

# Virtual Pinball Machine – User Manual

## This manual applies to:

- [43 inch virtual pinball machine - FLIPPATASTIC - pinball club](#)
- [force feedback virtual pinball 49" 4K UHD - flipperfury MULTIBALL BLUE](#)
- [force feedback virtual pinball 49" 4K UHD - flipperfury VPIN CLASSIC](#)
- [RENT A PINBALL MACHINE FOR A DAY OR WEEK- VIRTUAL PIN WITH 1.000 GAMES](#)
- [virtual pinball machine - personalized - 1000+ games included - easy setup](#)



The virtual pinball machine is a hardware cabinet — displays, lighting, sound and force-feedback components — that runs third-party open-source pinball software (not included). This manual covers safe use, the controls, the coin acceptor, cleaning, and how to shut it down correctly.

**Caution:** the machine weighs over 170 kg on four small feet — always place it on a stable, level surface that can carry the weight. Always shut the software down correctly before switching off, or you risk software faults that are not covered by warranty.

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## Disclaimer

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All relevant national, regional and local safety regulations must be followed when installing and using this machine. For safety reasons and to ensure compliance with the documented system data, the components may only be repaired by the manufacturer.

If machines are used for applications with technical safety regulations, the relevant instructions must be observed. Failure to observe this information may result in personal injury and/or damage to the machine.

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## Other languages

This is the English user manual (or an automatic translation thereof). Manuals in other languages may be available on request.

## Power supply and surge protection

Arcade and entertainment machines are computer-controlled and contain sensitive electronics. Mains power at events, venues and even ordinary outlets is frequently unstable or “dirty” — voltage spikes, surges, sags and brown-outs, flicker, overloaded or shared circuits, generators, long extension runs and the switching of nearby equipment can all push the supply outside the machine’s safe operating range.

**You must always connect the machine through a good-quality surge protector, and — wherever the supply is unreliable or the machine must not lose power unexpectedly — through an uninterruptible power supply (UPS).** These sensitive machines cannot tolerate power spikes, surges, brown-outs or sudden cut-offs.

Damage, data loss or malfunction caused by power-supply problems is **not covered by warranty**. Failure to use adequate power protection can lead to machine malfunction and, in some cases, a risk of fire or bodily harm. If you are unsure about your power supply, consult a qualified electrician before use.

## Support and service

For more information, service, technical support, ordering user manuals, or for any other questions, please contact:

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## Machine description

The virtual pinball machine is a hardware system made up of several displays, lighting systems, sound systems and moving force-feedback components. One player at a time controls the game with a few buttons. The components are driven by pinball software the user installs — software is **not** part of the scope of delivery. Many software variants exist, and depending on the configuration and software chosen the machine can hold hundreds to thousands of games. Each game controls the hardware in its

own way, so volume, vibration force, ball-launch behaviour, force feedback, gravity simulation and flipper response are all determined by the software and can vary greatly from game to game.



The virtual pinball cabinet.



The cabinet is pre-wired for upgrades — loose or unconnected cables inside are normal.

## Intended use

The machine is a “hardware shell” without its own software, intended for the later installation of open-source pinball software that is freely available from third parties. It is intended for home entertainment use and is not designed or intended for commercial use. The minimum age for use is twelve; underage players should only use the machine under adult supervision.

## Scope of delivery

Virtual pinball machines are supplied **without software** — you purchase the hardware (cabinet + physical components) only, so this manual does not cover installing or configuring software. The machine may include encrypted demo software with a few playfields, intended only to confirm the hardware works correctly; no rights can be derived from it. Pinball software and playfields can often be downloaded free from the internet (e.g. [pinballx.com](http://pinballx.com), [vpforums.org](http://vpforums.org)), but their operation, supply and availability are outside Made for Arcade’s influence and no rights can be derived from them. Because

the cabinet is pre-wired for all conceivable upgrades, you may find loose or unconnected cables, switches or parts inside — this is normal.

## Safety warning

Follow these safety warnings to avoid injury or damage to the machine.

- **Weight:** the machine weighs over 170 kg, carried on 4 small adjustable feet — always place it on a stable, safe, level surface that can support the weight.
- **Suffocation:** the locks use small attached keys — a choking/swallowing hazard. Keep them out of the reach of children and store them safely.
- **Hearing damage:** the machine can produce loud sounds for long periods. Don't stand too close to the speakers and don't turn the volume up too loud.
- **Electrocution:** always remove the plug from the socket before opening any access door — there may be live parts inside. Close and lock the doors before plugging back in.
- **Gaming addiction:** video games can be addictive. If you notice symptoms such as fatigue, insomnia or irritability, seek professional help (e.g. the Trimbos institute / Gaming Infoline).

## Preparation for commissioning

Follow the unpacking instructions carefully to avoid damage. The machine operates on 220/240 V / 50 Hz. Inspect the outside, inside and connection cord for defects or loose connections — open all panels and doors and check the wiring and components. Do not connect the machine if anything is damaged. Close and lock all doors and panels with the enclosed keys, then insert the connection cable into the back and plug into a proper socket.

## Switching on the machine

Following the wrong power-on procedure can cause immediate damage or malfunction. Turn on the main switch on the back of the machine (next to the connection cable). If present, also turn on the main switch at the bottom of the cabinet (a concealed panel in the base plate — not every configuration has a second switch). Wait until the machine has fully started and Windows and any flipper software are active. Do not interrupt the start-up — it may take several minutes.

## Operation buttons — side of the machine

Once started, the player controls the game with buttons on the cabinet. Note: each game assigns its own functions, so a button can do different things in different games.

- **Left flipper button:** previous game / previous menu option, or moves one or more flippers in the game.

- **Right flipper button:** next game / next menu option, or moves one or more flippers.
- **Left / right magna-save** (above the flipper buttons): a special function depending on the game — often used for mini-games or to activate simulated electromagnets that influence the ball.

## Operation buttons — front of the machine

- **START:** starts the selected game or confirms a selection.
- **COIN / MUNTINWORP:** simulates a coin insert and adds a credit to the selected playfield (some playfields need more than one credit).
- **LAUNCH:** on some playfields, launches the ball or has a special game function.
- **A/D-PLUNGER:** on some playfields, launches the ball proportionally with this trigger.
- **EXIT:** returns to the main menu to select another game.



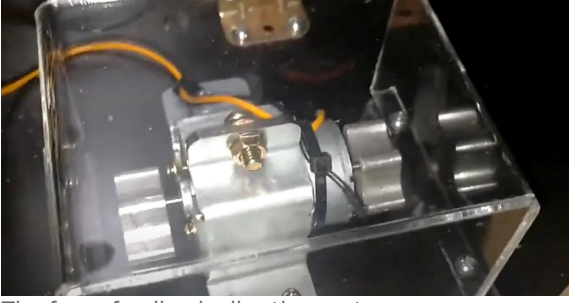
The front control buttons.

## Operation buttons — inside the machine

There are a few more controls behind the coin-slot door (open the metal coin door with the key).

**Electrocution hazard:** always remove the plug before opening access doors; never touch live parts.

**Vibration potentiometer** (left of the door, at the back): a rotary potentiometer adjusts the force-feedback vibration motor. Don't set it too high — just enough that a slight movement is felt; frequent heavy vibration can damage components over time. (Each game also controls vibration, so it varies per game.)



The force-feedback vibration motor.



The vibration-strength potentiometer.

**Audio controls:** in the front, behind the coin insert, an audio amplifier has knobs for volume and bass. Don't set the sub-woofer bass too loud — excessive vibration can damage subwoofers. (Volume is also controlled per game.)



The audio amplifier (volume / bass).

## Switching off the machine

Following the wrong shut-down procedure can cause immediate damage or software malfunctions — **these faults are not covered by warranty.** Depending on the version, the cabinet has a hardware “soft-exit” button under it, or you shut down via a software “shut down computer” option in the front-end menu (e.g. PinUP Popper).

**Hardware “soft-exit” button:** briefly press the large round “soft shutdown” button once — it’s in a concealed switch panel and usually has an on/off symbol (do **not** press the small button shown in the photo). Then **wait until the machine has completed the entire shutdown and Windows has closed correctly** — the screens turn black and then change colour to prevent burn-in. Only then turn off the main switch at the back.



The round “soft-exit” shutdown button (do not press the small button).

## Taking the machine out of service

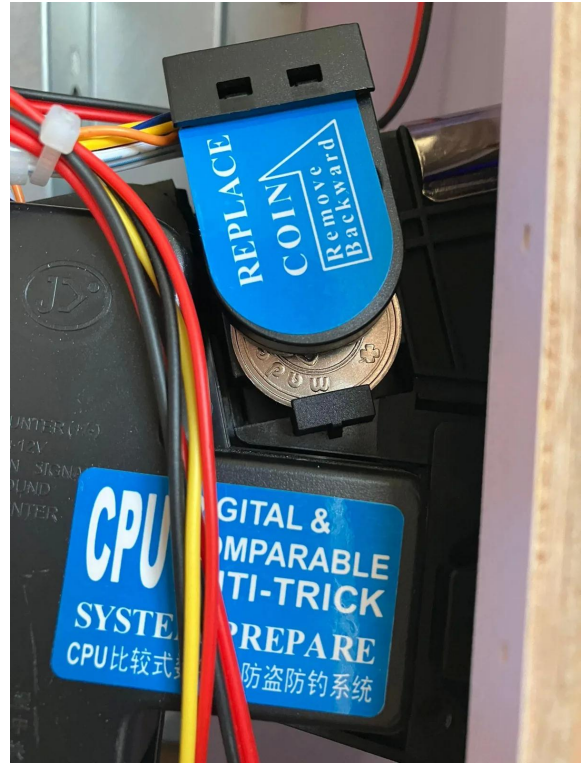
Wait until the software has finished shutting down and the screens change colour periodically (screen saver). Turn off the switch at the back and remove the plug so the power is completely interrupted. Do not leave the machine unattended while connected to the power supply.

## Coin training

The coin acceptor is either empty or already trained for Made for Arcade coins. If it is empty and the machine is not on free play, place a sample coin: the acceptor has a spring-loaded clamp slide with a slot — hold the slide up, slide a coin into the slot, then slowly and carefully lower the slide with the coin in it. Lock the machine, switch it on, and insert a coin of the same type at the front. The acceptor compares each coin with the sample; matching coins go to the cash drawer and add a credit. Only use coins 18–25 mm in diameter and 1.6–2 mm thick.



Hold the clamp slide up and place a coin in the slot.



Lower the slide with the coin in between.

## Cleaning the glass plate / monitor window

The playfield is a high-resolution monitor that builds static and attracts dust; over time dust can collect under the playfield window. To remove and clean it:

1. Remove the lock bar by sliding the lever inside the coin door to the left, then carefully pull the lock bar up and out.
2. Unscrew the 2 screws that hold the glass plate (not present on all cabinets).
3. Unscrew the metal profiles on both sides (2 screws each) and remove the profiles.
4. Carefully slide the glass plate forward out of the slots. **The glass plate is quite heavy.**



Release the lock bar.



Unscrew the glass-plate screws.



Remove the side profiles.



Slide the (heavy) glass plate out.

## Frequently asked questions

**How do I disable the "coin" button?** Inside the machine, remove the micro-switch from the back of

the push button (turn it a quarter-turn anti-clockwise). The coin button will then no longer simulate a coin insert.

**What are the black flipper (magna-save) buttons for?** Their function depends on the game — the game’s creator can assign special functions to each, so it differs every time.

**Why doesn’t launching the ball with the trigger work?** Some games use the LAUNCH button instead of the trigger; it differs per game.

**My flippers seem slow to respond — what’s going on?** The dynamics are entirely software-determined. Some games feel slow or “springy” on purpose — the game maker decides how the flippers respond.

**Why doesn’t my pinball machine respond as I expect?** Everything — friction, gravity, ball weight, speed, randomness and more — is set by the game’s programmer in software; the cabinet only responds to what the software commands. The user can reconfigure it, but that’s outside the hardware’s scope of delivery.

**When do the sirens / flashing lights come on?** Sirens aren’t supported by all games — it depends on the game’s designer (e.g. some games activate them on sufficient points/bonuses).

**Which pinball games are best?** Quality varies a lot, and old games can now feel unplayable. In short: **VPX (Visual Pinball X / VP10)** is usually excellent and the best choice — it simulates gravity and friction very realistically. VP9 cabinets are dated. Pinball fantasies has engine flaws. **FX-3** is superior commercial quality (via Steam) but looks more arcade than authentic; **FX-2** is the outdated version — upgrade if you can.

## Specifications

<b>Size</b>	139 × 81 × 190 cm (high)
<b>Power</b>	220/240 V — 2.5 A max
<b>Main playfield monitor</b>	up to 49" UHD
<b>Weight</b>	170 kg
<b>Operating system</b>	user’s choice
<b>Payment</b>	coin-operated or free play
<b>Speakers</b>	dual + 4 top-mounted speakers

## Addendum A — standard button functions (PinUP Popper front-end)

- **Start:** starts a selected game from the menu.
- **Extra ball:** go one step up the menu hierarchy (back to main menu).
- **Coin:** simulates one coin.
- **Launch:** launch the ball.

- **Exit:** exit the game and return to the selection menu.
- **Left / right flipper button:** move anti-clockwise / clockwise through the available menu options or games.
- **Left / right magna-save:** go to the previous / next letter of the alphabet to select games.

## Addendum B – shutting down the demo software

Shut the machine down correctly via the software to avoid problems with Windows and the software (software problems and demo software are **not** covered by warranty). Exit the active pinball game and return to the menu (use EXIT if needed), go all the way to the main menu (use EXTRA BALL if needed), then: **RESTART PC** → **SYSTEM MENU** → **TURN OFF PC** → **click the OFF button twice**. Wait until all screens go full-screen and change colour, and only then switch the machine off with the main switch.



Restart PC → System menu.



Turn off PC.



Click the OFF button.



Wait for the screens to change colour.



Only now switch off at the main switch.

## **Precautionary measures**

- Place the 170 kg machine only on a stable, level surface that can carry the weight.
- Always shut the software down correctly before switching off — improper shutdown faults are not covered by warranty.
- Remove the plug before opening any access door; never touch live parts.
- Keep volume/bass moderate to protect your hearing and the speakers.
- Do not disassemble, alter or modify the machine without our permission.