

USER MANUAL

VIRTUAL PINBALL



CONTENS

1.Setting Up

2.Powering Up

3.Controls

4.To play a game

5.To disable FX Tables

6.To disable the “Coin Button”

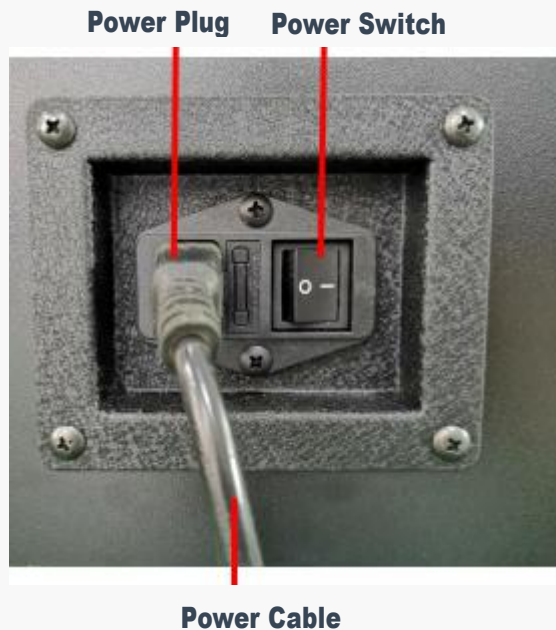
7.To change the Volume

8.Adjusting the feet

9.Fixing the 32” screen’s cabinet

10. Troubleshooting

Setting Up



Powering Up


To switch the unit on, plug the power cable into a wall socket, then the connecting lead into the Power Plug on the side of the machine. Power the machine on by flipping the power switch to on. The machine will power on, and load up the games menu.

The bottom of cabinet's switches instruction:



The left button is the computer's button. Press this button to power on the computer or off. The right button is the whole machine's power button. More convenient to power on the machine or off. Warm Tip: Unplug the plug, when you don't use the machine, for the environment protection.

Controls

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- The diagram illustrates the control layout for the game. At the top, it shows two player indicators: '1P' with a red dot and '2P' with a blue dot, each followed by a 3x3 grid of colored dots (red for 1P, blue for 2P). Below these are various buttons: 'LMSave' (blue circle), 'Flipper' (blue circle), 'Left' (blue circle), 'Right' (blue circle), 'Up' (red circle), 'Down' (red circle), 'Start' (blue circle), 'Plunger' (blue plunger icon), 'Coin' (red circle), 'Exit' (white circle with black border), 'RMSave' (red circle), and another 'Flipper' (red circle). Lines connect these buttons to their corresponding functions in the list below.
1. Left MagnaSave(game playing) Nudge Left(FX); Previous page
 2. Left Flipper; Previous game(game exploring)
 3. Left Tilt (game playing)
 4. Right Tilt (game playing)
 5. Fwd Tilt (game playing)
 6. Mech Tilt (game playing)
 7. Select Game List/Game Menu(game exploring),Start game (game playing)
 8. Plunger
 9. Coin button to insert coin, for free play
 10. Exit
 11. **Start Game**/Right MagnaSave/**Fire&Next page**(game playing) Nudge Right(FX)
 12. Right Flipper ; Next game(game exploring)

To play a game

Note: FX2&FX3 Table games are free play games. Can be disabled.

When you would like to start a new game, you can press the “Left”, “Right”, “Up”, “Down” button to choose the game. Then press the “Start” button to enter the game, press the “Coin” button to get credit or insert coins to get credits. When you get credits, you can press the “Start” or “RMSave” button to start game. Finally, pull the plunger or press “Start” button to launch and press the left and right “Flipper” button to play games.

Note:

- 1.Free Play Mode: To play a game, you must enter the game first, then press the “Coin” Button for free play.
- 2.Coin Operated Mode: To play a game, you must enter the game first, then insert coins to play game.
3. You can add your favorite games into the Favorite Game List. You can also remove games from Favorite Game List.

To disable FX Tables:

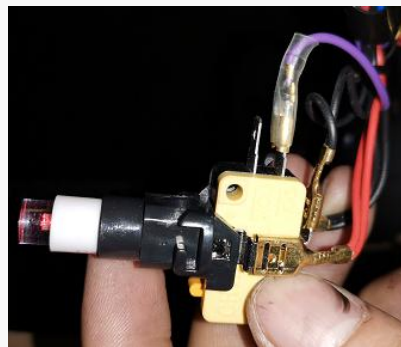
1. Power off the machine.
2. Open the back door and pull out the usb stick.
3. Prepare usb mouse and plug in the computer.
4. Power on the machine.
5. Double left click "DISABLE FX" When Windows desktop comes out.
6. Use mouse to shutdown the computer.
7. Take off the usb mouse and plug in the usb stick.
8. Power on the computer.



To disable "Coin Button":

Coin Button can work (Free play Mode):

1. Power off the machine and open the coin door.
2. Pull out the Coin Button's microswitch.
3. To make the black/purple wire connect the microswitch's 1 terminal, make the black/purple wire connect the microswitch's 2 terminal. As picture show for you:
4. Press back the microswitch into the Coin button.



Coin Button can't work (Coin Operated Mode):

- 1&2&4 Steps are same.
3. To make the black/purple wire connect the microswitch's 2 terminal, make the black/purple wire connect the microswitch's 3 terminal.

To change the Volume:

1. Open the coin door.
2. The amplifier controls can be just inside of the machine as seen above. The large central dial changes the volume, and the smaller dials will alter the bass and treble respectively. You can adjust the amplifier as you like.
3. When done, you can simply close the coin door and lock up again.



Adjusting the Feet:

The virtual pinball's feet can each be individually adusted.

To adjust the feet, simply twist the feet in either direction to move up or down. If needed, you can use a 22 mm spanner to turn the nut to the desired level.



Fixing the 32" screen's cabinet:



1. Lift up the cabinet.
 2. Open the cabinet's back door.
 3. Tighten the screws. As the picture show.
- Note: The screws are in a bag for you.

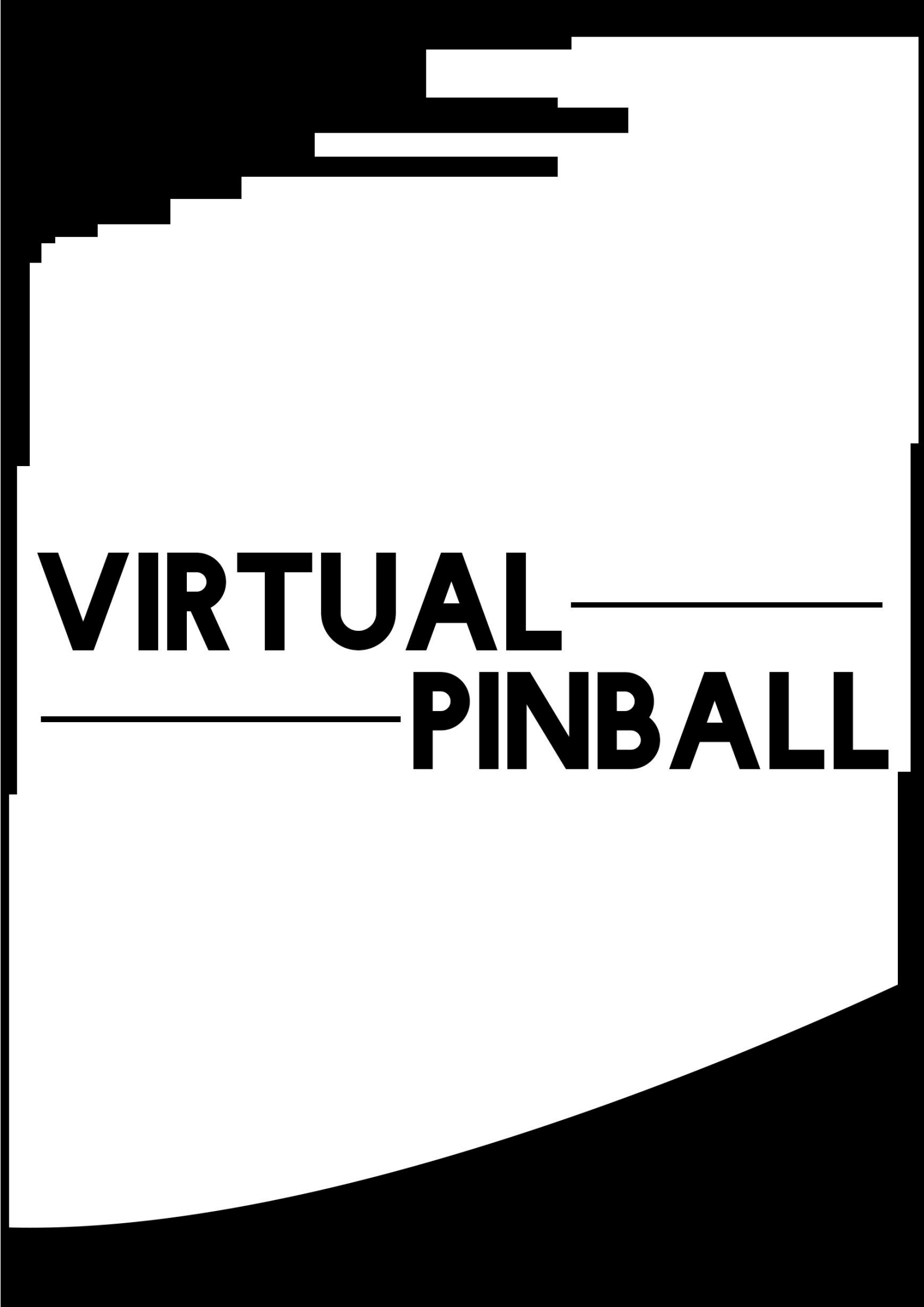
Troubleshooting

No Sound:

If there is no sound on your pinball machine, please check if the amplifier on the system is switched on, turned up and that the cabling going into the amplifier system is securely connected.

If problem persists after these checks, contact us.

Have Fun!



VIRTUAL — — **PINBALL**