



TYCHE QUICK START MANUAL

VERSION 11.49 – NOVEMBER 2017

PLEASE NOTE: SOME FEATURES, UPGRADES, SYSTEMS AND/OR GAMES MENTIONED IN THIS GENERAL GUIDE MAY NOT BE AVAILABLE ON YOUR SPECIFIC MODEL ARCADE AND ARE SUBJECT TO CHANGE WITHOUT NOTICE.

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ARCADE BASICS

1.1 POWERING UP YOUR ARCADE

After connecting your included power cable from the wall to the arcade, locate the small orange rocker switch in the rear of the machine. This is the button that will power on/off your arcade. To start your machine, press the switch inward toward the indicator labeled | on the switch.

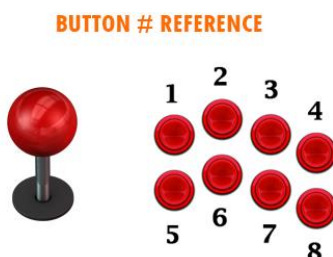
After your machine has powered on and your HDMI cable is connected to your television/monitor, you will soon see the **EMULATION STATION** splash screen. When you see this screen, your system is now loading the main arcade software. Being that your arcade has quite the library of included games, this load screen will take a while to finish. Please wait approximately 2-3 minutes for your arcade software to finish loading.

USING EMULATION STATION

2.1 WHAT IS EMULATION STATION?

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

2.2 MENU NAVIGATION AND CONTROL



Once your machine has finished booting/loading, it will automatically start the *Emulation Station* program for you to begin navigating/playing your games. While in the Emulation Station menus, use the **PLAYER 1** joystick to navigate LEFT/RIGHT to your desired system. When you've found a system and wish to view its available games, highlight that system and press **PLAYER 1, BUTTON # 6** on your button panel. Then, simply use your joystick to navigate UP/DOWN to view all the available games.

2.3 SELECTING GAMES

Each systems game list is sorted into alphabetical order. Simply use your joystick to scroll UP/DOWN to browse your game selection. To fast jump to a specific letter, press **PLAYER 1, COIN**, then move your joystick left and right to choose the letter and press **PLAYER 1, BUTTON # 6** to choose.

While browsing a systems available game list, if you wish to go back and view the main systems menu again, simply press **PLAYER 1, BUTTON # 5** (first column, second row down to return to the previous menu.

When you've found a game title you wish to play, highlight the game then press **PLAYER 1, BUTTON # 6** and your game will begin loading.

2.4 EXITING GAMES

While you're in a game session, and wish to exit to the main menu system, single-press both the **PLAYER 1, COIN & START** button simultaneously and you'll be brought back to your menu.

NOTE: Some systems such as *MAME* and *FBA* have an extensive library of games and will take a longer period of time to bring you back to your main menu after exiting game session. This is due to your system having to re-read all its available titles before it can fully load back into the menu. Please be patient with exiting these systems. Do not power off your arcade if you see an extended black screen after exiting a game session in these systems. Your menu will appear again shortly.

2.5 SAVING GAMES

To save your game session, hold the **PLAYER 1, COIN** button and press **PLAYER 1, BUTTON # 5**. You should see small yellow text on the bottom of the screen stating that your game state has been saved to a specific numbered game slot.

2.6 LOADING GAMES

To load the last saved game session, you must first launch the specific game you wish to play. When fully loaded, hold the **PLAYER 1, COIN** button, and press **PLAYER 1, BUTTON # 6**. Your previously saved game session will now be loaded. If you wish to load a different slot/save file, **PLAYER 1, COIN** button and move **PLAYER 1's JOYSTICK LEFT** or **RIGHT** to choose the numbered save game file you wish to load. Once you've selected the correct numbered save slot, release all held buttons, then hold the **PLAYER 1, COIN** button and press **PLAYER 1, BUTTON # 6** to load.

2.7 PAUSING GAMES

Usually, some systems such as the NES, Game Gear, Genesis, etc. are able to be paused in game via the **PLAYER 1, START** button. However, your system can also pause games via the operating emulator by holding the **PLAYER 1, COIN** button, and press **PLAYER 1, BUTTON # 7**. Release and repeat this step to un-pause your session.

2.8 RESETTING GAMES

To reset your game without exiting and restarting the game again, hold the **PLAYER 1, COIN** button, and press **PLAYER 1, BUTTON # 4**.

2.9 ADJUST SYSTEM VOLUME

Your TV's remote control is the best way to adjust the volume of your arcade. However, some games may emulate the original sound of the game differently sometimes leaving you with too loud or too quiet of a game session. To adjust your arcades volume internally, while in game, hold the **PLAYER 1, COIN** button, and move **PLAYER 1's JOYSTICK UP** or **DOWN** to adjust.

IN-GAME CONTROLS

3.1 GAME CONTROLS

All the controls for each system have been preset. Unfortunately, I don't have any illustrations showing the button layout for every game. With your machine having a massive roster of playable titles, there would be entirely too much to list here. However, learning the controls are generally 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 players button plate

SELECT & START = Player COIN & START on your admin panel

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!

NOTE: Your system does have the ability to change/customize the controls for each gaming system if you do not like the way they have come preconfigured. This usually involves navigating to programs and menus outside of the Emulation Station program. I STRONGLY suggest you have an advanced user knowledge of the emulator RetroArch 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 beforehand 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 me.

3.2 CONTROLLER EXCEPTIONS USING KEYBOARD & MOUSE

Located in the rear of the machine, you'll see a single USB input. This input can be used to plug in a mouse, keyboard, or even an external game controller such as a USB XBOX 360 or PlayStation 3 controller. The vast majority of games use the actual arcade button setup on your arcade to function. However, there are some systems that require the use of a wired or wireless USB keyboard & mouse if you wish to play them correctly. To give you an example, the **Amstrad CPC & MSX** systems are both vintage personal computer gaming systems. Being computer based, these machines were designed to be controlled by using only a keyboard/mouse. Also, some **MAME** games such as **Police Trainer & Jurassic Park** required the use of a light gun, which in this case would be controlled via a separate USB mouse, trackball (*on select models only*), or USB light gun (*on select models only*). Due to the fact that there are many brands and configurations of these external game controls, the task of programming and configuration of a newly plugged in controller will be entirely up to the user. There are an astounding amount of free access walk-through videos and sources available online that can help you take on this task.

To configure an external USB controller, please contact me for a menu unlock code.

3.3 TRACKBALL/SPINNER CONTROLS

This section is specifically for systems equipped with both a trackball controller and a spinner control. Both types of controls can be used to play certain games that would require these types of control interfaces to work properly *e.g.* MAME's Police Trainer (requires trackball), and MAME's Arkanoid (requires spinner). Unfortunately, your system has a limitation of having only one of these controls active at a time, so in order to play certain games that require another type of control you will have to manually assign which of these inputs you'd like to use.

For example, your machines trackball is the default active/enabled device. If you start a game that requires a trackball, you can use that control without having to enter into any menus and switch controls. However, if you start Arkanoid and wish to use the spinner control for a more authentic experience, you will have to deactivate the trackball and activate the spinner. To do this, load the game you wish to play. Next, hold **PLAYER 1, COIN** and press **PLAYER 1, BUTTON 8**. This will load a green menu screen. Next, press **PLAYER 1, BUTTON 5** to be taken to the **MAIN MENU** screen. Scroll down via your joystick and highlight the menu option labeled "**Settings**", then press **PLAYER 1, BUTTON 6**. Scroll down to "**INPUT**", then press **PLAYER 1, BUTTON 6**. Now scroll down to "**Input User 1 Binds**", then press **PLAYER 1, BUTTON 6**. Scroll down to "**User 1 Mouse Index**" and use your **PLAYER 1** joystick to press either **RIGHT** or **LEFT** to change the default number from **0** (trackball) to the number **2** (spinner). Your trackball is now deactivated and your spinner is now activated. Once set, you can exit this menu by holding **PLAYER 1, COIN** and press **PLAYER 1, BUTTON 8**. Your spinner should now be activated for use with any games that require this type of control.

IMPORTANT/MISCELLANEOUS

4.1 SHUTDOWN/RESTART

If you wish to reboot or turn off your system, single-press your arcades front **PLAYER 1, START** button while in the main Emulation Station menu. Scroll down to **QUIT** via the **PLAYER 1** joystick and press **PLAYER 1, BUTTON # 6** to select. Next, scroll down to **SHUTDOWN SYSTEM** or **RESTART SYSTEM** and press **PLAYER 1 BUTTON # 6** to confirm. Highlight **YES** and press **PLAYER 1, BUTTON # 6** again to confirm. Your system will now begin the shutdown or restart sequence.

If you selected **SHUTDOWN**, automated computer code will appear on your screen. Once your monitor or display turns black with no text, you must then press the small, orange rocker switch on the rear of the machine for your systems exhaust fan and LED lights (on select models only) to power down. **DO NOT** turn off your machine via the orange rocker switch if there is still computer code on your monitor. Please wait patiently for the shutdown sequence to finalize before powering your system off via the rear power switch.

4.2 PROBLEMATIC GAMES/SYSTEMS

IMPORTANT: You must shut down your system using the instructions above. Improper shut-down can cause your systems operating system to fail as damage can be done to your system SD card and ROM storage drive. Please remember that our warranty/refund/service policy excludes this type of improper usage of your system. If this occurs, please contact me for pricing on drive repair service.

With a large library of over 19,000+ games on your machine, there may be some problematic games/systems on your machine. Every game included in your arcade was made using a best-attempt copy method by persons other than myself. This means that although many games do operate just fine, not all game titles will be playable and/or function correctly on the available emulator used by your arcade. Some games may experience lagging video, choppy audio, or may not load at all. Remember that I have not personally tested each and every game to verify quality.

4.3 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.

4.4 CHANGING SETTINGS/ALTERING OR CUSTOMIZING YOUR SYSTEM

We understand the customizable nature of the RetroPie 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.

4.5 CONTROLLER LAG/INPUT LAG

In video games, input lag or controller lag is the delay between pressing a button on your arcade and seeing the game react on your monitor or television. The button encoder used for your arcade's controls is what is called a **zero-delay** encoder. This means the controller has virtually no delay in sending game controls when buttons or a joystick is operated to the game, then to your tv or monitor. Therefore, any lag issues you may experience are actually due to the picture settings enabled on your TV or monitor. Many modern TV's have added features that can slow down the picture such as digital processing, noise reduction, dynamic colors and contrast modes, etc. These modes cause delays in the screen's processing since the TV has to take the original signal, reprocess it with added features, and then display the final output. Even though this delay may only be a few milliseconds, it can cause quite the problem while playing games that require immediate control.

If you experience any input lag, please try all the solutions below to correct the issue:

- If your television displays in 120Hz or 240Hz refresh rates, please disable and set to 60Hz
- Switch your TV's picture mode to "game mode"
- Disable all color/picture processing modes and "reduction" modes such as dynamic contrast, black tone, black detail, edge enhancement, noise reduction, HDR modes, motion smoothing, etc.

NOTE: Please consult your television or monitor's user's manual for further details

LIMITED WARRANTY

5.1 WHAT IS COVERED?

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

5.2 HOW LONG DOES THE COVERAGE LAST?

The warranty period for your product is sixty (60) days from the documented date of your item being delivered.

5.3 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). 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. 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.

5.4 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 contact@playtimearcades.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.

5.5 WHAT WILL YOU 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 my work I would appreciate any and all good feedback you can provide. Excellent reviews help me to grow my small business and are ALWAYS welcomed. You can review your arcade on my Facebook page located at: <http://www.facebook.com/playtimearcades>

Also, if you know of anyone else looking for an arcade, I do offer anywhere between a \$25-100 referral reward (depending on the model of arcade purchased) if a customer purchases one of my arcades due to a direct recommendation from yourself. So please spread the word.

Lastly, I want to thank you for purchasing my arcade. I alone designed and hand-made your arcade entirely from scratch. By supporting me with your purchase, you've helped me to pursue my passion as well as helped me to support my family financially. For that, I cannot thank you enough! I hope you, your friends, and your family enjoy my work as much as I've enjoyed making it for you.

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

Sincerely,

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Playtime Arcades

