SIMPLE ARCADES

4-PLAYER PSL USERS MANUAL
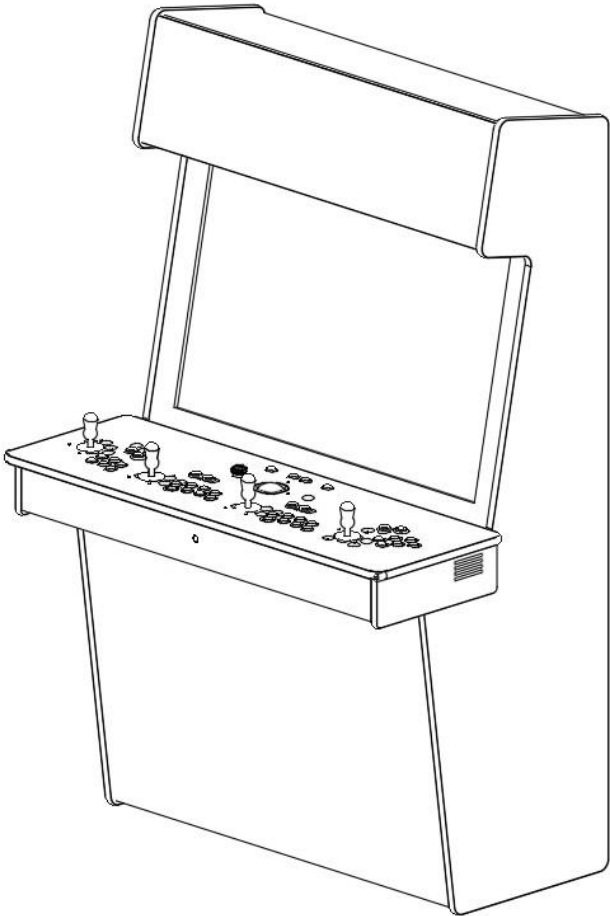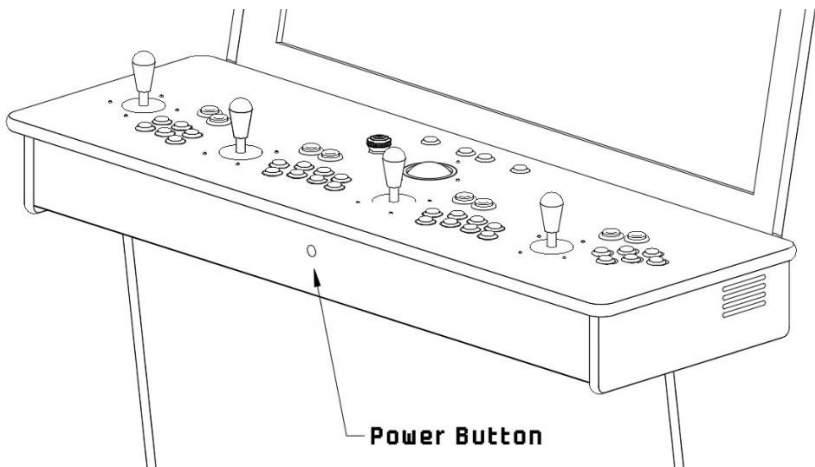
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ARCADE BASICS

1.1   POWERING UP YOUR ARCADE

Power Button

After connecting your arcade's power cable from the wall to the arcade, locate the black pushbutton mounted on the front of your arcade as shown above. To turn your arcade on, simply press this button inwards. Once pressed, the internal PC inside your arcade will power on as well as your LED Marquee, LED pushbuttons and monitor.

After 10-15 seconds, your arcade will complete its boot sequence, automatically sign into Windows 11, then load into the arcade's software without any action needed from you.

Please also read SECTION 3.1 Shutdown and Restart for proper procedures to turning off your arcade.

1.2   CONTROLLING YOUR ARCADES AUDIO SYSTEM
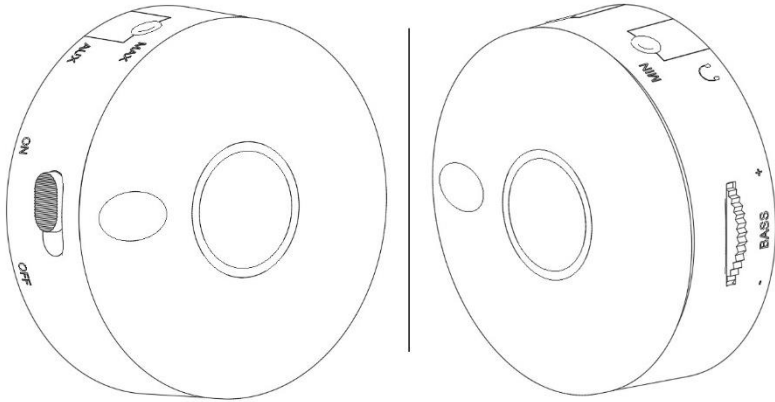
On the rear of the machine, you'll see a large black wheel/knob assembly. This is the control center for your audio system. The largest knob/wheel, taking up the entire outer rim of the assembly, is your volume control. Spin to adjust volume up/down. You'll also see a smaller spin wheel on the side labeled BASS, which is your bass control. Spin to adjust. Lastly, there is an on/off toggle switch on the side as well for your audio systems power control.

USING BIG BOX

2.1   WHAT IS BIG BOX?
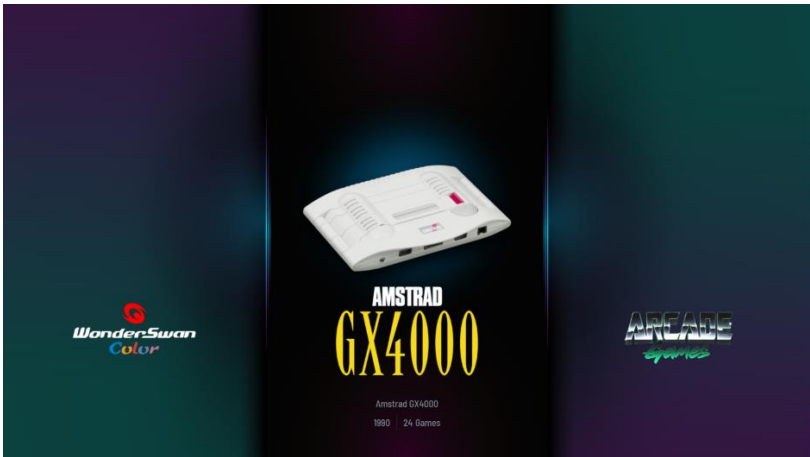
BIG BOX is a front-end, visual based program/menu system that can launch other programs and emulators from one menu. In other words, BIG BOX is the cool looking menu system where you'll browse and load your games.

2.2   BIG BOX MENU NAVIGATION AND CONTROL

Please use this control diagram while browsing systems and games
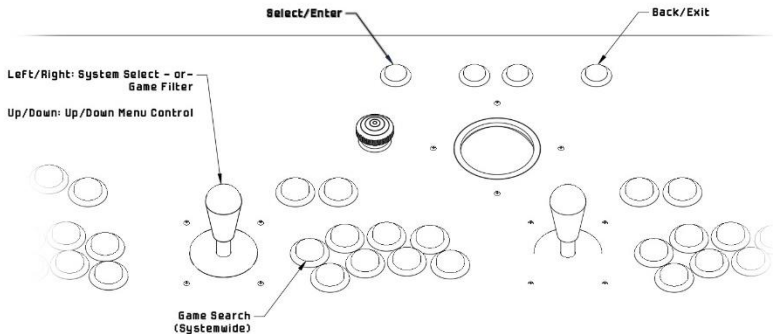
Once your machine has finished booting/loading, it will automatically start the *BIG BOX* emulation/front end program for you to being navigating/playing your games.

While in the *BIG BOX* menus:

- Use the **PLAYER 1, JOYSTICK** for **MENU NAVIGATION**
- Use the illustrated **SELECT/ENTER** button panel to select menu items
- Use the illustrated **BACK/EXIT** to exit selections, exit menus or to go back in general

…continued

- Use the illustrated **SEARCH** to access an arcade-wide game title search as shown below:
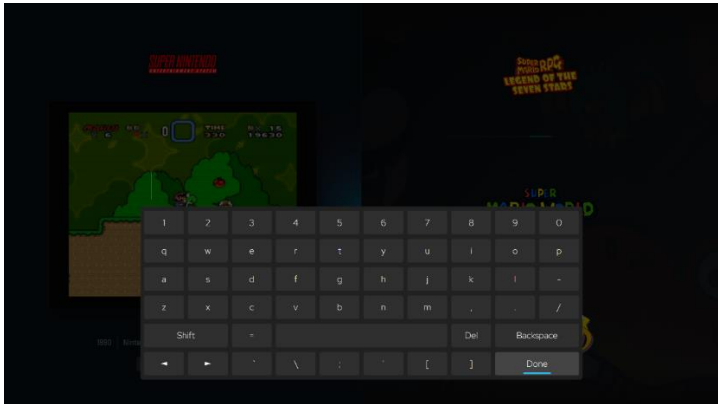
- When a system has been chosen and you're browsing its available game selection, press **JOYSTICK LEFT** or **RIGHT** for to access a game filtering options and to fast jump to specific letters as shown below:
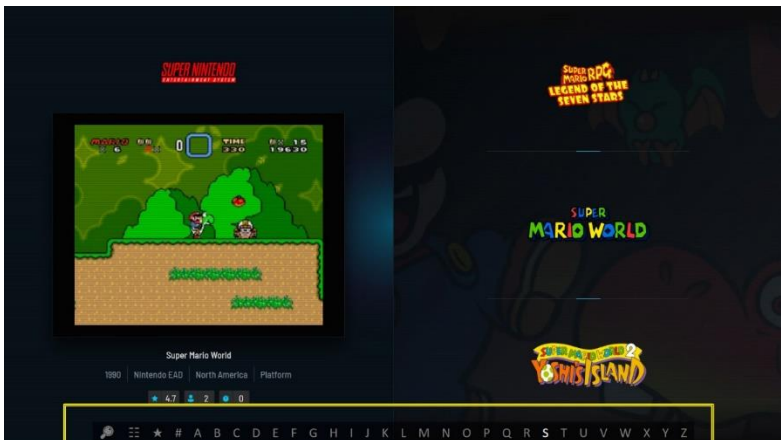
- Each systems game list is sorted into alphabetical order. When you've found a game title you wish to play, highlight the game then press **SELECT/ENTER**. This will lead you to a page with various information about the game (shown below), including video previews, screenshots, high scores (if applicable), customizable game ratings, and favorite options. Alternatively, if you just want to start playing the game right away, select the "Play" option, and the game session will begin loading.
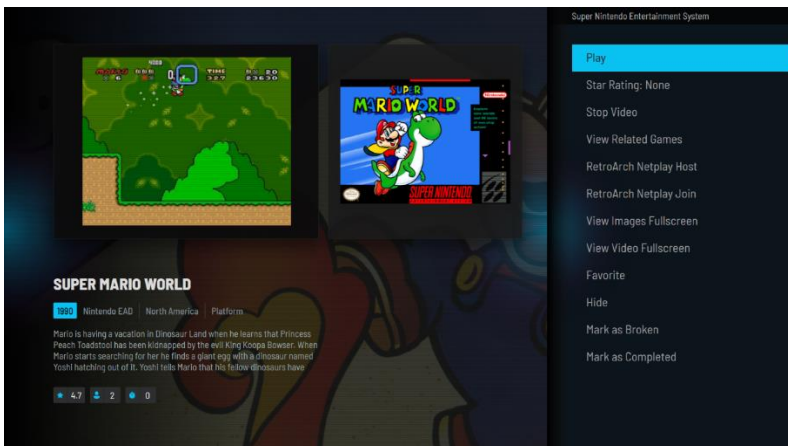
PLEASE NOTE: While most games load up relatively fast, some DISC based games, such as Sega Dreamcast, Sony PlayStation, and Nintendo GameCube may take longer to load than normal. Please be patient while waiting for these games to load.

If you wish to go back and view the main systems menu again, simply press **BACK/EXIT** to return to the previous menu.

2.3 IN GAME CONTROL

The arcade system comes with preset controls for each gaming system, making it convenient for players to jump right in and start playing. However, specific button layouts for every game are not illustrated. Given the vast number of playable titles available on the machine, it would be impractical to list them all here. Nevertheless, discovering the controls for each game is usually straightforward and easy to find out.

For example, the Nintendo Entertainment System had a two-button controller (B & A), a START & SELECT button, and an UP/DOWN/LEFT/RIGHT directional pad. The configuration for this system on your arcade is:

Directional pad = Joystick control
B & A = Button 1 & 2 on each player's button plate
SELECT & START = Player COIN & START on your admin panel

…continued

The same button layout rules apply for the Sega Genesis also. The Genesis controller had an UP/DOWN/LEFT/RIGHT directional pad, an A/B/C button and a START button. The configuration for this system on your arcade is:

Directional pad = Joystick control
A, B, C, X, Y, Z buttons = Buttons 5, 6, 7, 1, 2, 3 on your button plate
START = Player 1 START

If you're having trouble with learning the controls, just remember this:

When in doubt, just press buttons!

2.4   HOT KEYS

Please use this control diagram while IN GAME
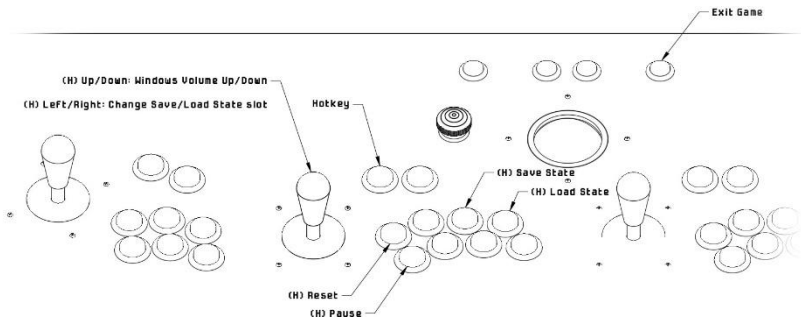
Once a game is launched on your arcade, you'll have access to some additional helpful features for <u>arcade style games up to generation 6 consoles ONLY</u>. Above, you'll notice several available options, including **SAVE STATE, LOAD STATE, PAUSE, RESET**, and others. Additionally, there is a **HOTKEY** button (**Player 1 COIN**). Before utilizing any of the hotkey commands mentioned above, you need to press and hold the **HOTKEY** button first.

For instance, if you want to save your current game session, you must press & hold the **HOTKEY** button (**Player 1, COIN**) and then press **SAVE STATE** (**Player 1, Button 3**).

- To exit a game session (return to menu), press **EXIT GAME**
- To save a game session, press **HOTKEY**, then **SAVE STATE**
- To load a prior saved game session, press **HOTKEY**, then **LOAD STATE**
- To reset a game, press **HOTKEY**, then **RESET**
- To pause a game, press **HOTKEY**, then **PAUSE**
- **To access the emulator menu,** press **HOTKEY**, then **EMULATOR MENU**

- To switch a save game slot, press **HOTKEY**, then **LEFT** or **RIGHT** on the joystick
- To change the **Windows 11** volume level, press **HOTKEY**, then **UP** or **DOWN** on the joystick.

(Why is this option available? Some games may emulate the original sound of the game differently sometimes leaving you with too loud or too quiet of a game session. Use this option if you'd like to adjust the sound via software rather than your physical volume knob.)

NOTE: Your system does have the ability to change/customize the controls. This involves navigating to programs and menus outside of the BIG BOX program. We STRONGLY suggest you have an advanced user knowledge of the emulator RetroArch and MAME before you attempt to change these settings. Emulator failure and loss of control for multiple systems can occur if these settings are changed incorrectly. Please note that we cannot be held responsible if these types of changes cause errors to your system. If this is something you wish to explore, please contact us.

Please note, hotkeys can NOT be used with PC games, nor any Generation 7 consoles.

2.5   WIFI, KEYBOARD & MOUSE

Since your arcade operates on a Windows-based PC system, certain functionalities, such as connecting to Wi-Fi or performing remote troubleshooting necessitate the use of an external keyboard and mouse. Fortunately, we provide you with a wireless keyboard and mouse no additional cost. To access these features, navigate to the "system" section and look for the labeled **HELP** option.
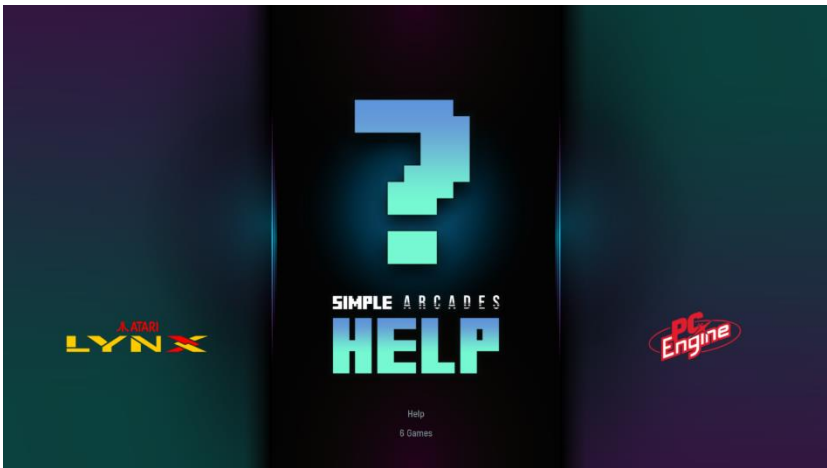
Connecting to Wi-Fi or a Bluetooth controller on a Windows 11 computer is a simple and straightforward task. Many guides are freely available online if you need assistance in connecting your arcade to Wi-Fi, or connecting a wireless Bluetooth controller. If advanced help is needed, please contact us.

You can also use your arcades trackball and dedicated left click/right click buttons as mouse control if needed. Please see the diagram below which illustrates mouse controls.
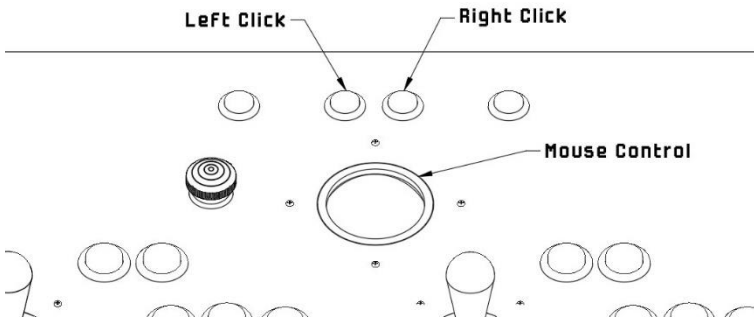
2.6   EXTERNAL USB CONTROLLERS

If your arcade machine is equipped with wired USB controllers, using them is straightforward. Just connect your controllers to the USB ports located at the back of your arcade machine <u>before</u> starting a game, and they should be ready to use. If you're wondering why you might need external controllers, certain more modern gaming systems like the XBOX, N64, Sega Dreamcast, Nintendo GameCube, Nintendo Wii, Nintendo Wii U and the PS2 have controllers with a variety of buttons, analog triggers, and joysticks. Your arcade machine's control surface lacks these specific controls, making an external controller the optimal choice for playing games or systems that require these features.

2.7   SINDEN LIGHT GUNS

If your arcade machine is equipped with wired Sinden brand light guns, utilizing them is straightforward. Begin by connecting your Sinden gun(s) to the USB ports located at the rear of your arcade machine <u>before</u> initiating a game, ensuring they are prepared for usage. Your guns are labeled as P1 & P2. Please take extra care to connect the P1 gun when operating single player light gun games.

Once you have launched a game that is compatible with the light gun, it is crucial to press the ENABLE BORDER button on your gun. This button is situated on the right side of your gun while you are aiming it at the screen. The ENABLE BORDER button is the button closest to you. Once pressed, a white border will appear around the game window on the screen. This white border is required for the functionality of the Sinden light gun tracking technology. Without the boarder, your guns will not operate.

When you have completed your game session and returned to the main menu screen, remember to press the ENABLE BORDER button once again in order to deactivate the white border. Neglecting to perform this action after enabling the border and exiting a game will result in the white border remaining active in the background. This could potentially lead to complications when launching your next game.

IMPORTANT: The Sinden light guns provided with your arcade are intended for use with games included under the "arcade" system only. Console games will not function with this type of controller.

IMPORTANT/MISCELLANEOUS

3.1   SHUTDOWN/RESTART

To properly shut down your arcade, while in the BIG BOX system selection menu, press **PLAYER 1, BACK/EXIT**. This will take you to the main menu for the BIG BOX front-end software. At the bottom of this list, you'll find options to **REBOOT** or to **SHUT DOWN** your arcade.
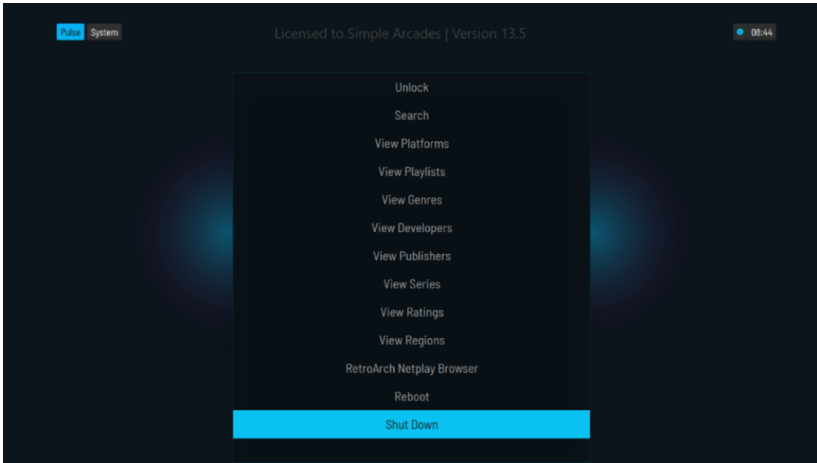
Select the "SHUT DOWN" option to power off your arcade safely and prepare it for the next use.

3.2   ROM/GAME DISCLAIMER

All available game titles included on your arcade have been acquired via free-access game archival sites on the internet. These websites are dedicated to preserving retro and modern video game titles that are currently not in production and are no longer available in the primary market. Without these archival websites, many of these game titles would be lost and forgotten. By using and emulating ANY included title you are agreeing to the following:

- You personally own a license for any ROM / image included with your model arcade.
- You will not distribute any of these files illegally.
- You will not attempt to make any profit from any of these files.
- You have permission to download, install, and use ALL ROM and game image sets that your model arcade provides, and that

you are strictly using/purchasing our items & services for our unique custom products/hardware and for your personal digital backup purposes.

- You agree to the fact that all ROMs and images are included by us in good faith, and we can NOT be held responsible if users use a ROM or image illegally.

3.3 CHANGING SETTINGS/ALTERING OR CUSTOMIZING YOUR SYSTEM

We understand the customizable nature of the BIG BOX software we include. However, if error occurs or your system fails due to unauthorized alterations/changes that are out of our control, we cannot and will not be held responsible. All arcades are configured and tested rigorously to ensure the machine arrives to you in a working order. As with any other product sold today, we cannot warranty nor offer support to a product has been altered/tampered with. Errors caused by changing settings, adding/removing themes, scraping games for metadata, adding videos, overclocking, etc. made to your arcade will void all included warranty, support, and refund policies offered.

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LIMITED WARRANTY

4.1   WHAT IS COVERED?

This limited warranty covers any defects in material or workmanship in your new arcade.

4.2   HOW LONG DOES THE COVERAGE LAST?

The warranty period for your product is six (6) months from the documented date of your item being delivered.

4.3   WHAT DOES THIS LIMITED WARRANTY NOT COVER?

This limited warranty does not cover any problem that is caused by (a) commercial use, accident, abuse, neglect, shock, electrostatic discharge, degaussing, heat or humidity beyond product specifications, user, error, operation, maintenance or modification; or (b) any misuse contrary to the instructions in the user manual; or (c) lost passwords; or (d) malfunctions caused by other equipment. This limited warranty is void if a product (a) shows signs of alteration; or (b) shows signs of damage or tampering of any interior components (including the

unauthorized removal of any component or external cover). <u>This limited warranty does not cover data loss – back-up the contents of your system & ROM storage drive to a separate storage medium on a regular basis.</u> Also, consequential damages; incidental damages; and costs related to data recovery, removal, and installation are not recoverable under this warranty. This limited warranty applies only to hardware products; software, media, and manuals are licensed (and warranted where applicable) pursuant to separate written agreement.

4.4 WHAT DO I HAVE TO DO?

We will not provide any warranty coverage unless your claim is in compliance with all terms of this limited warranty statement and you follow proper return procedure. To request warranty service please contact **support@playtime.com** regarding your warranty claim. Once it is determined that a repair or replacement is required, you will be prompted for your name, address, phone number, e-mail and then issued a Return Order Number to use when returning product. Product you return to us must be properly packaged in its original packaging (or packaging providing the product with protection equivalent to the original packaging) and shipped, with the shipping charges to be paid by the person(s) returning the equipment. Product must have correctly labeled return address. It is recommended that product be shipped with insurance up to the dollar paid to assist with any loss sustained during the return shipping process.

4.5 WHAT WILL PLAYTIME ARCADES DO?

If Playtime Arcades deems your repair fit and authorizes you to return your product to us or an authorized service provider, Playtime Arcades will repair or replace your product without

charge with a functionally equivalent replacement product. Playtime Arcades may replace your product with a product that was previously used, repaired and tested to meet our specifications. You are responsible for sending your unit back for inspection, however, Playtime Arcades will pay to ship the replacement product to you. By sending product for repair or replacement, you agree to transfer ownership of the original product to Playtime Arcades. Playtime Arcades may not return your original product to you. Data recovery, advance replacement option, or other warranty-related offerings or service plans are not covered under this limited warranty and are not part of the covered repair or exchange process. Playtime Arcades warrants that repaired or replaced products are covered for the greater of either the remainder of the original product warranty or 60 days.

THANK YOU!

If you're happy with our work we would appreciate any and all good feedback you can provide. Excellent reviews help us to grown our small business and are ALWAYS welcomed!

We want to thank you for purchasing our arcades. By supporting our shop with your purchase, you've helped us to continue doing business and provide years of retro filled fun to customers like yourself. And for that, we cannot thank you enough! We hope you, your friends, and your family enjoy our work as much as we've enjoyed making it for you.

Please contact us if you have any questions or need any help.