

ARCADE ARCADE REVOLUTION® Super Arena

The only thing not real, is the bruises!

PS /808 User Manual

THANK YOU FOR PURCHASING OUR PRODUCTS.

PLEASE THOROUGHLY READ THROUGH THE INSTRUCTIONS BEFORE USE.

The AAR revolutionizes the interactive gaming experience. The AAR position Detection Mat and Body Sensors are base on the latest motion capture technology. Working together they detect the play's movements and actions, Fighting in the air or throwing a flurry punches from the ground. Utilizing groundbreaking wireless communication technology, the AAR Arena immediately processes movement and actions in simultaneously displaying the action on screen.

PLAY WITH UP TO 4 PLAYERS! TO PLAY WITH 2,3,4 players make sure to pick up AAR systems with different FREQUENCY NUMBERS! Check for the frequency number on AAR color box packaging.

Package includes

1. Positing Detection Mat
2. Four(4) wireless body Sensors (with included batteries)
3. Replacement batteries

Features

1. Exclusively Patented features patented RF remote and CMOS technology.
2. 4 sets of body sensors emit rock solid wireless signals to the built-in receiver.
3. Super Arena position Detection Mat detects your maneuvers and position even in the air.
4. Specifically for fighting games, compatible with most ps2/playstation.
5. Overall solution for entertainment, health, exercise, fitness and fun.

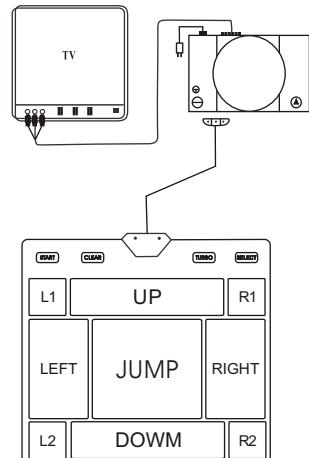
Installation

Step1:

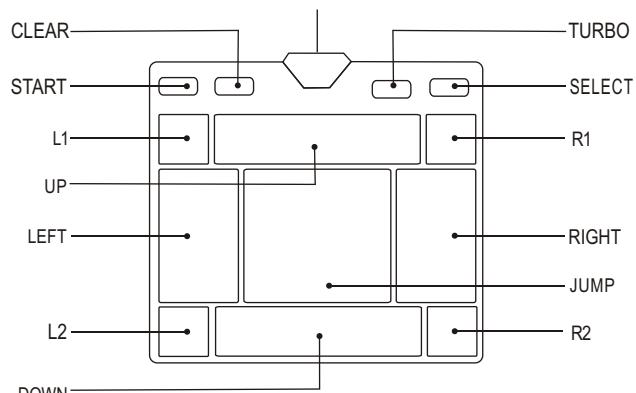
1. Unwrap the package and take out of 4 emitter sensors attached, then pull on the sensors to your wrists & ankles as per the marks on the sensors .e.g. Pull on the wrist, etc. please make sure that the side with LED indication is toward your hand or feet.

Step 2:

2. Place the non-slip mat in front of the TV and keep the distance to be about 1.50-3.0 meters, Then connect the mat, PS/PS2 console & TV correctly. Please refer to the instruction.

**Step3:**

Insert the fighting game disc and turn on the console & TV. When the game start screen is appeared, turn on the power switch of the sensors and step “START” button, then you may configurate the game using the “START, SELECT, UP, DOWN, LEFT, RIGHT” buttons and the “ \diamond , \otimes ” sensors. please refer to the mat functions instruction.

**How to play**

The magic super arena can detect your movements and reproduce your actions in real time in the game. For example, when you beat your enemy by the right hand, you may see the character

you stand for will beat the countworker heavily using its right hand. Like this ,it is available for both hands &legs,meanwhile,LEFT&RIGHT buttons will control the direction of your movement. JUMP button is used to jump to attack you enemy, so DOWN button will evade an attack from the enemy.

DETAILS

- A: Make some fist or kick actions,you may find the character is making the same relating actions at the same time.
- B: Step the " LEFT " or " RIGHT " button,the character will move back or toward.
- C:Jump in the center of the mat ,the character will jump up .
- D: " DOWN " button will make you crouch in the game.
- E: " UP " button is used to control the actions of jump or forwarding.

Double-players mode

When it is double-players mode,please make sure that you have executed the following steps before start:

- 1.Check the back side of the sensors to have a look at the code number.If the two players have the sensors with the same code number,please choose another set with different code number, For example,NO.1 player 's sensors are marked " xxxxxxx01 " ,then No.2player 's sensors should be marked " xxxxxxx02 " or " xxxxxxx03 " ,etc.
- 2.To confirm the user 's ID, No.2 player should switch off the power of the sensors,then No.1 player vibrates the sensors to check which control box of the mat will light up.Then,choose the light one as his mat.The same,another mat is belong to No.2 player.
- 3.Note:when you buy 2 sets,please make sure the sensors have different code number.

Special Functions

- 1.Jump on the " LEFT " or " RIGHT " button will make the character jump back/forward.
- 2.Jump on " LEFT+up " or " RIGHT+UP " ,the character will jump in the same direction.
- 3.At one time press " TURBO " and one of the keys or multi function keys,the corresponding function key will twinkle when they are pressed later,when you press " CLEAR " and the corresponding function key,the setting will be cleared up completely.

Helpful Tips for usage

Tip:Depending on the fighting game being played the position detection mat will apply to different moves and maneuvers within the games, Also you may want to reconfigure the body sensors and button commands to personalize your game experience.

Tip:for games,such as boxing games,where kicking is not available, you may want to position the left and right foot sensors O your left and right elbows respectively. This may enhance the different types of punches in game play.

Tip:if the product is not as sensitive as before,carefully unscrew the body sensor and replace the

batteries with the include replacement batteries .Carefully screw the body sensor back into place.Make sure you take notice of the battery polarity.

Buttons and functions

In general,a basic controller's directional pad commands can be controlled by stepping on the position detection mat.A basic controller's action buttons can be controlled by the signal sent by the 4 body sensors,Control is achieved by the combination of signals body sensors and position detection mat.(See chart below)

Basic Controller Pad	AAR Super Arena
Directional Pad Left	Left Arrow on Mat
Directional Pad Right	Right Arrow on Mat
Directional Pad Up	Jump! Or Up Button on Mat
Directional Pad Up Left	Up Button and Left Arrow on Mat
Directional Pad Up Right	Up Button and Right Arrow on Mat
Directional Pad Down	Down Arrow on Mat
Directional Pad Down Left	Down Arrow and Right Arrow on Mat
Directional Pad Down Right	Down Arrow and Left Arrow on Mat
L1 Button	L1 Button on Mat
L2 Button	L2 Button on Mat
R1 Button	R1 Button on Mat
R2 Button	R2 Button on Mat
△Button	△ Right Hand Sensor
□ Button	□ Left Hand Sensor
TURBO Button	○ Button on Mat
Clear Button	× Button on Mat
× Button	× Left Foot Sensor
○ Button	○ Right Foot Sensor

Technical Specifications

1.Battery specification:Standard 2032 button battery(DC3V 200mA)

2.Frequency:315MHz/433MHz

3.Transimt Power:<-20dbm

4.Remote sensing scope:2m~6m

Precautions for use

1.For maximum performance,play Super Arena while wearing soft-soled shoes or bare feet.Do not play Super Arena while wearing coarse or sharp heeled shoes as it will tear the mat.

2.The product has several kinds of standard with different codes.(For e.g.No:000,001...)You can see the mark o the arena and emitter sensors.please note the code on the arena should be tallied with that on the sensors.

3. For double-player mode, please don't purchase two pieces with the same code as to avoid frequency confusion.
4. If you find the item is not so sensitive as before, please change battery in the sensors. Please make sure you replace it with the same specified ones. And pay attention to the pole when you fix the batteries. Never throw it into fire.
 - 4.1 Please choose the standard button battery model 2030DC 3V/200mA. All other batteries with different specification are forbidden to use.
 - 4.2 Do not assemble the battery in reverse & short circuit is absolutely forbidden.
 - 4.3 When charging the rechargeable battery, please make sure the battery is taken out.
 - 4.4 Please take out the battery if the item will not be used for long period.
 - 4.5 Non-rechargeable batteries are not to be recharged.
 - 4.6 Rechargeable batteries are only to be charged under adult supervision.
5. Do not disassemble the controller and sensor.
6. If the mat becomes dirty, wash the surface with a damp cloth and dry immediately. Do not put the mat into a washing machine or dishwasher.
7. Make sure the mat is flat and secure on floor before playing.
8. Keep the mat away from heat or flame due to its flammable nature.
9. Keep the mat away from damp or wet surfaces as prolonged moisture could damage the mat.
10. Avoid long time exercise for children and aged person.
11. Be wary of the cord that connects the mat to your console. Forceful pulling of that cord could damage either the mat or your console port.
12. If you have a respiratory or heart illness, Do not play the Super Arena for extended periods of time. Please suspend to use if any discomfort happens.

Remark

Model No.: AAR808

FCC ID: SNWSUPERARENA

This device complies with Part 15 of the FCC rules. Operation is subject to the following two conditions:

- this device may not cause harmful interference.
- this device must accept any interference received, including interference that may cause undesired operation.

1. The label of Emitter

Model: AAR808

FCC ID: SNWSUPERARENA

This device complies with Part 15 of the FCC rules. Operation is subject to the following two conditions:

- This device may not cause harmful interference.
- This device must accept any interference received, including interference that may cause undesired operation.

2. The Label of Receiver

Label material: Pressure-sensitive label

Trade Name
Super Arena

Model Number
AAR808



Tested To Comply
With FCC Standards

FOR HOME OR OFFICE USE