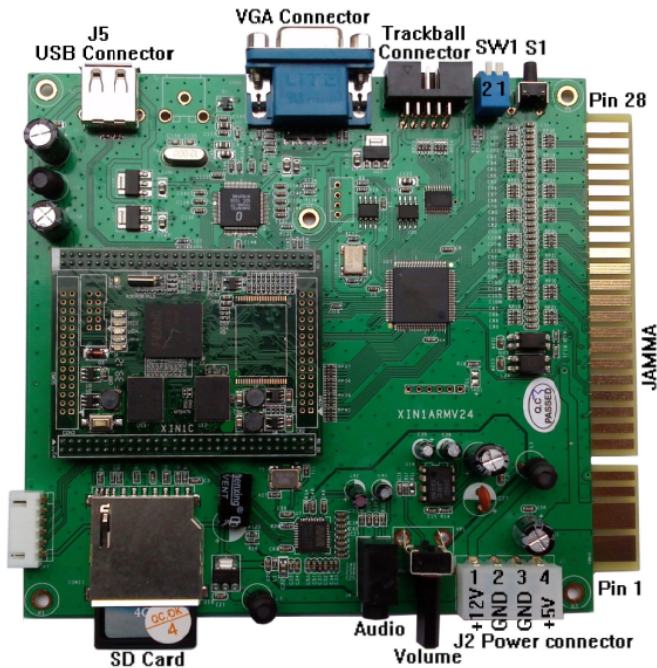


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Thank you for using this product of our company. In order to experience the product swimmingly, detailed instruction is provided which you can find the production's introduction, usage and other information. Before use this product, please read this manual carefully.

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.

1

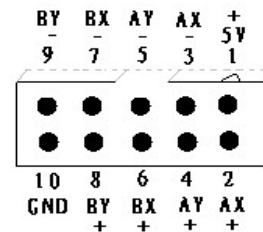
Remark: The picture of user menu only for reference, any difference, please refers to the products.

Special note

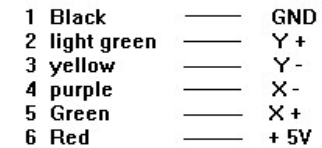
1. This price is just for the computer hardware equipment.
2. Customers get the software by their own (including the purchase from the software provider or download free software from related web).
3. The way to get the software:
 - (1) Purchase the software from the software provider.
 - (2) Download 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.

Trackball connection

J6 Trackball Connector



Trackball 6P Connector



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

2.Operation instruction

Connect the game board and switch on the machine power, after the logo of the “GAME ELF” disappear, then enter game list menu as the figure 2.



(Figure 2)

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

- 1) Insert coins first and select game. (No needs to insert coin for Free play or free browse)

- 2) Select game by moving 1P joystick down or up, and left or right moving is to check game list.
- 3) Press 1P A button to enter game.
- 4) Press 1P START button for 5 seconds or press 1P D button for 2 seconds to pop up menu, and select “continue” to insert coins, then select “exit” to back to the game list (figure 2).
- 5) Some games need 2 coins and press 2P START button first to enable 2 players mode, for these games please press 2P START to add coins. (see games with“ * ”in the game list.)

3. System settings configuration

- Switch on the machine power, when the logo of the “GAME ELF” appear, press and hold S1 button about 30 seconds until “Wait a moment” is shown on the screen, then release the button and enter the system Settings menu later (see the below figure 3).

```
Select the item ,1P_START to Enter:
-> 1. Exit.
   2. JAMMA I/O Test.
   3. Load Factory Default (Upright) .
   4. Load All Cocktail configs.
   5. Show Serial Number.
   6. DIP Switch settings.
   7. Games settings.
```

(Figure 3)

- Select item by moving 1P joystick down or up and press 1P START to enter.
- Select “Exit” to quit and then enter to the game list(figure 2) .
- ▲ Notice: the item“4. Load all Cocktail configs” will not work in this game version.

11. JAMMA wire map

Tab3. JAMMA wire map

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.**

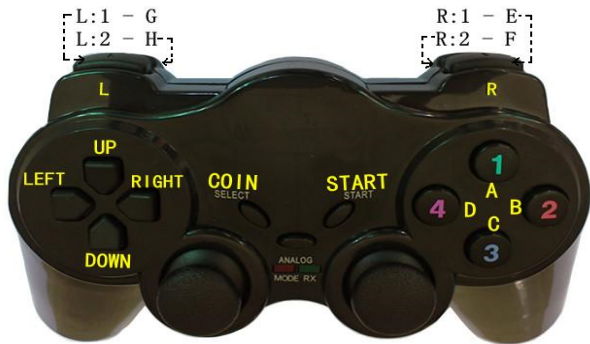
One player: connect one of PS2 game controller to J5 USB port of game console

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 12 to get more information.

3) Define 1P PS2 game controller as below.



(图 17)

Press 1P G and 1P H bottom at the same time to quit game.

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.

3.1 I/O Test

- 1) On the system Settings menu (see figure 3), select “2. I/O Test” to enter the I/O test menu as below.

```

I/O test, 1P_B + 1P_A to quit.
      1P  2P  DIP switch SW1
UP      0  0  BIT 1  0
DOWN    0  0  BIT 2  0
LEFT    0  0  BIT 3  0
RIGHT   0  0  BIT 4  0
A       1  0  BIT 5  0
B       0  0  BIT 6  0
C       0  0  BIT 7  0
D       0  0  BIT 8  0
E       0  0
F       0  0  Button S1 0
START   0  0
COIN    0  0
  
```

(Figure 4)

- 2) This test displays the state of each switch & button. Press button one by one, if the display goes 1, when the switch or button is activated, the connection is satisfactory.
- 3) If the test is ok, press 1P [A+B] button to exit and back to the menu as figure 3.

3.2 Factory default

- 1) On the system Settings menu of figure 3, select “3. Load Factory Default (Upright)” to enter the menu as figure 5.

```

Sure to load factory default
1P_start to confirm.
1P_A to cancel
  
```

(Figure 5)

- 2) Press 1P START button to confirm to load factory default, refer to the figure 6. After the loading is finished, the system will restart automatically (see figure 7) and enter the game list (figure 2), then the factory default is done.

A screenshot of a black screen with white text. The text reads "Loading now..." on the first line and "Do not power off!" on the second line.

(Figure 6)

- ▲ CAUTION: Do not power off when in processing of loading factory default!**

A screenshot of a black screen with white text. The text reads "Loading now..." on the first line, "Do not power off!" on the second line, "Done." on the third line, and "Rebooting..." on the fourth line.

(Figure 7)

- 3) Press 1P A button in the menu as figure 5, the factory default setting will be cancelled.

3.3 Show Serial Number

- 1) On the system Settings menu as figure 3, select "5. show serial Number" to enter and then check the serial numbers.
- 2) After checking, Press 1P A button to exit and back to system menu. Select "Exit" to exit the system menu and then enter the game list (figure 2)

CAUTION:This serial number is only marked number, We suggest our customers keep this number for convenient service in future

- 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 back to game list menu (figure 2), enter the game again and the new configuration takes effect.

Caution: if the configuration is modified , enter the game again and it will enter the original setting menu. Please refer to way 1, set "Service" to "OFF". For the same reason, if set game Service Mode to ON, it will enter the game setting menu after starting the game.

- 4) Set the system mode to "game mode" and enter the normal playing mode.

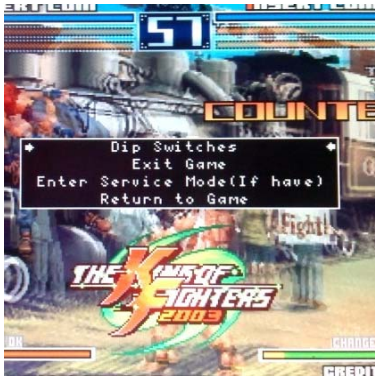
9.S1 button

- 1) System setting button, press S1 button to enter the system setting menu when the screen show "GAME ELF" logo (figure 3)
- 2) On the Normal play mode, press S1 button to quit and back to the list (Figure 2).
- 3) On the Config/Edit mode, press S1 button in the game to pop up or hide the configuration setting menu (figure 15). And press S1 button on the game list menu (Figure 2) to enter the edit game list.

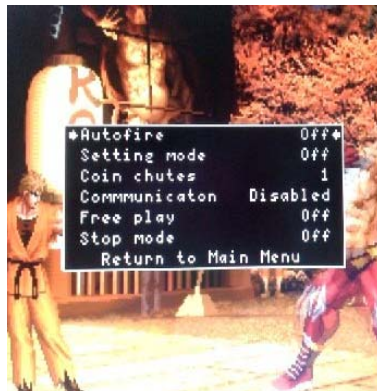
10.Instruction for Home mode

1) PS2 game controller

Plug-in J5 USB port of game console (figure 1-1) to PS2 game controller, switch on the power, after the game controller detected, then the system will enter the home mode.



(Figure 15)



(Figure 16)

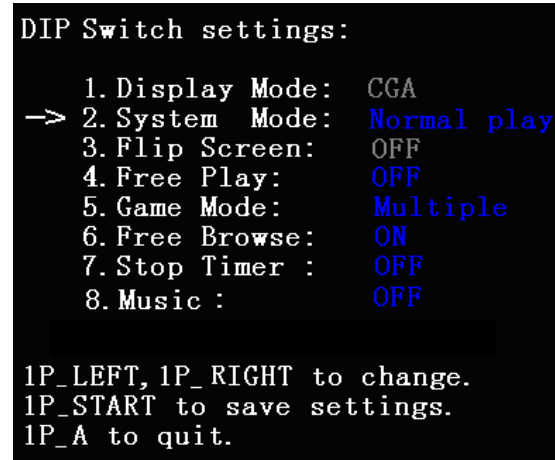
- 3) Move 1P joystick to select “Dip Switches” and press 1P A button to enter the setting menu(see figure 16). This operation is invalid for some games, please refer to way 2 for details.
- 4) Select option by moving 1P joystick down or up, and press 1P C or D button is to change.
- 5) Select “return to main menu” to quit the setting menu after setting, and select “Exit game” to back game list (see figure 2). Restart the game, then new settings is valid.
- 6) Please go on to set other games if there are, and if not, please set System mode to “Normal play” mode. Enter the game list and the game will be started in normal mode.

Way 2 for Game configuration settings:

- 1) Refer to way 1, enter the game configuration editor menu(figure 15), 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)

3.4 DIP Switch settings

- On the system Settings menu (figure 3), select “6. DIP Switch settings” and enter the item as figure 8.



(Figure 8)

- Select items by moving 1P joystick down or up, and left or right moving is to change the item.
- Display mode and flip screen are adjusted by the SW1 on the game board. This menu is only to check the current setting state.
- After the settings are finished, press 1P START to save settings (figure 9), and press 1P A to back the system menu(see figure 3). Select “EXIT” to quit, the new configuration will be valid after the system automatically reboot.

Saving...
Done. 1P_A to continue.

(Figure 9)

1) Display mode

This game board support both VGA and CGA display modes, see the below setting way.

VGA mode (31.5 KHz): Set BIT1 of SW1 ON and the VGA monitor plug the VGA output connector (JVGA1).

CGA mode (15.75 KHz): Set BIT1 of SW1 OFF to use a regular JAMMA cabinet.

Both on the CGA and VGA mode, VGA port are also in a normal working condition.

Before switching on the machine power, set BIT2 of SW1 ON with the VGA output resolution of 800x600, and 1024x768 on the OFF state.

▲ Caution: It is valid for BIT2 of SW1 to set resolution before starting, when the power is on, set the flip screen to ON.

2) System mode

Normal play: play in normal

Config/ edit: Game configuration and edit game list mode.

To improve the system stability, please set the item to “normal play” mode if there is no need to set game configuration or edit the game list.

3) Flip screen

Flip screen (ON): Game screen flip 180 degree.

Flip screen (OFF): the game screen flipped 180 degree closed.

Setting way as below:

After switching on the machine power, set BIT2 of SW1 ON, the screen will be flipped 180 degree. Set BIT2 of SW1 OFF, the game screen flipped 180 degree will be closed.

- 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 game 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 game doesn’t support to adjust game difficulty and lives. If it is the latter, please enter the game and set the game configuration specifically.

- 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.
- Set the system mode to “Normal play” mode and enter the game list menu (see figure 2) to start game as usual.

8.Game configuration settings

Way 1 for Game configuration settings:

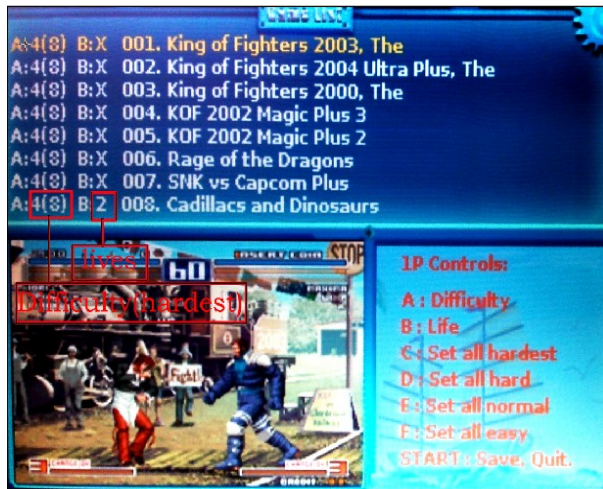
- 1) Enter the DIP Switch settings menu as figure 8, set **System mode** to “Config/Edit” mode, save and quit the system settings menu, then enter the game list menu (figure 2).
- 2) Moving 1P joystick down or up to select the game you want to change, Press 1P A button to start game and enter the game configuration editor menu as figure 15. **(Part of the game into the void, see Way 2 for Game configuration settings)**

5. Single game setting and operation

- 1) Please refer to “edit game list” as above, and enter the edit game list menu (see figure 12)
- 2) Select game list by moving 1P joystick and 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 the DIP Switch settings menu as figure 8, set the **Game mode** to Single mode, and **System mode** to “Normal play” mode and save. The single game will be started after entering the game.

7. Game difficulty and lives setting

- 1) Enter DIP Switch Setting menu (figure 8), set system mode to Config/Edit mode, save and then enter the menu (figure 11). Select the item “3.edit game difficulty” to enter the menu as below figure 14.



(figure 14)

- 1P joystick: to select the game that needs to be changed.

4) Free play:

Free play (ON): Play all games for free.

Free play (OFF): Disable for free play.

If set any specific game, please set “free play” item to “OFF” and enter the specific game to change the configuration settings, please see the below game configuration settings instruction for details.

5) Game mode

Multiple: Set “game mode” to “multiple”

Single: the details for single mode please referred to in later.

6) Free browse

Free browse (ON): No need to insert coins, free browse and select game to enter.

Free browse (OFF): Insert coins first and then browse or select game to enter.

7) Stop timer

Stop timer (ON): On the game list menu, the **timer** stop Count down. Player must press 1P A button to enter the game after selecting.

Stop timer (OFF): On the game list menu, the **timer** start Countdown. The player will enter the selected game automatically in 60 seconds.

8) Music

Music (ON): with music on the game list menu.

Music (OFF): no music on the game list menu.

3.5 Game setting

On the system menu (figure 3), select item “7.game setting” to enter the games setting menu(figure 10).

```
Games settings:
->1. Coin   Mode : 1 Coin /1 Credit

1P_LEFT, 1P_RIHT to change.
1P_START to apply the selected item.
1P_A to quit.
```

(figure 10)

- Moving 1P joystick left or right to modify the item. This setting can modify game’s coins setting.
- Press 1P START button after finishing the setting and follow the instruction to save.

4.Edit game list

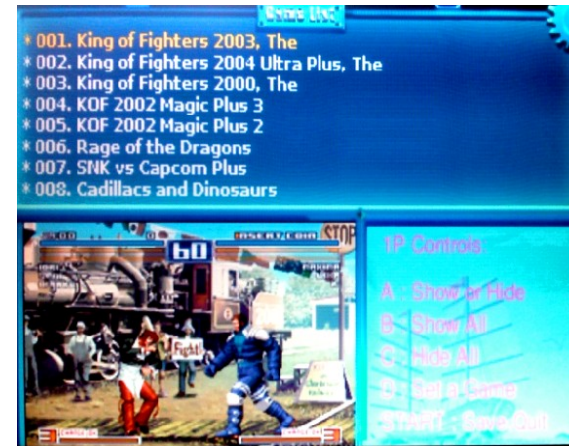
1) Enter DIP Switch Setting menu (figure 8), set system mode to Config/Edit mode, save and quit the system settings menu, then enter the menu (figure 11). (On the Config/Edit mode, press S1 button on the game list menu (figure 2) to enter the below menu also)

```
1P_A to Enter Submenu
1- Exit .
2- Edit game list .
3- Edit game difficulty
```

(Figure 11)

2) Moving 1P joystick down or up to select “2-Edit game list” and

enter the “edit game list” menu as figure 12.



(Figure 12)

- 3) The item “*” means to show game list, no item “*” that means to hide game list.
 - Select game list by moving 1P joystick and press button A to decide to show or hide the selected game.
 - Press 1P B button to show all games and 1P C button to hide all.
- 4) After the game list edition is finished, press 1P START button to enter the save menu as figure 13 .Please follow the instruction to save.

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

(Figure 13)

- 5) After editing the game list, please enter the DIP Switch settings again (figure 8), set system mode to “Normal play” mode and save. The game will be started in normal after the system reboot.