

ARCADE 1UP™ LIVE

ONLINE MULTIPLAYER!
PLAY & COMPETE WITH FRIENDS

(NOTE: WIRELESS INTERNET SERVICE REQUIRED FOR ONLINE PLAY.)



LIVE PLAY INSTRUCTIONS

Arcade1Up recognizes your privacy is important. Please visit arcade1up.com/privacypolicy
For Privacy policy , CCPA, and Opt-Outs, by providing your email you have understood our policy.

TURNING ON YOUR ARCADE1UP™ FOR THE FIRST TIME



- Press Yes > Go to WIFI setup
- Press No > Skip WIFI setup and go to MAIN MENU (You can manually set it up from the SETTINGS page)
- Press Don't ask me again > Go to MAIN MENU and don't show this popup again.

WIFI SIGNAL STRENGTH

NO WIFI



WEAK



MEDIUM

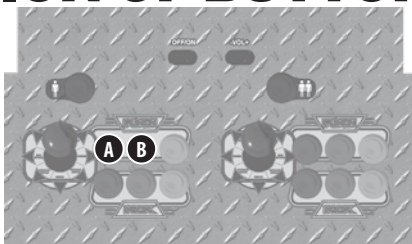


STRONG

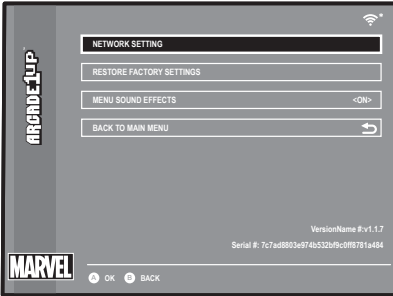


* RECOMMENDED TO ONLY PLAY WITH STRONG WIFI CONNECTIONS.
IF YOU HAVE A WEAK CONNECTION, MOVE ARCADE CLOSER TO THE ROUTER.

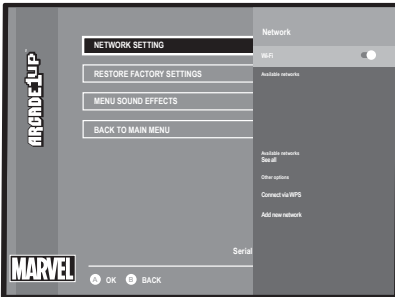
LOCATION OF BUTTON A & B



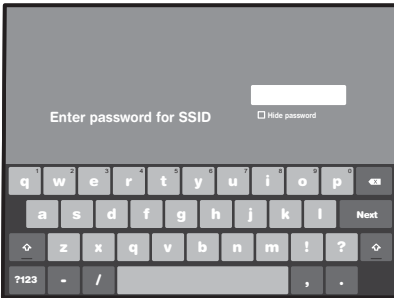
CONNECTING TO WIRELESS NETWORK



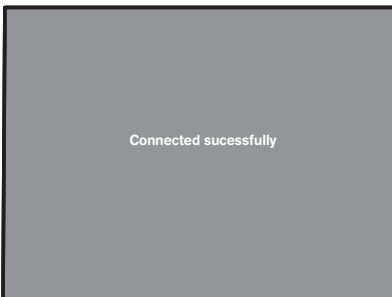
- Select SETTINGS in MAIN MENU to enter the SETTINGS page. Then select NETWORK SETTING.



- Move joystick to select the SSID (Service Set Identifier) of your WiFi Network from the list of available connections OR select "Add new network" to manually input your hidden SSID.



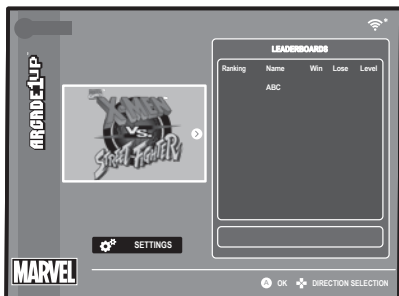
- Enter your WiFi password and press "Next" to continue. If WiFi connection is established successfully, a "Connected successfully" text will be displayed. Otherwise, please check if you have the correct SSID and password and try again.



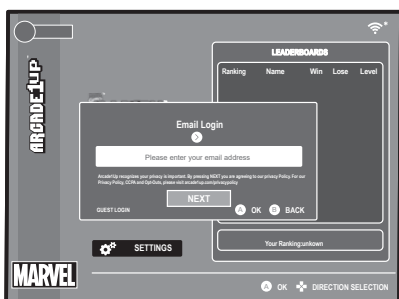
- Press button "B" to return to SETTINGS page, press button "B" again to return to MAIN MENU.

SETTING UP ACCOUNT

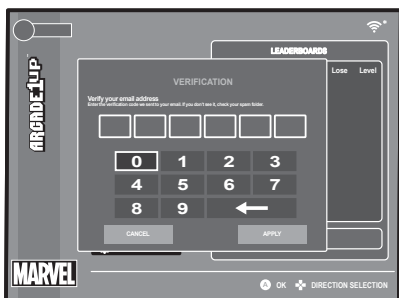
3



- Use the joystick to move the focus cursor to your avatar on the top MAIN MENU page and press button "A" to setup your user account.



- Enter your email address and press "NEXT", select "NEXT" again on the popup menu to continue. If you do not wish to register with your email, please jump to Step 4 GUEST LOGIN



- A verification code will be sent to your email address. Enter the verification code and press "APPLY".



- Create your nickname and press "APPLY".

GUEST LOGIN

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- You may skip the email address registration and still play the online multiplayer game by selecting "GUEST LOGIN". However, all guest account information and records are non-recoverable after logged out.

GAME SELECTION

On MAIN MENU, navigate left and right with the joystick to swap the game selection. Press button "A" to select the game.

LOCAL GAME

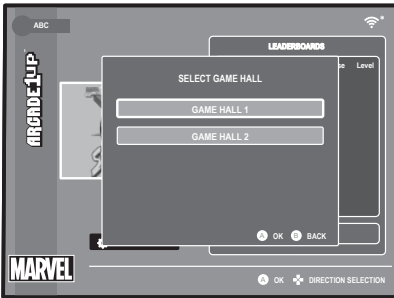
5



- LOCAL GAME - Play the game without online multiplayer.
- * X-Men Mutant Apocalypse does not support ONLINE GAME on X-Men VS Street Fighter™ Arcade.
- * War of the Gems does not support ONLINE GAME on Marvel VS Capcom Arcade.

ONLINE GAME

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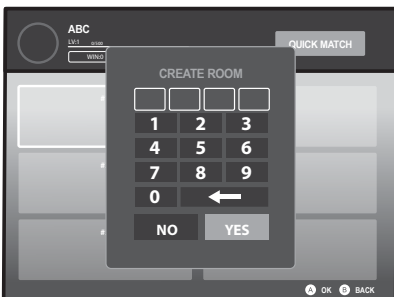
- ONLINE GAME - Play online multiplayer game. (Internet connection is required)
- User can select the GAME HALL, the number of Game Hall will be increased depends on the demand.

CREATE GAME ROOM

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- Select an empty game room to host a new game OR select an existing room to join a game.
- * Create room only supports online game play.



- You can create a private room by filling in the password and press "YES". To create a public room, leave the password empty and press "YES".

JOIN PUBLIC GAME / QUICK MATCH

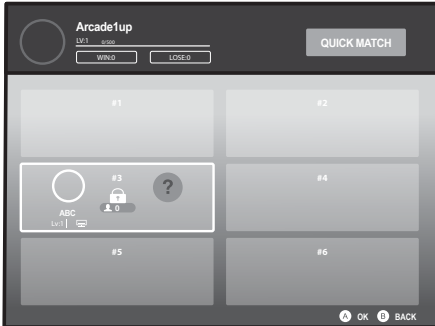
8



- Select "QUICK MATCH" or choose any game without the lock icon to join a public game.

JOIN PRIVATE GAME

9



- Select private game room and fill in the correct password to join a private game.

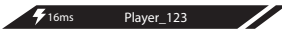
• Any changes or modifications made to this product that are not expressly approved by the party responsible for the compliance of this product could void the warranty of this product.

CONNECTION SPEED (PING)

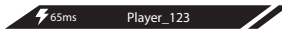


- You can find your ping displayed next to your player name during online multiplayer game. For best performance, your ping should be less than 50ms. The lower your ping the better the game will perform with less latency. Please refer to the below chart.

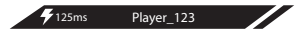
NOTE: You may need to move your machine closer to the router if your ping is too high and experiencing latency in the game.



LESS THAN 50ms: **GOOD**



BETWEEN 50ms TO 100ms: **OPTIMAL**



OVER 100ms: **BAD**

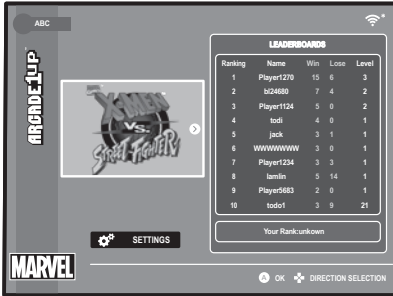
FIRMWARE UPDATE



- A firmware update popup will be shown on the MAIN MENU if required.

WARNING: DO NOT POWER OFF DURING THE UPDATE.

LEADERBOARDS



- Leaderboards show the user ranking, the higher EXP the higher ranking. Refer to the appendix 1 for the EXP calculation method.

APPENDIX 1: 1UP ONLINE GAME LEVELING RULE

1. Game Scoring system, the system includes Level (LV) and Experience (EXP) measured by Win, Lose and Draw game.

2. Initially, the Player LV is 1 with 0 EXP.

3. How to level up

- LV 1 to 4, there is 500 EXP accumulation required to level up from each level.
- LV 5 to 12, there is 1,000 EXP accumulation required to level up from each level.
- LV 13 or above, there is 3,000 EXP accumulation required to level up from each level.

4. EXP calculation

a. If the players are in the same level range, the fundamental EXP calculation as below:

- LV 1 to 4: Winner +100 EXP, Loser -50 EXP, there bottom experience value is 0;
- LV 5 to 8: Winner +95 EXP, Loser -55 EXP;
- LV 9 to 12: Winner +90 EXP, Loser -60 EXP;
- LV 13 to 16: Winner +85 EXP, Loser -65 EXP;
- LV 17 or above: Winner +80 EXP, Loser -70 EXP

b. If the players are in the different level range.

i. LV delta = 1:

- Higher LV win, EXP increment calculation based on the fundamental EXP -10.
- Higher LV loss, EXP deduction calculation based on the fundamental EXP +5.
- Lower LV win, EXP increment calculation based on the fundamental EXP +10.
- Lower LV loss, EXP deduction calculation based on the fundamental EXP -5.

ii. LV delta = 2:

- Higher LV win, EXP increment calculation based on the fundamental EXP -20.
- Higher LV loss, EXP deduction calculation based on the fundamental EXP +10.
- Lower LV win, EXP increment calculation based on the fundamental EXP +20.
- Lower LV loss, EXP deduction calculation based on the fundamental EXP -10.



- iii. LV delta = 3:
 - Higher LV win, EXP increment calculation based on the fundamental EXP -30.
 - Higher LV loss, EXP deduction calculation based on the fundamental EXP +15.
 - Lower LV win, EXP increment calculation based on the fundamental EXP +30.
 - Lower LV loss, EXP deduction calculation based on the fundamental EXP -15.
- iv. LV delta = 4:
 - Higher LV win, EXP increment calculation based on the fundamental EXP -40.
 - Higher LV loss, EXP deduction calculation based on the fundamental EXP +20.
 - Lower LV win, EXP increment calculation based on the fundamental EXP +40.
 - Lower LV loss, EXP deduction calculation based on the fundamental EXP -20.
- v. LV delta = 5:
 - Higher LV win, EXP increment calculation based on the fundamental EXP -50.
 - Higher LV loss, EXP deduction calculation based on the fundamental EXP +25.
 - Lower LV win, EXP increment calculation based on the fundamental EXP +50.
 - Lower LV loss, EXP deduction calculation based on the fundamental EXP -25.
- vi. LV delta = 6:
 - Higher LV win, EXP increment calculation based on the fundamental EXP -60.
 - Higher LV loss, EXP deduction calculation based on the fundamental EXP +30.
 - Lower LV win, EXP increment calculation based on the fundamental EXP +60.
 - Lower LV loss, EXP deduction calculation based on the fundamental EXP -30.
- vii. LV delta > 6:
 - Higher LV win, increase 1 EXP.
 - Higher LV loss, EXP deduction calculation based on the fundamental EXP.
 - Lower LV win, EXP increment based on the fundamental EXP.
 - Lower LV loss, No EXP deduction.


c. Draw game, there is no EXP increment or deduction.


d. If one of the players quit the game during the game play, the EXP of escaper will be deducted according to the above setting, and the stayer will not have any EXP increment.


PLAYER LEVEL


There are different player levels of the online game as Lv. 1-3, Lv. 4-7, Lv. 8-11, Lv. 12-15, Lv. 16-19 and Lv. 20+. After the online game play, there will have experience increment. Once the experience archived at certain level, the outer frame of emblem and nickname will be changed in the Game Hall and Game play interface. The changes show as below table:


LEVEL	NICKNAME	OUTER FRAME OF EMBLEM
Lv.1 - Lv.3	Pantone: #FFFFFF 	

LEVEL	NICKNAME	OUTER FRAME OF EMBLEM
Lv.4 - Lv.7	Pantone: #0CC66C NICKNAME	

LEVEL	NICKNAME	OUTER FRAME OF EMBLEM
Lv.8 - Lv.11	Pantone: #168DFF NICKNAME	

LEVEL	NICKNAME	OUTER FRAME OF EMBLEM
Lv.12 - Lv.15	Pantone: #EA60FF NICKNAME	

LEVEL	NICKNAME	OUTER FRAME OF EMBLEM
Lv.16 - Lv.19	Pantone: #FFBA00 NICKNAME	

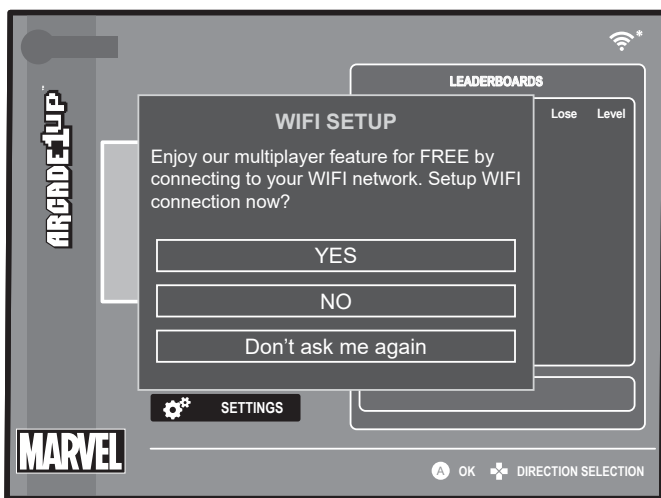
LEVEL	NICKNAME	OUTER FRAME OF EMBLEM
Lv.20+	Pantone: #FF2630 <div style="background-color: black; color: white; padding: 10px; text-align: center; margin-top: 20px;">NICKNAME</div>	

APPENDIX 2: FIRST TIME POWER ON

Press Yes > go to Wifi setup > Refer to Network setup

Press No > go to Main Menu (Same page will appear again for each power on or Wifi has been setup successfully once.)

Press Don't ask me again > go to Main Menu (Will not show again)



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MADE IN CHINA

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