STOP

PLEASE READ MANUAL

If you run into any problems,
call: 1.866.942.6464
or visit: www.x-arcade.com

DO NOT RETURN ITEM TO STORE!

TABLE OF CONTENTS

THANK YOU FOR YOUR PURCHASE

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

## IMPORTANT – READ BEFORE INSTALLATION

- The X-Arcade™ Tankstick requires two separate connections when using with a PC/Mac™. One for the X-Arcade™ joystick (USB or PS/2 keyboard - joystick/button functions), and one for the trackball (USB or PS/2 mouse - trackball functions). Cables are labeled accordingly. Only one connection type should be used for each of these connections, PS/2 or USB, NOT BOTH.
- The X-Arcade™ ships standard with the ability to work with a personal computer with no special drivers to install. Additional adapters are available to convert both joysticks and buttons (NOT THE TRACKBALL) to various game consoles. 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.
- The X-Arcade™ buttons and joysticks act like a keyboard on a PC/Mac™, and the trackball acts like a mouse.
- Turn off your computer before plugging into any PS/2 port (keyboard or mouse). (PS/2 refers to a PC connection, not Playstation™ 2).
- Programming is for the PC/Mac™ only, and has no function on game consoles.
- *When using your X-Arcade™ with a game console, make sure to note the section on Digital/Analog (Page 13),* which will alleviate many issues you may encounter.
- If you need help with using your X-Arcade™ with certain software, emulators or games, be sure to visit the Support and Arcade Center sections of our website – www.XGaming.com
- 3rd-party mouse or keyboard drivers/software can effect the functionality of the X-Arcade™, disable them if needed.
- The speed and sensitivity of the trackball can be adjusted in the operating system as a mouse or in the game/emulator's settings.
- **DO NOT** clean the X-Arcade™ with any ammonia based products such as Windex™.
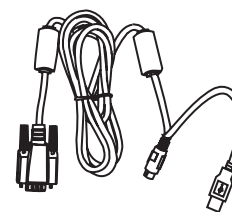
X-ARCADE™ OVERVIEW

Included in this Kit:
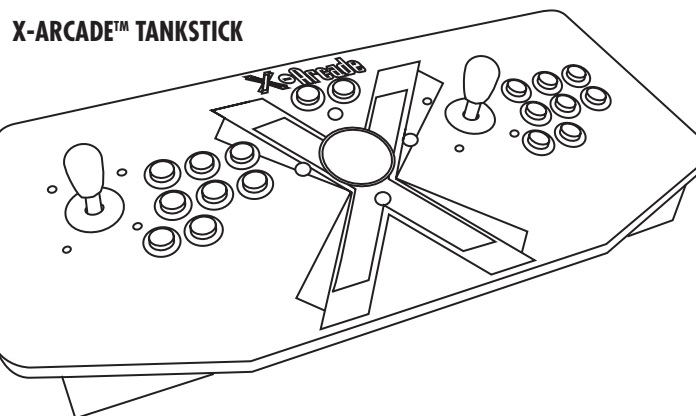
X-ARCADE™ TANKSTICK
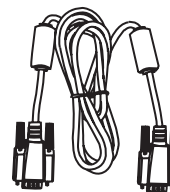
CONSOLE CABLE   **PC/MAC CABLE**

X-ARCADE™ FEATURES

Supreme Design
- Elegant Layout - Not Cluttered
- Programmable for PC/Mac™d
- Indestructible Arcade Parts - Built Like A Friggin' Tank!

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.
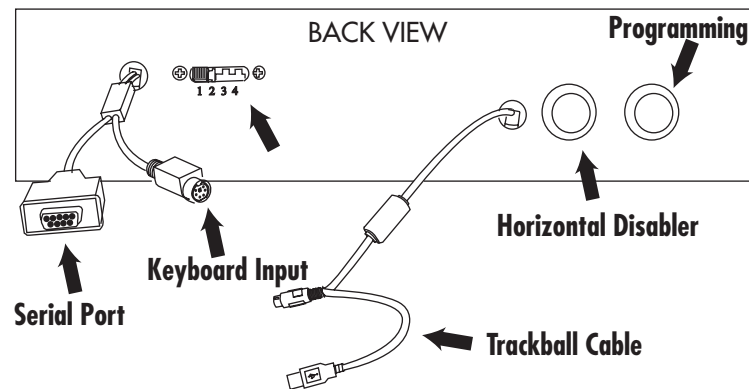- 8-way or 4-way capability.

Authentic Arcade Trackball
- PS/2 and USB Port Connections
- Works As Standard 3 Button Mouse, Compatible With Any Mouse Based Game
- Horizontal Disabler

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™ Sold Seperately.

If you think your X-Arcade Controller is cool, be sure to check out the X-Arcade Machine, our new stand-up home arcade gaming cabinet. Available at http://www.xgameroom.com

04

CONNECTING TO A PC/MAC

BACK VIEW — Programming, Horizontal Disabler, Keyboard Input, Serial Port, Trackball Cable

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 use 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 nor the mouse buttons. MODE 1 is default and NOT PROGRAMMABLE. Modes 2, 3, and 4 are programmable. Modes are counted 1-4 as in picture. More info on programming on page 10.

Trackball Cable:
The black cable labeled "X-Arcade™ Trackball" connects to either your USB port or PS/2 mouse port (Green), DO NOT CONNECT BOTH. This cable is used for the trackball and mouse button functionality.

Horizontal Disabler:
Holding this button will disable left/right movement on of the trackball, great for golf games!

05
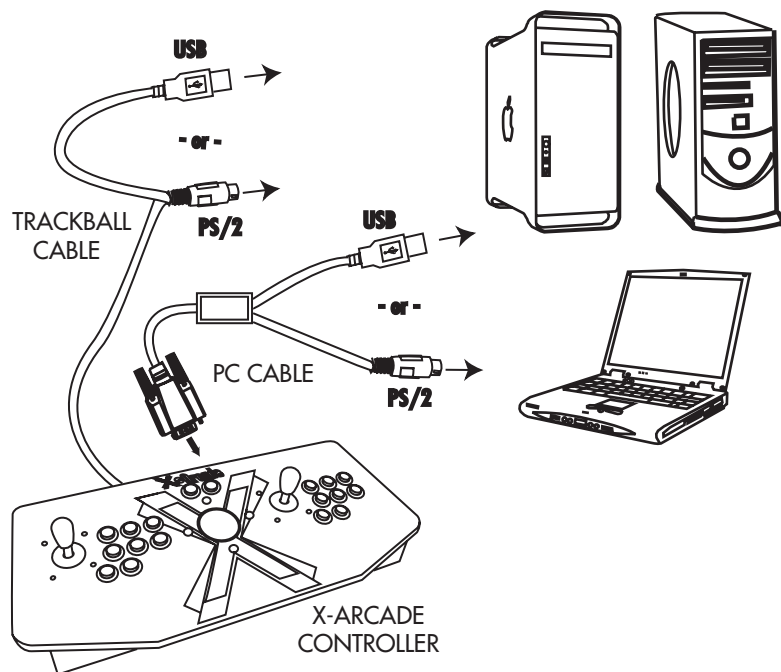
OPERATION WITH A COMPUTER

On a *PC* or *Mac*™, the buttons and joysticks are assigned to specific keyboard and mouse keys, think of the X-Arcade™ as an integrated keyboard and mouse. Moving the trackball simply moves your mouse cursor and when you press a button on the X-Arcade™ your computer thinks you are pressing a key on your keyboard or mouse. For example, if you open a word editor like notepad, you will notice that the buttons and joysticks type. You can adjust your mouse speed in your operating system to adjust the speed of the trackball.

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** that leads 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 and mouse, **NOT A JOYSTICK, as the X-Arcade™ is seen as a keyboard and mouse by your PC**.

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

HORIZONTAL DISABLER:

The Horizontal Disabler button on the back of the X-Arcade™ allows you to DISABLE the LEFT/RIGHT MOVEMENT (X-axis) of the trackball. By simply holding down the Horizontal Disabler button, you will only be able to move the curser up and down on the screen.

You may find that this makes it easier to hit a straight ball in a golf game, putt-putt like a champ, or to bowl straight down the lane. The edgers will have no advantage over you and your X-Arcade™!

TRACKBALL CABLE

USB

- or -

PS/2

PC CABLE

USB

- or -

PS/2

X-ARCADE CONTROLLER

NOTE: There is a seperate cable for the buttons/joysticks section of the X-Arcade™, and the trackball section. Each cable has the option of either a PS/2 connection or USB, DO NOT CONNECT BOTH.

PS/2 PORT CONNECTION (PC ONLY)

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

USB PORT CONNECTION

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

OPERATION WITH EMULATORS

The X-Arcade™ has been optimized for use with arcade-style video games and has a preset configuration matching 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™ 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 'Support' page of **www.X-Arcade.com**

MAME™

Once you have verified that the X-Arcade™ is working with the PC properly, be sure you are also using the newest version of the emulator. Links to download it can be found on the 'Support' section of our website at www.X-Arcade.com.
You then need to enable mouse support in your version of MAME™.

MAME™ SETUP

1) In MAME™ choose the 'Options' menu (at the top), and click Default Game Options from the drop-down menu.
2) Select the 'Game Controllers' tab.
3) Set your 'Default input layout' to 'Standard' from the drop-down list.
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.

MAME™ USAGE

- CHOOSE GAME: You can use the trackball or left joystick to scroll through the list of games.
- BOOT GAME: Boot up a game by double-clicking the BOOT GAME (M1) button.
- 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 SENSITIVITY: From the options menu, you can adjust the sensitivity of the trackball 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 'Support' section of **www.X-Arcade.com**
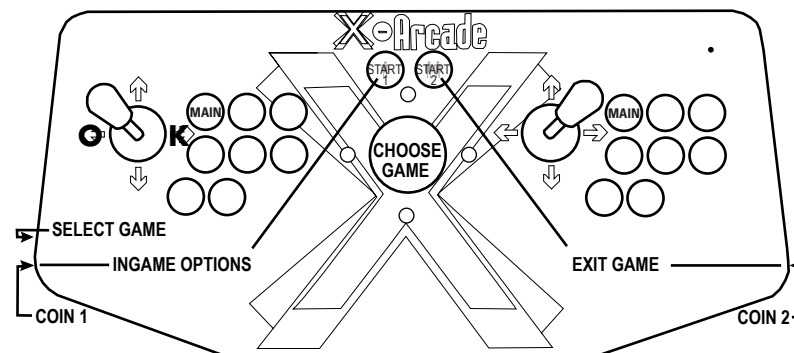
FREE GAMES:

Check out the 'Support' 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!
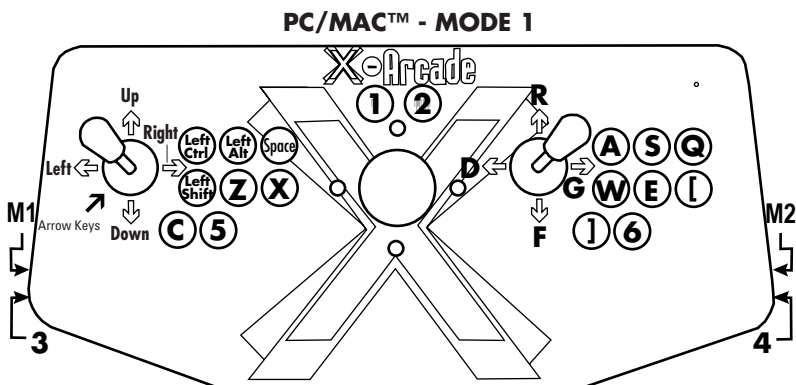
PROGRAMMING THE X-ARCADE

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.

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.

IMPORTANT PROGRAMMING NOTES:

- When the light is on, you are in play mode. When the light is off you are in program mode.
- **A PS/2 keyboard must be plugged into the X-Arcade™ to program it.**
- Remember that MODE 1 (switch closest to the serial cable) cannot be programmed.
- M1 and M2 are not programmable, and are not affected by modes.
- To change modes, you must slide the switch on the back to desired Mode position, and the mode will change automatically.
- Programming is for the PC/MAC™ only, and does not function on game consoles.

PC/MAC™ - MODE 1

Programming Instructions:

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

1. Press the black button **(PROGRAM 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.
5. Press the PROGRAM BUTTON to close out and save your entire programmed mode!

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 18 has 3 blank layouts for you to write your favorite programmed modes 2-4 into. More are available for print on the 'Support' page of our website **www.X-Arcade.com** .

CONNECTING TO A GAME CONSOLE

CONSOLE ADAPTER

CONTROLLER PORTS

P1 P2

SERIAL CABLE

X-ARCADE CONTROLLER
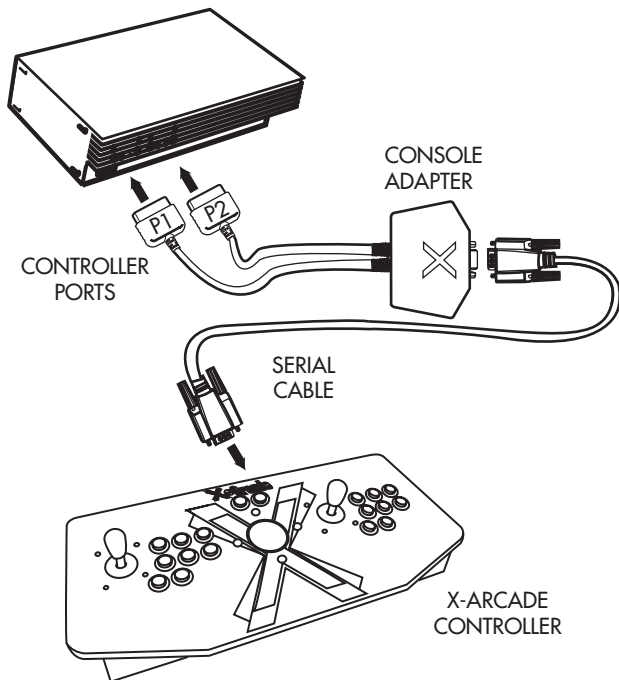
MAKE SURE YOUR GAME CONSOLE IS POWERED OFF BEFORE ATTEMPTING TO CONNECT ANYTHING TO IT.

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!

GAME CONSOLE

4

3

X-ADAPTER CABLES

X-ADAPTER

2

CONSOLE CABLE

1

X-ARCADE™ CONTROLLER
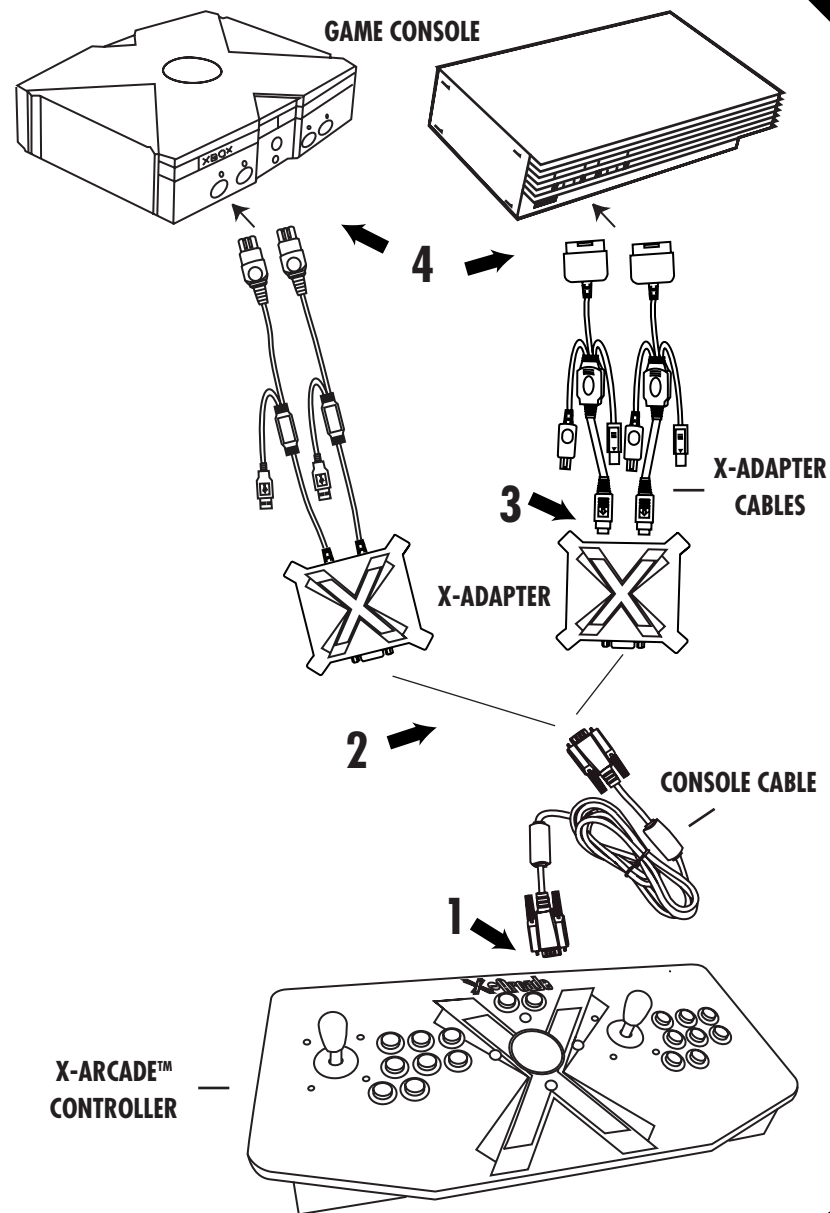
OPERATION WITH GAME CONSOLES

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 gamepad controllers for newer game consoles feature both digital and analog controlling devices. On the PlayStation DualShock™ 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. 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:*

PlayStation 1, 2, 3/Xbox & 360/Wii/GameCube:
Modifier + Button 1 (Top-left) = Digital (D-PAD)
Modifier + Button 2 (Top-middle) = Analog 1 (primary thumbstick)
Modifier + Button 3 (Top-right) = Analog 2 (secondary thumbstick)

Dreamcast™:
Toggle between analog thumbstick and D-PAD by pressing the Modifier on the side of the controller.

Analog Tilt Sensitivity

While using Analog 1 mode (Select+Button 2) you can change how sensitive the movement is from normal full-tilt (default) to half-tilt sensitivity. Half-tilt sensitivity would be equal to moving the analog thumbstick on your gamepad to about halfway in any direction instead of fully (full-tilt). This is useful for games that you need more precise movement in, for example in a racing game, or to make your character move slower in your game.

Tilt Sensitivity Mode Toggle:
Modifier + Button 7 = Half-Tilt Sensitivity
Modifier + Button 8 = Full-Tilt Sensitivity (default)

## DualStick Mode (2-Player X-Arcades Only):

Some games may require the use of 2 control devices simultaneously, for example console versions of arcade classics like Robotron™, SmashTV™, Crazy Climber™, and Karate Champ™. While the X-Arcade™ is not ideal for all types of games, for example first-person shooters, it now has the ability to play all of them thanks to the new DualStick Mode.

DualStick Mode makes the second player joystick of a dual X-Arcade™ act like the right analog thumbstick on a gamepad. But it also makes the buttons on the player 2 side mirror those of the player 1 side, so the buttons on both sides can be used for single-player gameplay. As you may have gathered, this means that DualStick mode is for single-person gameplay, and requires a 2-player X-Arcade™ controller, it will have no affect on an X-Arcade Solo™ for example. Dualstick mode also does not apply to Dreamcast™ gameplay as it only uses one analog thumbstick.
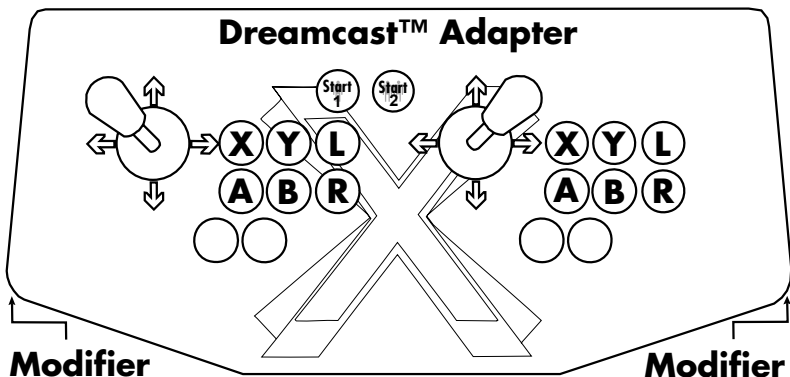
DualStick mode is toggled on and off by pressing the Modifier and button 6 simultaneously, and while in DualStick mode you can still change Joystick 1 between D-PAD and analog thumbstick as usual.

DualStick Mode Toggle On/Off:
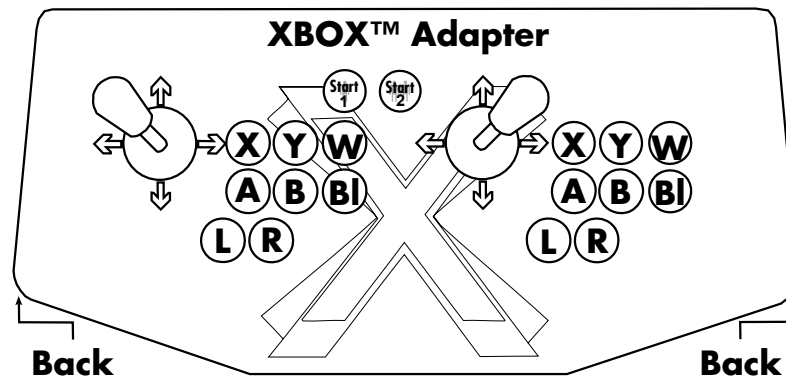**Modifier1 + Button 6 on player 1 side only**

Mode Functions

Modifier1   **Modifier2**

CONSOLE LEGENDS

Dreamcast™ Adapter
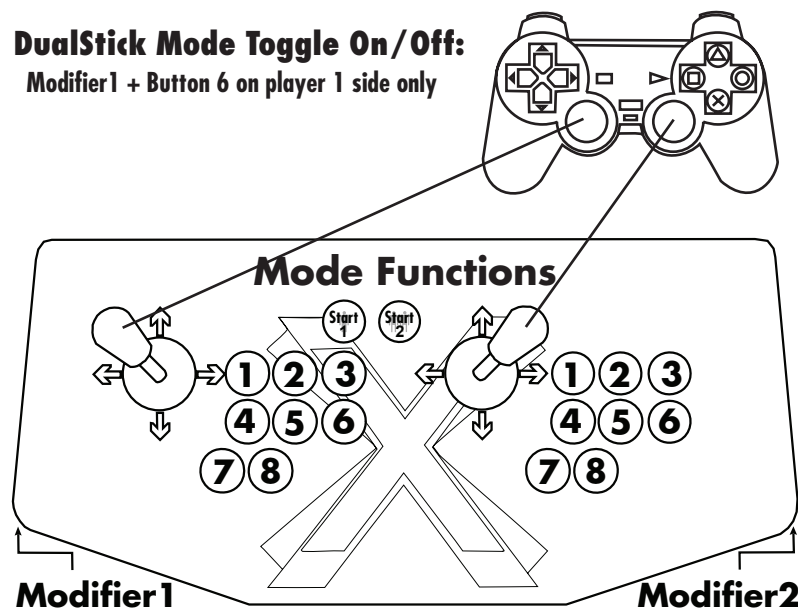
Modifier ... **Modifier**

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

XBOX™ Adapter

Back ... **Back**

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
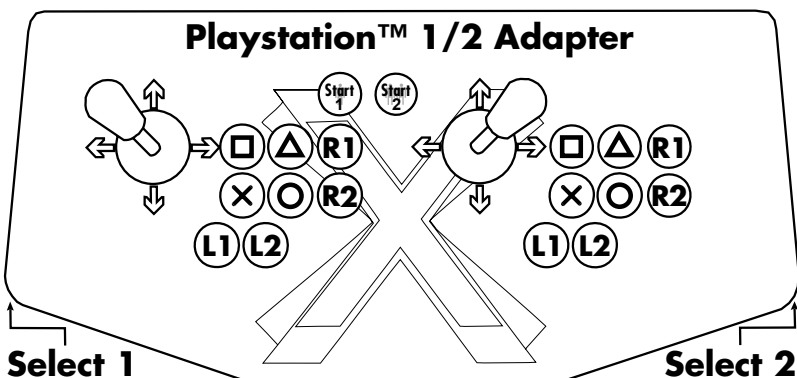
Select 1 ... **Select 2**

Select + □ = D-PAD (default)
Select + △ = 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
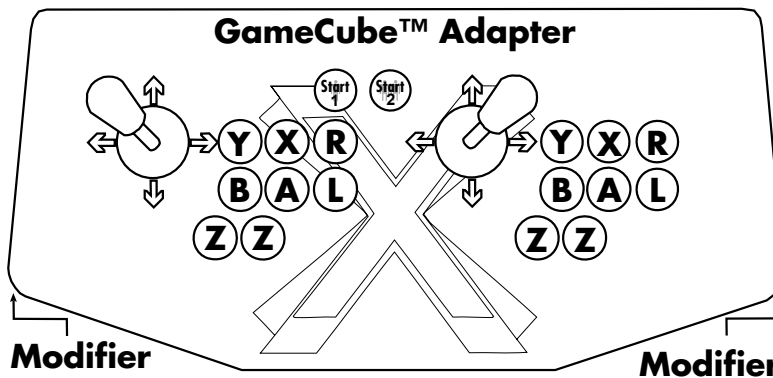
Modifier ... **Modifier**

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

TRACKBALL WITH GAME CONSOLE

It is possible to plug the X-Arcade's™ trackball into game consoles that have native mouse support. Keep in mind though that not all console games support the use of a mouse, so be sure that the game you wish to play has mouse support. Check out the 'Support' section of www.X-Arcade.com for a list of console games with mouse support.
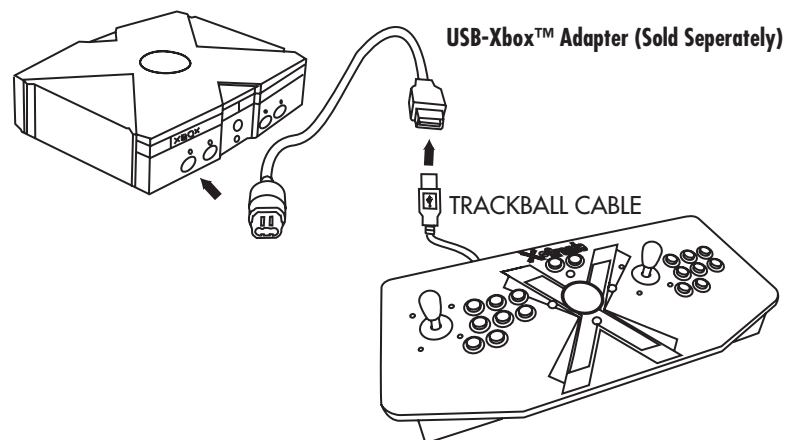
Playstation 2™:
The Playstation 2™ has 2 USB ports on the front.

TRACKBALL CABLE
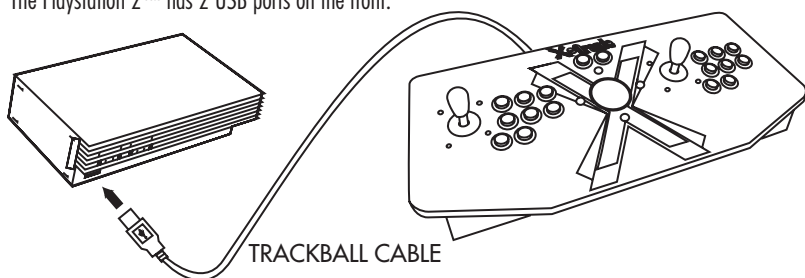
Xbox™:
The Xbox™ currently does not have direct mouse support, nor do current Xbox™ games. You can however purchase a USB-Xbox™ adapter which will allow you to use the trackball on programs and emulators that make use of mouse control.

USB-Xbox™ Adapter (Sold Seperately)

TRACKBALL CABLE

Mouse to Console Adapters:
The X-Arcade™ has also been tested with mouse-to-console adapters.

See the 'Support' section of www.X-Arcade.com for more info on this.

TRACKBALL CABLE
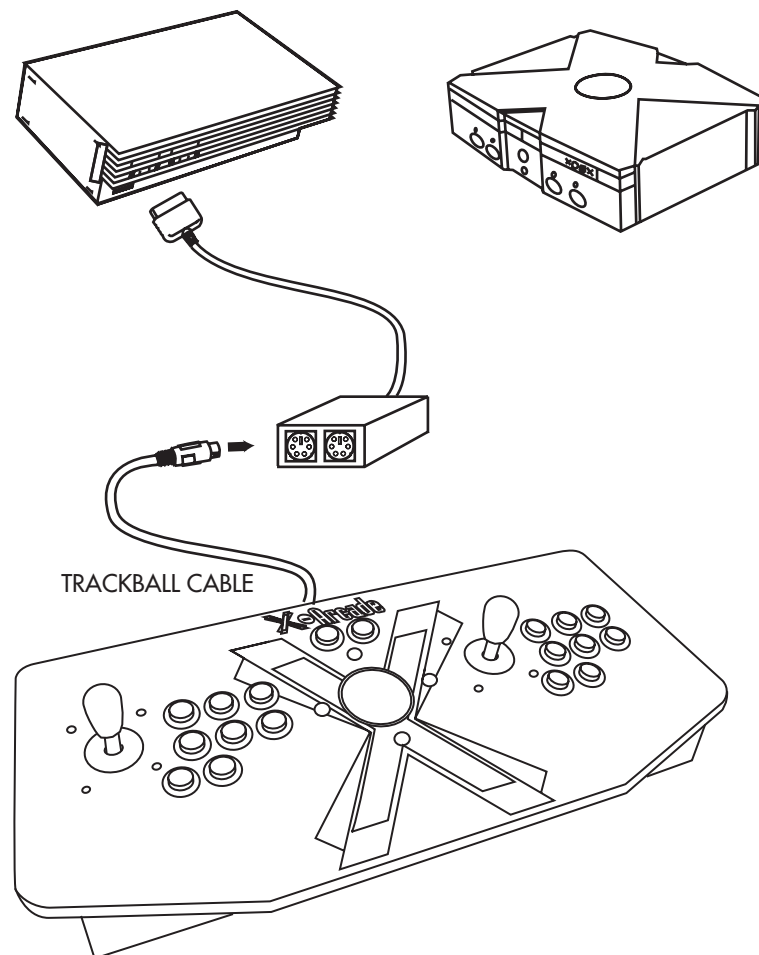
TROUBLESHOOTING

Please refer to the 'Support' section at www.x-arcade.com for more in depth help and frequently updated support answers.
Toll Free Technical Support is available at 1-866-942-6464 (M-F 9-5 Eastern Time)

Here are some suggestions if you are experiencing problems:

- 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 'Support' page of **www.X-Arcade.com**

- For PC use in a PS/2 port, make sure you have a functioning working keyboard plugged into the X-Arcade™ before turning on the computer.

- Make sure all of your connections are tight and secure. If the X-Arcade's™ LED light is on, ad any keyboard connected to the X-Arcade™ lights up, you should have a secure, tight connection.

- 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™.

- If you can't get the X-Arcade™ to function on the PS/2 port but does function using the USB one; first try a different PS/2 Keyboard, otherwise use the USB connection. Some computer's motherboards do not supply enough power to the PS/2 keyboard port to power 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 exact 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** For more information see the MAME™ section on page 10 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 ports, and any others into USB ports. You will need to reprogram the 2nd X-Arcade™ to unused keyboard keys. You cannot plug one X-Arcade™ into another. For a dual trackball game (such as Marble Madness™), you can use the DOS Version of standard MAME™, or get a special Win32 MAME™ build that supports two USB trackballs. More info on this can be found on the 'Support' and "Technical Support" sections of www.X-Arcade.com

HOW CAN I MAKE MY X-ARCADE'S™ TRACKBALL MOVE FASTER OR SLOWER (MORE/LESS SENSITIVE) ON MY PC?

Go to the "Mouse" section of your Control Panel in Windows™, under the "Pointer Options" tab adjust the "Select Pointer Speed" bar to faster for more sensitive movement, less for slower movement. This menu may be slightly different if you have 3rd party mouse software installed. Remember that this adjustment will also effect any other mouse you may have connected.

MY BUTTONS SEEM TO BE PRESSING THE WRONG KEYS!

You may be in a programmed mode, move the mode selector switch to Mode1 as described on page 5.

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 14 in this manual.

MY X-ARCADE™ TRACKBALL WON'T MOVE LEFT OR RIGHT, WHAT'S GOING ON?

The horizontal disabler button on the back of the X-Arcade™ disables left and right movement (x-axis) when pressed, be sure you are not holding it against something when you are playing. See page 5.

MY X-ARCADE™ TRACKBALL MOVES ERRATICALLY OR STICKS, WHAT CAN I DO?

Your X-Arcade™ Trackball may need to be cleaned. See the next page of this manual for details.

MY 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**

CLEANING YOUR X-ARCADE™ TRACKBALL

Input devices using mouse or trackball technology need to be cleaned periodically. Cleaning frequency for your X-Arcade's™ Trackball is much less than a normal trackball or mouse due to it's design, but this depends on how you work with it, and can be affected adversly by spilling liquids on the ball or using it with sticky/dirty fingers. When moving the ball of the trackball feels slow or rough, it's time for a cleaning.

To clean your X-Arcade's™ Trackball:

NOTE: Do not open the plastic trackball housing upside-down (ball facing down) as this will cause all of the parts to fall out.

1. Turn off your computer if using the PS/2 mouse port connection.
2. Unplug the X-Arcade™ from the computer.
3. Turn the X-Arcade™ over, laying it on a surface so that it does not touch the ball.
(example: between two books, or on your legs with the ball in between).
4. Remove the screws on the bottom of the X-Arcade™ that are recessed in the rubber feet. Your X-Arcade™ may have small rubber covers over the screws in the center of these rubber feet, if so just pop them out.
5. Remove the bottom wooden panel. This is easiest done with a flat object like a butter knife (careful not to cut yourself) or some other wide flat object. Simply pry in between the cracks of the X-Arcade™ base and the panel, being careful not to scratch that beautiful veneer.
6. Remove the 4 bolts holding the plastic trackball housing into the wood casing.
7. With a phillips screwdriver, remove the 4 screws holding the trackball plastic casing together. Do not attempt to open the trackball plastic housing in this step.
8. Grab the bottom and top part of the plastic housing with both hands, holding them closed/together firmly, and turn it over so that the ball is facing up.
9. Remove the top half (ball side) of the plastic housing.
10. Remove the ball, and clean it with tap water and, if needed, dishwashing detergent. Dry it with a lint-free cloth.
11. Clean the rollers and idler (the 3 metal cylinders that the ball sits on) using a premoistened cleaning swab or cotton swab with rubbing alcohol. Allow surfaces to dry completely before reassembling.
12. Reassemble following the above steps backwards.
Your X-Arcade's™ Trackball is cleaned, and ready for action!

Computer User Health Information

In recent years, medical attention on occupational and recreational injuries has identified normal, seemingly harmless activities as a potential cause of a wide range of problems collectively known as Repetitive Stress Injuries (RSI) or Cumulative Trauma Disorders (CTD).

It is now recognized that any repetitive motion may contribute to these health problems. As a computer user or gamer, you might also be at risk.

The most commonly accepted causes of this type of disorder are repeated, forceful actions, usually in anawkward position or posture, without sufficient rest to allow the body to recover, especially in the presence of cold or vibration. These repetitive actions may cause tendons, ligaments, and other soft body parts to become irritated and inflamed. In addition, experts have noted that stress, both on the job and at home, can be an important contributing factor in the onset of symptoms.

By paying attention to the way you perform your work, use your computer and phone, play video games, and work around the house, you can identify the behaviors that may be putting you at risk. A thorough work site analysis by a qualified expert is important in order to reduce the risk of repetitive motion injuries. If you experience pain, swelling, numbness, or weakness in your wrists or hands (especially during sleep), see your physician immediately. These symptoms could mean that you are developing a repetitive stress injury that requires prompt medical attention. For more detailed information, consult your doctor or a reputable book.

Comfort and Safety Tips

- Place the items that you use regularly within reach. Avoid reaching and stretching.
- If you use a keyboard drawer, try to place the input device in the same tray as the keyboard. If you can't arrange this, try to place the input device nearby. Try to avoid reaching up, away, or to the side for the input device.
- Don't sit in one position for too long.
- Take breaks. Frequent short breaks are probably better than a few long ones.
- Stand up and stretch during your gaming. Try to do this frequently.
- Look into stress-reducing techniques that might work for you.
- You should not have to reach or stretch to use either the keyboard or the input device.
- When you return from a break, slightly reposition the keyboard and input device to readjust them to comfortable positions.

Furniture and posture

Arranging your office furniture is one of the most important things you can do to make your desk space comfortable:

- Adjust the height of your chair and desk so that your body is comfortably aligned.
- Stay relaxed and sit relatively upright, but don't force yourself into an unnatural position. Let your chair support you. Have your knees slightly lower than your hips, so that the angle of your torso and thighs is more than 90°.
- Support your lower back with your chair's backrest.

MY PROGRAMMED LAYOUTS
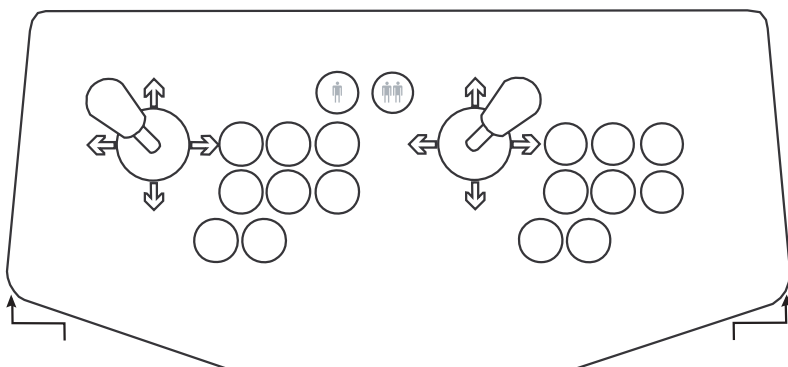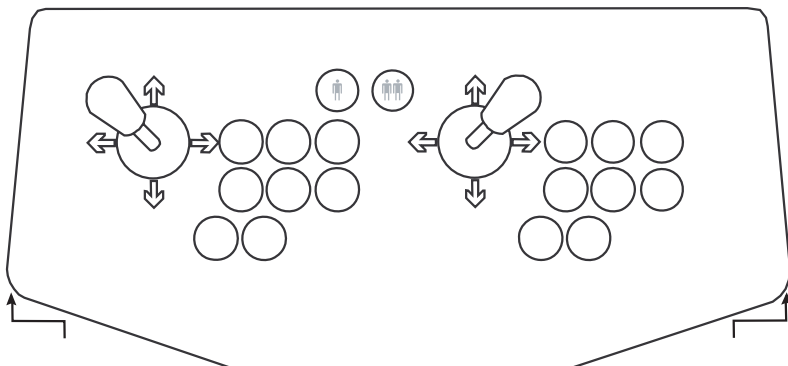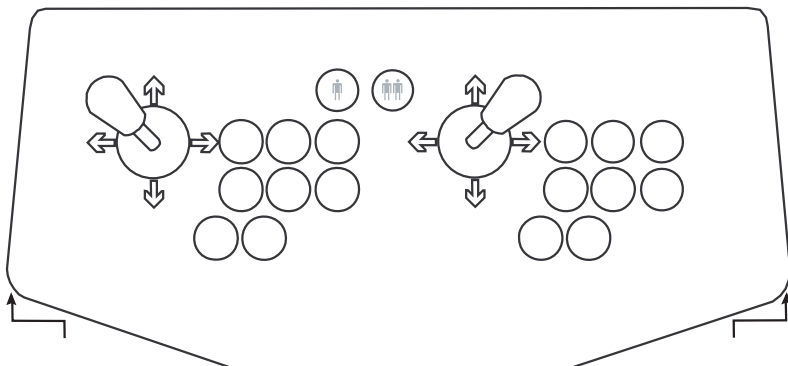
LIFETIME WARRANTY

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 'Support' 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.