

ARCADEPRO®

Triton



User Manual

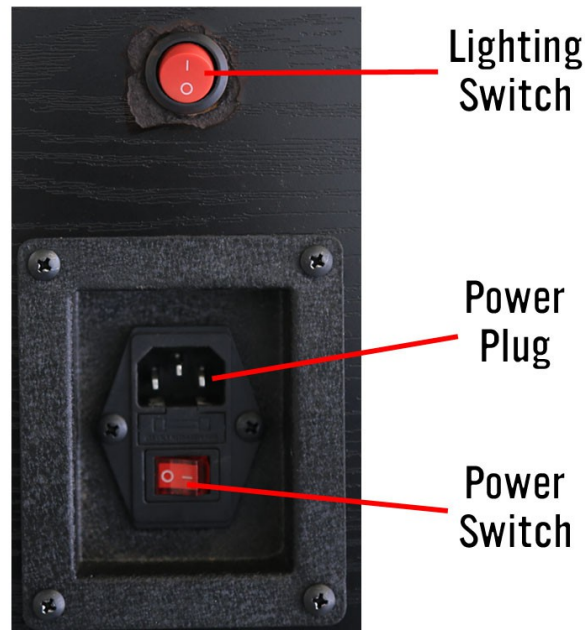
Setting Up

The ArcadePro Triton can either be used either with the included legs or without them depending on your intended use. To attach the legs, use the included screws and a Phillips screwdriver to attach each leg to the base. The legs should each be facing outward to their respective corner.



Triton Arcade Machine (Underside View)





Powering Up and Set Up

To switch the unit on, plug the power cord into a wall socket, then the connecting lead into the Power Plug on the underside 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

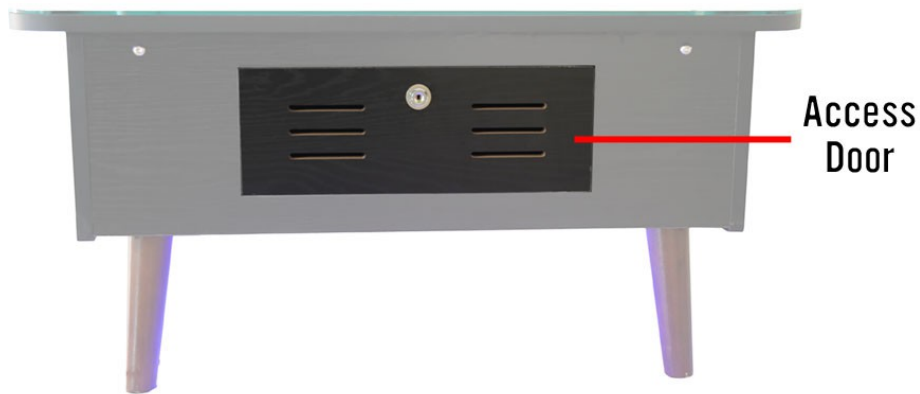
The under lighting on the machine can be powered on or off depending on your preference. The lighting can be switched on or off using the Lights Switch on the back of the machine. The lighting can also be controlled (once switched on) using the included IR remote control.



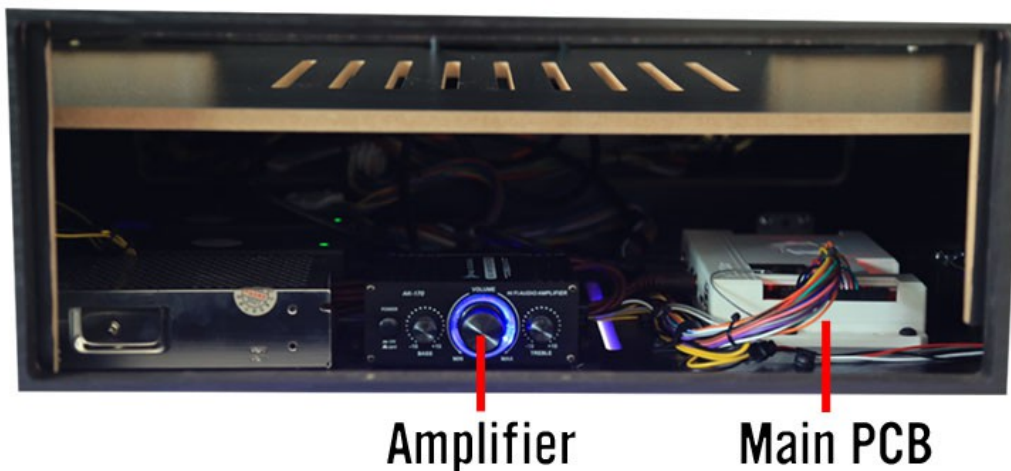
This controller allows you to change the lighting's colour, brightness and even flashing patterns. **Note that this does not affect the illuminated buttons.**

Accessing the Inside of your Machine

There are some components on the inside of the machine you will periodically need access to (such as the amplifier and settings switch). These can be easily accessed using the rear panel.



Unlock the access panel using the included key, and open it to access the internal components.



Changing the Volume



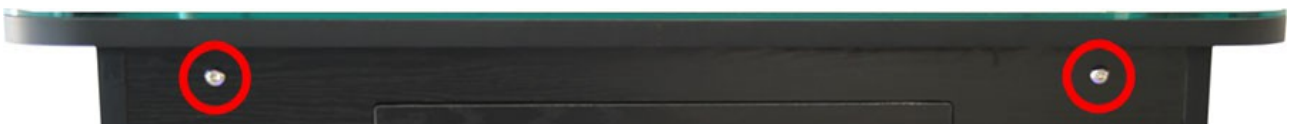
The amplifier controls can be altered or switched off entirely with the small amplifier located inside the unit, accessed via the front door with the included key. The large dial in the middle will alter the volume. The smaller dials will change bass and treble.

The amplifier can be switched on or off with the push-switch just to the left of the dials.

Opening the Top Panel

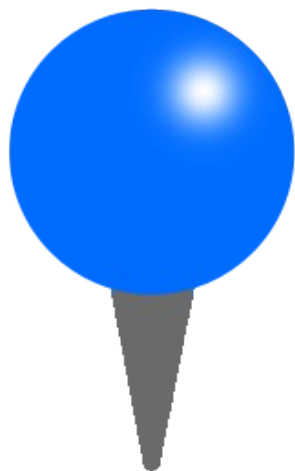


If you need to access the screen connections or components, the top panel can be opened to do this. This can even be used to achieve a different viewing angle whilst playing.

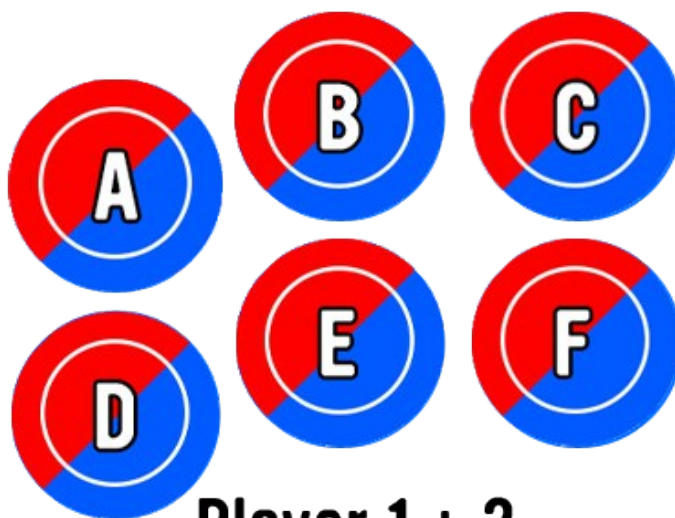


To free the top panel, undo and safely store the two screws located on the back of the unit as shown above. The screen can then be opened (from the back of the unit). The panel will remain in the up position with the aid of the internal pistons.

Machine Controls



**Player
Joysticks**



**Player 1 + 2
Face Buttons**



Insert Coin



Pause



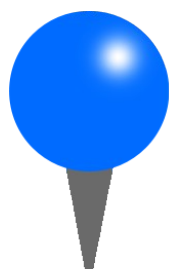
**Player 1
Start**



**Player 2
Start**

Basic Menu Controls

Pandora AlphaFight is an easy to navigate menu system that will give you easy access to every game on the system. The system allows you to tailor the games list to your liking, and begin/end games at your leisure. Below gives a basic outline as to what each control button will do in the menu.



Joystick

Up: Move up one field
Down: Move down one field
Left: Skip back a page
Right: Skip forward a page



Confirm Selection

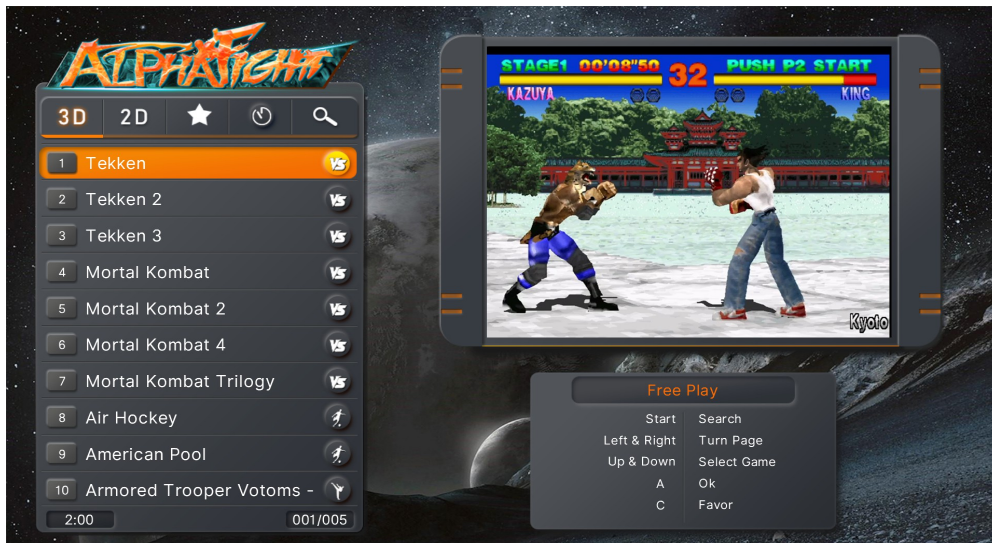


**Add/remove current selection to/from
favourites**



Shortcut to Search Function

Your ArcadePro machine will boot up to the main games list screen when switched on.



The menu will present you with 5 tabs that you can navigate. These are (from left to right):

- **3D** - List of all 3D games
- **2D** - List of all 2D games
- **Favourites** - List of all games you've tagged as a favourite (empty until you assign favourites)
- **Recently Played** - Lists all recently played games, from most to least recent
- **Search** - Access the machine's game search functionality

To switch what tab you're on, scroll to the top of the list where the currently seen tab will be highlighted. You can then move left or right using the **Player 1 joystick** to switch between the tabs.

Use up and down on the **Player 1 joystick** to navigate through the lists one entry at a time, or skip forward and back a page by using left and right whilst in the list.

You can start a game from the list with the **Player 1 A button**.

You can add games to your favourites by highlighting them in the menu, then pressing the **Player 1 C** button. Favourites are denoted with a small star by their number. You can remove favourites by pressing the **Player 1 C** button on a favoured game.

Search Function



The machine includes a very useful search function that can help you to find your favourite games in seconds, without having to scroll through the entire games list.

To find this option, highlight the games lists at the top, then navigate right to select the search function, or use the **Player 1 Start** Button to shortcut to it.

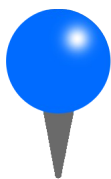
In this menu, you can use the **Player 1 joystick** and **Player 1 A button** to type what you want to search for with the on-screen keyboard.

The search even allows you to categorise by platform or game genre by using the small buttons above the keyboard.

As you enter in letters, the list on the left will begin to fill with games that match your search term. You can jump to the results list with the **Player 1 Start** button, and then use the **Player 1 A button** to select and play any of the search results. You can change your search term by pressing the **Player 1 Start** button again to jump back to the on-screen keyboard.

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.

In-Game Controls



Joystick

Up: Move up (Pause Menu)
Down: Move down (Pause Menu)



Access Pause Menu



Add Virtual "Coins"



Player 1 Start



Player 2 Start

Playing Games

Note: 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.

Once you've selected your game and it's loaded, you can begin a 1 player game using the **Player 1 Start Button**. If the game can be played with additional players, then each player will need to press their respective start button to add themselves (Using the **Player 2 Start Button**).

If the game requires additional "Coins" (such as during a continue screen), you can add these using the blue **COIN** button.

Pausing and Exiting A Game



At any point, you have the ability to pause the game using the red **Pause Menu** button. The pause menu gives you a few options, including save/load functionality, resuming the game you're currently playing or exiting the game back to the main games menu.

Navigate this menu using the **joystick**, then make selections using the **Player 1 A Button**.

Saving and Loading a Game

Please note that this functionality is not possible on every game.

The system allows you to save your progress at any point, and then return to that point at a later time. This is achieved by saving a “State”.

About “States”

On this ArcadePro 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.

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 navigating to “Save State” option with the joystick, and selecting with the **Player 1 A Button**.

To load the last state you saved, pause the game using the **Pause** button, then load the state navigating to “Load State” option with the joystick, and selecting with the **Player 1 A Button**. Your game will resume from the last state you saved.

System Options Menu

This machine features an options screen that allows you to customise your unit.

Accessing The Options Menu

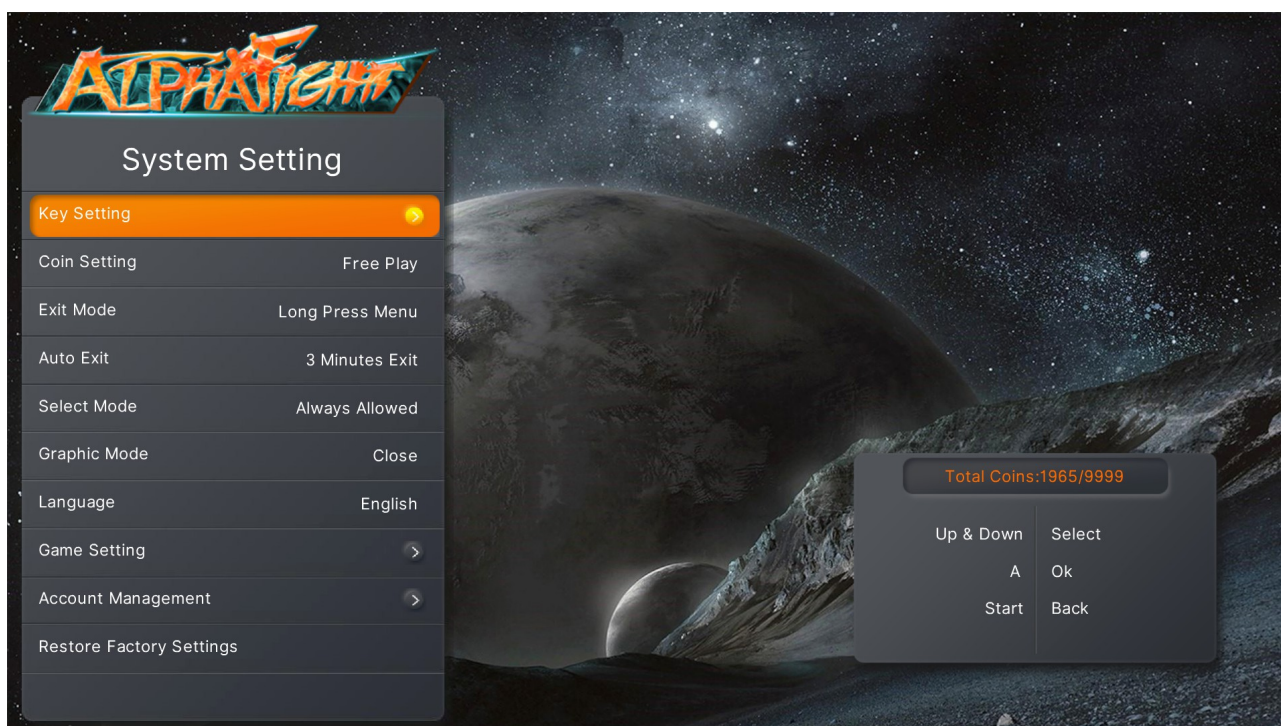


To access the options on your unit, open the access panel on the rear using the machine's included key and locate the main PCB unit inside.

Press the small Settings Switch as illustrated.

The options list contains a comprehensive list of settings that can customise your ArcadePro machine.

System Settings Menu



You can return to the games list by holding the **Player 1 Start button** for 3 seconds, then releasing.

We do not recommend modifying any options not covered by the following list. Doing so can result in reduced functionality of your system for general users.

- **Key Setting** – Use this to test input functionality on all joysticks and buttons, or to re-map the controls.
- **Exit Mode** – Set up a shortcut on exiting games back to the main games menu.
- **Auto Exit** – Toggle whether the machine will automatically exit a game after a spell of inactivity.
- **Graphic Mode** – A visual enhancement mode that can improve the visuals of certain games at the cost of some performance.
- **Language** – Use to change the system's default display language.
- **Game Setting** – Customise the games list. Use to hide or display what appears in the games list. Also alter certain games' difficulty.
- **Factory Data Reset** – Restore all the system's factory default settings.

Customising Your Games List

The games list can be changed using the “Enter Game Settings” option in the Pandora Games 3D Settings Menu.

This list will give you complete control over the games on your system from difficulty to hiding certain games from the main menu. Below outlines what each option allows. Refer to the on-screen instructions for how to navigate these options.

We do not recommend modifying any options not covered by the following list. Doing so can result in reduced functionality of your system for general users.

- **Game Difficulty Setting** – Alter certain aspects of a game’s difficulty, including number of lives and other settings (varies depending on game).
- **Edit Game List** – Hide or show selected games on your games list.

Edit Game List



Game Will Be
Displayed



Game Will Be
Hidden

Hiding certain games on the games list can make it easier to find your favourite games on the system by displaying only the games you wish to see.

If a game in the list is prefixed with its number, then it will be displayed in the games list upon exiting.

If a game is prefixed with a **red No Entry symbol**, then it will be hidden in the Games List upon exiting.

Troubleshooting:

Wrong Language on Startup

There's a slim chance that upon arrival, your machine will not be in English. This is an occasional leftover from checks during production and is easily rectified.

1. Access the Options Menu (See page 12)
2. Scroll down to Language (7th option from the top)
3. Press A until the language changes to English
4. Exit as normal

No Sound

If there is no sound on your ArcadePro system, check to see if the amplifier on the system is switched on, turned up and that the cabling going into the amplifier system is securely connected.

If problem persists after these checks, contact us.

Have Fun!



Any Other Questions?
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