Arcade Retro Gaming

Operating Manual

Multiple Classic Computer (MCC)
Model No. **MCC-TV**

Dear customer:

Thank you for purchasing Multiple Classic Computer (MCC-TV).
For optimum performance and saftey, please read the instructions herin carefully.
Setup and connecting information are found inside.

Please keep this manual for future reference.

If you have additional question, you may contact us via email at:

Mail: contact@ArcadeRetroGaming.com
Web: www.MCC-home.com

EPILEPSY WARNING

PLEASE READ BEFORE USING ANY VIDEO GAMES OR ALLOWING CHILDREN TO USE IT.

Some people are liable to have an epileptic seizure or loss of consciousness when exposed to flashing lights or certain normal conditions of everyday life. Such persons could risk a seizure while watching televised images or while playing certain video games.

This can occur even if there have been no previous medical problems or experience of epilepsy.

If you have or a member of your family has ever shown epileptic symptoms when exposed to flickering lights, consult your doctor before playing. Such epileptic symptoms include seizure or loss of consciousness.

We recommend that parents supervise their children's use of video games.

If you or your children experience any of the following symptoms – dizziness, altered vision, eye or muscle twitches, loss of consciousness, disorientation, involuntary movements or convulsions – discontinue use immediatly and consult your doctor.

GENERAL PRECAUTIONS

PLEASE TAKE THE FOLLOWING GENERAL PRECAUTIONS WHEN PLAYING VIDEO GAMES.

- ✧ Do not sit too close to the monitor.

- ✧ Position yourself with the linking cable fully stretch.

- ✧ Play video games preferably on a small screen.

- ✧ Do not play if you are tired or lacking sleep.

- ✧ Make sure that the room in which you are playing is well lit.

- ✧ Rest for at least 10-15 minutes per hour while playing video games.

Arcade Retro Gaming is not liable for any personal insuries or medical issues.

Getting Started – Items

The following items are included:

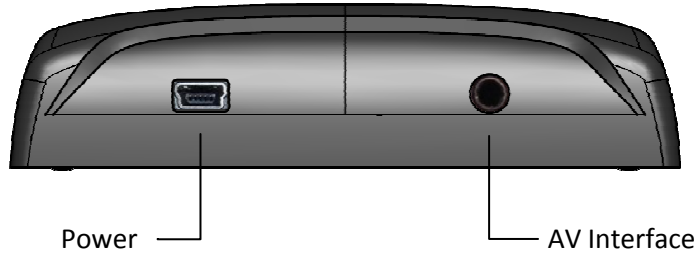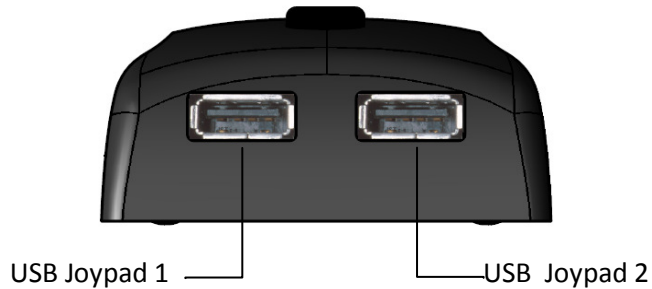|		
Multiple Classic Computer - TV	Micro SD-Card for MCC	USB Powersupply
	CVBS-Video Cable	
USB Joypad	2nd USB Joypad (Option: Order separate)	

Getting Started – MCC Interfaces

System back

Power   AV Interface

System Front

Power LED

System right

On/Off

USB Joypad 1   USB Joypad 2
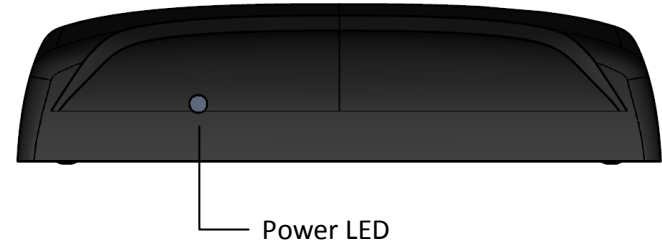
System left
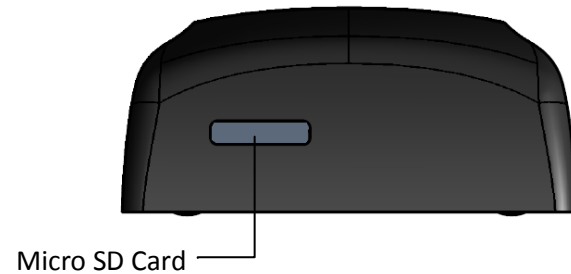
Micro SD Card

Getting Started – Micro SD Card Interface

Micro SD Card

Micro SD-Card for MCC
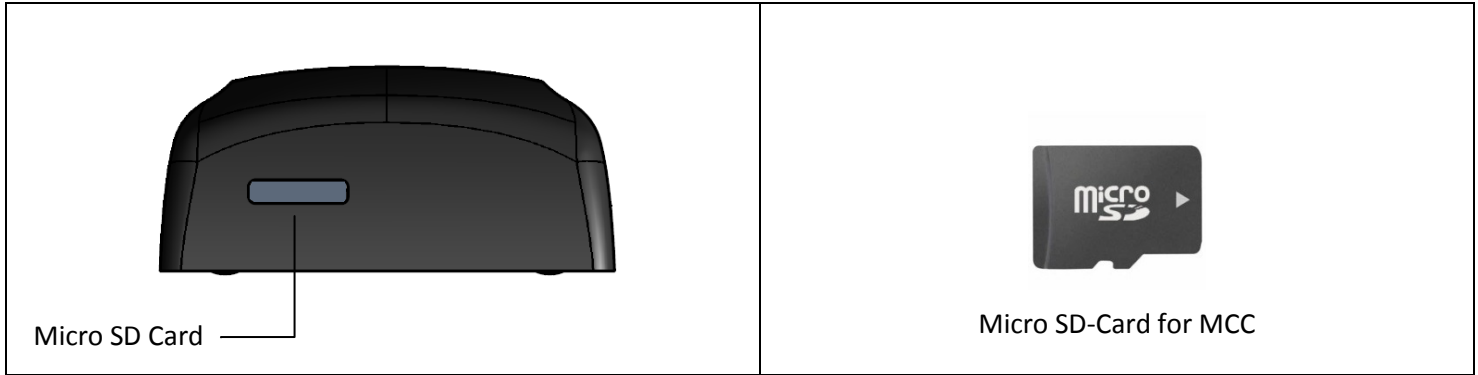
STEP 1: Insert the Micro SD-Card

!! CAUTION !!:

- **When you insert the Micro SD-Card into the small slot, do so at the middle of the slot and push the card in all the way.**
- If you experience difficulties, use a pen or a pair of tweezers to insert the card.
  The Micro SD-Card contains the basic operating software and all application and game content.

Getting Started – Audio/Video Connection

STEP 2: Connect the MCC-TV to the A/V Inputs

Video - Yellow

Audio Left - White

Audio Right - Red
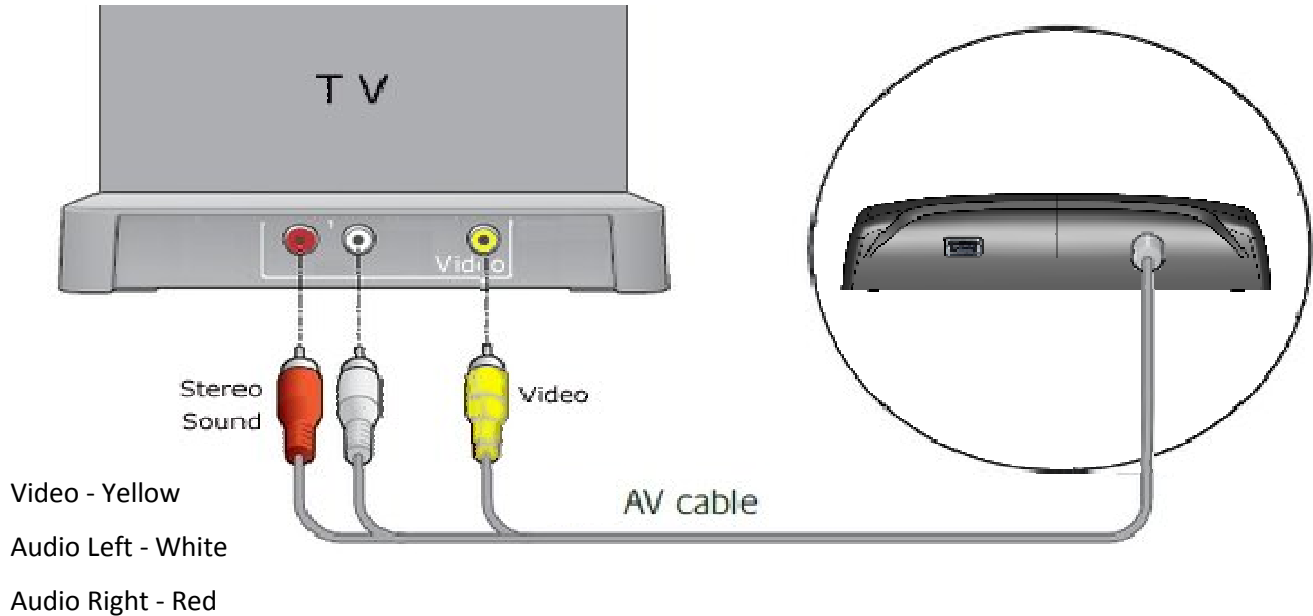
Getting Started – Joystick

STEP 3 : Connect the Joypad
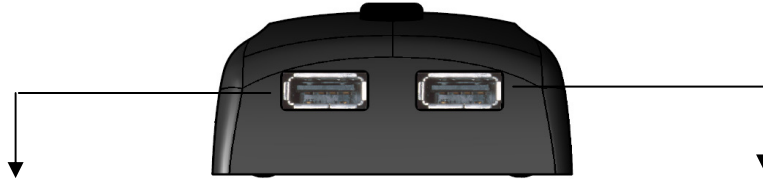
Mandatory Joypad 1

Optional for 2nd player Joypad 2
(not part of initial shipment)

Getting Started – Power Supply Connection

STEP 4 : Power Supply connection

Either mini USB charger	or mini USB cable / battery pack

Operations

If the Multiple Classic Computer is switched (ON) the green LED will light up.

The MCC has two main different menus – Core Selection and Game / Demo / User / PREF menu
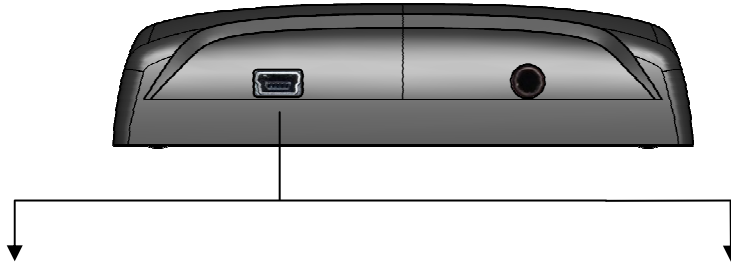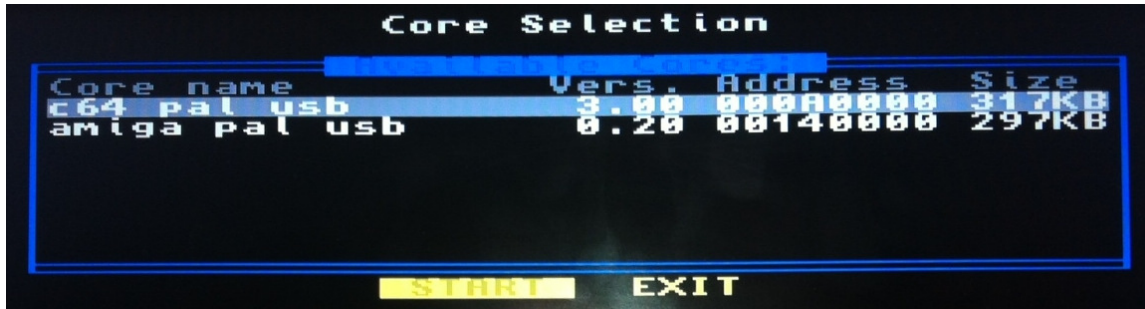

The Core Selection MENU

The Core Selection menu allows the user to launch the different classic computer cores. In addition from this menu the Boot menu can be accessed. The system is preconfigured and the Boot menu is only needed for debugging.

To start a classic computer core simply move the Joystick up and down and either press the Fire button or the Select Button. This will start the respective classic computer core.

To come back to the core selection menu you can hold down the Select button for more than 5 sec. at any time.

Operations

➢ **The Game / Demo / USER/PREF selection menu**

o You will see the start up screen which will look similar to this picture.

o Now you can use the Joystick to browse the menu and select an item.

Joypad

» The application or game has an autostart function and will be loaded an executed automatically in the Game menu.

Up	Menu item up
Down	Menu item down
Right	Toggle Category up (Games, User, ..)
Left	Toggle Category down (Games, User, ..)
Select	Back to Core Selection menu (long press > 5 sec.).
Start	Start Game, Select menu entry, Back to Game Selection menu (long press > 5 sec.).

Operations

RE-START into Core Selection Menu:

1) To come back to the Core selection menu please press and hold the Select button at any time for more than 5 sec. This will allow you to switch between different cores.

2) To fully restart the system, press the On/Off button. This brings you as well back in the Core Selection menu.

RE-START into Game Application menu:

1) To enter from every classic computer platform the Game or Application menu please press and hold the Start button for 5 sec.
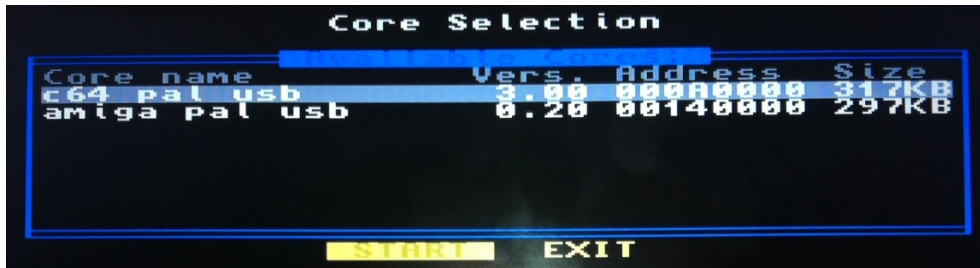
Core Selection menu

Game / Demo / User / PREF menu

C64 core features MCC-TV

C64 Feature list:

- Commodore C64 re-implementation including 1541 disc drive

- Load and Save all your favorite discs and tapes on micro SD-card

- Supports C64 virtual keyboard with original key function

- Easy to use interface to start games, demos with on click

- User menu allows to load up to 10x C64 disc at once into memory and swap discs with simply pressing a button

- NTSC and PAL support with CPU over clocking allows smooth playback of PAL games on an NTSC screen

- Import of new games simple with copy and paste on the SD-card

Joypad Mapping for the MCC-TV C64 core

| Name	Function Commodore C64
Left	Joystick Left Player 1 or 2, Menu left
Right	Joystick Right Player 1 or 2, Menu right
Up	Joystick Up Player 1 or 2, Menu up
Down	Joystick Down Player 1 or 2, Menu down
Select	Stop Game back to Core Selection menu (press >5 sec.)
Start	Start Game, Select menu entry, go back to game selection menu (press >5 sec.)
1	Launch and exit virtual keyboard. Select to confirm key selection.
2	Launch and exit Disk menu
3	Switch Disks
4	Switch Joystick Ports 1 to 2
L1	Left Fire button Player 1 or 2
L2	Left Fire button Player 1 or 2
R1	Right Fire button Player 1 or 2
R2	Right Fire button Player 1 or 2

Joypad Buttons:

Fire Buttons:
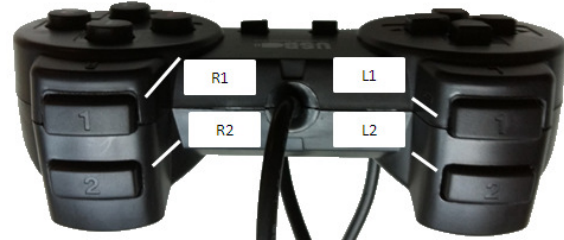
AMIGA 500 core features MCC-TV

AMIGA 500 Feature list:

- AMIGA 500 re-implementation

- Load all your favorite ROMs and cartridges from micro SD-card

- Emulates up to 10 drives

- Easy to use interface to start games, demos with on click

- NTSC and PAL support

- Import of new games simple with copy and paste on the SD-card

- Support of up to 1 MByte of Fast Memory

Joypad mapping for the MCC-TV AMIGA 500 core

Name	Function AMIGA 500
Left	Joystick Left Player 1 or 2, Menu left
Right	Joystick Right Player 1 or 2, Menu right
Up	Joystick Up Player 1 or 2, Menu up
Down	Joystick Down Player 1 or 2, Menu down
Select	Stop Game back to Core Selection menu (press >5 sec.)
Start	Start Game, Select menu entry, go back to game selection menu (press >5 sec.)
1	Launch and exit virtual keyboard. Select to confirm key selection.
2	Launch and exit Disk menu
3	Switch Disks
4	Switch Joystick Ports 1 to 2
L1	Fire button Player 1 or 2
L2	Mouse button left
R1	Fire button Player 1 or 2
R2	Mouse button right

Joypad Buttons:

Name	Function AMIGA 500
analog Joystick left	Mouse left
analog Joystick right	Mouse right
analog Joystick up	Mouse up
analog Joystick down	Mouse down

Cloanto® - Amiga and C64 Games

We like to express special thanks to our partner Cloanto® to provide the software content for the AMIGA and C64.

Cloanto® is well known for his C64 Forever® and AMIGA Forever™ PC software distribution.

This software can be used to add additional content (games and applications) to the MCC-TV with your PC.

Please check out their Webpage for the latest products:

www.c64forever.com

www.amigaforever.com

Add additional Games or ROMs to the MCC-TV

How to add additional games or applications ?

The user can add content (ROMs) to the initial game selection of games to the MCC-TV.

The SD-card contains for each classic computer a specific ROM folder which will be displayed in the game/application menu.

In this folder the subfolder APPS and USER are used to store the games / applications.
To add content simply copy the content into the USER subfolder of the respective classic computer from your PC.

Please check the ReadMe file for each classic computer for the file format support.

Web-Page**:** http://www.MCC-home.com

SD-card Folder structure

SDcard/		Comment:
C64		
	APPS	preloaded games
	USER	for user specific games and applications
AMIGA		
	APPS	preloaded games
	USER	for user specific games and applications
System		
	Core	all preconfigured
	Font	all preconfigured
	Picture	all preconfigured
	Rom	all preconfigured
	Skin	all preconfigured
	Sound	all preconfigured

Technical Data

Multiple Classic Computer

- Reconfigurable core, incl. main CPU, graphic engine, sound engine and interfaces

- Integrated SDR Memory 16 MBytes

- Integrated Flash 1MBit for different classic computer platform, programs and games

- Support of 2x USB Joypad

- CVBS-Video output

- Stereo Audio Output

- Micro SD-card interface for external programs

- Mini USB Battery or external power supply support

  - Dimensions: 4.11 x 2.23 x 1.00 in.
                       104.39 x 56.64 x 25.40 mm

- Weight : 220g / 8 oc

C64 Core

- Emulation of C64 hardware (PAL and NTSC)

- More than 100 C64 games preloaded

- Supports up to 10 disc and save to disc

- Virtual keyboard and multi player mode

Amiga Core

- Emulation of Amiga 500 hardware (PAL and NTSC)

- More than 40 AMIGA 500 games preloaded

- Emulates up to 10 disc drives and save to disc

- Mouse emulation via Joypad

- Virtual keyboard via Joypad

Limited Warranty

LIMITED WARRANTY COVERAGE

ArcadeRetroGaming warrants this product against defect in material or workmanship, for a limited time (FIGURE 1). Limited warranty period begins from the date of the original purchase. If a defect is discovered, ArcadeRetroGaming wiil at its option,(A) repair your product with new or refurbished parts, or (B) replace it with a new or refurbished product at no charge, provided it is returned during the warranty period, with transportation charges prepaid, to the authorized ArcadeRetroGaming dealer from whom you purchased the product. ALL ACCESSORIES ARE REQUIRED WITH ANY CLAIMS TO ENABLE A FULL TEST OF THE SYSTEM. Proof of purchase is required. Detaild description of issue is helpful.

FIGURE 1

Product or Part Name	Parts	Labor
MCC-TV	One year	60 Days
Accessories	½ year	Not applicable

THIS LIMITED WARRANTY IS NON-TRANSFERABLE AND ONLY APPLIES TO THE ORIGINAL PURCHASER.

Limited Warranty

LIMITED WARRANTY LIMITS AND EXCLUSIONS:

This Limited Warranty ONLY COVERS failures due to defect in material or workmanship, and DOES NOT COVER normal wear and tear or cosmetic damage. The Limited Warranty ALSO DOES NOT APPLY if failures occurred due to application of products not supplied by the warranto; if the product has been damaged by shipment, accidents, misuse, abuse, neglect, mishandling, misapplication, alteration, faulty installation, set-up damage, modification, or commercial use, or rental use of the product; or if any ArcadeRetroGaming serial number has been removed or defaced; or damages that is attributed to acts of God.

THERE IS NO EXPRESS WARRANTY EXECPT AS LISTED UNDER "LIMITED WARRANTY COVERAGE". THE WARRANTOR IS NOT LIABLE FOR INCIDENTIAL OR CONSEQUENTIAL DAMAGES RESULTING FROM THE USE OF THIS PRODUCT, OR ARISING OUT OF ANY BREACH OF THIS WARRANTY. (As examples this excludes damages for lost time, cost of having someone remove or re-install and install unit if applicable, travel to and from the servicer, loss of or damage of accessories (micro USB, USB adapter, Joystick, etc.). The items listed are not exclusive, but are for illustration only.) ALL EXPRESSED AND IMPLIED WARRANTIES, INCLUDING THE WARRANTY OF MERCHANTABILITY, ARE LIMITED TO THE PERIODE OF THE LIMITED WARRANTY.

Some states and countries do not allow the exclusion or limitation of incidental or consequential damages, or limitations on how long an implied Limited Warranty last, so the exclusions may not apply to you.

Please contact for all warranty topics please send email to: contact@ArcadeRetroGaming.com