

ARCADÉPRO<sup>®</sup>

# Solar Fire

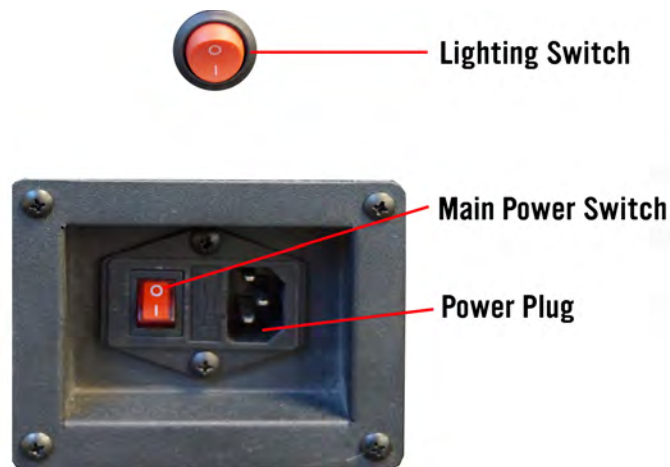
9270



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# User Manual

## Powering Up and Set Up



To switch the machine on, plug the power cord into a wall socket, then the connecting lead into the Power Plug on the back of the machine (located at the bottom on the right hand side). Power the machine on by flipping the main power switch to on. The machine will power on, and load up the games menu.

## Controlling the Lighting

The blue 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.

Please note that the illuminated buttons cannot be switched off.

## Moving The Machine



The ArcadePro Solar Fire 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.



## 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 front door.



Unlock the front door using the included key and open it to access the internal components.



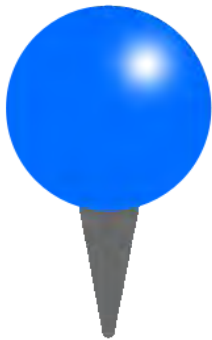
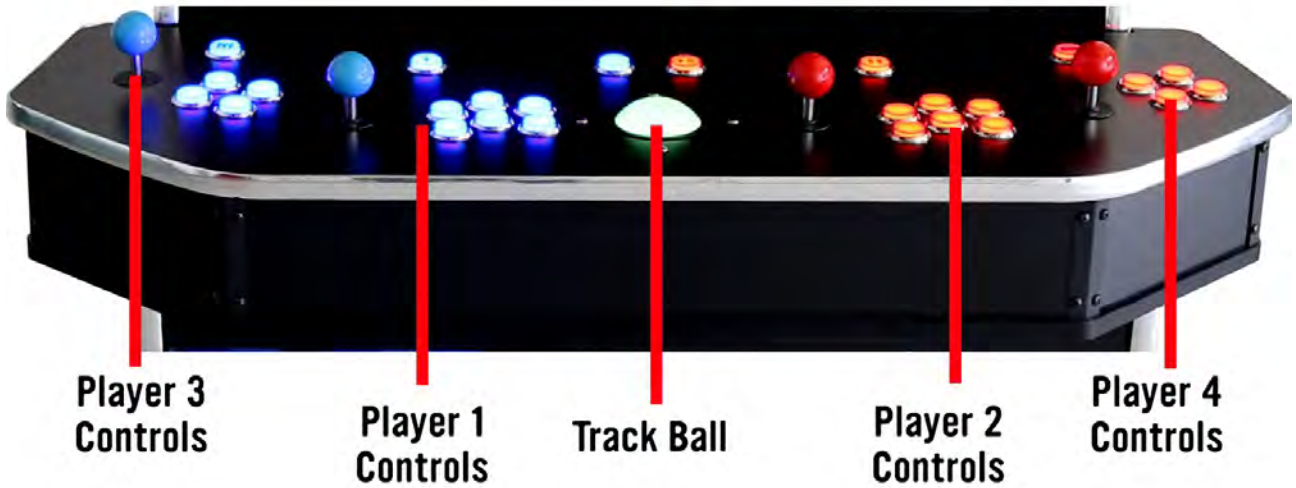
## Changing the Volume



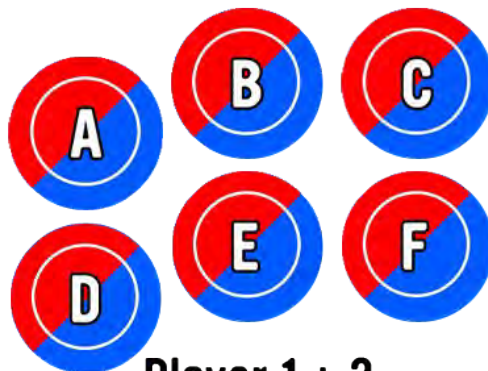
The amplifier controls can be altered or switched off entirely with the small amplifier controls located inside the unit, accessed via the front door with the included key. The large dial in the middle will alter the volume. The smaller dials will change bass and treble.

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

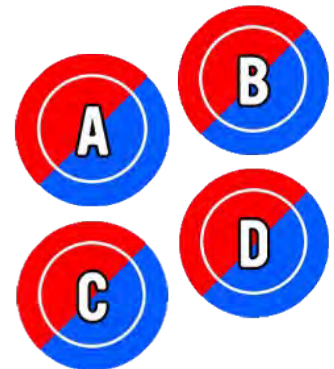
Machine Controls



Player Joysticks



Player 1 + 2 Face Buttons



Player 3 + 4 Face Buttons



Insert Coin



Pause



Player 1 Start



Player 2 Start



Player 3 Start



Player 4 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.



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.

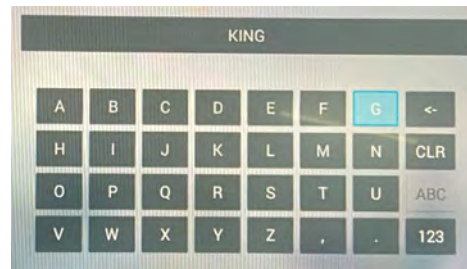
Use the **Player 1 joystick** to navigate through the lists, then select your game with the **Player 1 A button**.

## 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



Joystick

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



Access Pause Menu



Add Virtual "Coins"



Player 1 Start



Player 2 Start



Player 3 Start



Player 4 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 (up to 4 on certain games), then each player will need to press their respective start button to add themselves (Using the **Player 2**, **Player 3** and **Player 4 Start Buttons**).

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

The machine's trackball can only be utilised for certain games. Use the search menu to bring up a list of all compatible games to play.

## 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 door on the front using the machine's included key and locate the main PCB unit inside (located inside the machine mounted on the left hand side)

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.**

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

### 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 (7<sup>th</sup> 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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