

ARCADÉPRO[®]

Meteor



Home[®]
LEISURE
DIRECT
- Serious Fun -

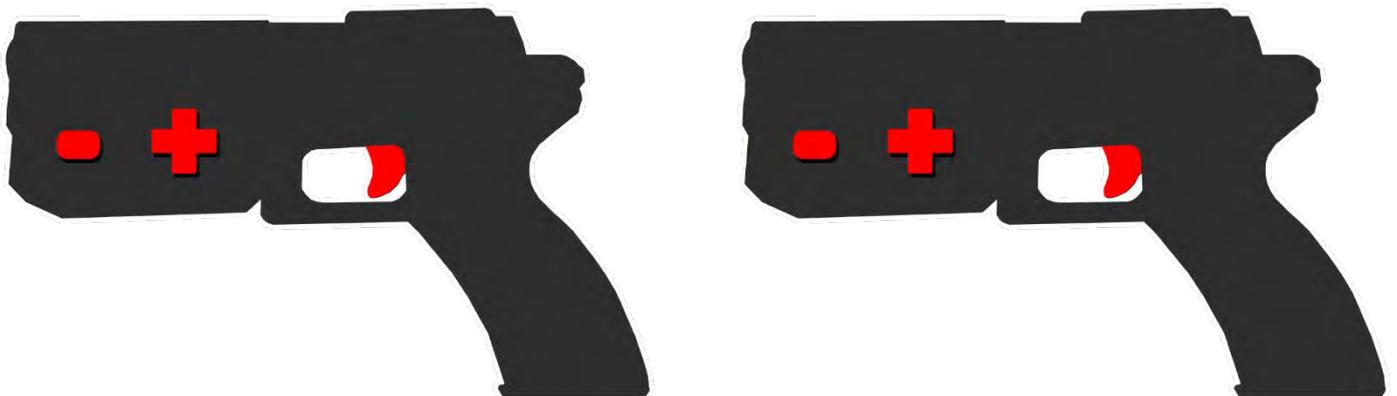
User Manual

Before You Begin

Before you can get playing, take some time to familiarise yourself with the set-up instructions and the components themselves. Ensure you have every component listed here to get up and running:



ArcadePro Meteor Main Unit



2 x Light Guns



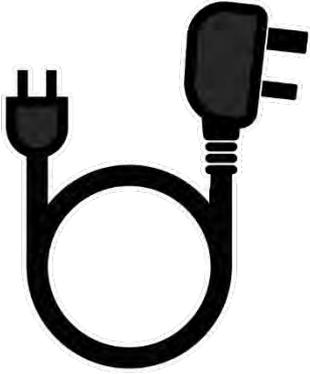
Rubber Sensor Mounting Pad



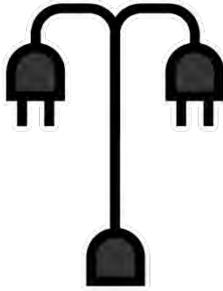
Light Gun Sensor



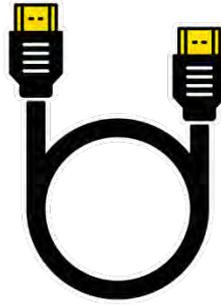
USB Hub



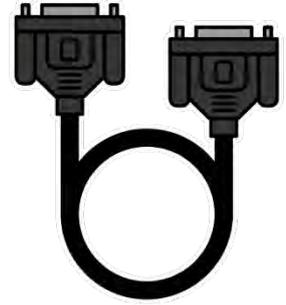
Main Power Cable



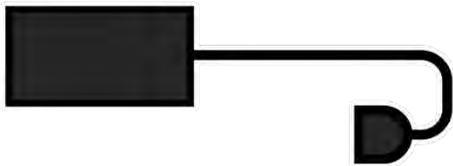
Power Splitter Cable



HDMI Display Cable



VGA Display Cable



Main Unit Power Adapter



Light Guns Power Adapter

Main Unit Inputs (Unit Rear)



Set Up

The ArcadePro Meteor can be played in one of two different ways:

- **Arcade Mode**
 - o Play a whole host of arcade classics using traditional arcade controls
- **Light Gun Mode**
 - o Play a series of fantastic arcade shooting games using the included light guns

Arcade Mode Set Up

Arcade Mode allows you to enjoy a whole host of arcade classics using traditional arcade controls. This mode also allows for quick and efficient set up with minimal cable clutter.

To set up the machine for Arcade Mode, you will need the following components:

- **ArcadePro Meteor Main Unit**
- **Main Power Cable**
- **Main Unit Power Adapter**
- **HDMI Cable (If connecting to an HDMI TV)**
- **VGA Cable (If connecting to a VGA Monitor)**

Set Up Instructions

- Plug the main power cable into a wall outlet.
- Plug the main power cable into the main unit's adapter (labelled "Power Adapter For PC")
- Plug the adapter's cable into the power plug into the back of the main console unit.
- Connect the console to your screen of choice. Use the HDMI Output and the included HDMI cable to connect to an HDMI compatible TV. Use the VGA Output and the included VGA cable to connect to a VGA monitor. (Note that only the HDMI cable will carry audio)
- Press the power button on the back of the console to switch it on. The machine will power up and display the games menu.

Light Gun Set Up

Setting up the machine with the included light guns will allow you to play an excellent selection of shooting games.

You will need to power down the console before setting this configuration up.

What you need:

Prepare the following additional components to set up the system for light gun operation.

- 2 x Light Guns
- 1 x Power Splitter Cable
- 1 x Light Guns Power Adapter
- 1 x Light Gun Sensor
- 1 x Rubber Sensor Mounting Pad
- 1 x USB Hub

Setting up your Screen

- To use the light guns with your unit, a small sensor needs to be attached to the top of (or just above) your TV with the included Rubber Sensor Mounting Pad.

WARNING - The sensor is attached to the screen using an adhesive pad. Once attached, the pad and the sensor will be very difficult to remove.

- To attach the sensor, use the included rubber adhesive pad. The large, adhesive surface sticks to the back of the screen, with the small flap resting on the top (with its 2 adhesive strips facing upwards). Ensure it's positioned in the centre of the screen.
- Peel away the strips of the adhesive on the top part of the mounting pad and stick the sensor to it. When affixing the sensor, ensure it is facing forward (the shiny side being the front), central to the screen and parallel with the ground.

Getting Connected

- Start off by disconnecting the main power cable from the main unit's power adapter (if it hasn't been disconnected already).
- Plug the main power cable into the socket end of the Power Splitter Cable.
- Plug one of the plugs of the Power Splitter into the main unit power adapter.
- Plug the other plug of the Power Splitter into the Light Guns Power Adapter (labelled "Power Adapter for Guns")
- Plug the light gun sensor into one of the free USB ports on the back of the main unit.
- Plug the USB hub into the remaining free USB port on the back of the main unit.
- Plug the USB cable from each light gun into the USB Hub.
- Plug the power cable from each light gun into the power plugs from the Light Guns Power Adapter.
- Switch the main unit on using the main power switch on the back of the main unit.

Calibrating the light guns

Each light gun has received light calibration during manufacture, but it's strongly recommended to do your own calibration before playing.

It's best to use the light guns 1.5m - 2m away from the screen itself.

Before beginning the calibration process, ensure the following:

- **Darken the room as much as possible for the most accurate calibration. UV light (such as from an open window) can interfere with the calibration process.**
- **Ensure the light gun sensor is not blocked.**
- **For the best results, ensure your shooting position is below the sensor (play whilst seated if necessary)**
- **Keep the light gun upright during the calibration process. Do not tilt it to either side.**
- **During the calibration process, operate the gun as you would whilst playing**
 - **ie - If your preferred playing position is to aim through the gun's sights, then use the gun in this way whilst calibrating.**

Calibration process:

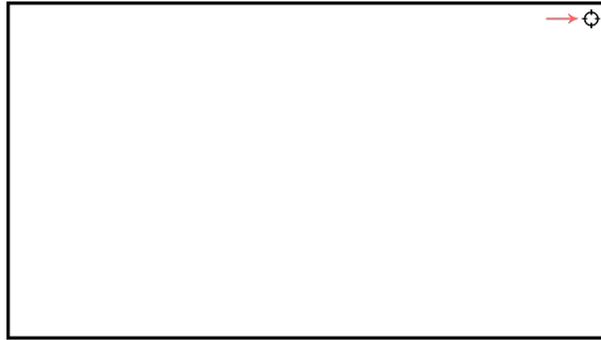


Hold “Up” for 10 Seconds

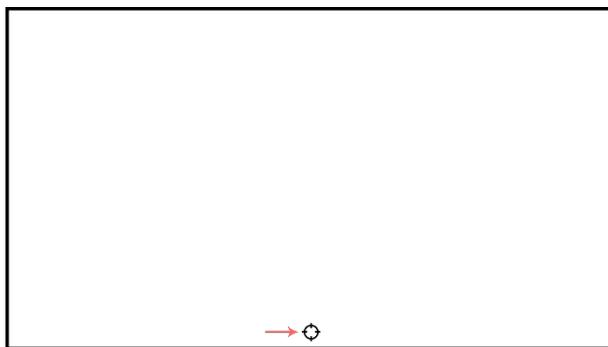
First, hold the “Up” directional button on the side of the light gun for approximately 10 seconds. You will know that calibration mode has begun when the crosshair moves to the upper-left portion of the screen and begins to flash.



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



Once confirmed, the crosshair then moves to the top-right section of the screen and begins to flash. Aim the gun at the new crosshair using your preferred playing position, then pull the trigger.



Once confirmed, the crosshair then moves to the bottom section of the screen and begins to flash. Aim the gun at the new crosshair using your preferred playing position, then pull the trigger.

The crosshair will flash at the bottom of the screen one more time. Aim the gun at the new crosshair using your preferred playing position, then pull the trigger to finish the calibration process.

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

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

You will achieve the best results by recalibrating your light guns whenever you change your set up or preferred playing position.

Other playing considerations

The light gun's recoil functionality can overheat with prolonged use (of up to around 30 minutes), take regular breaks whilst using the light guns to prolong their life.

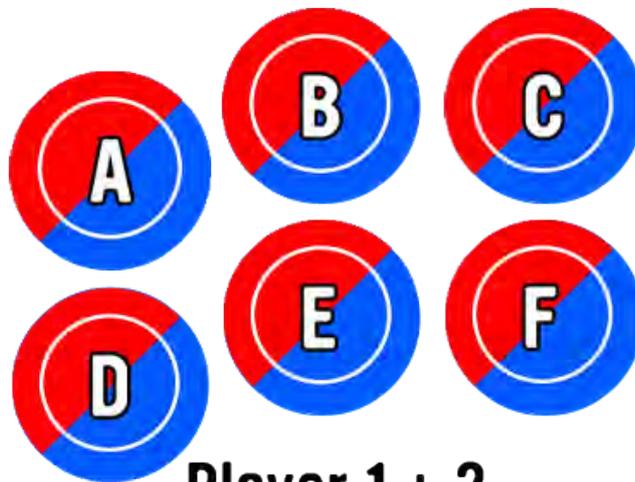
Volume Control

The Meteor's sound outputs to both the internal speakers and via HDMI to your monitor. You can use the volume wheel on the back of the unit to turn down the main unit's speaker. You can use your television's volume controls to change volume on your main screen.

Main Unit Controls



Player Joysticks



Player 1 + 2 Face Buttons



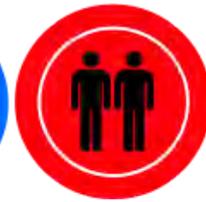
Insert Coin



Pause

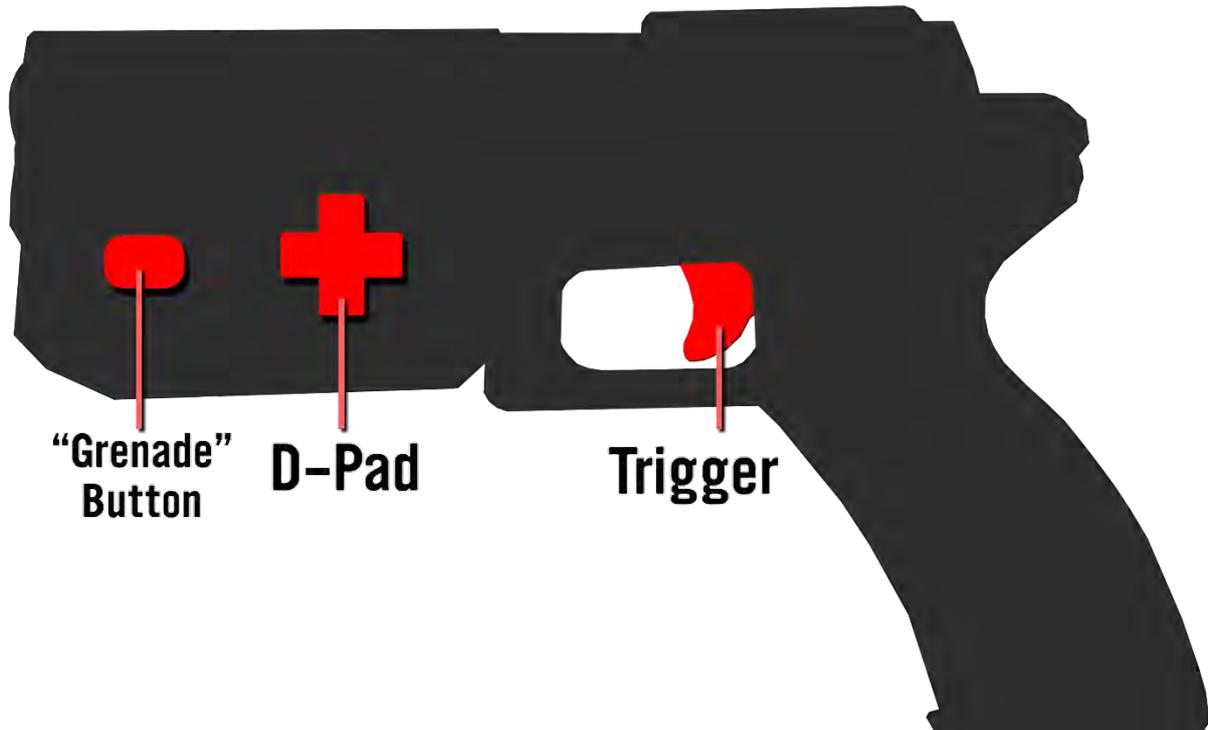


Player 1 Start



Player 2 Start

Light Gun Controls



There is a second "Grenade" button on the other side of each light gun.

When connected, the Light Gun can be used to navigate the game's menu system and to select games.

Basic Main Menu Controls



When your machine starts up, you will be presented with the game's main menu. From here, you can access every game available on the system. You can navigate using either the controls on the main unit, or the light guns.

Main Menu Controls (Main Unit)

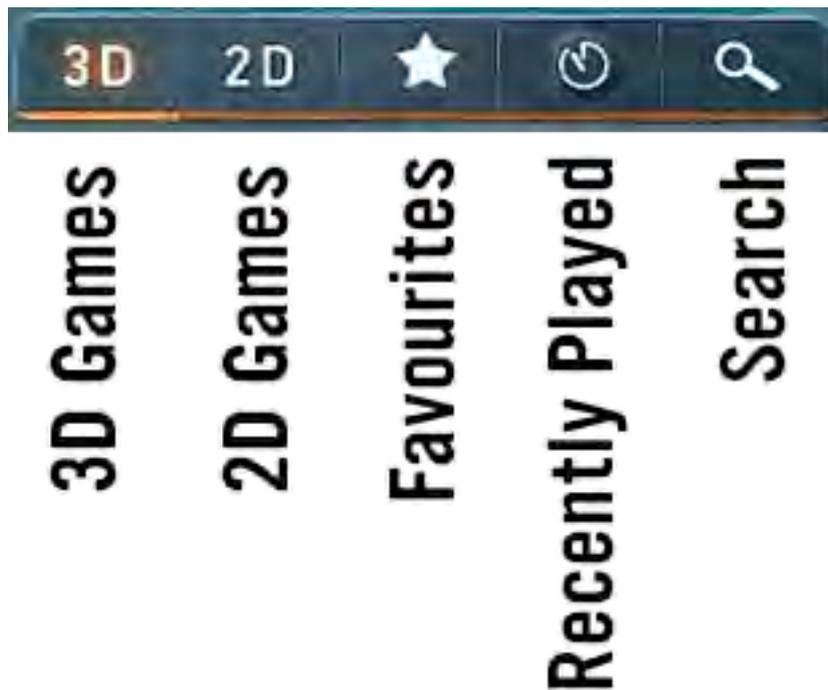
 Joystick	Up - Move Selection Up
	Down - Move Selection down
	Left - Advance 1 Page
	Right - Go Back One Page
	Confirm Selection
	Search Function
	Add current selection to favourites

Main Menu Controls (Light Gun):

 D Pad	Up - Up one selection
	Down - Down one selection
	Left - Page Left
	Right - Page Right
 Grenade Button (Left Side)	Confirm Selection
 Grenade Button (Right Side)	Search Feature
 Trigger	Not Used

You can use the [Player 1 Joystick](#) or Light Gun Directional Buttons to navigate around the menu.

The main menu is split up into 5 different tabs:



- 3D Games: Complete 3D games list
- 2D Games: Complete 2D games list
- Favourites: Quick access to games in your favourites list
- Recently Played: List of games most recently played (from most recent - least recent)
- Search - Search Function

To switch tabs, navigate to the top of your list to highlight your current tab. You can then use **left and right on the joystick** or light gun to change tab.

Favourites

You can add any selection in the games list to your favourites by pressing the **Player 1 C button** whilst it is highlighted. All games added to favourites will bear a star next to their name, and will appear in the dedicated “favourites” tab.

Playing Games

In-Game Controls (main unit)

	Player 1 Start
	Player 2 Start
	Insert Coin
	Pause Menu

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 that button configuration (especially reloading) might vary from game to game.

You can start any game by highlighting it in the menu, then pressing the **Player 1 A button** (or the left “grenade” button on the light gun). The game will then boot up.

A 1 player game can be started with the **Player 1 Start Button** (or the “up” directional button on player 1’s light gun). A 2 player game can be started with the **Player 2 Start Button** (or the “up” directional button on player 2’s light gun)

If a game requires coins to play, you can insert a virtual coin using the **‘Insert Coin’ button** (or the “down” directional button on the light gun).

A game can be paused or quit at any time by pressing the **Pause Button** on the main unit, where you will then be given the option to resume your current game or quit back to the main menu.

Every time a game is loaded, it is loaded “from fresh”, meaning that high scores are not saved between games (unless the machine supports saving)

Saving and Loading a Game

Normally, a game will load ‘from fresh’, meaning that high scores are not saved between games unless saved manually.

The system allows players to save progress at any point, 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 highlighting and selecting the "Save State" option (use the **Player 1 Joystick** to change selection, and the **Player 1 A button** to make your selection). You can resume the game by highlighting and selecting "Resume".

To load the last state you saved, pause the game using the **Pause button**, then select the "Load State" option to load the most recent save state.

Search Function



The machine includes a useful search feature, which is perfect for finding games on the system quickly, without having to scroll through the entire games list.

You can either navigate to the search function manually in the menu or press the **Player 1 Start Button** whilst in the menu at any time to shortcut to it.

Navigate around the keyboard using the **Player 1 Joystick**, using the **Player 1 A button** to confirm letters.

As you enter in letters, games matching your search term will begin to populate the list on the left. Press the **Player 1 Start Button** to highlight the list, then navigate to the result you want to play using the **Player 1 Joystick**. You can start the game by pressing the **Player 1 A Button**.

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

System Options Menu

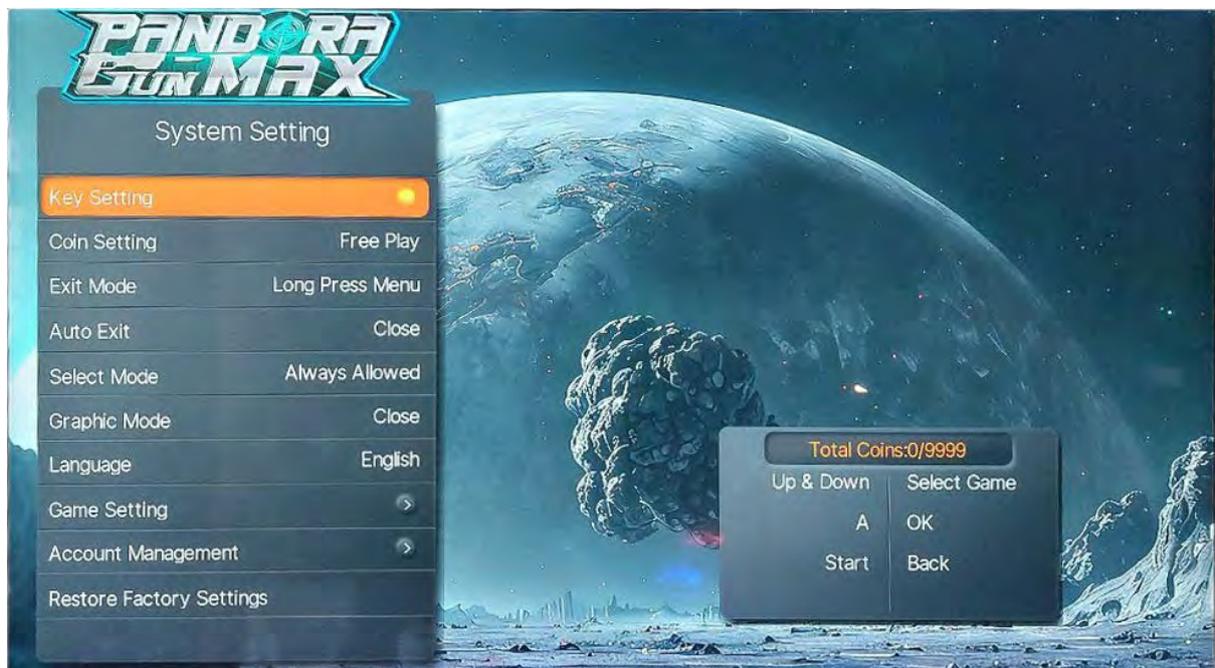
This machine features an options screen that allows you to customise aspects of your unit.

Accessing the menu



Settings Switch

Whilst in the main menu, press the small settings switch on the back of the machine once. You will be taken to the machine's main settings menu.



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

- **Key Setting** - Use this to test input functionality on all joysticks and buttons, or to re-map the controls.
- **Auto Exit** - Choose whether a game is closed only by the pause menu, or automatically exits after a set amount of time.
- **Graphic Mode** - Improve game graphics where possible (may affect game performance)
- **Language** - Change the system's language.
- **Game Setting** - Customise the games list. Use to hide or display what appears in the main games list. Also alter certain games' difficulty settings.
- **Factory Data Reset** - Restore all the system's settings to the factory defaults.

You can exit back to the games list from here by pressing the Player 1 Start Button.

Game Setting Options

The "Game Setting" option on the main settings menu gives users further options for customising their play experience. The only two settings we recommend changing are:

- **Game Difficulty Setting (Modify each game's difficulty)**
- **Edit Game List (hide certain games from the games list)**

Game Difficulty Setting



The Game Difficulty List operates similarly to the main games list. You can scroll through the list using the joystick.

 Joystick	Up - Move Selection Up
	Down - Move Selection down
	Left - Advance 1 Page
	Right - Go Back One Page
	Adjust Difficulty
	Adjust number of Lives
	Apply current settings to all games in list
	Exit

Edit Game List



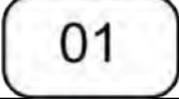
This list allows you to hide various games from the main games lists.

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.

 Joystick	Up - Move Selection Up
	Down - Move Selection down
	Left - Advance 1 Page
	Right - Go Back One Page
	Hide/Show Selected Game
	Hide All Games
	Show All Games
	Exit

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 X, then it will be hidden from the games list upon exiting.

	Game will be shown on games list
	Game will be hidden from games list

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.

- Access the Options Menu (See page 18)
- Scroll down to the language option (7th option from the top)
- Press the **Player 1 A button** until the language changes to English
- Exit as normal

No Sound

If there is no sound from your ArcadePro machine, there could be an issue with the HDMI cable. Swap the HDMI cable out to see if the issue persists. If you need a new cable, get in touch with us.

If you have any other issues, then please contact us.

Have fun!



Any Other Questions?
Tel - 0800 622 6464
sales@homeleisuredirect.com

