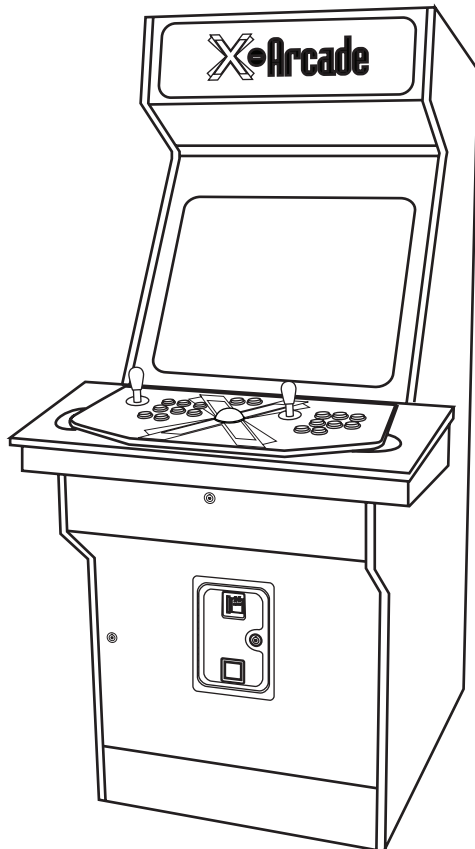
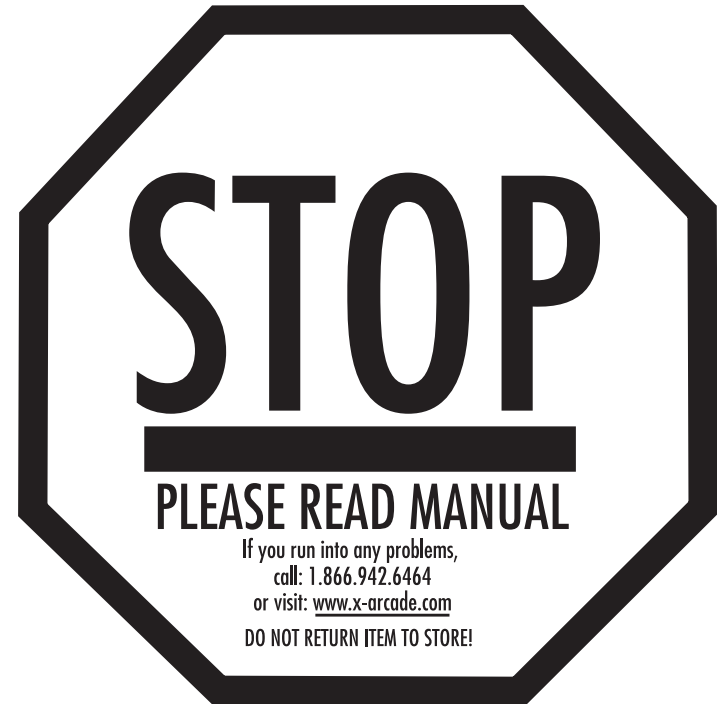


X-Arcade Machine



Operation Manual



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1. LEGAL INFORMATION

1.1 IMPORTANT SAFETY INSTRUCTIONS

The following safety instructions apply to all game operators and service personnel. Specific warnings and cautions will be found throughout this manual where applicable. We recommend that you read this page before preparing your X-Arcade Machine for game play, and keep these instructions with your Machine.

Use the following safety guidelines to help protect the system from potential damage and to ensure your personal safety.

- To help avoid damage to the game console or computer, be sure the voltage selection switch on the power supply is set to match the AC power available at the location: - 115 volts / 60Hz in most of North and South America and some Far Eastern countries such as Japan, South Korea and Taiwan - 230 volts / 50Hz in most of Europe, the Middle East and the Far East
- To help prevent electric shock, plug the system power cables into properly grounded power sources. These cables are equipped with 3-prong plugs to help ensure proper grounding. Do not use adapter plugs or remove the grounding prong from a cable. If you must use an extension cable, use a 3 wire cable with properly grounded plugs.
- To help protect your system from sudden, transient increases and decreases in electrical power, use a surge suppressor, line conditioner or uninterruptible power supply (UPS).
- Be sure nothing rests on the system's cables and that the cables are not located where they can be stepped on or tripped over.
- Do not spill food or liquid on your system.
- Do not push any objects into the openings of the system. Doing so can cause fire or electric shock by shorting out interior components.
- Keep all components far away from radiator and heat sources.
- Do not block cooling vents.

1.2 WARNINGS

- **WARNING:** To reduce the risk of fire or electric shock do not expose your system to rain or moisture.
- **WARNING:** A surge suppressor or UPS is REQUIRED. An apparatus with Class I construction shall be connected to a main socket outlet with a protective earthing connection.
- **CAUTION:** The game's monitor is a source of high voltage. Be EXTREMELY CAREFUL when working near it; high voltage charges can still be present even after you've unplugged the unit. DO NOT TOUCH THE MONITOR ELECTRONICS.
- Make sure all your connections are correct prior to switching on this product.
- Be sure to disconnect the power cable before working on the machine.
- Be sure to use fuses which meet the specified rating. (5A, 220V Quick-blow). Using fuses exceeding the specified rating can cause a fire and electrical shock.
- This device is static sensitive.
- Clean only with a dry cloth.
- Power supply is 90-250VAC 7-3A
- Monitor requirement is 4:3 Horizontal VGA
- Do not defeat the safety purpose of the polarized or grounding-type plug. A polarized plug has two blades with one wider than the other. A grounding type plug has two blades and a third grounding prong. These are provided for your safety. If the provided plug does not fit into your outlet, consult an electrician for replacement of the obsolete outlet.

- Protect the power cord from being walked on or pinched, particularly at plugs, convenience receptacles and the point where they exit from the apparatus. Unplug your X-Arcade Machine apparatus during lightning storms or when unused for long periods of time.
- Refer all servicing to qualified service personnel. Servicing is required when the apparatus has been damaged in any way, such as power supply cord or plug is damaged, liquid has been spilled or objects have fallen into the apparatus, the apparatus has been exposed to rain or moisture, does not operate normally, or has been dropped.

1.3 ENVIRONMENTAL CONDITIONS

- The X-Arcade Machine is intended for indoor use only. Be sure to keep dry and maintain operating temperatures of between 50-105° Fahrenheit.
- Do not use this apparatus near water.
- Do not install near any heat sources such as radiators, heat registers, stoves, or other apparatus (including amplifiers) that produce heat.

1.4 FCC NOTICES (UNITED STATES)

Electromagnetic Interference (EMI) is any signal or emission, radiated in free space or conducted along power or signal leads, that endangers the functioning of a radio navigation or other safety service or seriously degrades, obstructs, or repeatedly interrupts a licensed radio communications service. Radio communications services include but are not limited to AM/FM commercial broadcast, television, cellular services, radar, air-traffic control, pager, and Personal Communication Services (PCS). These licensed services, along with unintentional radiators such as digital devices, include computer systems, contribute to the electromagnetic environment.

Electromagnetic Compatibility (EMC) is the ability of items of electronic equipment to function properly together in the electronic environment. While this system has been designed and determined to be compliant with regulatory agency limits for EMI, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference with radio communications services, which can be determined by turning the equipment off and on, you are encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the computer with respect to the receiver.
- Move the X-Arcade Machine away from the receiver
- Plug the X-Arcade Machine into a different outlet so that the computer and the receiver are on different branch circuits.

If necessary, consult a Regulatory EMC representative of Xgaming, Inc or an experienced radio/television technician for additional suggestions. You may find the FCC Interference Handbook, 1986, to be helpful. It is available from the U.S. Government Print Office, Washington, DC 20402, Stock No. 004-000-00450-7 or at: www.fcc.gov/eb/interference.

This device has been tested and found to comply with the limits for a Class A digital device pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference with radio communications. Operation of this equipment in a residential area is likely to cause harmful interference, in which case you will be required to correct the interference at your own expense. Operation is subject to the following conditions:

- This device may not cause harmful interference.
- This device must accept any interference received, including interference that may cause undesired operation.

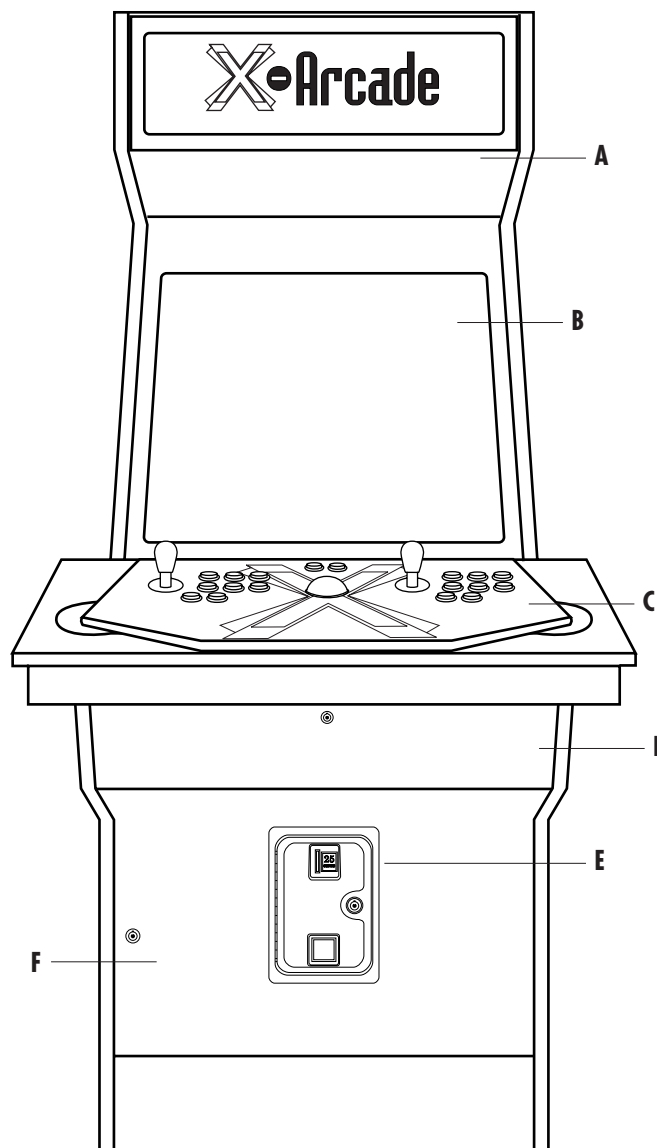
THANK YOU FOR YOUR PURCHASE

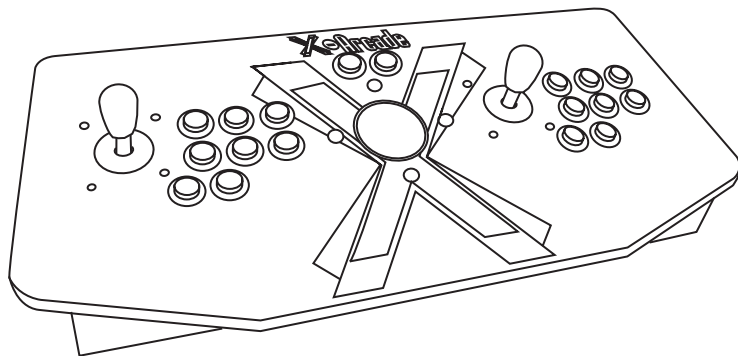
The Xgaming® Inc. team is excited to bring the X-Arcade™ authentic arcade experience into your home. "THE ULTIMATE ARCADE EXPERIENCE".

X-ARCADE™ MACHINE FEATURES

Authentic Arcade Design

- Indestructible arcade parts - Built Like A Friggin' Tank!
- Design based on many prominent arcade cabinets
- Finished inside and out for home use
- Works with PC, Mac, and current-gen game consoles
- 200+ full version arcade games included
- High fidelity 2.1 Sound with subwoofer (Fig. A)
- Lighted Marquee, opens for hidden storage (Fig. A)
- Big 27" industrial-grade arcade monitor (Fig. B)
- Award-Winning Tankstick Control Panel (Fig C)
- Sliding/Lockable keyboard/gamepad drawer (Fig. D)
- Lockable authentic arcade coin door, can be opened for quick access to game system. (Fig. E)
- Lockable large front door for easy access inside. (Fig. F)
- Internal adjustable shelving system for additional PC/game consoles
- Handle and wheels on back for easy dolly-like moving
- Abundance of storage space
- Lockable rear access doors to monitor and main cabinet area.
- Backed by superior warranty





Award-Winning Tankstick Control Panel

Supreme Design

- Elegant layout - not cluttered
- Programmable for PC/Mac™

Authentic Arcade Quality Buttons

- Designed and manufactured for use with the X-Arcade™ unit, 1,000,000 cycle tested.
- Left and right side pinball buttons to replicate arcade pinball machine for applicable games.

Authentic Arcade Quality Joysticks

- Arcade controllers designed and molded for the X-Arcade™, working like standard arcade parts from a real arcade.
- 8-way or 4-way capability.

Authentic Arcade Trackball

- PS/2 and USB port connection options
- Works as standard 3 button mouse, compatible with any mouse based game
- Horizontal disabler for perfect straight up/down movements in games like golf and bowling

Proprietary X-Adapter™ and X-Chip™ System

- Our patented X-Chip technology built into the X-Arcade™ provides support for external use with any next-generation gaming console currently available, and allows us to continue to support upcoming systems as well.
- X-Adapters™ Sold Separately.

X-ARCADE™ MACHINE QUICK SETUP

The X-Arcade™ Machine arrives only needing a few preparations to be ready to play.

PRECAUTIONS The following precautions should be followed when placing the Machine:

DO NOT PLUG IN THE POWER CABLE TO THE WALL UNTIL INSTRUCTED TO DO SO.

CAUTION: TO AVOID SHOCK, DO NOT TOUCH ANY ELECTRONICS IN THE MONITOR AREA EVEN WHEN THE UNIT IS OFF!

- Be careful with the Machine cabinet when moving as the glass picture tube is fragile.
- Install the Machine on a level surface. Use the leg levelers as needed.
- Avoid placing the Machine where it will receive excessive sunlight or heat to protect the Machine from overheating.
- Do not install in a damp or dust-prone location.
- For a short time after connecting the power to the Machine, the picture may be temporarily distorted or discolored as it can be affected by the Earth's magnetic field. By turning the Machine on for 10 or 15 seconds and then off for 20 or 30 minutes the automatic degaussing circuit applies a degaussing field around the edges of the monitor. Doing this several times will correct the problem.

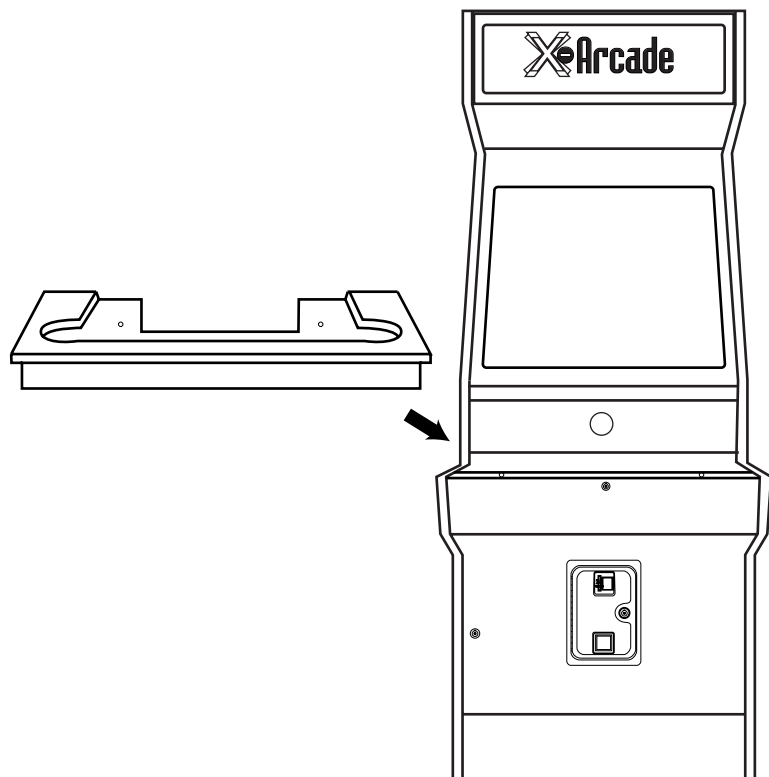
INSPECTION A last visual check should be made to insure the game is in good condition.

Please verify the following before plugging the Machine in:

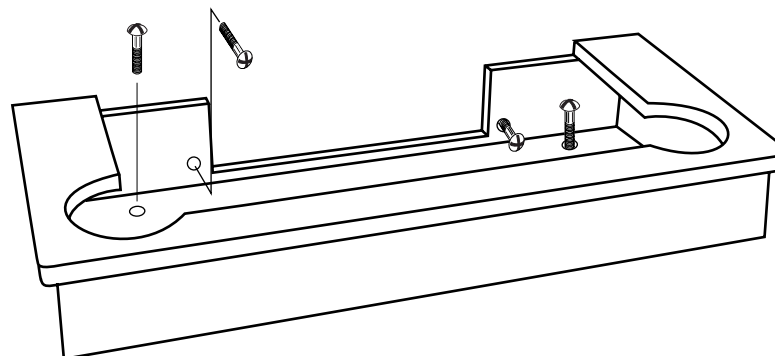
- Inspect the exterior of the Machine for any shipping damage, chips, dents, or broken parts.
- Open the rear service doors and check for any interior damage.
- Check all major assemblies to assure they are mounted securely.
- Make sure there is no damage to the wiring and that all wires are properly connected.
- Check for loose foreign objects, especially metal objects which may cause electrical problems. The game monitor is properly adjusted before shipping. If there are any adjustments necessary, refer to the video monitor manual. This manual contains all the manufacturers recommendations for adjusting it.

DO NOT PLUG IN THE POWER CABLE TO THE WALL UNTIL INSTRUCTED TO DO SO.

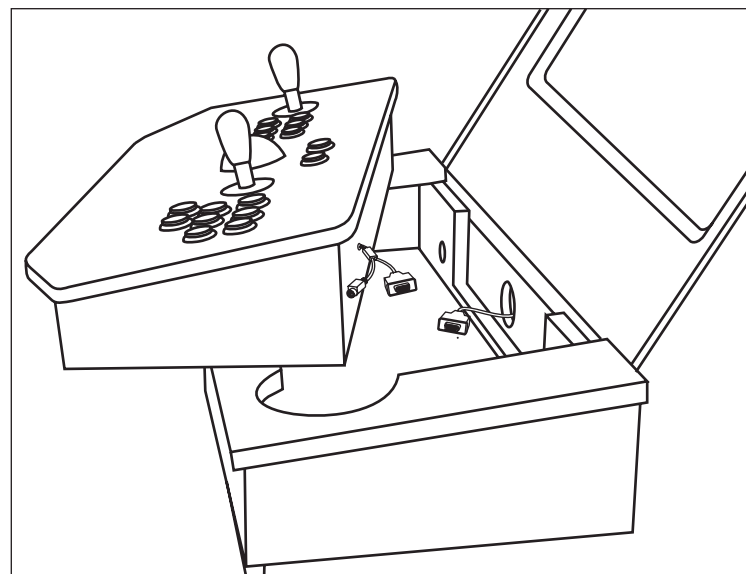
1. Remove all packing materials and protective wrapping from the Machine, and unpack the boxes containing the X-Arcade™ Tankstick, Tankstick Tray, and Keys.
2. Locate the box marked "Accessories" to get the keys which will open the keyboard drawer, front door, and back panels. This also includes the shelving pins.
3. Place the X-Arcade Tankstick Tray™ on top of the front L-shaped shelf (above the drawer).



4. Then insert the 4 tray screws, securing the Tray to the cabinet. See image below.

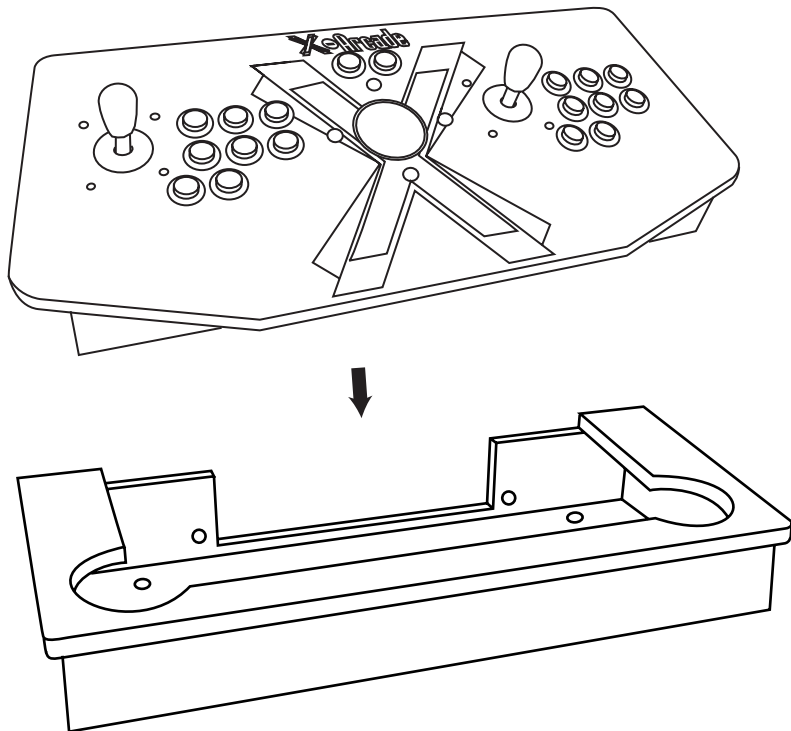


5. Temporarily place the X-Arcade Tankstick™ on top of the Tankstick Tray, and connect the serial cable on the back of the Tankstick to the serial cable now hanging behind the Tankstick tray.



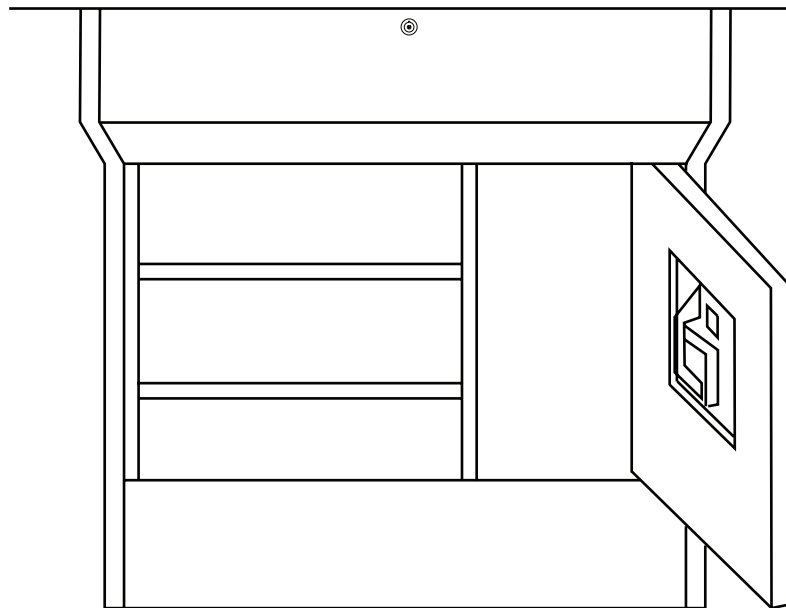
6. Now place the X-Arcade Tankstick down into the Tankstick Tray and firmly push in all the way in place. You may need to wiggle it slightly if it binds.

X-ARCADE™ TANKSTICK



TANKSTICK TRAY

7. Use the key to open the large front door and attach the shelving to your preference using the shelving pins.



8. Locate the main power cord and connect it to the back of the cabinet. Connect the other end into a grounded (3-terminal) AC wall outlet.
9. Turn the switch next to the plug on. The rear cooling fan will start running. If it does not, check to make sure that the power on the power strip inside of the cabinet is also on.
- Power on the game system, you should now have sound and video.

X-ARCADE™ MACHINE OPERATION

The X-Arcade™ Machine comes ready for instant play, with many features to enjoy.

- Main power switch found on bottom-back of cabinet.
- Power strip inside cabinet with secondary power switch.
- Volume remote control can be found inside of the keyboard drawer.
- Marquee can be opened for additional storage and for access to light switch.
- Keyboard/mouse/gamepad drawer can be opened and folded down for a fully comfortable flat surface.
- Main door opens for full access inside cabinet.
- Coin door can be opened to turn on or off game system, or to change games.
- Upper rear access door can be opened to access monitor controls, **only open this if instructed to do so by technical support.**
- Lower access door can be opened for rear access to main cabinet area.

OPTIONAL VGA ADAPTER BOX

The adapter will take your television's composite video or S-video signals and turn them into fullscreen video signals that can be displayed by the arcade monitor. It also allows you to switch between Video and PC inputs.

To add a PC to your Machine, connect the 15-pin VGA cable from your computer's monitor port to the VGA In port on the back of the adapter. Then connect the provided audio cable from your computer's sound card to the Line In port on the back of the adapter.

- Pressing the Mode button on the front of the adapter allows you to flip video and sound between your console and your PC. When the Mode button is pushed in, you are in console mode (the LED is on). When the button is out, you are in PC mode (the LED is off).
- We recommend using the S-Video connection for best picture quality. Make sure that the S/C button on top of the adapter is set to IN for S-Video systems, OUT if you only have a Composite video connection
- You can adjust the brightness of your screen by pressing the Brightness button on the top of the adapter to scroll through the brightness options.

- You can adjust the screen position by pressing the Status button on the top of the adapter to scroll through the adjustment options.

ADDING OTHER ACCESSORIES

You can also add other peripherals to add even more arcade fun to your X-Arcade Machine™.

Serial Switch box:

If you wish to be able to switch the controls between a PC and console or multiple consoles, you can a 4-port serial switch box and extra male-male serial cables to allow you to do this. You will always want to switch off any consoles before switching.

Light Gun:

The Nintendo Wii™ controllers can be placed into light gun shells for light gun games on the Wii and Wii-U consoles. The PlayStation 3 too has the optional Move controllers which too can be used as a light gun for the PS3. For other consoles, the X-Arcade Machine™ uses a real CRT arcade monitor, so you will want to use light guns which use sensors similar to the Wii™ controller, such as the LCD Topgun™. You can also find holsters on the internet if you wanted to mount the gun to the side of your cabinet.

Steering Wheel:

Nintendo Wii™ controllers can also be placed inside of a steering wheel shell so that it can be used as a wireless steering wheel by tilting it in different directions. For other systems, steering wheels can be laid on or connected to the front drawer.

Music Game Instrument Controllers: and Dance Mats:

You can add musical game instruments like guitars and dance mats for games like Rock Band™, Guitar Hero™, or Dance Dance Revolution™ to play on your X-Arcade Machine™! Simply plug them into the console inside of the cabinet, running the wires through the coin door or main door.

Keyboard / Mouse:

The front door on the X-Arcade Machine™ pulls open and folds down to give you a perfect place to store and use a keyboard and mouse for PCs and supporting consoles.

Gamepads:

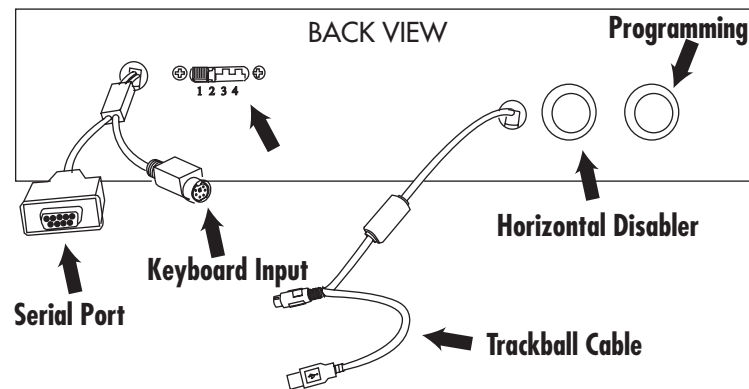
The front door on the X-Arcade Machine™ pulls open and folds down to give you a perfect place to store and use your game console's other gamepads.

X-ARCADE™ TANKSTICK OVERVIEW

The X-Arcade™ Tankstick requires two separate connections when using with a PC/Mac™. One for the X-Arcade™ joystick (USB or PS/2 keyboard - joystick/button functions), and one for the trackball (USB or PS/2 mouse - trackball functions). Only one connection type should be used for each of these connections, PS/2 or USB, NOT BOTH.

- The X-Arcade™ ships standard with the ability to work with a personal computer with no special drivers to install. Additional adapters are available to convert both joysticks and buttons to various game consoles. When you purchase a new game system be sure to visit: www.XGaming.com for new X-Adapter availability.
- The X-Arcade™ buttons and joysticks act like a keyboard on a PC/Mac™, and the trackball acts like a mouse.
- The X-Arcade™ buttons and joysticks act like a keyboard on a PC/Mac™, and the trackball acts like a mouse.
- Turn off your computer before plugging into any PS/2 port (keyboard or mouse). (PS/2 refers to a PC connection, not Playstation™ 2).
- Programming is for the PC/Mac™ only, and has no function on game consoles. x
- *When using your X-Arcade™ with a game console, make sure to note the section on Digital/Analog (Page 13), which will alleviate many issues you may encounter.*
- Using with Emulation: In the emulator, choose X-Arcade™ as your controller from the options-controls menu, and be sure to enable mouse support for the trackball. If you need help with using your X-Arcade™ with certain software or games, be sure to visit the Support section of our website — www.XGaming.com
- The speed and sensitivity of the trackball can be adjusted in the operating system as a mouse or in the game/emulator's settings.
- **DO NOT** clean the X-Arcade™ with any ammonia based products such as Windex™.

CONNECTING TO A PC/MAC



Serial Port:

This port is used for connection to either a PC/Mac™ or game console as follows:

- The **COMPUTER CABLE** is plugged in for connection to a PS/2 Keyboard port or USB port. The PS/2 keyboard connector is purple in color for connection to the purple keyboard port on a PC.
- The **SERIAL CABLE** plugs into a **Console X-Adapter™** (sold separately) for console use.

PS/2 Keyboard Input (For PC/Mac™ use only):

This is where you **PLUG IN** a PS/2 Keyboard for PS/2 use or programming.

NOTE: This is not used when connected to a game console.

Programming Switch/Button (PC/Mac™ only):

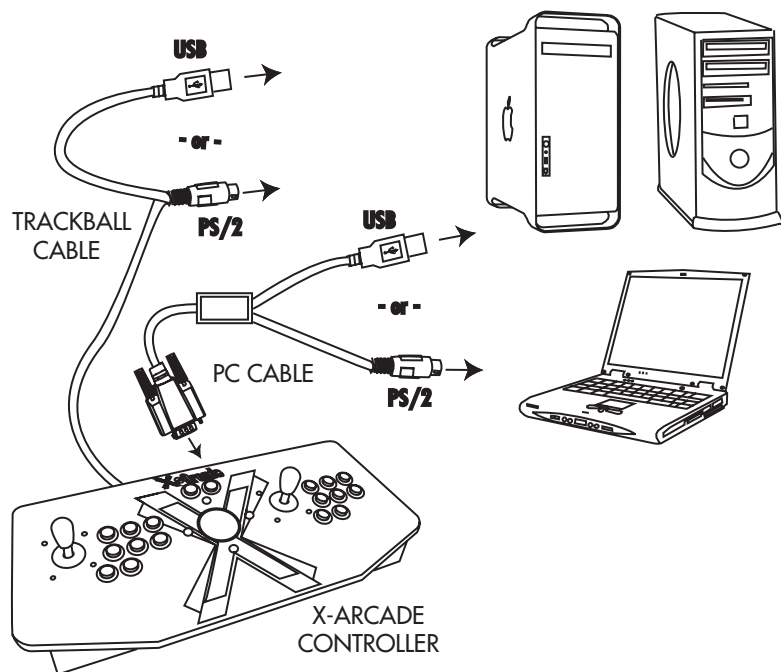
This is the **MEMORY Manager** switch for PC/Mac™ use only, it has no function on game consoles nor the mouse buttons. **MODE 1** is default and **NOT PROGRAMMABLE**. Modes 2, 3, and 4 are programmable. To load a **MODE**, make sure to **PRESS LOAD BUTTON TWICE!** Modes are counted 1-4 as in picture. More info on programming on page 10.

Trackball Cable:

The black cable labeled "X-Arcade™ Trackball" connects to either your USB port or PS/2 mouse port (Green), **DO NOT CONNECT BOTH**. This cable is used for the trackball and mouse button functionality.

Horizontal Disabler:

Holding this button will disable left/right movement on of the trackball, great for golf games!



NOTE: There is a separate cable for the buttons/joysticks section of the X-Arcade™, and the trackball section. Each cable has the option of either a PS/2 connection or USB, DO NOT CONNECT BOTH.

PS/2 PORT CONNECTION (PC ONLY)

- 1) Turn off your computer! Always turn off your computer before connecting or disconnecting any non-USB hardware.
- 2) Plug your keyboard (PS/2 connector) into the X-Arcade™.
- 3) Plug the purple X-Arcade™ Computer Cable into your computer's purple PS/2 keyboard port.
- 4) Plug the green X-Arcade™ Trackball Cable into the green PS/2 mouse port.

USB PORT CONNECTION

- 1) Plug the X-Arcade™'s included Computer Cable into any USB port on your PC/Mac™ or USB hub.
- 2) Plug the X-Arcade™'s Trackball Cable into any USB port on your PC/Mac™ or USB hub.
- 3) You can connect any other PS/2 or USB mouse/keyboard into the PC as well.

OPERATION WITH A COMPUTER

On a *PC* or *Mac™*, the buttons and joysticks are assigned to specific keyboard and mouse keys, think of the X-Arcade™ as an integrated keyboard and mouse. Moving the trackball simply moves your mouse cursor and when you press a button on the X-Arcade™ your computer thinks you are pressing a key on your keyboard or mouse. For example, if you open a word editor like Notepad, you will notice that the buttons and joysticks type. You can adjust your mouse speed in your operating system to adjust the speed of the trackball.

GAME SETUP:

The first time you play a game, you must go to the game's options menu. Most likely it will be **SETUP**, **SETUP CONTROLS**, **OPTIONS**, or **CONTROLS** that leads you to the menu for assigning actions in games. The majority of computer games require that you first start the game, and then press either **ESC** or go to the main menu, where there will be some sort of icon that represents the **OPTIONS** for the game or the **CONTROLS** for the game.

Once you find the game's **OPTIONS**, and subsequently, the game's **CONTROLS**, you must understand how to change the game's default keys to the keys on the X-Arcade™. Make sure the controls in the game are set to keyboard and mouse, **NOT A JOYSTICK**, as the X-Arcade™ is seen as a keyboard and mouse by your PC.

Example, **LEFT CONTROL** key of keyboard is actually the **PLAYER 1** main action button, so if you want to have that first top left button assigned to a function like **FIRE** or **ACTION**, just highlight the action you wish to perform, **FIRE** (or similar), then in some fashion it will then ask you to pick the key or button you wish to assign it to, then press the button on the X-Arcade™. You must do this for **PLAYER 1** and **PLAYER 2** (if you are playing a 2 Player game) and set up all of the actions you wish to use. This only has to be done once, and it will be saved in the game itself

HORIZONTAL DISABLER:

The Horizontal Disabler button on the back of the X-Arcade™ allows you to **DISABLE** the **LEFT/RIGHT MOVEMENT (X-axis)** of the trackball. By simply holding down the Horizontal Disabler button, you will only be able to move the cursor up and down on the screen.

You may find that this makes it easier to hit a straight ball in a golf game, putt-putt like a champ, or to bowl straight down the lane. The edgers will have no advantage over you and your X-Arcade™!

OPERATION WITH EMULATORS

The X-Arcade™ has been optimized for use with arcade-style video games and has a preset configuration for the highly popular MAME™ arcade emulator on PC/Mac™. MAME™ is a software application that allows you to play arcade games on your computer. With MAME™, classic video games from the 70's and 80's are still alive and kicking today. These games are not remakes, but the original, authentic classic arcade games you played in the 70's, 80's and 90's. Check out the 'Support' section of www.X-Arcade.com for more info on MAME™.

Warning! MAME™ is an emulator. It reproduces, more or less faithfully, the behavior of various arcade machines. But hardware is useless without software, so images (files) of the ROMs which run on that hardware are required. Such ROMs, like all commercial software, are copyrighted.

NOTE: The first thing you want to do is test the X-Arcade™ on using the X-Arcade™ Test Utility Program to check that it is being recognized properly. The layout that MAME™ is looking for is the exact same one that is used in the X-Arcade™ Test Utility Program (see layout on next page). This means if your controller works in the X-Arcade™ Test Utility Program, then it will work in MAME™ and other emulators. If it does not, then check your settings in the emulator, not the X-Arcade™. Download the X-Arcade™ Test Utility Program from the "Support" page of www.X-Arcade.com

MAME™

Once you have verified that the X-Arcade™ is working with the PC properly, be sure you are also using the newest version of the emulator. Links to download it can be found on the "Customer Service" section of our website at www.X-Arcade.com.

You then need to enable mouse support in your version of MAME™.

MAME™ SETUP

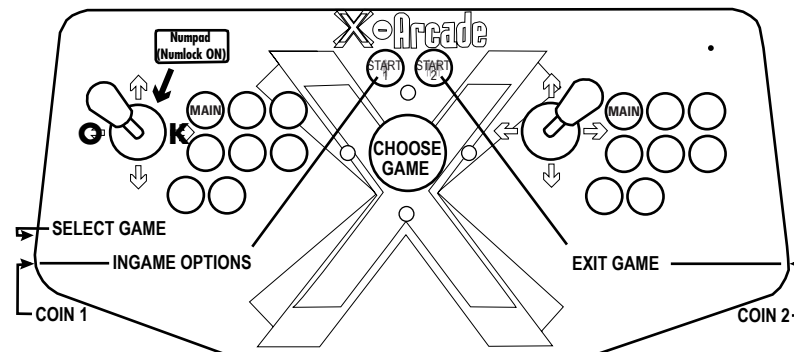
- 1) In MAME™ choose the "Options" menu (at the top), and click "Default Game Options" from the drop-down menu.
- 2) Select the "Game Controllers" tab.
- 3) Set your "Default input layout" to X-Arcade™ from the drop-down list. If this option is missing, download the X-Arcade™ config file from the "Customer Service" page of www.X-Arcade.com
- 4) Click the box next to "Enable Mouse Support" to add a check mark (if it is not already checked).

All of your MAME™ games will work with that configuration.

NOTE: If joystick 1 is the only thing not working, be sure that your NUM LOCK (NLOCK) key is ON.

MAME™ USAGE

- **CHOOSE GAME:** You can use the trackball or left joystick to scroll through the list of games.
 - **BOOT GAME:** Boot up a game by double-clicking the BOOT GAME (M1) button.
 - **INSERT COINS:** After you boot up a game, use the COIN 1 (left pinball flipper) button on the X-Arcade™ to insert coins for player 1, COIN 2 (the right pinball flipper) for player 2.
 - **DISCLAIMER:** You can skip the screens which ask you to type "OK" by moving the player 1 joystick LEFT then RIGHT (left for "O" and right for "K").
 - **START GAME:** Press the white START 1 button to start a 1-player game, press START 2 for a 2-player game.
 - **OPTIONS:** While a game is running, you can change the controls by simultaneously pressing START 1 + COIN 1 (or the "Tab" key on your keyboard) to access the controls menu.
 - **TRACKBALL SENSITIVITY:** From the options menu, you can adjust the sensitivity of the trackball movement by going to "Analog Controls" and change the "Track X Sensitivity" and "Track Y Sensitivity" percentage to adjust the ball speed to what feels best for you in each game.
- NOTE:** If you roll the ball fast and get backlash, you have the sensitivity set too high.
- **EXIT GAME:** You can exit a game by simultaneously pressing START 2 + COIN 1
 - More MAME™ tips and info can be found at the "Customer Service" section of www.X-Arcade.com



FREE GAMES:

Check out the "Support" section of our website www.X-Arcade.com to play free games, get more in depth information on emulators including MAME™, and links to TONS of other free games!

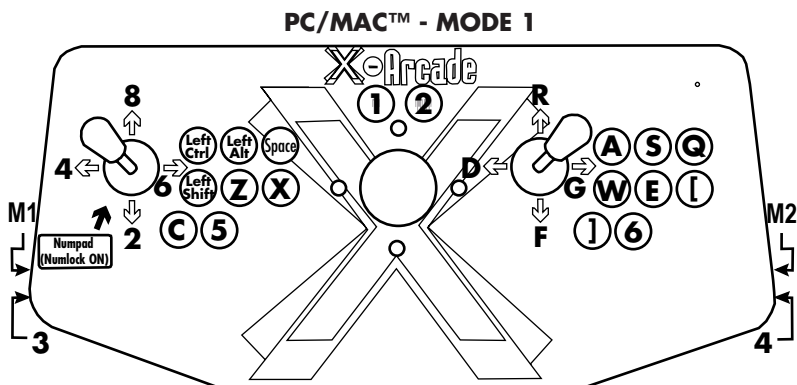
PROGRAMMING THE X-ARCADE

The X-Arcade™ has 4 memory banks. Mode 1 is factory programmed and non-changeable, for use with MAME™ and other emulators. Modes 2-4 are fully programmable as many times as you want.

For most games on your computer, you will need to change the button assignment to the actions or functions you wish them to perform within the game itself. If the game does not have an option to use the keyboard keys you want, you can simply use the hardware programming on the X-Arcade™ to change the button assignments.

IMPORTANT PROGRAMMING NOTES:

- **CHOOSE GAME:** You can use the trackball or left joystick to scroll through the list of games.
- When the light is on, you are in play mode. When the light is off you are in program mode.
- A keyboard must be plugged into the X-Arcade™ to program it.
- Remember that **MODE 1** (switch closest to the serial cable) cannot be programmed.
- M1 and M2 are not programmable, and are not affected by modes.
- To change modes, you must slide the switch on the back to desired Mode position, and then press the **SAVE/LOAD** button **TWICE** to load that mode. (The light on the X-Arcade™ should go out on the first push, and back on with the second)
- Programming is for the **PC/MAC™** only, and does not function on game consoles.



Programming Instructions:

Start by choosing Mode 2, 3 or 4 by sliding the switch away from the serial cable.

1. Press the black button (**LOAD BUTTON**) on the back of X-Arcade™ (the red light turns off).
2. Press and hold any button or direction on a joystick (**UP, DOWN, LEFT** or **RIGHT**) on the X-Arcade™ that you wish to change (keep holding during Step 3!).
3. While still holding button/direction in Step 2, press and hold a key on the keyboard until the light on the X-Arcade™ starts to blink. Once the light starts blinking, the button on the X-Arcade™ has been programmed to the keyboard button selected in step 2. Release the held button/direction and keyboard key.
4. Repeat steps 2 & 3 to program additional buttons/directions. (Do not press load again)
5. Press the **LOAD BUTTON** to close out and save your entire programmed mode!

NOTE: When programming, it is important to **HOLD THE BUTTON** on the X-Arcade and **KEYBOARD** together until the **LED LIGHT FLASHES**.

Remember, if you want to load a programmed **MODE**, slide the switch to desired **MODE** and **PRESS THE LOAD BUTTON 2 TIMES**.

You can use a word editor like Notepad to verify the programming, your buttons and joysticks should now type the letters you have programmed them to.

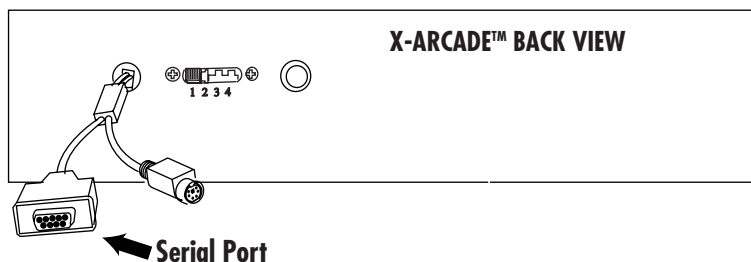
All of the programmed buttons will be saved permanently in the X-Arcade™'s on-board memory. If you turn off the computer, or unplug the X-Arcade™, the programmed buttons will not be lost. The X-Arcade™ can be reprogrammed as many times as you like. This hardware based function was designed to allow easy use with any Operating System. You can also just assign keys in each individual game.

Page 18 has 3 blank layouts for you to write your favorite programmed modes 2-4 into. More are available for print on the "Customer Service" page of our website www.X-Arcade.com.

CONNECTING TO A GAME CONSOLE

DO NOT plug the X-Adapters into more than one console at a time. Doing so may damage the X-Adapter™.

DO NOT plug in the X-Adapter cables while the console is on.

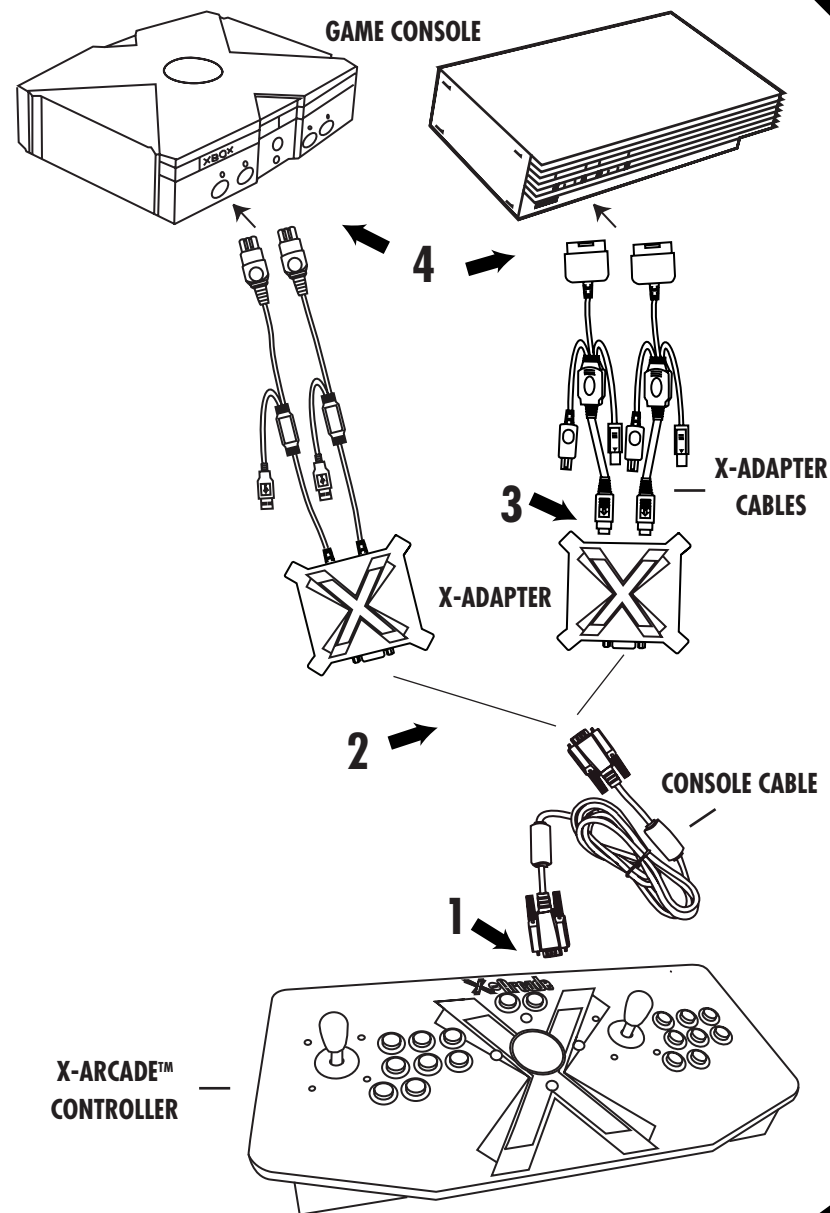


Serial Port:

This port is used for connection of either the PC/Mac™ or Console Cable.

THE X-ADAPTERS ARE FOR THE BUTTONS/JOYSTICKS ONLY, NOT THE TRACKBALL/MOUSE BUTTONS.

- 1) Plug the **Console Cable** into the **Serial Port** on the X-Arcade™.
- 2) Plug the other end of the **Console Cable** into **Serial Port** on the X-adapter.
- 3) **5in1:** Connect one end of **X-Adapter Cables** into the 5in1 X-Adapter (only the P1 side needed for Solo).
- 4) Connect the other end of the **X-Adapter Cables** into your game console's respective player controller ports. (Only the 'P1' side is used for the Solo™ controller) **DO NOT** plug the X-Adapter into more than one console at a time. Doing so may damage the X-Adapter.
- 5) Power on the game console, a red LED should light on the X-Arcade™.
- 6) **PLAY!**



OPERATION WITH GAME CONSOLES

On gaming consoles, the unit operates just like a standard gamepad, with buttons assigned to the arcade buttons. See the appendix for the appropriate button legend for your game system starting on the next page. You can play with four players using two X-Arcades™ and two X-Adapters™.

Digital vs. Analog Control Overview:

Handheld gamepad controllers for newer game consoles feature both digital and analog controlling devices. On the PlayStation DualShock™ controller, for example, there is a D-pad and two analog thumbsticks. Most games use the D-pad and/or left thumbstick to operate a game. The X-Arcade™ supports only one digital joystick per player, therefore adjustments need to be made to select whether this joystick functions as the D-pad or the left analog thumbstick. Switching between digital and analog control is easy, and is slightly different for each console. *See the key legends starting on the next page for directions on switching between analog and digital on each console, but in general:*

PlayStation 1, 2, 3/Xbox & 360/Wii/GameCube:

Modifier + Button 1 (Top-left) = Digital (D-PAD)

Modifier + Button 2 (Top-middle) = Analog 1 (primary thumbstick)

Modifier + Button 3 (Top-right) = Analog 2 (secondary thumbstick)

Dreamcast™:

Toggle between analog thumbstick and D-PAD by pressing the Modifier on the side of the controller.

Analog Tilt Sensitivity

While using Analog 1 mode (Select+Button 2) you can change how sensitive the movement is from normal full-tilt (default) to half-tilt sensitivity. Half-tilt sensitivity would be equal to moving the analog thumbstick on your gamepad to about halfway in any direction instead of fully (full-tilt). This is useful for games that you need more precise movement in, for example in a racing game, or to make your character move slower in your game.

Tilt Sensitivity Mode Toggle:

Modifier + Button 7 = Half-Tilt Sensitivity

Modifier + Button 8 = Full-Tilt Sensitivity (default)

DualStick Mode (2-Player X-Arcades Only):

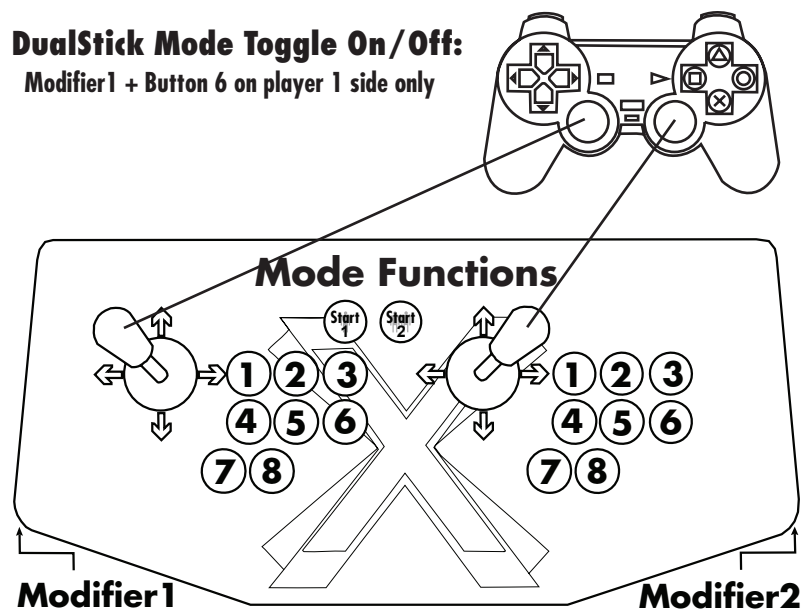
Some games may require the use of 2 control devices simultaneously, for example console versions of arcade classics like Robotron™, SmashTV™, Crazy Climber™, and Karate Champ™. While the X-Arcade™ is not ideal for all types of games, for example first-person shooters, it now has the ability to play all of them thanks to the new DualStick Mode.

DualStick Mode makes the second player joystick of a dual X-Arcade™ act like the right analog thumbstick on a gamepad. But it also makes the buttons on the player 2 side mirror those of the player 1 side, so the buttons on both sides can be used for single-player gameplay. As you may have gathered, this means that DualStick mode is for single-person gameplay, and requires a 2-player X-Arcade™ controller, it will have no affect on an X-Arcade Solo™ for example. Dualstick mode also does not apply to Dreamcast™ gameplay as it only uses one analog thumbstick.

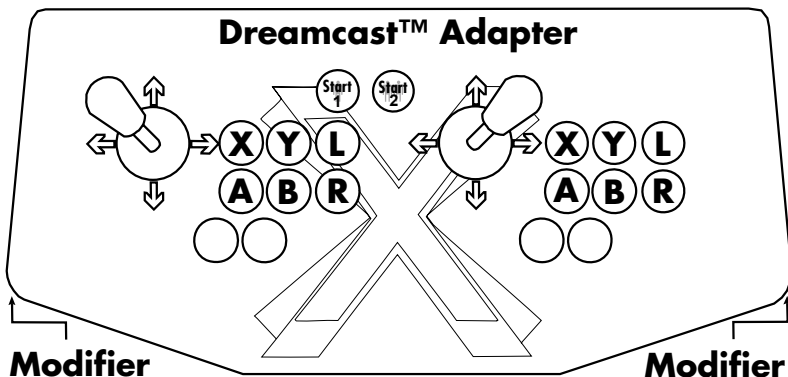
DualStick mode is toggled on and off by pressing the Modifier and button 6 simultaneously, and while in DualStick mode you can still change Joystick 1 between D-PAD and analog thumbstick as usual.

DualStick Mode Toggle On/Off:

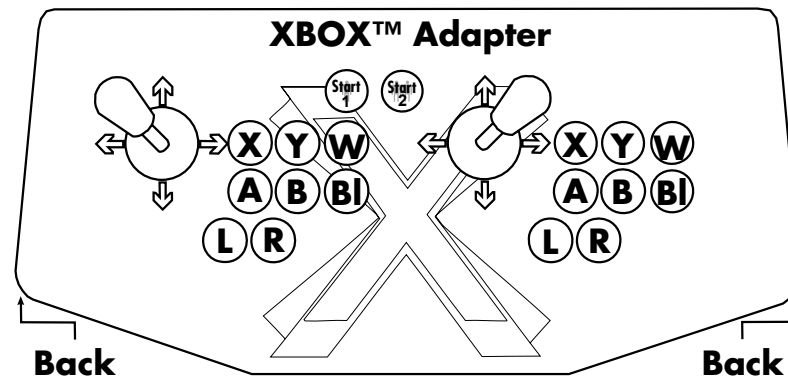
Modifier1 + Button 6 on player 1 side only



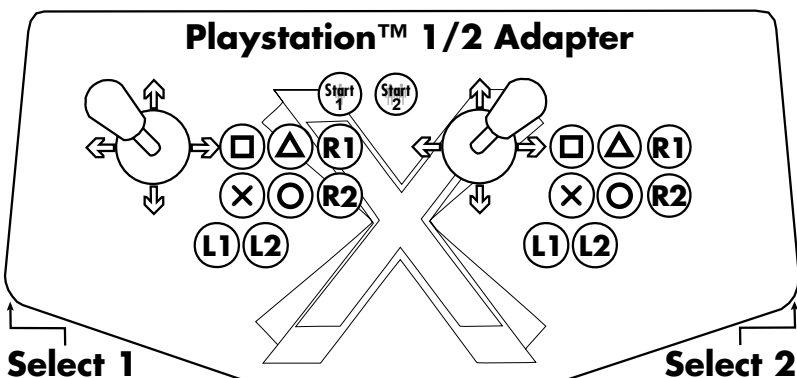
CONSOLE LEGENDS



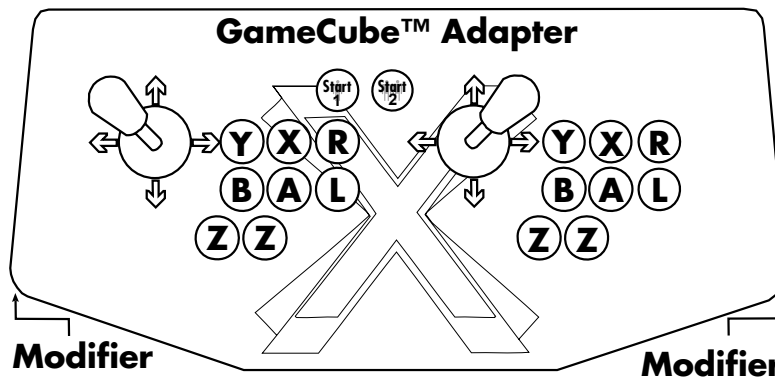
Press the Modifier button to switch between digital (D-PAD) and Analog movements



Back + X = D-PAD (default)
 Back + Y = Analog 1 (left Analog Thumbstick)
 Back + W = Analog 2 (Right Analog Thumbstick)
 Back L = Slow Sensitivity for Analog 1
 Back + R = Normal Sensitivity for Analog 1



Select + \square = D-PAD (default)
 Select + \triangle = Analog 1 (Left Analog Thumbstick)
 Select + R1 = Analog 2 (Right Analog Thumbstick)
 Select + Start = True Digital Mode (PS1)
 Select + L1 = Slow Sensitivity for Analog 1
 Select + L2 = Normal Sensitivity for Analog 1



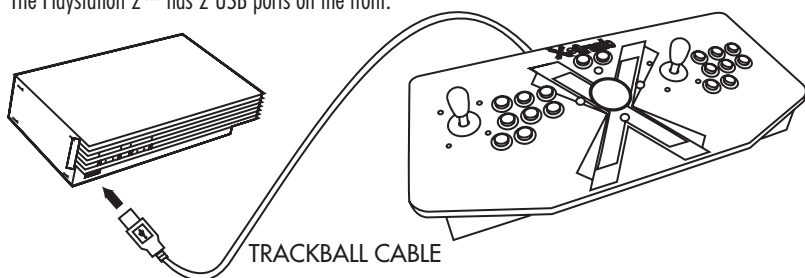
Modifier + Y = D-PAD (default)
 Modifier + X = Analog 1 (Left Analog Thumbstick)
 Modifier + R = Analog 2 (Right Analog Thumbstick)
 Modifier + Start = Toggles analog switches for R & L buttons (default on)
 Modifier + Left Z button = Slow Sensitivity for Analog 1
 Modifier + Right Z button = Normal Sensitivity for Analog 1

TRACKBALL WITH GAME CONSOLE

It is possible to plug the X-Arcade's™ trackball into game consoles that have native mouse support. Keep in mind though that not all console games support the use of a mouse, so be sure that the game you wish to play has mouse support. Check out the 'Support' section of www.X-Arcade.com for a list of console games with mouse support.

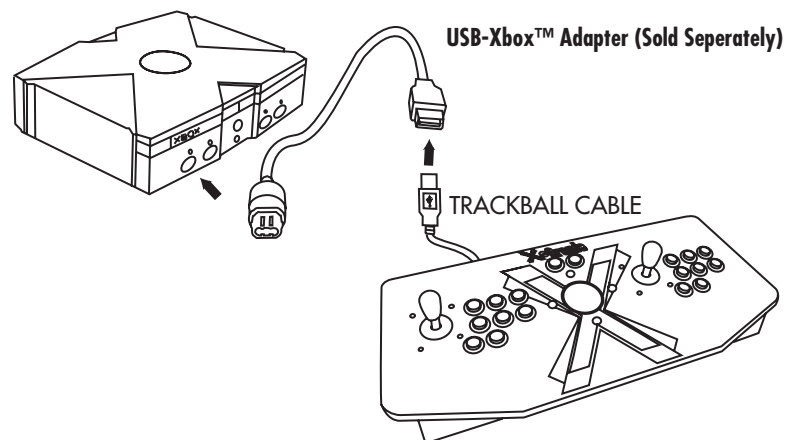
Playstation 2™:

The Playstation 2™ has 2 USB ports on the front.



Xbox™:

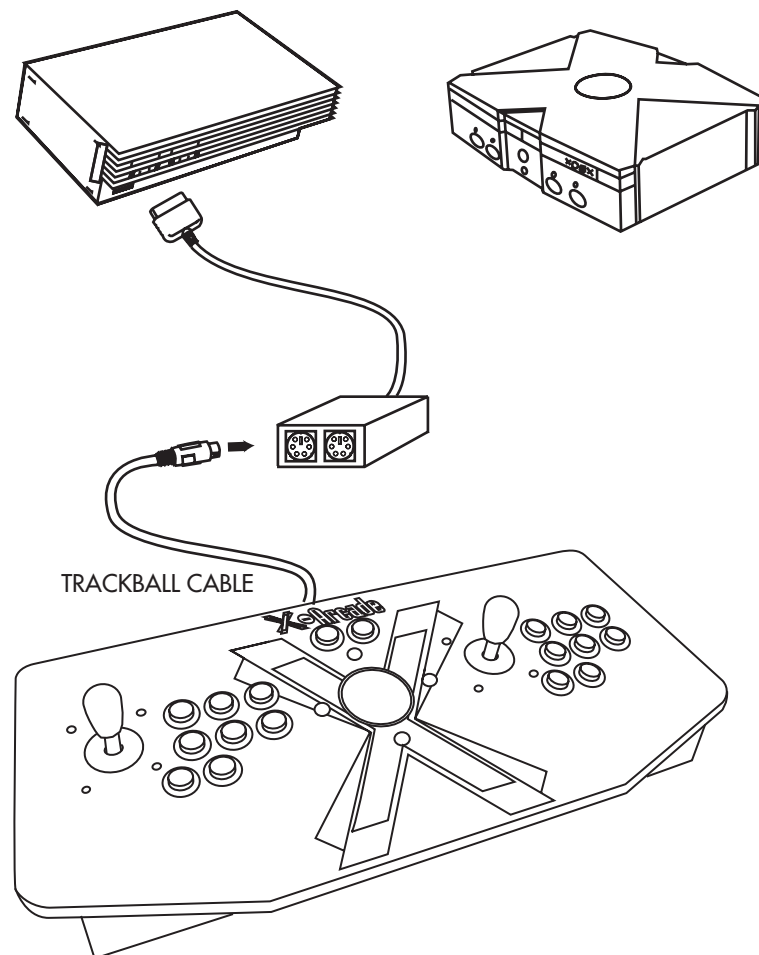
The Xbox™ currently does not have direct mouse support, nor do current Xbox™ games. You can however purchase a USB-Xbox™ adapter which will allow you to use the trackball on programs and emulators that make use of mouse control, such as CoinOps.



Mouse to Console Adapters:

The X-Arcade™ has also been tested with mouse-to-console adapters.

See the 'Support' section of www.X-Arcade.com for more info on this.



TROUBLESHOOTING

Please refer to the "Support" section at www.x-arcade.com for more in depth help, frequently updated support answers, as well as Live Chat .

Toll Free Technical Support is available at 1-866-942-6464 (M-F 9-5 Eastern Time)

Here are some suggestions if you are experiencing problems:

- The first thing you want to do is test the X-Arcade™ on your PC using the X-Arcade™ Test Utility Program to check that it is being recognized by your PC properly. If your controller works in the X-Arcade™ Test Utility Program, then it will work in games, MAME™, and other emulators. Download the X-Arcade™ Test Utility Program from the "Support" page of www.X-Arcade.com
- For PC use in a PS/2 port, make sure you have a functioning working keyboard plugged into the X-Arcade™ before turning on the computer.
- x Make sure all of your connections are tight and secure. If the X-Arcade's™ LED light is on, and any keyboard connected to the X-Arcade™ lights up, you should have a secure, tight connection.
- Windows® may bring up a STICKY KEYS™ prompt by pressing the Shift button 5 times in a sequence. If this happens, you can disable it by clicking the "Settings" button, then on the next window that appears click the first "Settings" button again under StickyKeys, and finally uncheck the checkmark next to "Use Shortcut". Note this is a Windows® issue and not an issue with the X-Arcade™.
- If you can't get the X-Arcade™ to function on the PS/2 port but does function using the USB one; first try a different PS/2 Keyboard, otherwise use the USB connection. Some computer's motherboards do not supply enough power to the PS/2 keyboard port to power the X-Arcade™.

HOW DO I USE MY X-ARCADE™ WITH MAME™ FOR PC?

The first thing you want to do is test the X-Arcade™ on your PC using the X-Arcade™ Test Utility Program to check that it is being recognized by your computer properly. The layout that MAME™ is looking for is the exact same one that is used in the X-Arcade™ Test Utility Program. This means that **if your controller works in the X-Arcade™ Test Utility Program, then it will work in MAME™. If it does not, then check your settings in MAME™, not the X-Arcade™.** Download X-Arcade™ Test Utility Program from www.X-Arcade.com For more information see the MAME™ section on page 10 of this manual.

WHAT SHOULD I DO?

If you

THERE IS NO VIDEO DISPLAYING ON THE MONITOR

- Check that the VGA adapter is in the proper mode; Mode button in is for Console Mode (LED is lit), mode button out is for PC Mode (LED is off).
- Check that the VGA adapter's S/C switch is properly set; We recommend you set it out (S-Video mode) for the best picture quality.
- Console only - Make sure that the S-Video jack coming from the console is firmly connected between the console and the S-In jack on the VGA box.
- PC only - Make sure the VGA cable is connected between the PC's VGA out and the VGA adapter's VGA In. Also make sure that the monitor is firmly connected to the Monitor jack on the VGA adapter.
- PC only - The PC must be set to 800x600 or 640x480 (depending on monitor) at 60hz refresh rate. An arcade monitor does not report it's capabilities to Windows like a PC monitor, so you will need to manually do this. One way to accomplish this is to log into the PC from another computer using Remote Desktop, Remote Assistance, or a similar program. Your video card drivers may have advanced options to limit resolution/refresh also.

THERE IS NO SOUND

- Check that the speakers are turned on and at an appropriate volume level.
- Make sure that the speakers are connected to the SPK Out jack on the VGA box.
- Console only - Make sure the red and white audio jacks coming from the console are firmly connected between the console and the red/white Audio In jacks on the VGA box.
- PC only - Make sure the 1/8"-1/8" stereo audio cable is firmly connected between the PC's speaker out and the Line In on the VGA Box.

MY MONITOR IS DISCOLORED

For a short time after connecting the power to the Machine, the picture may be temporarily distorted or discolored as it can be affected by the Earth's magnetic field. By turning the Machine on for 10 or 15 seconds and then off for 20 or 30 minutes the automatic degaussing circuit applies a degaussing field around the edges of the monitor. You can alternatively degauss using the monitor's OSD menu.

HOW CAN I USE MORE THAN 1 X-ARCADE™ ON MY PC?

You can plug one X-Arcade™ into the PS/2 ports, and any others into USB ports. You will need to

reprogram the 2nd X-Arcade™ to unused keyboard keys. You cannot plug one X-Arcade™ into another. For a dual trackball game (such as Marble Madness™), you can use the DOS Version of standard MAME™, or get a special Win32 MAME™ build that supports two USB trackballs. More info on this can be found on the "Customer Service" and "Technical Support" sections of www.X-Arcade.com

HOW CAN I MAKE MY X-ARCADE'S™ TRACKBALL MOVE FASTER OR SLOWER (MORE/LESS SENSITIVE) ON MY PC?

Go to the "Mouse" section of your Control Panel in Windows™, under the "Pointer Options" tab adjust the "Select Pointer Speed" bar to faster for more sensitive movement, less for slower movement. This menu may be slightly different if you have 3rd party mouse software installed. Remember that this adjustment will also effect any other mouse you may have connected.

MY BUTTONS SEEM TO BE PRESSING THE WRONG KEYS!

You may be in a programmed mode, move the mode selector switch to Mode1 as described on page 5.

I CAN'T MOVE AROUND IN THE CONSOLE GAME MENU!

The game you are playing may require that you use the digital control to navigate the menu, you might be in analog mode. Change the mode of your joystick as instructed on page 14 in this manual.

MY X-ARCADE™ TRACKBALL WON'T MOVE LEFT OR RIGHT, WHAT'S GOING ON?

The horizontal disabler button on the back of the X-Arcade™ disables left and right movement (x-axis) when pressed, be sure you are not holding it against something when you are playing. See page 5.

MY X-ARCADE™ TRACKBALL MOVES ERRATICALLY OR STICKS, WHAT CAN I DO?

Your X-Arcade™ Trackball may need to be cleaned. See the next page of this manual for details.

I STILL NEED HELP!

Visit the Support section of our website at www.X-Arcade.com

CLEANING YOUR X-ARCADE™ TRACKBALL

Input devices using mouse or trackball technology need to be cleaned periodically. Cleaning frequency for your X-Arcade's™ Trackball is much less than a normal trackball or mouse due to its design, but this depends on how you work with it, and can be affected adversely by spilling liquids on the ball or using it with sticky/dirty fingers. When moving the ball of the trackball feels slow or rough, it's time for a cleaning.

To clean your X-Arcade's™ Trackball:

NOTE: Do not open the plastic trackball housing upside-down (ball facing down) as this will cause all of the parts to fall out.

1. Turn off your computer if using the PS/2 mouse port connection.
2. Unplug the X-Arcade™ from the computer.
3. Turn the X-Arcade™ over, laying it on a surface so that it does not touch the ball.
(example: between two books, or on your legs with the ball in between).
4. Remove the screws on the bottom of the X-Arcade™ that are recessed in the rubber feet.
Your X-Arcade™ may have small rubber covers over the screws in the center of these rubber feet, if so just pop them out.
5. Remove the bottom wooden panel. This is easiest done with a flat object like a butter knife (careful not to cut yourself) or some other wide flat object. Simply pry in between the cracks of the X-Arcade™ base and the panel, being careful not to scratch that beautiful veneer.
6. Remove the 4 bolts holding the plastic trackball housing into the wood casing.
7. With a phillips screwdriver, remove the 4 screws holding the trackball plastic casing together. Do not attempt to open the trackball plastic housing in this step.
8. Grab the bottom and top part of the plastic housing with both hands, holding them closed/together firmly, and turn it over so that the ball is facing up.
9. Remove the top half (ball side) of the plastic housing.
10. Remove the ball, and clean it with tap water and, if needed, dishwashing detergent. Dry it with a lint-free cloth.
11. Clean the rollers and idler (the 3 metal cylinders that the ball sits on) using a pre-moistened cleaning swab or cotton swab with rubbing alcohol. Allow surfaces to dry completely before reassembling.
12. Reassemble following the above steps backwards.

Your X-Arcade's™ Trackball is cleaned, and ready for action!

Computer User Health Information

In recent years, medical attention on occupational and recreational injuries has identified normal, seemingly harmless activities as a potential cause of a wide range of problems collectively known as Repetitive Stress Injuries (RSI) or Cumulative Trauma Disorders (CTD).

It is now recognized that any repetitive motion may contribute to these health problems. As a computer user or gamer, you might also be at risk.

The most commonly accepted causes of this type of disorder are repeated, forceful actions, usually in an awkward position or posture, without sufficient rest to allow the body to recover, especially in the presence of cold or vibration. These repetitive actions may cause tendons, ligaments, and other soft body parts to become irritated and inflamed. In addition, experts have noted that stress, both on the job and at home, can be an important contributing factor in the onset of symptoms.

By paying attention to the way you perform your work, use your computer and phone, play video games, and work around the house, you can identify the behaviors that may be putting you at risk. A thorough work site analysis by a qualified expert is important in order to reduce the risk of repetitive motion injuries. If you experience pain, swelling, numbness, or weakness in your wrists or hands (especially during sleep), see your physician immediately. These symptoms could mean that you are developing a repetitive stress injury that requires prompt medical attention. For more detailed information, consult your doctor or a reputable book.

Comfort and Safety Tips

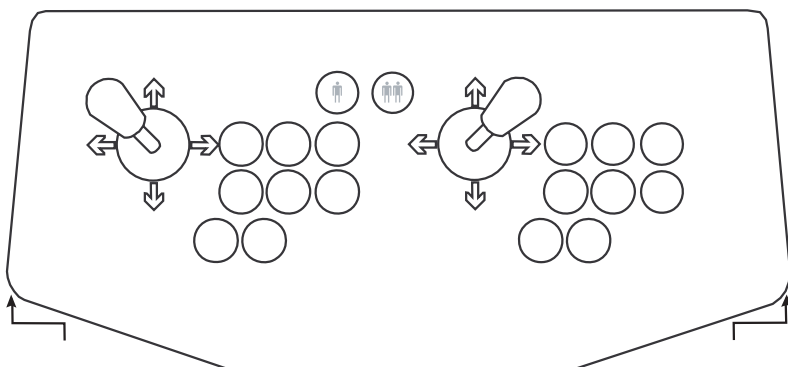
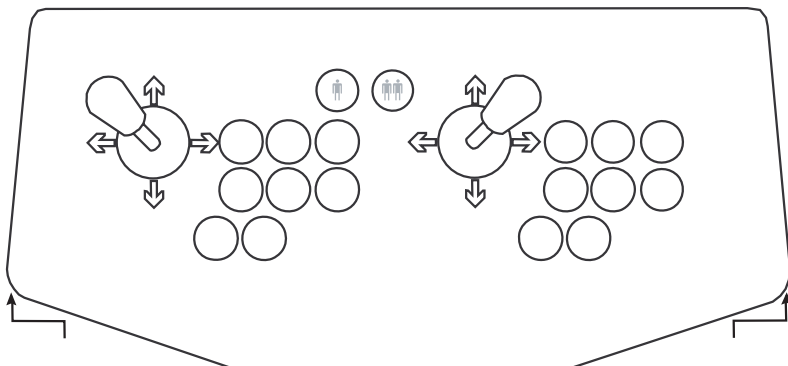
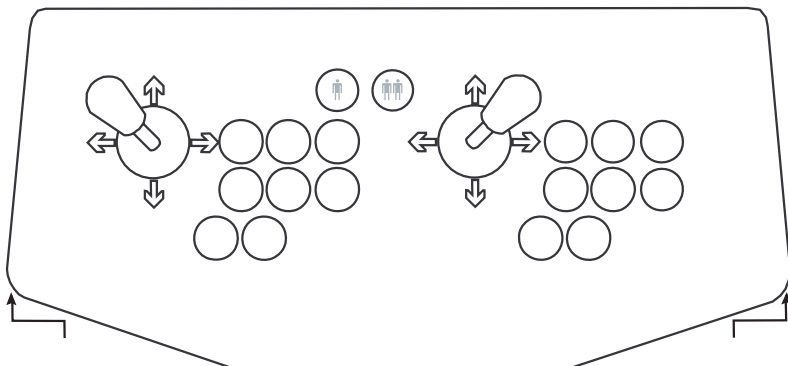
- Place the items that you use regularly within reach. Avoid reaching and stretching.
- If you use a keyboard drawer, try to place the input device in the same tray as the keyboard. If you can't arrange this, try to place the input device nearby. Try to avoid reaching up, away, or to the side for the input device.
- Don't sit in one position for too long.
- Take breaks. Frequent short breaks are probably better than a few long ones.
- Stand up and stretch during your gaming. Try to do this frequently.
- Look into stress-reducing techniques that might work for you.
- You should not have to reach or stretch to use either the keyboard or the input device.
- When you return from a break, slightly reposition the keyboard and input device to readjust them to comfortable positions.

Furniture and posture

Arranging your office furniture is one of the most important things you can do to make your desk space comfortable:

- Adjust the height of your chair and desk so that your body is comfortably aligned.
- Stay relaxed and sit relatively upright, but don't force yourself into an unnatural position. Let your chair support you. Have your knees slightly lower than your hips, so that the angle of your torso and thighs is more than 90°.
- Support your lower back with your chair's backrest.

MY PROGRAMMED LAYOUTS



LIFETIME WARRANTY

The X-Arcade™ is supported by Xgaming's® industry leading service and support. Orders for X-Arcade™ carry a Lifetime Warranty, serviced exclusively from Xgaming®. Any defects or problems which occur during the life of purchaser's ownership of X-Arcade™ are covered under warranty.

If your X-Arcade™ is ever found defective or stops working, Xgaming® will send replacement parts to your location to repair the problem as the X-Arcade™ is designed to be serviced like a real arcade; easy for anyone to replace buttons, switches or joysticks.

In the rare occasion the unit cannot be repaired with replacement parts during the first 12 months of purchase, we will ship a replacement X-Arcade™ to your location and include a return shipping label with the X-Arcade™ for you to send back the defective unit at our cost.

12 months after purchase, if it is necessary for the X-Arcade™ to be sent in for replacement/repair, customer will be responsible for shipping the unit back to Xgaming® for exchange.

Customers **outside** of USA will be responsible for all shipping charges to/from.

If you did not purchase from us directly, please register your warranty online at www.xgaming.com "Customer Service" page to activate your lifetime warranty. Direct purchases are registered automatically.

All claims must be made directly to Xgaming® with a proof of purchase from your retailer or distributor. Any items without a bill of sale will not be serviced and any returns or exchanges must be accompanied by first obtaining an RMA from Xgaming®. If it is determined that the X-Arcade™ has stopped working due to misuse or accidental damage, Xgaming® will not honor this repair procedure.

NOTE: Xgaming® may deem that any and all warranty work can be done on site with customer replace-able parts replaced by customer.

XGAMING® warrants the X-Arcade™ Controller against defect in workmanship and materials as herein:

Labor: Lifetime; if Xgaming® determines that the equipment is defective subject to the limitations of this warranty, it will be replaced with a refurbished unit at no charge for labor.

Parts: Lifetime; Xgaming® will supply, at no charge, new parts to replace defective parts, against defect subject to limitations of the warranty.

Modifications: Customer may modify their X-Arcade™ (e.g. different colored buttons, joysticks, etc.), but this warranty does not cover any damage done due to the installation, nor do we warrant the parts put in.

These terms are for sales made directly by XGAMING® and differ from terms you may have to adhere to from the company you purchase the product from. Warranty is non-transferable and not valid for purchases from non-authorized resellers. Please contact Xgaming before purchasing from a reseller not listed domestically or internationally.

XGAMING®, Inc., a California corporation, will not be held liable for any incidental or consequential damages for breach of any expressed or implied warranty of the X-Arcade™ controller, nor an incidental or consequential damages from the inability to use, or ability to use the controller. Under no circumstance shall XGAMING® Inc., liability exceed the purchase price of the product as sold by XGAMING® Inc. XGAMING® Inc. reserves the right to refuse to honor this warranty if any of above exceptions caused the product to no longer function correctly.