

PLAYTIME

CUSTOM ARCADES

QUICK START MANUAL

VERSION 11.49 – NOVEMBER 2017

PLEASE NOTE: SOME FEATURES, SYSTEMS AND/OR GAMES MENTIONED IN THIS GUIDE MAY NOT BE AVAILABLE ON YOUR MODEL MACHINE.

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ARCADE BASICS

1.1 POWERING UP YOUR ARCADE

Located in the front-center of your arcade's admin button panel, you will see a small silver button. This is the button that will power on/off your arcade. To start your machine, push the button inward gradually until you hear a faint click, then release.

NOTE: This style of pushbutton has a "push to lock" feature that will keep the button depressed if pushed all the way in. You'll want to make sure that when you push this button, that the button clicks and returns to its original position, but does not lock into a recessed position. If your button stays pushed in, the computer inside will receive conflicting on/off messages that may cause unwanted activity to the interior PC components. If this occurs, please push the button inward again to release the lock mechanism and try the above steps again.

After your machine has powered on, your monitor will display an error message stating either:

"Alert! Rear fan failure", "Alert! Previous Fan Failure", "Alert! Front I/O Cable failure" followed by "Press F1 to resume", or "To continue, press F1 key".

This error is completely normal. You will see this message every time the arcade has been powered on after a complete shut-down or a restart. To move past this message, use the included wireless keyboard and press the F1 button to continue. Once your machine has finalized loading the Windows 10 operating system, please wait approximately 5-10 seconds and your arcade software will automatically launch for you to begin navigating your games.

1.2 PUTTING YOUR ARCADE TO SLEEP

One useful feature your arcade has is a SLEEP MODE feature. While in sleep mode, your machine will enter into a power-saving mode of operation until it is needed again. If you wish enable sleep mode, simply press the arcade's power button once to begin the process. After a few seconds, your machine's monitor, marquee lights, and any button/joystick/trackball LED's (*select models only*) will turn off. While in sleep mode, your power button's LED will blink steadily to signify that sleep mode is active. Once asleep, simply press any control button, roll the trackball (*select models only*), or press the power button again to resume right where you left off.

1.3 USING THE PC INSIDE YOUR ARCADE

Your arcade is essentially a desktop computer taken apart to fit inside of an arcade style cabinet/enclosure. If you would like to use your arcade just like a regular computer, simply press the EXIT button while in the Systems Navigation menu in HyperSpin. You'll be met with a QUIT? message with a YES or NO selection. Move your joystick to select the YES options, then push the ENTER button on your admin panel to select. This will exit the HyperSpin program and allow you to use it just as a normal PC. There is an icon on your desktop labeled CLICK TO LAUNCH that will bring you back into your arcade software.

USING HYPERSPIN

2.1 WHAT IS HYPERSPIN?

HyperSpin is a front-end, visual based program/menu system that can launch other programs and emulators from one menu. In other words, HyperSpin is the cool looking menu system where you'll browse and load your games. It's simple, easy to use, and mind-blowingly awesome to look at. I have personally edited 100% of this software to be completely custom for you. Your arcade is truly unique and no one else has this same system other than you.

2.2 NAVIGATION AND CONTROL

Once your machine has powered on and Windows has loaded, it will automatically start the HyperSpin program. While in the HyperSpin menus, use either of your joysticks to navigate UP/DOWN to your desired system. When you've found a system, press the ENTER button on the front admin panel to view the available games. Then, simply use your joystick to navigate UP/DOWN to view all the available games.

2.3 BROWSING, SELECTING, AND PLAYING GAMES

Each systems game list is sorted into alphabetical order. Move your joystick RIGHT or LEFT to fast-skip to the next letter category. If you would like to skip to a specific letter, hold LEFT or RIGHT on the joystick until you see a letter menu appear. Then, simply scroll UP/DOWN to the letter you desire and push ENTER to fast jump to that letter section.

While browsing a systems available game list, if you wish to go back and view the main systems menu again, simply press the EXIT button on the admin panel to return.

When you've found a game title you wish to play, press the ENTER button on the admin panel and your game will begin loading.

2.4 CREATING A FAVORITE GAMES LIST

Many systems have thousands of game titles, which can make it a bit difficult to navigate back to a special game you wish to play. To make it easier to access your favorite game titles, HyperSpin has a feature that allows you to build a custom favorites list for any system on your machine. To use this feature, first highlight your desired game and press button # 3 on either the P1 or P2 side. You'll be met with a message asking to select either VIEW YOUR FAVORITES or ADD TO FAVORITES. Highlight ADD TO FAVORITES and press the front ENTER button to save. Once saved, you may view your favorites for that specific system by following the same steps listed above but instead, select the VIEW YOUR FAVORITES option.

2.5 EXITING GAMES

When you would wish to exit a game session and go back to the main menu system, push the EXIT button while in-game and you'll be brought back right where you left off in the menus.

EXCEPTION: There are a few game systems, such as **Big Fish Games**, **PopCap**, **Touhou Project**, **MUGEN**, **Taito Type X**, **NESiCaxLive** and ALL games in the **PC Games** section that require you to navigate through the actual games main menu screen to exit. Please do not attempt to exit these systems by pushing the front EXIT button as unexpected errors can occur.

If you accidentally press the EXIT button and for any reason your game will not allow you to exit or freezes, try these steps to correct:

1. Using your keyboard, press the Q and S keys simultaneously. Your game should exit and bring you back to the HyperSpin menu.
 2. If that does not work, simply push and HOLD the arcades power button until your system powers off. This will force shut down your computer. Once shut down, follow the same steps located in the POWERING UP section to boot your system back up. Use this method of rebooting with caution.
-

USING YOUR 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 gaming systems and 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, and C buttons = Buttons 1, 2, 3 on your button plate

START = Player 1 START

NOTE: You do have the option to change/customize the controls for each gaming system if you do not like the way that have come preconfigured. This usually involves navigating to programs and menus outside of the HyperSpin program. I STRONGLY suggest you have an advanced user knowledge of PC's before you attempt to change these settings. Emulator failure and loss of control for multiple systems can occur if these settings are changed incorrectly. If this is something you wish to explore, please contact me for a how-to guide for mapping new button configurations.

If you're having trouble with learning the controls, just remember this:

WHEN IN DOUBT, JUST PRESS BUTTONS!

3.2 CONTROLLER EXCEPTIONS USING KEYBOARD & MOUSE

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 the included wireless keyboard & mouse if you wish to play them correctly. To give you an example, the Apple II, Commodore 64 and Commodore Amiga system are all vintage personal computer gaming systems. Being computer based, these machines were designed to be controlled by using only a keyboard/mouse. Other systems such as the WoW Action Max and American Laser Games required the use of a light gun, which in this case would be controlled via your mouse or trackball (*select models only*).

Here's a list of which of the available systems needs to be controlled via keyboard or mouse:

AMSTRAD CPC
ACORN ARCHIMEDES
AMERICAN LASER GAMES
APPLE II
APPLE IIGS
ATARI ST
BALLY ASTROCADE

BIG FISH GAMES
COMMODORE AMIGA
COMMODORE 64
EMERSON ARCADIA 2001
MAGNAVOX ODYSSEY 2
MSX
MSX2

MATTEL INTELLIVISION
POPCAP
SCUMMVM
SINCLAIR ZX SPECTRUM
VTECH CREATIVISION
WOW ACTION MAX

3.3 OTHER SYSTEMS/GAMES THAT REQUIRE ALTERNATE CONTROLS

Outside of older console systems and games, there are also many PC based games that require the use of a mouse & keyboard. There are also some newer games and consoles in this category that require the use of an external or third party hand-held controller (such as an XBOX 360 style Bluetooth controller) for player control. Your arcade comes packaged with a wireless keyboard & mouse to use with the above systems. Your arcade also has built-in Bluetooth connectivity for use with an external hand-held controller (not included) that can be purchased separately. The games and systems that require either mouse and keyboard or a handheld controller are as follows:

Doujin Soft Fighting Games System

- **Hinokakera** (requires Bluetooth style gaming controller)
- **Melty Blood** (requires Bluetooth style gaming controller)
- **Vanguard Princess** (requires Bluetooth style gaming controller)
- **Yatagarsu** (requires Bluetooth style gaming controller)

Touhou Project System

- **ALL GAMES** require a Bluetooth style gaming controller

Nintendo Wii U

- ALL GAMES require a Bluetooth style gaming controller

PC Games System

- **Contra Evolution** (requires Bluetooth style gaming controller)
- **Dragonball Xenoverse** (requires mouse & keyboard)
- **Metal Slug Defense** (requires mouse & keyboard)
- **Metal Gear Solid** (requires mouse & keyboard)
- **Mortal Kombat X** (requires either mouse & keyboard or Bluetooth controller)
- **One Piece Burning Blood** (requires mouse & keyboard or Bluetooth controller)
- **PacMAN** (requires either mouse & keyboard or Bluetooth controller)
- **Samurai Shodown** (requires mouse & keyboard)
- **Street Fighter V** (requires mouse & keyboard or Bluetooth controller)
- **Star Wars Knights of the Old Republic** (requires mouse & keyboard)
- **Star Wars Knights of the Old Republic II** (requires mouse & keyboard)
- **Tekken 7** (requires mouse & keyboard or Bluetooth controller)
- **Ultimate Marvel vs. Capcom** (requires mouse & keyboard or Bluetooth controller)
- **Worms Clan Wars** (requires mouse & keyboard)
- **Worms WMD** (requires mouse & keyboard)
- **Worms World Party** (requires mouse & keyboard)

3.4 CONTROLLING VOLUME/BASS

On the rear of the machine, you'll see a large black wheel/knob assembly. This is the control center for your audio system. The largest knob/wheel, taking up the entire outer rim of the assembly, is your volume control. Spin to adjust volume up/down. You'll also see a smaller spin wheel on the side labeled BASS, which is your bass control. Spin to adjust. Lastly, there is an on/off toggle switch on the side as well for your audio systems power control.

NOTE: Power for your audio system is entirely independent of your arcades main power. This means that you must manually switch on/off power for your audio system when you either power on or off the arcade.

3.4 CONTROLLING MARQUEE LIGHTS

Included with your arcade is a small white remote with many colored buttons on it. This is the control for your marquee light behind your marquee. Use the remote to turn on/off the light,

change colors, and also change color patterns. Please remember that the remote is direction sensitive, meaning you must point it directly at the marquee for commands to register. Also, please remember to remove the thin, clear plastic tab out of the control's battery slot before use.

IMPORTANT/MISCELLANEOUS

4.1 LED BLINKY

If you purchased a system that has programmable RGB LED joysticks and buttons, your system comes with a program called LED BLINKY. This program controls the LED lighting schemes of your available LED lit peripherals. I have included basic LED color schemes to run while your system is on but if you would like to edit or change these colors or patterns, you are more than welcome to. The LED BLINKY program is somewhat simple to use, but I STRONGLY suggest you to have an advanced user's knowledge of PC's before you attempt to program new settings. This is something I cannot teach you, but there is a ton of resources online for you to research and learn how to take on this project. Please visit <http://www.ledblinkynet.com/ledblinkynet.htm> for more information.

4.2 SYSTEM BACKUP/RESTORE

Your system comes with a digital backup of your software in case of data corruption and your hard drive needs to be reloaded or replaced. If you ever need to reload Windows/HyperSpin, this backup is located in the **D:\Backup** folder directory.

NOTE: Restoring your machine with a system backup will reset your arcades data back to the original state it arrived in. All saved data such as high scores, custom controller layouts, gameplay statistical data, etc. will be lost. Please use this feature with caution.

4.3 SYSTEM FILES

Please do not delete or uninstall any files or programs installed on your arcade. Your arcade has been programed to only include the files and programs that it needs to run properly. Deleting files/uninstalling programs can lead to emulator and/or game failure and I cannot be held responsible for any damages or errors that occur due to this unauthorized alteration of your machine.

4.4 PROBLEMATIC GAMES/SYSTEMS

There are some problematic gaming systems on your machine. These systems include:

ACORN ARCHIMEDES
AMSTRAD CPC
ATARI 8-BIT
ATARI 5200

ATARI ST
EMERSON ARCADIA
FAIRCHILD CHANNEL F
MATTEL INTELLIVISION

VTECH CREATIVISION
NES/CAXLIVE.

Although some systems may work correctly on occasion, game failure, controller failure and even overall HyperSpin failure has been known to occur while using these systems. I will do my best to provide you with any software fixes/patches if their developers fix these issues in the future.

NOTE: Please use these systems with caution. If errors occur while launching and playing these gaming systems, your machine may need to reboot in order to restore functionality. If errors occur and a reboot is needed, please follow the steps located in the EXITING GAMES > EXCEPTION section.

4.5 ROM/GAME PLAYABILITY

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. Your arcade has a VAST library of available titles. Please remember that I have not personally tested each and every game to verify quality.

4.6 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 are responsible for checking your local laws regarding the use of ROM files/game images
- You are authorized and own a license to use files you emulate
- You will not distribute any of these files without the appropriate permissions
- Game emulation/accuracy is not guaranteed

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 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 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 authorize 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. 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. Also, if you know of anyone else looking for an arcade, I do offer anywhere between a \$50-100 finder's reward 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,

Michael Ortiz
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Playtime Arcades

