ARCADE MAX

Lazer

User Manual

Home® LEISURE DIRECT
Serious Fun

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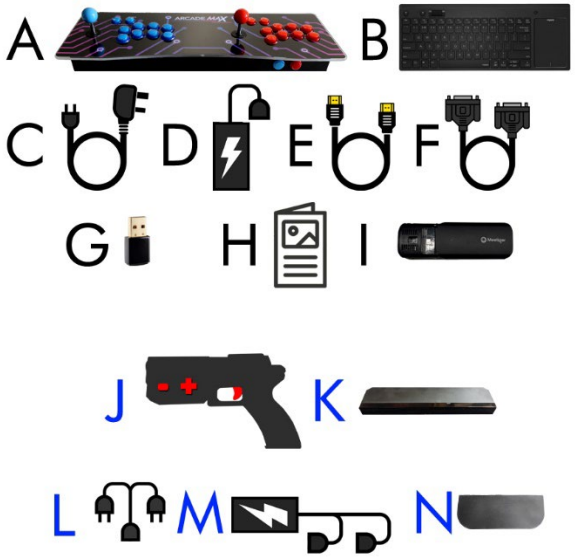
Package Contents

When you've unpackaged the machine, check below to ensure you have everything listed before getting started.

Note: When checking everything, identify and separate the components for light gun operation.



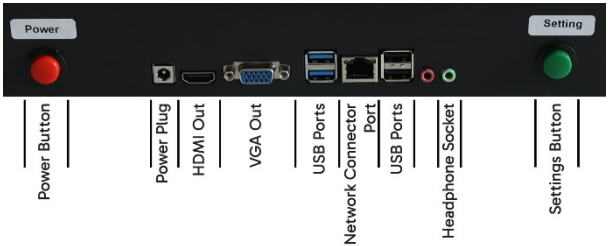
A	ArcadeMAX Lazer Console
B	Wireless Keyboard + Dongle
C	Main Power Cable
D	Main Power Adapter
E	HDMI Display Cable
F	VGA Display Cable
G	WiFi Dongle (In spares bag)
H	Instruction Booklet
I	SSD Card Reader + USB Cable
J	Light Guns (x2)
K	Light Gun Sensor
L	Power Splitter Cable
M	Light Gun Power Adapter
N	Light Gun Sensor Mounting Pad

Get to Know Your Machine

Your machine has several external controls and components to get familiar with.

Front

Back Inputs


Power
Setting
Power Button
Power Plug
HDMI Out
VGA Out
USB Ports
Network Connector Port
USB Ports
Headphone Socket
Settings Button

Get Connected:

The ArcadeMAX Lazer can be set up in one of two ways:

- Arcade Mode
    - Play games with traditional arcade controls
    - Simple and quick to set up.
- Light Gun Mode
    - Play light gun enabled games.
    - Longer set up.

We recommend setting the console up in Arcade Mode on your first set up.

Arcade Mode Set-Up

Power

Plug the power cable into the main power adapter. Plug the smaller plug into the back of the console. Refer to the “video” section on page 14 to complete set up.

Light Gun Mode Set-Up

Ensure that the console is switched off before switching to this mode.

Screen Set Up

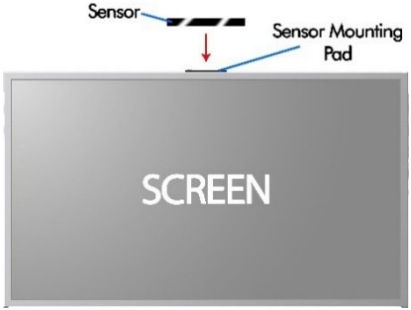
You will need to prepare your chosen TV to hold the light gun sensor. You will need:

- Light Gun Sensor
- Light Gun Sensor Mounting Pad

Refer to the contents page

WARNING – The sensor is attached to the screen using a strong single-use adhesive pad. Ensure the positioning is correct before sticking the pad into place.

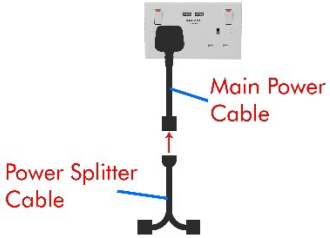
1. Remove the large protective film from the rubber mounting pad. Stick the pad to the back of your screen, with the small flap resting on the top (with its 2 adhesive straps facing upwards). Ensure that it is positioned as close to the centre of the screen as possible.



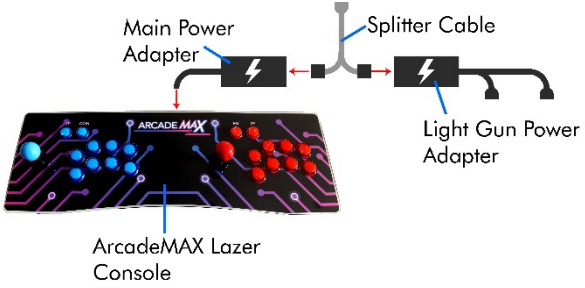
2. Peel away the protective film from the top 2 adhesive pads and stick the sensor to it. Ensure the sensor is:
    - Facing forwards
    - Central to the screen
    - parallel with the ground.

Get Connected

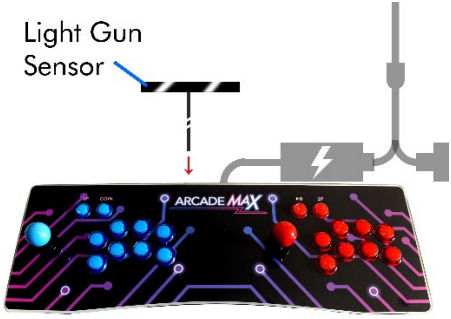
1. Start by disconnecting the main power cable from the unit's power adapter (if it hasn't been already).
2. Plug the main power cable into the socket end of the Power Splitter Cable.



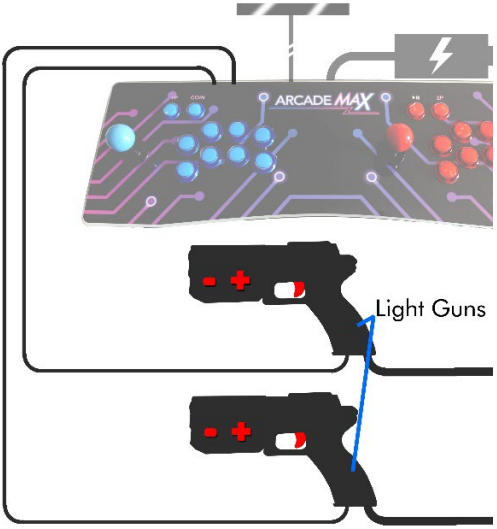
3. Plug one of the free ends of the power splitter cable into the main power adapter.
4. Plug the other free end of the power splitter cable into the Light Gun Power Adapter.



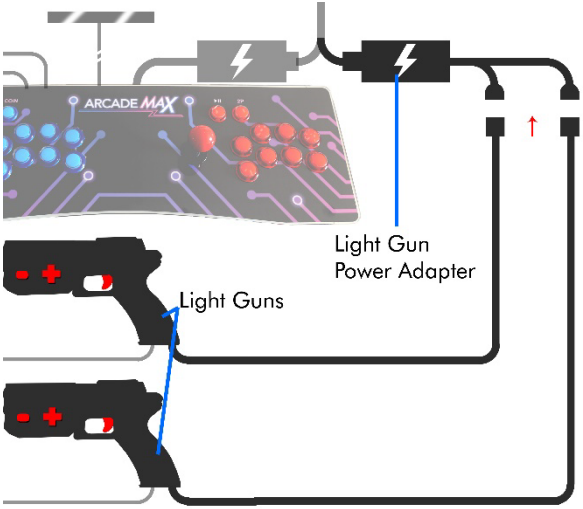
5. Plug the cable from the Light Gun Sensor into one of the free USB ports in the back of the main unit or your TV.



6. Plug the USB cable from each light gun into the back of the console into one of the free USB ports.



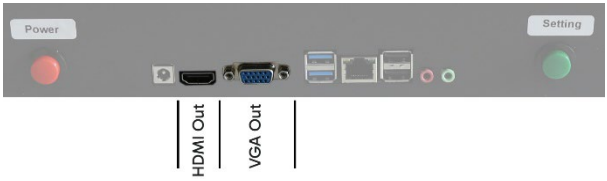
7. Plug the power cable from each light gun into the power plugs on the Light Gun Power Adapter.



8. Refer to the “Video” section on page 14 to complete set up.

Video

You have two options for connecting the ArcadeMAX Lazer to a screen or TV.



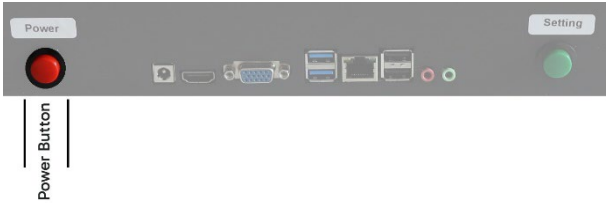
- HDMI (Recommended)
  - HD Video + Audio
  - Control volume with your TV remote control
- VGA
  - Video only
  - Headphones required

Use either the HDMI cable or the VGA cable to connect the console to a TV or monitor, using the appropriate port on the console.

Note: Whilst the system will work with any HDMI-equipped monitor, lag may occur in certain situations. For the best viewing and gameplay experience, we recommend plugging the console directly into your screen (avoiding devices such as HDMI switches or processing boxes).

If possible, utilise the “Game” mode on your TV (consult your television manual or manufacturer for more details)

Switch On

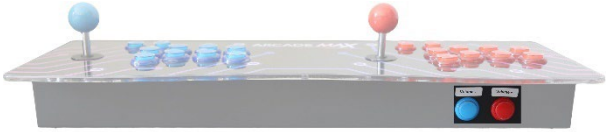


Power up the system's internal PC by pressing the power button on the back of the console.

The system can be turned off by pressing the power button again.

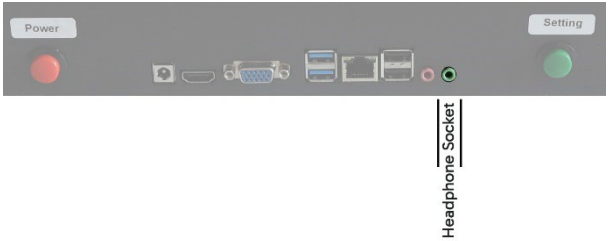
WARNING – Allow the console to fully power down before disconnecting the power cable. Failure to do so could result in corrupted system settings.

Volume Control and Headphone Use



The volume of the internal PC can be changed using the two buttons on the front of the machine. The left blue volume button will decrease the volume. The right red volume button will increase the volume.

Sound on external devices is only possible when using the HDMI port.



You can also use headphones with the system by plugging into the headphone socket on the rear. **This is required for sound when playing using the VGA cable.**

SSD Card Reader

Your machine also comes with a small reader for SSD cards. Whilst this is not used in typical operation of your machine, it should be retained for troubleshooting purposes when in contact with technical support.

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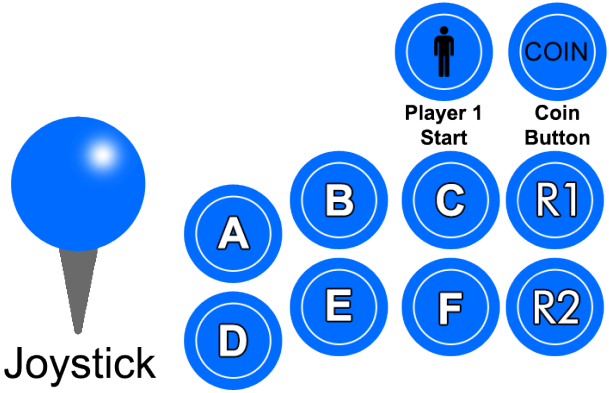
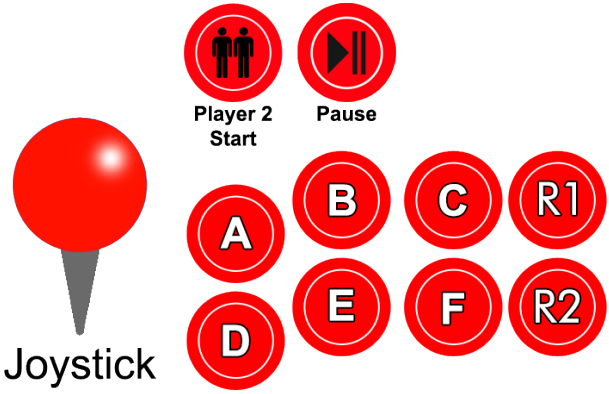
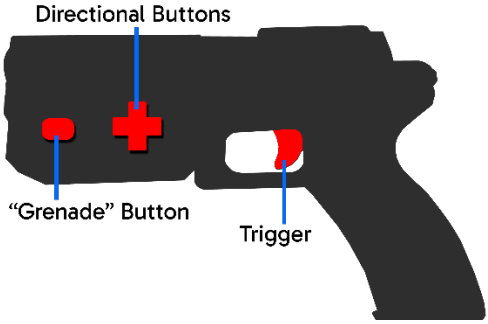
Gameplay Controls




Player 2
Start
Pause
A
B
C
R1
D
E
F
R2
Joystick

Light Guns



The system includes 2 light guns that can be used to play light gun games.

Force-Feedback Recoil

Each light gun is also equipped with force-feedback for immersive gun recoil effects.

Note – The force-feedback functionality can cause the light guns to overheat if used for prolonged periods. It is best to limit use of this feature for 30 minutes at a time. Allow time for the gun to cool down again before resuming use.

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Initial Set Up

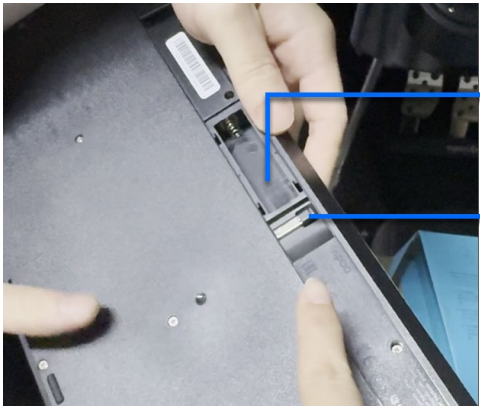
Your system will load the main ArcadeMAX games menu once it is fully booted up.

You will need to set up the machine's internet connection and wireless keyboard before being able to proceed further.

Connecting the Included Keyboard

Whilst not necessary for most games, your ArcadeMAX machine includes a wireless keyboard with built-in trackpad. This is needed in order to access certain machine settings.

The keyboard is easy to set up, requiring one AA battery (not included) and the included Keyboard dongle.

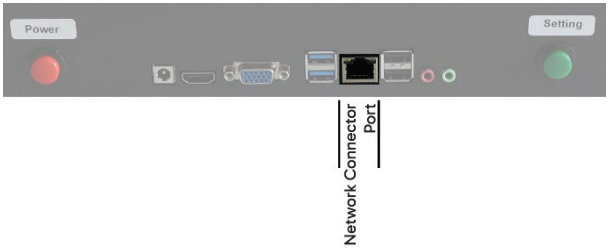


1. To set up, Remove the battery cover on the back of the keyboard and insert 1 AA battery. The Keyboard Dongle can be found within the battery compartment and can be stored here when not in use.
2. Plug the keyboard dongle into the front of the machine using one of the free USB ports and switch on the keyboard using the on/off switch. It will automatically connect to the machine. You can verify a connection has been made by using the trackpad to move a mouse cursor around the screen.
3. The bottom of the touch pad features buttons that allow you to click on or otherwise interact with the system.
4. You can switch the keyboard off when not in use to preserve battery life.

Connecting to the Internet

To use the machine and download games to play, you must connect your machine to the internet. Your ArcadeMAX machine can get online in one of two ways:

Connecting via Ethernet Cable

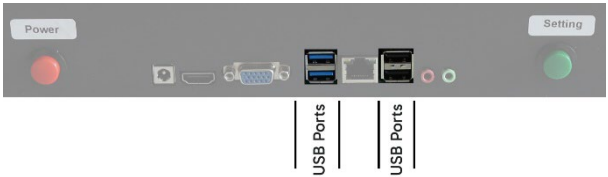


To connect the machine to the internet via a wired connection, plug a network-connected ethernet cable into the back of the machine into the Network Connector Port until it clicks. You'll be online and ready to start downloading games.

CAUTION
Be aware of moving the machine when connected using a wired internet connection so as not to strain the cable. Tugging at the cable can damage the cable, the plug or the machine's network connector.

Connecting Via Wi-Fi

To connect the machine to a Wi-Fi network, you will need to use the machine's included wireless keyboard (see above for details on use and how to connect). You will also need the machine's WiFi dongle.



Start by inserting the WiFi dongle into one of the USB ports on the back of the system.

Using the keyboard, access the machine's Wi-Fi settings by hitting **ESC** to leave the main games menu and then click the Wi-Fi settings icon in the bottom right of the screen. Look for the following icon:

You can use this to find your own home Wi-Fi network and input any required credentials.

Return to the games menu by double clicking the **WPlayer.exe icon** on the desktop.

Once complete, your machine will be online and ready to start downloading games.

You can check your internet connectivity strength by referring to the Wi-Fi indicator in the top right of the machine's main games menu.

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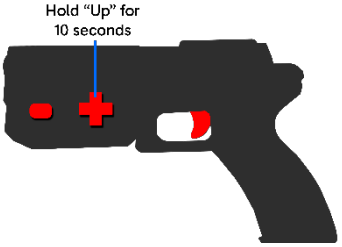
Light Gun Calibration

Each light gun will have had basic calibration from the time of manufacture. However, to ensure the best play experience, it is strongly recommended to do your own calibration once the machine is set up before playing.

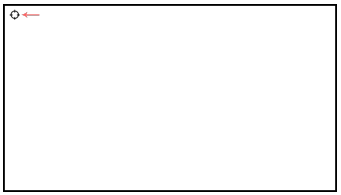
Calibration Tips:

- Darken the room as much as possible for the best possible results
    - UV light (such as from an open window) can interfere with the light gun sensors.
- Ensure the front light gun sensor is not blocked
- Stand 5ft - 6ft from the screen when calibrating
- Ensure your shooting position is below the sensor
    - Play whilst seated if necessary
- Keep the light gun upright throughout the calibration process
    - Tilting the light gun during this process can lead to erratic results.
- Throughout calibration, hold the light gun in the way you intend to use it.
    - Ie – If your preferred playing position is aiming through the gun's sights, then use the gun in this way whilst calibrating.
    - If you decide to change the way you hold the light gun, it is advised to recalibrate the light gun to account for the new position.

The Calibration Process

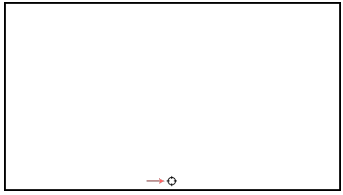


On the system’s main menu screen, hold the “Up” directional button on the side of the light gun for approximately 10 seconds to initiate calibration mode. You will know it has begun when the on-screen crosshair moves to the upper-left portion of the screen and begins to flash.



Aim the light gun at the crosshair using your preferred playing position, then pull the trigger.

Once confirmed, the on-screen crosshair will move to the top-right section of the screen and begin to flash. Aim the light gun at the new crosshair using your preferred playing position, then pull the trigger.



Once confirmed, the on-screen crosshair will move the bottom-middle section of the screen and begin to flash. Aim the light gun at the new crosshair using your preferred playing position, then pull the trigger.

The on-screen crosshair will flash in the same position one more time. Aim the light gun at the new crosshair using your preferred playing position, then pull the trigger to finish the calibration process.

Following this, the calibration process is complete, and you should be able to see the aim of the light gun with the on-screen crosshair.

This calibration process will need to be repeated for the other light gun.

Note: If you hit a stage of the calibration process that you're unable to progress beyond, something about your shooting position/style may not be suitable for play.

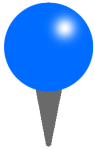
Adjust the gun height, position (or some other factor) to complete the process, then repeat the calibration process again in the new position.

Using The Main Menu

When switched on, your machine will automatically load the main games menu.

The main menu on the ArcadeMAX system is your home base for playing games on your system. Use it to look through the games list, search for games or even assign favourites.

Basic Menu Controls (Main Panel)

 Joystick	**Up: Move up 1 selection**
	Down: Move down 1 selection
	Left: Move back one page
	Right: Move forward one page
Player 1 A Button	**Play current selection**
Player 1 C Button	**Add current selection to favourites**
Player 1 Start Button	**Search Tab (Shortcut)**

Basic Menu Controls (Light Gun)

D Pad	**Up: Move up 1 selection** **Down: Move down 1 selection** **Left: Move back one page** **Right: Move forward one page**
“Grenade” Button (Left side)	**Play current selection**
“Grenade” Button (Right side)	**Search Function**
Trigger	**Not Used**

Selecting A Game To Play

Games can be selected either with the controls on the main control panel or from the light guns.

For the sake of brevity, this manual will refer primarily to the main panel controls. Please refer to the table of light gun controls for light gun-specific menu operation.

Use the Player 1 joystick to navigate through the lists, then select your game with the Player 1 A button. The game will download to your system and then launch.

The Main Games Menu is also split into different tabs for ease of navigation.

3D Games	2D Games	Favourite	Recently Played	Search

Highlight a tab with the Player 1 Joystick, then move left or right to scroll through the tabs.

Adding a Favourite

Any game in the games list can be added to your own favourites list. Press the Player 1 C Button on any highlighted game to add it to your favourites list.

Favourited games will display a star next to their name.

You can view a collection of all games you have added to your favourites in the “Favourites” tab in the main menu.

Search Functionality

The system includes a very useful search function that can help you find or narrow down your selection in seconds, without having to scroll through the entire games list. You can shortcut to this menu by pressing the Player 1 Start Button Or by navigating to the search tab (on the far right) at the top of the games list.

Using the Search Functionality

In this menu, you can use the Player 1 Joystick and Player 1 A Button to type what you want to search for with the on-screen keyboard. There is no need to input spaces. You can delete letters using the backspace key on the on-screen keyboard.

You also have the option of toggling the genre using the genre toggles (press the Player 1 A Button whilst on a highlighted option to toggle it on or off)

As you enter in letters, the list on the left will begin to fill with games that match your search term. Jump to the search results with the Player 1 Start Button, then use the Player 1 Joystick and Player 1 A Button to select and play any of the search results.

You can add a highlighted game to your favourites by pressing the Player 1 C Button.

When you exit the game, you will return to your original search results, where you can play another result, search for another game or navigate back to the main games lists.

Background Download Mode

This setting must be enabled in settings before it is available. Please refer to page 58 for details.

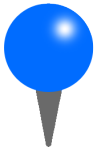
Under default settings, the machine will load and delete each game individually.

With the Background Download setting enabled, you have the option of downloading up to 5 games in the background whilst playing other games, which can then be started immediately once your current game has finished.

Background Download Mode Controls

Coin Button (In Main Menu)

Open Downloads List



Joystick

Move

Player 1 A Button (In Downloads List)

Confirm Current Selection

Player 1 Start Button (In Downloads List)

Go Back / Exit

Menu Buttons

	Pause the currently selected download.
	Cancel/Abort the currently selected download
	Play the currently selected download

How To Use

Select a game from the main menu or your search results as normal and it will be added to your active download list.

From here, you can check the progress of your download, pause the download or cancel the download.

You can download up to 5 games at any one time.

When the game is downloaded and ready to play, navigate to the game's "open" option, and press the Player 1 A Button to start the game.

You also have the option of returning to the main menu to select another game to download (by pressing the Player 1 Start Button).

You can check the status of games you have begun downloading at any point from the main menu by pressing the Coin Button.

Note - Like in the default mode, games will automatically be deleted from the machine once they are closed.

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In-Game Controls (Main Panel)

Player 1 Start Button	**Insert virtual coin and start a 1-player game**
Player 2 Start Button	**Insert virtual coin and start a 2-player game**
Coin Button	**Insert additional virtual coins**
Pause Button	**Bring up Pause Menu**
(In Pause Menu)	**Up: Move up selection** **Down: Move down selection**

Player 1 A Button

Confirm selection (In Pause Menu)

When a game is loaded, a 1 player game can be started with the Player 1 Start Button. A 2-player game can be started with the Player 2 Start Button. Pressing either of these buttons also acts as inserting a virtual coin, should the game you're playing require them.

You can add additional virtual coins by pressing the Coin Button.

In-Game Controls (Light Gun)

D Pad	**Up: Start Button** **Down: Insert Coin** **Left: Left Pedal/Up** **Right: Right Pedal/Down**
“Grenade” Button (Left side)	**Grenade/Pedal/Reload (Game Dependent)**
“Grenade” Button (Right side)	**Reload (Game Dependent)**
Trigger	**Fire**

Note: The exact controls for light gun games may vary slightly from the controls listed depending on the game you're playing.

Listed are some common methods of reloading to try during games:

- Pressing the left or right "Grenade" button
- Aiming and shooting off-screen
- Aiming off-screen

Pause Menu

A game can be paused or quit at any time by pressing the Pause Button, where you will be given the option to resume your current game, exit back to the main menu or save or load a game.

Note: It is important to note that any game file downloaded to the system for play is not permanently saved to the system's internal storage. All games by default are deleted immediately upon exiting and will need to be downloaded again.

Please refer to the Game Delete option instructions in the system settings section of this manual (see page 62) if you wish to save and store games indefinitely to the system's internal storage.

Saving and Loading a Game

Note: Only certain games will keep track of high scores. In most cases, every time a game is loaded, it is loaded 'from fresh' meaning that high scores are not saved between games unless saved manually by the player using the saving and loading system.

The saving and loading system may not be supported by every game.

The saving and loading system allow you to save your progress at any point on certain games, and then return to that point at a later time. This is achieved by saving a "State".

About "States"

On this ArcadeMAX system, a "State" can be described as a specific point or moment when in the game. When you load a state, you will return in the game to the exact moment where you saved it.

States can be saved or loaded at any point of the game.

On this system, there can only be one state per game. Each new state you save will overwrite the last.

Save states are unaffected by games being deleted from the system and will be maintained if the game is downloaded again.

How to use

To access the save and load system, pause the game you're currently playing using the Pause button, then save the state by scrolling to the "Save State" option and pressing the Player 1 A Button.

To load the last state you saved, pause the game using the Pause button, then select the "Load State" option from the menu using the Player 1 A Button.

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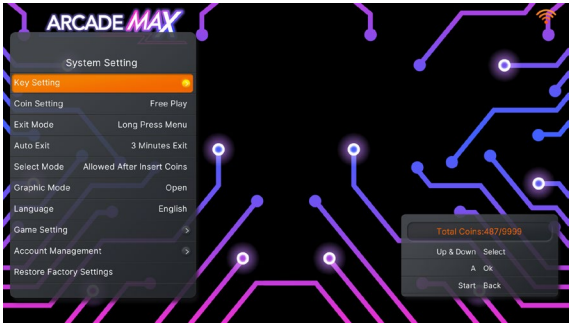
System Settings

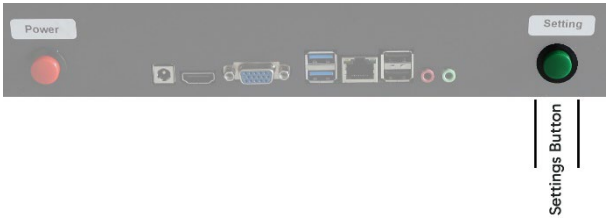


System settings are changed at a user's own risk. It is recommended to perform the **"Restore Factory Settings"** function (see page 57) on the machine if performance becomes erratic.

This machine has a range of different options that can be changed or modified to change the machine's function to the user's preference.

To access the machine's settings, you must press the machine's settings switch.

On the ArcadeMAX Lazer, the settings button can be found on the back of the system.



Press the settings button once to access the settings menu.

Basic Menu Controls

Joystick

Move

Player 1 A Button

Confirm Selection/Toggle

Player 1 Start Button

Go Back / Exit

Outline of Settings Menu Options

Key Setting

- **Keys Testing**

Use this mode to have a visual representation of how the machine responds to inputs. The relevant button will light up on the screen when it is pressed.

- **Key Definition**

Use this mode to remap any of the player buttons to different inputs. You can switch between the machine's default button mapping or your own mapping choices.

Coin Setting

- This setting should always be set to Free Play

Exit Mode

These options allow you to specify a shortcut to quitting the games without having to use the pause menu.

- Start + Coin
  - Press the Player 1 Start Button and the Coin button simultaneously to quit the game.
- Long Press Menu
  - Press and hold the Player 1 Start Button to quit the game.

Auto Exit

Use these options to specify shortcuts or a timeout to exit a game.

- **3 Minutes Exit**
  - Will exit the game automatically after 3 minutes of inactivity.
- **Closed**
  - No shortcuts or automatic timeout will be implemented.

Select Mode

- This setting should always be set to **“Always Allowed”**

Graphic Mode

Use this mode to change the graphics fidelity of certain games.

- **Open**
  - Improved graphics performance.
  - May impact the overall performance of more technically intensive games
- **Closed**
  - Basic graphics performance
  - Most stable mode for running games.

Language

Toggle through the machine’s language settings

Game Setting

Multiple options for changing numerous menu and game settings (see page 59 for more details)

Account Management

Change settings pertaining to various admin-related options and metrics.

- **Clear Coins**
  - Cancel out any virtual coins that have been applied to the system
- **Change Password**
  - Change the system's default Admin password.
  - The default admin password for the machine is 11111111
- **Reset Password**
  - Input the current password to reset the machine's password to the default: 11111111

Restore Factory Settings

If you want to return every system setting to its default, select this option, then confirm your decision in the popup that appears.

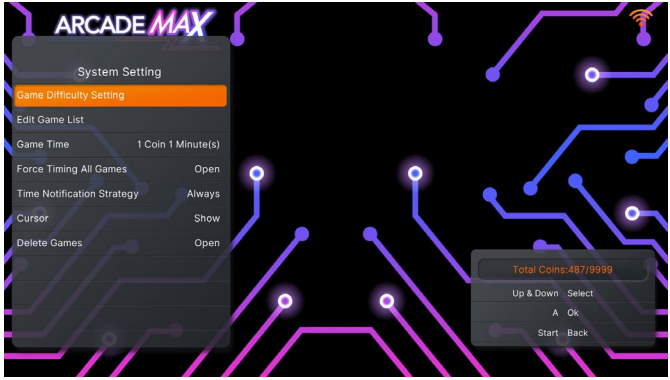
Please note that any account management settings (such as passwords) will not be affected by this reset.

Background Download

Use this option to enable background downloading of games (refer to page 40 for details)

- **Closed**
  - Each game is loaded and deleted on an individual basis
- **Open**
  - Up to 5 games can be downloaded in the background.

Game Setting Options



The Game Setting option in the settings menu can be used to modify a wide range of settings, as listed below. You can return to the main settings list at any time using the Player 1 Start button.

Game Difficulty Setting

Use this setting to modify the difficulty of supported games in the games list.

- Navigate the list using the Player 1 Joystick to highlight the game you want to modify.
- Press the Player 1 A Button to increase the difficulty. (will reset to 0 beyond the maximum possible number)

- Press the Player 1 B Button to increase the number of lives (will reset to 0 beyond the maximum possible number)
- Press the Player 1 C Button to apply the current settings to all games in the games list.
- Press the Player 1 Start Button to exit and save these settings.

Edit Game List

Use these settings to hide certain games from the main games list from view.

- Navigate the list using the Player 1 Joystick to highlight the game you want to modify.
- Press the Player 1 A button to hide the currently highlighted game.
- Press the Player 1 B button to hide every game in the list.
- Press the Player 1 C button to show every game in the list.
- Press the Player 1 Start Button to exit and save these settings.

Game Time

This setting is only used with specific coin settings. Please ignore this option.

Force Timing All Games

This option will force all games to operate on a timer, closing them once time is elapsed. For Free-Play purposes, ensure the “Closed” option is selected.

Time Notification Strategy

This option pertains to the Force Timing option above.

- **Always**
  - The remaining time is always displayed on-screen
- **Default**
  - The remaining time is only shown when either Start Button is pressed.

Cursor

This option will either hide or display a cursor on screen.

- **Show:** Cursor will be displayed.
- **Hide:** Cursor will be hidden.

Delete Games

This option will control how the system deals with downloaded games once they are closed.

- **Open**
  - Games will be deleted immediately upon closing.
- **Closed**
  - Games will be saved indefinitely to the machine's internal storage. You must accept the conditions of the popup before this feature can be enabled.

WARNING - Disabling the machine's game deletion functionality can cause legal issues pertaining to copyright. Users choosing to utilise this functionality are accepting full legal responsibility for doing so.

Machine Specifications

CPU	Intel Celeron N5095
RAM	4GB DDR4
Installed SD Card	240GB
System Base	Pandora
Video	HDMI (1280 x 720 - 720P) (Sound + Visuals) VGA (1280 x 720 – 720P) (Visuals Only)
Connectivity	● Wireless Keyboard ● 2 x USB 2.0 Ports ● 2 x USB 3.0 Ports ● Wireless Internet ● Wired Ethernet
Control Peripherals	● Player 1 Control Buttons (x9 (inc start button)) ● Player 2 Control Buttons (x9 (inc Start Button)) ● Volume Control Buttons (x2)
Installed Languages	● English ● Korean ● Spanish ● Chinese
Custom Button Mapping	YES
Changeable Game Settings	● Game Difficulty ● Number of Lives
Emulator Search Parameters	● Dreamcast ● Nintendo 64

	• MAME • Playstation Portable • Playstation • Famicom • Super Famicom • Gameboy Advance • Megadrive • Final Burn Alpha • PC Engine • SEGA NAOMI • Atomiswave • SEGA Saturn • Model 2
Game Category Search Parameters	• Fighting • Shooting • Puzzle • Action • Sport • Racing • 4 Player • Lightgun • Trackball
Coin Function	Free Play
Working Environment	5°C - 45°C/ Humidity 30% - 90%

Troubleshooting

Issue	Possible Cause/Solution
No Sound	The volume of the internal PC may be turned all the way down. Increase the volume using the front volume control buttons.
No Image Signal	The cable connecting the console to the monitor may have become disconnected or faulty. Verify the console and the monitor are connected and if so, replace the HDMI cable running from the console to the monitor.
Unable to download games	The games cloud may temporarily be down, or the machine may be having internet connectivity issues. Check the machine's internet connectivity (with the Network indicator on the main menu) and update Wi-Fi settings if necessary.

Buttons not working	First, verify if a button is working or not in the game's settings via the Keys Test (see page 55). Contact our team and we can help you further.
Light gun issues	Light guns can be quite sensitive to the surrounding environment and the way in which they are used. Make suitable adjustments to your play style or environment and try recalibrating (see page 29)
Light Gun force-feedback weakens over time	After prolonged play, the force-feedback mechanism may appear to lose power. This is due to overheating. Switch off the force-feedback at the buttons on the cabinet and allow the guns to cool down again.

If you have any other issues, or any of the above does not solve your issue, contact us (Contact details on the back of this booklet)

Home® LEISURE DIRECT

Serious Fun

Any other questions?

Tel - 0800 622 6464

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ARCADE MAX