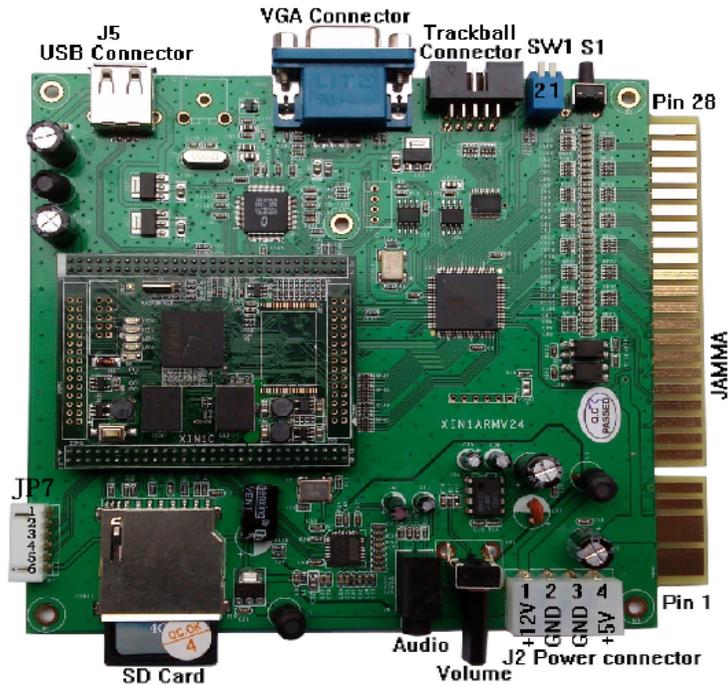


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Attachment: Game List	

1. Connector Instruction:

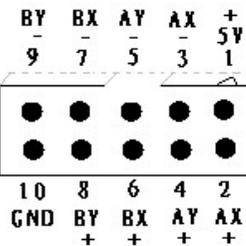


(Figure 1, Game board instruction)

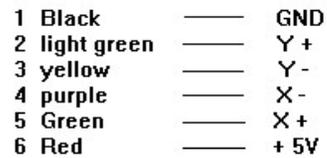
CAUTION: The function of JAMMA connector power and J2 power is same; do not use them together that would destroy game board.

Trackball connection

J6 Trackball Connector



Trackball 6P Connector



Please connect the trackball 1P (A) and 2P (B) to J6 connector accordingly

Remark: The picture of user menu only for reference, any difference, please refers to the products.

1. This price is just for the computer hardware equipment.
2. Customers get the software by their own (including the purchase from the software provider or download free software from related web).
3. The way to get the software:
 - (1) Purchase the software from the software provider.
 - (2) Download the software from the related web.
4. Users assume all the legal consequences due to wrong download and use the software, it is unrelated with the equipment manufacturers and distributors.

JP7 connecter instruction

XIN1ARMV24/26 board JP7 connector				
Pin	JP7-1	JP7-4	JP7-5	JP7-6
Definition	GND	V	H	VDD3.3V
Note:JP7-6 is near Iastalling-Port				

XIN1ARMV23 board JP7 connector				
Pin	JP7-1	JP7-2	JP7-3	JP7-4
Definition	GND	V	H	GND
Note:JP7-4 is near Iastalling-Port				

Note: H--when it shows horizontal version of the game list, output high level;
V--when it shows vertical version of the game list, output high level.

2. Operation instruction

Connect the game board and switch on the machine power, after the logo of the “GAME ELF” appear, enter game list menu (about 20s-40s) as the figure 2.



(Figure 2)

● **Caution: press 1P-C button to check the instruction.**

- 1) Press 1P-B to choose horizontal or vertical version game list.

- 2) Insert coins first and select game. (No needs to insert coin for Free play or free browse)
- 3) Select game by moving 1P joystick up or down, and left or right moving is to view game list.
- 4) Press 1P- START button to enter game.
- 5) If **Coin recycling** is set to “No”, after entering the game, all coins the player insert will be inserted into the game automatically. If **Coin recycling** is set to “Yes”, Press 1P START button for 5 seconds or press 1P D button for 3 seconds to pop up menu, and select “continue” to insert coins.
- 6) All games on Cocktail mode and some games on Upright mode need 2 coins (or more coins) and press 2P-START button first to enable 2 players mode. If **Coin recycling** is setted to “Yes”, for these games please press 2P-START to add coins. (about **horizontal version**, see games with “ * ”in the game list.)
- 7) Press 1P-START button for 5 seconds or press 1P-D button for 3 seconds to pop up menu, and select “exit” to return to the game list (as figure 2). Press 1P-Start for 5 seconds to return directly game list when it's in game loading process.

3. System Settings Configuration

- Switch on the machine power, when the string “Press S1 to setup” appear, press S1 button to enter the system Settings menu (see the below figure 3)..

JAMMA WIRE PAP			
Part side		Soild side	
Definition	PIN	PIN	Definition
GND	1	1	GND
GND	2	2	GND
+5V	3	3	+5V
+5V	4	4	+5V
/	5	5	/
+12V	6	6	+12V
/	7	7	/
/	8	8	/
JMA9	9	9	JMB9
SPEAKER+	10	10	SPEAKER-
JMA11	11	11	JMB11
VIDEO R	12	12	VIDEO G
VIDEO B	13	13	VIDEO SYNC
GND	14	14	SERVICE
TEST	15	15	JMB15
1P-COIN	16	16	2P-COIN
1P-START	17	17	2P-START
1P-UP	18	18	2P-UP
1P-DOWN	19	19	2P-DOWN
1P-LEFT	20	20	2P-LEFT
1P-RIGHT	21	21	2P-RIGHT
1P-A	22	22	2P-A
1P-B	23	23	2P-B
1P-C	24	24	2P-C
1P-D	25	25	2P-D
1P-E	26	26	2P-E
1P-F	27	27	2P-F
GND	28	28	GND

▲ **Caution: Do not connect the PIN27 of JAMMA port to ground lead, it will affect the game's playing.**

Special note

10. JAMMA wire map

```
Select the item ,1P_START to Enter:  
-> 1. Exit.  
   2. JAMMA I/O Test.  
   3. Load Factory Default (Upright).  
   4. Load Factory Default (Cocktail).  
   5. Show Serial Number.  
   6. Game settings.  
   7. Coin settings.  
   8. View coin totals.
```

(Figure 3)

- Select item by moving 1P joystick up or down and press 1P-START to enter.
- According to the screen display prompts, perform the operation.
- Select “Exit” to quit and re-enter to the game list(as figure 2).

3.1 I/O Test

Check input/output buttons function is ok or no.(It is invalid for family mode.)

3.2 Factory default(Upright)

According to the screen display prompts, perform the operation step by step. All game configurations is returned to factory configuration and loaded of Upright mode.

3.3 Factory default(Cocktail)

According to the screen display prompts, perform the operation step by step. All vertical version of games are loaded of Cocktail mode.

▲ Horizontal version of the games are not supported on this function.

3.4 Show Serial Number

This serial number is only marked number, we suggest that our customers note this number and be convenient for getting service in future.

3.5 Game Setting

- On the system menu (as figure 3), select item “6.Game Settings” to enter the games setting menu(as figure 4).

```
Game settings:
 1. Display Mode:  VGA (switch 1 on game board)
→ 2. System Mode:  Normal play
 3. Flip Screen:  OFF (switch 2 on game board)
 4. Free Play:    OFF
 5. Game Mode:    All games
 6. Free Browse:  ON
 7. Stop Timer :  OFF
 8. Music :       OFF
 9. Run default:  Horizontal
1P_C --- change.
```

(Figure 4)

- Moving 1P joystick up or down to choose item, then 1P-C modify item.
- SW1 switch on game board adjust two items which are “Display Mode” and “Flip screen”.
- After finishing modification, press 1P-Start to save setting(as figure 5),then press 1P-A to return system menu(as figure 3). Select "Exit" to exit, the new configuration is valid after system automatically restarts.

```
Saving...
Done. 1P_A to continue.
```

(Figure 5)

12 to get more information.

3) Define 1P PS2 game controller as below.



(Figure 13)

13)

Press 1P-G and 1P-H bottom at the same time to quit game.(as figure 2)

4) Sleep mode

The idle PS2 game controller will enter sleep mode when power is on.

Caution: When the controller is in sleep mode, the power switch of controller is invalid, you must press START button to wake it up, return to normal working state.

10. Common problems and solutions

Problem: the game screen is not synchronized in the cga mode when game start.

Solution: Adjust the horizontal stabilizer in the game monitor until the image is clearly visible.

8. S1 button function

- 1) System setting button, press S1 button to enter the system setting menu when the screen show “GAME ELF” logo (as figure 3).
- 2) On the Normal play mode, press S1 button to quit and return to the game list (as figure 2).
- 3) On the Config/Edit mode, press S1 button in the game to pop up or hide the configuration setting menu (as figure 11). Press S1 button on the game list menu (as figure 2), and enter the Edit game list interface.

9. Instruction for Home mode

1) PS2 game controller

Plug-in J5 USB port of game console (as figure 1-1) to PS2 game controller. Switch on the power, after the game controller is detected, the system will enter automatically Home mode.

For One player: connect one of PS2 game controller to J5 USB port of game console.

For Two players: add one USB 2.0 hub, connect two PS2 game controllers to hub, and then connect hub USB port to J5 socket of game console.

2) Free play

No free play on the home mode. Press SELECT to insert coins, and then press START to begin game. Set the game configuration settings to get free playing is available for most games. Please refer to page

3.5.1 Display Mode

The game board supports VGA and CGA display mode, its setting steps as below:

- 1) Adjust PIN 1(DIP switch SW1 on game board) to "ON" status, turn on the power, it shows the VGA display mode.
- 2) Adjust PIN 1(DIP switch SW1 on game board) to "OFF" status, turn on the power, it shows the CGA display mode.
- 3) Regardless of the setting of CGA or VGA mode, VGA port can normally output.
- 4) Before power is turned on, adjust PIN 2(DIP switch SW1 on game board) to "ON" status, VGA port output resolution is 640x480; when it's "OFF" status, its resolution is 1024x768.

▲ **Caution:** After power on, when the system is booting process (it means: before entering the game list interface), do not adjust any one PIN of SW1 DIP switch. Avoid affecting the normal operation!

▲ 3.5.2 Flip screen

This game version can not support this function.

▲ 3.5.3 System Mode

Edit game list/Game difficult/Lives setting/Game configuration need to enter “Config/Edit Mode”. If you don't need to adjust these items, please adjust to “Game Mode (Normal play mode)” for improving system stability.

3.6 Coin Setting

On the system menu (as figure 3), select item “7.Coin setting” to enter Coin setting menu(as figure 6).

```
Coin settings:
-> 1. Coin   Mode : 1 Coin /1 Credit
   2. Coin recycling : No

1P_C --- change.
1P_START --- save settings.
1P_A --- quit.
```

(Figure 6)

- Moving 1P joystick up or down to select item, then use 1P-C modify the item.

1) **Coin mode:** to modify all games' coin setting.

2) **Coin recycling:** Select Coin recycling to “Yes” or “No”.

“Yes”: Coins which don't be inserted into game can be returned to the player after quitting the game.

“No”: All coins will be inserted into the game, so no coins can be returned to the player after quitting the game.

- Press 1P-START button after finishing the setting and follow the instruction to save.

Remark: in single game mode, please change to "NO" in the coin recycling.

3.7 View coin totals

Enter the system menu interface (as figure 3), select "7. View coin totals", then you can see the number of coins in the current mode of operation (The function is invalid for Free play mode and home mode).

Remark: The picture of user menu only for reference, any difference, please refers to the products.

to enter the setting menu(as figure 12). (This operation is invalid for some games, please refer to way 2.)

- 4) Select option by moving 1P joystick up or down, and press 1P-C or D button to adjust.
- 5) Select “Return to main menu” to quit the setting menu after setting (as figure 11), and select “Exit game” to back game list (as figure 2). Restart the game, then new settings is valid.
- 6) Please go on to set other games if you need. If not, please set System mode to “Normal play” mode and save it. Re-enter the game list and the game will be started in normal mode.

Way 2 for Game configuration settings (Original configuration adjustments):

1) Refer to Way 1, enter the game configuration editor menu(as figure 11), and select the item “Enter Service Mode (if have)” to enter game's original setting menu (when some games select this item, it's need to quit game first and enter again, then enter the game configuration setting menu).

2) Follow the instructions of the game configuration setting menu to modify game configuration and save it.

3) After finishing it, press S1 to show the game configuration setting menu, select “Exit game” and return to game list menu (as figure 2). Enter the game again and the new configuration is valid.

Caution: The game will enter setting menu after starting if “service mode” is set to ON. Please refer to way 1, set “Service mode” to “OFF”.

4) Set the System Mode to “Game Mode” and enter the normal playing mode.

Remark: The picture of user menu only for reference, any difference, please refers to the products.

game doesn't support to adjust game difficulty and lives. If it is the 2nd option, please enter the game and set the game configuration specifically. (See the detail setting on "Game configuration settings").

- After finishing it, press 1P-START button and follow the instruction to save. Press 1P-A button to save the modified games and press 1P-D button to force to save all games. Saving all games will cost a long time.

- Set the System mode to "Normal play" mode and enter the game list menu (as figure 2) to start game as usual.

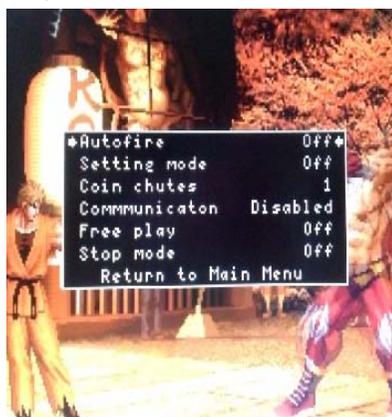
7. Game configuration settings

Way 1 for Game configuration settings:

- 1) Enter Game settings menu (as figure 4), set **System mode** to "Config/Edit" mode, save and quit the system settings menu, then enter the game list menu (figure 2).
- 2) Moving 1P joystick up or down to select the game you want to change, press 1P-Start button to start game and enter the game configuration editor menu(as figure 11).



(Figure 11)



(Figure 12)

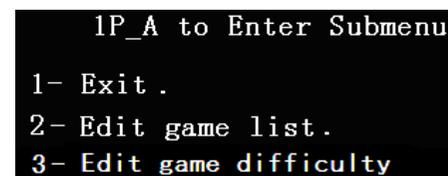
- 3) Move 1P joystick to select "Dip Switches" and press 1P-A button

Remark: The picture of user menu only for reference, any difference, please refers to the products.

NOTE: The function is valid for XIN1ARMV26 version game board, it's invalid for XIN1ARMV24 version game board.

4.Edit game list

1) Enter Game Settings interface(as figure 4), set System Mode to Config/Edit mode, set "Default run" to horizontal or vertical version game list (which you want to edit), then save and quit the system setting. Enter the Game edit interface(as figure 7). (On the Config/Edit mode, press 1P-B to switch horizontal or vertical version game list, then press S1 button, also enter the interface as below)



(Figure 7)

- 2) Moving 1P joystick up or down to select "2-Edit game list" and enter the "Edit game list" menu(as figure 8).



(Figure 8)

- 3) The item "*" means to show game list, no item "*" that means to hide game list.

- Select game list by moving 1P joystick (up or down to choose

Remark: The picture of user menu only for reference, any difference, please refers to the products.

game, left or right to view game menu) and press 1P-A to decide to show or hide the selected game.

- Press 1P-B button to show all games, press 1P-C button to hide all games.
- 4) After the game list edition is finished, press 1P-START button to enter the save menu (as figure 9). Please follow the instruction to save. Then return to interface (as figure 7), quit “enter game list interface” (as figure 2).

```
Confirm your selection ?
1P-A: Save and quit.
1P-B: Cancel.
1P-C: Quit without saving.
```

(Figure 9)

- 5) After editing the game list, please enter Game setting again (as figure 4), set System mode to Game Mode (Normal play mode) and save it. The game will be started in normal after the system reboot(as figure 2)

5.Single game setting and operation

- 1) Please refer to “Edit game list” as above, and enter the edit game list menu (as figure 8).
- 2) Moving 1P joystick up or down to select game, press 1P-D button to set. If it shows “SET” in front of game title you selected, that means the setting is successful.
- 3) Enter Game settings menu (as figure 4), set the **Game mode** to Single mode, set **System mode** to “Normal play” mode and save it. The Single mode will be started after re-entering the game.

▲ If set game which is on the horizontal version, please set “Default run” item to horizontal version. If it’s vertical version game, please set it to vertical version.

Remark: in single game mode, please change to "NO" in the coin recycling.

6. Game difficulty and lives setting

- 1) Enter Game Settings menu (as figure 4), set System mode to Config/Edit mode, set “Default run” to horizontal or vertical version game list, save and then enter the menu(as figure 7). Select the item “3.Edit game difficulty” to enter the menu as below(as figure 10).



(Figure 10)

- 1P joystick: to select the game that needs to be changed.
 - 1P-A button: to adjust the game difficulty.
 - 1P-B button: to adjust the lives
 - 1P-C button: to set all games to hardest.
 - 1P-D button: to set all games to hard.
 - 1P-E button: to set all games to normal.
 - 1P-F button: to set all games to easy.
- ▲ **Notice:** when some games’ difficulty show as “x(x)” or lives show as “x”, it means this game has no difficulty and no lives to adjust, or it means this