



WEBSITE: WWW.EXTREMEHOMEARCADES.COM; EMAIL: INFO@DREAMHOMEARCADES.COM

Customers Receiving New KeyWiz MAX Input Boards

You have a custom “SHIFT” or “shazaam” button on your panel, it is offset in location from your Player 1’s START/COIN buttons to help differentiate it. It is offset and to the RIGHT of your Player 1’s START/COIN Buttons.

Shift Functions:

1. Shift + **2 Player** START = EXIT (Escape)
2. Shift + **2 Player** Joystick UP = Windows Key Trick
(brings up Windows START BAR at the bottom of the screen)
3. Shift + Player 1’s Joystick UP = Full Screen Switch
(all MAME “Arcade Classic Games”)
4. HOLD Player 1’s Button 2 then Add SHIFT Button then RIGHT on Player 1’s Joystick = ALT+TAB Trick
(to switch between active windows for navigation/control)
5. Shift + Player 1’s Joystick RIGHT = Menu
(all MAME “Arcade Classic Games”)
6. Shift + Player 1’s Joystick DOWN = Pause
(all MAME “Arcade Classic Games”)
7. Shift + Player 1’s Joystick LEFT = ENTER (like the ENTER Key on a PC Keyboard)
8. Shift + **Player 2’s** Joystick LEFT = MUTE (Turn ON or OFF AUDIO)
9. Shift + **Player 2’s** Joystick DOWN = PAGE UP (Brings up HYPERSEARCH Menu after you launch a game with HyperSearch and Exit that Game) – “SHOW/HIDE” HyperSearch Window

OPERATION MANUAL

Last Updated: 9/12/2021



**THE
MANHATTAN
PROJECT** 1.1



**THE
MANHATTAN
PROJECT** 1.1



Windows 10
**1TB BOOT DRIVE
REVISION 4.1A
DECEMBER 2021**



**16TB DATA DRIVE
REVISION 1.7A
JANUARY 2022**



EXTREME HOME ARCADES OPERATION MANUAL

QUICK START GUIDE

This Quick Start Guide is for fast learners, and customers who do not like user's manuals and just want to dive in)!

To receive your machine from the shipping company, unpack it, and move it into your residence, please see those sections later in this manual. This Quick Start Guide presumes you have your machine in a safe location, have plugged it in and the machine has electrical power.

1. Turning On Your Machine:

- **Uprights** (MegaCade, Classic, Stealth) – The power button is located **on top of the machine** (upper left or right top of machine). It is a standard arcade push button (typically black). Push it, and it will turn on your machine.
- **Tabletops** – The power button is located on the **back center portion of the cabinet**.
- **Pedestals** – The power button is located on the **back of the machine, near the center of the pedestal cabinet, opposite the HDMI port**.

2. Loading a Game:

- After you turn on your machine, an introduction video will automatically load. To skip the introduction video, push any button or push any position on any joystick on the machine. You will be at the Main HyperSpin Wheel.
 - a. **You can move down the HyperSpin wheel by pressing the Player 1 or Player 2 Joystick down (towards your body).** Alternatively, you can **move up the HyperSpin wheel by pressing the Player 1 or Player 2 Joystick up (away from your body).**
 - b. **Use the Player 1 or Player 2 Joystick to go to ARCADE on the Main HyperSpin wheel** (this is just below the SYSTEM option). This is also known as ARCADE CLASSICS (if you let the machine rest on this option – it will eventually say ARCADE CLASSICS on the screen).
 - c. **Press Player 1's START Button (white or black man icon on button) to select ARCADE CLASSICS.** You will then be in the Arcade Classics Wheel or menu.
 - d. **Load any game in Arcade Classics by pressing Player 1's START Button.** For example, you could push Player 1's Joystick up or down to navigate to the game Batman Forever, then press Player 1's START Button to load the game.
 - e. Wait for the game to load. When the game is fully loaded (this could take a few minutes), **credit the game by pressing the Credit Button (typically it looks like a dollar sign - \$).** You can do this multiple times. If you loaded Batman Forever, push the Credit Button four times. [Another way to credit a game is to **Push AND HOLD Player 1's START Button and simultaneously press Player 1's FIRST Button (upper left closest to Joystick).** This also works for Players 2, 3 and 4 – just Push and

HOLD their respective START button and simultaneously press their FIRST button (upper left closest to their respective Joysticks)].

- f. **Press 1 (2, 3, or 4) Player's START Button to start a 1 player or multiplayer game.** If you loaded Batman Forever, press Player 1's START Button and then press Player 2's START Button to select a two-player game. Press Player 1 and 2's START Buttons again to start the game.
- g. **To exit any game at any time Press and HOLD Player 1's START Button and simultaneously push Player 2's START Button.** (Note: do not try at first at least to push them at the same time, first HOLD Player's Start Button then simultaneously Press Player 2's START Button). For example, if you played Batman Forever, Press and HOLD Player 1's START Button and simultaneously push Player 2's START Button. This will take you back to Arcade Classics wheel. To go back to the Main Hyperspin Wheel Press and HOLD Player 1's START Button and simultaneously push Player 2's START Button. Note: In the Hyperspin Menu System press Player 1's START Button (it also works with Player 2's as well) to go forward in the menus and press and HOLD Player 1's START button and simultaneously push Player 2's START button to go backwards in the Hyperspin Menu System.

3. Turning Off the Machine

- When you are ready to turn off your machine, **go to the Main Hyperspin Wheel and then press and HOLD Player 1's START button and simultaneously push Player 2's START button. At the SYSTEM SHUTDOWN prompt, press left on Player 1's Joystick to select Yes and then press Player 1's START Button.** This will turn the machine off. You can hold the power button (what you used to turn the machine on with) to turn the machine off.

EXTREME HOME ARCADES OPERATION MANUAL

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I. WELCOME/THANK YOU

Thank you for purchasing an Extreme Home Arcades machine! Our mission is to provide you the ultimate arcade experience at home. We hope you will get many years of fun and use from your Extreme Home Arcades machine.

We use high-quality materials in each of our builds and each machine is built entirely in our shop. We deliver an all-in-one system that includes custom hardware and software. Extreme Home Arcades machines are quite complex. Because of this complexity, and because they can run so many games (tens of thousands) the machines are not always “plug and play.” Some people refer to games systems like this “as a hobby,” as opposed to just plugging them in and playing them. As a “hobby,” to get the full use of your machine, there will be a learning curve. This manual is intended to help shorten the learning curve and help you get as much out of your machine as possible. That said, there are many games that are truly “plug and play,” while others will require tinkering and trial and error methods to get the full use of them.

A good resource you may want to take advantage of is the Extreme Home Arcades Owners Unite! Facebook page. This is a private user’s group site that is not sanctioned by or officially affiliated with Extreme Home Arcades. They are simply owners of Extreme Home Arcades machines, that share information and help one another. They are an excellent source of information and support for anyone that owns and uses an Extreme Home Arcades machine. Another great source of information regarding Extreme Home Arcades machines is www.Youtube.com. A search of Extreme Home Arcades on Youtube will result in many videos designed to help you learn and use your machines.

At Extreme Home Arcades, we are here to support you. If we can do anything to help you with your machine, please just contact us and let us know. Another way we support our machines is to offer you free lifetime software updates. This is covered in detail later in this manual, but the short is that all you have to do is mail us your hard drive and we install the new software on it and mail it back to you (you pay the shipping) and instantly you get new games and enhancements to your system.

We hope you enjoy your machine and once again, thank you for purchasing a product from Extreme Home Arcades. We greatly appreciate your business!

Sincerely,

David Lewis

II. RECEIVING AND UNPACKING YOUR ARCADE MACHINE

Your Extreme Home Arcades machine will be shipped to you via a freight carrier (see photo).

BEFORE signing off on your shipment with the freight carrier, please thoroughly inspect your machine for damage.

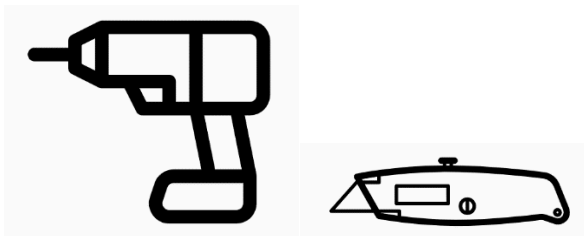
The shipping process can be hard on the machines, so please take the time to inspect the shipment carefully. This will mean you uncrating your machine, with, if possible, a cordless drill (with a Philips head screwdriver bit) and a utility knife or box cutter. You typically have a minimum of 15 minutes to inspect your machine and you always have the right to refuse any damaged shipment. If the driver attempts to pressure you to sign, refuse, and state you have a minimum of 15 minutes to inspect the machine. In most cases, the driver will comply and allow you to properly inspect the shipment.

In the event of damage, you must report it to the driver and NOTE IT ON THE DELIVERY RECEIPT and again, you always have the right to refuse a damaged shipment.

If you do not note the damage on the Delivery Receipt you are confirming that you received the goods in perfect condition and you release the shipping company from any liability on the shipment. Again, **any damage must be reported to the driver and listed on the paperwork and do NOT sign off on the shipment.** If you sign the delivery receipt and do not note any damages, you cannot claim damage afterward! Also, please immediately notify us at **715/212-8063** if you see any damage to your shipment.



Tools useful to uncrating your machine:



III. MOVING AND SETTING UP YOUR ARCADE MACHINE

Once you have received your Extreme Home Arcades machine from the freight carrier, the next step is to get your machine safely inside your house, apartment, residence or in some cases business.

Some of the machines are quite large and heavy (Megacade, Classic, Stealth, Pedestal, etc.) Please do not try and move these machines by yourself. It is best to get a minimum of 2 or 3 friends to help you. This will make the process easier, safer and will ensure the machine does not get damaged in the process.

Here are the general dimensions and weights for the machines:

- **MegaCade**
 - 4-Player: 48" X 38" D x 72" H, 265 pounds
- **Classic and Stealth**
 - 2-Player Single Piece: 30.5" W x 34" D x 72" H, 215 pounds
 - 2-Player Two-Piece: 36" W x 38" D x 72" H, 230 pounds
 - 4-Player: 48" W x 38" D x 72" H, 245 pounds
- **Pedestal**
 - 2-Player: 36" W x 28" D x 39" H, 80 pounds
 - 4-Player: 48" W x 29" D x 39" H, 95 pounds
- **Cocktail Table**
 - 2-Player: 30" W x 34" D x 31" H, 225 pounds

Some of the machines will not fit through a standard 34" doorway without removing the joystick/control panel. This section will help you do that.

REMOVING AND REATTACHING THE JOYSTICK/CONTROL PANEL TO MOVE YOUR ARCADE MACHINE THROUGH DOORS

If you have a 4-player machine or a large 2-player machine you may need to remove the joystick/control panel to get your machine through a 34" doorway. This can be done in 10-15 minutes. In addition to these instructions, please see the www.Youtube.com video: *Remove Joystick Panel from Megacade to Fit Through Standard doorway – Extreme Home Arcades*.

Note: A cordless drill with a Phillips-head screwdriver will make the process of removing your joystick/control panel easier and faster.



1. Remove 4-Screws in Your Main Volume Control Under Your Joystick/Control Panel.



The Main Volume Control on all uprights and pedestals is located UNDER the joystick/control panel (see photo). Look UNDER your joystick/control panel and you should see it glowing BLUE when your machine is turned on.

Unscrew the 4-screws holding the Main Volume Control in place and let it gently hang down from the cabinet.

- 2. FOR UPRIGHTS ONLY – Remove the lower back door on your machine. Carefully disconnect all cables coming out of the back of your joystick/control panel (looking inside the back of your machine) – see photo. Note: the exact number of cables can depend on the configuration of your machine. These are all quick disconnect cables. You can take a picture for reference if needed. You will plug all these cables back in when you re-install the joystick/control panel back on your machine when it is in its final resting place. The Youtube video previously referenced shows how to disconnect these cables if you would like additional information.**



- 3. YOU WILL NOW START TO REMOVE THE JOYSTICK/CONTROL PANEL OF YOUR MACHINE. BEFORE BEGINNING TO REMOVE THE JOYSTICK/CONTROL PANEL, HAVE ANOTHER PERSON OR 2 HOLD THE JOYSTICK/CONTROL PANEL. THIS CANNOT BE OVERSTATED. THE JOYSTICK/CONTROL PANEL IS FRONT HEAVY AND CAN FALL OFF THE MACHINE IF SOMEONE IS NOT HOLDING IT UP.**

4. On the joystick/control panel, remove the 2, SILVER OR BLACK Phillip-head screws (2" long) that hold your joystick/control panel shut. See the white arrows on the photos below for a Pedestal. For an Upright machine they will be located toward the front of the joystick/control panel (towards the monitor) - see the blue arrows on the photo. Note: DO NOT remove the smaller screws along the perimeter/outside edge of the joystick/control panel (these hold the protective plexiglass in place that cover your joystick/control panel top – see the yellow arrow on the next photo).



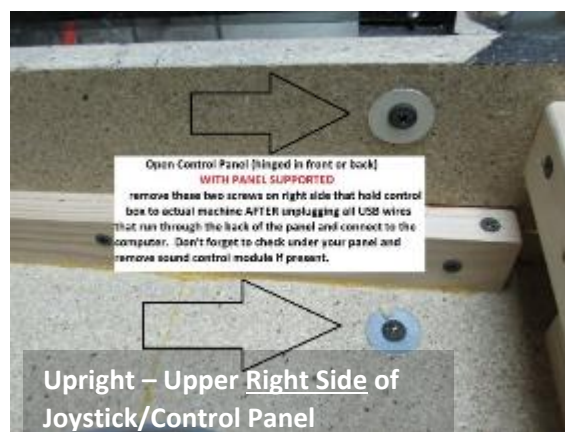
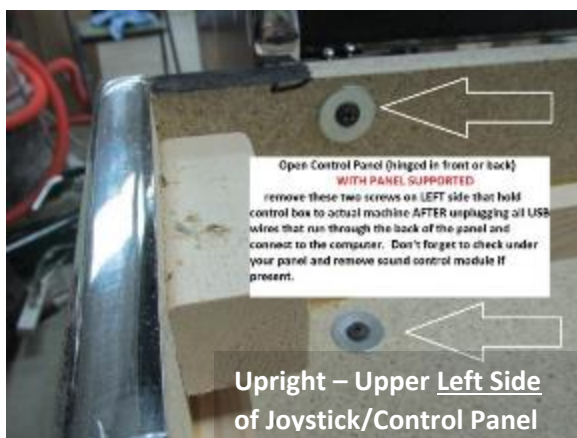
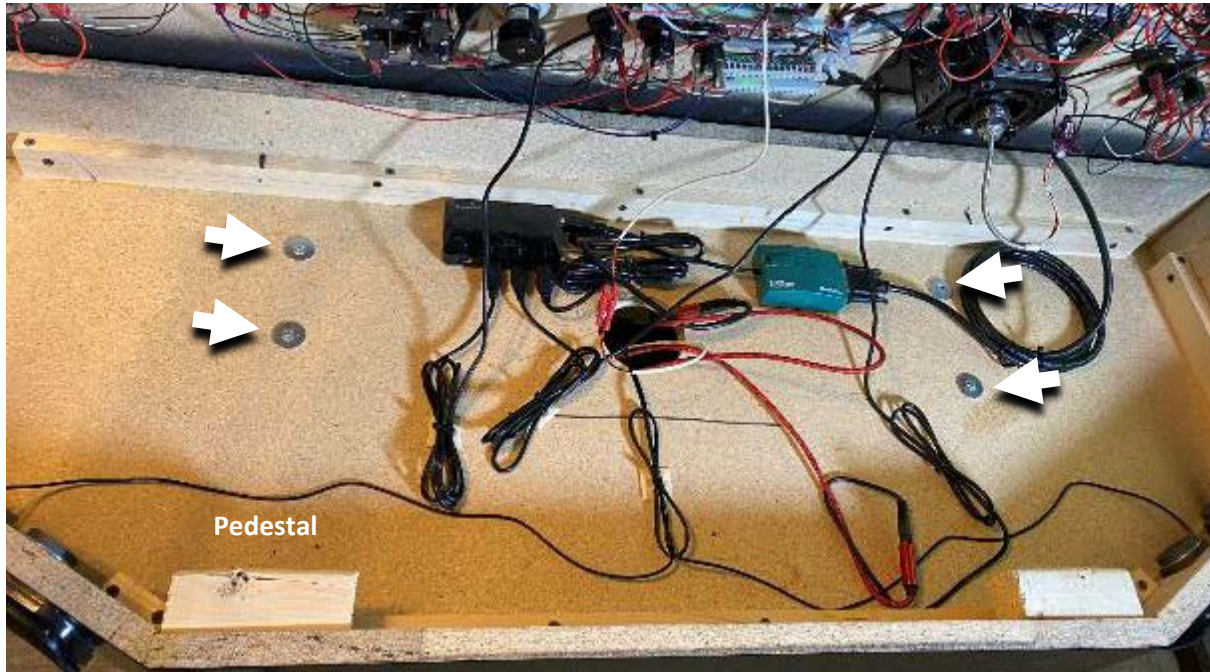
5. Lift up the joystick/control panel like the hood of your car (hinged in BACK on Pedestals – see photo; and in the FRONT on an Upright machine – see photo). Have a friend hold the joystick/control panel open so you can take out the 4-screws in the next step.



6. **FOR PEDESTALS ONLY – (Note: Pedestals can go through doors more easily than Uprights. You may have the option on a Pedestal to leave the wires connected in the machine and simply rotate the joystick/control panel 90-degrees to get through doors. In that case, you do not need to unplug the wires leading from the joystick/control panel to the main unit. If on the other hand, you need or want to completely remove the joystick/control panel from the main unit, you will need to unplug these wires). TO COMPLETEY REMOVE THE JOYSTICK/CONTROL PANEL FROM THE MAIN BOX ON YOUR PEDESTAL, UNPLUG THE 5 QUICK DISCONNECT CABLES BELOW – SEE PHOTO. THESE ARE QUICK RELEASE CABLES AND WILL COME APART EASILY). Take a photo to make sure you put these back correctly when the Pedestal is in its final resting place.**



7. AFTER SOMEONE IS HOLDING THE JOYSTICK/CONTROL PANEL remove the 4-screws that hold the joystick/control panel to the main cabinet. This is straightforward on pedestals (see photo – see white arrows) but slightly more difficult on some Uprights (see photo and the Youtube video previously referenced). **REMEMBER, BEFORE REMOVING THE LAST SCREW HAVE SOMEONE HOLD THE JOYSTICK/CONTROL PANEL SO IT DOES NOT FALL – DO NOT FORGOT THIS – OR THE JOYSTICK/CONTROL PANEL WILL FALL!**



8. With help from 2-3 friends remove the joystick/control panel from your machine (or rotate it 90 degrees for a pedestal if you did not unplug the wires).

9. Move Your Machine into its New Location

10. Carefully reassemble the machine.

The steps are:

- a. Put the 4-screws back in the joystick/control panel that hold it to the main box. Be careful not to pinch any wires as you screw the box unto the main panel;
 - b. Carefully reconnect the quick disconnect cables, if you unplugged them;
 - c. Close the joystick/control panel lid, again making sure not to pinch any wires;
 - d. Reinstall the 2, 2" long silver or black Phillips-head screws that came out of the top of the joystick/control panel.
 - e. Reinstall the Main Volume Control unit
11. Finally, before plugging in your machine take the time to remove the back door (upright), open the rear door (table top/pedestal), or pull out the locked sliding drawer (cocktail table) and double check that all parts are seated tightly in place. As noted earlier, shipping is hard on the machines and things do come loose sometimes.
12. Once your machine is in place, you are ready to plug it in and turn it on. Please see the Quick Reference Guide earlier in this manual for assistance.

IV. INTRODUCTION AND OVERVIEW - EXTREME HOME ARCADES MACHINES

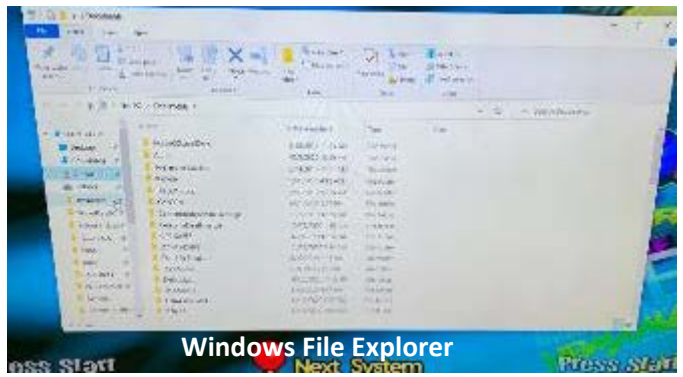
Extreme Home Arcades offers many types of arcade machine builds and cabinets. They include the Megacade, Classic, Stealth, Pedestal, Game Box, TableTop and Cocktail style machines. While the builds and cabinets are different, they all offer many, if not all, of the same arcade games and the same basic front-end and back-end software that runs the machines. This section of the manual gives you a basic overview of how Extreme Home Arcades machines are setup and what to expect when using them.

- A. **Extreme Home Arcades Machines and Emulators** – Extreme Home Arcades machines are sophisticated pieces of computer hardware and software that allow the user to play thousands of games on hundreds of systems on one machine. Computer emulators are used to emulate the original game/computer system. Emulating all of these different computer systems is complicated. That is why the machines are sometimes viewed more as a “hobby” than “plug and play” where you just turn it on and it works. All of this sophistication and ability to play tens of thousands of games on one system means that sometimes the user will encounter errors, problems, and glitches. This just comes with the territory. That said, most users are okay with that given the enormous range of games they can play on the systems.
- B. **Extreme Home Arcades Front-End (HyperSpin) and Back-End Software (Windows)** –

- A. **Front-End Software – HyperSpin:** When a user pushes the power button and turns on the machine it goes through a start-up procedure and eventually ends up at the “Main Wheel” or menu (see photo). This is the “front-end” of the system and is what users normally see when they use these machines. This “front-end” is called **HyperSpin**. This is what is used to navigate the many systems and tens of thousands of games on the machines. HyperSpin is controlled by the Player 1 and Player 2 joysticks. You can easily move through the HyperSpin menus. HyperSpin is covered in detail later in this manual.



- B. **Back-End Software – Windows:** Extreme Homes Arcade systems also use a “back-end” system – Microsoft Windows (see photo of Windows – Desktop and Windows File Explorer), to control the many complicated computer functions that it takes to run the emulators and games. Windows also has a section later in this manual. You will gradually get acquainted with both the front-end and back-end of the systems over time and this manual is designed to help.



C. Main Volume Control

The Main Volume Control on all Uprights and Pedestals is located under the joystick/control panel. It will be glowing blue when your machine is turned on. The Main Volume is controlled by turning the large dial that is lit up blue. Turn the dial right for the volume to increase and left for the volume to decrease. There is an on/off switch to turn the speakers on or off.



There is a headphone jack on the device and an AUX input jack for use with i-pods and other extremal devices. Most of the machines also have a large sub-woofer in the unit. The Main Volume Control unit has a dial to increase and decrease the sub-woofer.

D. Joystick/Control Panel Layout and AUX Switch and AUX Buttons

Below is a photo of a standard 4-player joystick/control panel. Your machine may or may not have all of the features of the joystick/control panel below or you may have selected a different button configuration. This section covers the items in the photo below and then looks closer at the next photo of Player 1's controls, the auxiliary switch, auxiliary buttons and trackball.

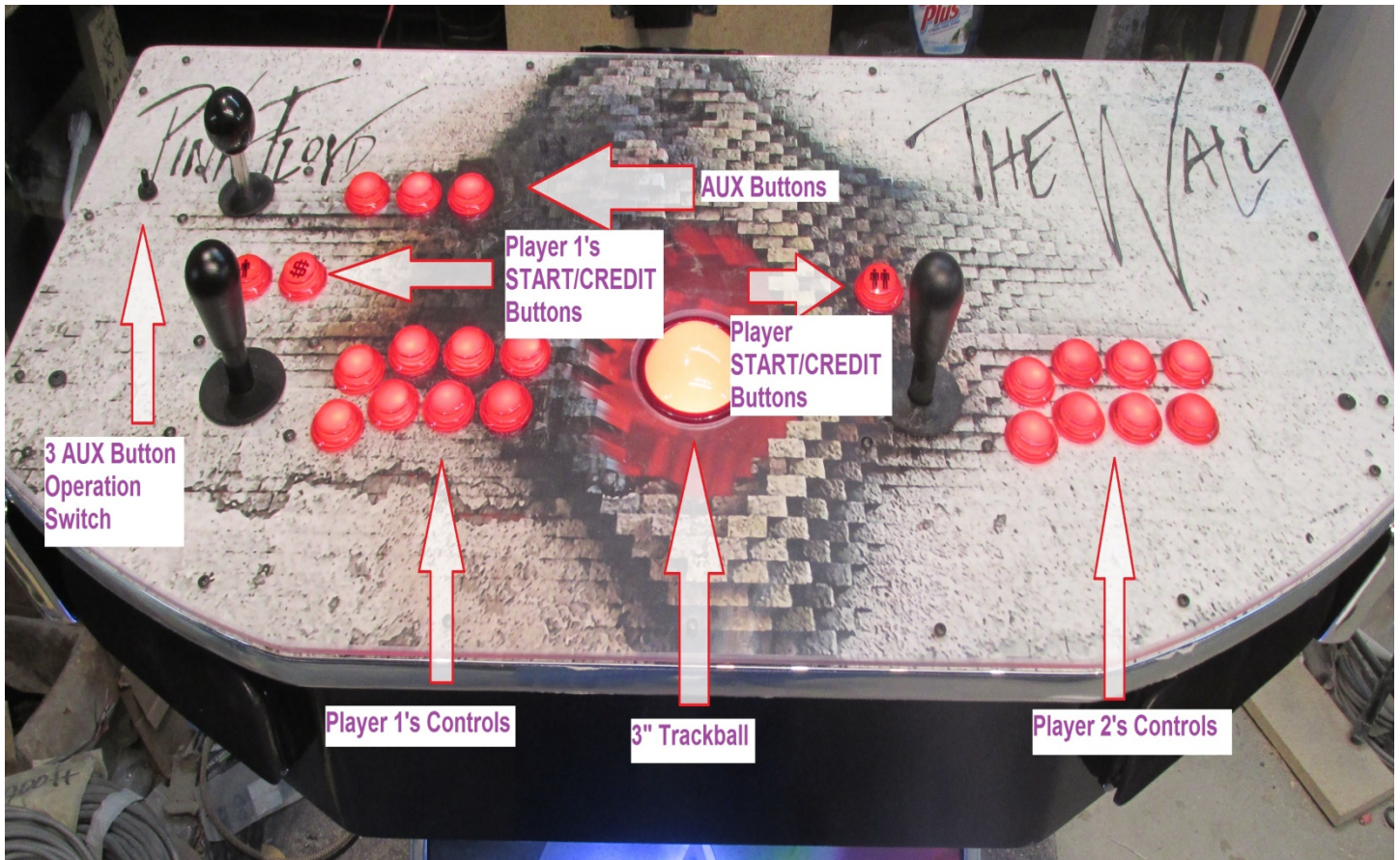


On a standard 4-player joystick/control panel, Player 1's and Player 2's controls are in the middle of the panel and Player's 3 and 4 Player's controls are on the ends. The 4-way joystick, at the top of the panel, is provided for games like Pac-Man and Frogger. These games used a 4-way joystick and not the standard 8-way joystick that is on the rest of the joystick/control panel. This machine also has a spinner which is used for games like Tempest and a Flight Stick which is used for games like After Burner and some of the original Star Wars games.

The photo below shows the standard button layout for Extreme Home Arcades machines. The photo below shows Player 1's control and buttons. Player 2, 3, and 4's are in the same layout. The Player 1 START Button looks like a single stick figure. The START Button for Player 2 looks like 2 stick figures and so on for Player's 3 and 4. The Credit Button, which looks like a dollar sign (\$), is used to credit arcade games. Player 1's buttons (1 through 8) are laid out in the order shown in the photo.



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.

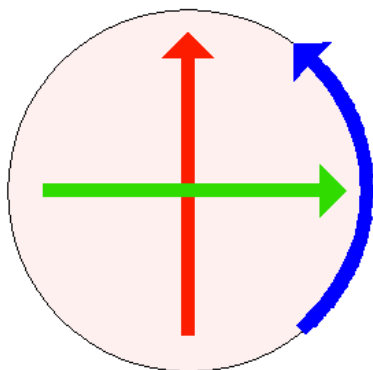
Trackball as a Mouse - The Trackball is in the center of the panel (see photo). **The Trackball can be used in games, but it can also be used as a mouse in the Windows back-end interface. Notice the AUX Switch in the upper left of the joystick/control panel. When the AUX Switch is switched to the RIGHT, the three AUX Buttons in the upper middle of the panel become the left, middle, and right buttons on a mouse. This is one way for navigation in the Windows back-end interface.** When the AUX Switch is in the left position it is the same as Player 1's, 1, 2, and 3 buttons. Also, for some bezeled games (games that have a frame around them to fit the screen) like Missile Command (which uses a trackball) it is best to keep the AUX Switch in the left position as you may "click" off the screen (into the bezel) and the game will become unresponsive until you click back on the active game "window" again.

If HyperSpin Ever Gets Stuck and Non-Responsive just Push and HOLD Player 1's 2nd Button + Player 1's START (OR SHIFT – SHAZAAM) 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 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: The joysticks and buttons on your joystick/control panel (as shown above) work for many, but not all games and game systems. For example, they will not work on the Nintendo 64, Nintendo Game Cube, PlayStation 1, 2, or 3, PSP (PlayStation Portable), DreamCast and many new PC games. These games require a wireless analog controller (like a PlayStation or Xbox controller).

E. Software Updates:

Extreme Home Arcades provide free software updates to customers. Customers only have to pay a small shipping fee.

F. Facebook Group – Extreme Home Arcades Owners Unite! And The Manhattan Project

There is a private group on www.facebook.com, called Extreme Home Arcades Owners Unite! This is largely a group of Extreme Home Arcades users and customers. The group freely shares information and helps its members by providing videos, tips, tricks, other resources, and how to troubleshoot and solve problems regarding their Extreme Home Arcades machines.

G. You Tube – Extreme Home Arcades Videos

www.youtube.com also have many helpful videos that assist you in learning your machine and helping you get the most out of it.

V. FIRST CHECKS

- A. **Upright Machines** - For upright machines they typically come configured for you and should be ready to go. Follow the instructions on the Quick Start Guide. You should be playing games in a few minutes.
- B. **Pedestals and GameBoxes** – For Pedestal and GameBox machines you are providing your own monitor. Therefore, it is important that your arcade machine and television/monitor have the correct settings. This is particularly true with 4K HDTVs.

If your arcade machine is not running at the correct resolution, it will be sluggish and some games will not display or run correctly.

Follow the directions below to setup your Pedestal or Game Box with a 4K HDTV.

- a. **Turn on your Pedestal or GameBox** (follow the directions in the Quick Start Guide).



- b. **At the Main Wheel in HyperSpin press the Player 1 or Player 2 Joysticks up or down the Main Wheel until you come to SYSTEM (see photo).** This is just above ARCADE (also known as Arcade Classics).

- c. **Press Player 1's START Button (white or black man icon on button) on SYSTEM.** This will put you in the System

Wheel in HyperSpin.

- d. **Use the Player 1 or Player 2 Joystick to the SYSTEM Wheel in HyperSpin to PROPERTIES (see Photo).**

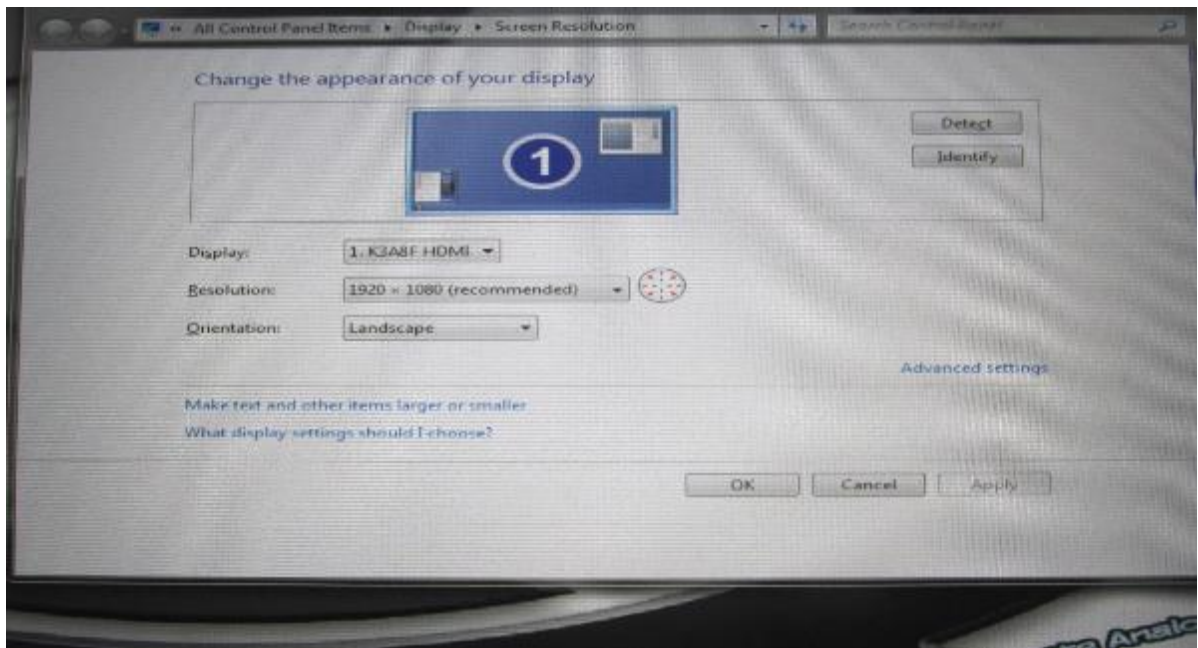


navigate up or down
ADJUST DISPLAY

- e. **Press Player 1's START Button to Select: PROPERTIES.**

ADJUST DISPLAY

- f. **Set “Resolution” to 1920 x 1080 (see Photo).** If the resolution is not set to 1920 x 1080 you will need to change it to this. In the “Introduction and Overview to Extreme Home Arcades Machines” section of this manual it was explained that the Trackball on your machine can be used as a mouse. You will use the Trackball as a mouse to change the resolution setting to 1920 x 1080, if it is not already set to this. Flip the AUX SWITCH so it is pointing to the RIGHT (see the Introduction and Overview section). When you do this the 3 AUX Buttons at the top of the Joystick/Control Panel will operate as the left, middle, and right, mouse buttons. Point with the Trackball to “Resolution” and use the Left Mouse Button to click on the down arrow next to Resolution and select 1920 x 1080. Then, point with the Trackball to APPLY and press the Left Mouse Button. If a Window pops up asking whether you want to keep this resolution point and click on OK or YES to keep this resolution.



VI. FRONT END - HYPERSPIN

This section is about HyperSpin, the “front-end” of Extreme Home Arcade machines. As indicated previously, HyperSpin is used to navigate the many systems and tens of thousands of games on Extreme Home Arcades machines. HyperSpin includes the menus you see (see photo), but also the commands that are used to load a game, pause a game, exit a game, create favorites, control settings in a game, etc. Like any new system, HyperSpin will take a little bit of time to learn, but eventually it will become second nature to you. HyperSpin uses the Joysticks and various button combinations on your Joystick/Control Panel to execute commands. This part of the manual will explain in detail how HyperSpin works and the various commands you can execute to load and control games. Below is the standard Joystick/Control Panel layout (as shown previously) and a short table of basic HyperSpin menu controls/commands. Appendix 1 contains a more comprehensive list of commands (it may be helpful to printout either the list below or Appendix 1 and have one of them posted near your machine for quick reference). Please note: Player 1 has been abbreviated to P1, Player 2 to P2 and so on. The table below shows a list of basic HyperSpin commands/controls. Additional details for most commands are contained later in this section.





HYPERSPIN BASIC MENU CONTROLS/COMMANDS TABLE

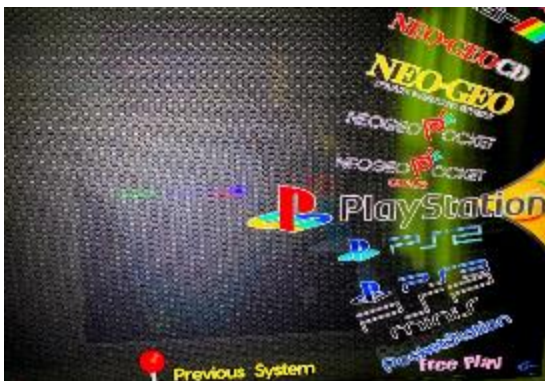
Item	Description
Turn on Arcade Machine	<ul style="list-style-type: none"> Press the Power Button on Top or Back of Machine
Turn Off/Shut Down Arcade Machine	<ul style="list-style-type: none"> HOLD DOWN P1's START Button (has 1 stick figure on it) and then Press P2's START Button (has 2 stick figures on it) and keep doing this one menu at a time, until the machine asks if you if you want to Shutdown. Then, point to Yes with the Joystick and press P1's START Button. Alternatively, you can hold down the Power Button you used to start the machine until the machine turns off.
Move Up or Down in a HyperSpin Wheel	<ul style="list-style-type: none"> Push UP or DOWN on P1's Joystick. (P2's Joystick works as well)
Select an Option in the HyperSpin Menu System (and Move Forward in the Menu System)	<ul style="list-style-type: none"> Push P1's START Button (P2's START Button works as well)
Move Backwards in a HyperSpin Menu	<ul style="list-style-type: none"> HOLD DOWN P1's START Button and then Press P2's START Button
Go Directly to the Letter of a Game when Searching for Games	<ul style="list-style-type: none"> When you are at a game menu in HyperSpin (like ARCADE Classics), Push LEFT on P1's Joystick and HOLD. Then, let go. Push LEFT on P1's Joystick again repeatedly to scroll through the alphabet. At the letter you want to select, press P1's START button.
Exit/Quit a Game at Any Time and Move Back to the Hyperspin Menu	<ul style="list-style-type: none"> HOLD DOWN P1's START Button and then Press P2's START Button
Add Credits to a Game	<ul style="list-style-type: none"> Press the \$ (Credit) Button for Each Player
Start a Game	<ul style="list-style-type: none"> Press P1, P2, P3, or P4's START Buttons (stick figures)
Pause a Game (in the middle of a game)	<ul style="list-style-type: none"> HOLD DOWN P1's START Button and press DOWN on P1's Joystick. To resume game, repeat the same command.

Restart a Game (in the middle of a game)	<ul style="list-style-type: none"> • Push LEFT on P1's Joystick and then Press P1's START Button
Access Player Menu (in the middle of a game) [Mapping joysticks/buttons, cheats, etc.]	<ul style="list-style-type: none"> • HOLD DOWN P1's 1 START Button and then Push RIGHT on P1's Joystick. To resume game, repeat same command. Warning: Do NOT make changes to "INPUT GENERAL," only "THIS MACHINE." This will be covered in detail later in this manual.
Create and Access Favorite (Games) in HyperSpin Menus (Note: Favorites are created by genre or game system – not overall)	<ul style="list-style-type: none"> • When you are at a game menu in HyperSpin (like ARCADE Classics), Press P1's 6th Button (2nd row, 3rd from the left), or alternatively, Push P3's Joystick DOWN
Turn Bevel Side Art On and Off	<ul style="list-style-type: none"> • Press P1's START Button and Push UP P1 Joystick
Filter Games by Genre (Fighting, Shooting, Sports, etc.) in a HyperSpin Game Menu	<ul style="list-style-type: none"> • When you are at a game menu in HyperSpin (like ARCADE Classics), Press P1's 5th Button (2nd Row, 2nd from left)
Refocus HyperSpin if it Stalls	<ul style="list-style-type: none"> • Move Trackball in a Circle and Push the LEFT Trackball Button (AUX Switch should be in Right position).
Reset Game or Machine if an Emulator/Game/Machine Hangs and Completely Stops Working	<ol style="list-style-type: none"> 1. HOLD DOWN P1's START Button and then Press P2's START Button (if this fails go to 2). 2. Press and Hold the Power Button Until the Machine Turns Off. Wait 30 seconds and turn machine back on. (Note: there are some additional things to try, but these are done in Windows and will be covered in the Back End/Windows section of this manual).

A. Boot Up -

When you push the power button and turn on one of the systems, the machine goes through a "boot-up" procedure. After about 20 seconds you will see an operating system logo and then a Windows Desktop which includes the Extreme Home Arcades contact information and logo. There is nothing to do at this point, just let the machine continue to "boot-up" and eventually the Windows desktop will disappear and a HyperSpin introduction movie will begin. Press any button or move any Joystick on the Joystick/Control Panel to skip the movie. This will take you to the HyperSpin Main Menu or Main Wheel.

B. Navigating HyperSpin Menus, Loading Games and Exiting Games



HyperSpin menus are easy to navigate. Push UP or DOWN on P1's Joystick (P2's Joystick works as well) to go through the HyperSpin wheel. HyperSpin boots up at the Main Wheel. The "Top of the Main Wheel" is SYSTEM or ARCADE (also known as Arcade Classics). For example, if you wanted to load a PlayStation game, at the Main Wheel you would push UP or DOWN on P1 or P2's Joystick until you came to PlayStation (see photo). Note: this can take a few second since there are so many emulators to choose, from but eventually you will see PlayStation.



To see the list of PlayStation 1 games you would **Press P1's START Button**. This is how you make selections in HyperSpin (i.e., press P1 or P2's START Button) or move forward in the menus. A list of available PlayStation 1 games will be displayed (see photo). If you wanted to go back to the Main Wheel from the PlayStation 1 wheel you would **HOLD DOWN P1's START Button and then Press P2's START Button**. You will be taken back to the Main Wheel. You go backwards in the HyperSpin menus by **HOLDING DOWN P1's START Button and then Press P2's**

START Button. To go back to the PlayStation 1 wheel of games **Press P1's START Button**. To load a PlayStation 1 Game, navigate to the game you want by pushing UP or DOWN on P1's (or P2's Joystick) and press P1's START button (or P2's START button) to load the game. Once you are in a game to exit or quit a game at any time: **HOLD DOWN P1's START Button and then Press P2's START Button**. This will take you back to the HyperSpin wheel you were at before you loaded the game.

C. Hyperspin Main Wheel Categories

HyperSpin Main Wheel categories are not alphabetized. You will eventually find your way around the Main Wheel over time. Some of the categories in the Main Wheel are by types of games such as: 4-Player games, Fighting Games, Light Gun Games, Racing Games, etc. while others are categorized by the game system/emulator (Commodore 64, PlayStation 1, Xbox), or by a specific kind of emulator launcher or other type of software product (Tecknoparrot, etc.). As mentioned before, the "Top of the Main Wheel" is SYSTEM or ARCADE (also known as Arcade Classics). Knowing the "top of the wheel" will help you get your bearings and assist you in finding the other categories and/or games you are looking for. New emulators and new games are added as they become available and these are done at no or very low cost to you.

Light Gun games are very popular with many of our users. It is best to load light gun games through the Light Gun Games category on the Main Wheel instead of going through a specific emulator (Arcade Classics, etc.). The reason is that the games are specifically mapped correctly for Light Guns, and not other devices. See later in this manual for a section on light guns.

D. Basic HyperSpin Commands

The previous table (or Appendix 1) shows a list of basic HyperSpin commands. Most of the commands are self-explanatory. Below are some additional notations:

- a. **Turn Off/Shut Down Arcade Machine** - Under normal circumstances, properly shutting down you arcade machine is easy. If you are in game **HOLD DOWN P1's START Button and then Press P2's START Button**. This will take you back to the HyperSpin menu you were in. To exit out of a game menu and go back to the Main Wheel, **HOLD DOWN P1's START Button and then Press P2's START Button**. At the Main Wheel, **HOLD DOWN P1's START Button and then Press P2's START Button one more time**. When you are asked if you want to Shutdown, point with the Joystick to Yes and press P1's START button. The machine will then shut down.

Sometimes an emulator will “freeze” and when you **HOLD DOWN P1’s START Button and then Press P2’s START Button, nothing happens.** When a machine freezes like this, you **can hold down the Power Button you used to start the machine** until the machines turns off. Then, wait 30 seconds and push the Power Button to turn the machine back on.



Another way to turn off your machine is to enter the “Back End” of the system (Windows) and select Shut down or Restart. To do this, HOLD DOWN P1’s START Button and push P2 Joystick UP. This is like pushing the “Windows” button on a keyboard. It brings up the Windows Start Bar menu. Make sure the AUX switch is to the right. Point with the Trackball to the Power Icon in the lower left corner. Click with the left mouse button on the Power icon and then select

“Shut down” or “Restart” and press the left mouse button again (see photo). This is also covered in “Back end” section of this manual.

- b. Navigating in HyperSpin** – To go up or down a HyperSpin menu press UP or DOWN on P1’s (or P2’s) Joystick. To select a menu item in HyperSpin push P1’s (or P2’s) START button. To move backward in a HyperSpin menu Hold Down and Press P1’s START button then press P2’s START button.



- c. Alphabetical List of Games in HyperSpin** – Some of the game systems in HyperSpin (like PlayStation 2) have hundreds of games. To make it easier to go to a specific game, HyperSpin allows you to go directly to specific letters of the alphabet. Suppose for example you wanted to find a game that started with the letter A on the PlayStation 2 wheel. You would push LEFT on P1’s Joystick and HOLD. This will bring up the letter A (see photo). If you press left or right on the joystick again it will take you

forwards and backwards through the alphabet. When you get to the letter you want, such as the letter A in this example, you press P1's START Button. This takes you directly to all the games in the PlayStation 2 wheel that start with the letter A.

- d. **Exiting a Game at Any Time** – To exit a game at any time Hold Down P1's START button and push P2's START Button. Under most circumstances, executing this command will take you back to a HyperSpin game menu. For example, if you are in the middle of a game and wish to leave, simply execute this command and you will immediately leave the game and be back at a HyperSpin menu. Occasionally, this command may not work. If the system freezes, simply shut down the machine following the commands in this section and restart it.
- e. **To Pause a Game** – If you are playing a game and you want to pause it **HOLD DOWN P1's START Button and press DOWN on P1's Joystick**. The game will immediately pause. To resume game, repeat the same command. The game will resume exactly where you left off.
- f. **To Restart a Game** – If you are playing a game and you want to start the game completely over, **push LEFT on P1's Joystick and then Press P1's START Button**. The game will reset and you will go back to the main menu where you can restart the game. This is helpful for example if you get off to a bad start in a game and just want to start over or, if in a new session you load a game you played at a previous time and the old game is brought up, you can execute this command and start a new game.
- g. **Accessing the Player Menu** – To access the Player Menu (see photo) **HOLD DOWN P1's START Button and then Push RIGHT on P1's Joystick**.



The Player Menu is extremely helpful. It allows you to see technical information about the game, see game cheats and other information, but most importantly it allows you to remap the game's controls. You can remap fire buttons, remap joystick controls, change a game so it is controlled by a steering wheel, flight stick or an Xbox/PlayStation type controller, etc.

Remapping joysticks, etc. is covered in detail later in the manual. **A critical thing to remember is that you should never change the selection "Input (general)." This globally changes ALL games on your arcade machine.**

When you go to remap a game, always select "Input (this Machine)" (see photo). This will only remap the current game and not all of the games on your machine. This distinction cannot be overstated. Again, when you remap a game ALWAYS select "Input (this Machine)." To select "Input (this Machine)" use the P1's Joystick to navigate to it and then push P1's START Button.



This photo shows the mapping layout for Ms. Pac-Man. To change the layout you would highlight the item to change (like P1 Up – Player 1 Up directional), push P1’s START Button to erase it and then press the new button or joystick direction or peripheral to map the new item to. To return to the game, you would select “Return to Previous Menu” and press P1’s START Button and then select “Return to Machine.”

- h. **Favorite Games** – Because your arcade machine comes with thousands of games it is helpful to create favorites. In HyperSpin you create a list of favorite games by system or menu wheel (i.e., PlayStation, Nintendo Game Cube, Sega Genesis, etc.). There is no capability to create an overall list of favorites.



For example, in the HyperSpin Main Wheel, go to ARCADE (also known as Arcade Classics) and push Player 1’s START Button. You will be at the ARCADE wheel. Navigate to a game that you like. Press P1’s 6th Button (on a standard Joystick/Control Panel layout it is on the second row, third button over to the right – also see the Introduction and Overview section of this manual).

To add the game to your Arcade wheel Favorites list use the P1 Joystick to highlight “Add to favorites” (see photo). Then, press P1’s START Button. Notice, that the screen now says “Remove from favorites.” Push up on P1’S Joystick to select “View Favorite Games” and then push P1’s START Button. Push P1’s Joystick to scroll down through the list. These are all the games on the ARCADE wheel that are on your Favorites. Navigate to the game you added. You could load the game by pressing P1’s START button but we won’t now. To remove the game

from your ARCADE Favorites wheel press P1's 6th Button again and navigate to "Remove from favorites" and push P1's START Button. You can easily manage your favorite lists with these commands. Press and HOLD P1's START button and press P2's START button to go back to the previous menu.

i. Turn Bevel Side Art On and Off



the games in your machine have a format that does not use the whole screen. Many of these games have beveled art that fills the screen. You can toggle the beveled art on or off depending on your preference. In the photos above, the left photo has beveled turned on, while the right photo has the art turned off. To toggle the beveled art on or off in the game, **press P1's START Button and Push UP on P1's Joystick.**

j. Filter Games by Genre



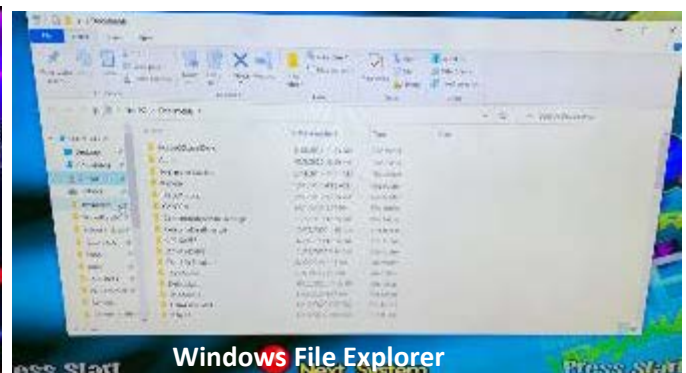
HyperSpin allows you to filter games by game genre. The command to do this is to push P1's 5th Button (on a standard Joystick/Control panel layout the button is on the second row, 2nd button from the left – see also the Introduction and Overview section of this manual). For example, on the HyperSpin Main Wheel, go to ARCADE (also known as Arcade Classics) and push P1's START Button. This will load the Arcade Classics wheel. To filter the games on the Arcade Classics wheel by genre press P1's 5th button (see photo). The games are now arranged by genre or type. For example some of the many categories are casino, climbing, driving, fighter, flying and gun games to name a few. At

driving, press P1's START button and all of the driving games in Arcade Classics are listed on a new menu wheel.

- k. **Adult Games Wheel Category – On or Off** - There are adult games on the machine that may not be appropriate for children. You can turn the “Adult” wheel category off in HyperSpin so it does not display when you go through the Main Wheel. Navigate to “SETTINGS” on the Main Wheel and press P1’s Start Button. In the SETTINGS Wheel navigate to either “Disable Adult Menu” or “Enable Adult Menu” and then press P1’s START Button.
- l. **Troubleshooting HyperSpin Problems** - From time to time, HyperSpin can get “stuck” and/or be non-responsive. This is because there are many tens of emulators and tens of thousands of games on the system and like any computer system it will sometimes will freeze. If you Hold P1’s START Button and Press P2’s START button and nothing happens, here are some troubleshooting things to try:
- (Windows ALT-TAB) - HOLDS P1’s SECOND Button and then push P1’s START Button, THEN push Right on P1’s Joystick. Each time you press right on P1’s joystick you will see the active windows running and can cycle through them. Let go of the buttons when you are on the highlighted window you want to control. This is like pressing ALT+TAB in Windows. Sometimes this will refocus HyperSpin.
 - Push the AUX switch to the right, then move the Trackball in a circle and push the left trackball “mouse” button. Sometimes this will refocus HyperSpin.
 - Restart the machine by going to the Windows Start Bar, pointing and clicking on Power and then pointing and click on Restart. Hold Down P1’s START Button and Push P2s Joystick UP – this will bring up the Windows Start Bar Menu. Point with the Trackball on the Power icon in the lower left of the screen. It will say Power. Press the AUX LEFT mouse button. Then, point with the Trackball to “Restart” and press the AUX LEFT mouse button. This will restart the machine.
 - Restart the machine by holding down the Power Button you used to start the machine until the machines turns off. Then, wait 30 seconds and push the Power Button to turn the machine back on to restart it.

VII. BACK-END WINDOWS

As indicated earlier, Extreme Home Arcades machines use a “back-end” system – Microsoft Windows (see photo of Windows – Desktop and Windows File Explorer), to control the many complicated computer functions that it takes to run the emulators and games. In this section we will introduce the back-end Windows interface to you in a little more detail.

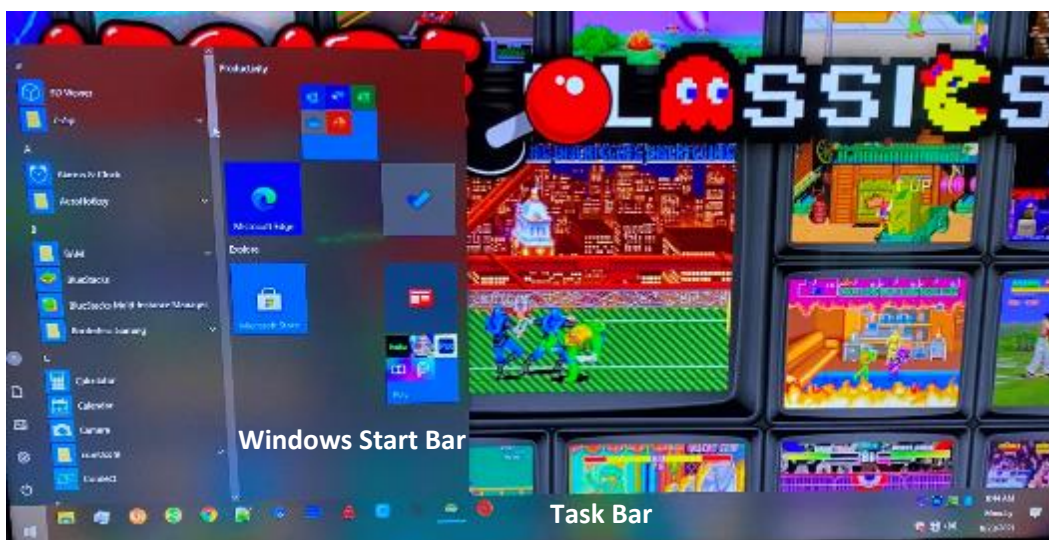


ck End

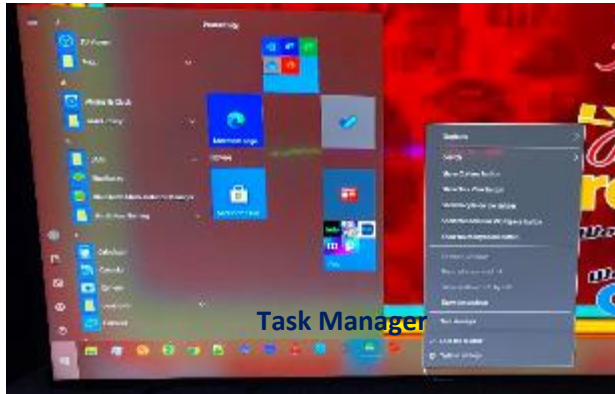
Windows

Commands

- a. **Getting to the Windows Start Bar Menu** – From HyperSpin, you can go to the Windows Start Bar Menu by holding Down P1’s START Button and pushing P2’s Joystick UP – this will bring up the Windows Start Bar Menu (see photo). This is your first look behind HyperSpin and at Windows. You can do a number of things from the Windows Start Bar (see below). If you want to scroll down the list of available programs, point with the Trackball at the vertical scroll bar (see photo) and push the LEFT AUX Mouse Button and push the Trackball down. If you want to go back to HyperSpin, make sure the AUX Switch is Right, point with the Trackball outside of the Windows Start Bar (on to the HyperSpin part of the screen) and then press the right AUX mouse button. This will close the Windows Start Bar.

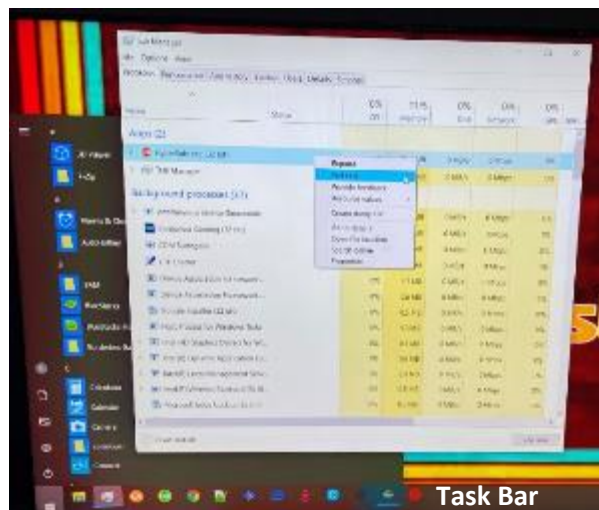


b. Getting to the Windows Task Manager and Closing/Ending Tasks and Programs -



It is important to understand how to get to the Windows Task Manager. The reason is that from the Windows Task Manager you can End Tasks and close programs that are no longer working or have frozen. To get to the Windows Task Manager do the following:

- i. From HyperSpin hold Down P1's START Button and Push P2s Joystick UP to bring up the Windows Start Bar Menu.
- ii. At the very bottom of the screen is the task bar – it shows a number of different programs running. Point with the Trackball to an open space on the task bar. Press the RIGHT AUX Mouse Button. This will bring up a list of options (see photo above).
- iii. Point with the Trackball to Task Manager and press the LEFT AUX mouse button to select it (see photo above).



- iv. You can then point to the program that you want to close and press the RIGHT AUX mouse button and select End Task to close the program that is no long functioning (see photo).

c. Getting to File Explorer – Sometimes you may need to get to Windows File Explorer to find a file, move a file or delete a file. This is an easy way to load Windows File Explorer.



- i. Hold Down P1's START Button and Push P2s Joystick UP – this will bring up the Windows Start Bar Menu.
- ii. Make sure the AUX switch is to the right. Point with the Trackball to left side of the screen to the Picture icon (it is

above the Flying Windows Icon and above Power and Settings) – it will say “Pictures.” Press the left AUX mouse button to select it.

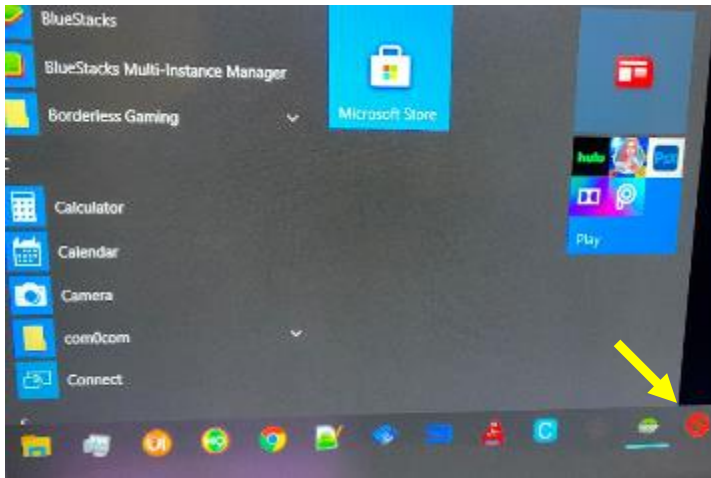
iii. Filer Explorer should now be shown on the screen.

d. Getting to the Windows Desktop (Terminating HyperSpin)– Sometimes you may want to

terminate HyperSpin and just work from Windows on your system (installing new drivers, copying files, etc.) Here is how you do that.

i. Hold Down P1’s START Button and Push P2s Joystick UP – this will bring up the Windows Start Bar Menu.

ii. On the Taskbar at the bottom of the screen find the Red Circle with a line through it (this is the Terminate HyperSpin command). If



you hover over this icon it will say “TERMINATE HYPERSPIN.” Double click with the AUX LEFT mouse button. This will terminate HyperSpin and it will put you at the Windows Desktop.

iii. If you want to reload HyperSpin, point with the Trackball to the START SUPER ARCADE icon on the desktop and double click the AUX LEFT mouse button. HyperSpin will start.

e. Cycling Through Programs Running - Windows ALT-TAB – Sometimes it is helpful to be able to cycle through the programs that are actively running on your arcade machine. In Windows this is done by pressing the [ALT]-[TAB] keys simultaneously. To do this on your arcade machine do the following:

- i. HOLDS P1’s SECOND Button and then push P1’s START Button, THEN push Right on P1’s Joystick.
- ii. Each time you press right on P1’s joystick you will see the active windows running and can cycle through them.
- iii. Let go of the buttons when you are on the highlighted window you want to control. This is like pressing ALT+TAB in Windows.

VIII. HYPERSEARCH

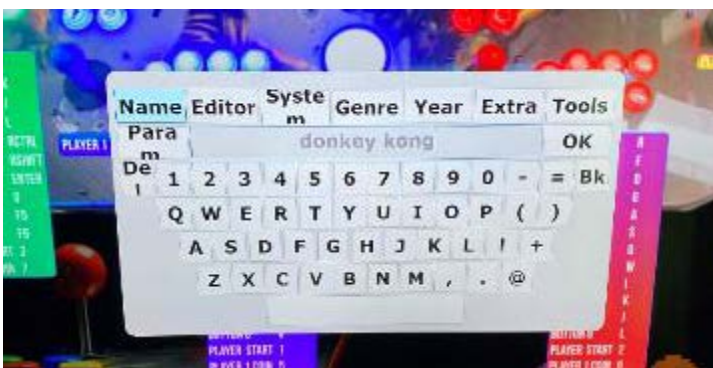


Hypersearch is on the Main HyperSpin Wheel (see photo). It allows you so to search for a game across all emulator systems. It is a useful tool for trying to locate a game if you do not know what system the game was released on.

In the Main HyperSpin Wheel navigate to Hypersearch. It is near the SYSTEM and ARCADE wheels.



When stop on Hypersearch a photo and graphic is displayed (see photo).



Press P1's START Button and a keyboard will be displayed (see photo). Use the Trackball and the left AUX Mouse Button you can click on letters and enter the game you want to find. The default selection is to search by name, but you can also search by editor, system, genre, year, etc. In the example, the user is searching for games with "donkey kong" in the title. To execute the search just click on "OK."



70 some games, across many systems are displayed. To select a game, just click on it with the left AUX Button. The game will then be loaded.

IX. MOVIES



To watch preloaded movies on your arcade machine go to the Main HyperSpin wheel and navigate to **Movies** (also known as HyperSpin Theater) and press P1's START Button. This will load the Movies Wheel.

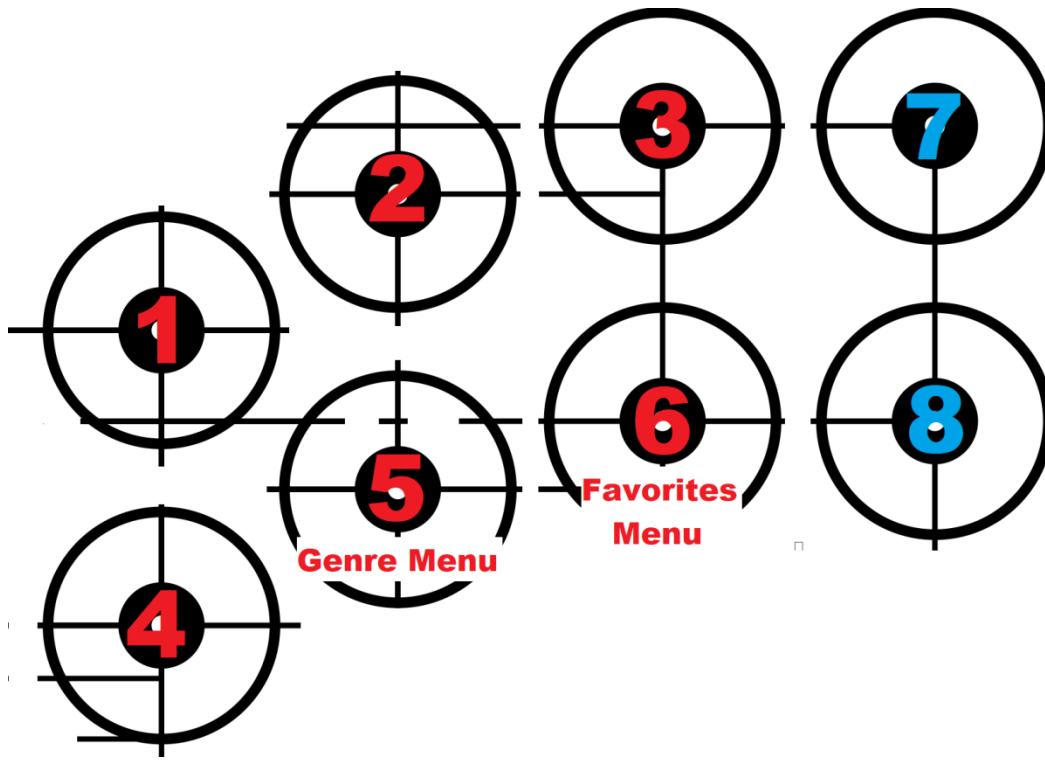
Navigate to a movie you would like to watch and press P1's START Button to load it. Below is a table that shows some helpful movie commands.

EXTREME HOME ARCADES – MOVIE COMMANDS

Item	Description
Pause Movie	<ul style="list-style-type: none">• Push P1's Button 3. Push it again to resume the movie.
Fast Forward 10 seconds	<ul style="list-style-type: none">• Push P1's Joystick RIGHT once
Reverse 10 seconds	<ul style="list-style-type: none">• Push and hold P1's Joystick RIGHT
Go Back 10 seconds	<ul style="list-style-type: none">• Push P1's Joystick LEFT once
Reverse	<ul style="list-style-type: none">• Push and hold P1's Joystick LEFT
Increase Volume	<ul style="list-style-type: none">• Push P1's Joystick UP
Decrease Volume	<ul style="list-style-type: none">• Push P1's Joystick DOWN
Crop/Change Screen Size	<ul style="list-style-type: none">• Push P1's Button 7

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.

X. PERIPHERALS

- a. Peripheral and Mapping Overview
- b. Joysticks
- c. Trackball
- d. Wireless Analog Controllers
- e. Light guns
- f. Flight Stick
- g. Steering Wheel/Pedals
- h. Dolphinbar Nintendo Wii Light Bar and Controllers
- i. Dance Dance Revolution Dance Pad Controller
- j. Spinner
- k. HyperMarquee

COMMON ERRORS AND PROBLEMS

A. Joysticks, Trackball, Joystick Buttons and/or AUX Buttons Non-Responsive (IPAC Reset)

IPAC RESET

Here is the simple IPAC RESET that should get your panel responsive but if not we can try a few other proven tricks :)

Fix:

When machine is fully up and running, PUSH AND HOLD Player 1's START button then add **Player 1's 2nd Button (NOT Player 2's START button)** and hold both together for about 15 seconds, release. (this will switch the **IPAC into Mode 2**, *nothing will prompt this on the screen, it just changes the mode on the actual input board inside your machine*)

Wait 5 Seconds

2. PUSH AND HOLD **Player 1's START** button then add **Player 1's 1ST** Button for about 15 seconds, this should reset the IPAC into "**Mode 1**" and allow normal control of your panel again... *nothing will prompt this on the screen, it just changes the mode on the actual input board inside your machine.*

You should then be able to navigate HyperSpin as normal.

If this still does not work try this:

Bring up the Windows START BAR (Player 1's START button HELD Down then push **Player 2's** Joystick UP)

Can you navigate with your Trackball (PC Mouse) and upper left Trackball Button (left mouse click) next to your upper 4-way joystick with toggle switch to the RIGHT to Enable Mouse Buttons, move your mouse cursor to the bottom Windows START BAR or Look for the Gear ICON (Settings) and click on it.

Then Click on DEVICES and see if you see the IPAC 4 listed, does it show a driver error or any other error next to it? If it does have an error just select "REMOVE Device" and reboot your machine,

Working now ?

XI. SOFTWARE UPDATES

i. Install Instructions

APPENDIX 1

EXTREME HOME ARCADES - HYPERSPIN BASIC MENU CONTROLS/COMMANDS TABLE

Item	Description
Go to Windows Backend System	<ul style="list-style-type: none"> <u>HOLD DOWN P1's START Button and push P2 Joystick UP.</u>
Windows Task Manager (ALT + TAB)	<ul style="list-style-type: none"> <u>HOLD DOWN P1's 2nd Button and then HOLD P1's START Button and then each time you push P1's Joystick Right button you cycle through active windows</u>
Access Player Menu (mapping peripherals, cheats, etc.)	<ul style="list-style-type: none"> <u>HOLD DOWN P1's START button and push P1 Joystick RIGHT.</u> To resume game, repeat same command. Warning: Do NOT make changes to "INPUT GENERAL," only "THIS MACHINE."
Pause a Game	<ul style="list-style-type: none"> <u>HOLD DOWN P1's START Button and press DOWN on P1's Joystick.</u> To resume game, repeat the same command.
Restart a Game	<ul style="list-style-type: none"> Push LEFT on P1's Joystick and then Press P1's START Button
Turn on Arcade Machine	<ul style="list-style-type: none"> Press Power Button on Top or Back of Machine
Turn Off/Shut Down Arcade Machine	<ul style="list-style-type: none"> <u>HOLD DOWN P1's START Button and then Press P2's START Button and</u> keep doing this one menu at a time, until the machine asks if you if you want to Shutdown. Point to Yes with the Joystick and press P1's START Button. Alternatively, hold down the Power Button until the machine turns off.
Move Up or Down in a HyperSpin Wheel	<ul style="list-style-type: none"> Push UP or DOWN on P1's Joystick.
Select an Option in the HyperSpin Menu System (and Move Forward in the Menu System)	<ul style="list-style-type: none"> Push P1's START Button
Move Backwards in a HyperSpin Menu	<ul style="list-style-type: none"> <u>HOLD DOWN P1's START Button and then Press P2's START Button</u>
Exit/Quit a Game at Any Time and Move Back to the Hyperspin Menu	<ul style="list-style-type: none"> <u>HOLD DOWN P1's START Button and then Press P2's START Button</u>
Add Credits to a Game	<ul style="list-style-type: none"> Press the \$ (Credit) Button for Each Player
Start a Game	<ul style="list-style-type: none"> Press P1, P2, P3, or P4's START Buttons (stick figures)
Favorites	<ul style="list-style-type: none"> Press P1's 6th Button
Go Directly to the Letter of a Game when Searching for Games	<ul style="list-style-type: none"> Push LEFT on P1's Joystick and HOLD. Then, let go. Push LEFT on P1's Joystick again repeatedly to scroll through the alphabet. At the letter you want to select, press P1's START button.
Filter Games by Genre	<ul style="list-style-type: none"> Press P1's 5th Button
Turn Bevel Side Art On and Off	<ul style="list-style-type: none"> Press P1's START Button and Push UP P1 Joystick

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)

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 of 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

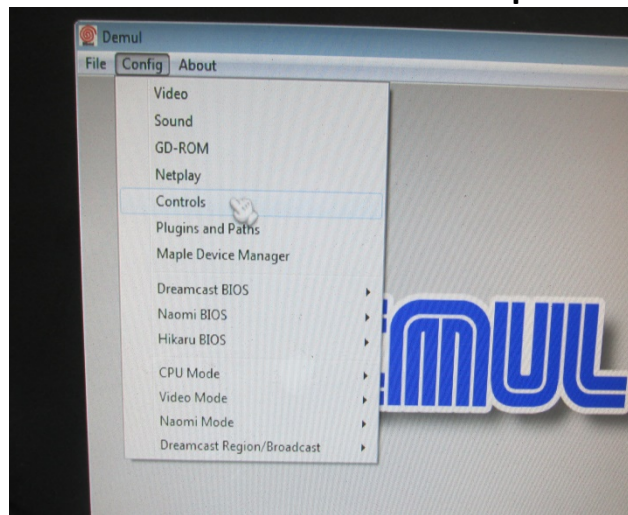
Dreamcast and Naomi

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

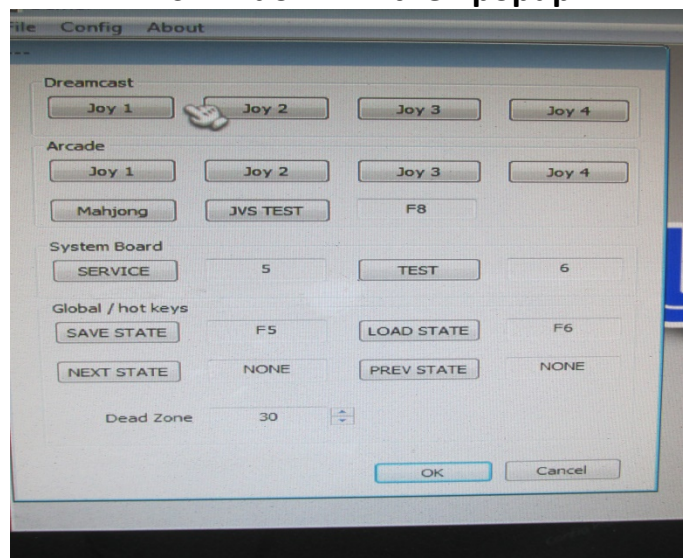
You can change your Dreamcast and Naomi Settings just like you would do for other emulation systems in the UTILITY FOLDER (directly above “Arcade Classics” on the Main Wheel)

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

3.



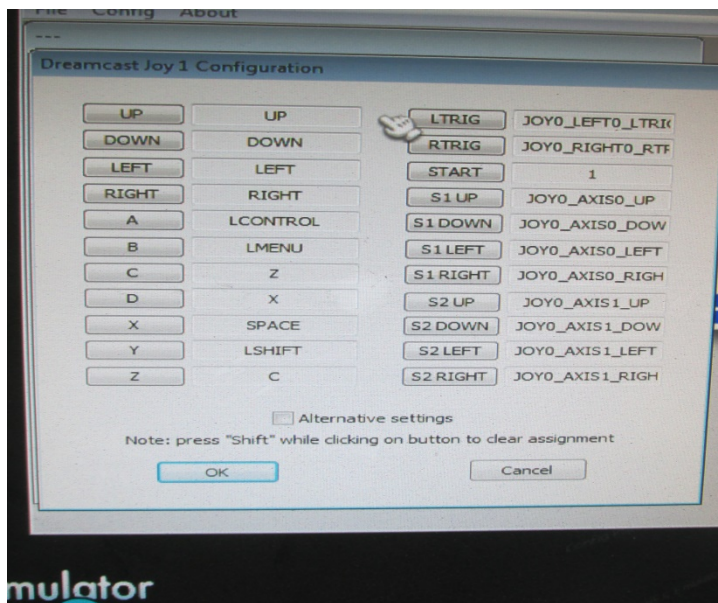
This window will then popup:



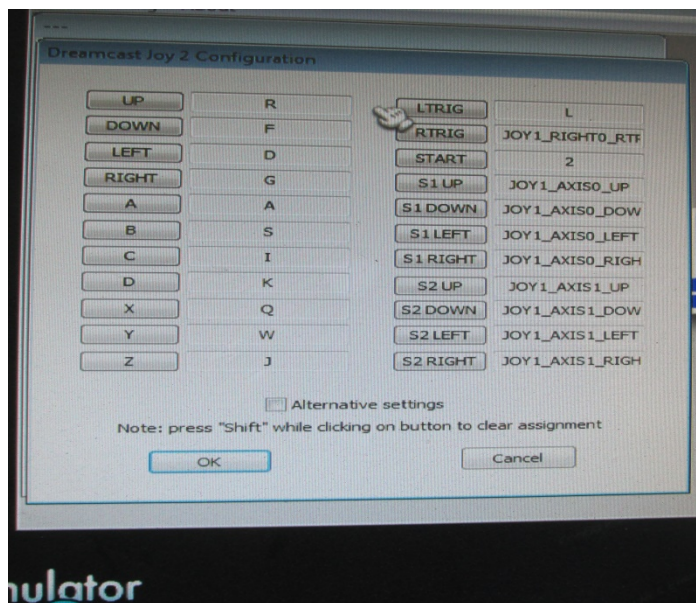
- Click on Joy 1 or Joy 2 for DreamCast Controls OR Click on Joy 1 or Joy 2 under “Arcade” for NAOMI controls

Default Controls are listed below:

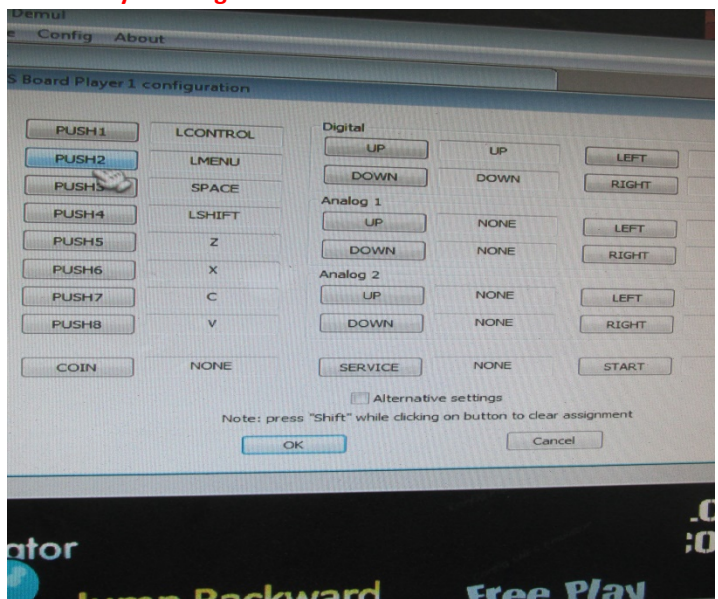
DreamCast Joy 1 Configuration



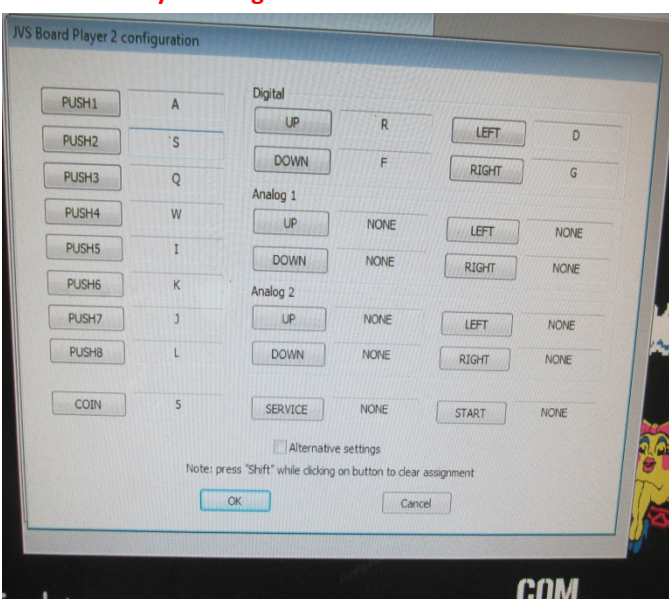
Dreamcast Joy 2 Configuration



NAOMI Joy 1 Configuration



NAOMI Joy 2 Configuration



5. 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.

Used For:

All Arcade

All Console Systems up to N64 (not including N64)

Pinball Emulation

Everything Else...

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 then 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.

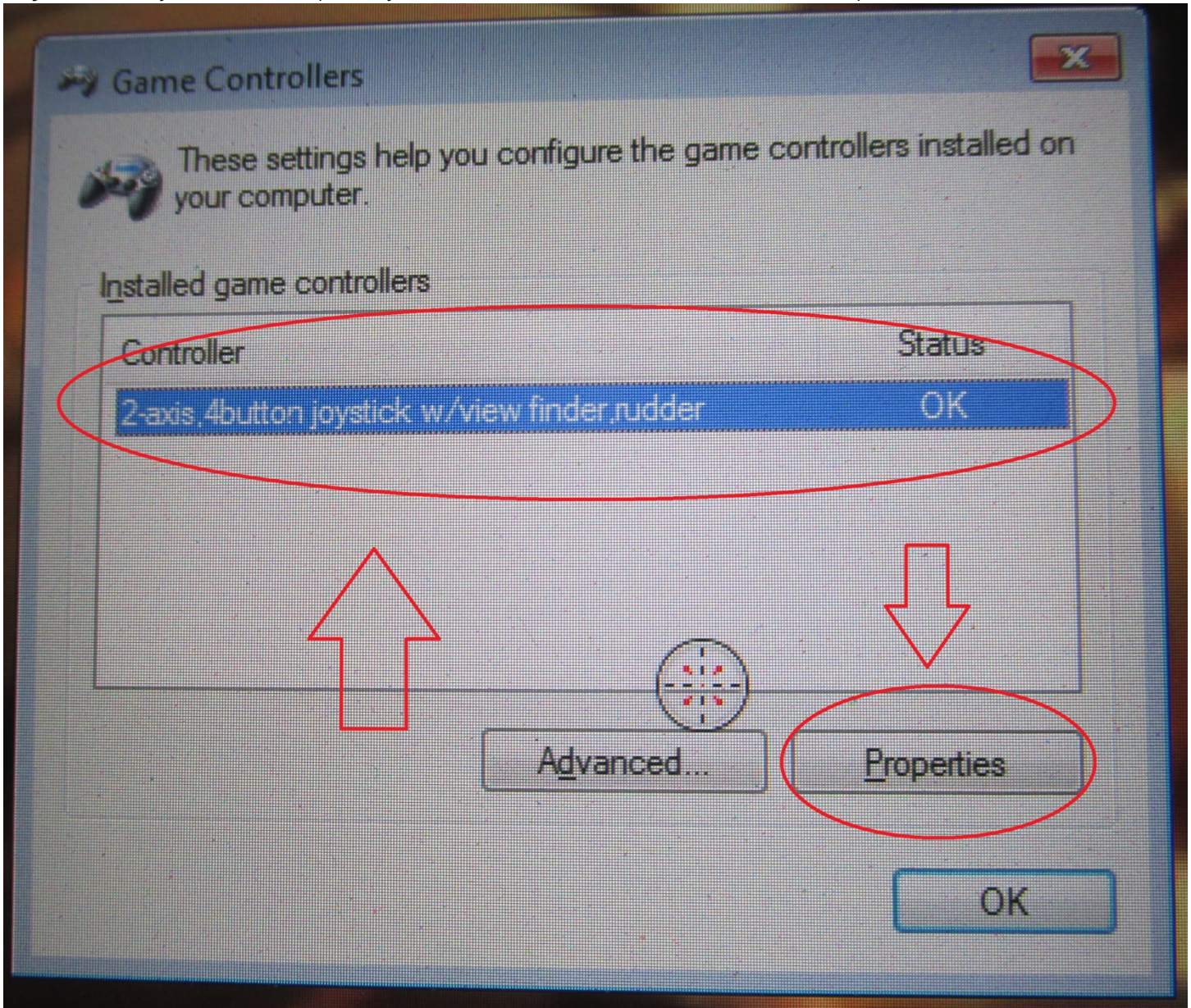
***In Menu use PLAYER 1'S 1ST button
to ENTER the next menu (select button)***

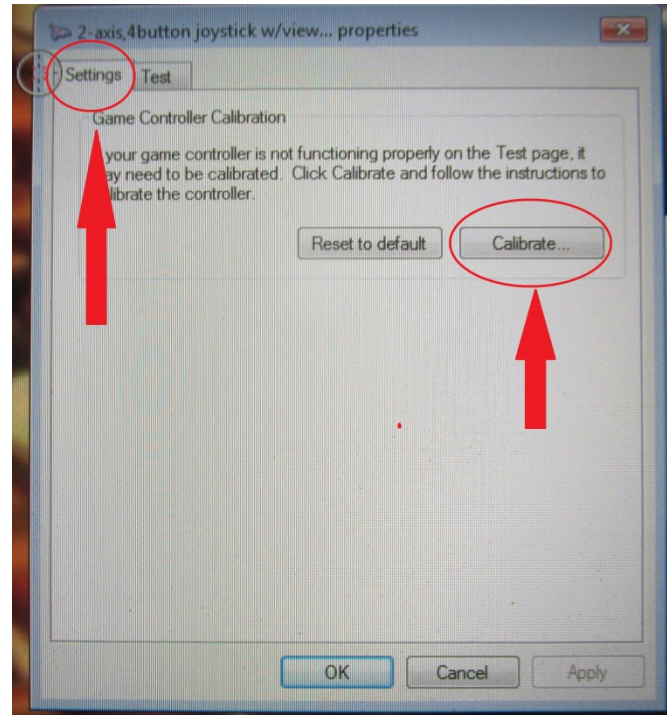
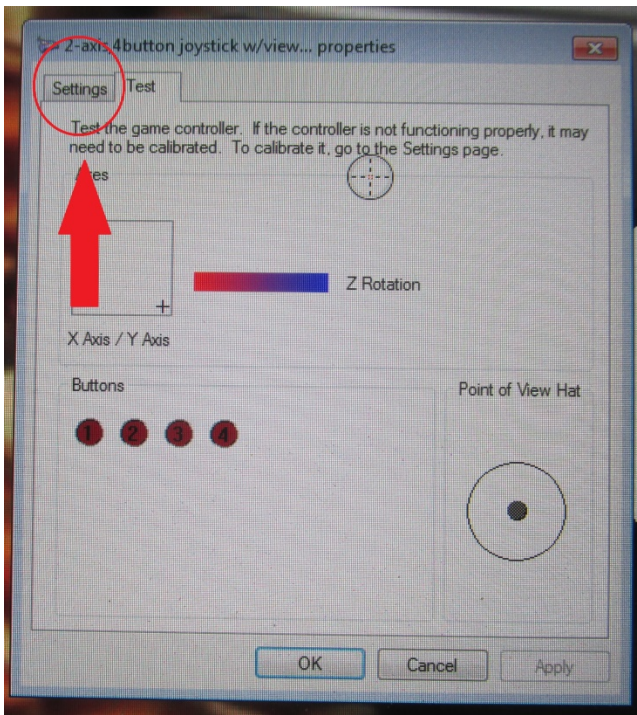
Special Controls

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...



Option	Input
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	

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

← 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...

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 Keyboard and Mouse Normal	Mode 1B Keyboard and Mouse Multimedia	Mode 2 Keyboard and Mouse Game	Mode 3 Game Controller	Mode 4 Wii Remote Emulation for Dolphin emulator
Wii Remote	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	
Nunchuk					Button 6	
					Button 12	
		-	-		Analog X/Y	
Classic Controller		-	-		Button 7	
		-	-		Button 8	
		-	-	-	Button 1	
		-	-	-	Button 2	
		-	-	-	Button 3	
		-	-	-	Button 4	
		-	-	-	Button 5	
		-	-	-	Button 6	
		-	-	-	Button 7	
		-	-	-	Button 8	
Classic Controller		-	-	-	Button 9	
		-	-	-	Button 10	
		-	-	-	Button 12	
		-	-	-	POV	
Classic Controller		-	-	-	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)

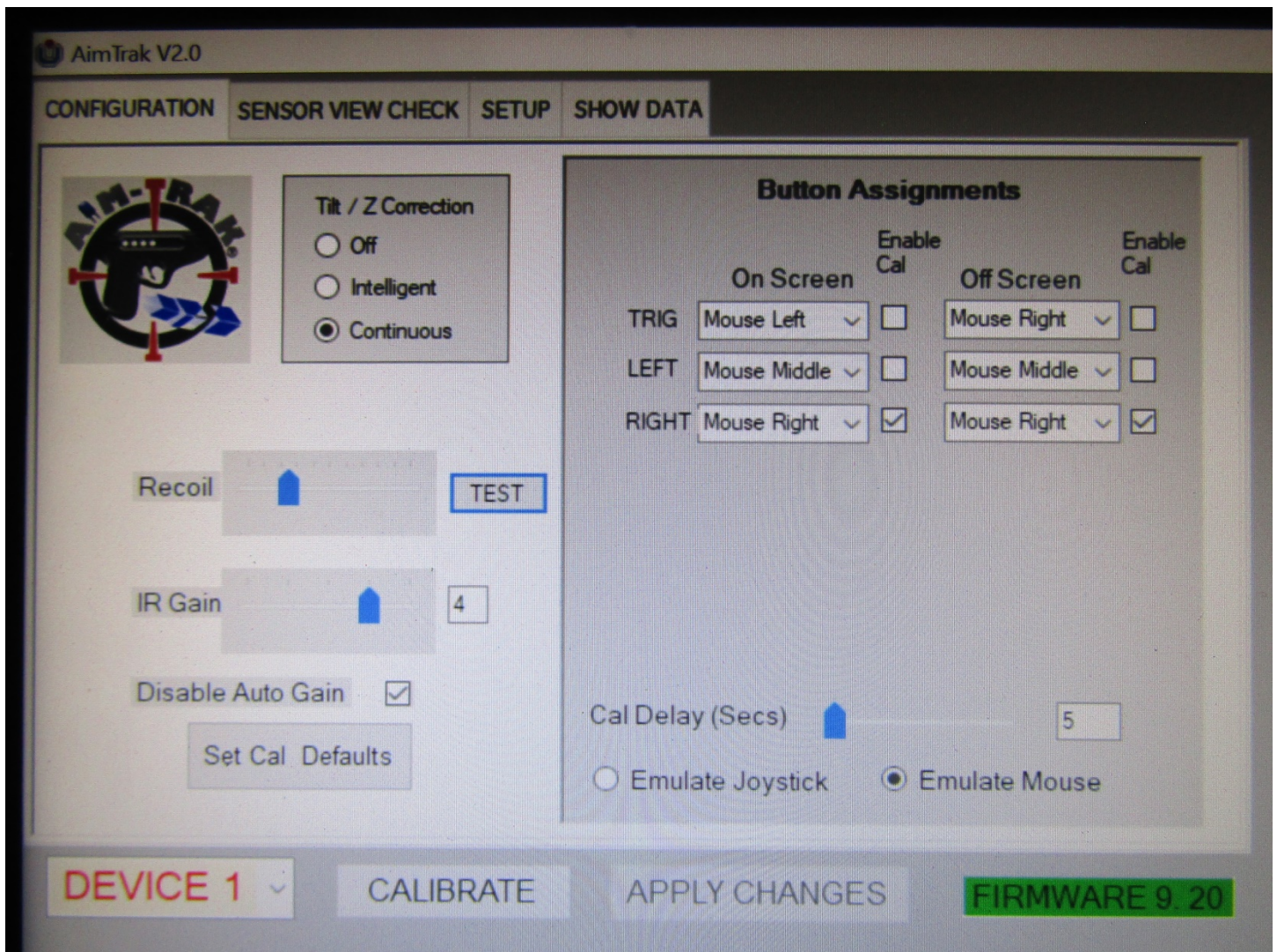
Light Guns may lose their configuration settings from time to time.

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.**

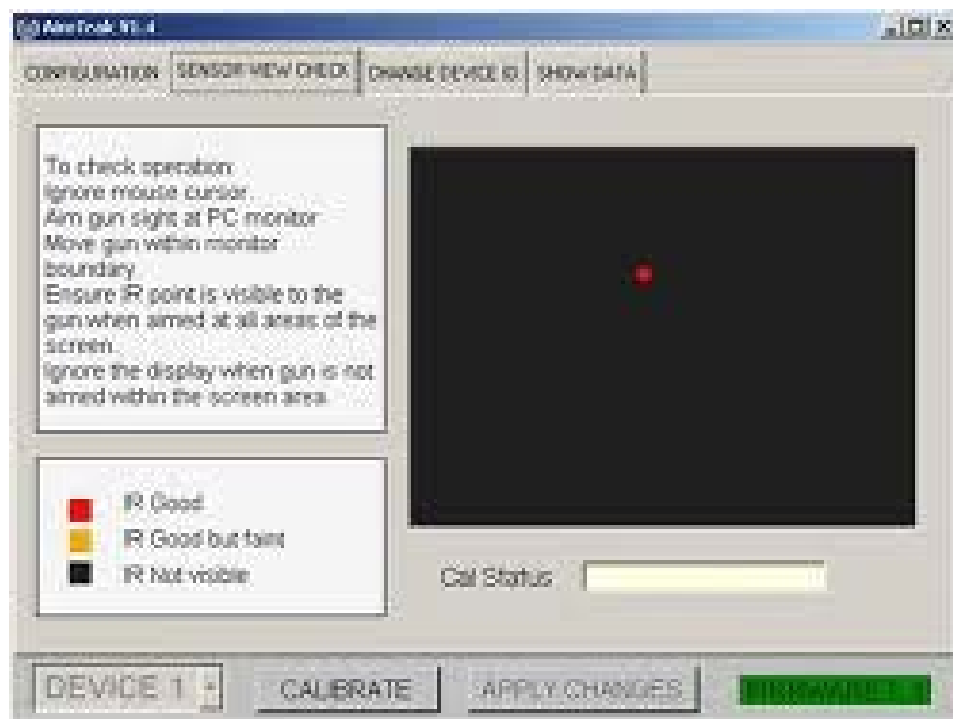
YOU CAN THEN CLOSE THIS MENU

****** 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)

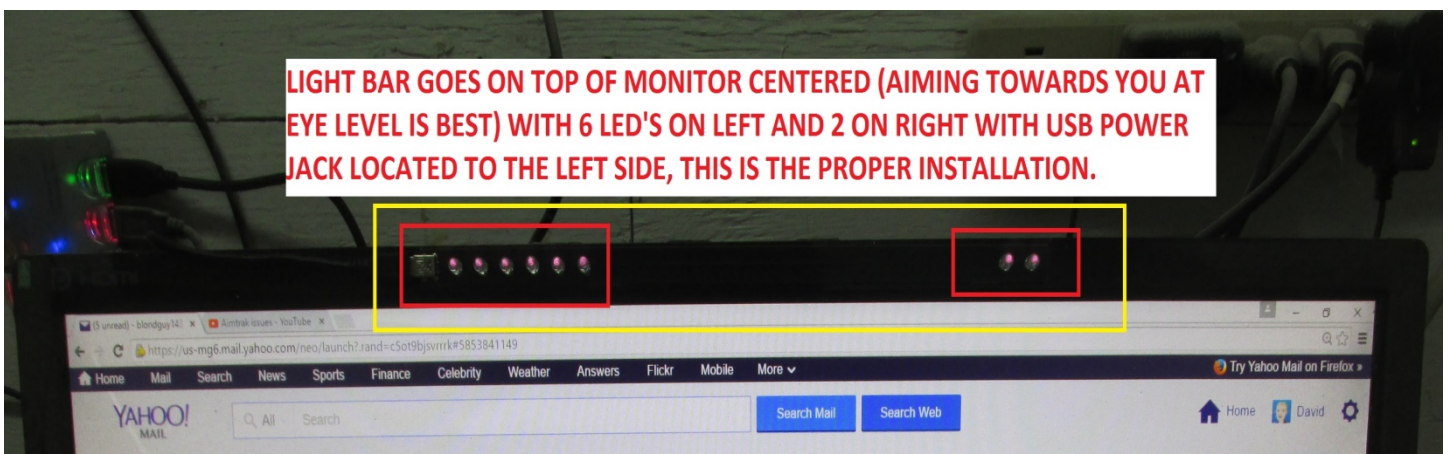


Calibration – This should be done while holding the Light Gun in your normal “shooting” position. If you intend to look through the gun-sights when playing you must do this when calibrating. Likewise, if you “shoot from the hip” you must do this when calibrating as well.

Light Bar Setup for your HDTV (Pedestals and GameBoxes)



LIGHT BAR GOES ON TOP OF MONITOR CENTERED (AIMING TOWARDS YOU AT EYE LEVEL IS BEST) WITH 6 LED'S ON LEFT AND 2 ON RIGHT WITH USB POWER JACK LOCATED TO THE LEFT SIDE, THIS IS THE PROPER INSTALLATION.



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.

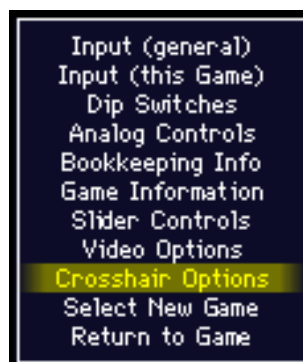
13) If you have a 2nd Gun you can set it up by going into Player 2's Controls (Input General) and following the instructions from STEP 5 through STEP 12

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.

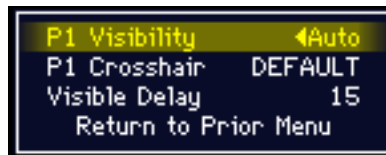
To change the crosshair setting in MAME:

- 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.

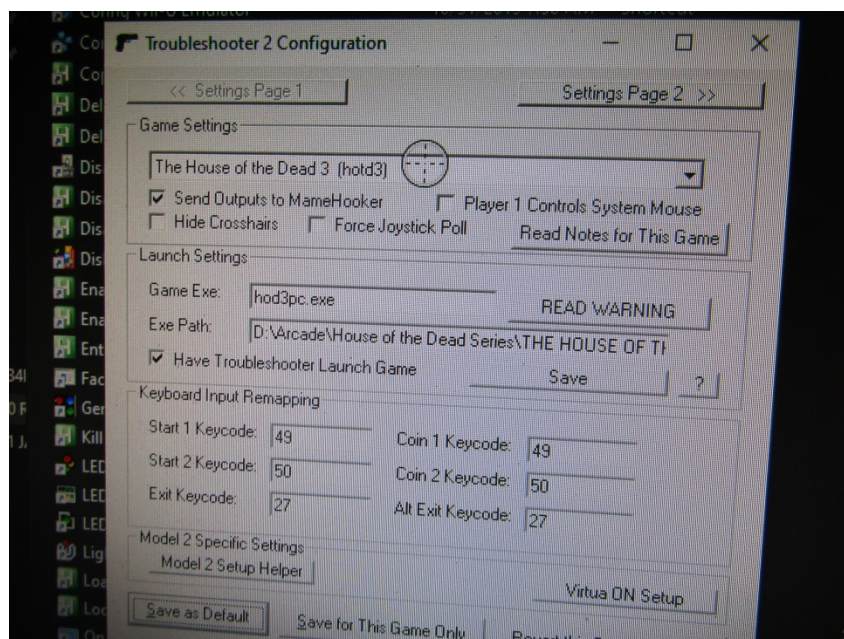
Each player (if the game allows more than one simultaneous player) has their own crosshair setting. These settings will be saved for this game, and may be set independently for other light gun games.

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)**

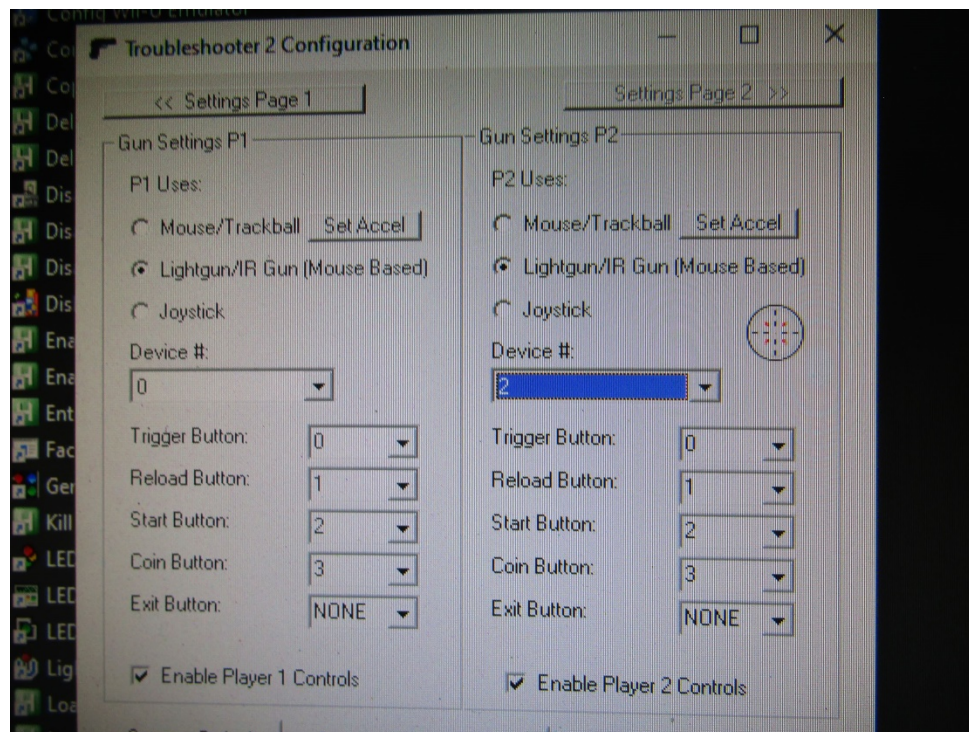
House of the Dead 3 (hotd3)

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	
P1 Left Stick/Left	Left
P1 Left Stick/Right	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	
P1 Button 8	

AD Stick Y Analog Inc	n/a
AD Stick Z Analog	A
AD Stick Z Analog Dec	
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	

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	

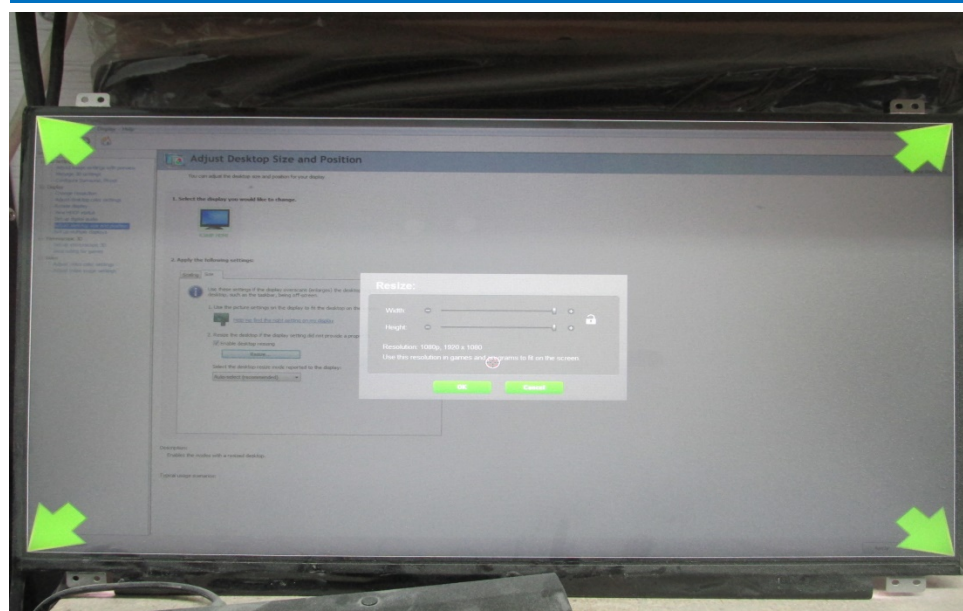
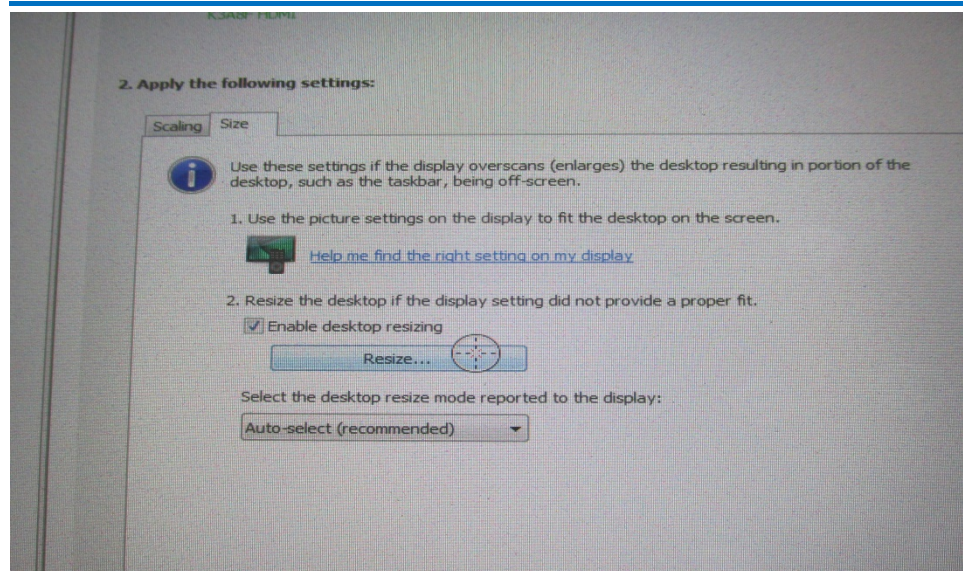
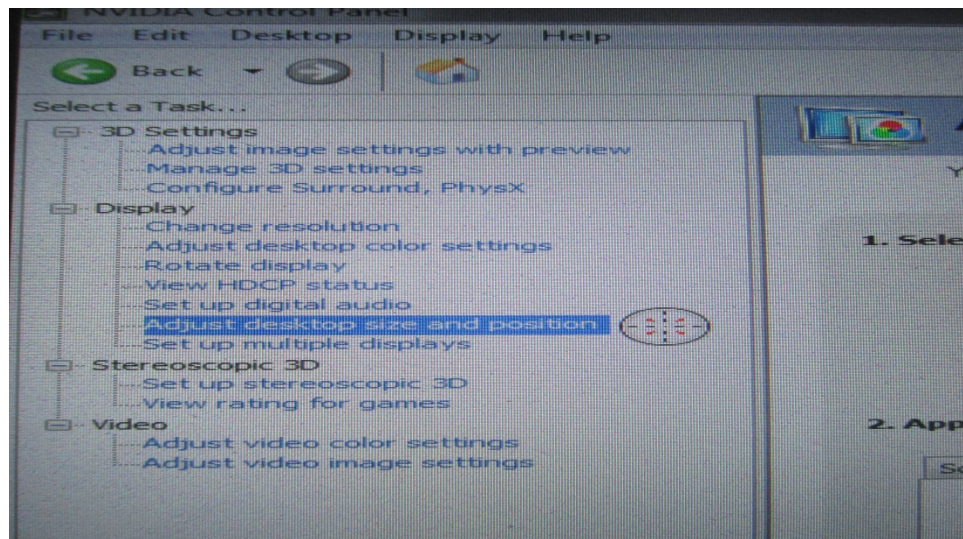
AD Stick Z 2 Analog	
AD Stick Z 2 Analog Dec	None
AD Stick Z 2 Analog Inc	None
Lightgun X 2 Analog	Gun 3 X
Lightgun X 2 Analog Dec	D
Lightgun X 2 Analog Inc	G
Lightgun Y 2 Analog	Gun 3 Y
Lightgun Y 2 Analog Dec	R
Lightgun Y 2 Analog Inc	F
Mouse X 2 Analog	Mouse X

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 stuck 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 you're trying to do, once you have the feel of the mechanism you'll have no problem switching from 4-8way.
- 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 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 it's 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. **Commodore 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) OR SHIFT Button “Shazaam” (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℃ to 40 ℃
- ◆ Socket: E27 • GU10 • B22 • MR16
- ◆ Material: Aluminum
- ◆ QC Standards: GB 16844–2008/IEC 60968:1999
- ◆ Certificate: CE、RoHS
- ◆ Patent: 201030508702.3

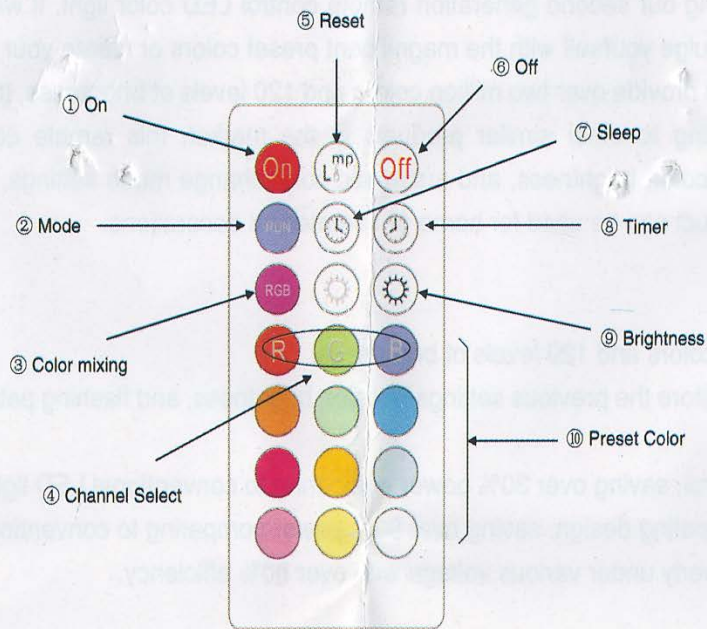
Package:

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.



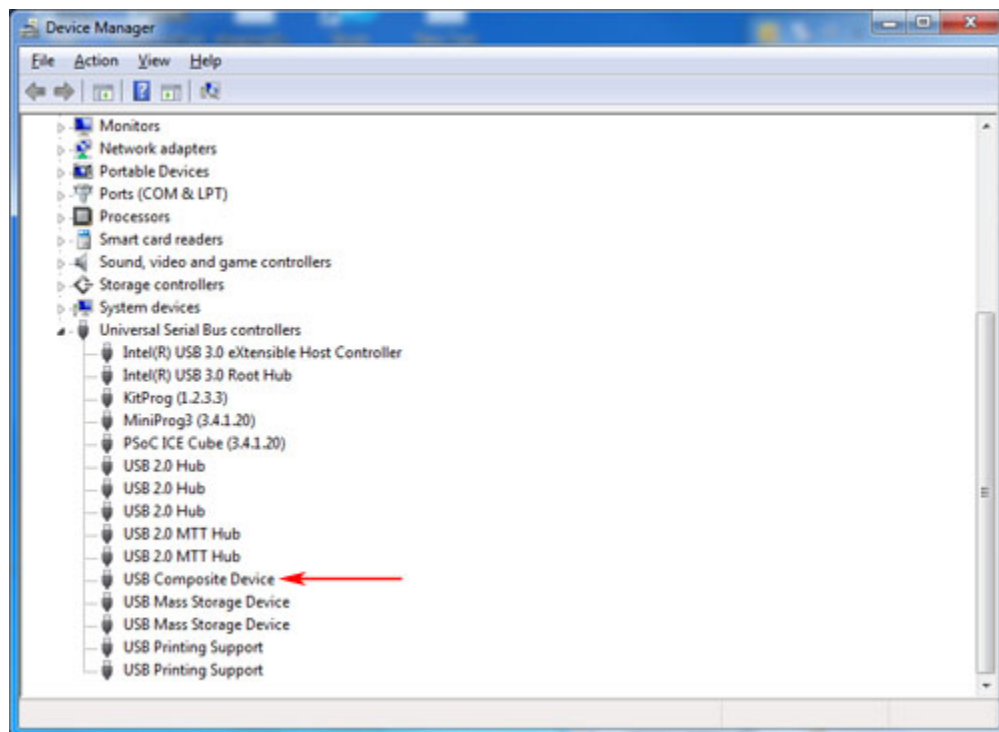
Remote Control:

- ◆ 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 stitch 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 the top select "Action", "Scan for New Hardware". Alternatively, if you have "lost" your USB mouse, just unplug/reconnect it.

Machine Dimensions

Table Top Machines

2 Player Table Top with 25" Monitor: 27"W X 20"D X 31"H
Weight: 70 lbs.

2 Player Table Top with 27" Monitor: 28"W X 20"D X 32"H
Weight: 75 lbs.

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.

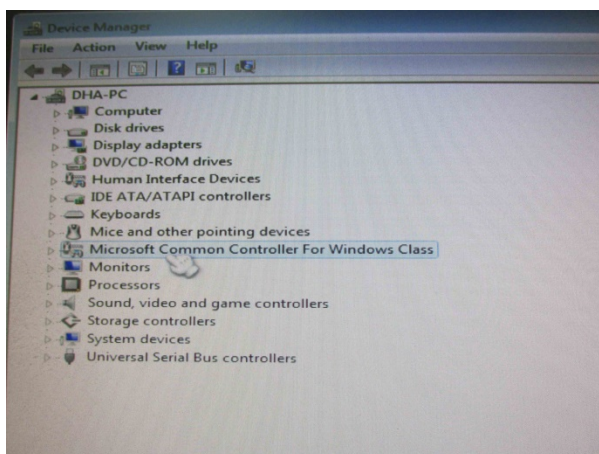
Here are some quick checks for your Transmitter:

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.

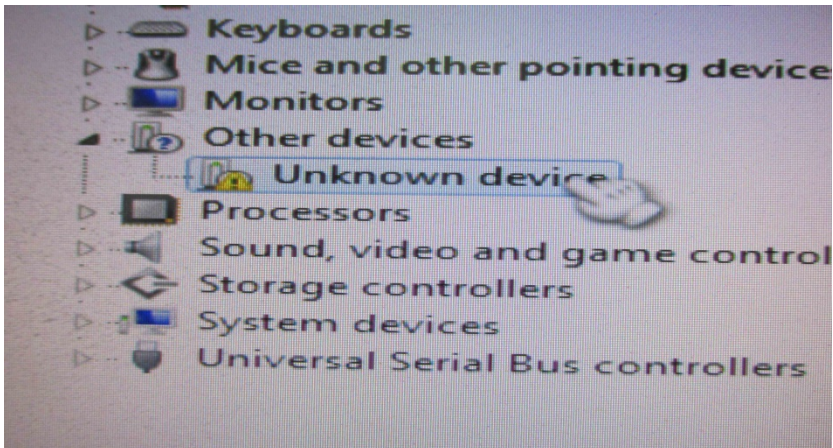
1b. If nothing has a "!" by it under "Unknown Devices" your drivers should be loaded and your controllers (may require a few tries) but your controllers should sync up.

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



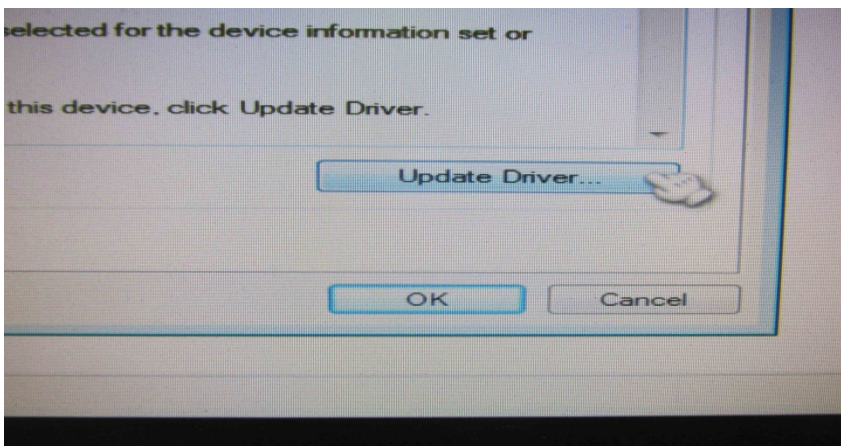
Continue to Sync Up Your controllers (Skip to Step #9)

If there is an "Unknown Device"

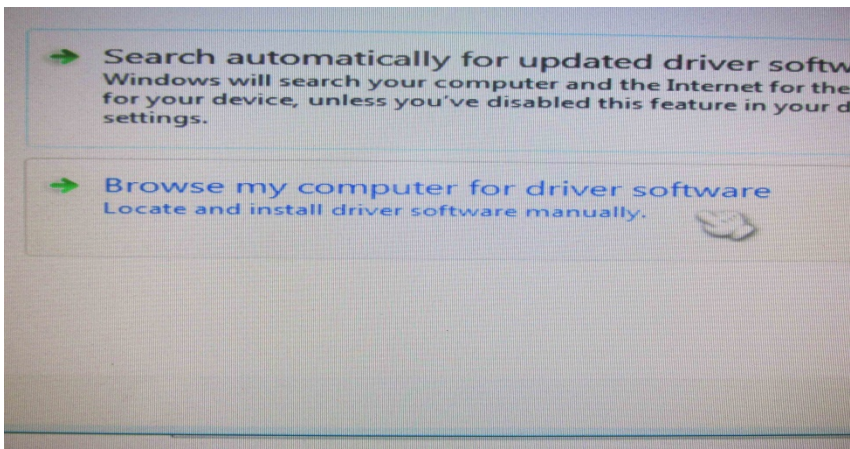


1. Click on the Unknown Device Icon, Select the Unknown Device

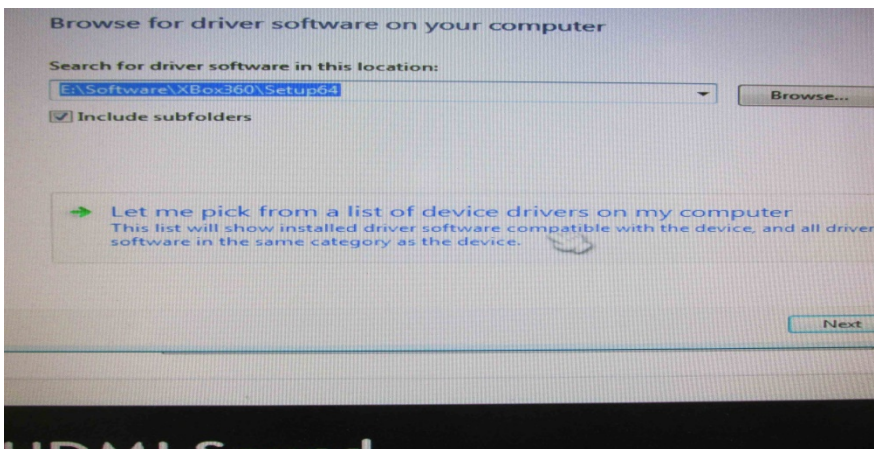
2. Select "Update Driver"



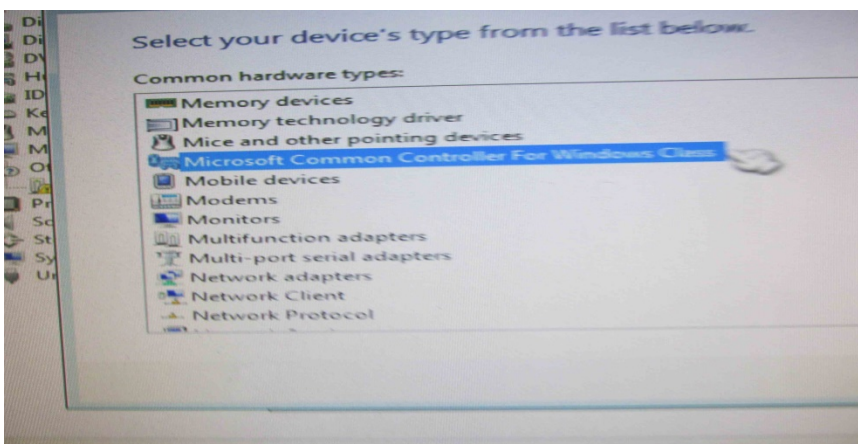
3. Select "Browse My Computer for Driver Software"



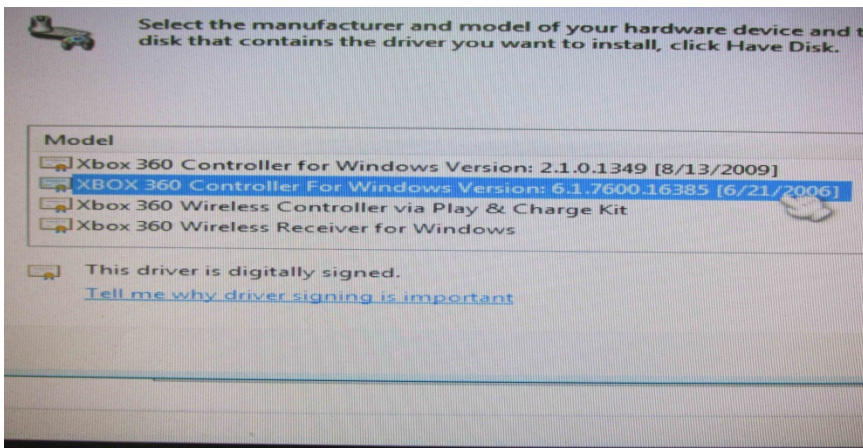
4. Select "let me pick from a list of device drivers on my computer"



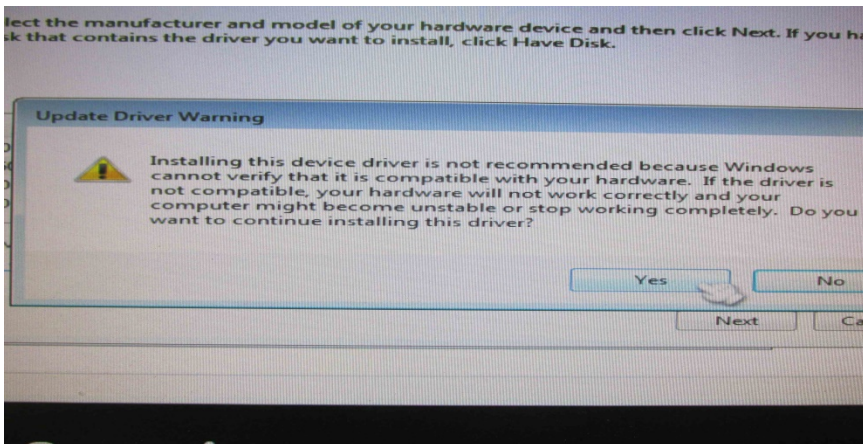
5. Select "Microsoft Common Controller for Windows Class"



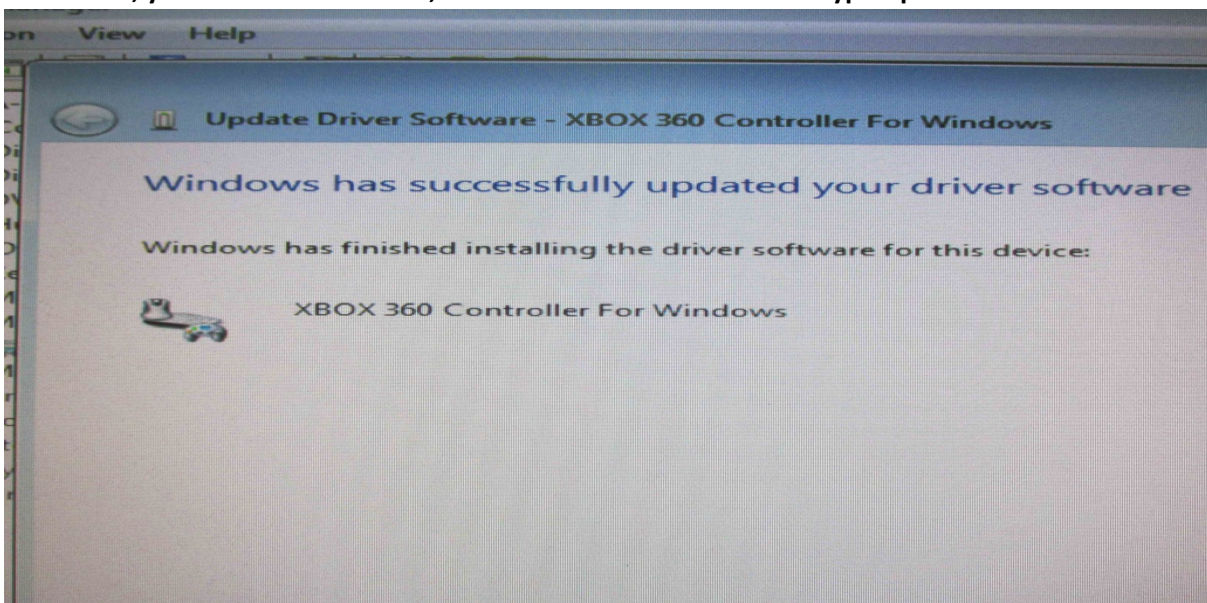
6. Select "Xbox 360 Controller For Windows Version 6.1.7600...."



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

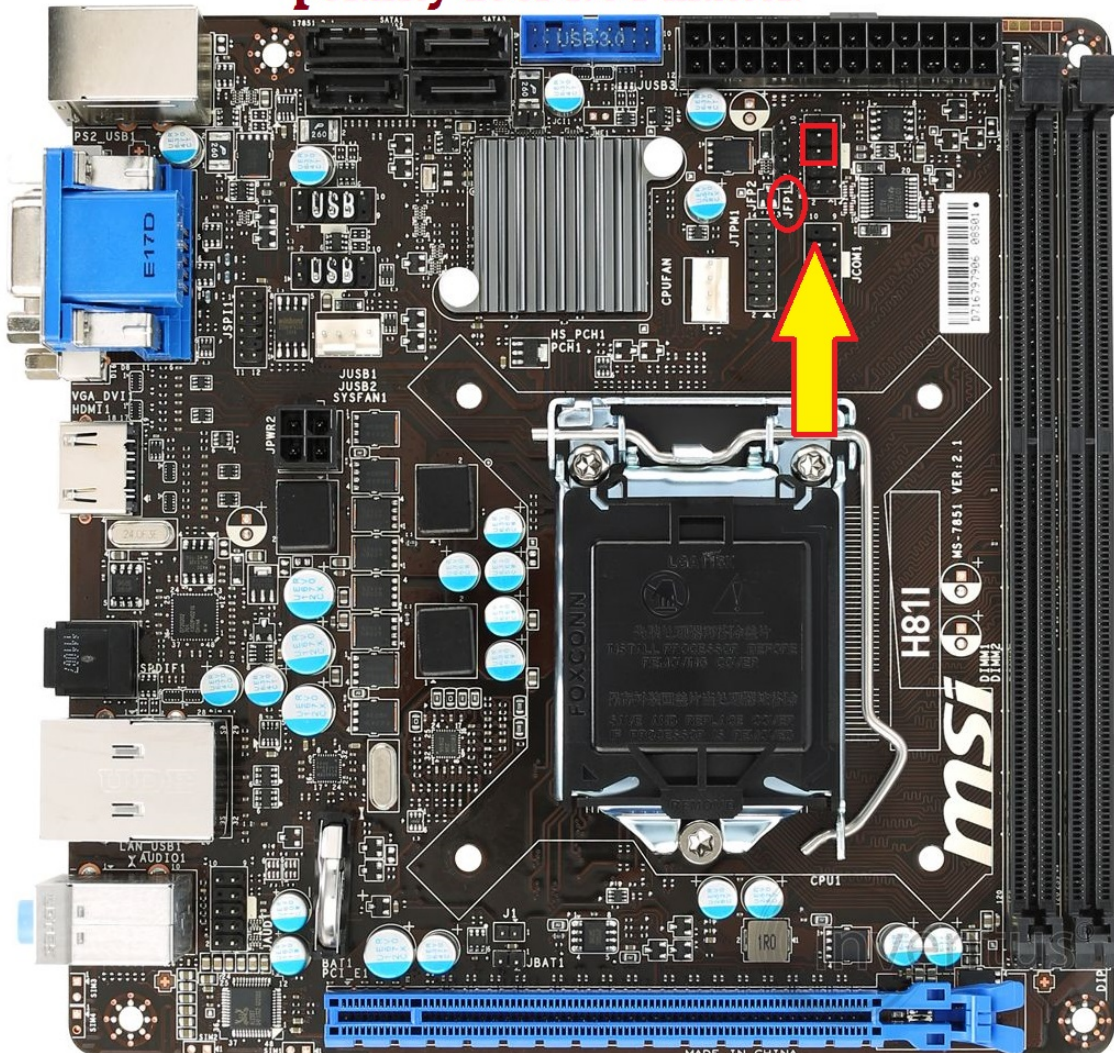
System Board and Connections:

(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

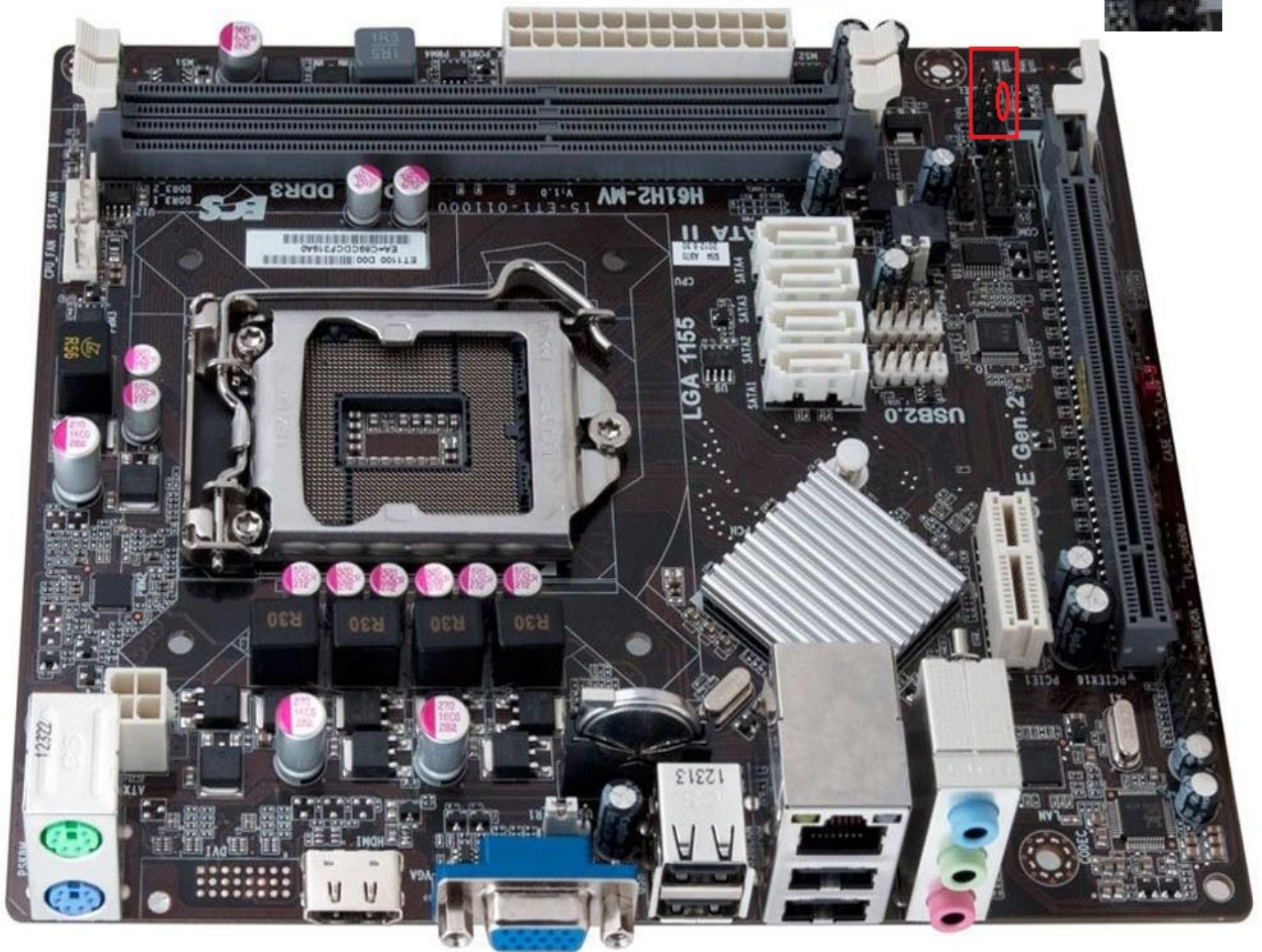
(Plug on two pins closest to one that is missing)

System Board Before 01/01/2016

TWO PINS NEXT TO ONE THAT IS MISSING IN ROW OF 4.

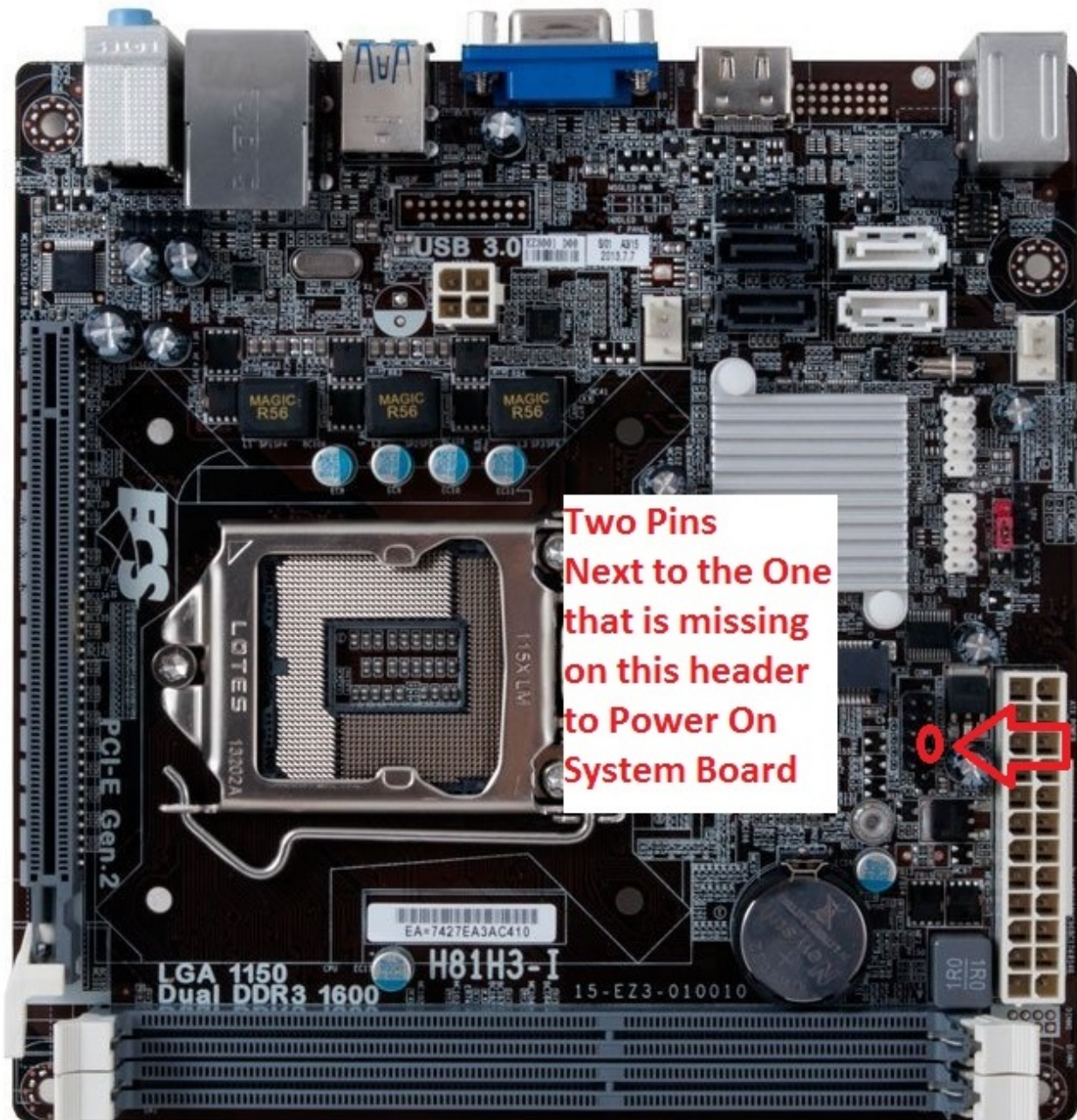
JUMPER HEADER LABELED: "F_PANEL"

CONNECT SMALL 2 PIN JUMPER WIRE FROM POWER SWITCH ON MACHINE



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

715-212-8063

Or

Toll Free: 1-833-652-1003

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, (Extreme 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.

Extreme 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 (Extreme 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 (Extreme 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 (Extreme 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 (Extreme 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 enviroment 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

Extreme 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

Extreme 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.