

**CREATIVE
ARCADES**

3500-2P

ARCADE

USER MANUAL





Table of Contents

Page 3	Control Panel and button layout cheat sheet
Page 4	Controls and navigating through game selection screen
Page 5	Playing Doubles and Volume adjustment
Page 6	Setting up Machine to Accept Quarters
Page 7	De-Activating FreePlay button
Page 8	Lifting Up the Tilt Screen
Page 9	Unlatching the Tilt Screen

Control Panel

Quick Starting

To start playing a game. First find the category by pressing the Player 1_B button until you come to the category that you want. Then use the joystick to navigate through the game selection screen. Push down on the joystick to move down one game at a time, Also you can push to the right to jump through games ten at a time. Hold the joystick to the right to cycle through the games quickly. Once you have found the game you would like to play, press the start a game or P1_A button as shown in Figure A.

After the game loads, press the freeplay button to add credits and then Player 1 start to start the game.

To exit out at any time, press and hold the player one start button for 5 seconds and it will bring you back to the game selection screen.



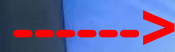
2 Player standup control panel shown

GAME CATEGORIES ARE - FIGHTER / BEAT / DRIVING / SHOOT / GUN / STAGE / SPORT / OTHERS / MAZE / MISC / ALL

Game Selection

Game Category is displayed at top left of screen in **RED**

Game Category -



All

No. 1, Tot. 3432

Games family

Game List



10 Yard Fight <Japan>

1000 Miglia: Great 1000 Miles Rally (94/07/18)

18 Holes Pro Golf (set 1)

1941: Counter Attack (World 900227)

1942 (Revision B)

1943 Kai: Midway Kaisen (Japan)

1943: The Battle of Midway (Euro)

1944: The Loop Master (USA 000620)

1945k III (newer, OPCX2 PCB)

19XX: The War Against Destiny (USA 951207)



Turn 1P joystick up or down to select games in order, left or right to select games by page. 1P A to change game list. 1P START launch game, Hold 1P START for 3 seconds to exit from game.
Please insert coins and enjoy now!

While on the game selection screen

you can push Player1_B button to cycle through the game categories one at a time then you can push down on joystick to cycle down through game list one at a time, or press to the right and cycle through game list TEN at a time. You can also hold the joystick to the right to go through the game list superfast.

Change the orientation of the screen by hitting the all white button next to Player 1 start that is shown in figure A.

Once you find a game that you would like to play, push the Player1_A button to load that game.

Once the game is loaded, push the freeplay button to add credits after adding credits, push Player 1 or Player 2 start.

Exiting the Game

While playing the game, to exit you simply hold down the Player 1 start button and after a few seconds it will take you back to the game selection screen.

Playing Doubles

Some games (donkey kong, pacman, galaga) require players to use the same controls. The original design of these games was based on taking turns using the same controls. As one player would play until his turn ended and then the other player would step up and take his turn on the same controls.

But if you want to play two player games with seperate controls then you would have to start it from the ends where both players are facing each other (cocktail mode). To switch the orientation of the screen you must do it from the game selection screen by hitting the Cocktail/Standup orientation button that is shown in Figure A. This only applies if you have a cocktail table

Figure C.



Volume Control

Figure C.

Some games may be louder than others and the volume can be adjusted to preference. To adjust the volume you have to open up the machine and locate the amplifier that has 4 knobs on it and looks similar to Figure C. Once you locate that amplifier you simply just turn the large knob counter clockwise to lower and clockwise to raise. Please note that your machine may have a different location for the sound amplifier.

Setting up machine to take quarters



Coin Assimulator



Figure D

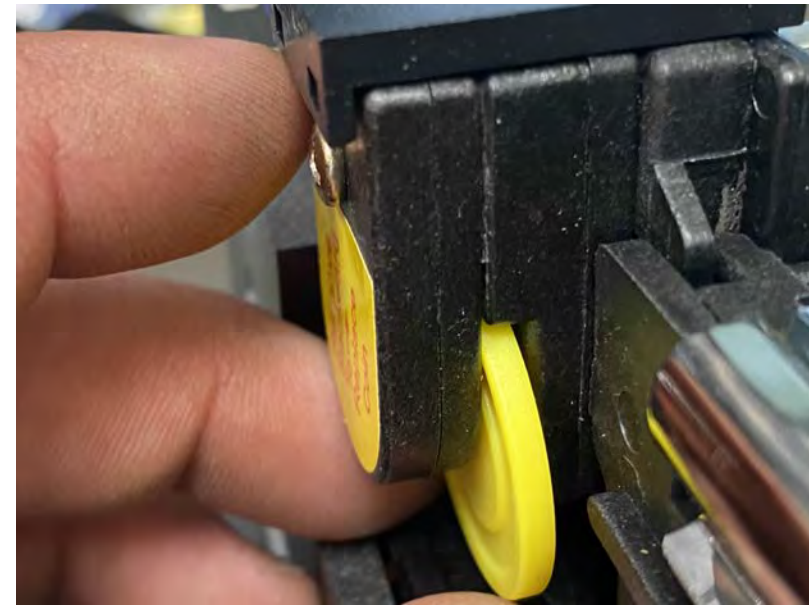


Figure E

- Step 1.** Locate the coin assimulator in front of the machine and open the coin door.
- Step 2.** Put in a sample quarter into the caddy tray as shown in figures D and E above.
- Step 3.** Find the green QC sticker and pull up on it. It may be easier to lift up on it with the spring disconnected.
- Step 4.** Once you have it up, then you want to put your sample quarter in the cut as shown in figure E (the yellow disc is a dummy coin that you need to replace with a real one).
- Step 5.** After you put your quarter in the caddy, then lower it back down.

Fine tuning the coin caddy will take a number of attempts to ensure accurate alignment when it is set up correctly, then the quarter should fall all the way through. If it gets caught then the sample quarter is not in correctly and you must hit the coin return lever to get it out and reinsert the sample quarter again. NOTE: the machine must be on for this to work. It may take a couple of tries but it will work just keep trying!

De-activate freeplay when using coin acceptor

Note that this process is for our Tabletop Lift Model only

To finish setting up your machine to take quarters you must de-activate the freeplay button on the control panel and to do this you must open up the machine on the coin door side and look up to the right and you should see something similar to figure f.

The blue button is the freeplay button and the red switch is to turn off the freeplay button that is on the control panel.

*****IMPORTANT***** To activate FreePlay again, the switch must be flipped back on to use the freeplay button on the main control panel



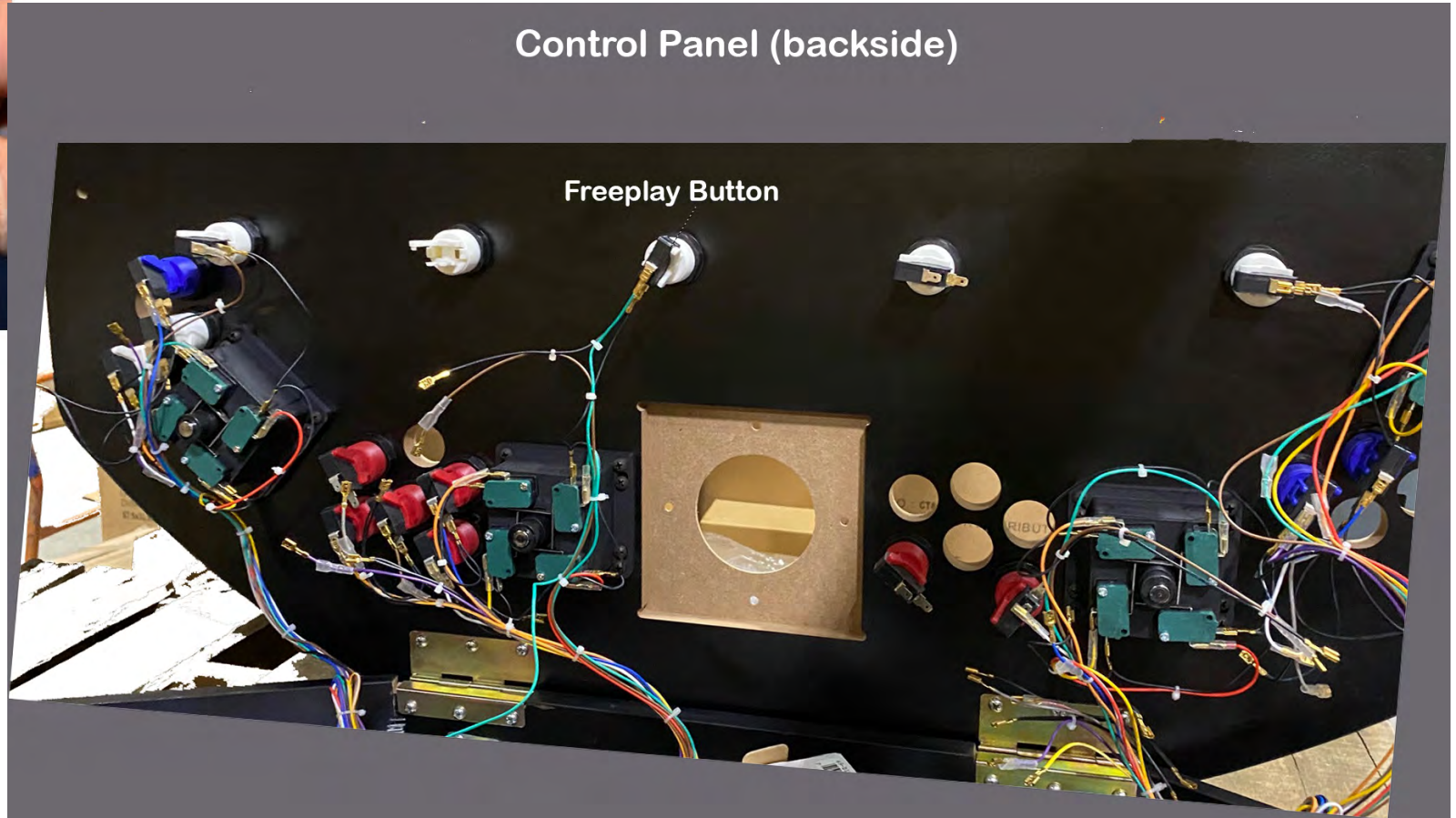
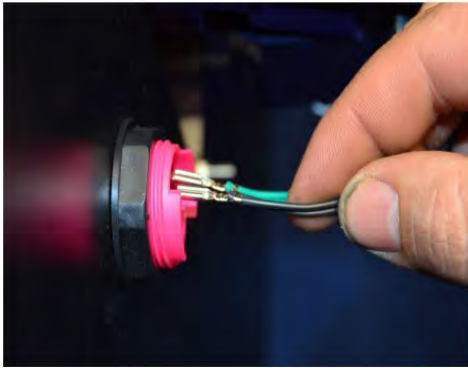
Figure F

LED Light Controls

The other switch that is behind the back door of the machine is to turn off the LED lights that are on the outside of the video game unit.



De-activate freeplay on 4 Player Slim model



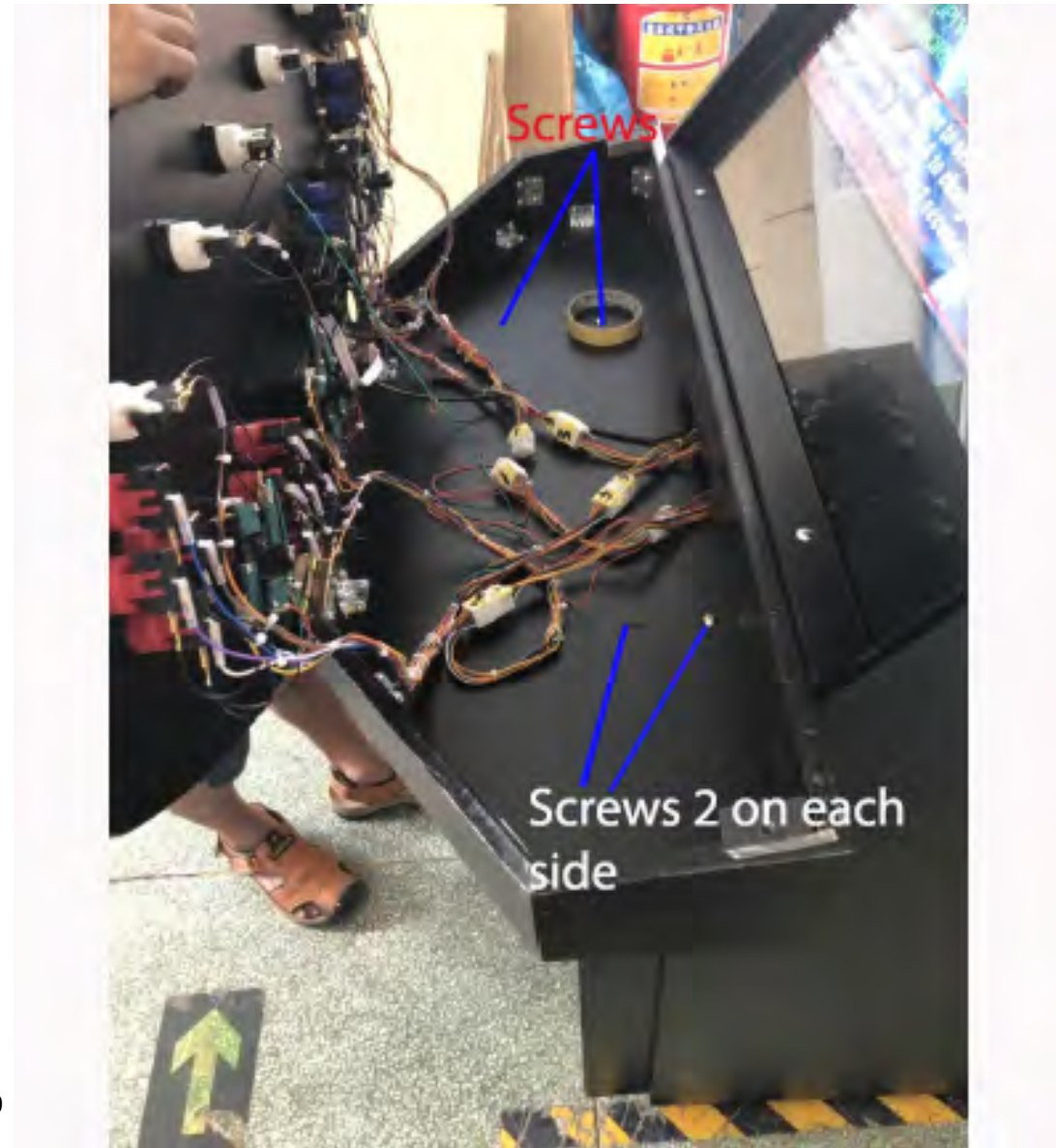
Once you loosen those bolts, you should be able to lift up on the control panel and have it open up to show you the backside. Once there, disconnect the green wire connected to the freeplay button.

Removing front control panel for a narrow doorway (if required)

When removed, arcade is 33' wide.

(this applies to four player stand up)

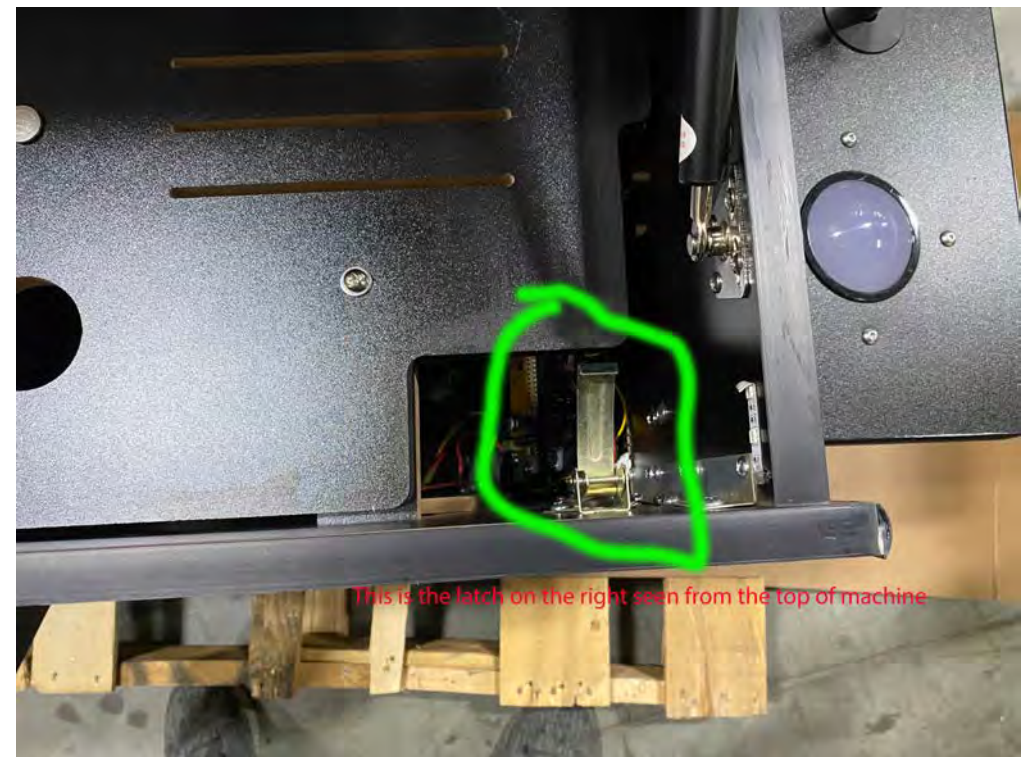
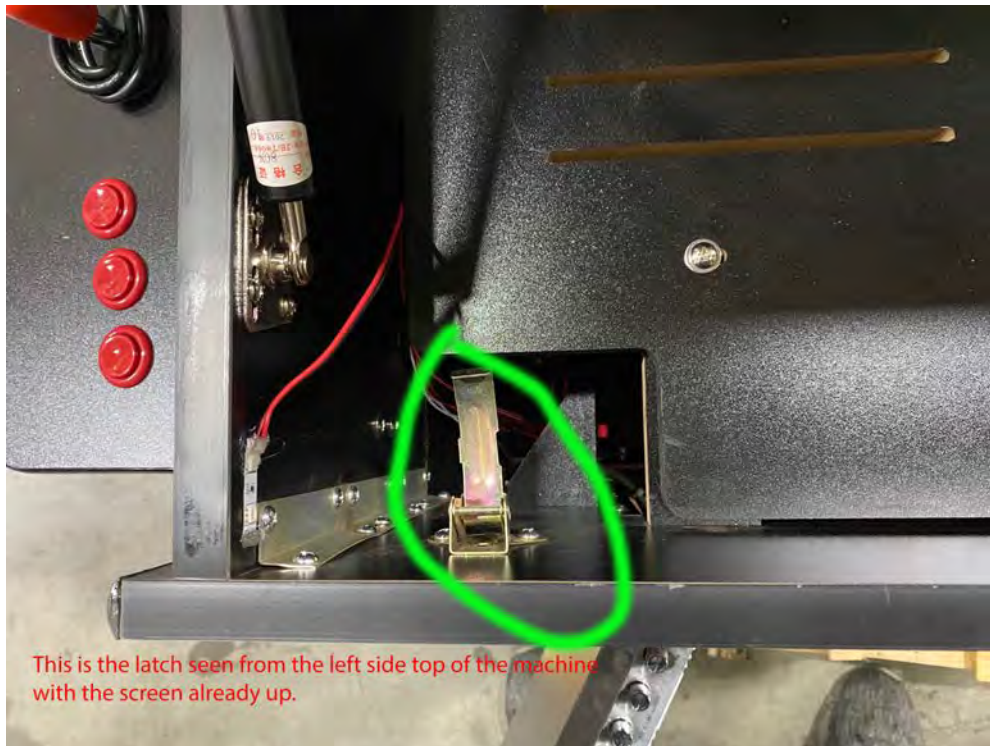
- (1) Remove upper left and upper right screws. Lift panel
- (2) Remove the 4 screws 2 on the left and 2 under the panel
- (3) Lift box and gently place against screen while moving through doorway
- (4) Replace screws into pane once in desired location





Lifting up the tilt screen

Step 1 : Locate the two latches (one on each side) that secure the screen to the unit during shipping.

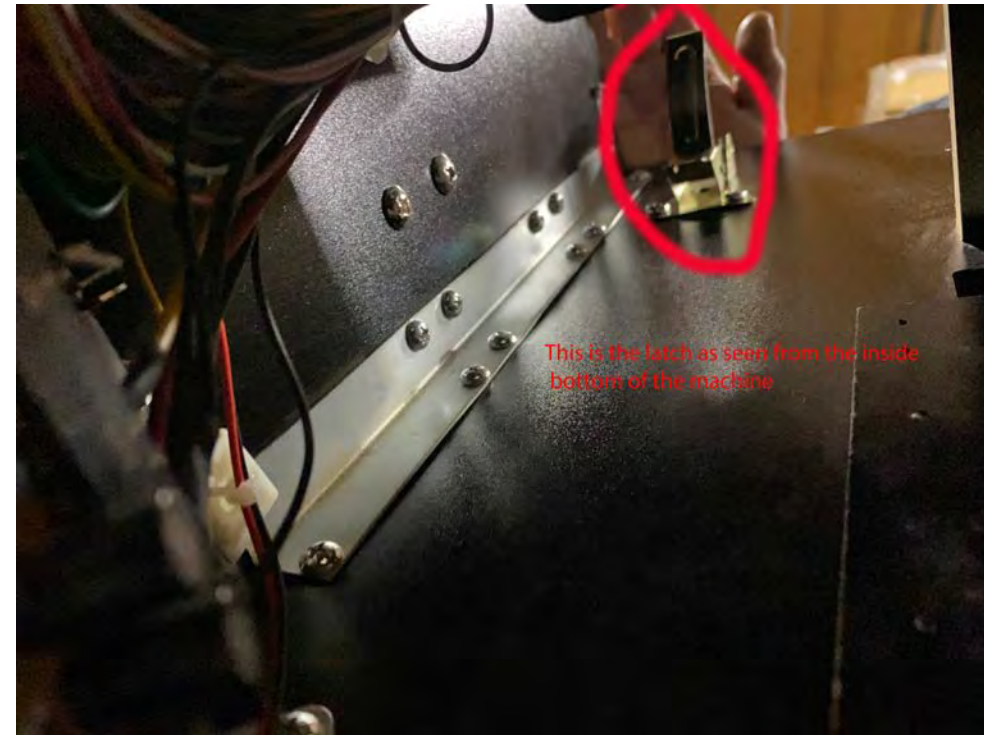


These images are from the top of the machine when the screen is up.

To unlatch the screen, you have to reach into the machine from the back (opposite of Coin Door) and reach up through the hole that is in the picture and unlatch the clamp. THE SCREEN WILL NOT GO UP UNTIL YOU DO THIS.



Here is a view of the latches from the top side of the machine



This is the latch as seen from the inside bottom of the machine

This is a view from the bottom inside pointed up

NOTE: When transporting machine, make sure that you have fastened these latches back down again to prevent damage