

# 4533-4P MACHINE SIMPLE USER MANUAL







## **Control Panel**

#### **QUICK START**

To start playing a game. First find the category by pressing the P1\_B button and continue to press it 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, then press P1\_A button as shown in Figure A.

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

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



#### **Game Selection**



Game Category is displayed at top left of screen in RED



#### 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 one start that is shown in figure b.

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 one 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 B. This only applies if you have a cocktail table

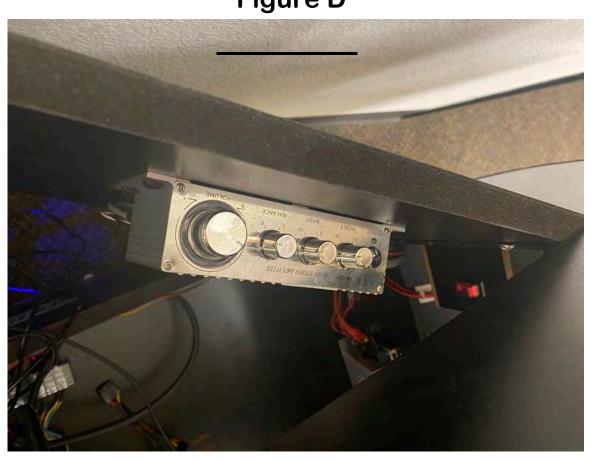


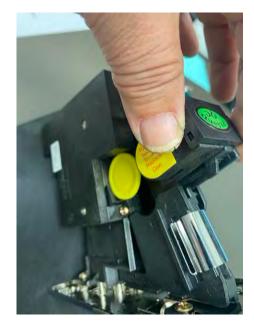
Figure D

**Volume Control** 

Some games may be louder than others and the volume can be adjusted to preference. To adjust the volume ayou have to open up the machine and locate the amplifier that has 4 knobs on it and looks similiar to Figure D. Once you locate that amplifier you simply just turn the volume knob counter clockwise to lower and clockwise to raise.

#### **Setting up machine to take quarters**





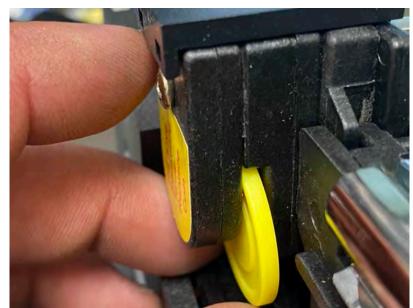


Figure D

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 setups 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!





#### Figure F



### De-activate freeplay when using coin acceptor

Note that this process is for our Tabletop Flip Model

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 similiar 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

#### **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.





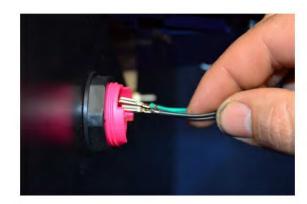


Four Player Stand Up control panel



#### Disabling Freeplay button on Four Player Standup

- 1. Ensure machine is switched off and unplugged. Open front access door
- 2. Locate blackwire in rear of freeplay switch.
- 3. Unplug black wire from switch and secure away tidily



Tip: This is not a live wire, so you can handle it in safety.

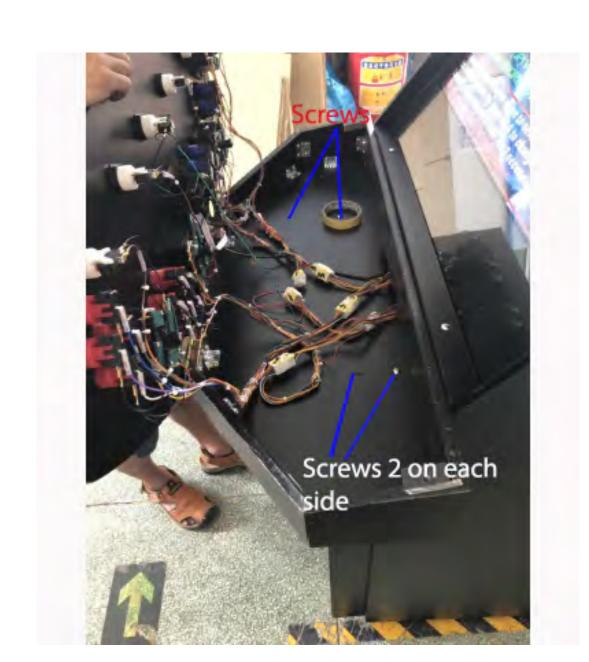


# Removing front control panel for a narrow doorway (if required)

When removed, arcade is 33' wide.

(this applies to four player stand up)

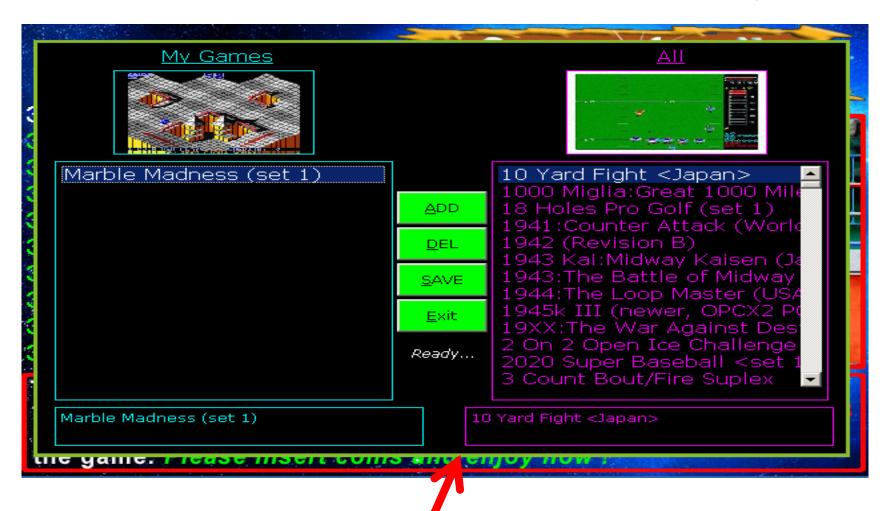
- (1) Remove upper left and upper right screws. Lift panel
- (2) Remove the 4 screws 2 on the left and 2 under the panel
- (3) Lift box and gently place against screen while moving through doorway
- (4) Replace screws into pane once in desired location



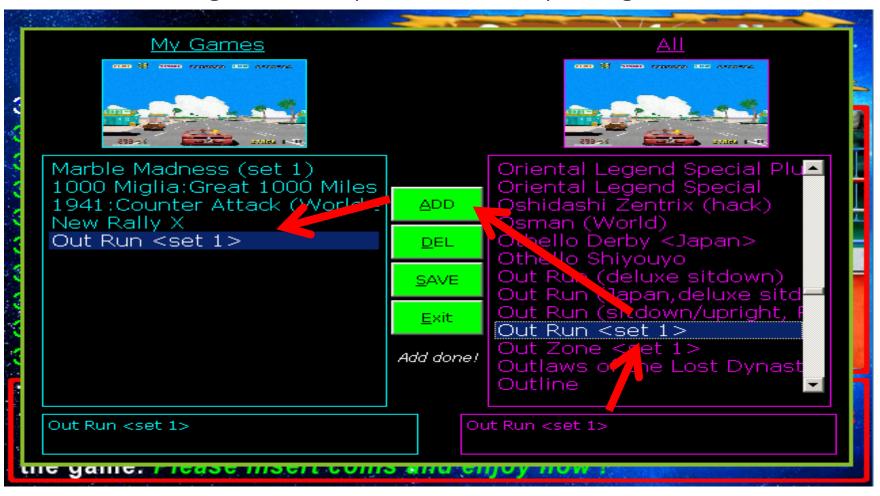
Start Machine with PC Keyboard and mouse



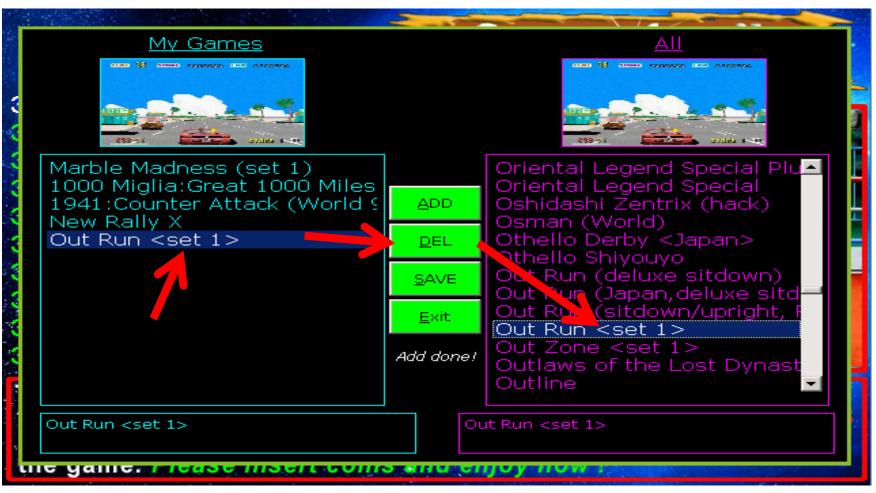
Open the Setup Window by pressing the "D" Key



Add one game to My Games List by using the mouse



Delete one game from My Games List by using the mouse



Save My Games List by using the mouse



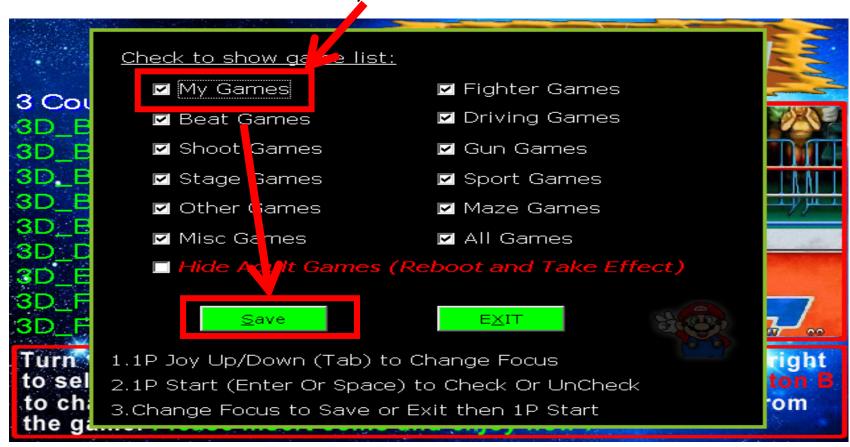
Click "Save" button

Show My Games List



"Z" Key Open this Window

Check My Games then Save



## Hide Adult Games

Check "Hide Adult Games" then Save

