

# **The Home Arcade**

PLAY THE CLASSICS AT HOME

## **Arcade Manual for Full Size, Stand-Up, Pedestal and Bartop Models**

Online tutorials can be found at [www.thehomearcade.ca/tutorial](http://www.thehomearcade.ca/tutorial)

To turn on the arcade cabinet flip the switch located at the back top right hand side of the cabinet. Make sure no external joysticks, light guns or trackballs are plugged in. Once the cabinet has been turned on you will see the "Donkey Kong" logo after a few seconds. Hyperspin will automatically start with "Arcade" and "Console" games on the wheel. Now you can plug in the USB controllers, light guns and trackballs.

Example "Galaga", select Arcade Classics then press Player 1 Button to enter, then use joystick to scroll to the desired game. Press the Player 1 Button to select your game. Press the yellow coin buttons on the control panel / admin panel to enter a coin(s) then select Player 1 for 1 person game or Player 2 for a 2 person game. When you are done, press red button to exit back to the MAME menu.

### **Short cuts to select a game faster in Hyperspin.**

Hold joystick left or right to select letter in alphabet. To jump from Galaga to Street Fighter 3, hold joystick left or right to jump from "G" to "S" and press Player 1 Button. Then scroll down to Street Fighter 3.

### **Favorites Menu in Hyperspin**

You can select your favorites by pressing Player 1 Button 3 to enter your favorites menu. To add or delete a favorite press Player 1 button to add or delete favorite while in Hyperspin. Favorites can be for Arcade or Console games.

### **Genre Menu in Hyperspin**

If you want to play a "shooter" game, you can press the Player 1 Button 6; this will bring up another Sub-Menu. Scroll down to select "Shooter Games" and press Player 1 Button. This will enter the Sub-Menu. Select the game you wish to play, to exit back to the "Shooter" menu press the red button.

### **Genre Options**

There are a lot of sub-menus to choose from, driving, cards, shooters, 3<sup>rd</sup> person shooter etc. I have modified three of the Genre sub-menus, "All", "Compilation", and "Miscellaneous".

All Games – this will be all good emulated games with theme, movie and wheel art. No Clones in this selection.

Miscellaneous – this will be all emulated games including clones. Not all these games work.

Example, if "All Games" has the Namco version of Galaga and you prefer Midway version, you can find this version in the "Miscellaneous" Genre. You can add it to your favorites and remove the Namco version from Favorites. You can only edit the games in your favorites. The Miscellaneous menu has alternate game versions if you prefer to try a clone, prefer to try a 4 person game, example "The Simpsons" versus the 2 player in the "All" menu. Note: there are some restricted games in the "Miscellaneous" section.

I have tried to remove all inappropriate games from "All Games", but Miscellaneous will contain all games.

### **Light Gun Calibration**

To calibrate Ultimarc Aimtrak Light Gun, start gun video game, example Area 51. Hold the right button on the gun for 5 seconds. The cross hair will move to top left corner. Aim the gun and press fire, then cross hair will move to top right corner, aim and pull trigger. Next the cross hair will move to bottom center, aim and pull trigger. Make sure are at least 3 feet from the optical sensor on TV.

### **Light Gun Games – Sega Model 2 and 3**

If you ordered the upgrade 1TB hard drive with Sega Model 2 and 3, the Gun games will have coin and Player 1 and Player 2 start games changed. House of the Dead, Virtua Cop 1 and 2, Gun Blade NY will use the Arcade Pedestal coin buttons. To start the game, Player 1 press Player 1 Button 1 on Arcade Pedestal. Same for Player 2, Player 2 Button 1.

### **Volume**

To turn up or down volume open rear door for bartop and use the volume control on the amplifier. For full size cabinets use the coin door to access the amplifier. Volume can also be changed with HyperPause.

### **Pause Game**

To pause a game by press Coin 1 Button and Player 1 Joystick Down. Press again to resume game.

### **HyperPause – Control Panel, Instructions and Manuals**

To select HyperPause, press Coin 1 + Coin 2 + Player 2 Button 3. To exit press the Red Exit button on control panel.

HyperPause will pause the Arcade or Console game but will also provide various other information.

Arcade – HyperPause will show "Controller" this is have a picture of the cabinet, control panel, PCB board and Volume. "Moves List" what Controls the characters will move in the game, Elements, Gameplay and Scoring. "Statistics" will show statistics of how many times the game has been played etc. Volume for entire cabinet (not just game) can be change in HyperPause. Once the cabinet is restarted the volume will return to normal level.

Consoles – HyperPause will show "Manual" and "Statistics".

Not all games will have the above features. To select HyperPause, press Coin 1 + Coin 2 + Player 2 Button 3. To exit press the Red Exit button on control panel.

### **Shutdown & Exit Game**

To exit a game, press the Red button between the 2 yellow buttons. To shut down the Arcade Cabinet, press the Red button between the 2 yellow buttons until you get the message "Do you want to shut down" select "Yes" or "No" and press Player 1 Button 1 or Player 2 Button.

### **Save States**

To save a game while playing, Press Coin 1 + Coin 2 + Player 2 Button 4 to save the game. To Load game Coin 1 + Coin 2 + Player 2 Button 1, then press Player 1 Button 1 to select save state. Console games will only have 1 save state for entire system. Example, if you save Genesis Sonic 2 "Joy1 button2" it will show up in Sonic 3 but will not load. You can add alternative names for save states. When you press both coin buttons and player 2 button 4 you can assign a button, example player 1 button 1 will show up "joy 1 button 0" on save state. You have 14 buttons to use a save states, Player 1 buttons 1-6, Player 2 buttons 1-6 and white Player 1 and 2 buttons. There is no way to mark what each save state is. If you load the wrong save state, example Sonic 3 in Sonic 2 game you will get an error. You can try again to get the right save state.

### **Restarting**

If you shut down and want to replay or restart cabinet, shutdown and wait 30 seconds and turn back on.

### **Options Menu**

If you have issues with any of the Save State, High Score, or Favorites, you can reset them back to original configuration. Example Super Nintendo Mario 3 can have sound issues while playing. This feature will delete the old settings and you can now create a new Save State.

### **LCD Display Power Button**

LCD power button is located at the back right corner behind the monitor. You can just see the green glow when arcade cabinet is turned on. You must lift the Bezel plexi-glass to access the power button.

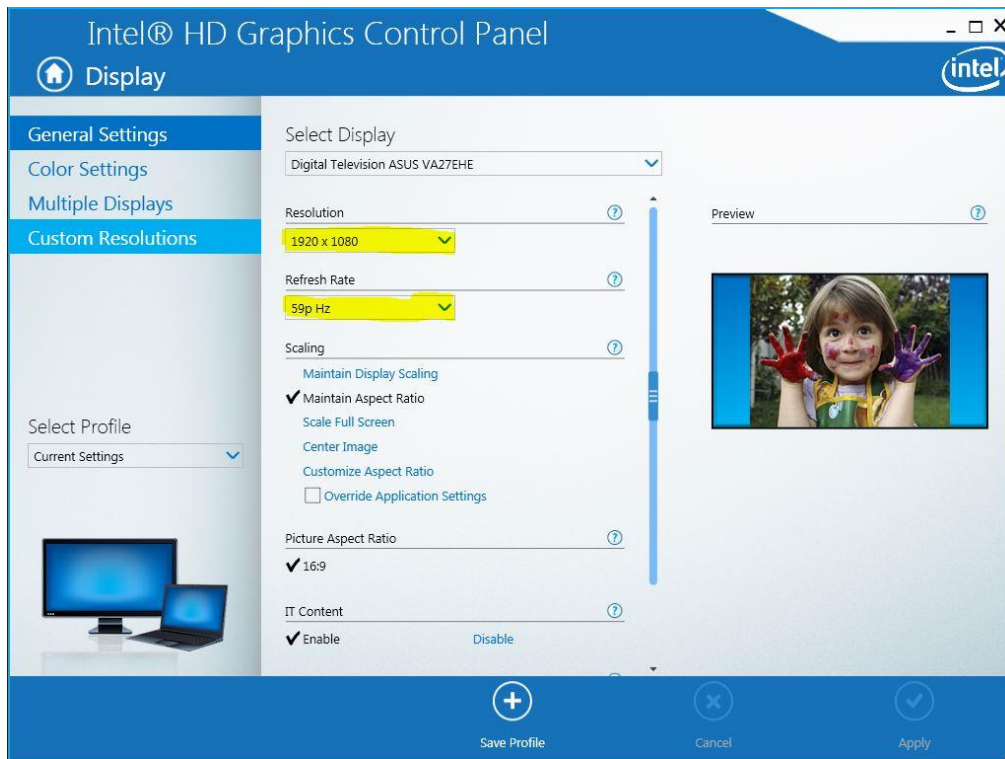
### **Maintenance**

Speakers & Marquee light- Remove the 3 screws holding the top L channel in place. Remove L channel; pull up on the Marquee (tight fit). You will now have access to the speakers and light. To remove light slide to the left, the light will then be free.

Bezel, push the Plexiglas forward/up then pull the pickup the Plexiglas and pull towards you. To replace the Bezel, place Plexiglas against monitor and push forward until base of the bezel slides into the slot to lock in place.

### **Arcade Pedestal 4K Resolution**

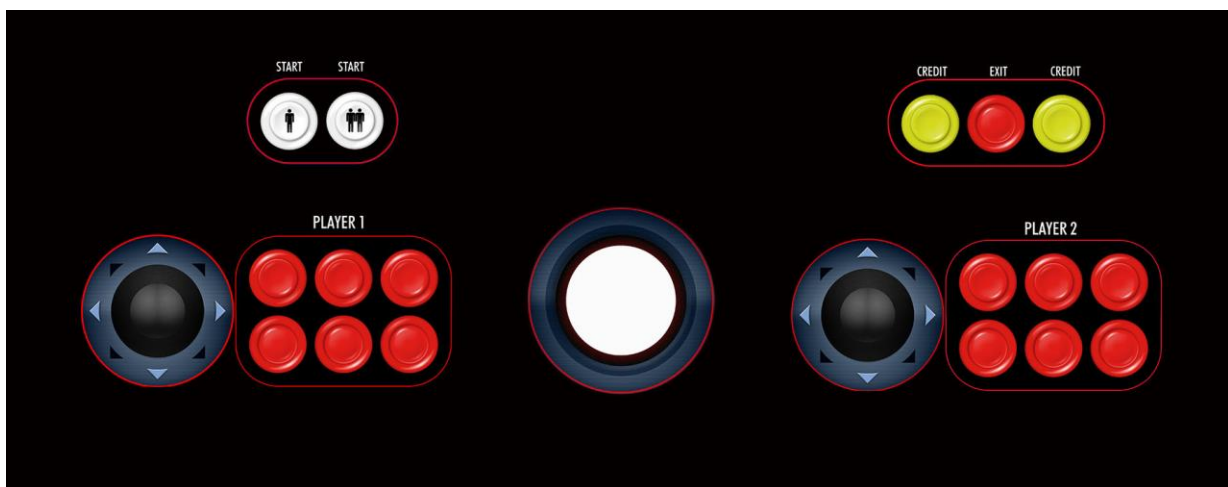
If you have a 4K TV the screen image can drop to 30Hz at 4K, making the arcade play at 50% speed. To fix this, the computer will need to change back to 2K with 60pHZ. Turn off Deep Freeze (bottom video at [www.thehomearcade.ca/tutorial](http://www.thehomearcade.ca/tutorial)), then go to the desktop of the arcade PC, right click and select "Intel Graphic Settings" and change Resolution to 1920 x 1080 and Refresh Rate 59p HZ or 60p HZ. Turn Deep Freeze back on.



### **Access Windows / Update Backup**

Plug in USB keyboard and mouse to PC. Turn on Arcade Cabinet, once Hyperspin is running press "CTRL + ALT + DEL" on keyboard, then find the mouse pointer and click Task Manager. First you can close Hyperspin, click Hyperspin then End Task. Now click on "New Task", type in "Explorer". This will start Microsoft Explorer. You can now move around in explorer. To open Deep Freeze, go to task bar located bottom right corner next to the clock, hold down the Left Shift button and double click the Deep Freeze Icon (Polar Bear). Passcode to unlock is "12345678". You can reboot Thawed or Frozen. To update the software, reboot in Thawed mode, update software, then reboot in Frozen mode.

### **Overview of control panel and functions.**



Console / Arcade System	Player 1						Player 2						Coin 1	Exit	Coin 2	Evaluator	Arcade Ctr	Xbox Ctr	Pause	Save State	Load State	HyperPause		
	Button 1	Button 2	Button 3	Button 4	Button 5	Button 6	Button 1	Button 2	Button 3	Button 4	Button 5	Button 6												
<b>Atari 7800</b>	Select Game	Button1	Button2				Reset Game	Button1	Button2				Pause	Exit		MAME	Yes	Yes	C1-P1Down	ChC2-P2 B4	ChC2-P2 B1	ChC2-P2 B2		
<b>Atari Lynx</b>	Powerup	Button1	Button2					Button1	Button2					Exit		MAME	Yes	Yes	C1-P1Down	ChC2-P2 B4	ChC2-P2 B1	ChC2-P2 B2		
<b>Colcolecticon - Game Play</b>		Button1	Button2					Button1	Button2					Exit		MAME	Yes	Yes	C1-P1Down	ChC2-P2 B4	ChC2-P2 B1	ChC2-P2 B2		
<b>Colcolecticon - Menu Selection</b>		B0	B1	B2	B3	B4	B5	B6	B7	B8	B9			Exit		MAME	Yes	Yes	C1-P1Down	ChC2-P2 B4	ChC2-P2 B1	ChC2-P2 B2		
<b>GCE Vectrex</b>		Button1	Button2	Button3	Button4	Button5	Button6	Button1	Button2	Button3	Button4	Button5	Button6	Exit		MAME	Yes	Yes	C1-P1Down	ChC2-P2 B4	ChC2-P2 B1	ChC2-P2 B2		
<b>Lucas Disc</b>	Start	Button1	Button2	Button3	Button4	Button5	Button6	Start	Button1	Button2	Button3	Button4	Button5	Coin 1	Coin 2	Daphne	Yes	No				ChC2-P2 B2		
<b>Microsoft MSX2</b>		Run	Button2	Button1				Run	Button2	Button1				Exit		MAME	Yes	Yes	C1-P1Down	ChC2-P2 B4	ChC2-P2 B1	ChC2-P2 B2		
<b>NEC TurboGrafx16</b>	Run	Button2	Button1					Run	Button2	Button1				Select	Exit	Select	MAME	Yes	Yes	C1-P1Down	ChC2-P2 B4	ChC2-P2 B1	ChC2-P2 B2	
<b>Nintendo Famicom</b>	Start Player1	Button B	Button A					Select Player1	Button B	Button A				Start Player2	Exit	Select Player2	MAME	Yes	Yes	C1-P1Down	ChC2-P2 B4	ChC2-P2 B1	ChC2-P2 B2	
<b>Nintendo Game Boy</b>	Start	Button B	Button A					Select						Exit		MAME	Yes	Yes	C1-P1Down	ChC2-P2 B4	ChC2-P2 B1	ChC2-P2 B2		
<b>Nintendo Game Boy Color</b>	Start	Button B	Button A	Button L	Button R			Select						Exit		MAME	Yes	Yes	C1-P1Down	ChC2-P2 B4	ChC2-P2 B1	ChC2-P2 B2		
<b>Nintendo NES</b>	Start Player1	Button B	Button A					Select Player1	Button B	Button A				Start Player2	Exit	Select Player2	MAME	Yes	Yes	C1-P1Down	ChC2-P2 B4	ChC2-P2 B1	ChC2-P2 B2	
<b>Nintendo Super Famicom</b>	Start Player1	Button Y	Button X	Button L	Button B	Button A	Button R	Select Player1	Button Y	Button X	Button L	Button B	Button A	Button R	Start Player2	Exit	Select Player2	MAME	Yes	Yes	C1-P1Down	ChC2-P2 B4	ChC2-P2 B1	ChC2-P2 B2
<b>Nintendo GameCube</b>	Start Player1	Button X	Button Y	Z+ Right Trig	Button A	Button B		Start Player1	Button X	Button Y	Z+ Right Trig	Button A	Button B		Start Player2	Exit	Select Player2	MAME	Yes	Yes	C1-P1Down	ChC2-P2 B4	ChC2-P2 B1	ChC2-P2 B2
<b>Nintendo Wii</b>	Button X	Button Y	+1 Voice	Button A	Button B	+1 Menu		Button X	Button Y	+1 Voice	Button A	Button B	+1 Menu		Exit		MAME	Yes	Yes	C1-P1Down	ChC2-P2 B4	ChC2-P2 B1	ChC2-P2 B2	
<b>Pinball Arcade</b>	Start	Left Flipper		Front Nudge	Left Nudge			Right Flipper	Right Nudge	Flanger				Exit		MAME	Yes	Yes	Shake/Thumb Left or Right					
<b>Pinball FX2</b>		Left Flipper	Change View	Front Nudge	Left Nudge			Right Flipper	Right Nudge	Flanger				Exit		MAME	Yes	No				ChC2-P2 B2		
<b>Sega CD</b>	Start Player1	Button1	Button2	Button3	Button4	Button5	Button6	Start Player2	Button1	Button2	Button3	Button4	Button5	Button6	Exit		MAME	Yes	No				ChC2-P2 B2	
<b>Sega 32x</b>	Start Player1	Button1	Button2	Button3	Button4	Button5	Button6	Start Player2	Button1	Button2	Button3	Button4	Button5	Button6	Exit		MAME	Yes	No				ChC2-P2 B2	
<b>Sega Game Gear</b>	Start	Button1	Button2					Start	Button1	Button2				Exit		MAME	Yes	Yes	C1-P1Down	ChC2-P2 B4	ChC2-P2 B1	ChC2-P2 B2		
<b>Sega Game Boy</b>	Start	Button1	Button2	Button3				Start	Button1	Button2	Button3			Exit		MAME	Yes	Yes	C1-P1Down	ChC2-P2 B4	ChC2-P2 B1	ChC2-P2 B2		
<b>Sega Master System</b>	Pause	Button1	Button2					Pause	Button1	Button2				Exit		MAME	Yes	Yes	C1-P1Down	ChC2-P2 B4	ChC2-P2 B1	ChC2-P2 B2		
<b>Sega Model 2 Arcade</b>	Xbox Controller Player 1							Xbox Controller Player 2						Exit		SegaModel2	No	Yes					ChC2-P2 B2	
<b>Sega Model 3 Arcade</b>	Xbox Controller Player 2							Xbox Controller Player 2						Exit		SegaModel3	No	Yes					ChC2-P2 B2	
<b>Sega Naomi</b>	Start	Button1	Button2	Button3	Button4	Button5	Button6	Start	Button1	Button2	Button3	Button4	Button5	Button6	Coin 1	Coin 2	Daphne	Yes	No				ChC2-P2 B2	
<b>Sega SG-1000</b>	Start	Button1	Button2					Start	Button1	Button2				Pause	Exit		MAME	Yes	Yes	C1-P1Down	ChC2-P2 B4	ChC2-P2 B1	ChC2-P2 B2	
<b>Sega Dreamcast</b>	Start Player1	Button X	Button Y	Button A	Button B			Start Player2	Button X	Button Y	Button A	Button B		Start Player1	Exit	Select Player2	MAME	Yes	Yes	C1-P1Down	ChC2-P2 B4	ChC2-P2 B1	ChC2-P2 B2	
<b>SNK Neo Geo CD</b>	Start Player1	Button1	Button2	Button3	Button4			Start Player2	Button1	Button2	Button3	Button4		Coin 1	Coin 2	MAME	Yes	Yes	C1-P1Down	ChC2-P2 B4	ChC2-P2 B1	ChC2-P2 B2		
<b>SNK Neo Geo</b>	Start Player1	Button1	Button2	Button3	Button4			Start Player2	Button1	Button2	Button3	Button4		Coin 1	Coin 2	MAME	Yes	Yes	C1-P1Down	ChC2-P2 B4	ChC2-P2 B1	ChC2-P2 B2		
<b>Sony PlayStation 1</b>	Start Player1	Triangle	Circle	L1	Square	Cross	RT	Select Player1	Triangle	Circle	L1	Square	Cross	RT	Start Player2	Exit	Select Player2	DuckStation	No	Yes				ChC2-P2 B2
<b>Sony PlayStation 2</b>	Start Player1	Triangle	Circle	L1	Square	Cross	RT	Select Player1	Triangle	Circle	L1	Square	Cross	RT	Start Player2	Exit	Select Player2	PCSX2	No	Yes				ChC2-P2 B2
<b>Super Nintendo SNES</b>	Start Player1	Button B	Button A	Button L	Button Y	Button X	Button R	Select Player1	Button B	Button A	Button L	Button Y	Button X	Button R	Start Player2	Exit	Select Player2	MAME	Yes	Yes	C1-P1Down	ChC2-P2 B4	ChC2-P2 B1	ChC2-P2 B2
<b>Gen Games</b>	Start	Button1	Button2	Button3	Button4	Button5	Button6	Start	Button1	Button2	Button3	Button4	Button5	Button6	Coin 1	Exit	Coin 2	MAME						ChC2-P2 B2
<b>Arcade Gen Games</b>	Start Player1	Trigger	Left Gun Button	Right Gun Button				Start Player1	Trigger	Left Gun Button	Right Gun Button				Coin 1	Coin 2	MAME			ChC2-P2 B4	ChC2-P2 B1			ChC2-P2 B2
<b>Sega Model 2 Arcade</b>	Start Player1	Trigger	Left Gun Button	Right Gun Button				Start Player2	Trigger	Left Gun Button	Right Gun Button				Coin 1	Exit	Coin 2	Model2						ChC2-P2 B2
<b>Sega Model 3 Arcade</b>	Start Player1	Trigger	Left Gun Button	Right Gun Button				Start Player2	Trigger	Left Gun Button	Right Gun Button				Coin 1	Exit	Coin 2	SegaModel3						ChC2-P2 B2
<b>Sega Naomi</b>	Start Player1	Trigger	Left Gun Button	Right Gun Button				Start Player2	Trigger	Left Gun Button	Right Gun Button				Coin 1	Exit	Coin 2	Naomi						ChC2-P2 B2

### Daphne Games Controls

Cliff Hanger – Joystick, Player 1 Button 1 - hands, Player 1 Button 2 – feet

Us vs Them – Joystick, Player 1 Button 1 – bank left, Player 1 Button 2 – bank right, Player 1 Button 3 – fire

Space Ace – Joystick, Player 1 Button 1 – Fire / Energize

Dragon’s Lair 1 & 2 – Joystick, Player 1 Button 1 – sword

### Pinball FX2, FX3 and Pinball Arcade Game Controls

Coin game up using the credit buttons. Start game using Player 1 button.

Plunger is Player 2 button 6. Left Flippers Player 1 buttons 1 and 2, Right Flippers Player 2 buttons 2 and 3. Nudge game is Player 1 button 6 and Player 2 button 4.

### Xbox wired controllers

Plug in the Xbox 360 controllers and you can now play Arcade and Console games using 1 or 2 controllers. You still need to the exit button on the control panel to leave / exit the game. Make sure you removed the Xbox controllers before playing Golden Tee Fore. The Stable ID will not work for this game and will remap the Xbox and Arcade controls.

Player 1 or 2 button 1 – A

Player 1 or 2 button 2 – B

Player 1 or 2 button 3 – X

Player 1 or 2 button 4 – Y

Player 1 or 2 button 5 – Left Bumper

Player 1 or 2 button 6 – Right Bumper

Player 1 or 2 button Start – Start button

Player 1 or 2 button Coin – Back button

Player 1 or 2 button Exit – use control panel Exit button

\*The above will only work with Xbox 360 wired controllers, not wireless or generic USB controllers.

\*\* Daphne and Pinball will not work with Xbox 360 controllers.

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