the menu:

- Clear input and press left shifter
- Clear input again and press right shifter
- Clear input and press gas pedal down and release
- Clear input and press brake pedal down and release
- Clear input and move wheel to left or right

Dance Dance Revolution Dance Pad Controller

This controller is only used in the Dance Dance Revolution (STEP MANIA) and PUMP IT UP

Plug in the black control box to your Dance Pad, plug the USB connection into either Light Gun USB port.

Load up "Step Mania" or "Pump It Up".

Using Player 1's joystick select "Options" press player 1's start button to select

"config key/joy mappings"

P1 Slots column,

Start with "P1 Select" and select the blank entry line. It will then wait for you to push a button on your black control box or dance pad.

Push the Enter>Select Button on your black control box to assign this function.

Then select "Back" and in the blank line you can select the function and press the Back/Escape button on your black control box.

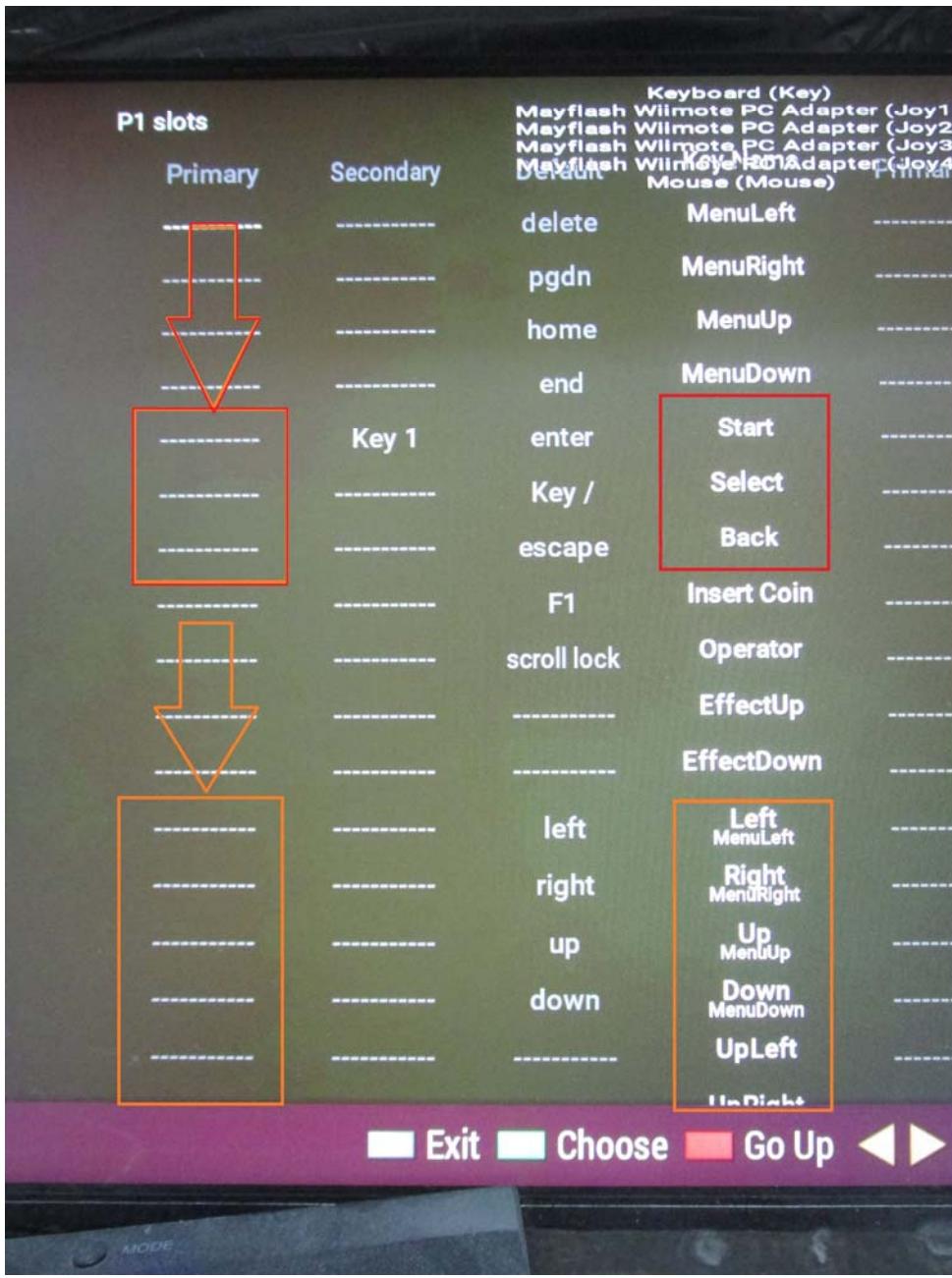
Then you can program your Up/Down/Left/Right functions to your Dance Pad.

When finished select "EXIT" on the bottom of the screen and you can return to the game and play.

PUMP IT UP has a very similar setup screen, load this game and configure just like the above instructions for Step Mania above...

**** The Setup Button for PUMP IT UP is Player 2's START Button, this will bring up the "service" menu where you can enter your DDR Pads settings just like you did with STEP MANIA above

See Next Page for Picture on "Config Joy/Key Mappings" screen...



Red Boxes Show The Functions to be programmed to your Black Box Buttons for easier navigation:

**START
SELECT
BACK**

Clear the Empty Lines here and program these functions to your actual DDR Dance Pad Arrows (where you step on the pads)

**LEFT
RIGHT
UP
DOWN
UP LEFT (diagonal)
UP RIGHT (diagonal)**

Spinner

Depending on what game you are running you can assign the spinner in the IN-GAME Menu (INPUT THIS MACHINE).

INPUT THIS MACHINE: only shows the input list for the particular game you are playing.

Find "Dial Analog" or "Paddle Analog" and highlight it with the joystick (up or down), clear the function (Player 1's START button) and then turn the spinner left or right slowly or faster until an input like "Mouse 2X" or "Mouse 3X" or "Mouse 4X" comes up. This will assign the spinner to move your position in the game.

Return to the game and play.

Wireless Analog Controllers

These are a plug and play controller. Just turn them on, if you have 2 of them one will be the player 1's controller and one will be player 2's controller.

These controllers can be used with all Playstation, N64, and Gamecube games and set up to work with the MAME (arcade) emulation as well.

If you need assistance configuring these controls in MAME (arcade) please call us at 715-212-8063 and we'd be happy to help you out.

Tron (Trigger) Joystick (Digital)

There isn't a lot of setup on this control because it is wired directly to the player 1's joystick and buttons 1, 2, and 3. You can custom assign the buttons to Tron or Discs of Tron by loading up that particular game and bringing up the in game menu (see above for steering wheel) and then selecting player 1 button 1, or player 1 button 2 or player 1 button 3 clearing it (enter button) and then pushing the button on the trigger joystick you want to use.

Tron Joystick (Analog)

For the Analog Stick when you go into a game you want to use go to "Input this Game". Find "Ad Stick X Analog", clear the function and move your analog joystick to the left or right, this should bring up Joy 1 X. Do the same for "Ad Stick Y Analog" but move the joystick Up or Down, this will bring up Joy 1 Y.

This will make the stick function as it should, make sure to exit the game (to save these settings) by pushing FIRST player 2 start and then Player 1 Start.

Rotational Joysticks

To set up your heavy barrel and other rotational games:

Starting from the top of the list in "Input this Machine"

Select "Positional Analog DEC" (player 1's rotational controls) and clear it and then on player 1's rotational joystick rotate the joystick 1 click COUNTER CLOCKWISE, this should enter the] symbol

Select "Positional Analog INC" (player 1's rotational controls) and clear it and then on player 1's rotational joystick rotate the joystick 1 click CLOCKWISE, this should enter the [symbol

Do the same (if you want to set up the player 2's controls) for player 2's rotational joystick

After this, exit one menu and then select "Analog Controls"

Here's what we want to change:

Positional Speed (Change to 0)

Positional Sensitivity (Change to 100)

**** YOU CAN ALSO REVERSE THE DIRECTION OF ROTATION IN THIS MENU ****

Do the same for Positional 2 functions for the second player's controls

F.A.Q (Frequently Asked Questions)

DolphinBar Nintendo Wii Light Bar and Controllers



If you purchased the Wii Controllers you will have a special light bar installed on your machine (uprights) or included to mount on your own HDTV.

You can mount this sensor bar on the top OR bottom of your screen but make sure you put the selector switch on the Wii light bar in the correct position for your application.

If the controllers are just flashing you need to press the “SYNC” button each controller and then on the Light Bar “SYNC” button to set the controllers communication to the Light Bar and the Wii emulation system.

Your Wii Light Bar should ALWAYS BE IN MODE 4 for normal Wii Emulation.

You can switch your Mode to MODE 1 or MODE 2 or MODE 3 by holding the HOME button on the controller and pushing the directional pad as shown by the following diagram.

Mode 1 and Mode 2 are usefull for using your Wii controller as a “Mouse” with left, right, middle click.

Mode 3 is used to emulate a normal gaming controller (useful for other emulation systems interchangeable with our Wireless Game Controllers used on PS1, PS2, N64, GameCube, and many Modern PC games on our machines.

MAYFLASH Wireless Sensor DolphinBar		Mode 1A	Mode 1B	Mode 2	Mode 3	Mode 4
		Keyboard and Mouse Normal	Keyboard and Mouse Multimedia	Keyboard and Mouse Game	Game Controller	Wii Remote Emulation for Dolphin emulator
IR Camera					Alone: nothing +Nunchuk: extra axes	
					Alone: rotated X/Y +Nunchuk: POV	
					Alone: rotated X/Y +Nunchuk: POV	
					Alone: rotated X/Y +Nunchuk: POV	
					Alone: rotated X/Y +Nunchuk: POV	
					Button 1	
					Button 2	
					Button 3	
					Button 4	
					Button 5	
					Button 6	
					Button 12	
Nunchuk		-	-		Analog X/Y	
			-		Button 7	
			-		Button 8	
			-	-	Button 1	
			-	-	Button 2	
			-	-	Button 3	
			-	-	Button 4	
			-	-	Button 5	
			-	-	Button 6	
			-	-	Button 7	
			-	-	Button 8	
			-	-	Button 9	
			-	-	Button 10	
			-	-	Button 12	
			-	-	POV	
			-	-	Analog sticks	

Pressing the sync button inside the Wii Remote battery cover will permanently pair the controller with the device.
 Pressing buttons 1 and 2 at the Wii Remote will temporarily pair the controller with the device.

Firmware update mode:

Plug the USB cable of MAYFLASH DolphinBar while holding the SYNC button.
 If it is the first time doing that, wait a couple of minutes while Windows install the drivers.

Product page: <http://www.mayflash.com/Products/NINTENDOWiiGC/W010.html>
 Manual: <https://imgur.com/a/LBagg>
 Firmware update: <http://www.mayflash.com/Support/Download/>
 Dolphin emulator: <https://dolphin-emu.org/>

Cheatsheet built by Denilson Sá, who is not affiliated with MAYFLASH nor with Dolphin emulator.
<http://denilson.sa.nom.br/>



Light Gun Setup

(THESE ARE CALIBRATED FOR UPRIGHT and TABLETOP MACHINES FROM THE SHOP)

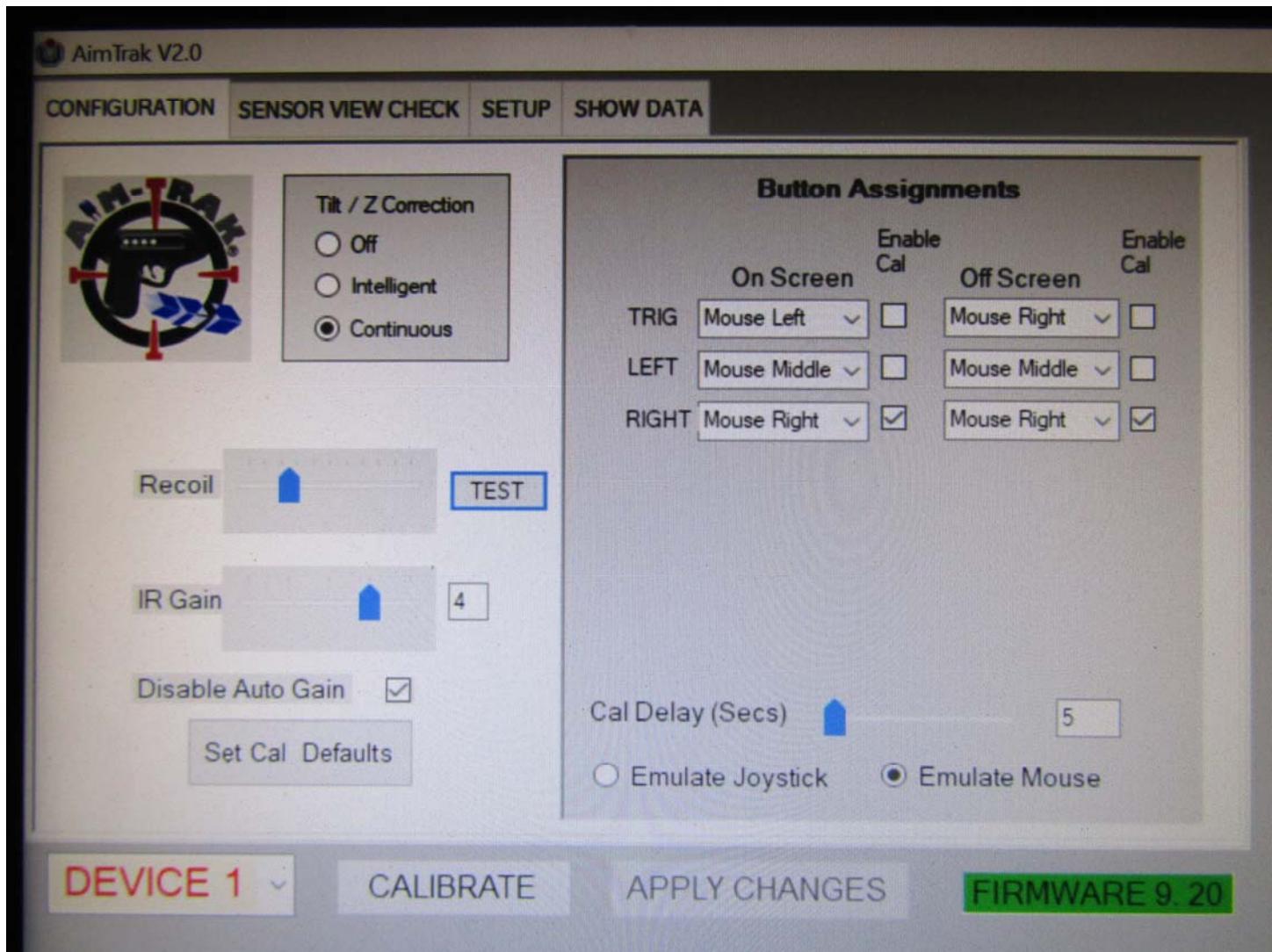
Light Guns may lose their configuration settings from time to time.

To Make sure your guns are turned on (they can be left “DISABLED” by more modern Fighting Games on the systems)

1. Unplug Both Guns USB connections
2. Run “ENABLE USB” in System Utilities
3. Wait 30 Seconds fo the Gun’s drivers to refresh
4. ALT+TAB Back to the HyperSpin Wheel if the system is unresponsive
5. Plug Both Light Gun’s USB connections back in to the front of your machine.

**BEFORE YOU CALIBRATE OR CHECK SETTINGS
PLEASE CHECK THE “LIGHT GUN CALIBRATION” UTILITY
IN THE UTILITIES FOLDER DIRECTLY ABOVE THE
“ARCADE CLASSICS” HEADING ON THE MAIN WHEEL!**

YOUR GUNS SHOULD COME UP AS “DEVICE 1 AND DEVICE 2” AND THE “ON SCREEN SETTINGS” SHOULD LOOK JUST LIKE THIS:



IF THESE SETTINGS ARE JUST DASHES YOU MUST USE YOUR TRACKBALL AND UPPER LEFT TRACKBALL BUTTON TO SET THEM CORRECTLY AND THEN SELECT “APPLY CHANGES”

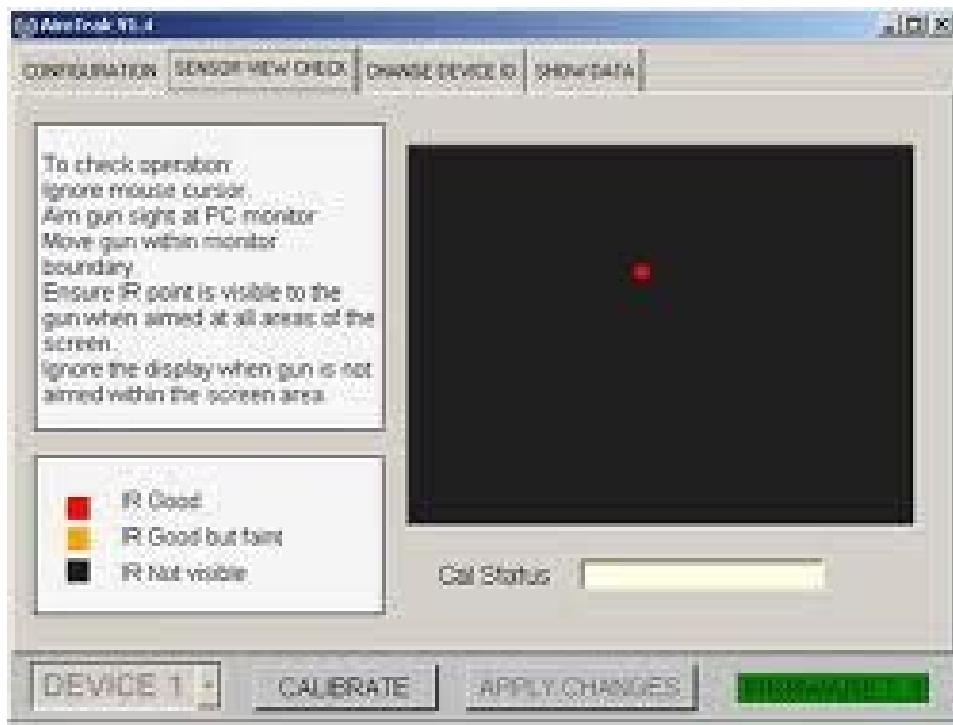
MAKE SURE YOU CHECK BOTH GUNS (DEVICE 1 PLAYER 1) AND THEN DEVICE 2 FOR PLAYER 2 BY CLICKING ON THE “DEVICE X” ON THE BOTTOM LEFT OF THE SCREEN.

YOU CAN THEN CLOSE THIS MENU

****** IF YOUR FIRE AND RELOAD BUTTONS DO NOT WORK ALWAYS CHECK THIS UTILITY MENU FIRST! ******

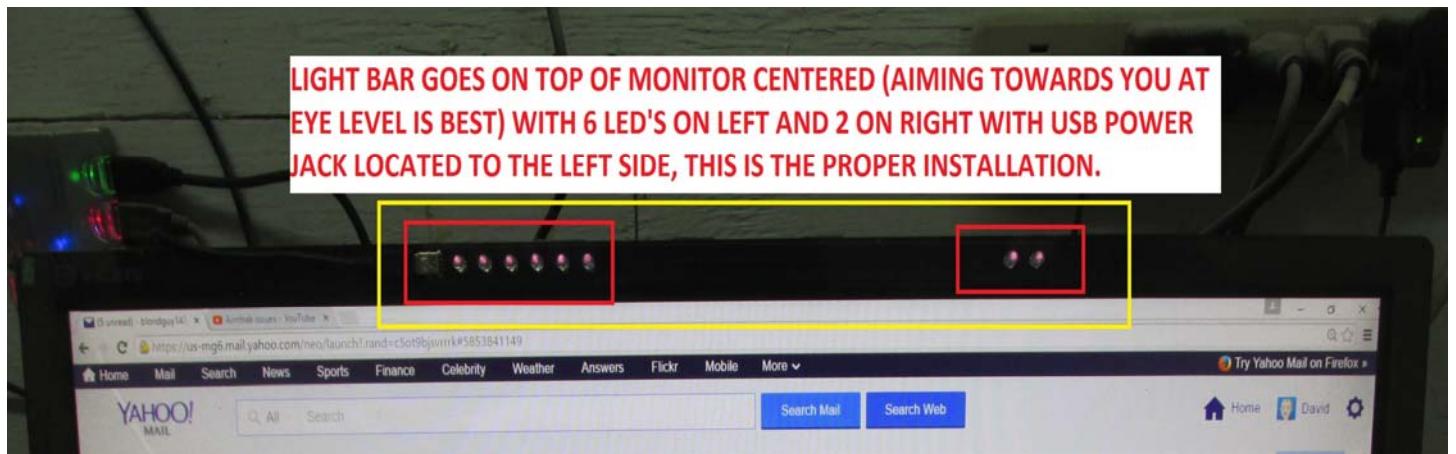
**YOU CAN ALSO CHECK THE GUNS TRACKING BY SELECTING THE
“SENSOR VIEW CHECK” TAB AND AIM THE GUN AT THE SCREEN.**

**THE RED SQUARE SHOULD FOLLOW YOUR GUN (BUT OPPOSITE)
IF YOU LOSE THE RED BOX OR THE BOX JUMPS OFF THE SCREEN
OR TURNS YELLOW YOU MAY HAVE TO MOVE A BIT AHEAD OR
BACK TO GET THE “SWEET SPOT” OR DISTANCE CORRECTLY
FROM THE SCREEN. (SHOULD BE 4-6 FT ON A 50” HDTV)**



Calibration – This should be done while holding the Light Gun in your normal “shooting” position. If you intend to look through the gun-sights when playing you must do this when calibrating. Likewise, if you “shoot from the hip” you must do this when calibrating as well.

Light Bar Setup for your HDTV (Pedestals and GameBoxes)



Calibration

(make sure you stand back AT LEAST 4-6 feet from screen)

Load up Big Buck Hunter (main wheel about 10-15 icons below Arcade Classics – Any Buck Hunter 1-4 will work, NOT HD VERSION)

- Hold the Right Red Thumb Button (front right side of Larger Guns or Hammer for Smaller Guns on the back of the gun) for 5 seconds (see image on next page for aiming points)
- The mouse cursor will eventually start to move and come to rest, pointing at a location near the top left corner of the screen, and begin to flash. Aim the Light Gun at the cursor and pull the trigger again. The timing is not important as the cursor is only an indicator. The aim is the only important factor.
- The cursor will then point to a location near the top right corner. Aim at the cursor and pull the trigger.
- The cursor will then point near the lower middle edge of the screen. Aim at this point and pull the trigger. Note the position to aim is offset to the left of the screen centerline. If this last position does not track well you can take a step BACK when you get to this lower 3rd calibration point.

**The gun should track well (curser follows your guns aiming)
IF it does not repeat the above steps.**

Light Gun Calibration Points on Screen (Follow the CrossHairs)



Customers with Pedestals

(HDTV or PROJECTOR Setup)

Plug the LED strip into an available USB port (if you have one on your HDTV) or use our included USB Power Adapter and place it centered above your monitor. For best results, the strip should be centered left-to-right and as close to the **top** of the picture screen as possible.

- 1) As an initial check, point the gun at the screen with the tip of the gun about 2 to 3 feet (60 to 100cm) from the screen. The cursor should move as you move the gun.
- 2) Calibration – This should be done while holding the Light Gun in your normal “shooting” position. If you intend to look through the gun-sights when playing you must do this when calibrating. Likewise, if you “shoot from the hip” you must do this when calibrating as well.

NOTE: The cursor may not move all the way to the edges of the screen, or may not track precisely with your movement yet. You still need to perform an initial calibration (See previous calibration page)

Simple steps to EASY Light Gun Calibration

**** Only Pedestal and GameBox Customs will need to calibrate their guns.
All UPRIGHT Machines come with guns ALREADY CALIBRATED ****

Make sure you stand back about 5-6 feet from a 50" HDTV, a bit less for smaller and a bit more for larger HDTV's

Make sure your light bar is in the center of your HDTV (top if preferred) and aimed so it's at eye level or slightly LOWER. If your HDTV is over 50" you will need a High Powered Light Bar (ask us for this part)

Start with player 1's gun and load up Big Buck Hunter on the main wheel (there are 4 versions, any will do)

Hold the Right Red Thumb Button (front right side of Larger Guns or Hammer for Smaller Guns on the back of the gun) for 5 seconds. Aim there and pull the trigger once, the sight should now move to the upper right corner of the screen.

Aim at the cursor and pull the trigger again, the cursor should move down to the bottom middle of the screen,

Aim the gun at this cursor and pull the trigger. If all calibration points were "seen" by the gun you should be able to move the cursor accurately around the screen.

If the cursor goes back to any other location on the screen after pulling the trigger you need to try the calibration again.

Make sure there are no other sources of IR light in the room that may throw off your guns sensors. Dimmable lights, security cameras, motion detectors, etc...

Light Guns Continued....

- 1) Launch any Arcade Classics Game or Gun Games or Shotgun Games Menu Listing title.**
 - 2) Push and Hold Player 1 START and push player 1's joystick to the RIGHT to bring up the MAME Config Menu**
 - 3) Use the Up/Down on player 1's joystick to move the selection, and press the Enter key (Player 1's START Button) to select Input (general) If you want to set ALL Gun Games**
- OR**
- (first recommended) Select “Input This Machine” to set the functions for JUST THE GAME YOU ARE CURRENTLY PLAYING**
- 4) Use the Up/Down on player 1's joystick to move the selection, and press the Enter key to select “Player 1 Controls” (or “Player 2’s Controls” for Player 2’s Light Gun)**
 - 5) Use the Up/Down on player 1's joystick to move to the “Lightgun X Analog” input.**
 - 6) Press the Enter key (Player 1's START Button) to select the Lightgun X Analog menu item.
Stand Back about 4-5 feet from your Screen or Sensor Bar and move your AimTrak Light Gun steadily to the right, in a horizontal motion.**
 - 7) This should assign “GUN # X” to the Lightgun X Analog input where # is the number assigned to your AimTrak by MAME. If “GUN # X or GUN # Y” is assigned instead, try again BUT FIRST make sure you move down to the next input and then back up to the input you want to change or multiple wrong inputs will be “Stacked”**

Clear the Function again and keep the motion of the Light Gun as horizontal as possible. If you get more than “Gun # X” Move the menu selection up then down again to Lightgun X Analog and repeat step 6.

8) Repeat steps 5 and 6 for the Lightgun Y Analog input, using a VERTICAL movement instead of horizontal.

9) If you have two AimTrak Light Guns installed, repeat steps 4 through 9 above with your second Light Gun, selecting Player 2 Controls instead in step 4.

10) Move the menu up to P1 Button 1. This should be assigned by default as 3 different functions: CTRL or Mouse X button 1 or Gun X Button 0.

The AimTrak Light Gun trigger will be seen by MAME as “Gun X Button 0”, but it may not be “Gun 1 Button 0” as in the default.

Clear the Function and Press Player 1’s button 1, then clear again WITHOUT MOVING OFF THIS FUNCTION and press the upper LEFT Trackball Button, then clear again WITHOUT MOVING OFF THIS FUNCTION and WITHOUT aiming the gun at the screen just pull the trigger.

11) Press the Enter key to select P1 Button 2 next and do the same as STEP 10 BUT moving on to the Player 1’s Button 2, then clear and Press Middle Upper Trackball Button, then clear and press one of the GUNS AUX Buttons.

12) Do the same for P1 Button 3, but again using Player 1’s 3rd button, clear it, then upper RIGHT trackball button, then 2nd AUX Button on the Gun.

13) If you have a 2nd Gun you can set it up by going into Player 2’s Controls (Input General) and following the instructions from STEP 5 through STEP 12

Showing/Hiding Crosshairs

MAME can display an aiming crosshair for each lightgun, even if a game did not originally have one. It is personal preference whether you leave them on or turn them off.

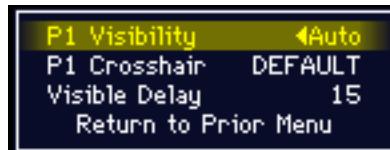
To change the crosshair setting in MAME:

- 1) Press the Tab key (default key) to bring up the MAME Config Menu



- 2) Use the Up/Down arrows (or joystick) to move the selection, and press the Enter key (default key) to select Crosshair Options.

NOTE: This menu item will only appear for guns recognized by MAME as lightgun games.



- 3) Change the setting by selecting P1 Visibility.

Auto: The crosshair is on when being moved, and will disappear after the time set in the Visible Delay.

On: The crosshair is on all the time.

Off: The crosshair is off all the time.

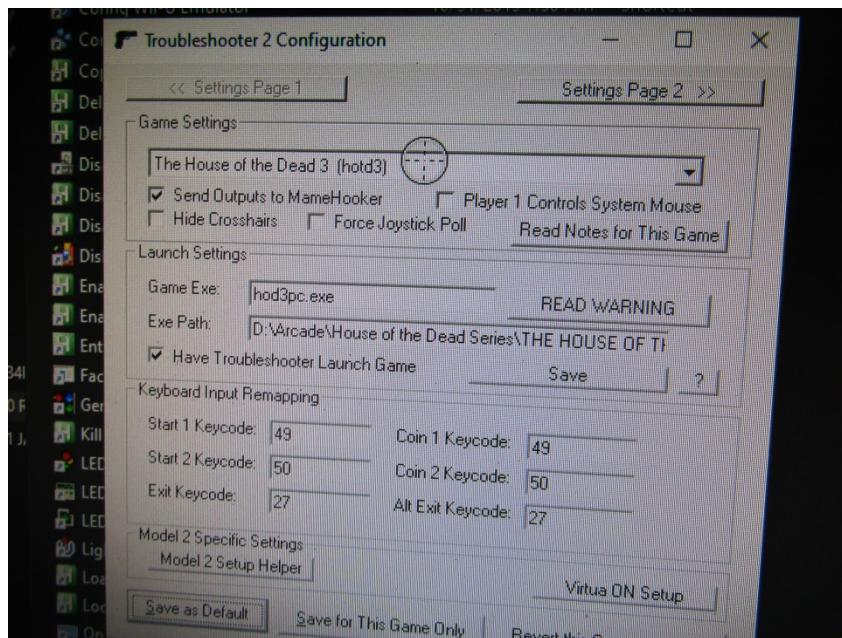
Each player (if the game allows more than one simultaneous player) has their own crosshair setting. These settings will be saved for this game, and may be set independently for other light gun games.

House of the Dead 1, 2, 3 Easy Configuration Instructions

Because each machine we build has a different setup with controllers, guns, special joysticks, etc we have found that there can sometimes be changes in USB numbering that can cause some modern gun games to need configuration changes by our customers.

We set an easy link to access this gun # configuration here in **System Utilities: “Troubleshooter 2” (Setup House of the Dead 1,2,3 Dual Gun Input)**

When you load up this program you will be given an adjustment screen that looks like this:

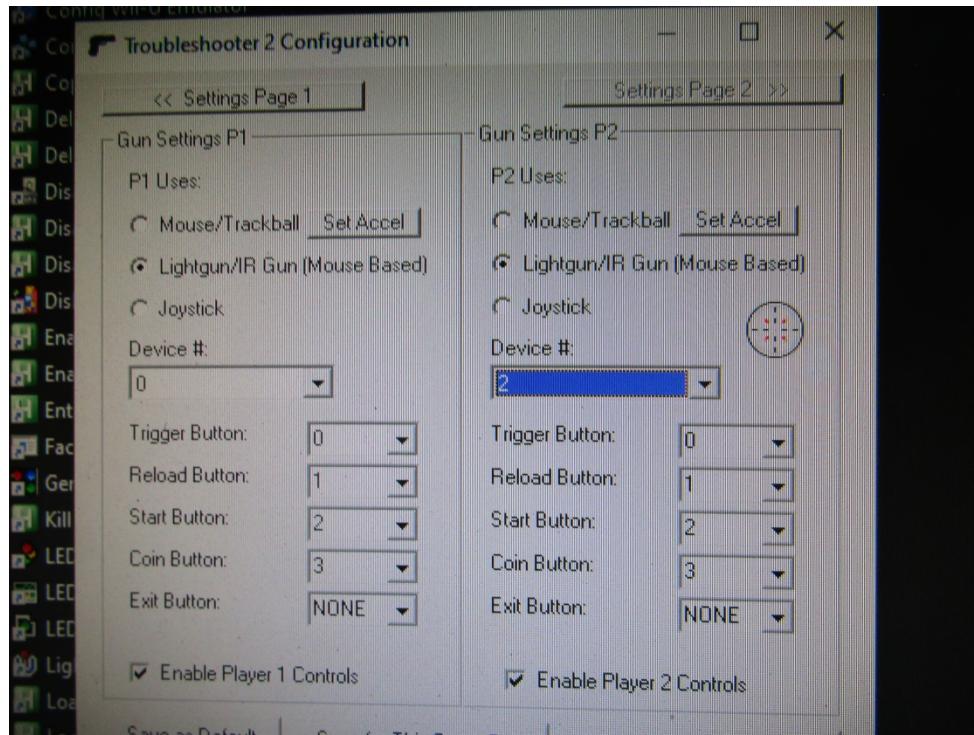


You will then select with your Trackball and Upper Left AUX (left mouse click) Button these 3 titles (**only these 3 titles apply**)

*House of the Dead 3 (hotd3)
The House of the Dead 2 (thotd2jed)
The House of the Dead (thotdpc)*

AFTER you have selected one of these titles you will click on “**Settings Page 2**” icon to show the **2nd** page.

Here you only have 1 option to change: ***(DO NOT CHANGE ANY OTHER SETTINGS IN THIS UTILITY MENU)***



“Gun Settings P2”

The ONLY 2 possible working options are:
“Device # 1” or “Device # 2”

If you have a 2nd gun that is not working on any of these House of the Dead 1,2, or 3 titles you will need to change “Gun Settings P2” to “Device # 1” or “Device # 2”

Make sure you then click “SAVE for This Game ONLY”

Once you have House of the Dead 1 working with BOTH guns you can go back and change the BOTH House of the Dead 2 and House of the Dead 3 to the same “Gun Settings P2” Device # (either changing from Device # 1 or Device # 2

Player 1's Gun Buttons and AXIS Set Correctly

P1 Right Stick/Down	D
P1 Right Stick/Left	G
P1 Right Stick/Right	Up
P1 Left Stick/Up	Down
P1 Left Stick/Down	Left
P1 Left Stick/Left	Right
P1 Left Stick/Right	
P1 Button 1	Gun 2 B0 or Ctrl or Mouse B0
P1 Button 2	Gun 2 B0 or Alt or Mouse B2
P1 Button 3	Joy 1 Button 0 or Space or Mouse B1
P1 Button 4	Shift
P1 Button 5	Z
P1 Button 6	X
P1 Button 7	C
P1 Button 8	

AD Stick Y Analog Inc	Down
AD Stick Z Analog	n/a
AD Stick Z Analog Dec	A
AD Stick Z Analog Inc	Z
Lightgun X Analog	Gun 2 X
Lightgun X Analog Dec	Left
Lightgun X Analog Inc	Right
Lightgun Y Analog	Gun 2 Y
Lightgun Y Analog Dec	Up
Lightgun Y Analog Inc	Down

Player 2's Gun Buttons and AXIS Set Correctly

2 Left Stick/Right	None
2 Button 1	Gun 3 B0 or A
2 Button 2	Gun 3 B0 or S
2 Button 3	Joy 2 Button 0 or Q
2 Button 4	W
2 Button 5	I
2 Button 6	E

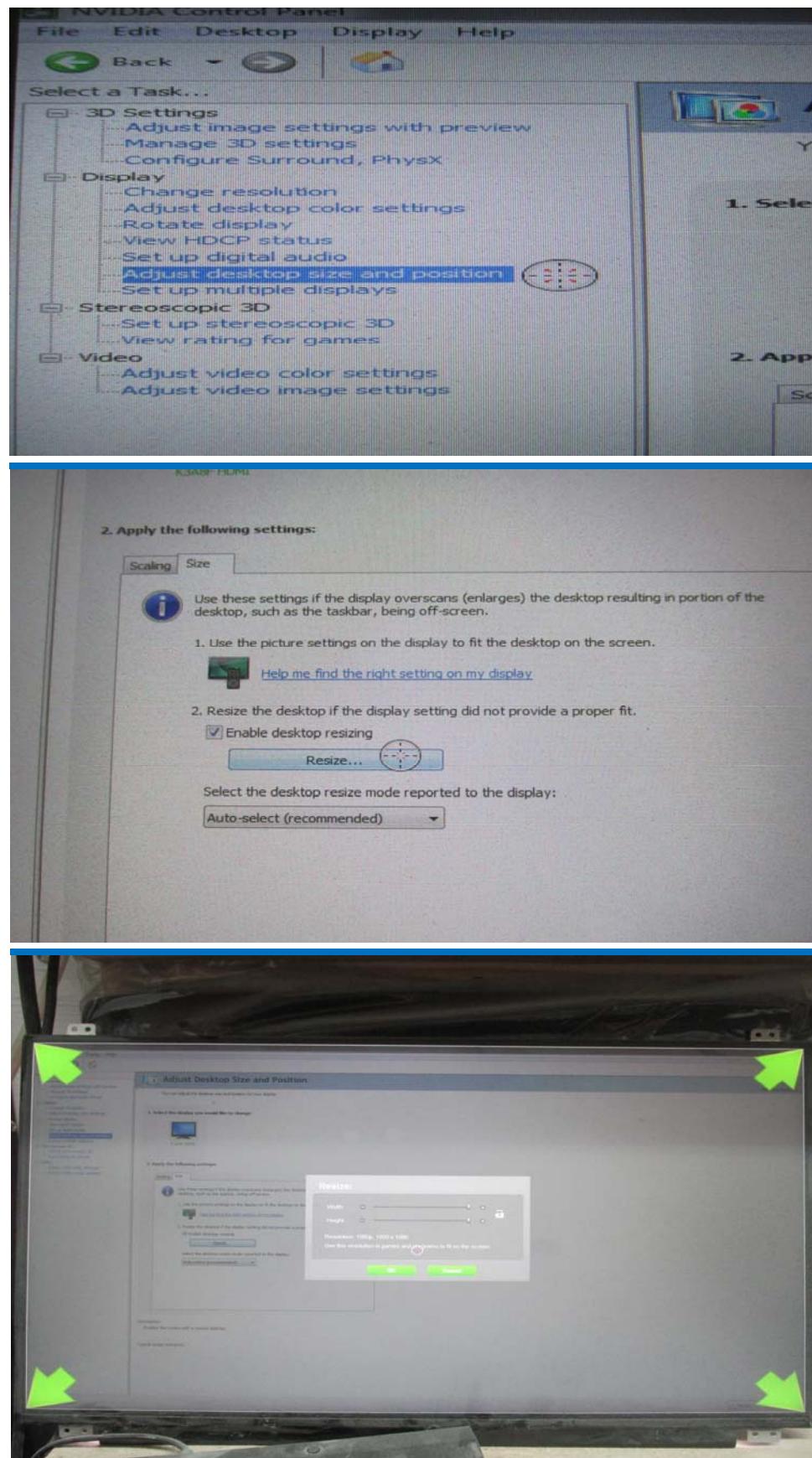
AD Stick Z 2 Analog	None
AD Stick Z 2 Analog Dec	None
AD Stick Z 2 Analog Inc	None
Lightgun X 2 Analog	Gun 3 X
Lightgun X 2 Analog Dec	D
Lightgun X 2 Analog Inc	G
Lightgun Y 2 Analog	Gun 3 Y
Lightgun Y 2 Analog Dec	R
Lightgun Y 2 Analog Inc	F
Mouse X 2 Analog	Mouse X

HDTV Screen RESIZING

(If you get Top/Bottom Cut Off on Games)

1. System Utilities (Directly Above Arcade Classics on the Main Wheel)
2. Select "Adjust Screen Size" (with your Trackball and Upper Left AUX Button - Selector Switch in Right Position)
3. Click on Check Box "Enable Desktop Resize" then Click "Resize" Button, if prompted select "YES"
4. Adjust sliders down till the arrows Just Fit in your visible screen area
5. Click "OK" Button
6. Screen will Flicker and then you will be prompted to keep this resolution, Click "YES" before the timer runs out
7. DONE - Close Window

Pictures on Next Page...



House of the Dead 1 2 and 3

(2 Player Game Instructions)

There are 3 different PC (2 player gun support hacked) on our machines.

House of the Dead 1: (To Start a 2 Player Game)

When you first start this game it may hang with just the loading black window stuck.

Using your Trackball, move the cursor around till you see the mouse cursor Over your Black Window. Close the RED X at the top of the screen by moving this cursor over and clicking (upper LEFT Trackball Button) on the RED X.

Reload the Game again by pressing 1 Player START button.

If it gets struck with a gray start window just push and hold Player 1's START button and then push LEFT on Player 1's Joystick (like pushing ENTER on a Keyboard)

You navigate the skeleton hand with player 1's JOYSTICK and use Player 1's START button to SELECT.

You can then select and start Player 1's and Player 2's Sides Using their START Buttons on the panel.

House of the Dead 2: (To Start a 2 Player Game)

When the game loads and you are left with the intro screen:

FIRST: Press **Player 1's 4th Button**, this will bring up the next menu.

SECOND: Press Player 2's START button, after the game STARTS you can then press **Player 1's START Button** to have Player 1 Join.

OR

FIRST: Press **Player 1's 4th Button**, this will bring up the next menu.

SECOND: Press Player 1's START Button, after the game STARTS you can then press **Player 2's START Button** to have Player 2 Join.

The critical part of either way is to **FIRST PUSH PLAYER 1's 4th BUTTON** when the game menu (Press START screen) screen comes up.

House of the Dead 3: (To Start A 2 Player Game)

First: Wait till the "Press Start Button" screen comes up. Press Player 1's START Button

Second: When you see the Zombie Head Mouse Cursor come up on the screen, stand back and aim the **2ND PLAYER's LIGHT GUN** at the Screen (doesn't seem to matter where) and **PULL THE TRIGGER on the 2nd PLAYER's LIGHT GUN.**

This will start the game in 2 Player Mode

DDR Energy Dance Pad Input Setup

To Setup your Input Functions (see attached), just select "**Step Mania**" on the Main Wheel and once the program is loaded select "**Options**" with your trackball and upper left trackball button (left click on a PC mouse) or Player 1's START Button.

1. Select "**Config Key/Joy Mappings**"

This will bring up the complete input mapping for this game.

You can use Player 3's 3rd Button (ENTER) or send an Enter Command By Pressing and Holding Player 1's START button and then pushing Player 1's Joystick LEFT (also sends "ENTER" Key)

2. Select "**START**" on the Left Column (Player 1's Side) and you can press ENTER and assign to an **open blank line** this function to your "**START**" button on your Black Control Box (module between your machine and your dance pad)
3. Assign "**BACK**" to your **Exit or Back Button** on your Black Control Box.
4. Assign all the functions for the dance pad:

Left: Highlight a black line and Press ENTER, then STEP on the LEFT Arrow on your Dance Pad

Right: Highlight a black line and Press ENTER, then STEP on the Right Arrow on your Dance Pad

UP: Highlight a black line and Press ENTER, then STEP on the Up Arrow on your Dance Pad

Down: Highlight a black line and Press ENTER, then STEP on the Down Arrow on your Dance Pad

UP LEFT: Highlight a black line and Press ENTER, then STEP on the Up Left Arrow on your Dance Pad

UP RIGHT: Highlight a black line and Press ENTER, then STEP on the Up Right Arrow on your Dance Pad

Select EXIT and return to the Game To Play, as long as you keep your Dance Pad Plugged in when you load up "Step Mania" you will not have to do this setup again.

F.A.Q (Frequently Asked Questions Continued...)

- **Joysticks:** You will need to pull up and twist these to make them work the way they should. If you pull up and twist you will feel the cam engage and then lock (only 1/8th of a turn) if the handle keeps spinning and nothing stops it you're not engaged.
 - If you still can't get it to lock, open the panel (remove the two top screws) and look underneath at the cam function. It's easier to see what your're trying to do, once you have the feel of the mechanism you'll have no problem switching from 4-way.
- If playing Q-bert you must remember that the original machine had the joystick mounted on the diagonal axis (like an X) so there was no straight up/down left/right like normal joysticks have.
- Daphne: Credit button is #6, Exit to menu is #4. You must wait for the loading sequence and then credit and push player 1's start button.

Super Nintendo: Press and HOLD Player 1's START button THEN Press Player 2's START Button.

- This is the Exit button for this system and many of the other including pinball.
- Make sure the joystick is in 4 way (no diagonals) when playing older classics like Frogger/Pacman/Q-bert or play will feel sloppy and unresponsive...
- Some 2 joystick games will need to be programmed to use both sticks. Go into the in-game menu (as discussed with lightgun setup) and go under "Input this game" and clear each function for Player 1 right/up, right/down, right/left and right/right and move the right joystick (player 2's joystick) to enter the correct functions (see manual for more info on this)
- Make sure if you want to save these settings for future play that you exit the game using the player 2's start + player 1's start and NOT the EXIT button under the control panel (2 Player machines) or the Player 1's start + Player 2's Start.
- If you exit this way you will NOT save the settings and the original settings will be restored upon reloading the game.
- **All MAME (arcade) games can be configured to your liking.** When in the Arcade Emulation, Push and hold player 1's start button then push right on player 1's joystick. This will bring up the "in game menu" and you can select "Input this Game" by highlighting it and pushing the enter button (player 2's 3rd button). You can then select the function you want to change for example "player 1's button 1", highlight this function and clear it (enter button) then push any button you want to make player 1's button one, for example button 3. This will now remap the player 1's button 1 from its normal button 1 position and make button 3 function as button one.

F.A.Q. QUESTIONS CONTINUED...

Enable 4 Player Mode (Arcade Classics and other MAME systems)

Most Games if they are set on 2 Player Mode, you can easily change to 4 Player Mode just by selective "Dip Switches" in the In-Game Menu and then selecting "Cabinet Mode" or "# of Players", change from 2 to 4 and then Reset the Game (Hold Player 1's Joystick LEFT and then push Player 1's START button (soft reset))

If the game did not have dip switches (small switches on the original board set) you can get into the Service Mode of that particular game (Golden Axe 2 for example) by tricking the game into seeing the "Service Switch"

Do this in "Input This Machine", look for Service 1 (usually "9"), clear it out and assign it to Player 1's 8th button (just temporarily) This will allow us select things in service mode, also change "Service Mode" (normally F2) to Player 1's 7th (just temporarily) so we can get into this particular games "Service Mode"

Then we can press Player 1's 7th Button (just re-assigned to "Service Mode"), this will put us in this particular games "Service Mode" where adjustments can be made.

In this service move you can select or move down the list with Player 1's 8th Button ("Service 1" button we just re-assigned)

Once you have Game Adjustments highlighted you can press Player 1's 7th Button (Service Mode button) to Select and change options.

Once everything is done and set to 4 Player Cabinet Mode you can do a soft reset (Player 1's Joystick LEFT and Player 1's START button), you can then start the game in 4 Player Mode.

1. **Comodore Amiga Emulation** works great but sometimes you have to configure the controls for the game you want to play, Amiga emulation does a terrible job of remembering your control settings :) With all Computer emulation there are limitations in the amount of buttons we can configure when a system originally used a FULL keyboard. We've tested several games and set basic controls for many of these games... examples: "Kick Off" and "Karate Kid Part II", these games run great and play great with player 1's normal joystick and buttons.

There are other games that may require additional setup to play correctly. Hook up any USB keyboard and load up the Amiga Game you want to play/configure. Press the F12 Key on the keyboard and a menu will pop up. Then select with your Trackball and upper left trackball button "Game Ports" on the left hand side... You can then reconfigure your buttons/keyboard mappings to what is required for the particular game you want to play...

2. American Laser Disc Games can be played with both the Trackball and upper trackball buttons or Player 1's light gun. We've update the cfg files to allow both now but your system may only be setup to allow trackball play... Credit button is mapped to the 7th button on Player 1. We've recently also mapped it to your normal credit button or combination (player 1's start + player 1's first button) Config files attached... **Unrar the files to the D:\Arcade\American Laser Disc Games\ directory to add light gun support.**

3. If Hyperspin becomes unresponsive (see also page 7 of manual - "Menu Functions"):

Push and HOLD player 1's 2nd Button + Player 1's Start Button, Then Push Right On Player 1's Joystick to "Refocus" HyperSpins Main Screen (this sends an ALT+TAB command to the system to switch focused Windows)

If this doesn't work try moving the trackball in a circle and pushing the upper left Trackball Button to "Refocus" the HyperSpin Screen...

4. Dead or Alive 5 Plays With Both the Normal Arcade Controls and now with the wireless analog controllers, make sure they are on BEFORE loading the game.

5. Zork and other Keyboard based games require a full USB keyboard, any model will do, the easiest are the wireless modern versions... I have some mini USB keyboards with touch pads here at the shop that work awesome, cost \$30 + \$5 shipping, let me know if you'd like one. They are plug and play.

6. Astro Blaster has great synthesized sound but the game sounds are missing. We've fixed this with a simple file addition... If you have a flash drive we can email you the file to transfer to your system.

7. Sound and gameplay are a bit slow at times on Gauntlet Legends, Dark Legacy and the Cruisin Series (world, USA) but mainly at load screens. This is a software "bottleneck" due to the multiple processors used on these original board sets in the original machines, emulation will improve with time but we are aware of these slow downs.

8. We can transfer your memory card data from any game system to our machines the BIG problem of course is getting the data off your original system... There are USB adapters that can make this possible but we have yet to test them...

9. Deal or No Deal has been fixed thanks to your heads up on the No-CD Thing... Link to fix file is here, copy and paste into the **D:\Arcade\New Secret PC Games\Deal or No Deal\ Directory overwriting the original exe file.**

F.A.Q. QUESTIONS CONTINUED...

10. **Yars Revenge** Seems to work fine on our test bench here... You can use your trackball and upper left trackball button to navigate and player 1's start button is the "start button" Exit by going over to the far right and selecting "Exit" from the menu system. PC GAME

11. **Setting Up Player 2's Light Gun**...Player 2's controls are listed in the game, bring up the in-game menu (player 1 start + right on player 1's joystick) select "Input this Machine" and then look for "Light Gun X2 Analog" and "Light Gun Y2 Analog" these are the settings for Player 2's Light Gun (also able to be set in "INPUT GENERAL" under "Player 2's Controls" if you want to set for all 2 player light gun games) controls. Make sure you set Player 2's Button 1 to the trigger of Player 2's Gun and any other buttons you want to assign to the gun...

12. **Commodore Amiga System, How Do I get a game like “Blood Money” to work, how do I configure the controls for the AMIGA System?** Hook up your USB keyboard, fire up "Blood Money" and then press F12 once its loaded and running...Select with your Trackball and upper left Trackball Button "Game Ports" on the left side and set "PORT 1" to "Keyboard Layout B" Click on "OK" to return to the game, then with you keyboard Press F1 to start a 1 Player Game. "Fire Button" is Player 1's 2nd Button.

F.A.Q. QUESTIONS CONTINUED...

1. Nintendo Ds *Loaded several Games, all seem to load fine and work using the Trackball (and upper left Trackball Button) to write on the lower screen, normal buttons used for D-Pad and Buttons*
2. Nintendo 64 *Any errors are due to the game not extracting in time to load. If you get a timeout error (yellow !) do an ALT+TAB and close the N64 Emulator out and load that game again. It will work the 2nd time and every time after this as it is then loaded into High Memory permanently...*
3. Nintendo 64 Disk Drive *There are only a few games (one being "Doshin the Giant") that work on this system... This will be improved over time.*
4. Playstation 2 *PlayStation 1 and 2 take a while to initially load the disk images (they must be extracted first), some take a minute some can take up to 5 minutes to extract but once they are extracted on your system they will load almost instantly everytime you load them after the 1st initial load. We have a few titles that do not load or have poor emulation but this system is huge and with time will improve. PS2 is our newest emulation system and is being updated constantly. Remember, all N64, PS1, PS2, Gamecube, and PSP games require the Wireless Analog Controllers, they must remain ON till the game is fully loaded or the system will not "see" them.*
5. TAITO type X *All games tested work perfectly... remember this is an Arcade Emulation System so it requires Credits (player 1 start + Player 1's first button)*
6. DosBox *When the game first loads you have to select one of the 3 ICONs on the screen (select "Single Player" for normal play), this select button is Either Player 1's Start Button OR Player 3's 3rd Button (Enter) or you can send an "Enter" command by Holding Player 1's start button and pushing LEFT on Player 1's Joystick. Then the game will start, you can use the normal controls and Trackball and upper left trackball button to select things - PC Games*
7. ScummVm *Most of these games work fine, you have to use the trackball and upper left trackball button to select, point and click PC games.*
8. Atari 2600 *There is no "Reset" Button Set on your machine for this system... Hold Player 1's Start Button and push RIGHT on Player 1's Joystick, this will bring up the Menu. Select "Input" and then assign Player 1's start button to "RESET" by clicking on the "MAP" icon. Return to Game and Play.*
9. Atari 5200 *Most games tested worked fine... Remember you can easily config all controls with this system by bringing up the In Game Menu (player 1's Start + Player 1 Joystick RIGHT) and select "Input This System"*
10. Atari 7800 *Most games tested worked fine... Remember you can easily config all controls with this system by bringing up the In Game Menu (player 1's Start + Player 1 Joystick RIGHT) and select "Input This System"*

F.A.Q. QUESTIONS CONTINUED...

11. **Jaguar** *Most Games Work Fine, please report specific titles that do not load/work...*
12. **Jaguar CD** *This system is still in its infancy... improvements in emulation of this system will improve over time...*
13. **Coleco Vision** *Most games tested worked fine... Remember you can easily config all controls with this system by bringing up the In Game Menu (player 1's Start + Player 1 Joystick RIGHT) and select "Input This System"*
14. **Intellivision** *Select button is player 2's Start Button, Most games tested worked fine... Remember you can easily config all controls with this system by bringing up the In Game Menu (player 1's Start + Player 1 Joystick RIGHT) and select "Input This System"*
15. **Odyssey 2:** *Most games tested worked fine... Remember you can easily config all controls with this system by bringing up the In Game Menu (player 1's Start + Player 1 Joystick RIGHT) and select "Input This System"*
16. **Vectrex** *Most games tested worked fine... Remember you can easily config all controls with this system by bringing up the In Game Menu (player 1's Start + Player 1 Joystick RIGHT) and select "Input This System"*
17. **THX Lazer Disc** *I've personally added these games to our systems... Work flawlessly, use the Trackball and Upper Left Trackball button to select or use normal player's controls and 1 player start button to select items and start game.*
18. **American Lazer Disc** *All games load and play when tested, what error are you getting? Can use Trackball and upper left trackball button to play or should work with your light guns (not tested here yet but should work)*
19. **Sega SC 3000** *Some games work, others are missing, will fix with time...*
20. **Phillips CD-1** *Only a few games actually work, will fix non-working/missing titles with time...*
21. **Atari 8-Bit** *Controls need to be setup. (will fix for a future update)*
22. **Sinclairzx Spectrum** *Working on Fix... weird emulation system...*
23. **Electric Baseball** *Now removed from our systems, redundant with other LCD games*
24. **Blue Estate The Game** *Works with Light Guns or Trackball (upper left Trackball button)*
25. **Jukebox** *requires MP3 Files to be added manually via Flash Drive*

F.A.Q. QUESTIONS CONTINUED...

26. *Toggle Switch, Center Position is OFF, does nothing... Leave this switch in the LEFT position normally, if you need mouse click functions flip it all the way to the RIGHT.*
27. *The 4-way and 8-way joysticks are physically wired the same, either works anytime, newer games will work best with diagonals (8-way) and classics like Pac-Man, Frogger, Dig Dug, Donkey Kong, etc will work best with the upper 4-way joystick (no diagonals)*
28. *To Start a 2 Player Classic Game (both players alternate on the same 4-way joystick, this is why only 1 is needed) just credit the game TWICE, then push **Player 2's START button** to start a 2 player game.*
29. *Yes, again the 4-way and 8-way are the same physically wired joystick, one allows diagonals and one does NOT. Exit all systems by HOLDING down the Player 1's START button and then pushing the 2 Player START button (like pushing ESCAPE on a PC Keyboard)*
30. **Bulls Eye Target = Mouse Cursor**, hidden by HyperSpin normally but fully visible in the Desktop and other Windows/Games.
31. **ALT+TAB Trick:** Push and Hold Player 1's 2nd Button (top row of 4, 2nd button closest to Player 1's Joystick) While holding this button also Press and Hold Player 1's START button, with these buttons held down Each time you press Player 1's Joystick RIGHT you will see these 2 normal windows, one is HyperSpin (HS, normal Game Menu Trick) and the other is our Desktop (where you see the mouse cursor and all our contact info at the bottom)
- DO NOT let go of the two buttons held down and press Player 1's Joystick RIGHT to select between whatever active Windows are present, normally going to the desktop and then to the HS symbol and THEN let GO of the 2 buttons you are holding down.*
- This Trick is useful if you get a stuck Window or HyperSpin is unresponsive due to a program or emulator not closing properly.*
32. **C64:** This is a difficult emulation system for us as far as controls because many of the different games use different control schemes, some originally used joysticks connected to the C64 Computer, some use normal Keys on the Keyboard, ultimately we try to setup the inputs/controls for most of the popular games but because this is an emulation system we cannot fully emulate a full keyboard which is really what is required for FULL function of the C64 System.
33. **Jump Man:** First off... you will need a USB keyboard hooked up for this C64 System, You can send an ENTER key command on your normal Arcade Control Panel by Pushing and Holding Player 1's START button and then pressing LEFT on Player 1's Joystick... but to adjust controls you will need a keyboard hooked up to press F9 and get into options.

In the Options menu you can select things with the ENTER Key on your Keyboard or as instructed Above.

34. For *Jump Man* you need to invert the controls in the "INPUT" menu:

"Control Port 1" should be set to "Joystick - Key Set 2"

"Control Port 2" should be set to "Joystick - Key Set 1"

Highlight the top "Control Port 1" and then press Enter, this will SWAP the ports and *Jump Man* can then run and jump and climb with Player 1's normal Joystick and 1st Button.

35. C64: Your **RUN/STOP Button is ESCAPE** on a keyboard OR Player 1's START button held Down then push Player 2's START button (also sends ESCAPE)

36. C64: IF Escape Does not START the Game try pushing the ENTER key on your external keyboard (also Player 3's button 3, OR Player 1's START + LEFT of Player 1's Joystick - Also sends ENTER command)

37. C64: TO EXIT the game completely back to HyperSpin you have to HOLD the ESCAPE button for more than 2 seconds.

38. Ultimate Wizard: This game does not like Quick Load, it must be loaded and then when this "Disk read Error" comes up just push F9 and select "1541 Device 8". This will bring up the complete list of games loaded on the system for C64, Use "PAGE DOWN" key on your keyboard to scroll alphabetically down to "Ultimate Wizard" (DISK 1), when you have it highlighted you MUST Push F3 Key to "Load, NORMAL" and the game will load up and play great.

39. Centipede (Arcade Classics) Slow reaction speed (Trackball): If this game is running with a floating frame rate (due to Vsync and your HDTV) you can run it Full Screen and remove the stutter by pushing and holding Player 1's START button and then push UP on Player 1's Joystick (toggle Full Screen/Bezel Mode)

Otherwise, let's double check the input settings for the trackball in this game (In-Game Menu - "INPUT THIS MACHINE")

Make sure your Track X Analog (DEC and INC) and Track Y Analog (DEC and INC) are programmed the same as my picture attached so no delays are possible with multiple stacked controls.

Standard Button Layout on Player 1 and Player 2 Controls:

Left to Right, Top To Bottom:

1, 2, 3, 7
4, 5, 6, 8

This keeps things in order for buttons 1-6 for games like Street Fighter and other 6 button fighting games.

Save and Load States

Save States and Load States allow different emulation systems to save and load your progress.

You can set them up in the various systems, see examples below.

NOTE: Some Systems require a Wireless Keyboard (USB) to be hooked up (front USB or on Main System Board)

DreamCast: NullDC (emulation system for DreamCast) does not support Save/Load States but it will save your progress as the original games did (on virtual memory cards already programmed in)

PS2: Hard Coded to F1 and F3 for Save and Load (use keyboard)

Gamecube: "Options" then "Shift Key Configuration", then Load and Save State. Currently set to: Save: shift+F1 Load: F1

N64: "Options" then "Settings" then "Keyboard Shortcuts" Tab, Select Full Screen Mode then set whatever keys or buttons you want to map to "Save and Load"

NES System: Look for "Options" then "input" then "File" on the left side. Set Save and Load Keys (buttons)

PSX: Cannot be altered. Default is Quick Save F6 and Quick Load F1 keys.

MAME DEFAULT INPUTS

	<u>PLAYER 1</u>	<u>PLAYER 2</u>	<u>PLAYER 3</u>	<u>PLAYER 4</u>
UP	UP	R	I	Y
DOWN	DOWN	F	K	N
LEFT	LEFT	D	J	V
RIGHT	RIGHT	G	L	U
BUTTON 1	CTRL	A	RCTRL	B
BUTTON 2	LALT	S	RSHIFT	E
BUTTON 3	SPACE	Q	ENTER	H
BUTTON 4	LSHIFT	W	O	M
BUTTON 5	Z	I	F5	F9
BUTTON 6	X	K	F6	F10
BUTTON 7	C	J	F7	F11
BUTTON 8	V	L		
PLAYER START	1	2	3	4
PLAYER COIN BUTTON	5 (1 LCTL)	6 (2A)	7 (3RCTL)	8
TRACKBALL BUTTON 1 = LEFT MOUSE CLICK				
TRACKBALL BUTTON 2 = MIDDLE MOUSE CLICK				
TRACKBALL BUTTON 3 = RIGHT MOUSE CLICK				

SHIFT KEYS

1 PLAYER START (HELD DOWN)

UP = FULL SCREEN (~)

DOWN = PAUSE GAME (P)

LEFT = RESET GAME (1 + LEFT)

RIGHT = IN GAME MENU (TAB OR 1 + RIGHT)

Player 1's START Button + Player 1's First Button = 5 (Universal CREDIT Function)

Player 1's START Buttons + Player 2's START BUTTON = ESCAPE KEY (Universal for EXIT)

PLAYER 1'S 2ND BUTTON + PLAYER 1'S START BUTTON + RIGHT ON PLAYER 1'S JOYSTICK

This combination sends ALT+TAB – SWITCH ACTIVE WINDOWS, FIND THE DESKTOP, OR BRING HYPERSPIN TO ACTIVE WINDOW (IN CASE HYPERSPIN IS UNRESPONSIVE)

PLAYER 1'S 4TH BUTTON + PLAYER 1'S START BUTTON + UP ON PLAYER 1'S JOYSTICK

This combination sends (~) Tilde, this can be used to CRASH or Close out a Non-Responsive RocketLauncher Program (hidden program used to load games)

CUSTOM RGB TRACKBALL LIGHT CONTROLLER

User Guide

Thank you for purchasing our second generation remote control LED color light. It was designed for easy installation and use. Indulge yourself with the magnificent preset colors or create your own with high-power full-spectrum LED. It will provide over two million colors and 120 levels of brightness. It can be controlled by remote easily. Comparing to other similar products in the market, this remote control LED light can memorize the previous color, brightness, and automatic color change mode settings, even after switching the power off. This product can be used for home or commercial decorations.

Feature:

- ◆ Over two million colors and 120 levels of brightness.
- ◆ Memorize and restore the previous settings of color, brightness, and flashing patterns, providing ease of use.
- ◆ Unique LED control, saving over 30% power comparing to conventional LED lights.
- ◆ Unique heat dissipating design, saving over 90% power comparing to conventional lights.
- ◆ Can function properly under various voltage with over 80% efficiency.

Specification:

- ◆ Light: High Power LED
- ◆ Input: E27 • GU10 • B22 • AC 100V~240V, 50 Hz~60 Hz MR16 • AC/DC 12V
- ◆ Color: Over 2 million colors
- ◆ Brightness: 120 Levels
- ◆ Operating Temperature: -20°C to 40 °C
- ◆ Socket: E27 • GU10 • B22 • MR16
- ◆ Material: Aluminum
- ◆ QC Standards: GB 16844-2008/IEC 60968:1999
- ◆ Certificate: CE、RoHS
- ◆ Patent: 201030508702.3

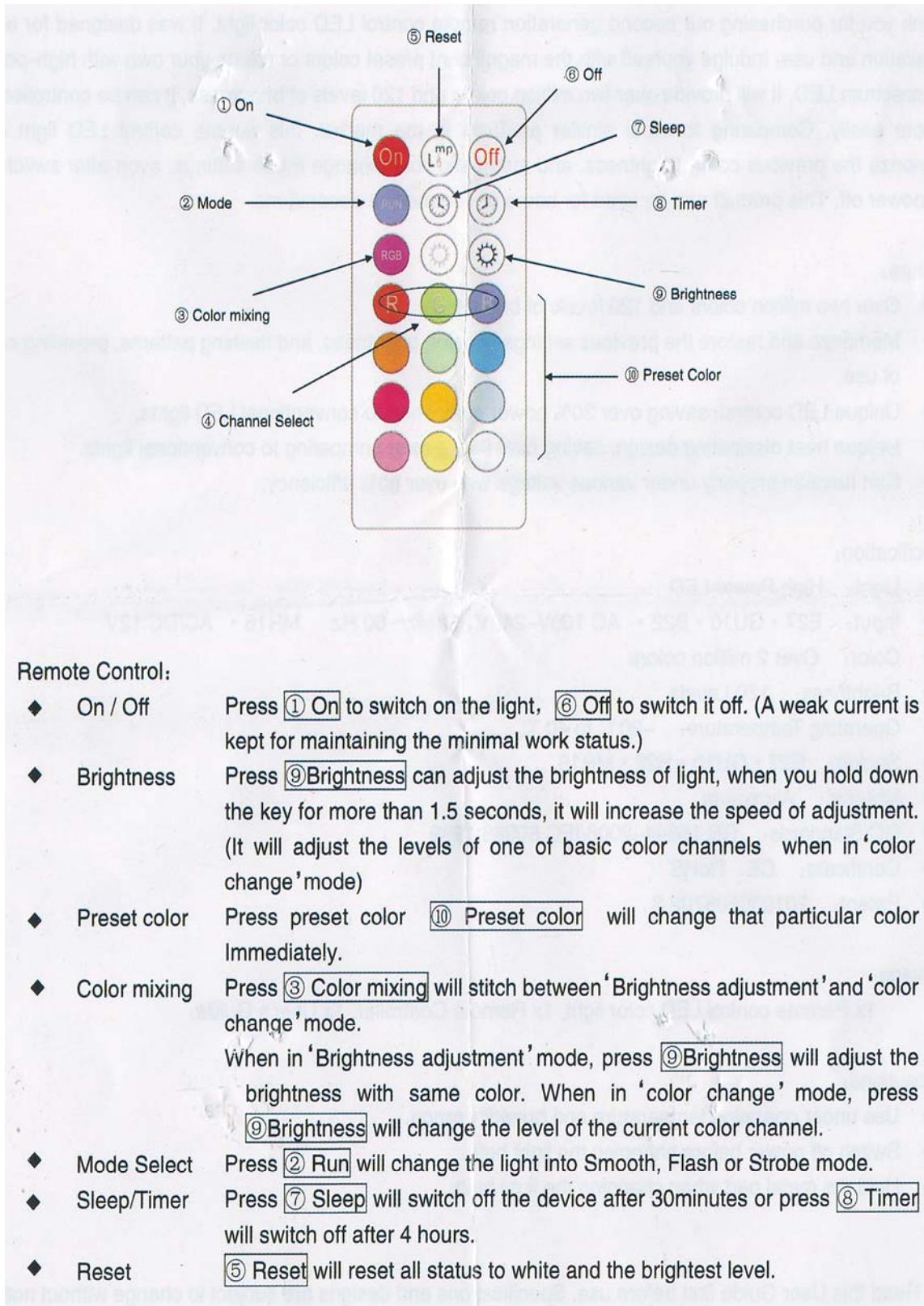
Package:

1x Remote control LED color light, 1x Remote Controller, 1x User's Guide

Precautions:

- ◆ Use under operating temperature and humidity range.
- ◆ Switch off power before changing the light bulb.
- ◆ Hold the metal part when changing the light bulb.

① Read this User Guide first before use. Specifications and designs are subject to change without notice.



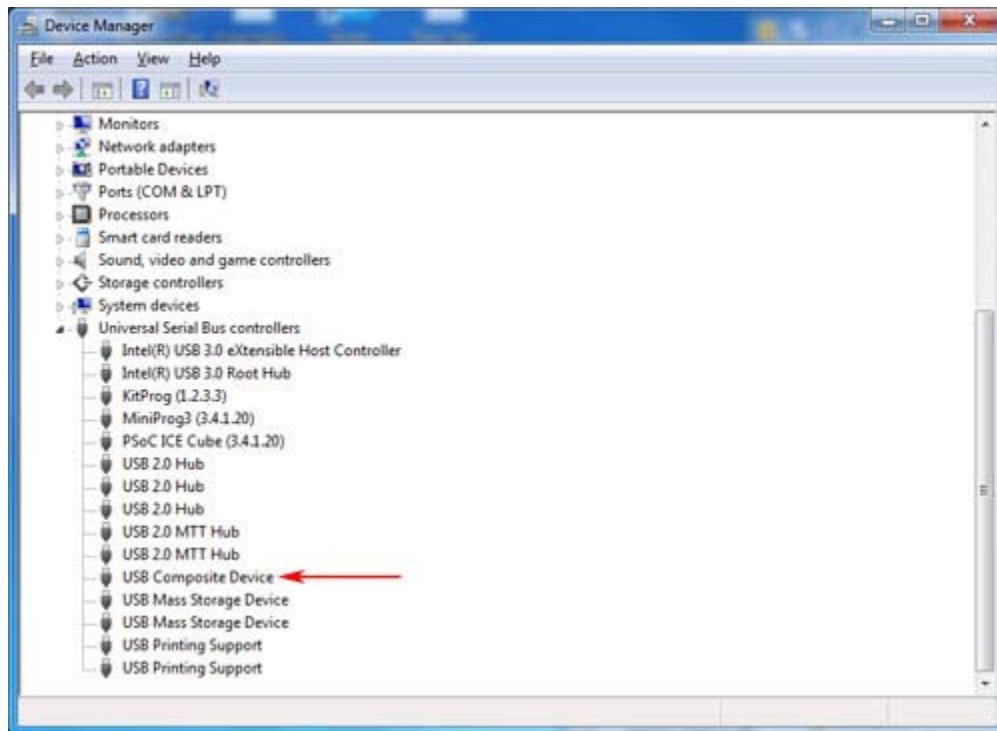
Remote Control:

- ◆ **On / Off** Press **① On** to switch on the light, **⑥ Off** to switch it off. (A weak current is kept for maintaining the minimal work status.)
- ◆ **Brightness** Press **⑨ Brightness** can adjust the brightness of light, when you hold down the key for more than 1.5 seconds, it will increase the speed of adjustment. (It will adjust the levels of one of basic color channels when in 'color change' mode)
- ◆ **Preset color** Press preset color **⑩ Preset color** will change that particular color Immediately.
- ◆ **Color mixing** Press **③ Color mixing** will switch between 'Brightness adjustment' and 'color change' mode.
When in 'Brightness adjustment' mode, press **⑨ Brightness** will adjust the brightness with same color. When in 'color change' mode, press **⑨ Brightness** will change the level of the current color channel.
- ◆ **Mode Select** Press **② Run** will change the light into Smooth, Flash or Strobe mode.
- ◆ **Sleep/Timer** Press **⑦ Sleep** will switch off the device after 30minutes or press **⑧ Timer** will switch off after 4 hours.
- ◆ **Reset** **⑤ Reset** will reset all status to white and the brightest level.

Performing a USB Device Reset

Windows 7 and later cache information about all USB devices which is not refreshed when the device is unplugged/reconnected. This can cause issues with devices appearing not to work. This process is always required when firmware is changed from versions which support game controller device, to versions without game controller support or vice-versa.

To reset the device settings, open Device Manager. You can find this quick link in our System Utilities directly above Arcade Classics on the Main Wheel.



- Expand the "USB Controllers" entry
- Find the "Composite Device". There may be more than one. There is no harm in applying this to all of them with the exception that a keyboard with integrated trackball might be one of them and this will prevent any further use of the trackball if uninstalled.
- Right click on the Composite Device and "Uninstall" it.
- At the top select "Action", "Scan for New Hardware". Alternatively, if you have "lost" your USB mouse, just unplug/reconnect it.

Machine Dimensions

Classic and Stealth Uprights (32" LED Monitor)

2 Player Single Piece Upright: **30.5"W X 34"D X 72"H**
 Weight: 215 lbs.

2 Player Two Piece (36"W Panel) Upright: **36"W X 38"D X 72"H**
 Weight: 230 lbs.

4 Player (48"W Panel) Upright: **48"W X 38"D X 72"H**
 Weight: 245 lbs.

Stealth MegaCades

4 Player Stealth MegaCade (50" Monitor): **48"W X 38"D X 72"H**
 Weight: 265 lbs.

2 Player Stealth MegaCade (43" Monitor): **40"W X 38"D X 72"H**
 Weight: 245 lbs.

Stealth Pedestals (Plug Directly Via HDMI into any Size HDTV)

2 Player Stealth Pedestal: **36"W X 28"D X 39"H**
 Weight: 80 lbs.

4 Player Stealth Pedestal: **48"W X 29"D X 39"H**
 Weight: 95 lbs.

Cocktail Table (32" LED Monitor)

2 Player Cocktail Table: **30"W X 34"D X 31"H**
 Weight: 225 lbs.

GameBoxes (Plug Directly Via HDMI into ANY Size HDTV)

2 Player GameBox: **36"W X 19"D X 6"H**
 Weight: 40 lbs.

4 Player GameBox: **48"W X 19"D X 6"H**
 Weight: 60 lbs.

Shut Down

To shut the machine down properly you should exit the game you're in and return to the main menu.

Then push the BLACK shutdown button located on the Top Left of the machine or the back of your machine (pedestal cabinets, Table Top cabinets)

Wireless Controllers Installation Instructions

If you purchased a pair of wireless controllers and transmitter from us after you received your machine you will need to make sure the drivers are properly loaded for your controllers to sync up.

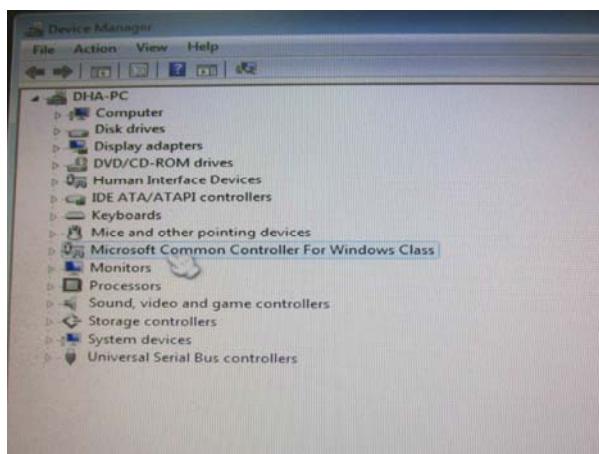
Here are some quick checks for your Transmitter:

Does the transmitter light up green and then stay flashing for at least 20 seconds once the sync button is pressed on the transmitter? If YES, then Sync Up Your Controllers (**skip to step #9 below**)

1a. If it does not... In "system utilities folder"(directly above "Arcade Classics" on the Main Wheel) select "Disable HDMI Sound" (Windows Device Manager will pop up) and then using your trackball like a mouse and upper left trackball button look for anything that has a "!" by it.

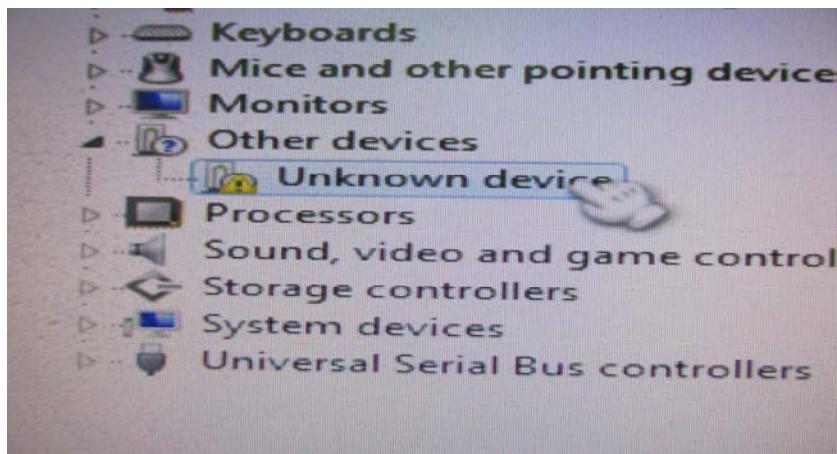
1b. If nothing has a "!" by it under "Unknown Devices" your drivers should be loaded and your controllers (may require a few tries) but your controllers should sync up.

2. This is what the Device Manager screen should look like if all is "Good"



Continue to Sync Up Your controllers (Skip to Step #9)

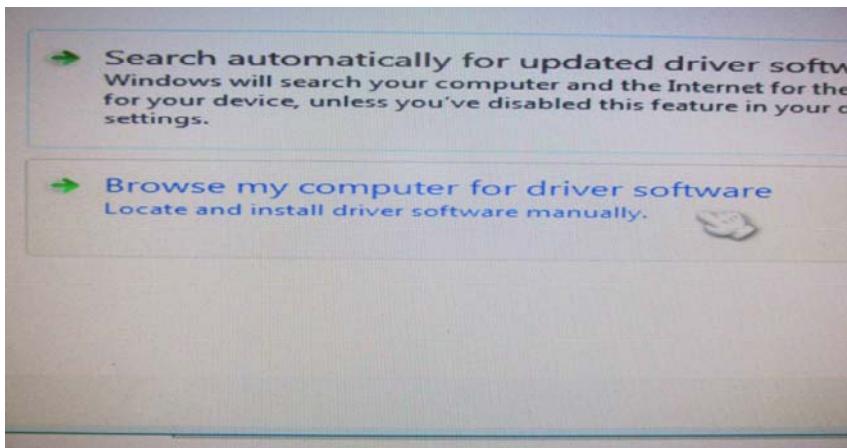
If there is an "Unknown Device"



1. Click on the Unknown Device Icon, Select the Unknown Device
2. Select "Update Driver"



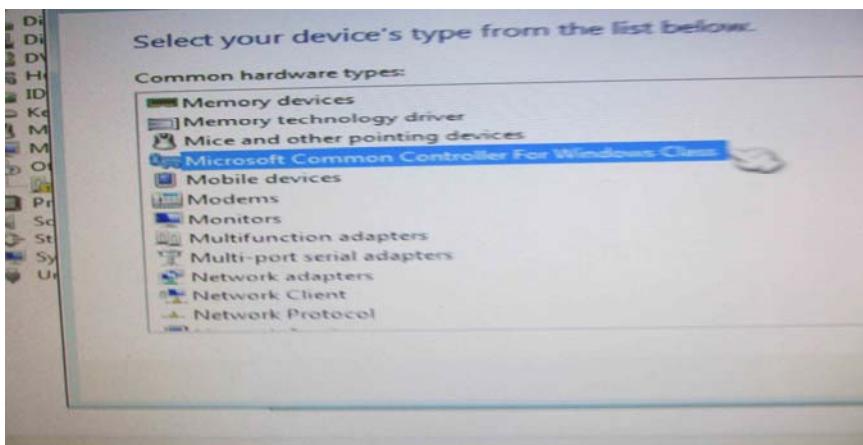
3. Select "Browse My Computer for Driver Software"



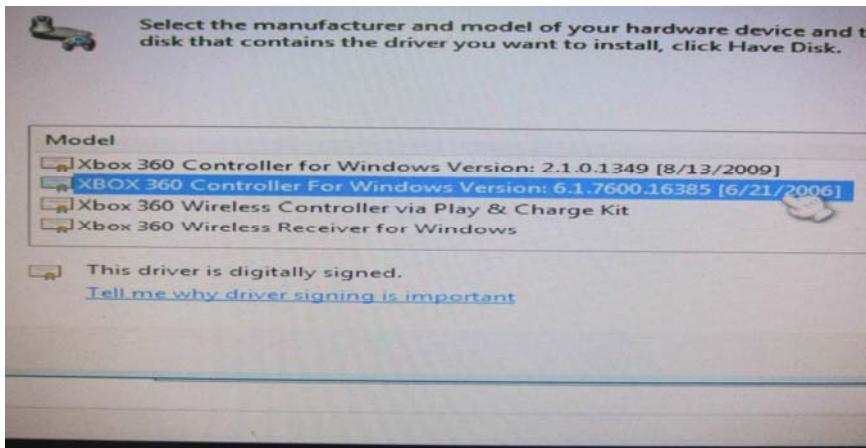
4. Select "let me pick from a list of device drivers on my computer"



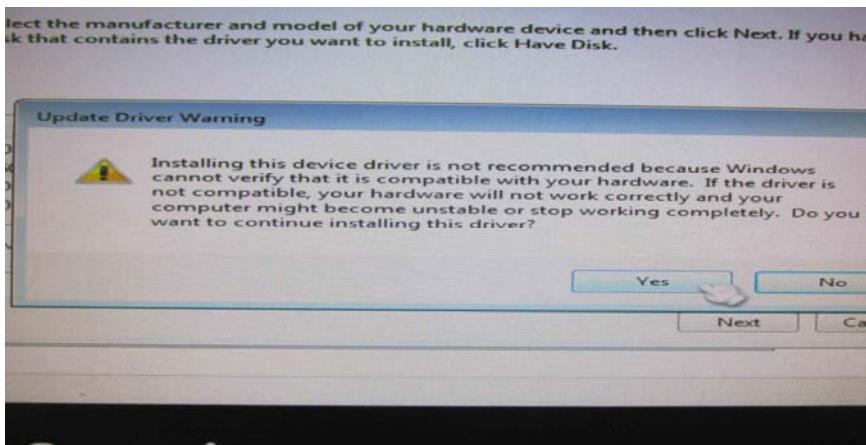
5. Select “Microsoft Common Controller for Windows Class”



6. Select “Xbox 360 Controller For Windows Version 6.1.7600....



7. Click “Yes” When prompted to install driver in spite of Microsoft’s Warning...



8. Success, your drivers are loaded, close all windows to return to HyperSpin



9. Sync Up Your Controllers:

Push Sync Button on Transmitter (inside your machine) this will cause the Green LED to Flash

While this light is flashing you must push the “Sync” button on the actual controller.

It should “Sync” up as Controller # 1

If the controller does not “Sync” you can repeat Step # 9 Again till it does, make sure the LED is flashing on the Transmitter or repress the “Sync” button on the transmitter and confirm the green light is flashing...

Repeat Step # 9 for 2nd Controller (or 3rd or 4th controller)

HyperMarquee/EDS Reset Instructions

(Customers with ACTIVE upper Marquee Displays)

1. First we need to turn off "HyperMarquee"

Select "Remove Game Systems" from the System Utilities (directly above Arcade Classics on the Main Wheel)

Wait about 5-10 seconds and the "HyperHQ" window will come up... Move your cursor around (hidden by Hyperspin) you will find your cursor showing only when it is over the "HyperHQ" Window. Move your Trackball (PC Mouse) around till you find it.

Select "Tools" (your SELECT button is your upper LEFT AUX button - selector switch to the right - same as MOUSE Left Click on a PC) "Tools" tab is located on the bottom right of the tabs shown on this screen.

LED Blinky = Set to "Disabled"

Close this Window (Red X upper right corner)

Reboot Your Machine

2. When your machine reboots and comes up with the main Menu Again.

Select "Enter Backup System" in System Utilities, this will bring up an Explorer Window.

Find your cursor again on this window, you can maximize this window for easier viewing of all files.

On the Left Side select "C:\\" Drive with your Trackball and Upper Left AUX button - Left Click on PC Mouse open this drive, look for Folder "HyperMarquee

Backup" Inside this Folder Select Both Folders (EDS and HyperMarquee) by dragging your cursor across both folders, they will both be highlighted then.

Right Click (upper RIGHT AUX Buttons = Right Mouse Click) on either highlighted folder and select "COPY"

Navigate back to C:\ Root Folder (the main C: Drive) and RIGHT CLICK anywhere on a black space inside this WINDOW and select "PASTE"

This will overwrite and refresh both the EDS and HyperMarquee Folders here.

Close this Window (upper RED X icon)

3. Select "Remove Game Systems" from the System Utilities (directly above Arcade Classics on the Main Wheel)

Wait about 5-10 seconds and the "HyperHQ" window will come up... Move your cursor around (hidden by Hyperspin) you will find your cursor showing only when it is over the "HyperHQ" Window. Move your Trackball (PC Mouse) around till you find it.

Select "Tools" (your SELECT button is your upper AUX button - selector switch to the right - same as MOUSE Left Click on a PC) "Tools" tab is located on the bottom right of the tabs shown on this screen.

LED Blinky = Set to "ENABLED"

Close this Window (Red X upper right corner)

Reboot Your Machine

Done, this should fix/reset your non-functional upper marquee display

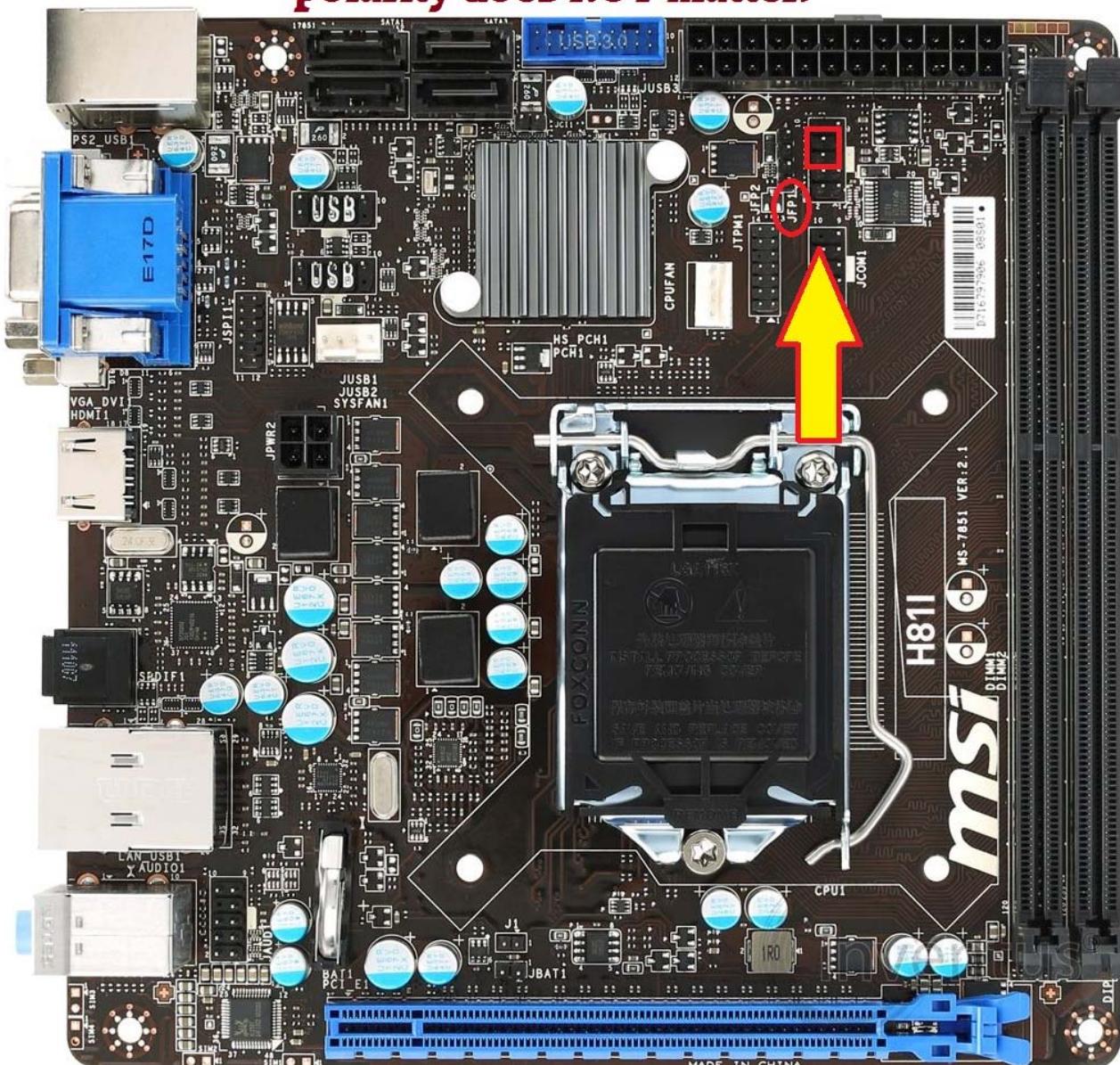
System Board and Connections:

(Machines produced after 01/01/2016)

**HEADER:
JFP1**

System Power Pins

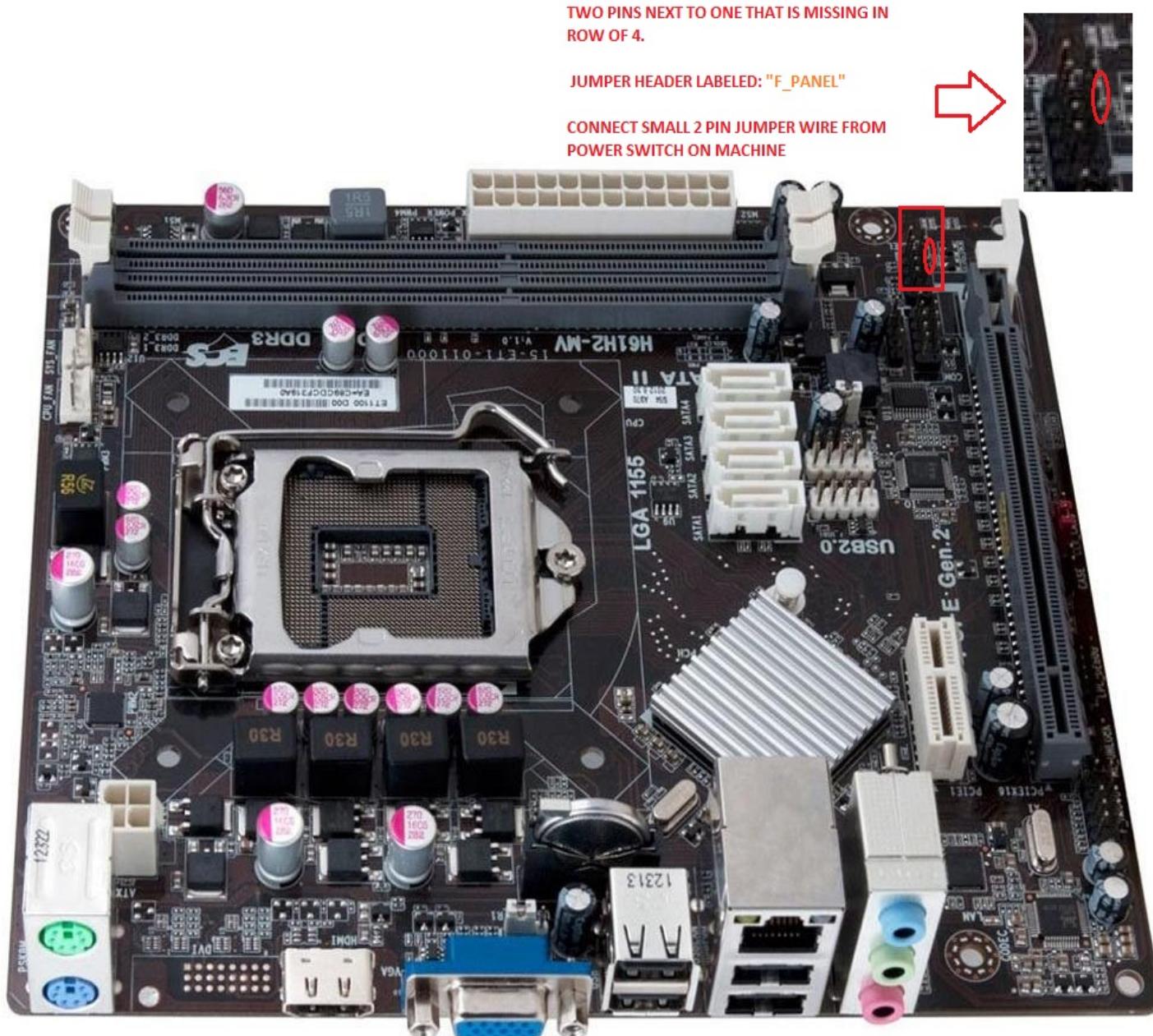
**2 pins in row of 4 next to the one that
is missing to make it a row of 5 -
polarity does NOT matter.**



**Main On/Off Power Connection (see red arrow)
Header: JFP1**

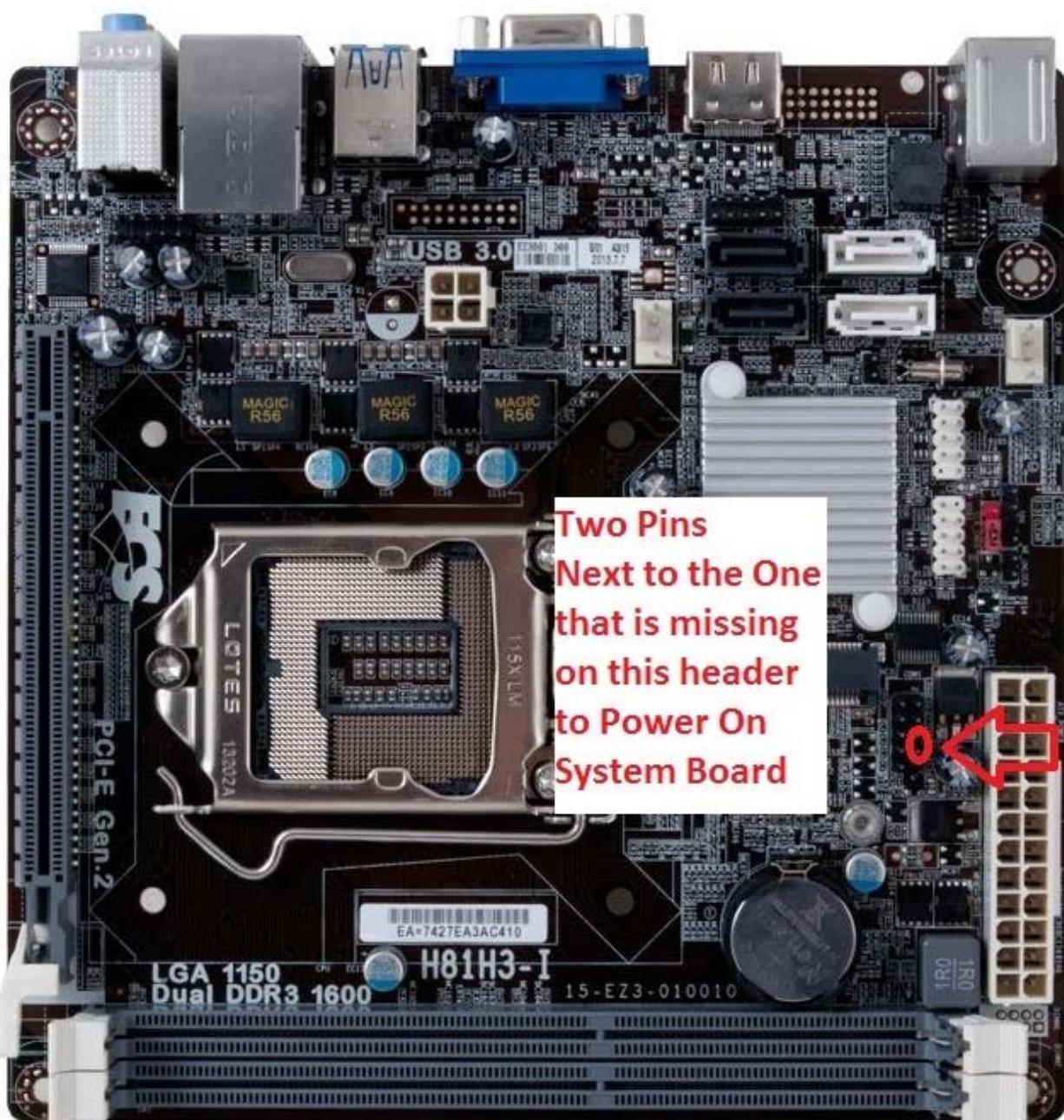
(Plug on two pins closest to one that is missing)

System Board Before 01/01/2016



System Board and Connections

(Machines produced after 4/6/2016)



Replacement System Install Instructions:

- 1. Remove Power supply on left side of machine, 4 screws and cut the cable ties that hold wires in place. New PC has this power supply built in and to make space to fit this case inside your machine the original supply has to come out.**
- 2. You will need to cut the black and yellow wires that go to your small black relay (turns on your other accessories like lighted parts on control panel, light box, and sound system) Cut them about 2" from the pink (or blue) crimp connectors) You will strip back about 1/4" on these wires and they will be crimped into the new connectors with pink crimp connectors coming off the new computer.**
- 3. Install the case in your machine, best fit is usually having all the connections towards the sub woofer but push the case as far left (near where the power supply is now on the left side of the cabinet) to open up room to plug all your connections to the back side of the new computer.**
- 4. Plug all connections in to the new system board, note there are two extra USB ports on the top of the case that extra connections can plug into after the 4 normal USB ports are used on the system board.**
- 5. Plug the small two pin connector (purple wires) into the small connector that comes from your power button (turns everything on)**
- 6. Crimp the two pink connectors to the black and yellow 12v power wires that were cut when removing old power supply with a pliers (insert stripped wires and crimp down with pliers)**
- 7. Plug in one SATA (red) cable to your larger caddied hard drive**
- 8. Plug in other SATA (red) cable to your small hard drive (sent you a new one just to keep everything updated)**
- 9. Plug in power connectors (one per hard drive) and then plug in back FAN connector to power connector coming from power supply (doesn't matter which power connector goes to which device, they all just need power) Note that there are two different style power connectors (Molex with 4 wires for Fan and Caddied larger hard drive) (SATA power for small hard drive, longer and more different colored wires)**

To Reset BIOS Settings to Correct Settings (in case of dead CMOS battery)

1. Plug in Keyboard to any open USB port on your machine, look in the back of your machine, you will see an open USB Port on your system board. If there is no open port to plug your keyboard into just unplug one of the black USB connections and temporarily plug your Keyboard in.
2. Power Up Your Machine, immediately keep pressing the DEL key on your keyboard until the BIOS screen comes up.
3. Press the Right Arrow Key on your keyboard to select "Advanced" on the top row of Icons
4. Press ENTER key to Select "LAN Configuration" Press Enter and using Arrow Keys Select "Disabled"
5. Press ESC key once to return to the prior menu.
6. Arrow down to select "SATA Configuration" Press Enter to select. Set "SATA Mode" setting to "AHCI MODE"
7. Press ESC to return to prior Menu
8. Arrow down to "Super I/O Configuration" and Press Enter TWICE, set this mode to "Disabled" and press Enter
9. Press ESC TWICE to return to the main menu and then Arrow over to the far right EXIT Icon.
10. Select "Save Changes and RESET"

The machine will reboot and boot as it should with all settings set correctly.

Please check your battery, see attached image to make sure it is pushed in and tight on your system board to keep this error from coming up in the future...

Questions???

Call us anytime 7am to 4pm CST

(also limited availability on M,W,F 8:30pm to 10pm)

715-212-8063

**EXTREME HOME ARCADES
3041 Michigan Avenue
Stevens Point, WI 54481**



Warranty Policy

The Purpose of Warranty

Warranty assures the purchaser that should a defect in material or workmanship occur during the warranty period, (Dream Home Arcades LLC) will assume specific repair responsibilities, as listed in the warranty statement.

The warranty statement is to be provided to each purchaser of each piece of new (custom) equipment. Subject to the respective provincial law warranty begins on the date the product is delivered to the original purchaser of the product. Once the warranty period has begun, it cannot be stopped or interrupted.

Dream Home Arcades LLC Responsibilities

The following responsibilities are to be performed when the dealer delivers a product to the purchaser or otherwise places it into warranty service:

Review warranty statement, operator's manual and understanding of purchaser's responsibilities as related to warranty, service and the proper and safe operation of the product. Purchasers should be advised to have failed parts repaired or replaced immediately upon failure and that continued use will result in additional damage and excessive wear.

Contact manufacturer (Dream Home Arcades LLC) prior to beginning repair or replacement of failed parts to make

certain that the cost of repairs are consistent with the value of the product when sold.

Warranty requests for units in dealer's inventory may be submitted to (Dream Home Arcades LLC) when defects are noted in products prior to the retail sale of the unit.

Provide warranty and service repairs as directed by (Dream Home Arcades) Service Repair bulletins or other instructions.

No warranty will be allowed on units delivered to the retail customer prior to the full payment of that unit to the manufacturer by the dealer.

Reimbursement for parts used in warranty repair will be credited only when the parts are purchased from (Dream Home Arcades LLC).

Labor is not paid on the warranty associated with repair parts purchased by the retail customer that are used on a product that is not currently in warranty time frame.



Warranty Statement

(Dream Home Arcades LLC) warrants each new custom product to be free from defects in material and workmanship. This warranty is applicable only for the normal service life expectancy of the product or components, All Joysticks/Buttons/Trackball and any other Custom Controls ADDED to the Control Panel are Covered for the LIFE of the Machine. Arcade Monitor/HDTV is covered by the manufacturers 1 YEAR Warranty - not to exceed 12 consecutive month's from the date of delivery or the date of the first use of the new custom product to the original purchaser.

All Artwork covering ANY part of the cabinet is NOT warrantied against damage due to Sun Light, Caustic Cleaning or other harsh environments or extreme temperatures. This covers ALL cosmetic parts of the machine, we at Dream Home Arcades cannot be held responsible for what a customer does with their machine and what environment they put their machine in.

Some wrinkling or bubbling of the artwork is not unheard of but is NOT covered by any warranty once the machine has arrived at the customers home or business.

Under no circumstances will it cover any merchandise or components thereof, which, in the opinion of the company, has been subject to misuse, unauthorized modification, alteration, and accident or if repairs have been made with parts other than those obtainable through (Dream Home Arcades LLC).

(Dream Home Arcades LLC) in no way warrants customers household wiring, electrical outlets or other trade accessories since these items are warranted separately by their respective manufacturer.

Our obligation under this warranty shall be limited to repairing or replacing, free of charge to the original purchaser, any part that, in our judgment, shall show evidence of such defect, provided further that such part, if so requested shall be returned within forty-five (10) days from date of failure to (Dream Home Arcades LLC) shipping charges prepaid.

This warranty shall not interpret to render (Dream Home Arcades LLC) or dealer liable for injury or damages of any kind or nature to person or property.

Except as set forth above, (Dream Home Arcades LLC) shall have no obligation or liability of any kind on account of any of its equipment and shall not be liable for special or consequential damages. (Dream Home Arcades LLC) makes no other warranty, expressed or implied.

This warranty is subject to any existing conditions of supply which may directly affect our ability to obtain materials or manufacture replacement parts.

(Dream Home Arcades LLC) reserves the right to make improvements in design or changes in specifications at any time, without incurring any obligation to owners of units previously sold.

No one is authorized to alter, modify or enlarge this warranty nor the exclusion, limitations and reservations.



Return Policy

Dream Home Arcades LLC does NOT accept any returns of any custom made products unless agreed upon by both Dream Home Arcades LLC and the buyer of our custom products.

Because Dream Home Arcades LLC builds every machine to our customers' requests we cannot accept any returns unless an agreed upon cost has been determined prior to the custom product being returned for modification/repair.

Dream Home Arcades LLC reserves the right to inspect any returned custom products for damage caused by either the customer or the return shipper and will charge the customer for these repairs.

Credit to the customer will be determined after the custom product has been returned and inspected and the terms agreed upon by Dream Home Arcades LLC and the customer have been met (resale or repair).



REFUND POLICY

Dream Home Arcades requires a minimum of \$500 down on each custom machine we build. Once a machine is started (around 4 weeks after order is placed) this \$500 down payment is NOT REFUNDABLE. We will do our best to find a compromise or delay the building of the machine until the customer is able to pay the remaining balance due (when machine is normally finished)

If the customer pays MORE than the \$500 down the amount paid over this \$500 minimum Will Be Refunded but the \$500 minimum is NOT REFUNDABLE.

This \$500 minimum is required to protect DHA against dead beat buyers or buyers who back out of the sale from the start date till the completion shipping date due to loss of job, family circumstances or other “Buyers Remorse”.

This \$500 minimum will be used to cover storage, relisting, and reselling the machine when a customer refuses to pay the final balance.