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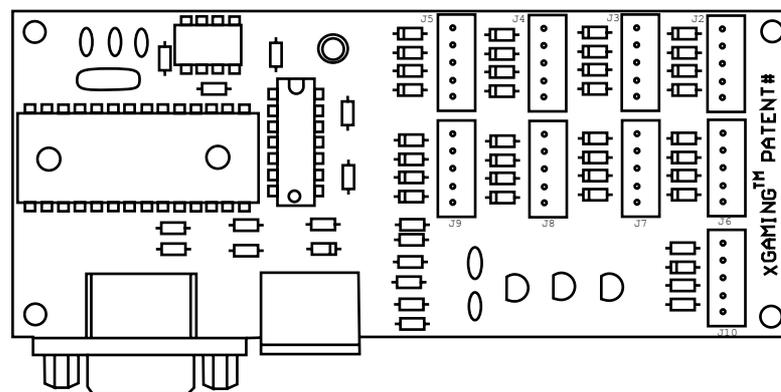
THANK YOU FOR YOUR PURCHASE

The XGAMING® Inc. team is proud to be chosen as the brains of your arcade project. With the high end, commercial grade design of X-Arcade™ BYO Kit and our commitment to develop adapters for all game systems, your project is sure to be a success.

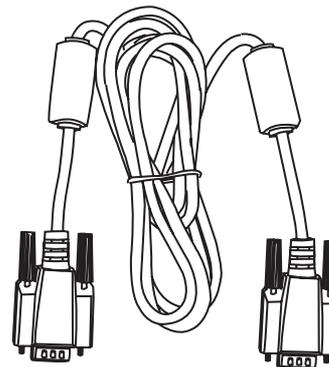
IMPORTANT – READ BEFORE INSTALLATION

- The X-Arcade™ BYO Kit ships standard with the ability to work with a personal computer. Additional adapters are available to connect the X-Arcade™ BYO Kit 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 for authorized resellers and distributors.
- The X-Arcade™ BYO Kit 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.
- As with any electronics, you should wear a grounding wristband to avoid damage to the PCB board from static electricity.
- Although the X-Arcade™ BYO Kit uses low power throughout, you should avoid handling any electronics while powered on.
- When you purchase a new game system like Nintendo™ Revoluton or Playstation™ 3, be sure to visit: www.XGaming.com for new X-Adapter availability.
- **PS/2 Connection:** The X-Arcade™ BYO Kit 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™ BYO Kit, please pay close attention to the directions. Most notably, when switching between MEMORY MODES you must press the SAVE/LOAD button X-Arcade™ BYO Kit 2 (TWO) times to activate the MODE.
- When using your X-Arcade™ PCB kit with a game console, make sure to note the section on Digital/Analog (Page 15), which will alleviate many issues you may encounter.
- The LED light indicates that you have power to your X-Arcade™ BYO Kit. On the PC only, it is also used for programming, see page 12 for more information.
- It's important to remember to turn off your PC or game console before plugging or unplugging any game controller, including yours using the X-Arcade™ BYO Kit.

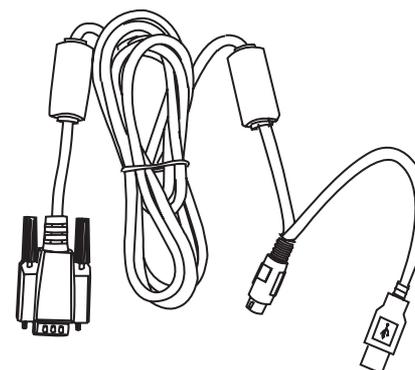
X-ARCADE™ PCB BOARD



CONSOLE CABLE



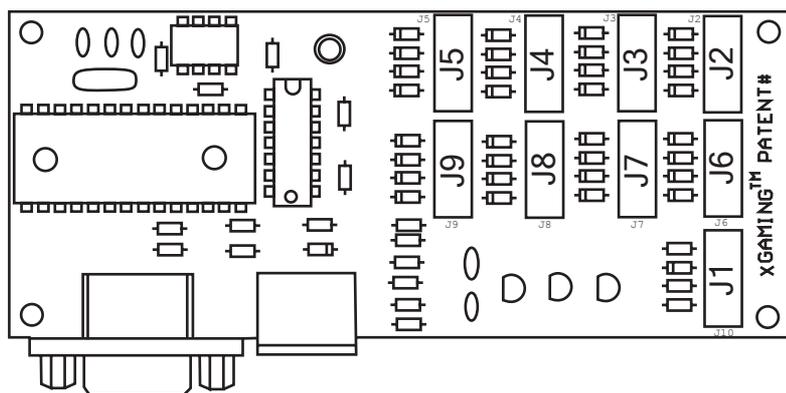
PC/MAC CABLE



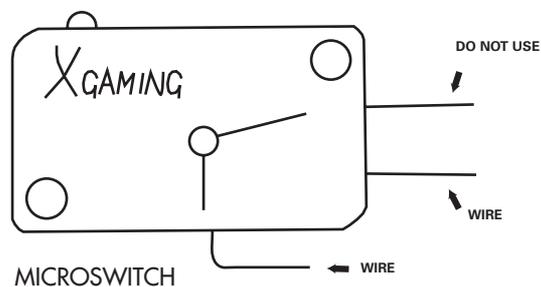
WIRING HARNESS (NOT SHOWN)

X-ARCADE BYO KIT INSTALLATION

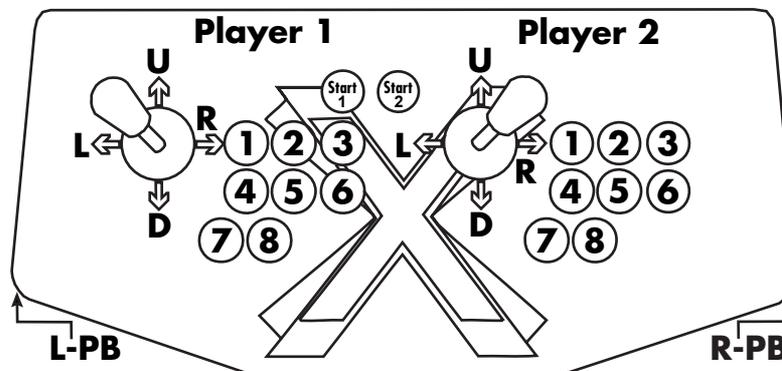
The PCB board of the X-Arcade™ BYO Kit has 9 jumper connections on it, each is labeled with numbers printed beside them on the PCB board accordingly. The wiring harnesses included are labeled as well, making it easy to plug the appropriate harness into its jumper on the PCB board. Here is the layout of the jumpers for easy reference:



The opposite ends of the wiring harnesses plug into the microswitches for the buttons and joysticks. There are 3 pins on most microswitches, and the diagram below shows how to connect them. It does not matter which wire goes on which pin, as switches are not polarized, just so long as you use the correct pins. Buttons and joysticks with microswitches can be purchased at www.X-Arcade.com.



Connecting the wires to the correct microswitches is a simple matter of attaching the correct wires according to the labels on them. They too are labeled according to their function for easy installation into your arcade project. Here is a list of the labels and their corresponding functions:



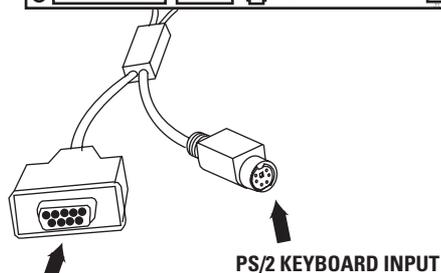
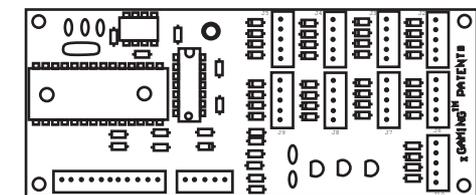
- J1 PCB - Jumper 1 on PCB
- J2 PCB - Jumper 2 on PCB
- J3 PCB - Jumper 3 on PCB
- J4 PCB - Jumper 4 on PCB
- J5 PCB - Jumper 5 on PCB
- J6 PCB - Jumper 6 on PCB
- J7 PCB - Jumper 7 on PCB
- J8 PCB - Jumper 8 on PCB
- J9 PCB - Jumper 9 on PCB
- Start 1 - Player 1 Start Button
- Start 2 - Player 2 Start Button
- Joy1 U - Joystick 1 Up Direction
- Joy1 D - Joystick 1 Down Direction
- Joy1 L - Joystick 1 Left Direction
- Joy1 R - Joystick 1 Right Direction
- Joy2 U - Joystick 2 Up Direction
- Joy2 D - Joystick 2 Down Direction
- Joy2 L - Joystick 2 Left Direction
- Joy2 R - Joystick 2 Right Direction

- P1-B1 - Player 1 Button 1
- P1-B2 - Player 1 Button 2
- P1-B3 - Player 1 Button 3
- P1-B4 - Player 1 Button 4
- P1-B5 - Player 1 Button 5
- P1-B6 - Player 1 Button 6
- P1-B7 - Player 1 Button 7
- P1-B8 - Player 1 Button 8
- L-PB - Left Pinball Flipper
- R-PB - Right Pinball Flipper
- Mode B - Mode Button (Programming)
- P2-B1 - Player 2 Button 1
- P2-B2 - Player 2 Button 2
- P2-B3 - Player 2 Button 3
- P2-B4 - Player 2 Button 4
- P2-B5 - Player 2 Button 5
- P2-B6 - Player 2 Button 6
- P2-B7 - Player 2 Button 7
- P2-B8 - Player 2 Button 8

Color Schematic Available at: www.xgaming.com/service/BYO-Support.shtml#Schematic

CONNECTING TO A PC/MAC

X-ARCADE™ PCB BOARD



SERIAL PORT

PS/2 KEYBOARD INPUT

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.

Mode Selector Switch (For PC/Mac use only):

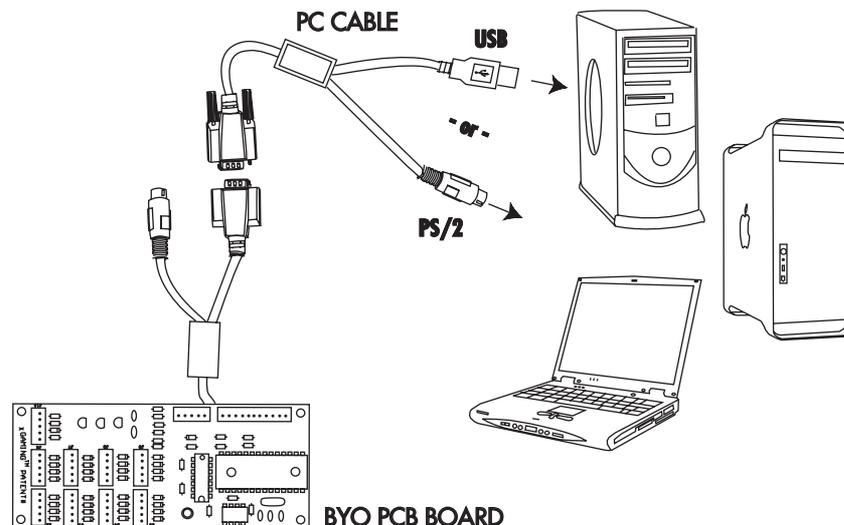
This is the **MEMORY** Manager switch for PC/Mac use only, it has no function on game consoles.

MODE 1 is default and **NOT PROGRAMMABLE**. The Mode1 side of the switch has the **YELLOW** wire on it, and is indicated in the diagram above. Modes 2, 3, and 4 are programmable. To Load a **MODE**, make sure to **PRESS LOAD BUTTON TWICE!** More info on programming on page 12.

MODE SELECTOR SWITCH



MODE 1



BYO PCB BOARD

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 specific keyboard keys. When you press a button attached to the X-Arcade™ BYO Kit, 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™ BYO Kit's default Mode1 key assignments on page 12.

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™ BYO Kit to change the button assignments. See page 12 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™ BYO Kit. Make sure the controls in the game are set to keyboard, **NOT A MOUSE OR JOYSTICK**, as the X-Arcade™ BYO Kit is seen as a keyboard by your PC.

Look at the diagram for Mode1 of the X-Arcade™ BYO Kit on page 12 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 your arcade project. 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 for more info on MAME™.

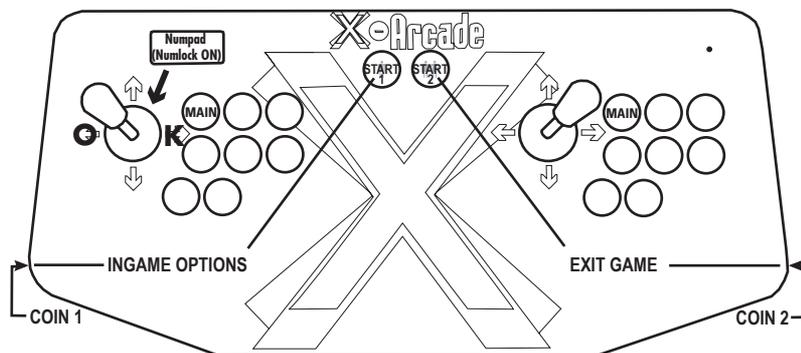
Warning! MAME™ is an emulator. It reproduces, more or less faithfully, the behavior of various arcade machines. But hardware is useless without software, so images (files) of the ROMs which run on that hardware are required. Such ROMs, like all commercial software, are copyrighted.

NOTE: The first thing you want to do is test the X-Arcade™ BYO Kit 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™ BYO Kit. Download the X-Arcade™ Test Utility Program from the "Customer Service" page of 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
 - 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 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™ BYO Kit 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.

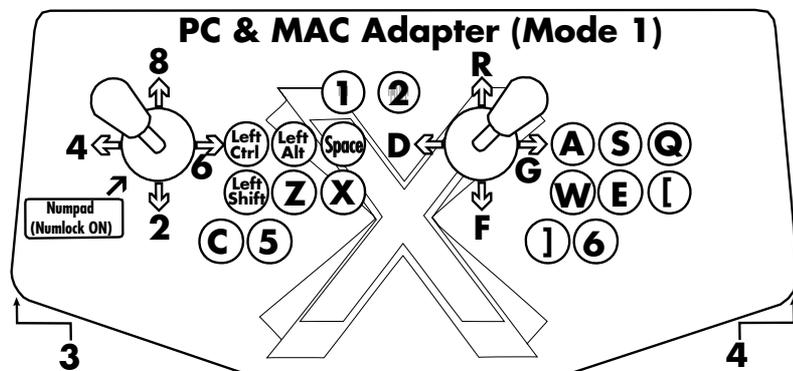
More MAME™ tips and info can be found at the "Customer Service" section of www.X-Arcade.com

PROGRAMMING THE X-ARCADE

The X-Arcade™ BYO Kit 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 yellow wire) cannot be programmed.
- A keyboard must be plugged into the X-Arcade™ BYO Kit to program it, even if you use the USB connection.
- To change modes, you must slide the switch to desired Mode position, and then press the SAVE/LOAD (Mode B) button TWICE to load that mode. (The light on the X-Arcade™ BYO Kit 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 yellow wire.

1. Press the **(LOAD BUTTON)** on the X-Arcade™ BYO Kit (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™ BYO Kit 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™ BYO Kit starts to blink. Once the light starts blinking, the button/direction on the X-Arcade™ BYO Kit 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.

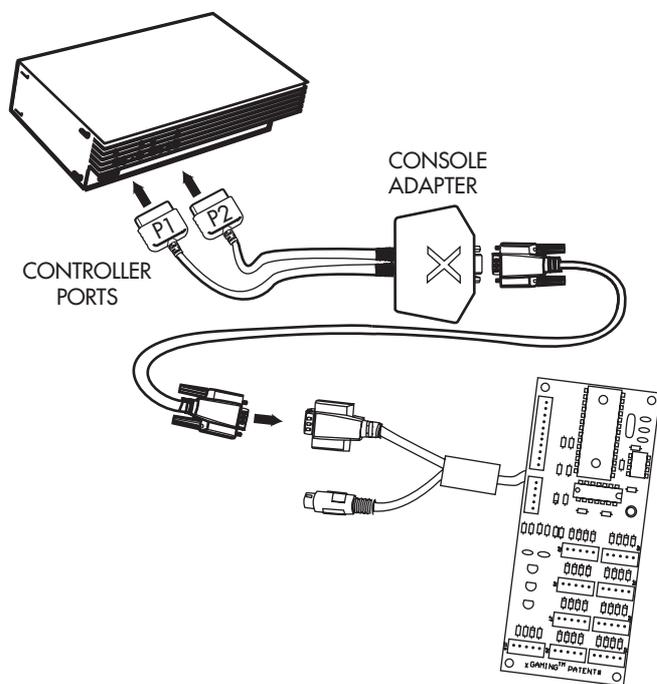
Remember to **HOLD THE BUTTON ON** the X-Arcade and **KEYBOARD** together until LED FLASHES

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 BYO Kit's on-board memory. If you turn off the computer, or unplug the X-Arcade™ BYO Kit, the programmed buttons will not be lost. The X-Arcade™ BYO Kit 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 20 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.

CONNECTING TO A GAME CONSOLE



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

- 1) Plug the black serial cable into the serial port on the X-Arcade™ BYO Kit.
- 2) Plug the other end of the black serial cable into serial port on the game console adapter.
- 3) Insert the game console adapter cords labeled "P1" and "P2" into your game system's respective "player" controller ports. (Only the "P1" side is used for a single player controller.)
- 4) Power on the game console, a red LED should light on the X-Arcade™ BYO Kit.
- 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-Arcade™ BYO Kits 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™ BYO Kit 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 in the appendix 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)

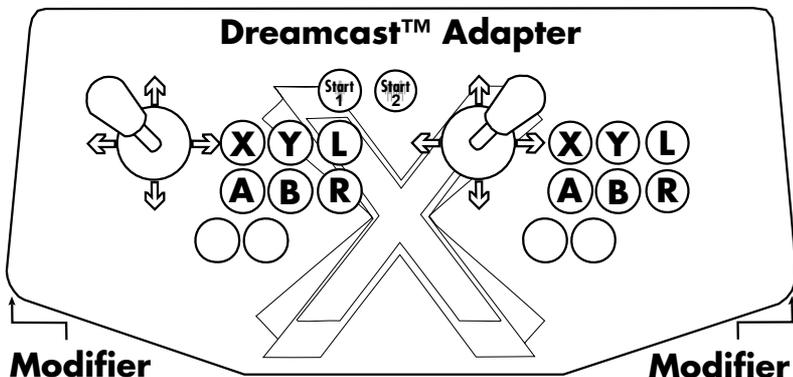
Side Button + Button 2 (Top-middle) = Analog 1 (primary thumbstick)

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

CONSOLE LEGENDS

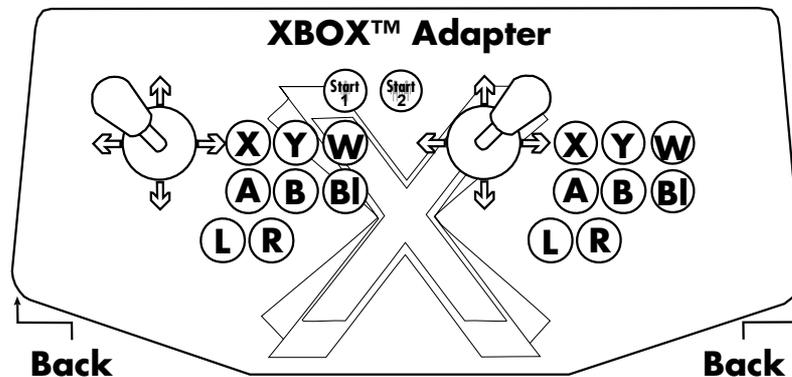
Dreamcast™ Adapter



Press the Modifier button to switch between digital (D-PAD) and Analog movements

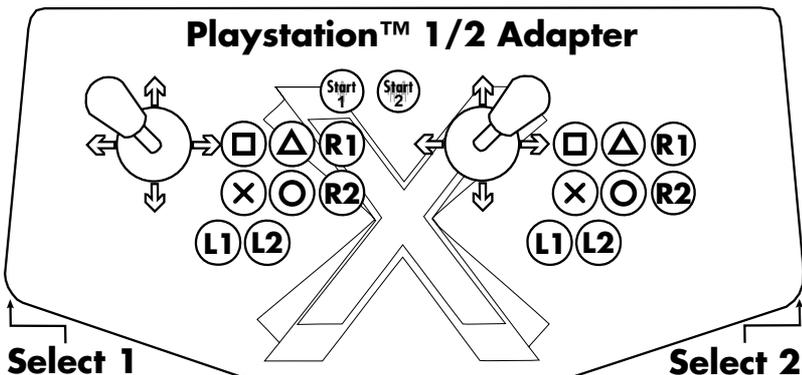
XBOX: BOTH PLAYER 1 AND PLAYER 2 CONNECTORS MUST BE CONNECTED

XBOX™ Adapter



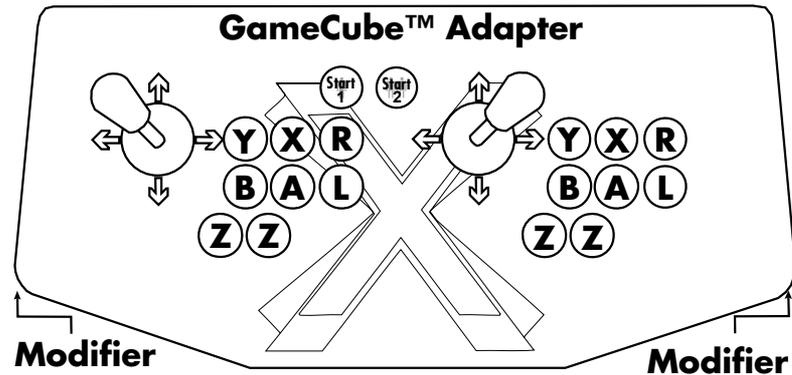
Back + X = D-PAD (default)
 Back + Y = Analog 1 (left Analog Thumbstick)
 Back + W = Analog 2 (Right Analog Thumbstick)
 Back L = Slow Sensitivity for Analog 1
 Back + R = Normal Sensitivity for Analog 1

Playstation™ 1/2 Adapter



Select + \square = D-PAD (default)
 Select + \triangle = Analog 1 (Left Analog Thumbstick)
 Select + R1 = Analog 2 (Right Analog Thumbstick)
 Select + Start = True Digital Mode (PS1)
 Select + L1 = Slow Sensitivity for Analog 1
 Select + L2 = Normal Sensitivity for Analog 1

GameCube™ Adapter



Modifier + Y = D-PAD (default)
 Modifier + X = Analog 1 (Left Analog Thumbstick)
 Modifier + R = Analog 2 (Right Analog Thumbstick)
 Modifier + Start = Toggles analog switches for R & L buttons (default on)
 Modifier + Left Z button = Slow Sensitivity for Analog 1
 Modifier + Right Z button = Normal Sensitivity for Analog 1

TROUBLESHOOTING

Visit the Customer Service section at 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™ BYO Kit for PC use in a PS/2 port. If you still can't get the X-Arcade™ BYO Kit 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™ BYO Kit, **TURN OFF THE SYSTEM!**
- Make sure your X-Arcade™ BYO Kit 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™ BYO Kits 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™ BYO Kit to function using the PS/2 port, try a different PS/2 Keyboard, if that does not work, use the USB connection. Some computer's motherboards do not supply enough power to the PS/2 keyboard port to power the X-Arcade™ BYO Kit.

THE BYO KIT IS NOT WORKING, WHAT CAN I DO?

The first thing you want to do is test the X-Arcade™ BYO Kit 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

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.

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

The first thing you want to do is test the X-Arcade™ BYO Kit 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™ BYO Kit.** Download X-Arcade™ Test Utility Program from www.X-Arcade.com Also see the

MAME section on page 9 of this manual.

WHY CAN'T I USE THE PLAYER 2 SIDE OF MY CONTROLLER ON SOME 2-PLAYER GAMES IN MAME?

What you need to understand is that these games you are playing in MAME are not PC remakes of classics, they are the real arcade games being emulated on your PC. So if the game only had one set of controls that you took turns playing at the arcade, the emulation software cannot change that. Games that had 2-player simultaneous play will let you do so on the X-Arcade™ BYO Kit. You can however simply reprogram the 2nd player side's controls to the exact same buttons as the 1st player side for these games, and then you could use either side for playing. The only down side is that the person not playing could interfere with the other's turn.

HOW CAN I PLAY 4-PLAYERS 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™ BYO Kit to unused keyboard keys. You cannot plug one X-Arcade™ BYO Kit into the other.

CAN I CONVERT MY ARCADE MACHINE USING THIS KIT?

Yes! You can convert any arcade machine cabinet into a super-machine using the X-Arcade™ BYO Kit.

CAN I CONVERT MY PURPLE CONTROLLER WITH THIS KIT?

Yes again! You can convert any controller that uses buttons and switches for controls into a programmable and console playing ultra-controller using the X-Arcade™ BYO Kit.

MY KEYS SEEM TO BE PRESSING THE WRONG BUTTONS!

Move the mode selector switch to Mode1, as described above. You may be in a programmed mode.

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 15 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.

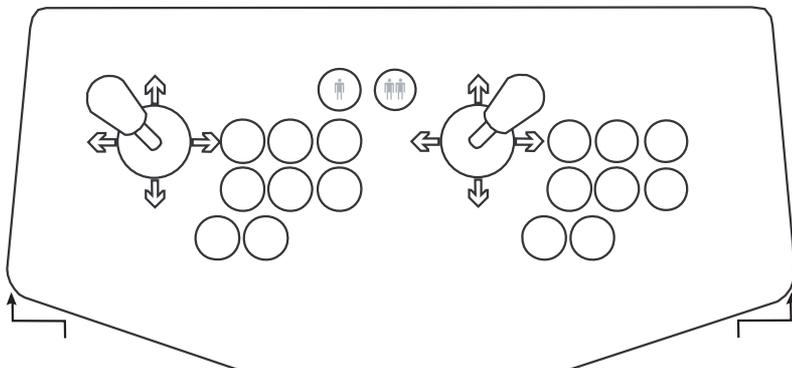
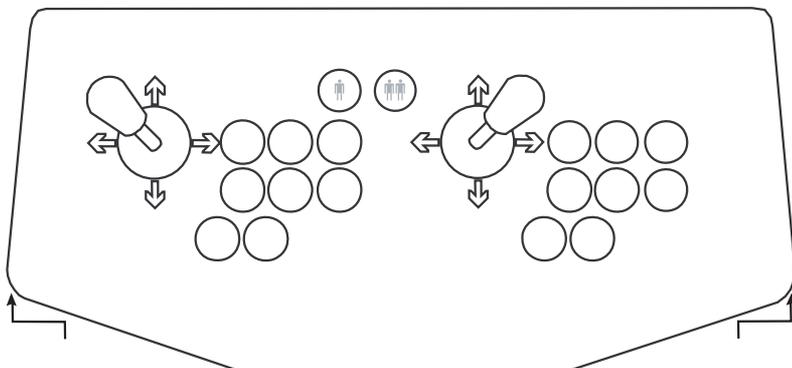
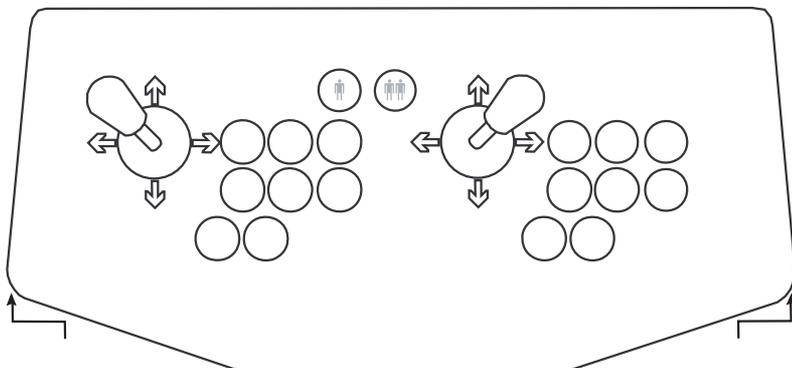
THE X-ARCADE™ CONTROLLER IS TOO HEAVY!

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

MY PROGRAMMED LAYOUTS



LIFETIME WARRANTY

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

If your X-Arcade™ BYO Kit is ever found defective or stops working, XGAMING® will send replacement parts to your location to repair the problem, as the X-Arcade™ BYO Kit is designed to be serviced like a real arcade.

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™ BYO Kit 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™ BYO Kit 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 "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™ BYO Kit 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 replaceable parts replaced by customer.

XGAMING® warrants the X-Arcade™ BYO Kit 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.

This warranty does not cover any damage done due to the installation, nor does it warrant any parts put in or used with the X-Arcade™ BYO Kit.

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™ BYO Kit, 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.