



# User's Guide

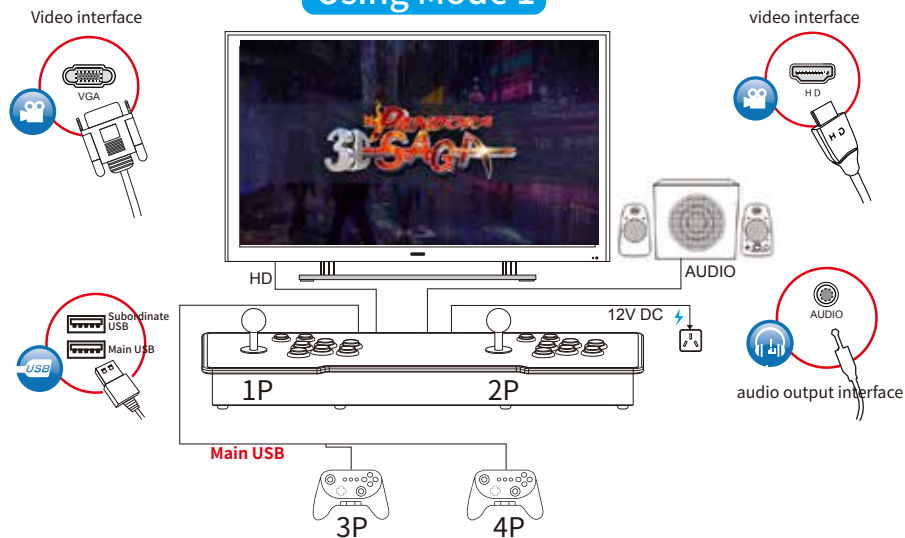
**Thank you for the purchase of this product. I wish you a happy life.**

All for your service needs!

## 1.Product Feature

- \* Home version and arcade version two in 1.Home version support function with pause,archive file, read file and play again next time. Arcade version has time-based billing mode and coin-based billing mode.
- \* Support fast searching,emulator classification,game class and recent game.
- \* Support 3D game dedicated handle mode to restore the most realistic gaming experience!
- \* Support machine becomes gamepad mode, supports two-player online, supports any 1p position setting of the handle, and supports 4 gamepad at the same time.
- \* Support multi language switch (Simplified Chinese, Traditional Chinese, English, Korean, Japanese, Spanish...can add other languages)
- \* Support multi emulators downloaded by end user independently.
- \* Support continuous shooting function, button customization, scanning line, normal and HD game display mode.

### Using Mode 1



Professional player preferred



Super performance motherboard



commercial and domestic two in one



Full coverage of the emulator



the strongest gaming experience

## 7.Button interface definition

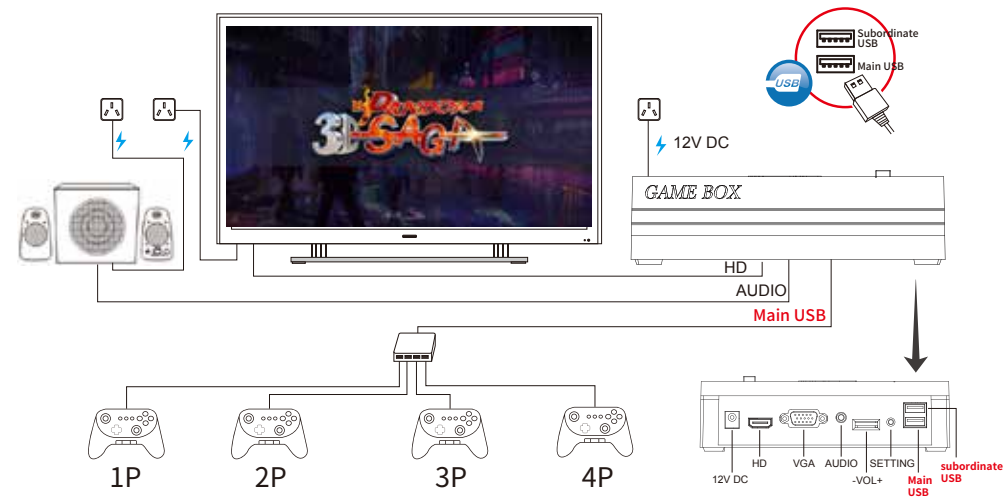
2P TABLE(Solder Side)		1P TABLE(Parts Side)	
GROUND	A	1	GROUND
GROUND	B	2	GROUND
+5V	C	3	+5V
+5V	D	4	+5V
N/C	E	5	N/C
+12V	F	6	+12V
N/C	H	7	N/C
N/C	J	8	N/C
N/C	K	9	N/C
GROUND	L	10	GROUND
N/C	M	11	N/C
VIDEO GREEN	N	12	VIDEO GREEN
VIDEO SYNC	P	13	VIDEO SYNC
N/C	R	14	N/C
N/C	S	15	N/C
Pause button	T	16	Pause button
2P START	U	17	2P START
2P UP	V	18	2P UP
2P DOWN	W	19	2P DOWN
2P LEFT	X	20	2P LEFT
2P RIGHT	Y	21	2P RIGHT
2P BUTTON#A	Z	22	2P BUTTON#A
2P BUTTON#B	a	23	2P BUTTON#B
2P BUTTON#C	b	24	2P BUTTON#C
2P BUTTON#D	c	25	2P BUTTON#D
2P BUTTON#E	d	26	2P BUTTON#E
2P BUTTON#F	e	27	2P BUTTON#F
GROUND	f	28	GROUND

## 7.Button connection cable difination

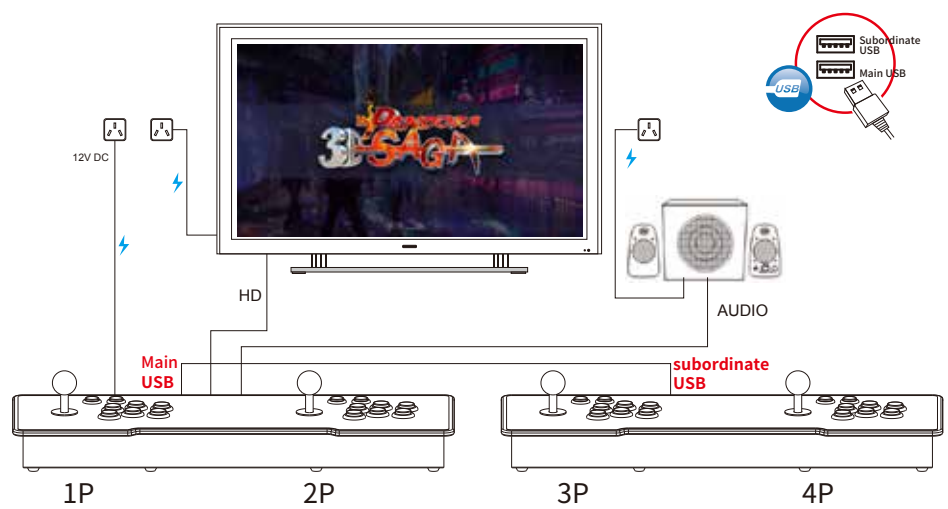
PS3	PC	Pandora games	2P	1P	Pandora games	PC	PS3
+5V	+5V	+5V	1	1	+5V	+5V	+5V
SELECT	J	NC	2	2	NC	J	SELECT
	I	NC	3	3	NC	I	
R2	H	NC	4	4	NC	H	R2
R1	G	NC	5	5	NC	G	R1
L2	F	2P-F	6	6	1P-F	F	L2
L1	E	2P-E	7	7	1P-E	E	L1
	D	2P-D	8	8	1P-D	D	
	C	2P-C	9	9	1P-C	C	
	B	2P-B	10	10	1P-B	B	
	A	2P-A	11	11	1P-A	A	
RIGHT	RIGHT	2P-RIGHT	12	12	1P-RIGHT	RIGHT	RIGHT
LEFT	LEFT	2P-LEFT	13	13	1P-LEFT	LEFT	LEFT
DOWN	DOWN	2P-DOWN	14	14	1P-DOWN	DOWN	DOWN
UP	UP	2P-UP	15	15	1P-UP	UP	UP
START	START	2P-START	16	16	1P-START	START	START
NC	NC	PAUSE	17	17	COIN	NC	NC
GND	GND	GND	18	18	GND	GND	GND
Game console handle switch			19	19	Game console handle switch		
	NC	NC	20	20	NC	NC	

## 1.Product Feature

### Using Mode 2

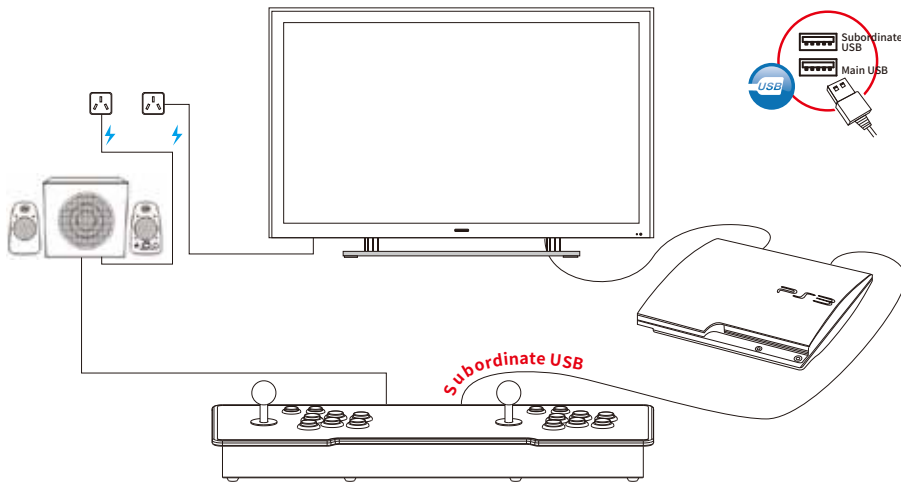


### Using Mode 3

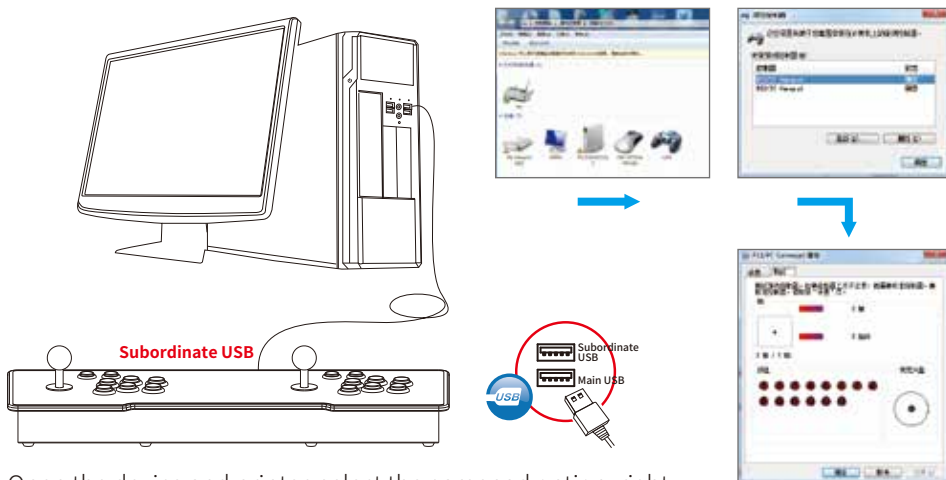


## 1.Product Feature

### Using Mode 3



### Using Mode 3



Open the device and printer, select the gamepad option, right click, select the game controller settings, enter the handle test interface.

## 5.Game Adding

### Notice when adding a game to a USB flash drive

1. It is recommended to set the file system of the u disk (sd card) to be "exFAT" which allocate a cell size to be 32 KB.shown as below:



2. Firstly turn off the power, and then pull out the U disk. It is forbidden to pull out and insert the U disk for many times under the state of power on.

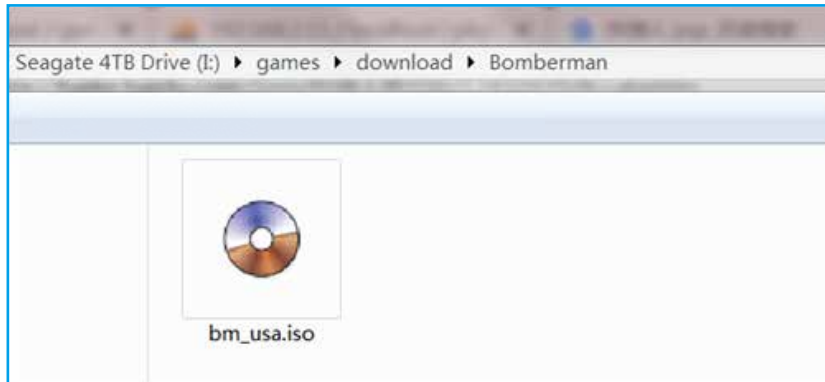
## 6.Motherboard's abnormality and diagnosis

Error description	Fault factors	Solution
No response when starting up, power light is not lit	1. Power adapter exception 2. Motherboard exception	Try to replace the new power adapter with the same parameters or contact the dealer
No image signal	Please check the HD cable or VGA cable connection and the monitor signal source setting is normal or not.	Change wires or monitor
No sound	Anomalous circuit	Change cables or audio equipment
No games display	SD card poort contact	Re-plug the memory card
Disordered for the button	Key wiring error	Checking the wiring diagram of the button
The button suddenly fails during use	Button cable loose	Contact the dealer or open the console yourself to check the line status

## III 5.Game Adding

### Add 3D games from PSP and N64

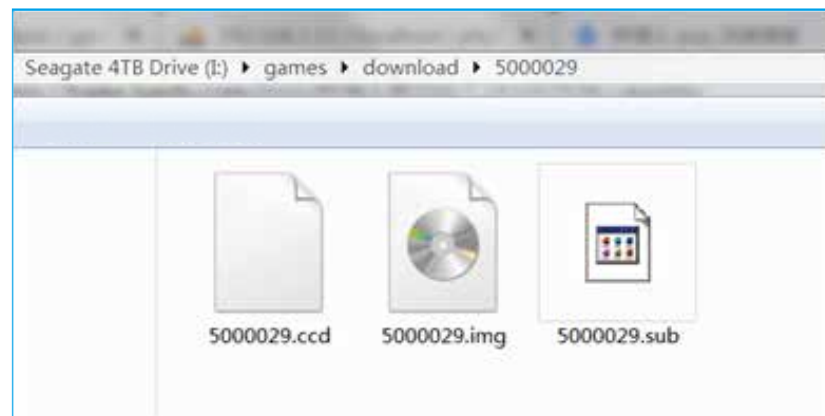
1. Firstly insert the USB flash drive into the computer, create the games/download folder,
2. and directly copy the relevant .iso or .n64 files to the games/download folder of the USB flash drive then it is OK.shown as below:



Note: Since the ISO of PSP comes with its own picture and game name, the system will automatically parse its internal data to display. The ROM of PSP and N64 are automatically scanning so it has no strict requirements on the directory.

### Add 3D games from PS emulator

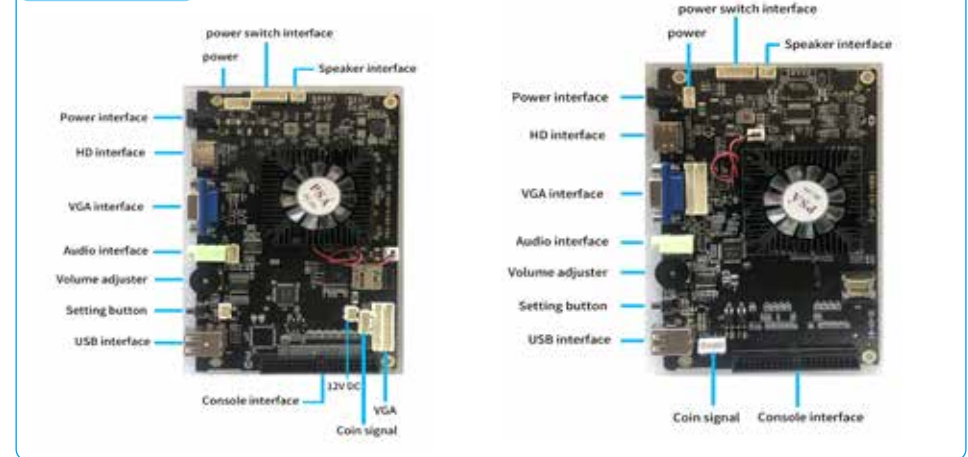
1. Firstly insert the USB flash drive into the computer, create the games/download folder,
2. and directly copy the relevant .iso or .n64 files to the games/download folder of the USB flash drive then it is OK.shown as below:



Note:Currently it only supports the ROM with .img suffix

## 2.Main board Interface

### Home version



### Arcade version



812 Motherboard configuration	12-core processor, Quad core CPU and Eight core GPU		Allwinner H3 SoC		
	CPU	ARM Cortex A9 Quad core 2.0G	H3	CPU	Allwinner H3 SoC
	GPU	Mali450MP8		GPU	Mali400MP2
	RAM	1GB		RAM	512M
	FLASH	2GB Internal storage + 32GB/64GB/128GB SD card		FLASH	32GB EMMC
Video output	HD	1280 x 720 720 P		Video output	HD
	VGA	1280 x 720 720 P	VGA		1280 x 720 720 P

### 3. Background setting

Please press the side setting button to enter the game settings page (as shown below)



(1) **Key mapping testing**: this item is in order to test the using situation for joystick and button. The button icon is initially white and is yellow when pressed.



(2) **Button customization**: User can customize the editing button position according to personal operating habits, as shown below:



(4) **Insert coin mode**: free play/ coin-based billing/time-based billing (support all game time)

(5) **Exit mode**: In the arcade mode, user can select [A] long press the START button to exit, [B] press the START button and throwing a coin to exit the game.

(6) **Auto-exit mode**: When the user does not operate for a long time, the system default 3 minutes automatically to exit the game and returns to the game list. It can also be set to never exit automatically.

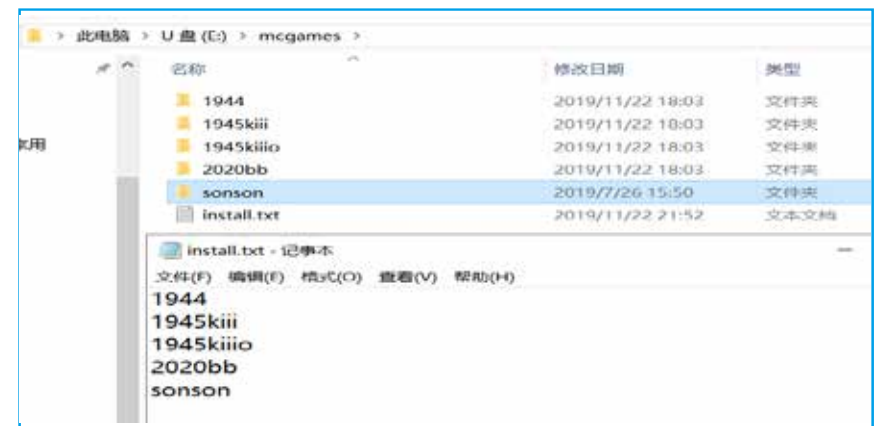
### III 5. Game Adding

For example, if you want to add a Son Son, search in the xls file (supports multiple language searches), and find the rom name of this game. A list of sonson



Insert the U disk into the computer, create the folder of the mcgames, copy the game sonson to the mcgames folder of the U disk, create the text of install.txt, write and save the sonson, one line by one, the user can directly request the configured resources from the agent, and directly copy them

As shown below:



After displaying the main menu after power-on, insert the U disk into the game console. After a few seconds, it will prompt whether to install the game. After the installation, the game will be automatically installed. After the installation is complete, the game will be placed at the end of the list and you can play the game.

## III 5.Game Adding

### Game Adding Notes

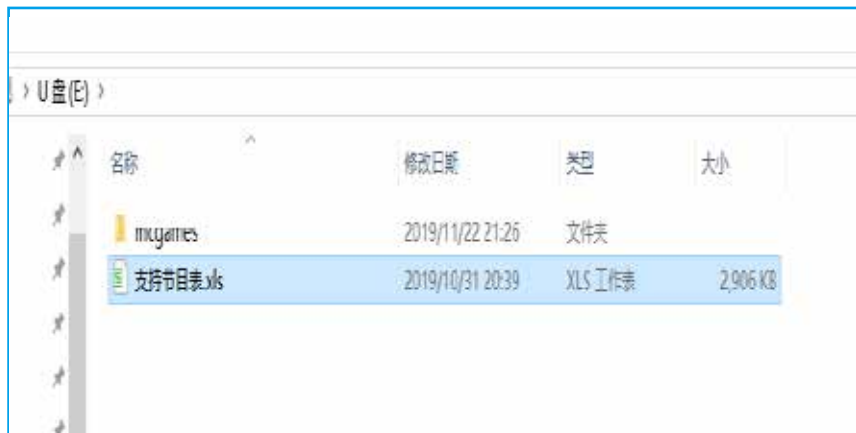
1. This game console integrates the following emulators.  
MAME, FBA, FC, SFC, PCE, GBA, GBC, MD, PSP, PS, N64
2. In addition to the built-in games, the SD card data also allows users to download their favorite games. The downloaded game must be supported by this emulator and could be recognized by this game. Only (Tekken 6, Iron Fist 5, Deadly Fighting, Soul Eater, Weekly Junior Fight, American Professional All-Star Wrestling, Street Fighter EX, Beast Fighting 2, Tekken 3, Tekken 2) are 3D program game, and the others are single play game. The above game only needs to press the 2P start button after entering the game, then the system will switch to the double-play interface. The system is separated from the program. All game programs are on the SD card. If you want to change the program, you only need to change the SD card.

### How to add 2D games

1. Change the file format of the U disk to the form of exFAT, then format the U disk.
  2. Create a folder named "mcgames" in the root directory of the USB flash drive
  3. Open the "mcgames" folder and copy the game ROM we need, then create a new "install.txt" file
- Note: The added 3D game can be downloaded directly from the chicken simulator. As long as the file format is correct, the system can recognize it. The ROM of the added 2D game must be obtained from the manufacturer and cannot be downloaded online.

### Add 2D arcade games such as FBA, Mame

### Find the required game name and open the .xls file



## 3. Background setting

- (7) **Game selection mode:** A. Insert coin to allow selection of game mode.  
B. Allows to select the game mode without any condition.
- (8) **Image enhancement:** Users can select [HD], [Scan Line], [Normal] and other image quality according to their individual needs.
- (9) **Language mode:** support Simplified Chinese, Traditional Chinese, English, Korean, Japanese, Spanish. Select the language on sharking the right side of the joystick and press [1P-D] to exit.
- (10) **Single game setting:**
  - a. Game difficulty setting: support changing the difficulty and life number of some games, press A to adjust the difficulty value, press B to adjust the life number, press D to back to the previous page. Support one button to apply the difficulty and health of all games.



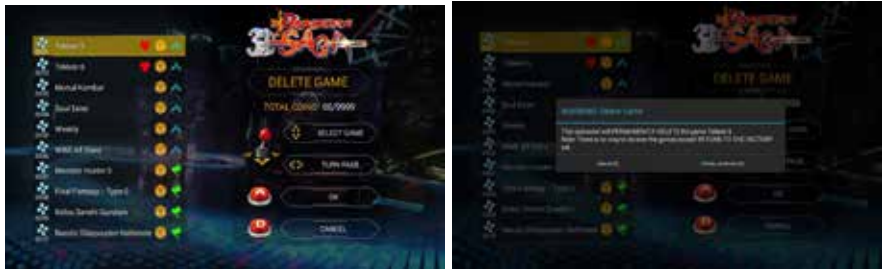
- b. Edit favorite list: Move the joystick to choose favorite game, press A to confirm, and there will be a love on the right side of the game name, the game will be topped, press D to exit.



- c. Edit game list: Users can display or hide the game, moving the joystick to select the game you want to hide, press A to hide. Support one button to hide all games. Resume game: press C button to enter hidden list, press A button to restore. Support one button to restore all games.

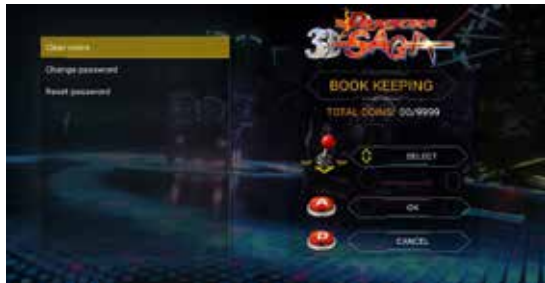
### 3. Background setting

d. Delete the game: Users can delete the game. Moving the joystick, select the game you want to delete, press A to confirm the deletion (unrecoverable after deleting the game) and support one button to delete all games.



e. Game notification: After entering some 3D games, the game will be scrolled to the user's tips, which can be turned on or off according to your needs.

(11) Currency Management: This product has an audit function for counting currency. If you want to reset the coin count to zero, please enter the currency management and enter the password 55555555. After entering, you can choose to clear or reset the password you want.



(10) continuous shooting function setting: There are three modes to choose A. 5 times per second B. 10 times per second C. 20 times per second. After setting the parameters, enter the game and press START+A to open or close.



(11) Factory reset: If you need to restore the factory settings, please select the factory reset option and press the A button to confirm.

### 4. Emulator Introduction



Game search function: Chinese version searches by pinyin; English version, Japanese version, Spanish version search by first letter; Korean version searches by radical.

Recently played games: Supports to save a list of 20 games that have been played recently.

	The ROM of PS generally consists of multiple files, and currently only supports .IMG as a suffix.
	The ROM of FC is mostly suffixed with fds, nes, unf, and unif.
	The ROM of SFC is mostly suffixed with smc, sfc, swc, fig, bs.
	GBA's ROM is mostly suffixed with gba, bin, agb, gbz.
	Most GBC's ROMs are suffixed with gb, gbc, and sgb.
	The ROM of PCE is mostly suffixed with pce, cue, ccd, and chd.
	The ROM of MD is mostly suffixed with mdx, md, smd, gen, bin, cue, iso, chd, sms, gg, sg.
	FBA is generally in .zip format.
	The ROM of PSP is mostly suffixed with .iso
	The ROM of N64 is .n64 format
	MAME is generally in .zip format
	Racing Type
	Sport Type
	Fighting Type
	Puzzle game Type
	3D type
	Air combat Type
	Invented Game Type