



megaRcade

2002 PRODUCTION OWNER'S MANUAL



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CONTACT INFORMATION

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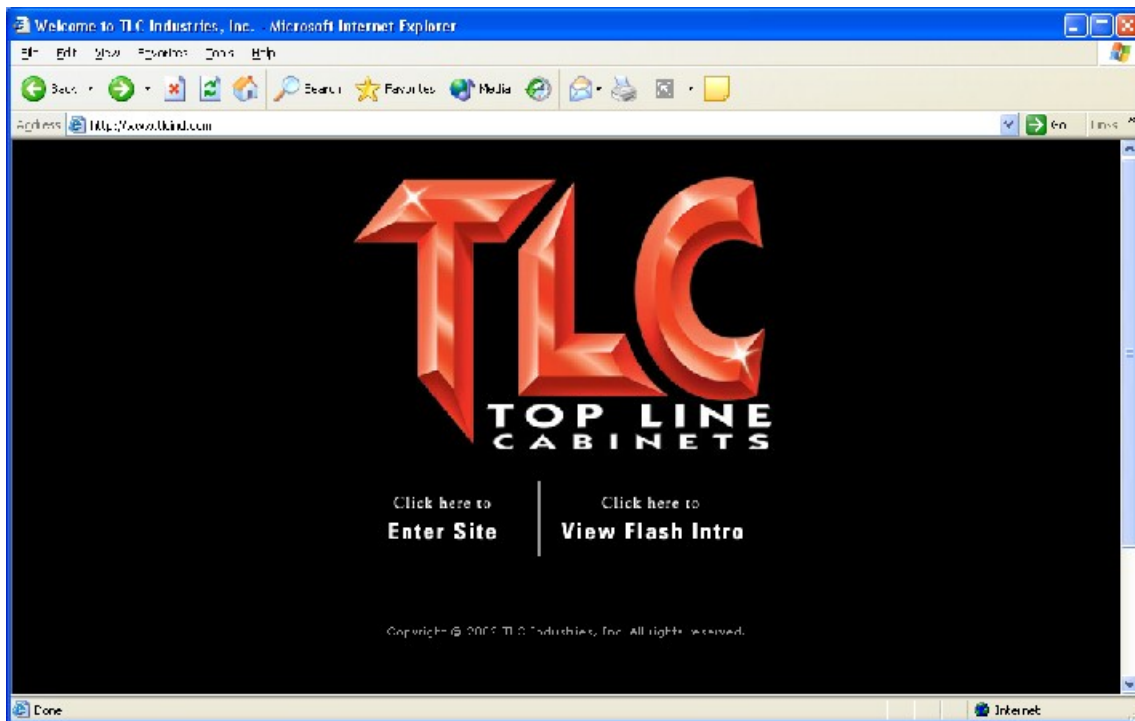
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VISIT US ON THE WEB AT

www.tlcind.com



WARRANTY

Your new TLC Product is covered for a period of 90 days from the date of shipment. This certifies that the Processor, Monitor, Power Supply, User Controls and Cabinet are to be free of defects in workmanship or materials under normal operating conditions. No other product in this machine is hereby covered.

Seller's sole liability in the event a warranted part described above fails shall be, at its option, to replace or repair the defective part during the warranty period. For Warranty claims contact TLC Industries to obtain a Return Authorization Number. Under no circumstances will products returned to TLC Industries be accepted without an appropriate Return Authorization Number.

Should the Seller determine, by inspection, that the product defect was caused by Accident, Misuse, Neglect, Alteration, Improper Repair, Installation or Testing, the warranty offered will be null and void.

Under no circumstances is the Seller responsible for any loss of profits, loss of use or other damages.

This shall be the exclusive written Warranty of the original purchaser expressed in lieu of all other warranties expressed or implied. Under no circumstance shall it extend beyond the period of time listed above.

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Important Information

Please carefully read this manual before using the megaRcade®

Warnings

- To prevent electrical shock only plug the **megaRcade®** into a properly grounded 110v outlet. Exercise all caution necessary when dealing with an electronic device.
- Do not have power cord in a location where it could be pinched or walked on. Make sure it is routed away from any area that could cause damage to it.
- Do not spill liquid or food on the **megaRcade®**.
- Do not stick objects in any of the openings of the **megaRcade®**. Doing so may result in an electrical short, which could cause fire or an electric shock.
- The **megaRcade®** is intended only for indoor use. Do not operate the **megaRcade®** outdoors or in any location that could be susceptible to moisture.
- Do not block any of the ventilation openings.

Service and Replacement Parts

Servicing and replacement parts are obtained by contacting TLC Industries.

Please phone, fax or email your request or questions:

Phone: (847) 891-0230

Fax: (847) 891-2515

service@tlcind.com

megaRcade® Quick Start

First Use

- The **megaRcade®** comes fully assembled from the factory. After unpacking and inspecting the **megaRcade®**, you will need to plug in the power cord, turn on the **Main Power Switch** and press the **Processor Start Button**.
 - Make sure to plug the power cord of the **megaRcade®** into a 110v wall outlet.. The power cord plugs into the bottom middle on the backside of the cabinet.
 - Flip the **Main Power Switch** located on the lower center of the backside of the cabinet. The switch is in the “on” position when the side with the straight line “|” is depressed..
 - Press the **Processor Start Button** located on the upper back of the cabinet. Once the **Processor Start Button** has been pressed you will see the monitor displaying the startup routine. This will be followed with a splash screen and the Game Selection Screen for the games.

Starting the megaRcade®

Powering On

- The main power switch is located on the lower center of the backside of the cabinet. Flipping this switch will supply power to all of the **megaRcade®** systems but will not start the system. After the main switch is turned on press the button located on the upper left on the backside of the cabinet to turn on the system. Once the main power switch is on you can then use just the **Processor Start Button** on the upper back of the cabinet to start and stop the system.
 - Turning the main power switch will supply power to the **megaRcade®**.
 - Pressing the **Processor Start Button** will turn on the **megaRcade®**'s processor. After pressing the **Processor Start Button** you will see the system startup followed with the FAS splash screen.
 - To turn off the processor **press and hold the Processor Start Button for 4 seconds**. The screen will go blank but the marquee and coin door lights will still be on. To turn off all power to the **megaRcade®** flip the main power switch located in the middle of the base on the backside of the cabinet.
 - The **Processor Start Button** can also act as a system reset switch by holding it pushed in for 4 seconds until the screen goes blank then pressing it again to restart.



Note that turning on the main power switch provides power to the megaRcade® but does not start the processor. The marquee and coin drops will light but you will see nothing on the screen until you start the processor. To start the processor you must press the Processor Start Button.

- If **megaRcade®** does not start check that the power strip inside cabinet is switched on. If the **megaRcade®** is on but you are hearing no sound make sure the power switch on the subwoofer located on the inside floor of the cabinet is switched on.

Splash Screen



When the megaRcade® starts you will see the FAS splash screen. The Game Selection Screen will immediately follow the FAS splash screen.

Game Selection Screen



- The **Game Selection Screen** is the main screen where game selection is made. Moving the trackball over a game title will highlight the title and display a demo of the game in the upper right corner of the screen. To begin a game insert a coin(s) and press the start button on the top middle of the control panel.
- **Help screens** will briefly display when a game is selected. Pressing any button will advance through the help screen and start the game. If no button is pressed the help screen will automatically exit after 20 seconds and the game will start.

Controls



- The control panel contains a number of controls to accommodate any type of game play
 - 1 Joystick.
 - 1 large trackball
 - 8 pushbuttons located on the right side of the trackball.
 - Note that the top and bottom yellow buttons correspond to a left and right mouse click button when needed.*
 - 1 white start button.

Monitor

- The monitor comes on automatically when the system is started. Adjustments to the monitor can be made with the monitor control, which is attached to the right backside of the monitor.

Sound

- Sound for the megaRcade® is produced from a subwoofer located on the floor of the cabinet and left and right channel stereo speakers located near the top of the cabinet.
 - The power switch for the speakers is located on the subwoofer at the bottom of the cabinet. The top speakers are connected to the subwoofer as well as a cable that runs from the sound output of the processor (the green 1/8" jack on the back of the processor) to the subwoofer. If there are ever problems with sound output make sure to check these connections.
 - A volume control for the speakers can be found by opening the coin mechanism door and looking on the right side. The control is a small box with a dial located near the service switch.
 - Volume adjustments can also be made from the FAS Operator Management program. Go to the settings tab and you will see volume sliders for game volume and attract volume (for more information on this see the following section which describes the FAS Operator Management program).

Note: All of these volume settings must be set correctly to hear music and sound from the megaRcade®. Please ensure all are set to appropriate levels if you are experiencing levels that are too loud or soft.

FAS Operator Management Program

Setting System Options and Testing Controls

Displaying system settings, setting system options and testing controls takes place through the FAS Operator Management screens. The FAS Operator Management program consists of a series of 6 tabs that perform the following functions:

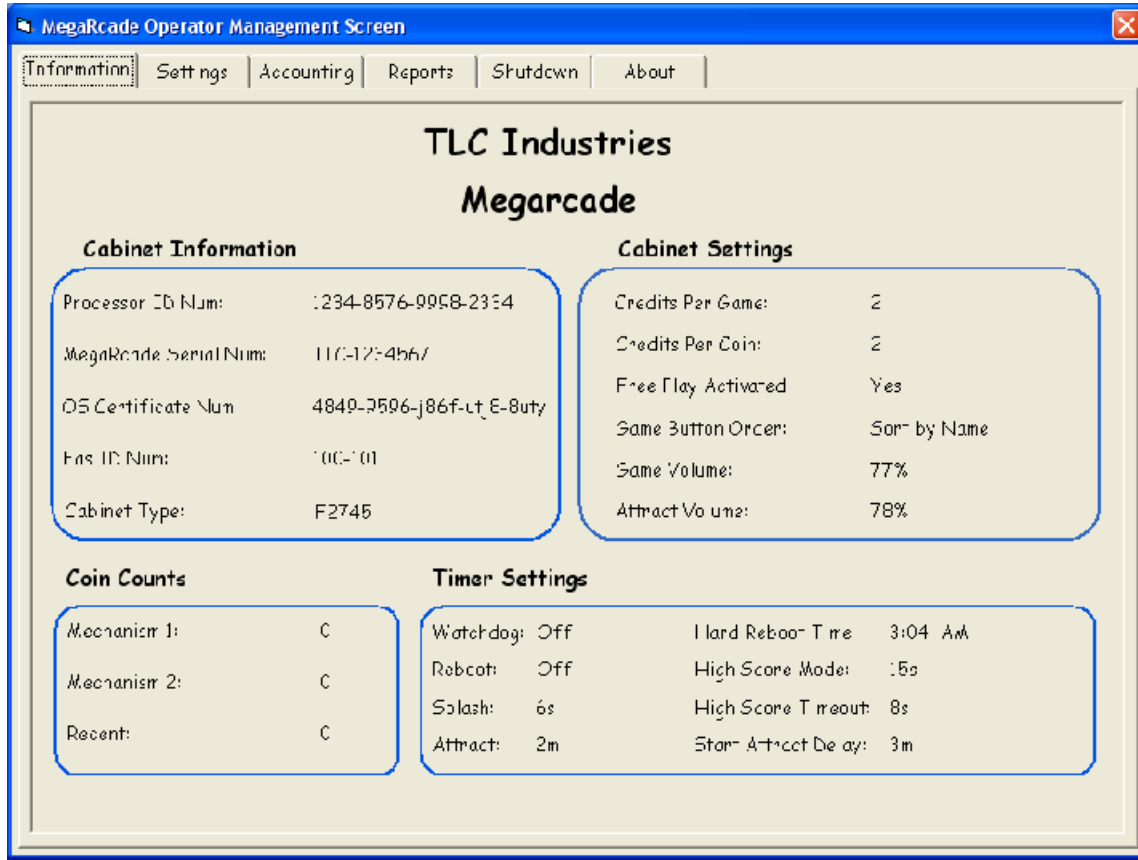
Use the trackball and the upper right button (top yellow button) on the control panel to navigate through the tabs and select options.

- **Information Tab**
 - Displays all of the factory information in addition to all of the current user settings.
- **Settings Tab**
 - Set location name, machine name, timers, current time, game and attract volume, and control tests.
- **Accounting Tab**
 - Activate free play, set credits per game, coins per credit, and clear recent coin counter. (The settings for redemption mode are currently not used).
- **Reports Tab**
 - Game usage reports, error log and memory log.
- **Shutdown Tab**
 - Exit the FAS Operator Management program, shutdown megaRcade® and restart megaRcade® .
- **About Tab**
 - File and version information.



Pressing the maintenance button located inside the coin door accesses the FAS Operator Management program. Make sure the megaRcade® is not in attract mode (showing full screen game previews) when pressing the maintenance button by first pressing any button or moving the trackball on the control panel. The megaRcade® must be at the Game Selection Screen to access the FAS Operator Management program.

Information Tab



Information screen title

- The top of the Information display shows the company and machine name that have been entered by the user in the Settings tab.

Cabinet Information

- This information has all been set at the factory. It may be necessary to have this information on hand when contacting TLC Industries about a specific megaRcade® cabinet.

Cabinet Settings

- Credits Per Game**
 - Number of credits necessary to begin a game.
- Credits Per Coin**
 - Number of credits given for each coin drop.
- Free Play Activated**
 - Shows if the megaRcade® is operating in Free Play Mode.
- Game Button Order**
 - Allows you to change the order of the game play buttons on the game selection screen.

Coin Counts

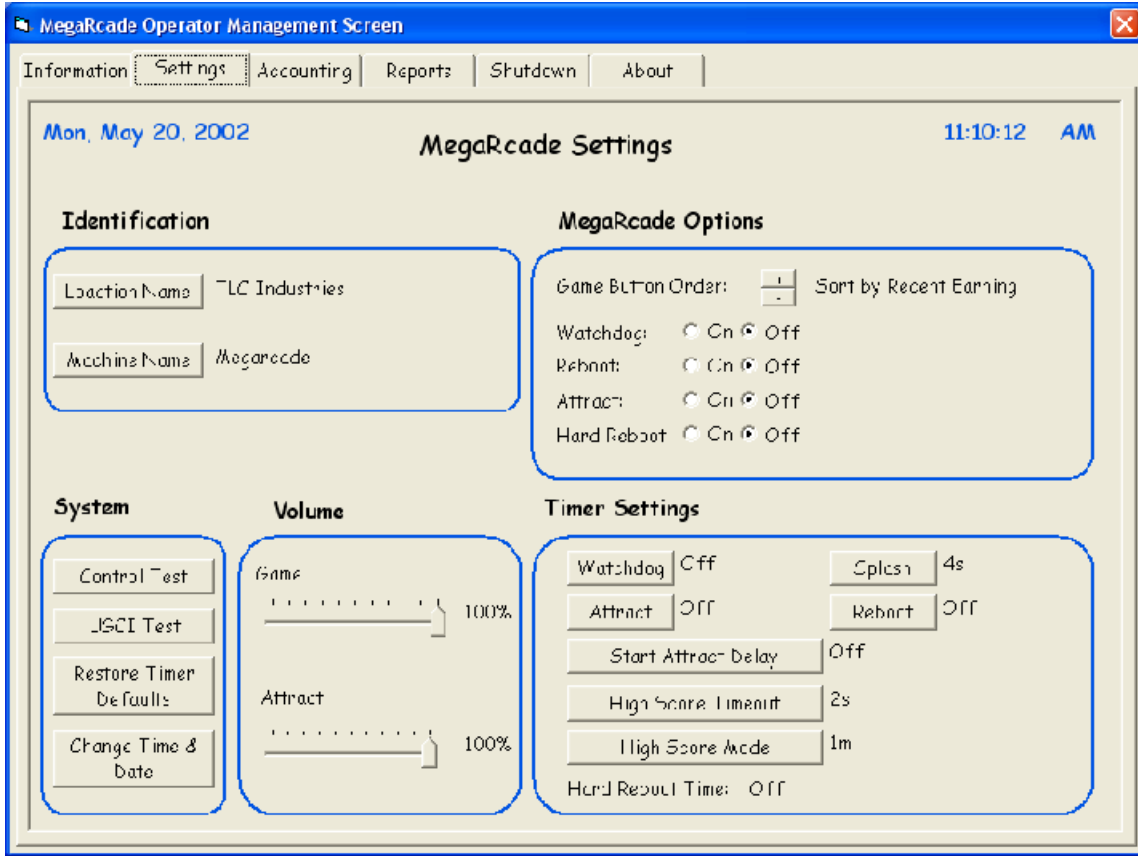
- Shows the coin counts for each coin mechanism in addition to the recent coin count (credits that have not been used).

Timer Settings

- Shows the current status of all the available timers. Some timers have the ability to be switched off completely while others will only let you adjust their timer value. If a timer is switched off the word **OFF** will appear next to the timer. If a timer is activated it's current setting in hours(h), minutes(m) and seconds(s) will be displayed.

More information on the function of each of the timers is available in the next section which discusses the Settings Tab.

Settings Tab



Identification

- Selecting Location Name or Machine Name will pop up a keyboard that will let you enter your location and machine names. Use the trackball and the upper right yellow button to type.



megaRcade® Options

GAME BUTTON ORDER (CURRENTLY DISABLED)

- Let's you specify the order to display the game titles on the game selection screen. The choices are:
 - By game name
 - By manufacturer name
 - By recent earning
 - By lifetime earning

WATCHDOG, REBOOT, ATTRACT AND HARD REBOOT ON / OFF BUTTONS

- Let's you enable or disable the timer settings for Watchdog, Attract Reboot and Hard Reboot (specifics of each of these timers are detailed later).

System

CONTROL TEST

- This will display 2 sets of controls that correspond to the left joystick and buttons and the right joystick and buttons. Currently the megaRcade® is only available with one joystick so select the first control set to make changes (the second set will have no effect). Highlight the control you want to test and select properties. You will then be given a screen where you can confirm all joystick and button movements. When finished click OK.

UGCI TEST

- This is another control test that will let you test the joystick and buttons in addition to the coin drops. Note that the 4th and 8th (upper right and bottom right) yellow buttons will not display as these are mapped to mouse left click and mouse right click. Click OK when finished.

RESTORE TIMER DEFAULTS

- This will return all timers to their factory default values. However, it will maintain the on or off status for the timers that are currently set.

CHANGE TIME & DATE

- Lets you change the megaRcade® 's current date and time. After making a change it will be reflected in the date and time which are located at the top left and right of the settings screen.

Volume

GAME

- Sets the volume of the machine while in the Game Select screen and also during actual game play.

ATTRACT

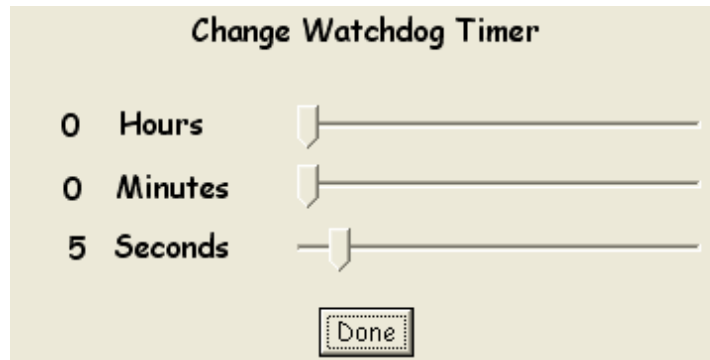
- Sets the volume level of the machine when it switches into Attract Mode.



Remember that these volume settings adjust volume from the processor to the speakers only. There is also the manual volume control to the speakers located inside the coin mechanism door and a volume control located on the subwoofer on the inside floor of the cabinet. If the megaRcade® volume is not loud enough make sure to check all 3 of these volume settings. If volume is too loud or speakers are distorting make sure to manually adjust the volume inside the coin mechanism door and on the subwoofer to avoid speaker damage.

Timer Settings

Timer Settings allows you to set the time duration for all of the events on the megaRcade® . Clicking on a timer button will bring up a slider box that will let you adjust the time. Adjust the slider for hours, minutes and seconds to the desired time. Even if a timer is set to off you are still able to adjust the time for when it is activated again. Click Done when finished.



WATCHDOG TIMER

- The system continually refreshes the watchdog timer. This setting is the period of time that must elapse without the watchdog timer being refreshed to cause a system reboot. This will ensure that if the system locks up or stops responding it will automatically get restarted and resume functioning.

SPLASH TIMER

- Sets the time the splash screen will display.

ATTRACT TIMER

- Sets time that attract screens are visible.

REBOOT TIMER

- Will automatically reboot the system after a specified period of time has elapsed.

START ATTRACT DELAY TIMER

- Sets the time the Game Selection screen will stay active without any input. After the Start Attract Delay time has passed with no input on the Game Selection screen the megaRcade® will go into Attract mode. Any input at the control panel will bring the megaRcade® back into game select mode.

HIGH SCORE TIMEOUT TIMER

- Sets how long the High Score screen will be displayed after a game over where a high score was not attained.

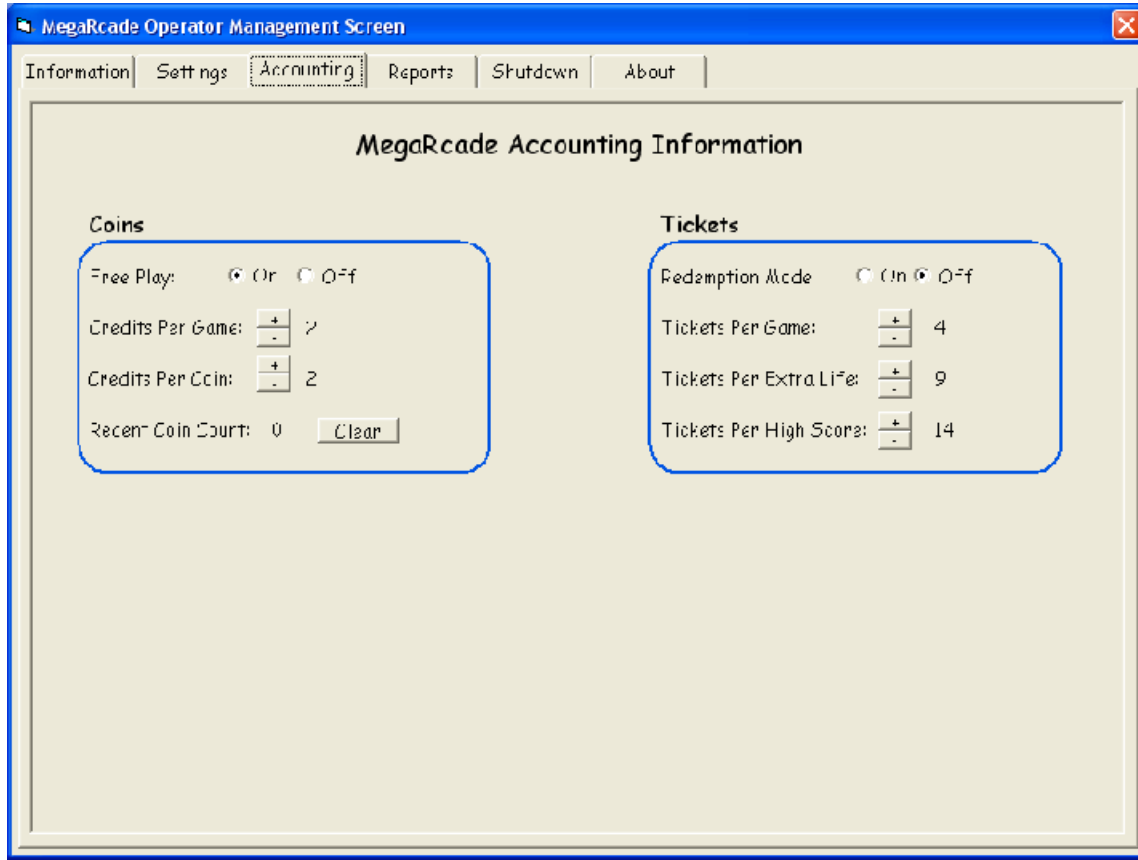
HIGH SCORE MODE TIMER

- Sets how long a player who has attained a high score will have to enter their high score before going back to the Game Selection screen.

HARD REBOOT TIME

- Hard Reboot Time is a specified time when the megaRcade® will reboot everyday. If the megaRcade® is always left on it is a good idea to turn on Hard Reboot Time. The Hard Reboot Time must be turned on to adjust the absolute time the machine will reboot at. Once turned on use the drop downs to set the hour, minutes and Am or Pm.

Accounting Tab



Coins

FREE PLAY

- Sets Free Play mode on or off. When set to Free Play mode no coins will be required to play games.

CREDITS PER GAME

- Number of credits necessary to begin a game.

CREDITS PER COIN

- Number of credits given for each coin drop.

RECENT COIN COUNT

- Displays the number of coins currently inserted that have not been used. Pressing the Clear button deletes the unused coins and sets Recent Coin Count back to 0.

Tickets (currently not implemented)

REDEMPTION MODE

- Enables a ticket dispenser if attached to the megaRcade®

TICKETS PER GAME

- Sets the number of tickets to reward for playing a game

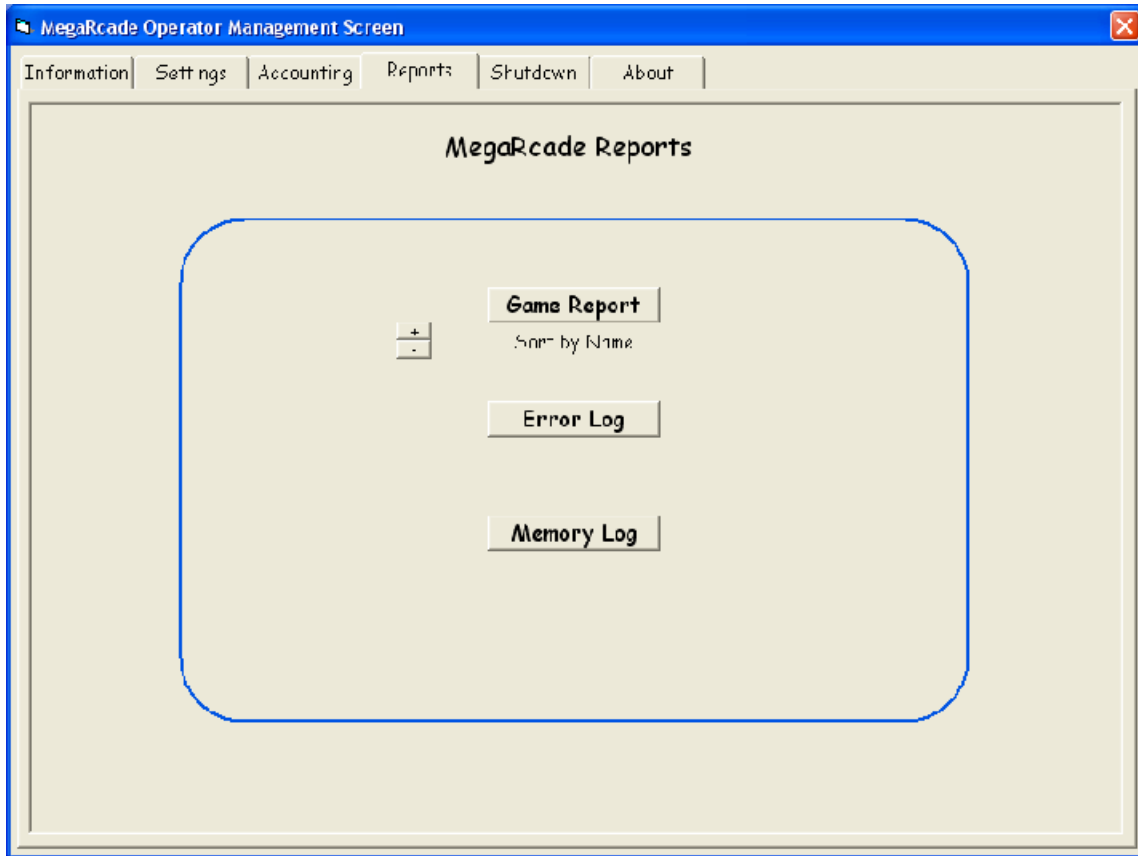
TICKETS PER LIFE

- Sets the number of tickets to reward for attaining an extra life during game play.

TICKETS PER HIGH SCORE

- Sets the number of tickets to reward for attaining a high score during game play.

Reports Tab



This is the screen where you can display the different megaRcade® reports. Clicking on each report button will display the appropriate report. Once displayed you have the option of copying any of the reports as a text file to a floppy disk. To copy the report to disk open up the back of the cabinet and insert a floppy disk into the floppy drive. Once the disk is inserted press the Copy button and the report will be transferred.



Note that any existing report already on the floppy disk will be overwritten with the new report. If you want to save multiple reports make sure to rename the files on the floppy or save them to another computer before writing to the floppy

Game Report



Under the game report button are a “+” and “-” button that will let you specify the sort order for your report.. Pressing the buttons will cycle through the following list of sort options:

GAME REPORT SORT OPTIONS

- By Name.
- By manufacturer.
- By lifetime earning, highest to lowest.
- By shortest play, shortest to highest.
- By longest play, longest to shortest.
- By average play, longest to shortest.
- By accumulated play, longest to shortest.

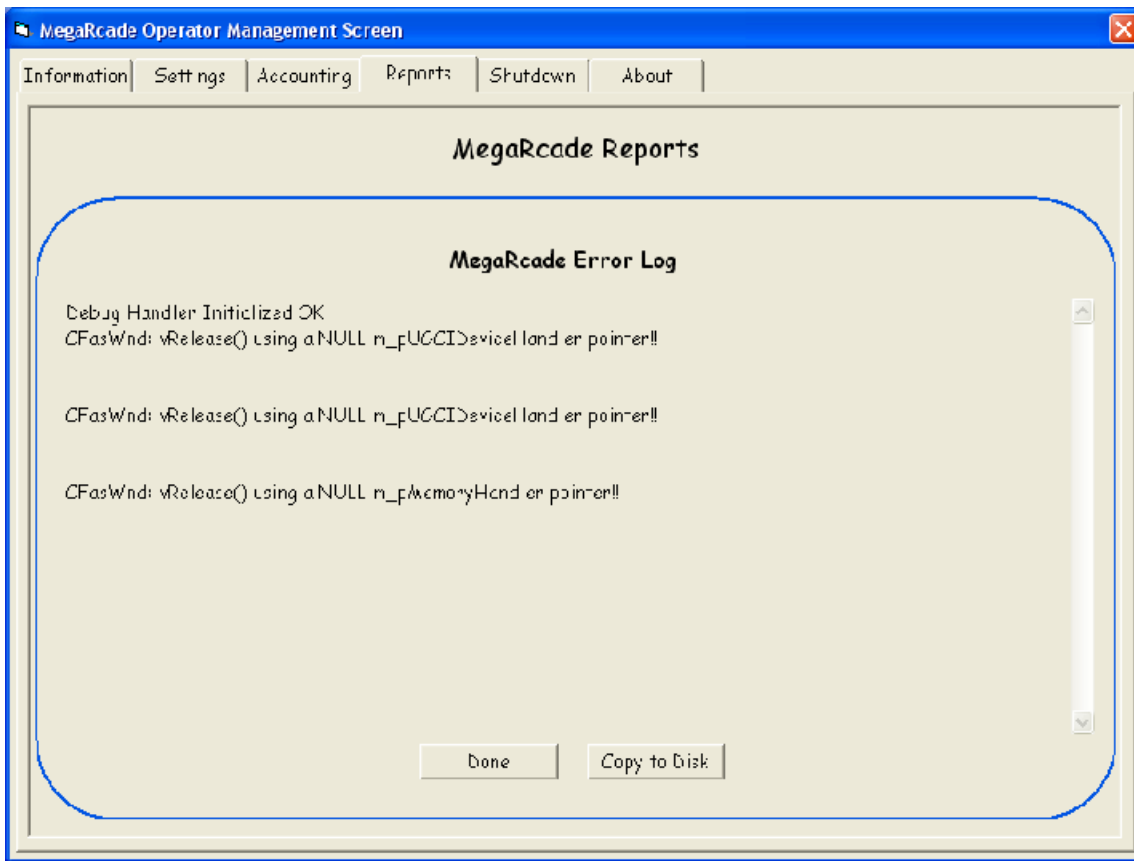
Pressing the game report button will display a report showing the game name, manufacturer, lifetime coin count, shortest play, longest play, average play, and accumulated playtime for each game. The game report will be sorted by the currently selected sort option.

Game	Manufacturer	Lifetime Coin	Shortest Play	Longest Play	Average Per Play	Accumulated Play
3D Elitz	Swicked	322	10s	4m	3m 53s	20h 50m
Bugatron	Retro 64	3,300	20s	6m	3m 2s	167h 50s
Zba I	Retro 64	30,255	1m 5s	2m 50s	2m 12s	1,109h 26m 52s
HardCure	Swicked	455	1m	2m	52s	6h 30m 55s
Disasteroids	17	1	0s	0s	0s	0s

Buttons: Done, Copy to Disk

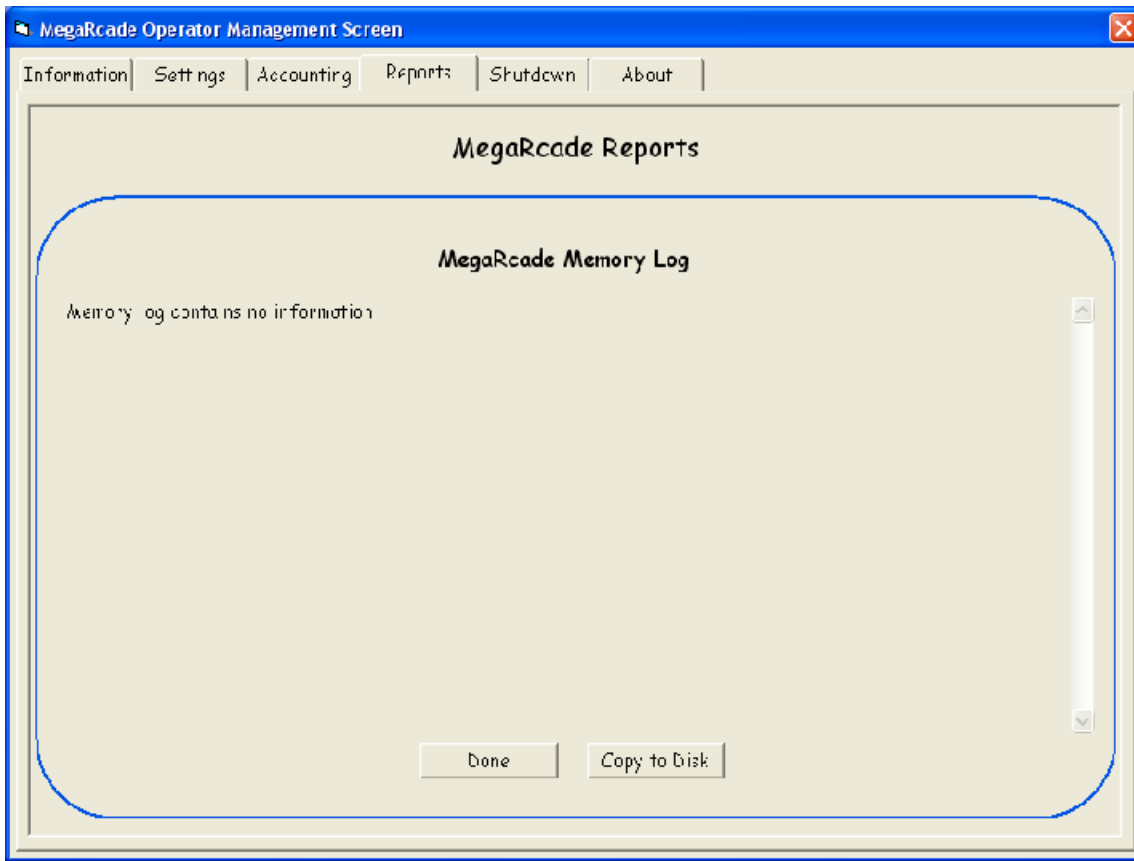
Error Log

This will display any errors that occur when the megaRcade® is running. If you experience any problems with the megaRcade® have this information ready before contacting TLC Industries.

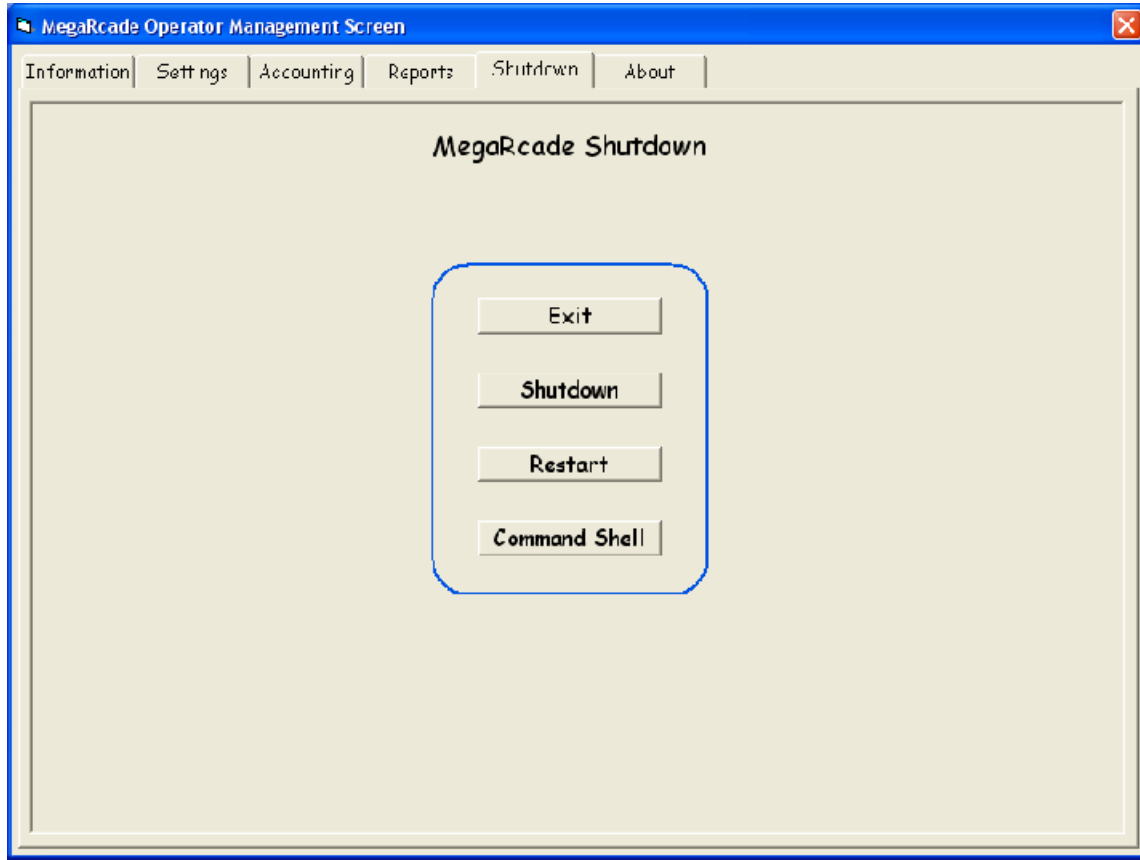


Memory Log

The Memory Log will display any memory errors that occur. As with the Error Log make sure to have this information available if you are experiencing any problems before contacting TLC Industries.



Shutdown Tab



Exit

- Exit the FAS Operator Management program and return to megaRcade®.

Shutdown

- Shutdown the megaRcade®

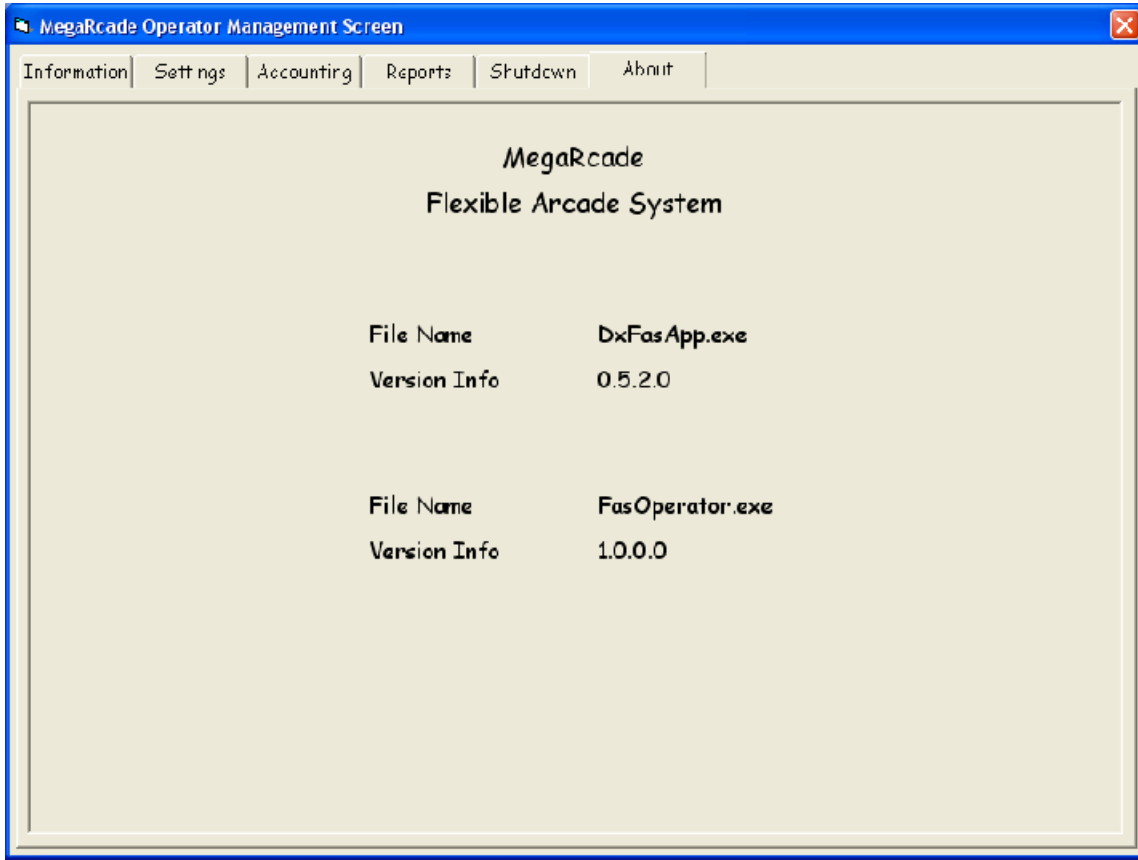
Restart

- Restart the megaRcade®

Command Shell (will be removed before distributing)

- Access the system shell

About Tab



The About Tab displays system file information. This would only be necessary to access when contacting TLC Industries regarding your megaRcade® .

Access to the megaRcade® Cabinet

There are 4 access points to the inside of the megaRcade® .

Coin Mechanism

- Top door located on the front of the cabinet.
- This gives you access to the coin mechanism, control panel latches and the service switch that will start the FAS Operator Management Program.
- The keys to access the back panel and coin drop are located inside the coin mechanism door

Coin Drop

- Bottom door located on the front of the cabinet.
- The key to access the coin drop is located inside the door of the coin mechanism.
- After opening the coin drop door you will have access to the two plastic bins that catch the coins.

Control Panel

- Top panel on front of cabinet where joystick, trackball, and buttons are located.
- To access the control panel first open the coin mechanism door and reach up inside the control box. On each side of the inside of the control box is a latch that will need to be released. After releasing both latches carefully tilt the top of the control towards you.

Back Panel

- Large door located on the back of the cabinet.
- The key to access the back panel is located inside the door of the coin mechanism.
- Opening the back panel gives you access to the power strip, processor, subwoofer, and monitor controls.
- To open unlock, then carefully tilt and lift the panel off the base. The panel is not a door but comes completely off.

megaRcade® Components

Monitor

Neotec NT-600DXB7

- 27" 4R Super Flat Screen
- 800 X 600 resolution
- 0.78 mm Dot Pitch
- 16 bit color
- Power consumption 180w
- Operating temperature 0° C to 40° C
- Storage temperature -20° C to 60° C
- Safety standards UL, CSA, TUV
- EMI standard FCC Class B
- Net weight 100 LBS

Processor

- 1 GHZ CPU
- 256 MB DDR memory PC800
- 32 MB nVIDIA Geforce 2 3D/2D graphics accelerator with second generation transform and lighting engine
- 256 voice audio processing unit
- 100 Mb LAN
- 40 GB hard drive
- 52x CD-ROM for game pack installation
- Floppy drive for saving reports

Sound

Cambridge Soundworks PC Works

- 3-channel amplifier
- Separate bass control for subwoofer
- In-line volume control for satellite speakers
- Amplifier power: 50 watts
- Frequency response: 39-200Hz
- 8" woofer
- Speaker dimensions: 3" H x 3" W x 3" D
- Subwoofer dimensions: 6 3/8"H X 9 1/4"W X 6"D

Operating System

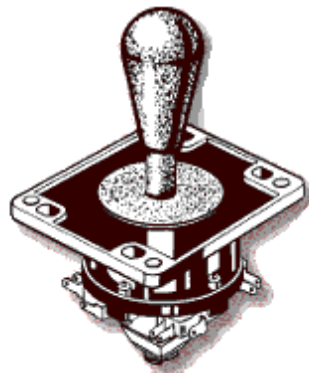
- Custom Microsoft Windows XP Embedded Platform

Controls



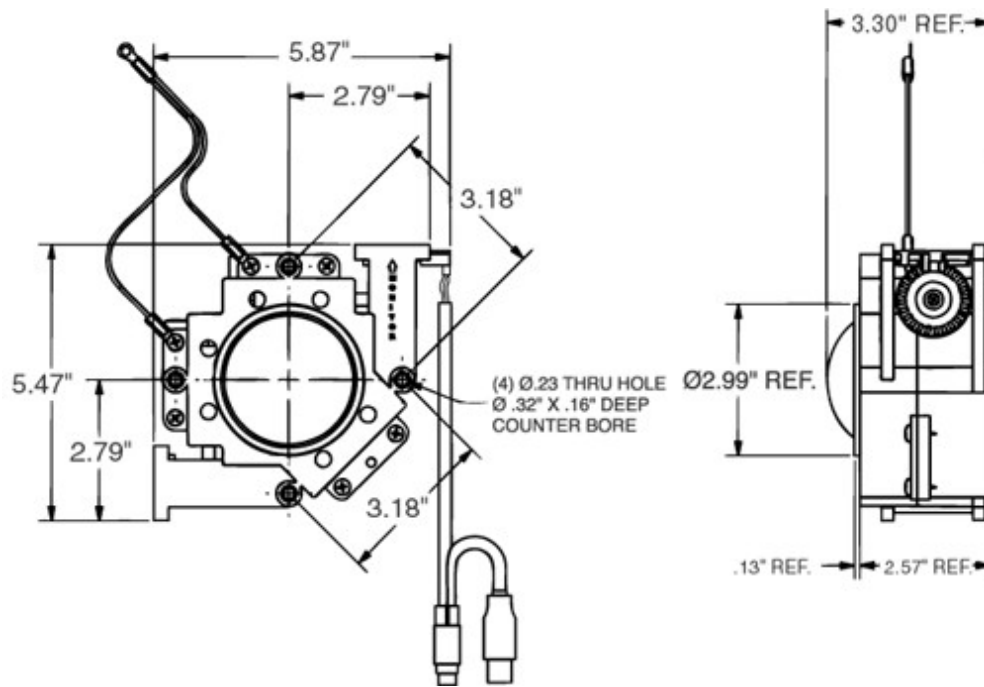
- Joystick
- Track ball
- 8 game play pushbuttons and start button

Joystick



- Happ Control part # 50-6070-10
- Spring return-to-center
- 8-way operation
- Microswitch reliability tested to 10,000,000 cycles

Trackball

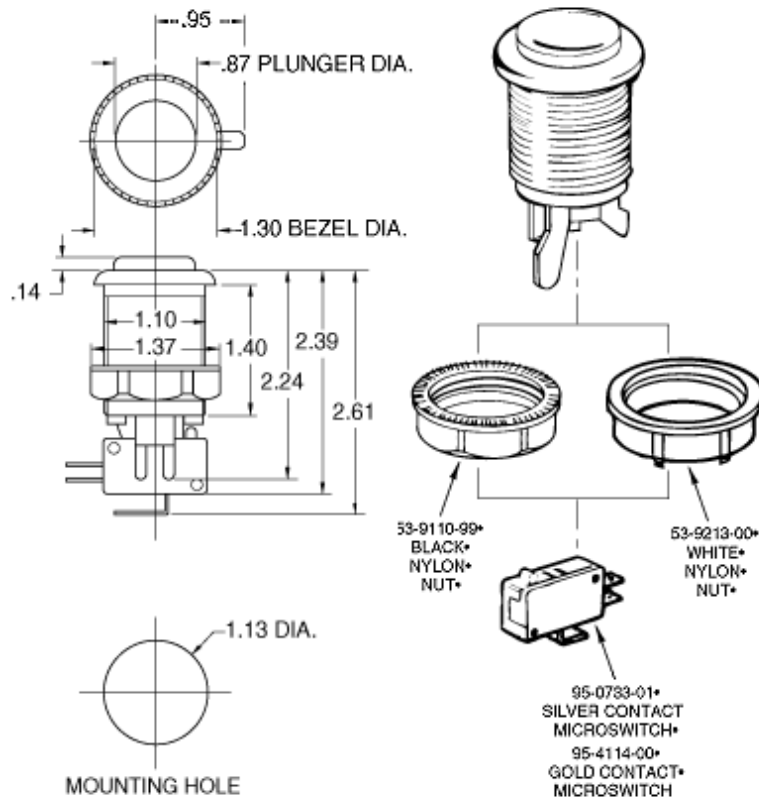


- Happ Control part #56-0300-12
- 3" diameter ball
- **Connects only to USB port** on the processor (do not use PS/2 connection)



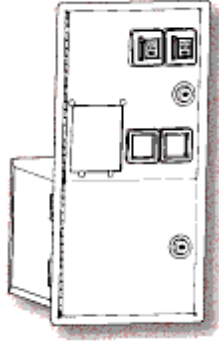
The trackball must only be connected to the USB port on the processor. The USB connector is the thin rectangular plug. Do not plug in the circular (round) connector from the trackball. Failure to do this will result in the trackball not functioning. Plugging in both connectors will also cause the trackball to not function properly.

Pushbuttons



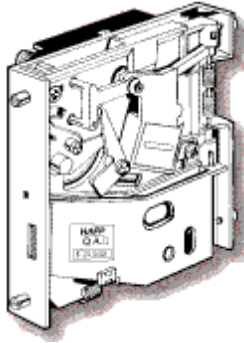
- Happ Control Part #
 - Purple: 58-9144L
 - Green: 58-9133L
 - Orange 58-9177L
 - Yellow 58-9155L
 - 1 Player 58-9111-LIPY
- CHERRY Microswitch, tested to 10,000,000 cycles.
- Durable NYLON material
- Pushbutton mounts in 1-1/8" hole
- .187 (3/16") terminal CHERRY microswitch

Coin Door



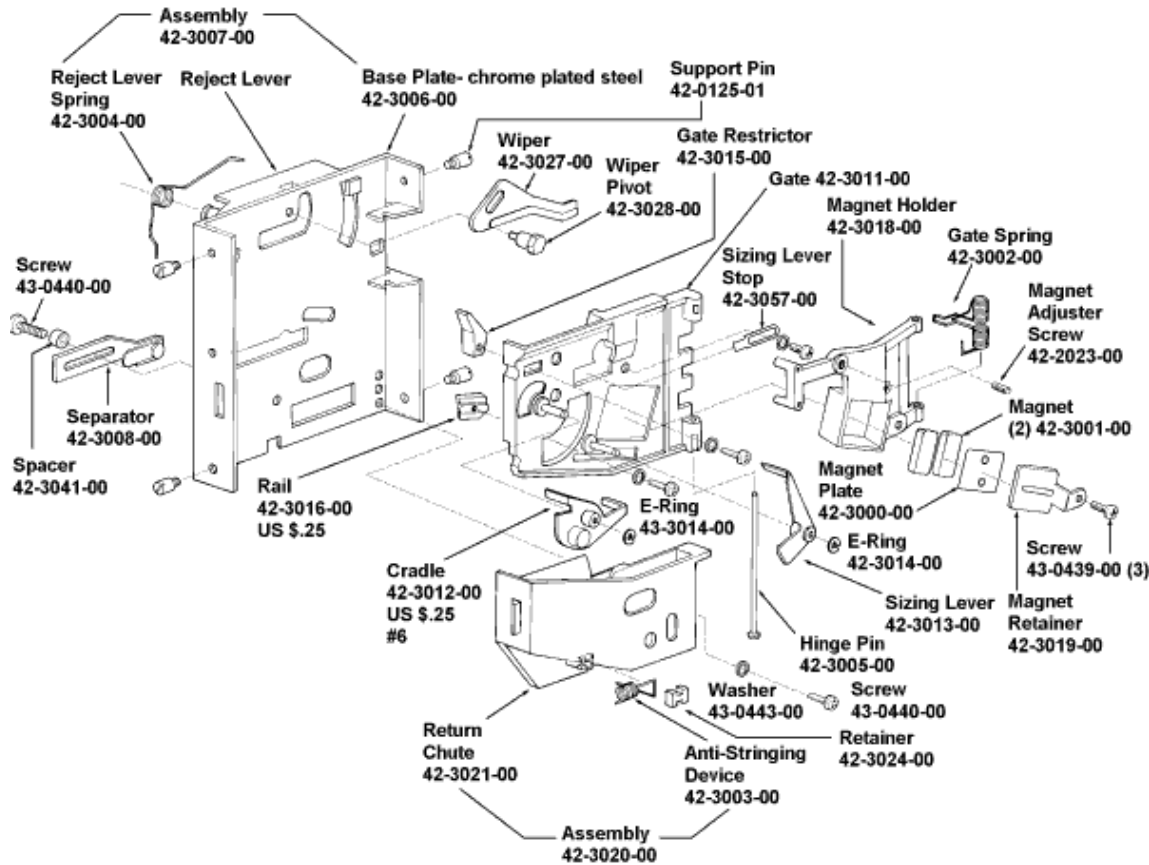
- 2 coin drops on front of cabinet accept U.S. quarters
 - Acceptors for other coin types are available. Please contact TLC Industries for details
- Locking coin mechanism door
- Locking drop box door
- Heavy Duty 14 Gauge steel door
- New innovative mech. holder design prevents "stringing" and holds mech. firmly in place for maximum coin acceptance
- Reject button designed with unbreakable metal plunger
- Sturdy one-piece steel frame with door clips for installation into cabinet
- Fitted with full metal cashbox enclosure
- Cashbox will hold an estimated \$1,350 in US Quarters
- Security ribs in frame prevent pry bar entry

Coin Mechanism



- Each part made with great precision to produce a mech that is highly able to separate good coins from counterfeit coins
- Material used for each part carefully chosen to give optimum performance and durability
- High strength rare earth Neodymium magnet used to enhance mechs ability to reject false coins while accepting good coins
- Each mech equipped with anti-stringing device
- Each mech fully tested and inspected

Coin Mechanism Exploded View



Power

- megaRcade® requires a 110v power source (220v systems are available)
- Main power switch on back of cabinet supplies power to all megaRcade® components
- Processor Start Button on outside upper back of cabinet for starting and stopping processor
- Power strip surge protector inside cabinet where all components connect
- Power on speaker subwoofer

Connections

- Power cord connects from wall socket to input on back of cabinet
- Inside the cabinet the monitor and processor power cables plug in to the power strip
- Monitor video cable connects to the monitor input on the processor
- The subwoofer power supply plugs into the power strip with the other end connecting to the subwoofer
- The satellite speaker wires connect to the red and black speaker output clips on the subwoofer
- 1/8" input cord for subwoofer connects to the green 1/8" output jack on the processor
- Joystick and button controller connects to a USB port on the processor
- Trackball connects to a USB port on the processor

Cabinet



- Available in 2 cabinet styles
- Several finishes offered
 - Brushed aluminum
 - Black or white melamine
 - Wood grain
- All cabinets include:
 - Hinged control panel
 - Backlit Marquee
 - Access door in back
 - Hardware shelf inside
 - Back coasters and movers handles

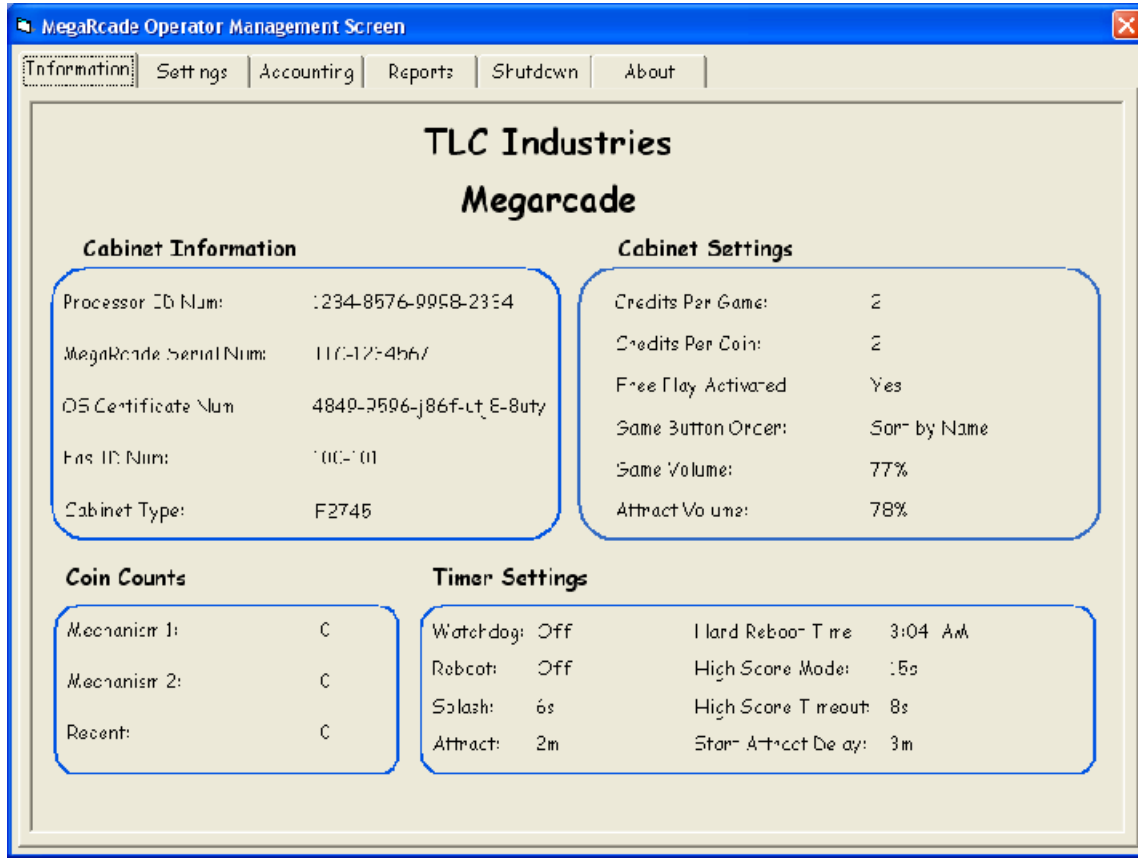
Programs

FAS (Flexible Arcade Solutions)



- Created by TLC for the arcade market
- Dynamic display for game selection
- Animated game preview window
- Informative help screens with descriptions of game controls for each game
- When the megaRcade® is idle it will switch to an attract mode which displays full screen previews of games
- Accommodates future game pack upgrades

FAS Operator Management



- Allows for customization of all megaRcade® options
- Reports showing statistics for each game
 - Lifetime coin
 - Shortest play time
 - Longest play time
 - Average play time
 - Total accumulated play time
- Reports can be saved to a floppy disk for printing or copying into a spreadsheet or database

Adding New Games to the megaRcade®

What gives the megaRcade® its versatility and lasting replay value is the ability to add additional state of the art game packs. You can add additional game packs to your existing games on the megaRcade® giving players a new experience without the cost of a new machine. Game packs can be purchased through TLC Industries by calling (847) 891-0230 or checking online at www.tlcind.com. New game packs are constantly being created so check back often.

Installing the game pack is merely a matter of inserting a CD-ROM into the processor located in the back of the cabinet. Flip down the front panel on the processor and press the eject button on the CD-ROM drive. Insert the CD then restart the system by pressing the power switch on the front of the processor for a few seconds. When the system switches off press the power switch again and the game pack will load. After the game pack has loaded follow the prompts on screen and remove the CD-ROM from the drive and restart the system again. When the system restarts you will see the new games in addition to the games you already had installed on the Game Selection Screen. This process can be repeated for as many game packs as you have purchased.

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