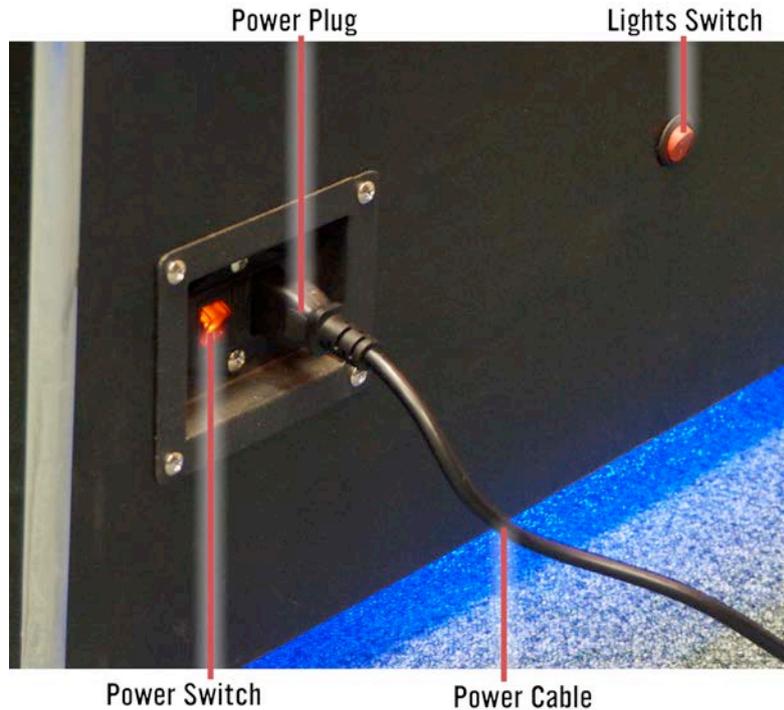


## ArcadePro Mars Cocktail Arcade Machine User Guide

### Setting Up



### Powering Up

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

### Controlling the Lighting

The under lighting on the machine can be powered on or off depending on your preference. The lighting can be switched on or off using the **External Lighting Switch** on the side of the machine. Note that this does not control the illuminated buttons.

## To Play a Game

To play a game, you must first 'insert coins' into the machine. You can do this by pressing **Insert Coin button** on the side of the machine.

You can now navigate through the menu using the joystick, and select your game using the **Player 1 Start** button.

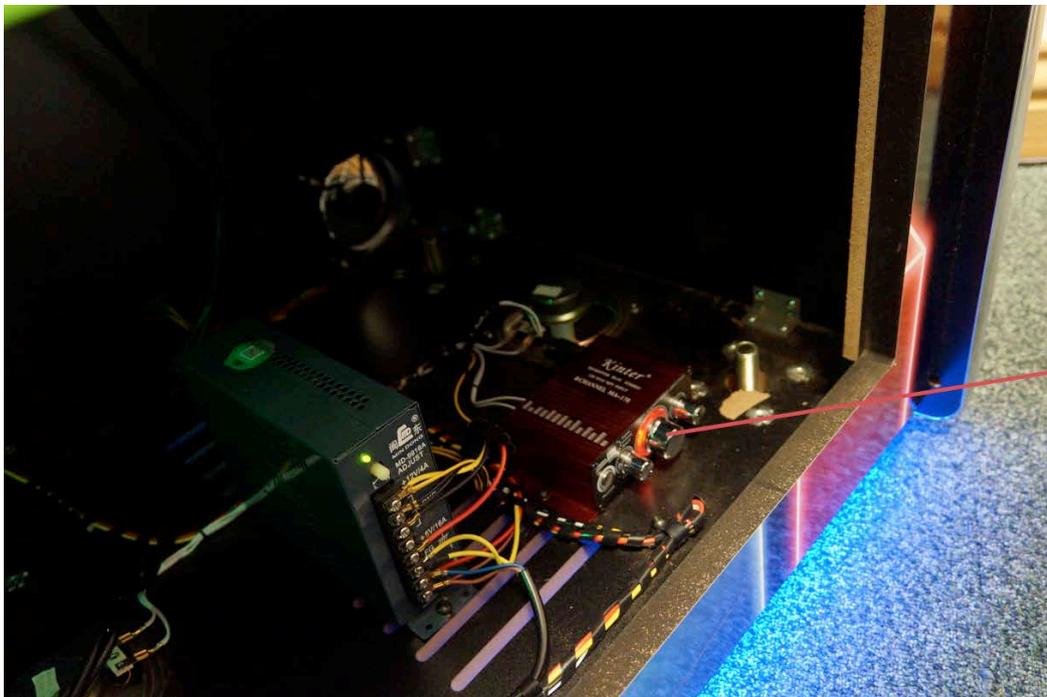
## Starting and Exiting Games

After a game is selected, you can begin either a one-player game with the **Player 1 Start** button, or a two-player game with the **Player 2 Start** button. Each player has their own controls on their respective sides of the machine.

You will return to the menu again when the current game ends, where a new 'coin' will need to be added using the Insert Coin button.

## Changing The Volume

You can access the amplifier controls inside the machine via a door in the other side of the machine. Unlock the door with the included key.



Amplifier  
Controls

## Changing the Volume

The amplifier controls can be just inside of the machine as seen above. The large central dial changes the volume, and the smaller dials will alter the bass and treble respectively. The amplifier can be switched off completely using the push-button the left of the dials.

When done, you can simply close the door and lock up again.

## Adjusting the Feet



The ArcadePro Mars' feet can each be individually adjusted.

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

**Have Fun!**