

ARCADÉPRO[®]

Jupiter

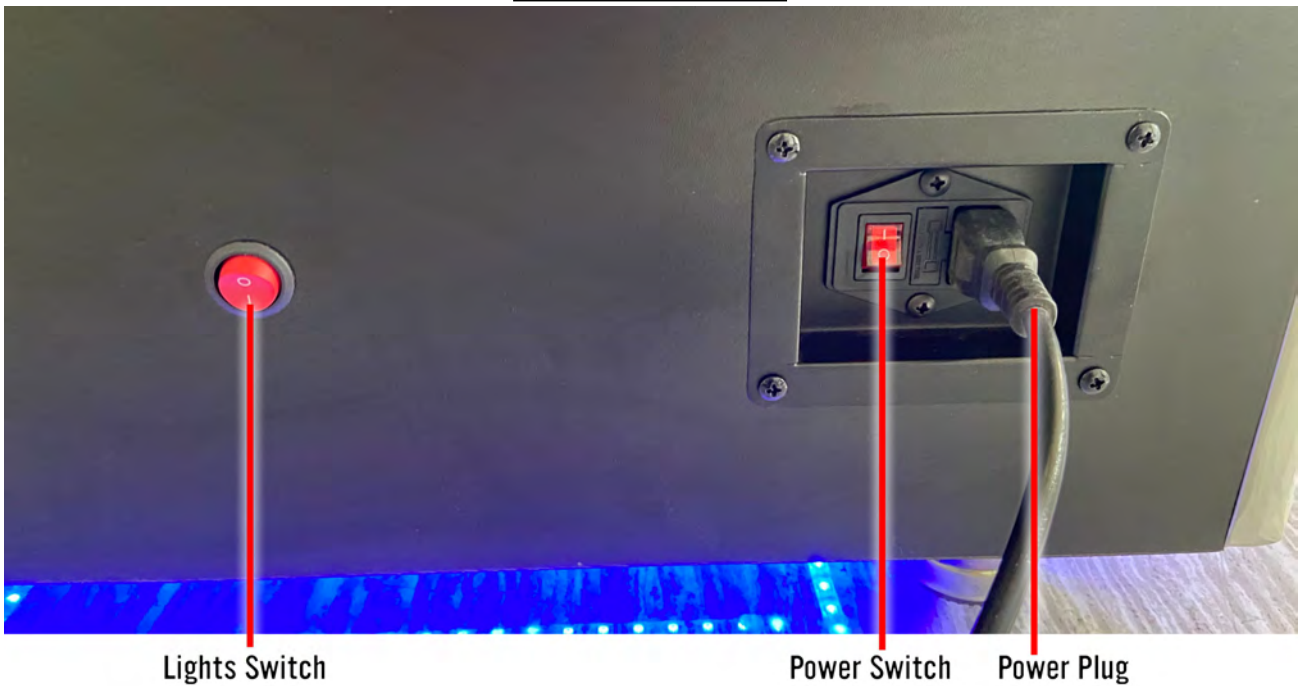
9270



User Manual

Setting Up

(Machine Rear View)



Powering Up and Set Up

To switch the unit on, plug the power cable into a wall socket, then the connecting lead into the **Power Plug** on the rear 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.

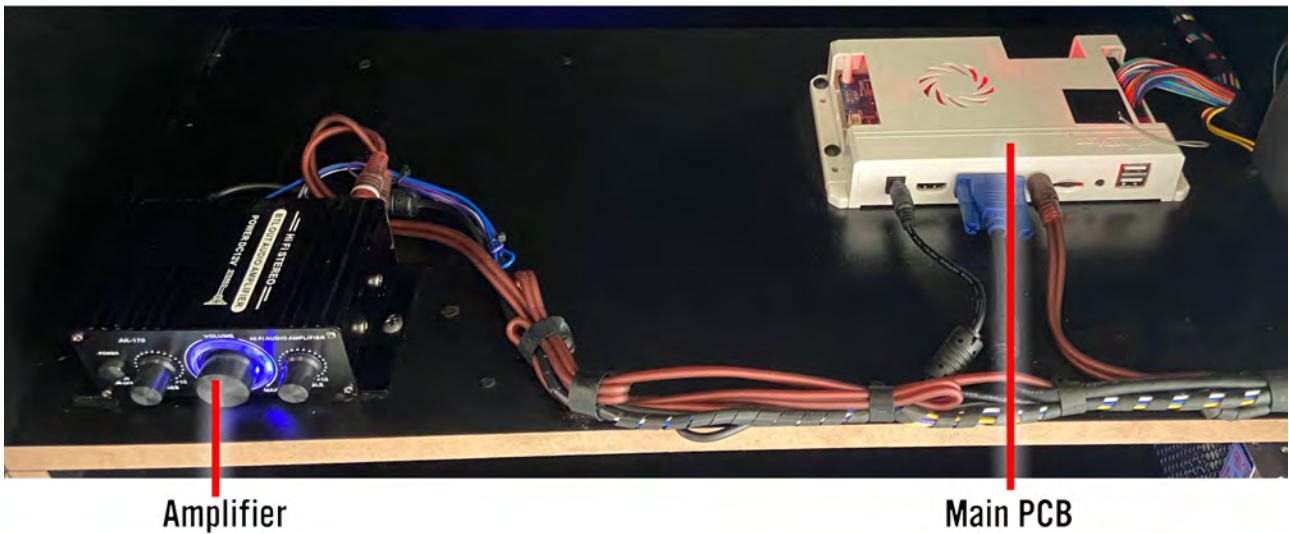
Controlling the Lighting

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 back of the machine. Note that this does not control 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). The internals can be accessed through the rear panel using the included key.





Changing the Volume



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

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

Moving The Machine



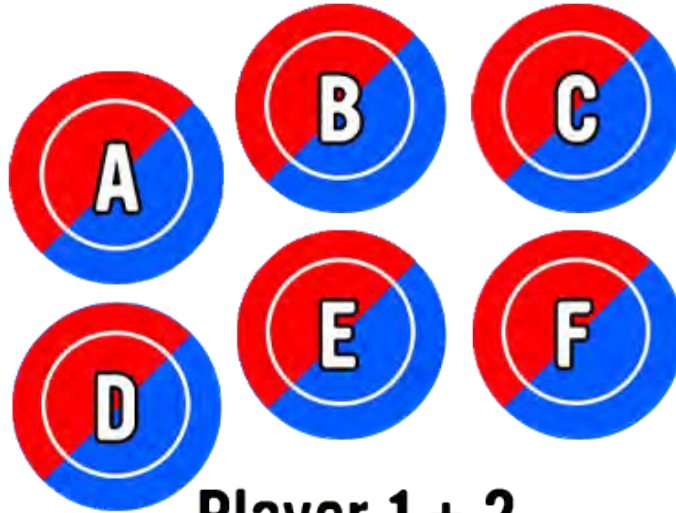
The ArcadePro Jupiter is designed to be moved around easily with the added castor wheels. If you wish to make the machine immobile, you can do so easily using the retractable feet at the bottom of the machine. You will find each foot next to each castor wheel.

To adjust the feet, turn each foot by hand, or use a 22mm spanner to turn the nut to the desired level.

Machine Controls



**Player
Joysticks**



**Player 1 + 2
Face Buttons**



Insert Coin



Pause





**Player 1
Start**



**Player 2
Start**

Basic Menu Controls

Pandora Games 3D 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.

	Up – Scroll up				
 Joystick	Down – Scroll down		Make Selection		Pause/Exit Game/Save /Load
	Left – Page back				
	Right – Page forward		Player 1 Start and Insert Coin		Player 2 Start and Insert Coin

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



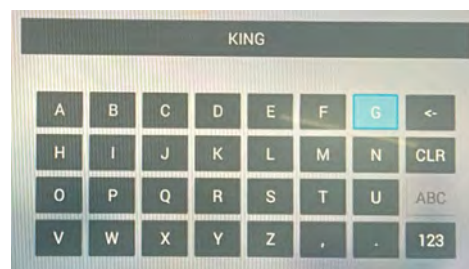
To switch to the games list, scroll to the top of the list where the currently seen list will be highlighted. You can then move left or right using the **Player 1 joystick** to switch between the lists.

Use the **Player 1 joystick** to navigate through the lists, then select your game with the **Player 1 A button**.

Search Function



Pandora Games 3D 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. 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. You can delete letters with the **Player 1 B button**.**

As you enter in letters, the list on the left will begin to fill with games that match your search term. You can use the **Player 1 joystick and **Player 1 A button** to select and play any of the search results.**

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

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.

A game can be paused or quit at any time by pressing either **Pause Button**, where you will be given the option to resume your current game, or quit back to the Pandora Games 3D menu.

Every time a game is loaded from the menu, 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.

Saving and Loading a Game

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.

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".

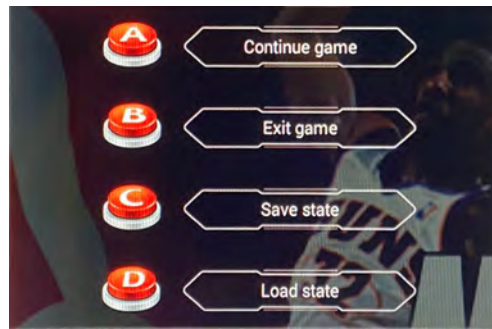
About "States"

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 by pressing the **Player 1 C** button. You can resume the game by hitting the **Player 1 A** button.

To load the last state you saved, pause the game using the **Pause** button, then press the **Player 1 D** button to load the most recent save state. Resume the game by hitting the **Player 1 A** button.

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 door 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.

Pandora Games 3D Options

Pandora Games 3D features an options screen that allows you to customise your unit.

Pandora Games 3D System Settings Menu



You can return to the games list by pressing the **Player 1 D** button.

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 Settings** – Use this to test input functionality on all joysticks and buttons, or to re-map the controls.
- **Auto exit** – Set the amount of time a game spends idle before returning to the main menu.
- **Image Optimisation** – Select one of a few preset visual filters (including adding scan lines)
- **Language** – Use to change the system’s default display language.
- **Enter Game Settings** – Customise the games list. Use to hide or display what appears in the games list. Also alter certain games’ difficulty.
- **Burst Setting** – Enable auto-fire input by holding a button.
- **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 creating a custom favourites list. 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.

1. **Edit Difficulty and Life** – Alter certain aspects of a game’s difficulty, including number of lives and other settings (varies depending on game).
2. **Edit Favourite List** – Bookmark your favourite games.
3. **Edit Game List** – Hide or show selected games on your games list.
4. **Delete Game** – Select a game to permanently delete from the system.
5. **Delete All Games** – Permanently delete every game from your system.

Edit Game List



Game Will Be
Displayed



Game Will Be
Hidden

Hiding certain games on the 2D 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 2D games list upon exiting.

If a game is prefixed with a **red X**, then it will be hidden in the 2D Games List upon exiting.

Troubleshooting:

Machine doesn't turn on

The arcade machine has two power switches (one on the top of the machine and one on the back of the machine, where the power cable plugs in). Both of these switches need to be on in order for the machine to turn on.

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 10)
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 problems persist after these checks, contact us.

Have Fun!



Any Other Questions?
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