



3000

Arcade



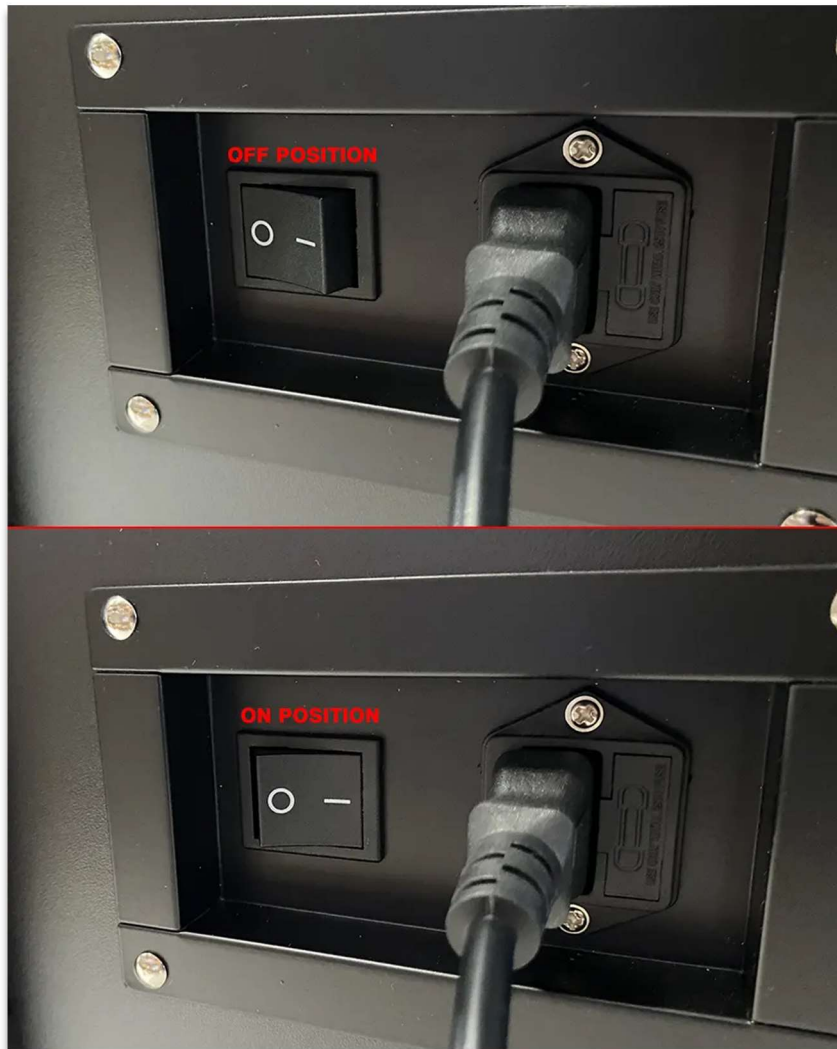
Table of Contents

Powering on the Arcade.....	3
Adjusting the Volume.....	3
Raising/Lowering the Screen	4
Changing the Screen Orientation.....	5
Basic Navigation	5
Search/Recent Games Function.....	5
Search.....	5
Recent	5
Categories	6
Exit/Pause a Game	6
Saving/Loading Game Progress.....	7
Saving Game States.....	7
Loading Games States	7
System Configuration	8
Access the Settings Menu	8
IO Test	9
Custom Button	9
System Config.....	9
Game Setting.....	10
Bookkeeping.....	12
Configuring Coin Op Mode.....	13
Disable Coin Buttons	13
Set Horizontal AND Vertical Mode Coin Settings.....	14



Powering on the Arcade

Simply plug your arcade into an electrical outlet and power on the unit.



Adjusting the Volume

Open the rear access door on your 516 arcade to find the amplifier. You can adjust the volume as well as the treble, bass, and balance of the speakers.



Raising/Lowering the Screen

Your arcade may have two different methods of unlocking the screen to raise it to the upright position.

If you have two tubular locks at the top of the rear of the arcade, insert both of the keys provided and turn them to release the screen. Pull up on the rear of the screen to activate the hydraulic lift.



Image 1 - Locks Securing Screen

If the rear of the arcade doesn't have the locks, then your arcade screen will be secured by two toggle latches inside the arcade. From the rear access door, locate the two latches (one on each side of the rear wall of the arcade) and unlatch them to release the screen. Pull up on the rear of the screen to activate the hydraulic lift.

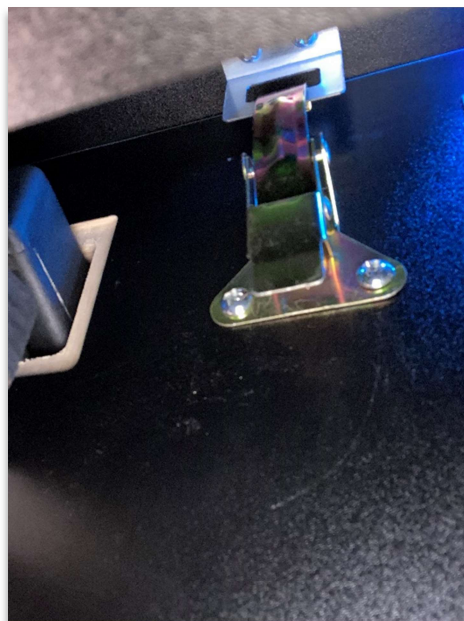




Image 2 - Toggle Latch Securing Screen



Changing the Screen Orientation

Press and hold the 1P “B” button for approximately 4 seconds. This will toggle between the two modes.

	
Vertical mode Arcade Classics 516 Games	Horizontal mode 80's – 90's Console Era 3000 Games

Basic Navigation

While on the main game selection screen, use the 1P joystick (or trackball) to navigate.

- UP/DOWN navigates through the games on the current page.
- LEFT/RIGHT cycles through the pages.
- To launch a game, highlight it and then Press A (OK).

Search/Recent Games Function

Search

An easy way to find the game you want to play is to search for it by name.

- From the main game selection screen, press the 1P button.
- Highlight “Search” and Press A. An on-screen keyboard will appear.
- Use the joystick to highlight the letters and press A to select.
- The list will begin to populate with games matching the entered letters.
- Select OK on the on-screen keyboard to navigate the results of your search.
- Press A to launch the desired game or press 1P to return to the main menu.

Recent

A list of your recently played games is easily accessible.

- From the main game selection screen, press the 1P button.
- Highlight “Recent” and Press A.



- Use the joystick to navigate the list of recent games.
- Press A to launch the desired game or press 1P to return to the main menu.

Categories

Easily find games by categories.

- From the main game selection screen

Exit/Pause a Game

If you want to switch to a new game or regain your composure after a challenging level, you can easily exit or pause a game.

- While in a game, press and hold the 1P button for 3 seconds.
- To exit the game, highlight "Exit" and Press A
- Or select "Continue" to resume the game where you left off.



Saving/Loading Game Progress

Saving Game States

Some games on your arcade support saving game states so you can return to an exact point in a game even after exiting that game or powering off the arcade.

- While in a game, press and hold the 1P button for 3 seconds to access the Pause menu.
- If the game supports saving game states, you will see a "Save State" option.
- Highlight "Save State" and Press A to save your progress.

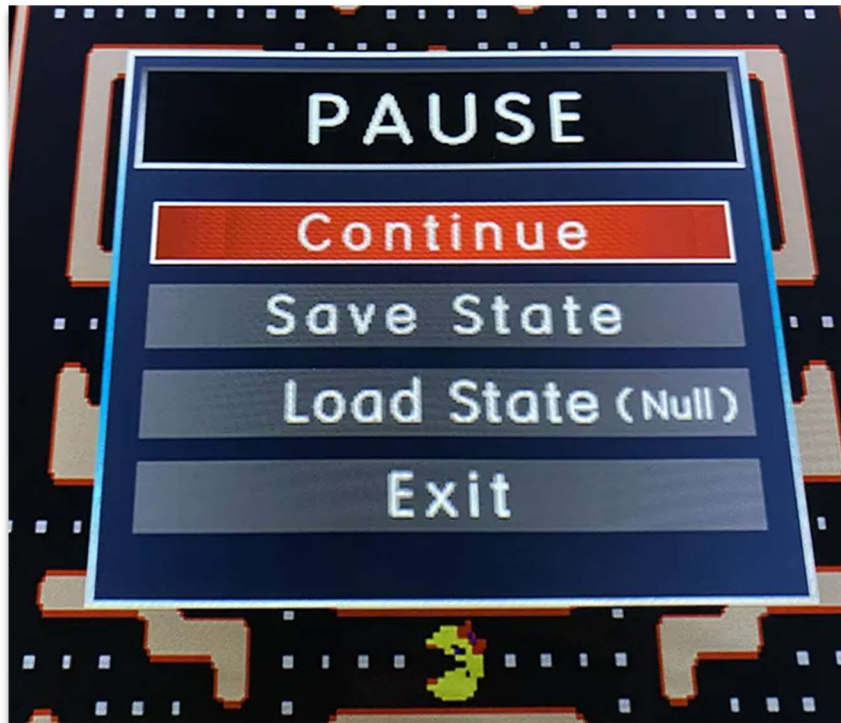


Image 3 - Pause Menu

Loading Games States

If you have previously saved a state for a certain game, you can return to that exact point in the future.

- Launch the desired game for which you have a saved state.
- After the game loads, press and hold the 1P button for 3 seconds to access the Pause menu.
- Highlight "Load State" and Press A. (Note: If the button is labeled "Load State (Null)", then no saved state exists for that game.)

System Configuration

Access the Settings Menu

- Open the rear access panel of your arcade to find the blue system controller.
- Press the “Settings Button” to access the system configuration menu.



Image 4 - Settings Button Location



Image 5 - Main Settings Menu



IO Test

The IO Test option allows you to test each input method, i.e., buttons, joysticks, and trackballs, to ensure each is properly functioning.

A visual response will appear to show which input method is activated.



Image 6 - IO Test Screen

Custom Button

This allows you to change the button mapping or restore the factory default button configuration.

System Config



Image 7 - System Config Menu

Credit Setting

Configure your arcade for free play or to accept coins. The ratios are number of coins/tokens to number of credits, i.e., 1:2 will give 2 credits per coin, 2:1 will give 1 credit for 2 coins.

Exit Game Mode

Select the method of exiting a game.

1. **[Hold 1P Button for 3 seconds]**
2. **[Menu Exit]**
3. **[Hold 1P Button and insert a coin]**



We recommend using **[Hold 1P Start for 3 sec]** in **Free Play mode**, and **[Menu Exit]** **when in coin op mode**. The [Menu Exit] option still requires that the 1P button be held for 3 seconds but a menu appears showing the number of remaining coins and allows for “inserting” another credit into the current game.

Auto Exit

[ON]: If joystick or controls are not operated for 3 minutes while in a game, the system will return to the main menu.

[OFF]: The system will not auto exit.

Select Game Mode (Coin Op Mode Only)

Control the ability to navigate the game list before a coin is inserted.

[ALWAYS]: Allows for browsing games before a coin is inserted.

[WITH COIN]: Requires a coin to be inserted before navigating games list.

Quality Optimization

Control whether the graphics processor quality optimization is **[ON]** or **[OFF]**

Scanning Line

Turning this option **[ON]** results in a retro-style CRT look for the screen.

Timer Mode (Coin Op Mode Only)

Control how the coin op timer works.

[Home Game Timer Only]: Timer is only active for home games.

[All Timer]: Both arcade games and home games utilize timer.

Game Time (Coin Op Mode Only)

Set the number of minutes of game time per coin

[1 – 60 minutes]

Gamepad Setting

We do not recommend adjusting the settings in the gamepad setting section unless you know what you are doing or unless directed to do so by us.

Game Setting

This menu allows you to change the settings for individual games.



Image 8 - Game Setting Main Menu

Adjust Difficulty and Starting Lives



Image 9 - Adjust Difficulty and Lives

- Navigate to the desired game.
- Press A to enter the selected game's difficulty and lives settings screen.
 - Press A to cycle through the available difficulty settings.
 - Press B to cycle through the available number of starting lives.
- Press 1P to go back.

NOTE: Some games do not have adjustable settings. You will not see anything listed under difficulty and lives.



Image 10 - A game with no adjustable settings



Hide/Show Games

- Navigate to the desired game.
- Press B to edit the games list.
 - Press A to *Display/Hide* the selected game.
 - Press B to *Display All* games.
 - Press C to *Hide All* games.
- Press 1P to go back.



Image 11 - Show/Hide Game Option



Image 12 - Game Hidden

Add/Remove Favorites

- Navigate to the desired game.
- Press C to edit the favorites list.
 - Press A to *Favorite/Unfavorite* the selected game.
 - Press C to *Unfavorite All* games.

Bookkeeping

This setting keeps track of the total number of coins inserted into the system.

You can clear the coin counter from this menu or change the password.

Default password is 5 5 5 5 5 5 5.



Configuring Coin Op Mode

Configuring your 3000 arcade to operate in coin op mode involves the following steps.

1. Physically configure the coin acceptor (see separate documentation)
2. Disable the coin buttons on the control panel
3. Adjust system settings in **both** modes (horizontal and vertical)

Configure Coin Mechanism

See our how-to documentation on configuring the coin mechanisms.

Disable Coin Buttons

To prevent adding coins/credits using the buttons on the control panel, the buttons must be disabled when using coin op mode.

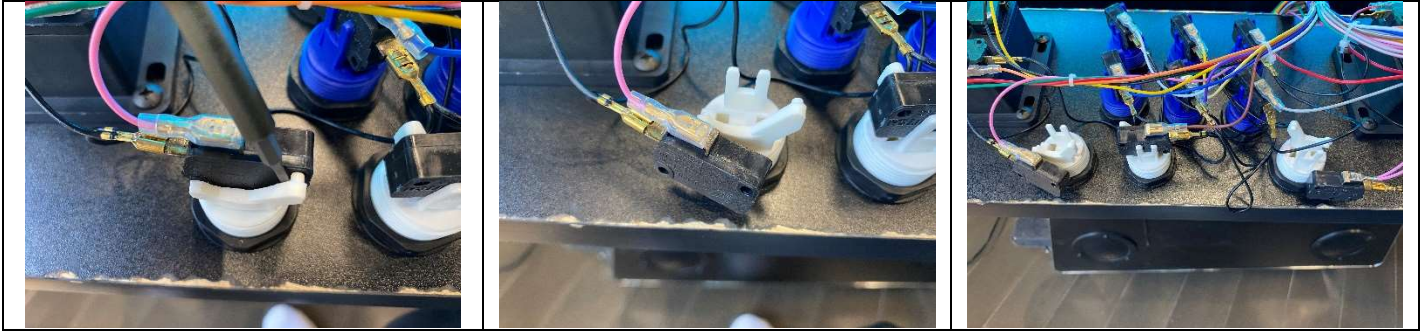


Image 13 - Two coin buttons to be disabled



Image 14 - Set screws to remove control panel

- Remove the two set screws (one from each side) from the side of the control panel.
- Lift the top panel straight up and flip it over.
- Remove the button actuator from the button assembly for the two coin buttons as shown below.



- Replace the top panel and replace the two set screws.

Set Horizontal AND Vertical Mode Coin Settings

- Under the System Config settings menu, set the following items.

Setting	Recommended Value
<i>Credit Setting</i>	Desired Coin:Credit Ratio
<i>Exit Game Mode</i>	Menu Exit
<i>Pause Menu</i>	ON
<i>Select Game Mode</i>	Always
<i>Timer Mode</i>	Home Game Timer Only
<i>Game Time</i>	Desired # of Minutes of Game Play

- Save the settings to have the machine reboot.
- Once rebooted switch to vertical mode by pressing 1P **B** button for 4 seconds and perform the same settings changes

NOTE: If the settings are not the same for both modes, there is a risk of allowing free play when payment is expected. Also, credits can be lost because of how the coin manager is implemented. Keeping the settings the same between both modes allows for switching between horizontal and vertical modes and credits will flow between both.
