

## TABLE OF CONTENTS

<b>X-ARCADE™ OVERVIEW</b>	<b>3</b>
<b>X-ARCADE™ FEATURES</b>	<b>3</b>
<b>CONNECTING TO A PC/MAC</b>	<b>4</b>
<b>OPERATION W/COMPUTER</b>	<b>6</b>
<b>OPERATION W/EMULATORS</b>	<b>7</b>
<b>PROGRAMMING THE X-ARCADE™</b>	<b>10</b>
<b>CONNECTING TO A GAME CONSOLE</b>	<b>12</b>
<b>OPERATION W/GAME CONSOLES</b>	<b>13</b>
<b>CONSOLE LEGENDS – ANALOG/DIGITAL INSTRUCTIONS</b>	<b>14</b>
<b>TROUBLESHOOTING</b>	<b>16</b>
<b>LIFETIME WARRANTY</b>	<b>19</b>

## THANK YOU FOR YOUR PURCHASE

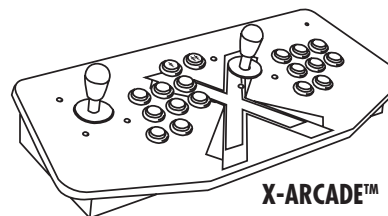
The XGAMING® Inc. team is excited to bring the X-Arcade™ authentic arcade experience into your home. "THE ULTIMATE ARCADE EXPERIENCE".

## IMPORTANT – READ BEFORE INSTALLATION

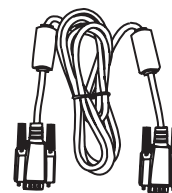
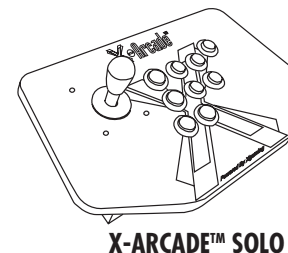
- The X-Arcade™ ships standard with the ability to work with a personal computer. Additional adapters are available to connect the controller to game consoles such as the Playstation 2™, XBOX™, Dreamcast™, and GameCube™. The X-Arcade™ and/or other X-MS™ products are only compatible with XGAMING® branded, X-MS™ adapters. Please visit [www.XGaming.com](http://www.XGaming.com) for authorized resellers and distributors.
- The X-Arcade™ has the option to connect to either a PS/2 keyboard port or USB port, NOT BOTH. Do not connect the PS/2 and USB connectors at the same time.
- When you purchase a new game system like Nintendo™ Revolution or Playstation™ 3, be sure to visit: [www.XGaming.com](http://www.XGaming.com) for new X-Adapter availability.
- **PS/2 Connection:** The X-Arcade™ can plug into a standard PS/2 keyboard port on a computer. If your keyboard does not fit, you can purchase an off the shelf AT-PS/2 adapter.
- **ADVANCED USERS:** For programming your X-Arcade™, please pay close attention to the directions. Most notably, when switching between MEMORY MODES you must press the LOAD button located on the back panel of the X-Arcade™ 2 (TWO) times to activate the MODE.
- **When using your X-Arcade™ with a game console, make sure to note the section on Digital/Analog (Page 11),** which will alleviate many issues you may encounter.
- Using with Emulation (PC Only): In the emulator, choose X-Arcade™ as your controller from the options-controls menu. If you need help with using your X-Arcade™ with certain software or games, be sure to visit the Support and Arcade Center sections of our website – [www.XGaming.com](http://www.XGaming.com)
- Playing with a game console: It's important to remember to turn off your console before plugging in any controller, including the X-Arcade™.
- **DO NOT** clean with any ammonia based products such as Windex.

## X-ARCADE™ OVERVIEW

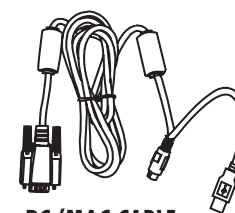
Included in this Kit:



OR



CONSOLE CABLE



PC/MAC CABLE

## X-ARCADE FEATURES

### Arcade Quality Buttons

- Designed and manufactured for use with the X-Arcade™ unit, 1,000,000 cycle tested.
- Left and right side pinball buttons to replicate arcade pinball machine for applicable games.

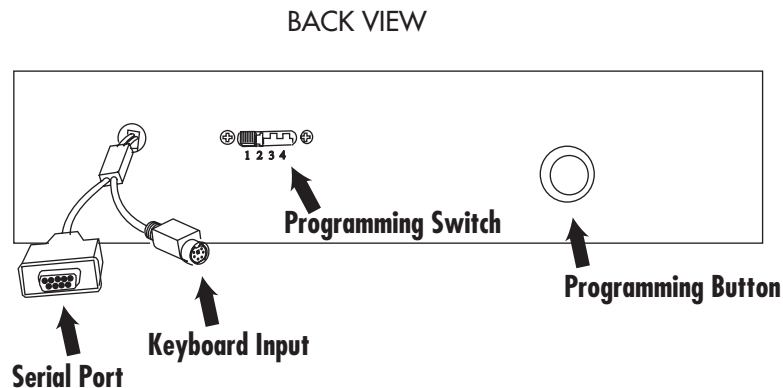
### Authentic Arcade Quality Joysticks

- Arcade controllers designed and molded for the X-Arcade™, working like standard arcade parts from a real arcade.
- 8-way or 4-way capability.

### Proprietary X-Adapter™ and X-Chip™ System

- Our patented X-Chip technology built into the X-Arcade™ provides support for external use with any next-generation gaming console currently available, and allows us to continue to support upcoming systems as well.
- X-Adapters™ provide built in support for two players, so the X-Arcade™ will work with dual player usage on any gaming system.

## CONNECTING TO A PC/MAC



### Serial Port:

This port is used for connection to either a PC/Mac™ or game console as follows:

- The **COMPUTER CABLE** is plugged in for connection to a PS/2 Keyboard port or USB port. The PS/2 keyboard connector is purple in color for connection to the purple keyboard port on a PC.
- The **SERIAL CABLE** plugs into a **Console X-Adapter™** (sold separately) for console use.

### PS/2 Keyboard Input (For PC/Mac™ use only):

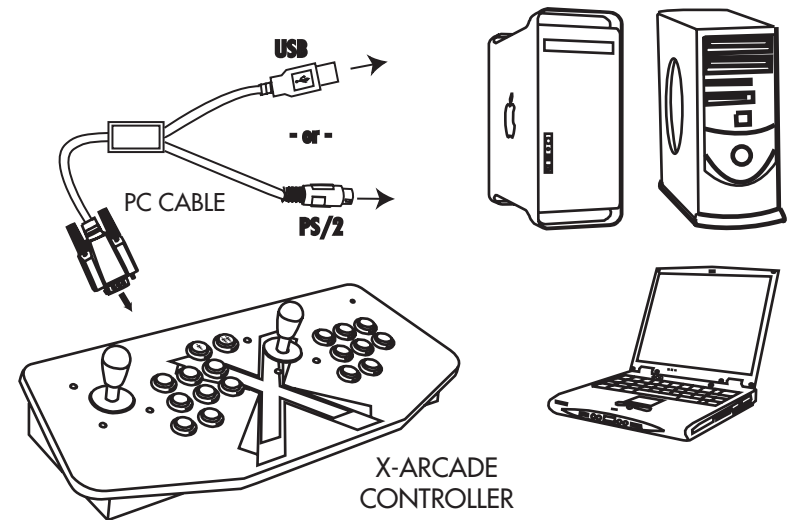
This is where you **PLUG IN** a PS/2 Keyboard for PS/2 connection or programming.

**NOTE:** This is not used when connected to a game console.

### Programming Switch/Button (PC/Mac™ only):

This is the **MEMORY** Manager switch for PC/Mac™ use only, it has no function on game consoles.

**MODE 1** is default and **NOT PROGRAMMABLE**. Modes 2, 3, and 4 are programmable. To load a **MODE**, make sure to **PRESS LOAD BUTTON TWICE!** Modes are counted 1-4 as in picture. More info on programming on page 8.



### Connection:

**NOTE:** Optionally connect to a PC via either the PS/2 keyboard port or a USB port, **YOU DO NOT NEED TO CONNECT BOTH!**

### USB Port Connection

- 1) Plug the X-Arcade™'s included Computer Cable into any USB port on your PC/Mac™ or USB hub.
- 2) You can connect any other PS/2 or USB keyboard into the PC as well.

### PS/2 Port Connection (PC ONLY)

**WHEN USING THE PS/2 KEYBOARD PORT CONNECTION, YOU MUST HAVE A KEYBOARD PLUGGED INTO THE X-ARCADE™ BEFORE TURNING ON THE PC.**

- 1) Turn off your computer! Always turn off your computer before connecting or disconnecting any non-USB hardware.
- 2) Unplug your keyboard from the back of your computer.
- 3) Plug your keyboard (PS/2 connector) into the X-Arcade™.
- 4) Plug the purple X-Arcade™ Computer Cable into your computer's purple PS/2 keyboard port.

## OPERATION WITH A COMPUTER

On a **PC** or **MAC™**, the buttons are assigned to a specific keyboard keys. When you press a button on the X-Arcade™, your computer thinks you are pressing a key on your keyboard. If you open a word editor like notepad, you will notice that the buttons and joysticks type. See the X-Arcade™'s default Mode1 key assignments on page 8.

For most games on your computer, you will need to change the button assignment to the actions or functions you wish them to perform within the game itself. If the game does not have an option to use the keyboard keys you want, you can simply use the hardware programming on the X-Arcade™ to change the button assignments. See page 8 for more information on programming.

### GAME SETUP:

The first time you play a game, you must go to the game's options menu. Most likely it will be **SETUP**, **SETUP CONTROLS**, **OPTIONS**, or **CONTROLS**. and lead you to the menu for assigning actions in games. The majority of computer games require that you first start the game, and then press either **ESC** or go to the main menu, where there will be some sort of icon that represents the **OPTIONS** for the game or the **CONTROLS** for the game.

Once you find the game's **OPTIONS**, and subsequently, the game's **CONTROLS**, you must understand how to change the game's default keys to the keys on the X-Arcade™. Make sure the controls in the game are set to keyboard, **NOT A MOUSE OR JOYSTICK**, as the X-Arcade™ is seen as a keyboard by your PC.

Look at the diagram for the X-Arcade™ on page 8 to see which buttons are assigned to which keys. Example, **LEFT CONTROL** key of keyboard is actually the **PLAYER 1** main action button, so if you want to have that first top left button assigned to a function like **FIRE** or **ACTION**, just highlight the action you wish to perform, **FIRE** (or similar), then in some fashion it will then ask you to pick the key or button you wish to assign it to, then press the button on the X-Arcade™. You must do this for **PLAYER 1** and **PLAYER 2** (if you are playing a 2 Player game) and set up all of the actions you wish to use. This only has to be done once, and it will be saved in the game itself

## OPERATION WITH EMULATORS

The X-Arcade™ has been optimized for use with arcade-style video games and has a preset configuration for the highly popular MAME™ arcade emulator on PC/Mac™. MAME™ is a software application that allows you to play arcade games on your computer. With MAME™, classic video games from the 70's and 80's are still alive and kicking today. These games are not remakes, but the original, authentic classic arcade games you played in the 70's, 80's and 90's. Check out the "Arcade Gaming" section of [www.X-Arcade.com](http://www.X-Arcade.com) for more info on MAME™.

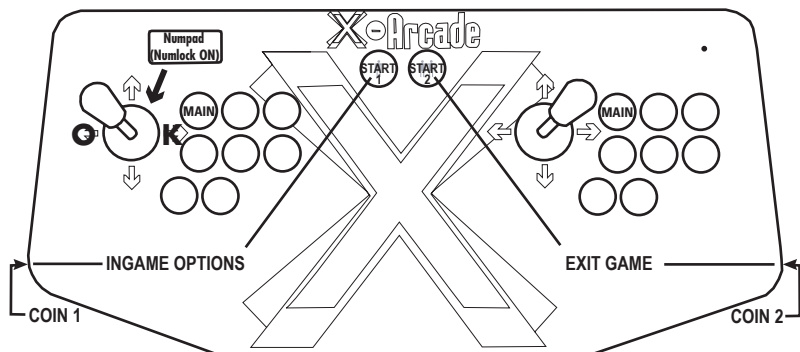
**Warning! MAME™ is an emulator. It reproduces, more or less faithfully, the behavior of various arcade machines. But hardware is useless without software, so images (files) of the ROMs which run on that hardware are required. Such ROMs, like all commercial software, are copyrighted.**

**NOTE:** The first thing you want to do is test the X-Arcade™ on your PC using the X-Arcade™ Test Utility Program to check that it is being recognized by your PC properly. The layout that MAME™ is looking for is the exact same one that is used in the X-Arcade™ Test Utility Program (see layout on next page). This means if your controller works in the X-Arcade™ Test Utility Program, then it will work in MAME™ and other emulators. If it does not, then check your settings in the emulator, not the X-Arcade™. Download the X-Arcade™ Test Utility Program from the "Customer Service" page of [www.X-Arcade.com](http://www.X-Arcade.com)

### MAME™ SETUP

- 1) In MAME™ choose the "Options" menu (at the top), and click "Default Game Option"s from the drop-down menu.
  - 2) Select the "Game Controllers" tab.
  - 3) Set your "Default input layout" to X-Arcade™ from the drop-down list. If this option is missing, download the X-Arcade™ config file from the "Customer Service" page of [www.X-Arcade.com](http://www.X-Arcade.com)
  - 4) Click the box next to "Enable Mouse Support" to add a check mark (if it is not already checked).
- All of your MAME™ games will work with that configuration.

**NOTE:** If joystick 1 is the only thing not working, be sure that your NUM LOCK (NLOCK) key is ON.



## MAME™ SHORTCUTS

### FREE GAMES:

Check out the "Arcade Center" section of our website [www.X-Arcade.com](http://www.X-Arcade.com) to play free games, get more in depth information on emulators including MAME™, and links to TONS of other free games! Also sign up for our free newsletter to be kept up to date on new free games and emulation information.

### MAME™ USAGE

- **CHOOSE GAME:** You can use the left joystick or your trackball/mouse to scroll through the list of games.
- **BOOT GAME:** Boot up a game by double-clicking on it.
- **INSERT COINS:** After you boot up a game, use the COIN 1 (left pinball flipper) button on the X-Arcade™ to insert coins for player 1, COIN 2 (the right pinball flipper) for player 2.
- **DISCLAIMER:** You can skip the screens which ask you to type "OK" by moving the player 1 joystick LEFT then RIGHT (left for "O" and right for "K").
- **START GAME:** Press the white START 1 button to start a 1-player game, press START 2 for a 2-player game.
- **OPTIONS:** While a game is running, you can change the controls by simultaneously pressing START 1 + COIN 1 ( or the "Tab" key on your keyboard) to access the controls menu.
- **TRACKBALL/MOUSE SENSITIVITY:** From the options menu, you can adjust the sensitivity of the trackball/mouse movement by going to "Analog Controls" and change the "Track X Sensitivity" and "Track Y Sensitivity" percentage to adjust the ball speed to what feels best for you in each game. **NOTE:** If you roll the ball fast and get backlash, you have the sensitivity set too high.
- **EXIT GAME:** You can exit a game by simultaneously pressing START 2 + COIN 2.

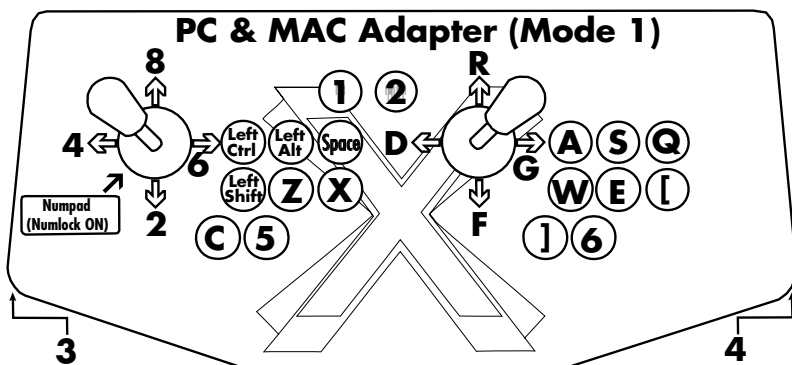
More MAME™ tips and info can be found at the "Customer Service" section of [www.X-Arcade.com](http://www.X-Arcade.com)

## PROGRAMMING THE X-ARCADE

The X-Arcade™ has 4 memory banks. Mode 1 is factory programmed and non-changeable, for use with MAME™ and other emulators. Modes 2-4 are fully programmable as many times as you want.

### IMPORTANT PROGRAMMING NOTES:

- When the light is on, you are in play mode. When the light is off you are in program mode.
- Remember that MODE 1 (switch closest to the serial cable) cannot be programmed.
- A keyboard must be plugged into the X-Arcade™ to program it, even if you use the USB connection.
- To change modes, you must slide the switch on the back to desired Mode position, and then press the SAVE/LOAD button TWICE to load that mode. (The light on the X-Arcade™ should go out on the first push, and back on with the second)
- Programming is for the PC/MAC only, and does not function on game consoles.



**NOTE:** When switching between modes, you activate the **MODE** by sliding the toggle switch to the **MODE**, then pressing the **LOAD** button on the back of X-Arcade twice. Remember, anytime you wish to change **MODE**, after you slide the switch, **PRESS LOAD BUTTON TWICE!**

### Programming Instructions:

Start by choosing Mode 2, 3 or 4 by sliding the switch away from the serial cable.

1. Press the black button (**LOAD BUTTON**) on the back of X-Arcade™ (the red light turns off).
2. Press and hold any button or direction on a joystick (UP, DOWN, LEFT or RIGHT) on the X-Arcade™ that you wish to change (keep holding during Step 3!).
3. While still holding button/direction in Step 2, press and hold a key on the keyboard until the light on the X-Arcade™ starts to blink. Once the light starts blinking, the button on the X-Arcade™ has been programmed to the keyboard button selected in step 2. Release the held button/direction and keyboard key.
4. Repeat steps 2 & 3 to program additional buttons/directions. (Do not press load again)
5. Press the **LOAD BUTTON** to close out and save your entire programmed mode!

**NOTE:** If you want to switch **MODES** after programming, you slide to that **MODE**, then **PRESS LOAD BUTTON 2 (TWO) TIMES** Don't forget this step.

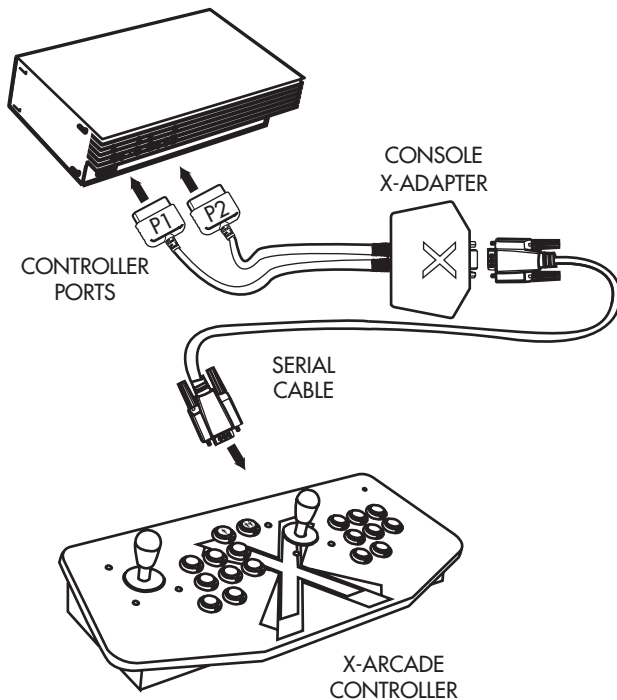
Remember to **HOLD THE BUTTON ON** the X-Arcade and **KEYBOARD** together until **LED FLASHES**

You can use a word editor like notepad to verify the programming, your buttons and joysticks should now type the letters you have programmed them to.

All of the programmed buttons will be saved permanently in the X-Arcade™'s on-board memory. If you turn off the computer, or unplug the X-Arcade™, the programmed buttons will not be lost. The X-Arcade™ can be reprogrammed as many times as you like. This hardware based function was designed to allow easy use with any Operating System. You can also just assign keys in each individual game.

Page 16 has 3 blank layouts for you to write your favorite programmed modes 2-4 into. More are available for print on the "Customer Service" page of our website [www.X-Arcade.com](http://www.X-Arcade.com).

## CONNECTING TO A GAME CONSOLE



**MAKE SURE YOUR GAME CONSOLE IS POWERED OFF BEFORE ATTEMPTING TO CONNECT ANYTHING TO IT.**

- 1) Plug the black console/serial cable into the serial port on the X-Arcade™.
- 2) Plug the other end of the black console/serial cable into serial port on the game console X-Adapter.
- 3) Insert the game console X-Adapter cords labeled "P1" and "P2" into your game system's respective "player" controller ports. (Only the "P1" side is used for the Solo™ controller.)
- 4) Power on the game console, a red LED should light on the X-Arcade™.
- 5) **PLAY!**

## OPERATION WITH GAME CONSOLES

**XBOX ADAPTER NOTE: BOTH PLAYER 1 AND PLAYER 2 CONNECTORS MUST BE CONNECTED TO THE XBOX BEFORE THE XBOX IS TURNED ON, EVEN FOR A SOLO CONTROLLER. THEY CAN BE CONNECTED TO ANY PORT, BUT THEY BOTH MUST BE CONNECTED.**

Convert your Playstation®, Playstation® 2, XBOX™, GameCube™, Dreamcast™ and more into an arcade experience! Simply purchase the X-Adapter™ for the specified system and you will feel like you are playing at the arcades.

On gaming consoles, the unit operates just like a standard gamepad, with buttons assigned to the arcade buttons. See the appendix for the appropriate button legend for your game system starting on the next page.

You can play with four players using two X-Arcades™ and two X-Adapters™.

### Digital vs. Analog Control Overview:

Handheld controllers for newer game consoles feature both digital and analog controlling devices. On the Playstation® Dual Shock™ controller, for example, There is a D-pad and two analog thumbsticks. Most games use the D-pad and/or left thumbstick to operate a game. The X-Arcade™ supports only one digital joystick per player, therefore adjustments need to be made to select whether this joystick functions as the D-pad or the left analog thumbstick. Some games may require the use of 2 control devices simultaneously, we recommend using the standard handheld controller for such games.

Switching between digital and analog control is easy, and is slightly different for each console. *See the key legends starting on the next page for directions on switching between analog and digital on each console, but in general:*

**Most Adapters (XBOX™, GameCube™, Playstation®) switch like this:**

**Side Button + Button 1 (Top-left) = Digital (D-PAD)**

**Side Button + Button 2 (Top-middle) = Analog 1 (primary thumbstick)**

**Side Button + Button 3 (Top-right) = Analog 2 (secondary thumbstick)**

**NOTE:** It is not currently possible to play games that require dual joysticks on game consoles using



## TROUBLESHOOTING

Visit the Customer Service section at [www.x-arcade.com](http://www.x-arcade.com) for frequently updated support answers to frequently asked questions, as well as Live Help chat.

Toll Free Technical Support is also available 1-866-942-6464 (M-F 9-5 Eastern Time).

### PS/2 Keyboard Port Connection Help:

- Make sure you have a functioning, working keyboard plugged into the X-Arcade™ for PC use in a PS/2 port. If you still can't get the X-Arcade™ to function, and it functions on other computers or a game console, try a different PS/2 Keyboard.
- Any time you connect or disconnect the X-Arcade™, **TURN OFF THE SYSTEM!**
- Make sure your X-Arcade's™ PS/2 connector is plugged into the **KEYBOARD'S PS/2 PORT** (not mouse). The keyboard port is usually purple in color.
- If the keyboard lights up, and you can press **THE CAPS LOCK/NUM LOCK** and see the light flash, and the X-Arcade's™ LED light is on, you should have a secure, tight connection. If not, check and make sure everything is plugged in/powering on correctly.
- If you can't get the X-Arcade™ to function using the PS/2 port, try a different PS/2 Keyboard, if that does not work, you should use the USB connection. Some computer's motherboards do not supply enough power to the PS/2 keyboard port to power the X-Arcade™.

### MY CONTROLLER IS NOT WORKING, WHAT CAN I DO?

The first thing you want to do is test the X-Arcade™ on your PC using the X-Arcade™ Test Utility Program to check that it is being recognized by your PC properly. If your controller works in the X-Arcade™ Test Utility Program, then it will work in games, MAME™, and other emulators. Download the X-Arcade™ Test Utility Program from the "Customer Service" page of [www.X-Arcade.com](http://www.X-Arcade.com)

### THE LIGHT ON THE CONTROLLER IS NOT ON

Make sure all your connections are tight and secure. Press the button on the back.

### WHY CAN'T I PROGRAM MY X-ARCADE™?

You **MUST** have a PS/2 keyboard plugged into the back of the X-Arcade™ to program it.

### A "STICKYKEYS" WINDOW RANDOMLY POPS UP WITH A CHIRP WHEN I PLAY ON MY PC, HOW CAN I STOP THIS?

Windows® may bring up a STICKY KEYS™ prompt by pressing the Shift button 5 times in a

sequence. If this happens, you can disable it by clicking the "Settings" button, then on the next window that appears click the first "Settings" button again under StickyKeys, and finally uncheck the checkmark next to "Use Shortcut". Note this is a Windows® issue and not an issue with the X-Arcade™.

### HOW DO I USE MY X-ARCADE™ WITH MAME™ FOR PC?

The first thing you want to do is test the X-Arcade™ on your PC using the X-Arcade™ Test Utility Program to check that it is being recognized by your computer properly. The layout that MAME™ is looking for is the same one that is used in the X-Arcade™ Test Utility Program. This means that **if your controller works in the X-Arcade™ Test Utility Program, then it will work in MAME™. If it does not, then check your settings in MAME™, not the X-Arcade™.** Download X-Arcade™ Test Utility Program from [www.X-Arcade.com](http://www.X-Arcade.com) Also see the MAME™ section on page 9 of this manual.

### HOW CAN I USE MORE THAN 1 X-ARCADE™ ON MY PC?

You can plug one X-Arcade™ into the PS/2 keyboard port, or all into USB ports using the USB connection.

**NOTE:** You will need to reprogram the 2nd X-Arcade™ to unused keyboard keys. You cannot plug one X-Arcade™ into the other.

### MY BUTTONS SEEM TO BE PRESSING THE WRONG KEYS!

You may be in a programmed mode, move the mode selector switch to Mode 1 as described on page 4.

### I CAN'T MOVE AROUND IN THE CONSOLE GAME MENU!

The game you are playing may require that you use the digital control to navigate the menu. You might be in analog mode. Change the mode of your joystick as instructed on page 11 of this manual.

### WHY WON'T MY X-ARCADE™ WORK ON MY XBOX?

You must have both player 1 and player 2 connectors plugged in before the console is turned on, even for a Solo. They can be connected to any port, but they must both be connected.

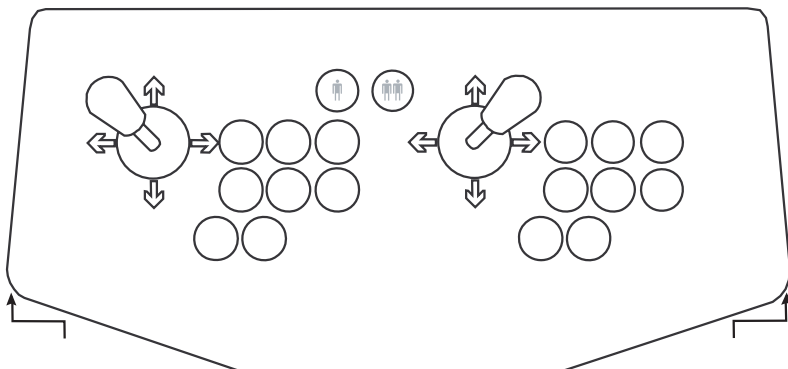
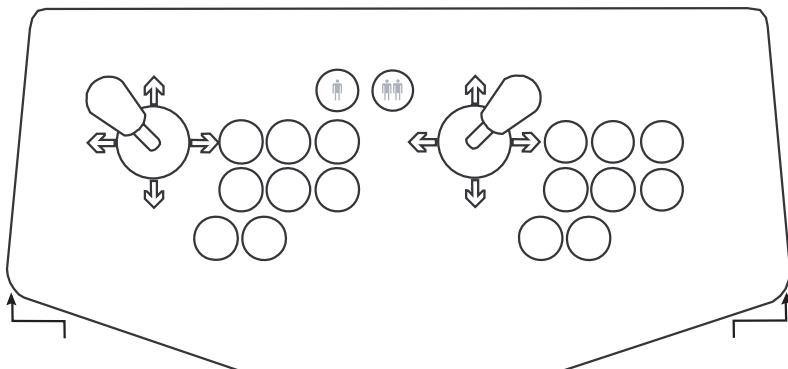
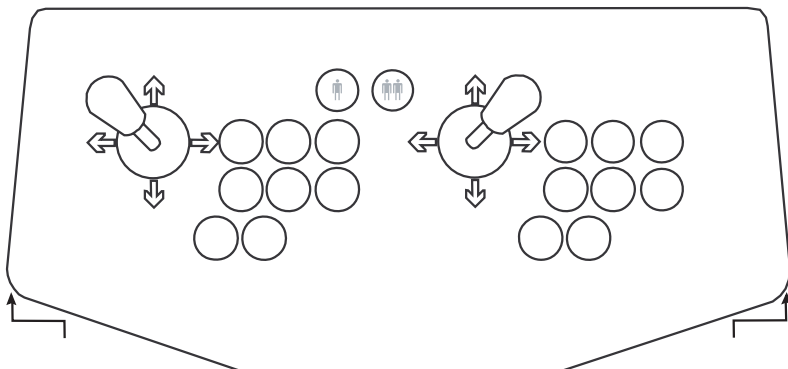
### THE X-ARCADE™ CONTROLLER IS TOO HEAVY!

Use your handheld controller and hit the gym. Excalibur is a heavy sword. Good luck!

### I STILL NEED HELP!

Visit the Customer Service Tech Support section of our website at [www.X-Arcade.com](http://www.X-Arcade.com)

## MY PROGRAMMED LAYOUTS



## LIFETIME WARRANTY

The X-Arcade™ is supported by XGAMING®'s industry leading service and support. Orders for X-Arcade™ carry a Lifetime Warranty, serviced exclusively from XGAMING®. Any defects or problems which occur during the life of purchaser's ownership of X-Arcade™ are covered under warranty.

If your X-Arcade™ is ever found defective or stops working, XGAMING® will send replacement parts to your location to repair the problem as the X-Arcade™ is designed to be serviced like a real arcade; easy for anyone to replace buttons, switches or joysticks.

In the rare occasion the unit cannot be repaired with replacement parts during the first 12 months of purchase, we will ship a replacement X-Arcade™ to your location and include a return shipping label with the X-Arcade™ for you to send back the defective unit at our cost.

12 months after purchase, if it is necessary for the X-Arcade™ to be sent in for replacement/repair, customer will be responsible for shipping the unit back to XGAMING® for exchange.

Customers **outside** of USA will be responsible for all shipping charges to/from.

If you did not purchase from us directly, please register your warranty online at [www.xgaming.com](http://www.xgaming.com) "Customer Service" page to activate your lifetime warranty. Direct purchases are registered automatically.

All claims must be made directly to XGAMING® with a proof of purchase from your retailer or distributor. Any items without a bill of sale will not be serviced and any returns or exchanges must be accompanied by first obtaining an RMA from XGAMING®. If it is determined that the X-Arcade™ has stopped working due to misuse or accidental damage, XGAMING® will not honor this repair procedure.

NOTE: XGAMING® may deem that any and all warranty work can be done on site with customer replace-able parts replaced by customer.

**XGAMING® warrants the X-Arcade™ Controller against defect in workmanship and materials as herein:**

**Labor:** Lifetime; if XGAMING® determines that the equipment is defective subject to the limitations of this warranty, it will be replaced with a refurbished unit at no charge for labor.

**Parts:** Lifetime: XGAMING® will supply, at no charge, new parts to replace defective parts, against defect subject to limitations of the warranty.

**Modifications:** Customer may modify their X-Arcade™ (e.g. different colored buttons, joysticks, etc.), but this warranty does not cover any damage done due to the installation, nor do we warrant the parts put in.

These terms are for sales made directly by XGAMING® and differ from terms you may have to adhere to from the company you purchase the product from. Warranty is non-transferable and not valid for purchases from non-authorized resellers. Please contact Xgaming before purchasing from a reseller not listed domestically or internationally.

XGAMING®, Inc., a California corporation, will not be held liable for any incidental or consequential damages for breach of any expressed or implied warranty of the X-Arcade™ controller, nor an incidental or consequential damages from the inability to use, or ability to use the controller. Under no circumstance shall XGAMING® Inc., liability exceed the purchase price of the product as sold by XGAMING® Inc. XGAMING® Inc. reserves the right to refuse to honor this warranty if any of above exceptions caused the product to no longer function correctly.