

USER'S MANUAL

ULTIMATE GAMING SYSTEM

PRODUCT FEATURES 1

1. Home version and arcade version 2 in 1. Home version support function with pause, save state, load state and play again next time. Arcade version has time-based billing mode and coin-based billing mode.
2. Support fast one key searching, classification by simulator and game type, Favorite games, recent games.
3. Support trackball for the original trackball games
4. Support button definition, HD graphic mode, edit game list.
5. Support multi language switching(English, Spanish, Korean, Chinese).

SYSTEM INTRODUCTION 1

START/1P for quick action:

- 1 5 Fast switching between game list of 3D and Search.
- 5 7 When you input letters to search, fast switching to search results, and then fast switching to clear results.
- 5 Game Search Function: Games can be searched by first letter.
- 3 Favourite games: Press C button to add games to the list, or remove them from the list.
- 4 Recently played games: Supports to save a list of 20 games that have been played recently.
- 7 Selected and then press A to clear result(Search or classification results).
- 6 Classification by simulator(DC, NAOMI, ATOMISWAVE, SATURN, WII, GAME CUBE, N64, MAME, PSP, PS1, FC, SFC, GBA, GBC, MD, FBA, PCE).
- 8 Classification by game type(Fighting, Shooting, Puzzle, Action, Sport, Racing, 4P, Gun Shooting, Trackball).

SETTINGS 2

Please press the setting button to enter the setting page. When settings have been changed, just press the START button to return to the game list home page, all the changes will be saved automatically.

- 1 Key Setting:
 - a) Key Testing: This item can test the using situation of joysticks, buttons and gamepads. The display icon is initially gray and yellow when pressed.
 - b) Key Definition: This item can define the position of the buttons

- 2 Coin Setting: This item can set to free play or adjust the ratio of coins to credits, the ratio can be adjusted from 9:1 to 1:9. The following 3 4 5 items will only work in non free play mode.

- 3 Exit Mode:
 - a) Long Press Menu: Long press the START button to exit game.
 - b) Start+Coin: Press the START button and insert a coin to exit game.

- 4 Auto Exit:
 - 3 Minutes Exit: When the player does not operate the game within 3 minutes, the game will exit automatically.
 - Closed: Not exit automatically.

- 5 Select Mode:
 - Always Allowed: Allowed to select games without any coins.
 - Allowed After Insert Coins: Only Allowed to select games after you insert coin.

- 6 Graphic Mode:
 - Open: This will significantly improve the quality of the image in the game, but it will sacrifice a little bit of performance of some games

- 7 Language: It can be switched between English, Spanish, Korean, Simplified Chinese and Traditional Chinese.

- 8 Game Setting:
 - a) Game Difficulty Setting: This item can change the difficulty and lives of some games, press A to adjust the difficulty value, press B to adjust the lives value, press C to apply to all games.

- b) Edit Game List: This item can display or hide the games of home page, moving the joystick to select the game you want to hide, press A to hide or display the game, press B to hide all games, press c to display all games.

- c) Game Time: This item will only works in console games and non free play mode. this is (the ratio of coins to credits), the ratio can be adjusted to 1 credit (1,2,3,5,10,20,30) minute(s).

- d) Force Timing All games:
 - Open: This will force the arcade games to operate through timer.
 - Close: Arcade games operate through coin, Console games operate through timer.

- e) Time notification Strategy:
 - Open: The remaining time will always show on the top of screen during game.
 - Close: The remaining time will only show when press the START button.

- 9 Account Management: Default password is 11111111.
 - a) Clear Coins: This will need to input current password, Once completed, this will clear the total currency of operating revenue and cannot be recovered.

- b) Change Password: Please remember the new password when done. Once you forget the password, there is no way to get it back even factory reset. You can only return it to the factory for maintenance.

- c) Reset Password: Input current password to reset the password to default.

- 10 Restore Factory Settings: If you need to restore the factory settings, please select the factory reset option and press the A button to confirm. This will not restore the account management settings.

MAINBOARD ABNORMALITY AND DIAGNOSIS 2

FAULT DESCRIPTION	FAULT FACTORS	TROUBLESHOOTING
No response after power on and the power light is not on	1.Power adapter is abnormal 2.Main board is abnormal	Change the power adapter of the same parameters or contact your supplier
No image signal	Please check whether the HD cable or VGA cable is well connected , and whether the screen monitor signal source setting is normal	Change the Video cable or the monitor
No sound	The wire is abnormal	Change the wire or audio device
No games when boot up	Poor connection of memory card	Reseat the memory card
The key's function is disordered	Wrong keys wiring	Please refer to the key wiring diagram on the instruction manual
The keys suddenly fail during operating	The keys wire is loosen	Please contact to your supplier or open the joystick controller box to check the wire



Have Fun!

QUICK GUIDE



START button for quick action:

1 5

Fast switching between game list of 3D and Search.

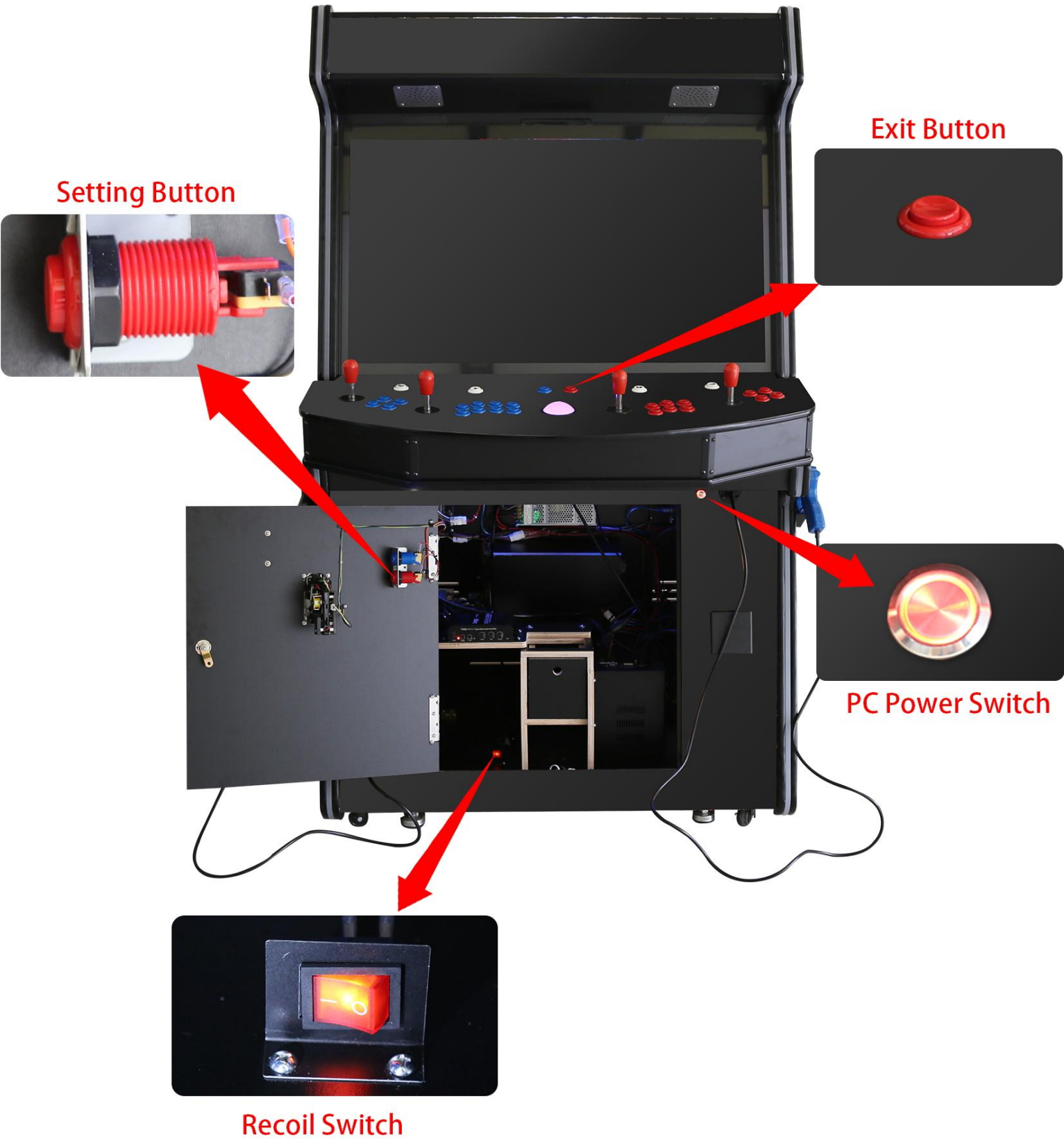
5 7

When you input letters to search, fast switching to search results, and then fast switching to clear results.



- 5** Game Search Function: Games can be searched by first letter.
- 3** Favourite games: Press C button to add games to the list, or remove them from the list.
- 4** Recently played games: Supports to save a list of 20 games that have been played recently.
- 7** Selected and then press A to clear result (Search or classification results).
- 6** Classification by simulator (DC, NAOMI, ATOMISWAVE, SATURN, WII, GAME CUBE, N64, MAME, PSP, PS1, FC, SFC, GBA, GBC, MD, FBA, PCE).
- 8** Classification by game type (Fighting, Shooting, Puzzle, Action, Sport, Racing, 4P, Gun Shooting, Trackball).

Machine User Guide



Light Gun User Guide



NOTE: The light gun will be affected by ultraviolet rays. Please stay away from windows or balconies.

The following operations **MUST** be operated in the game exploring Home Page, **DO NOT** operate in the game.

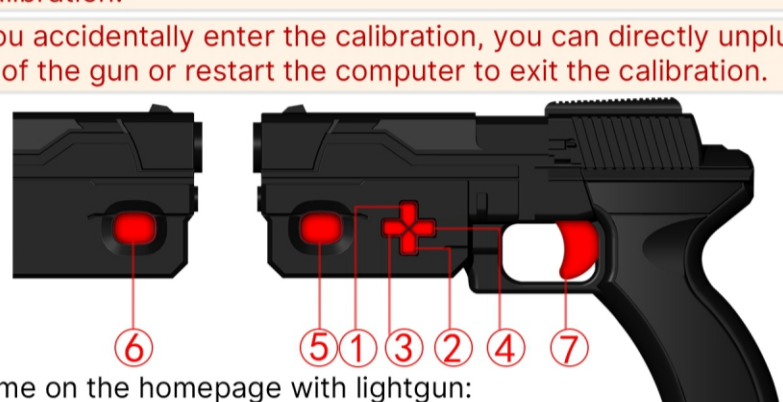
NOTE: Each gun has been calibrated by look through the gun-sights (**1st calibration posture**) at the factory, and the calibrated position is about 4.5 to 6 feet (1.4 to 1.8m) away from the screen.

As an initial check, point the gun at the screen with the tip of the gun about 4.5 to 6 feet (1.4 to 1.8m) from the screen. The cursor should move as you move the gun.

You should hold the gun between the upper edge and the lower edge of the screen. 1 player should holds gun in the front left and the 2 player in the front right.

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.

NOTE: If you accidentally enter the calibration, you can directly unplug the USB cable of the gun or restart the computer to exit the calibration.



Explore game on the homepage with lightgun:

- ① Dpad Up button:Up
- ② Dpad down button:Down
- ③ Dpad left button:Page Left
- ④ Dpad right button:Page Right
- ⑤ Left button:OK
- ⑥ Right button:Search

Play lightgun games with lightgun:

General control:

- ① Dpad Up button:Start
- ② Dpad down button:Coin
- ③ Dpad left button:Left Pedal/Up
- ④ Dpad right button:Right Pedal/Down
- ⑤ left button:Grenade/Pedal/Reload (Depeng on games)
- ⑥ Right button:Reload (Depeng on games)
- ⑦ Trigger:Shoot

NOTE: The recoil of the gun will weaken due to overheat by continuous shooting for more than 30 minutes, and it will recover after cooling down.

There are three ways to reload,but depend on games:

1. Press Left button or Right button to reload.
2. Shoot off screen.
3. Point off screen.

Calibration

NOTE: 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.

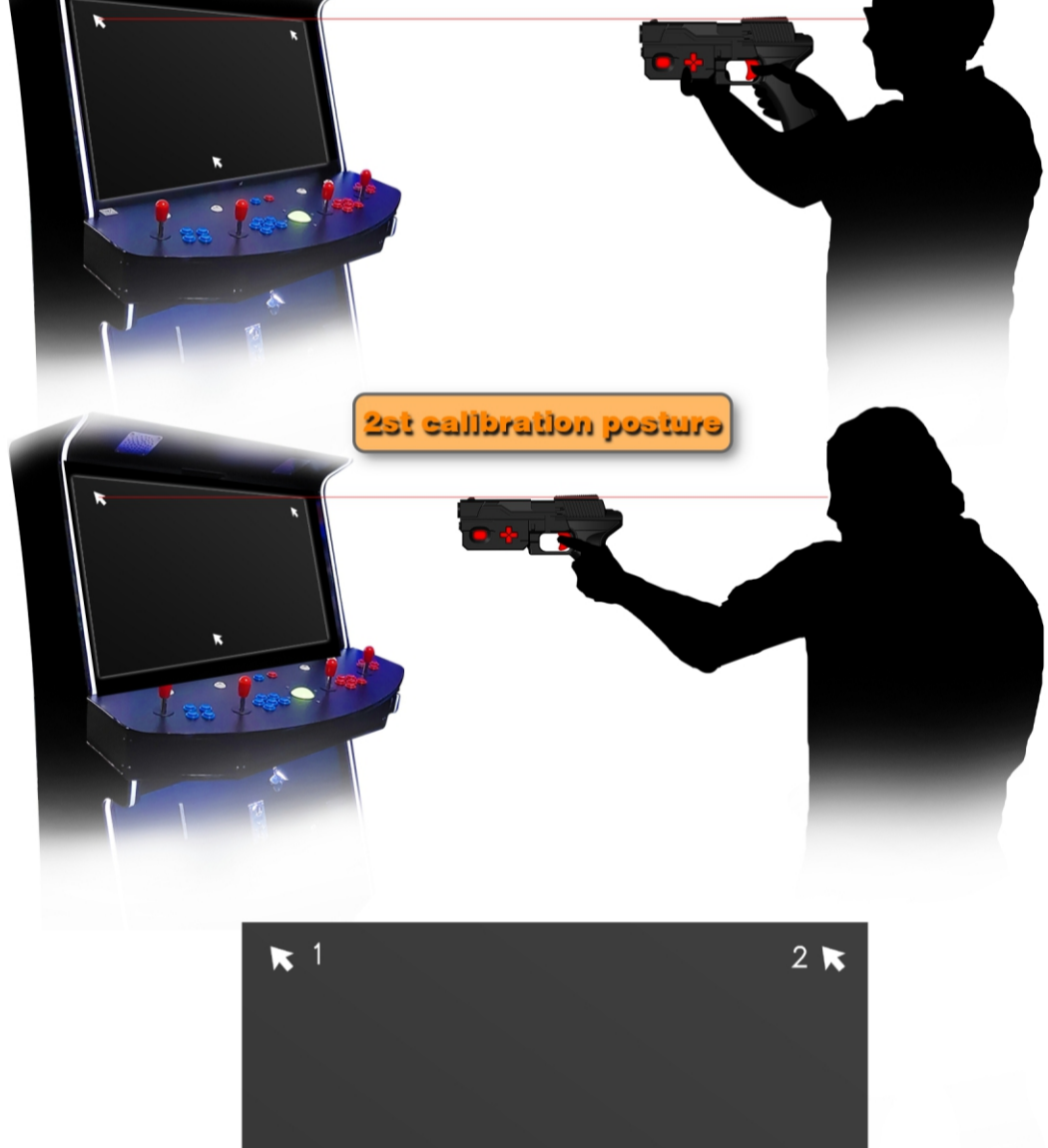
NOTE: The gun must be held without leaning it over left-right during this process otherwise it will fail.

NOTE: The calibration procedure must be one gun at a time.

1. Hold the dpad up button for 10 seconds.
2. 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.
3. The cursor will then point to a location near the top right corner. Aim at the cursor and pull the trigger.
4. The cursor will then point near the lower 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.

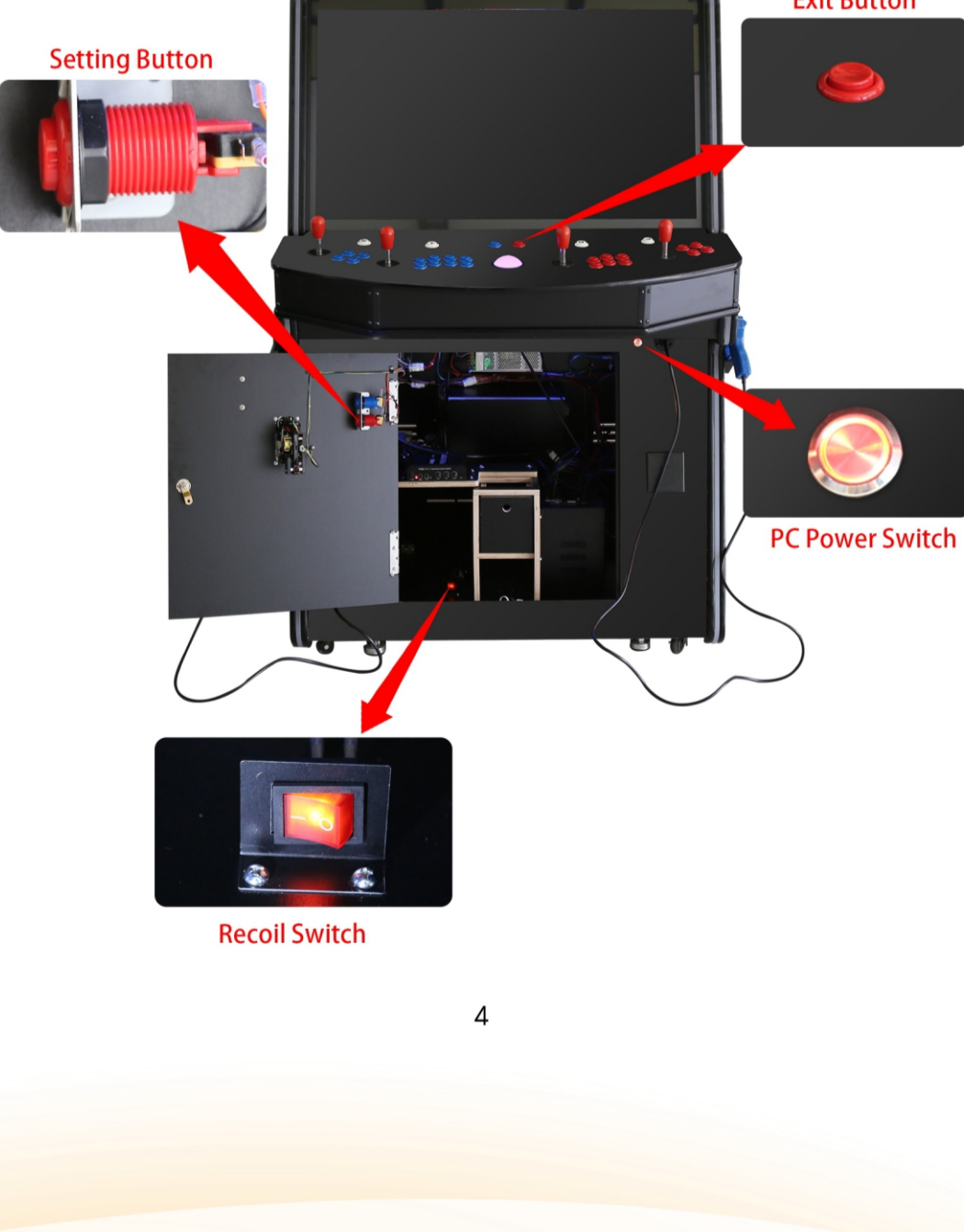
If any of the above steps fails, the cursor will continue to point at the required location and not advance to the next stage.If this continues to be the case you might need to change the height of holding the gun, or change the position you stand,and then restart calibration.

1



2

Machine User Guide



4



ATTENTION

**DON'T PRESS THE BUTTON ON THE
LIGHTGUN WHEN THE GAME LOADING.**