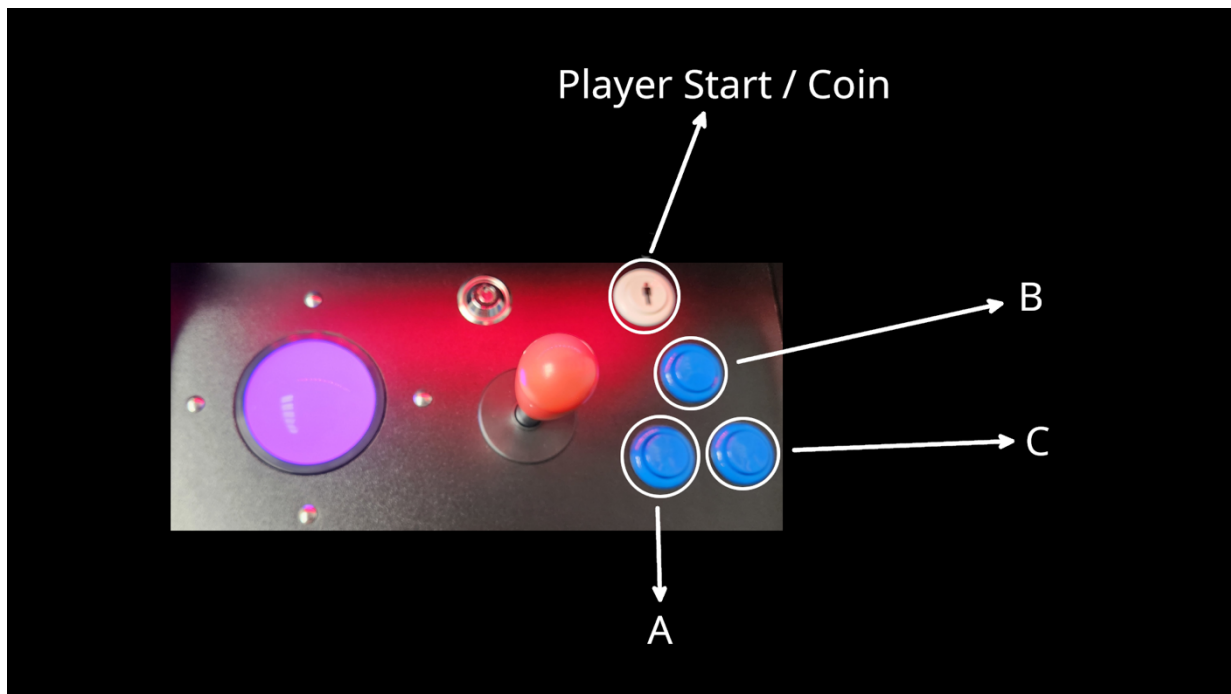


# 412 Game Quick Start Guide

## Control Overview



## Navigating The Game Menu

- Up or Down on Joystick- move the selector up or down 1 game
- Left or Right on Joystick- Move to the previous or next page of games
- Press Player Start- Select game

## Playing and Exiting Games

- Once you have selected a game and it loads in:
  - Press Player Start to add a coin
  - Double Press Player Start to start game
- To Exit:
  - Hold Player Start for about 3 seconds

## Adjusting volume

- Using your provided key, open the coin door of the arcade
- Locate the audio amplifier. The lit and/or largest dial controls the volume



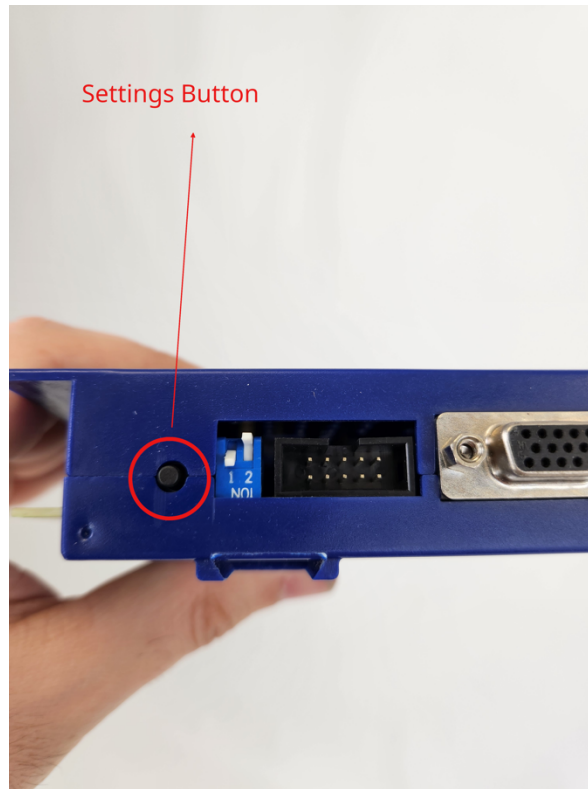
# Arcade Settings

## How to Access the Settings Menu

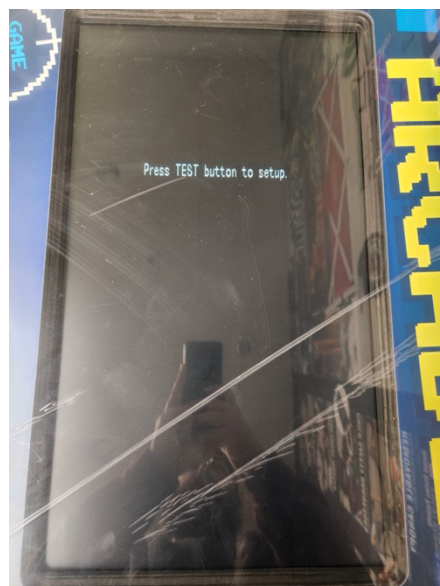
- Power off your arcade
- Locate the settings button:
  - Using the provided arcade keys, open the coin door on the front of the arcade. In some models there will be an arcade button labelled “settings”



- In all other models, open the back door of the arcade using your key and press the settings button located on the game box near the dip switches and video input

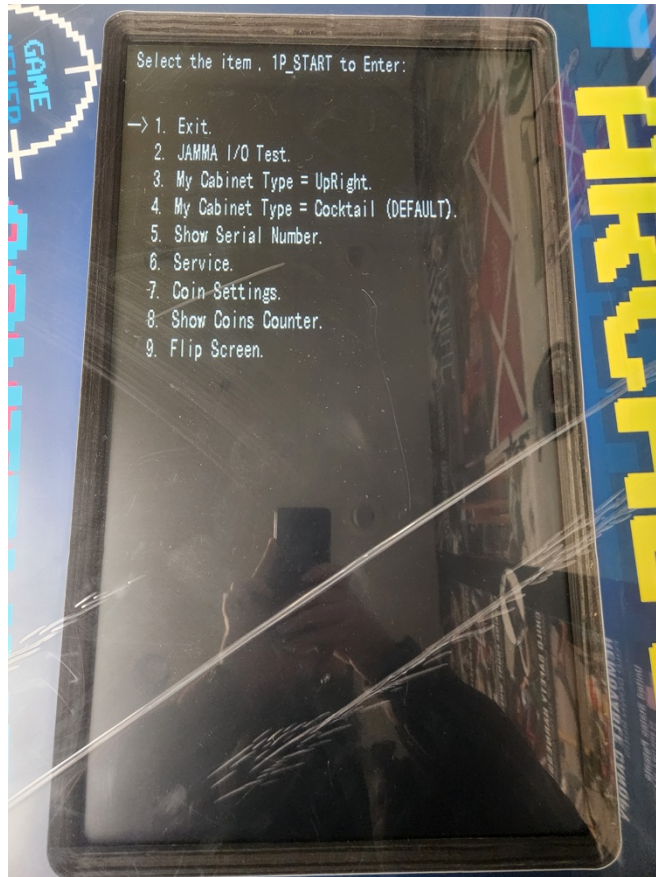


- Power the arcade back on and allow it to load. Text will appear prompting you to press the settings button.





## Settings Menu Overview



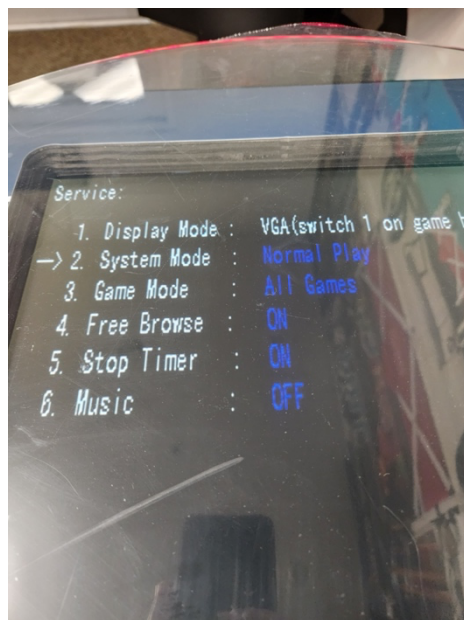
- Exit- Reboots the arcade and takes you back to the games menu
- Jamma I/O Test- Test that can be used to confirm that all inputs to the machine are working
- My Cabinet Type = UpRight- will be default if you have a standing 412 game arcade
- My Cabinet Type = Cocktail- will be default if you have a cocktail 412 game arcade
- Show Serial Number- Shows the game box serial number. This isn't something you need to worry about as we use a different system to keep track of our arcades.

- Service- used to configure different service setting on the machine (more on this later)
- Coin Settings- Can be used to configure how credits are accepted on the arcade(more on this later)
- Show Coins Counter- If you have your machine configured to require coins to play, this will help with your book keeping as it displays how many coins the arcade has accepted
- Flip screen- If the screen is upside down for player 1 the first time you power on the arcade, this will fix it

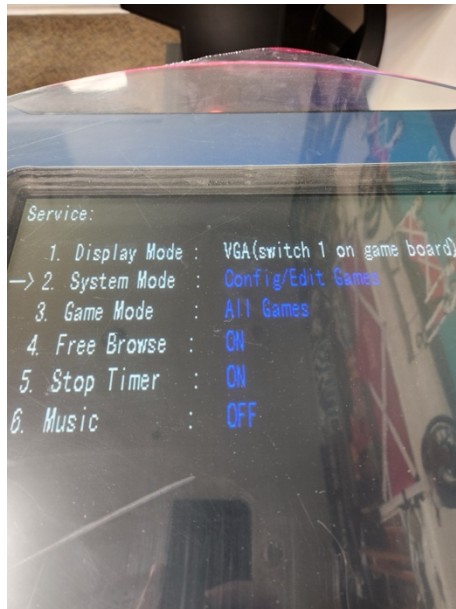
## Show/Hide Games

Games cannot be removed from the arcade, but they can be hidden. They can be restored following the same process.

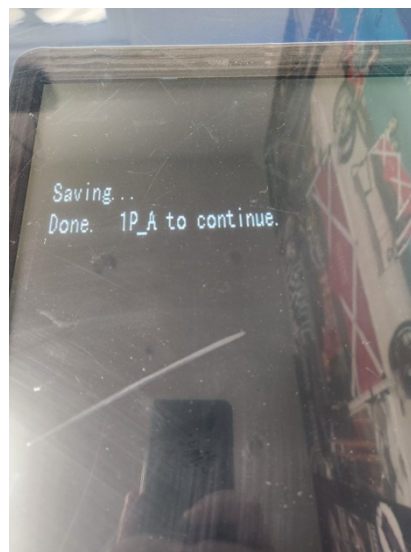
- In Settings (see the “how to access settings” section), navigate to “Service” and press Player Start to enter the Service menu



- Navigate to “System Mode” then press the C button until it the blue text says “Config/Edit Games”

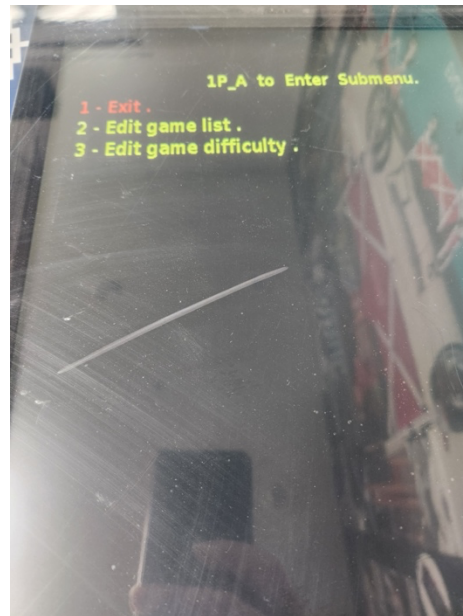


- Press Player Start to save, then the A button when prompted. It will take you back to the main settings menu.

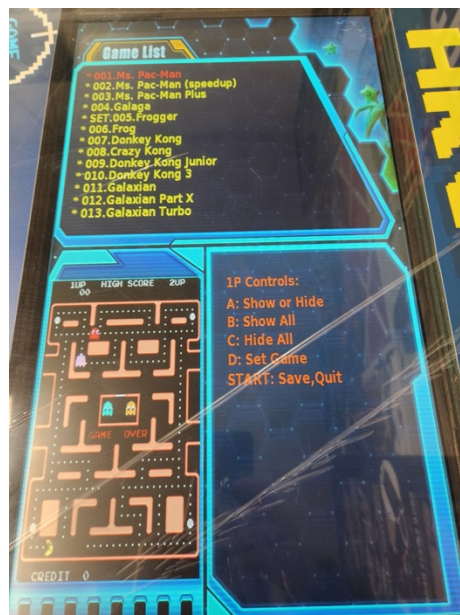


- Navigate to Exit and press the Player Start Button to exit. Allow the machine to reboot normally

- A list will appear that says Exit, Edit Game List, Edit Game Difficulty (more on that later) Navigate to edit game list and press the A button.



- Follow the prompts on the bottom right of the screen to edit the list to your desired preference. Press Player Start to exit, then press the A button to save your changes.

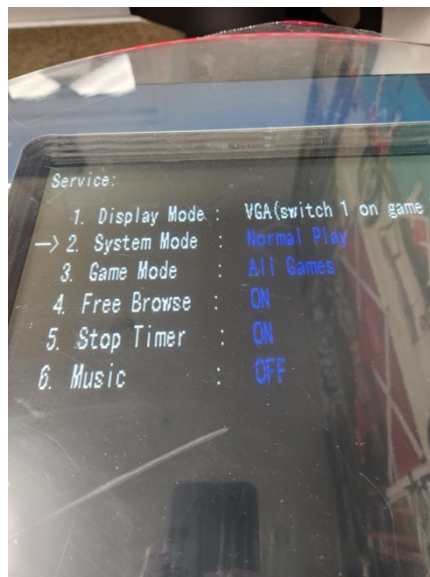


- To put the game back into normal play we must get back to the main settings menu. Power the arcade off then follow the steps in the “how to access settings” section.
- Navigate to “Service” and press Player Start to enter the Service menu
- Navigate to “System Mode” then press the C button until it says “Normal Play”
- Press Player Start to save then press the A button when prompted. It will return you to the main settings menu
- Navigate to the Exit option and press Player Start to exit. Allow the machine to reboot normally
- Done!

## Change Game Difficulty

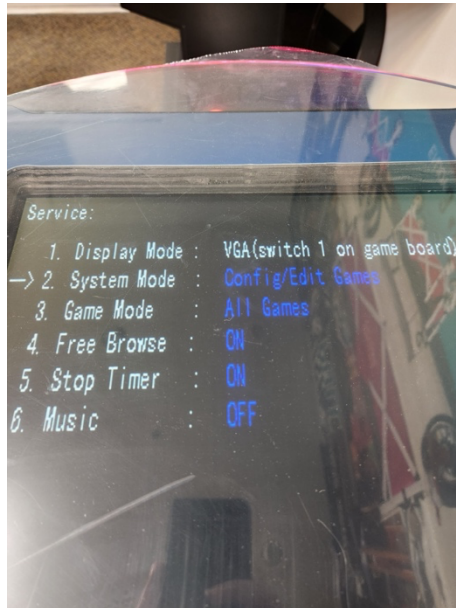
Process is very similar to hiding games. Note: 412 machines don’t have a D, E, or F button. Each game on the list has to be configured individually.

- In Settings (see the “how to access settings” section), navigate to “Service” and press Player Start to enter the Service menu

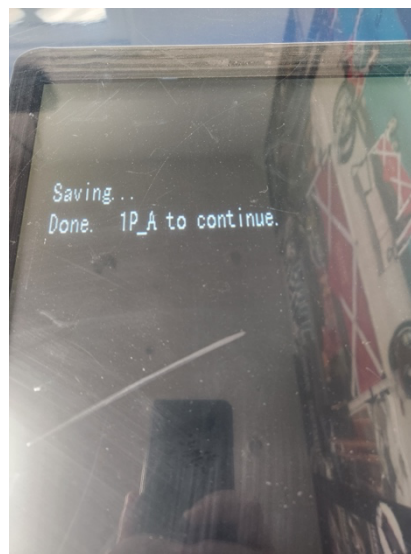




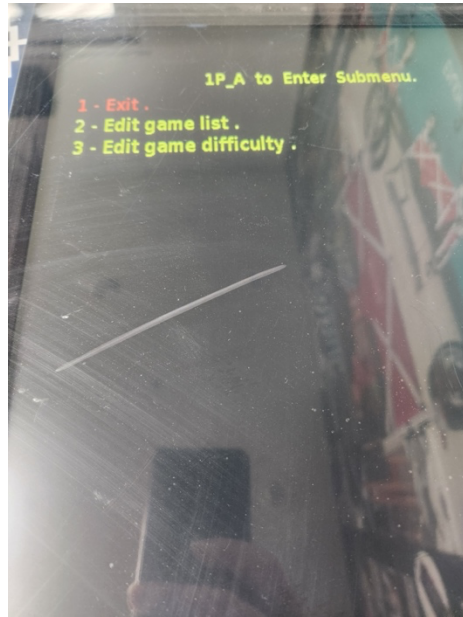
- Navigate to “System Mode” then press the C button until it the blue text says “Config/Edit Games”



- Press Player Start to save, then the A button when prompted. It will take you back to the main settings menu.



- Navigate to Exit and press the Player Start Button to exit. Allow the machine to reboot normally. A list will appear that says Exit, Edit Game List, Edit Game Difficulty. Navigate to “Edit Game Difficulty” and press the A button



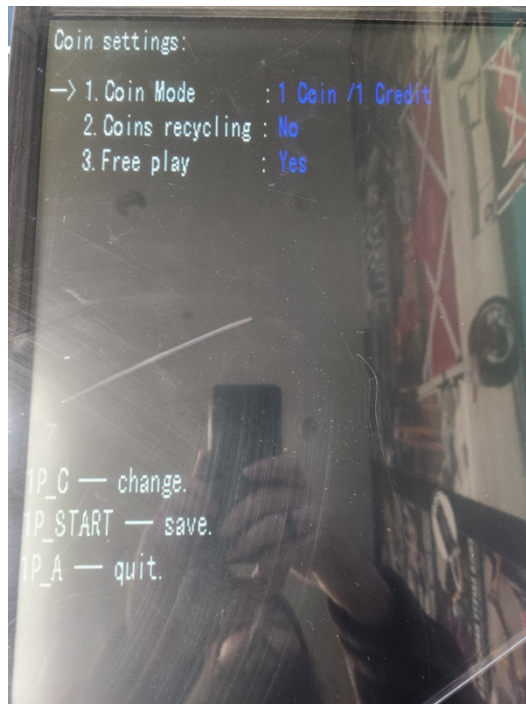
- Follow the prompts on the bottom right of the screen to edit the list to your desired preference. Press Player Start to exit, then press the A button to save your changes

## Change From Free Play and Coin-Op

There are only a couple settings that need to be changed to swap between coin-op, but there are a couple of optional settings you can adjust to your preference.

- In settings (see the “How to Access the Settings Menu”) navigate to Service and press Player Start to access the service menu.
- Navigate to the option “Free Browse” and press the C button until the blue text reads “off”
- Press Player Start to save the setting then press the A button when prompted. The machine will return you to the main settings menu.

- Navigate to the “Coin Settings” options and press Player Start to enter the Coin Settings Menu.



- Navigate to “Free Play” and press the C button until the blue text says “off”
- You can also adjust the coin to credit settings to your desired level in this menu
- Press Player Start to save, then press the A button when prompted. Allow the machine to reboot normally.
- Finally, On the coin door, remove the dummy coin and replace it with the coin or token you would like to use for credits. This coin acts as the counter-weight and will determine if the right coin has been placed in the slot.





- Done!