

SIZE: 594*420mm

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AtGames Digital Media Inc. www.atgames.net

ATARI FLASHBACK 9 GOLD HD

Instruction Manual

MODEL NO.: AR3650

IMPORTANT: READ BEFORE USE

In very rare circumstances, some people may experience epileptic seizures when viewing flashing lights or patterns in our everyday life. Flashing lights and patterns are also common to almost any video game. Please consult your physician before playing ANY video game if you have had an epileptic condition or seizure OR if you experience any of the following while playing: Altered vision, eye or muscle twitching, mental confusion or disorientation, loss of awareness of the surroundings or involuntary movements. It is advised to take a 20-minute rest after 1 hour of continuous play.

Atari Flashback 9 Gold Console Appearance and Key List

The image below shows the location of the connectors and buttons. Each function is outlined below the image.

- Power**
Turn the game console's power ON/OFF.
- START (Original RESET Button)**
Press this button to begin or reset most games.
- Difficulty Button - Left Player**
Press this button to switch between one of two difficulty levels in most games.
- Difficulty Button - Right Player**
Press this button to switch between one of two difficulty levels in most games.
- SELECT**
Select game option.
- Left Player Game Controller Jack**
Game controller connected to this jack controls games in 1-player games and controls the first player in 2-player games.
- Right Player Game Controller Jack**
Game controller connected to this jack controls the second player in 2-player games. Note that some two player games alternate use of the left player joystick.
- SD Card Slot**
Slot for optional SD card.
- HDMI Output**
Plug the HDMI cable into this port, then into your television.
- Micro-USB Adaptor Jack**
The power adaptor plugs into this port, then into your AC outlet.

- NOTE**
- Must use the Micro-USB adaptor included as the power supply to the console.
 - Do not connect the Micro-USB adaptor to a power input other than the above specifications.
 - Micro-USB adaptor is not a toy.
 - The socket-outlet should be installed near the equipment and should be easily accessible.

What do I do when the power supply is not working?

You might be using the wrong Micro-USB adaptor. Please use the one included in the package, which is rated for 5V/1A.

Micro-USB Adaptor Specification
INPUT: 100V-240V AC/50/60HZ
OUTPUT: 5V/1A

How to connect the console to a HD TV?

Connect the game console to TV using the enclosed HDMI cable. Press the power button on the game console after configuring the TV input to the selected HDMI source.

NOTE
Display results will vary by TV. Consult your TV's manual to adjust Brightness, Sharpness, Contrast, Aspect Ratio, and other features for best display results.

2.4GHz Wireless Controller Appearance and Key List

The image below shows the location of the connectors and buttons. Each function is outlined below the image.

- Joystick**
Push joystick to move.
- Power Indicator**
Press any key and the indicator will blink if there is still battery power left in the controller.
- Fire Button**
Press button for most in-game actions.
- ON/OFF**
Turn the controller's power ON/OFF.
- MENU**
Press the button to display in-game menu.
- SELECT**
Press the button to change menu order and to select stage in game play.
- START**
Press the button to start the game and press it again to pause the game.
- REWIND**
Press the button to rewind gameplay.

How to confirm the 2.4 GHz wireless controllers are connected to the console?

- Insert two AAA batteries into the back of the controller.
- Power on the console. Press any button on the controller and it will connect to the console automatically.
- The Power indicator light will blink. Repeat for the second controller.

If a controller button has not been pressed for a while, the controller will enter standby mode. Press any button to wake the controller from standby.

NOTE
Each wireless controller requires 2 AAA batteries, not included.
IR-based controllers from previous AtGames' console and Atari Flashback 8 Gold controllers are not supported.

What are the two controller ports on the console for?

These ports are for optional wired joysticks and paddle controllers. Look for accessories at www.atgames.us. These ports are also compatible with original Atari 2600 wired joysticks and paddle controllers.

How to connect wired controllers?

For 1 player games: Connect a wired controller to the left controller port.
For 2 player games: Connect a second wired controller to the right controller port for player two.

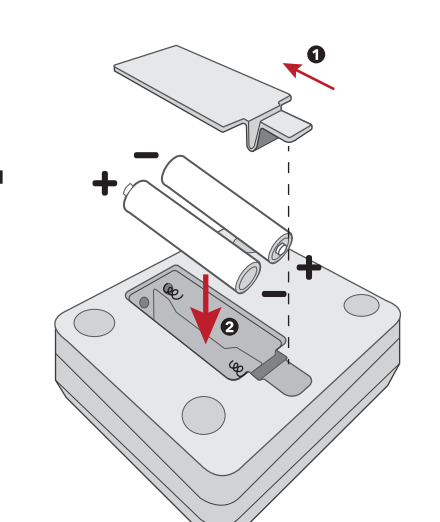
NOTE
Some two player games alternate use of the left player controller.

What do I do when the controller is not working?

- The batteries may have run out. Change the batteries following the "Change the batteries for the controllers" section.
- If you only have a controller plugged into the P2 socket, turn off your console and connect the controller to the P1 (left) controller port. Then, turn on the console and try again.

Change the batteries for the controllers

- Open the battery compartment cover by pushing the clip in the direction indicated by arrow.
- Insert two new AAA batteries with the correct polarity as indicated inside the battery compartment. Secure the battery compartment cover by clipping it back into place.
Expected battery life is up to 150 hours.
Change the battery when the power indicator stops blinking or controller performance is erratic.



HOW DO I START PLAYING?

- Press the button to turn on the game console.
- Use the controller that is connected to the port to browse menu and select game. Move the joystick left and right to navigate the menu pages, and move up and down to highlight games on each page.
- Press any of these buttons on the controller to enter the selected game.
- Press the button to begin the game. Note that for some games, pressing the controller button begins the game.

How do I play the 3- and 4-player games?

The 3- and 4-player games are designed for paddle controllers. Please plug your paddle controllers into each controller port on the game console.

NOTE: Paddles are not included. (Find out more accessories at www.atgames.us)

How do I adjust the game level?

- Press the button on the game console.
- Press the button to begin the adjusted level.

How do I go back to game MENU while playing the game?

- Press the button to display in-game menu, select QUIT GAME to go back to the game menu page.

Using SD Card

How to upgrade the console via SD card?

- Insert SD card into your PC.
- Download firmware from AtGames Flashback Zone.
- Change the file name to atari_update.img.
- Place the file on the SD card.
- Insert the SD card into your console, then turn the console on.
- The request page will pop up once the console is turned on. Choose YES to start upgrading.
- The console will automatically restart after the update is applied.

NOTE:
1. The request page will pop up again when the console restarts. Choose NO to return to the Main Menu.
2. Don't remove the SD Card when the console is being upgraded.
3. This product is compatible with SD cards that are 16 GB (Gigabyte) or less.

Safety Notice

Do not submerge the game console in water or expose it to extreme heat or to strong magnetic fields. Doing so may cause permanent damage to your game player. Always use a dry towel to clean the game console and controllers. Transformers and power supplies for toys are not intended to be used as toys, and the use of these products by children shall be under the full supervision of parents.

Battery Safety

- Never try to short-circuit the battery terminals.
- Rechargeable batteries are to be removed from the toy before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Do not charge non-rechargeable batteries.
- Batteries are to be inserted with the correct polarity as indicated inside the battery compartment.
- Do not mix old and new batteries. Do not mix batteries of different types: standard (carbon-zinc), alkaline, or rechargeable (nickel-cadmium).
- Remove batteries during long period of non-use.
- Always remove flat batteries from the product.
- Dispose batteries safely. Do not dispose this product or any batteries in a fire.

GAME LIST

- | | | | |
|---------------------|---------------------|--------------------------|-------------------------|
| 3D Tic-Tac-Toe | Combat® | Gyruss | Pong® (Video Olympics) |
| Adventure | Combat® Two | H.E.R.O.™ | Proyan |
| Adventure II | Cosmic Computer™ | Hangman | Pressure Cooker™ |
| Air-Sea Battle | Crackpot™ | Haunted House® | Radar Lock™ |
| Amidar | Crystal Castles® | Home Run | Realports® Baseball |
| Aquaventure | Dactathlon | Human Cannonball™ | Realports® Basketball |
| Asteroids® | Demons to Diamonds™ | Indy 500™ | Realports® Soccer |
| Asteroids Deluxe | Desert Falcon | Jungle Hunt™ | Realports® Volleyball |
| Atari Climber | Dodge 'Em | Kaboom!™ | Return to Haunted house |
| Atari Video Cube | Double Dunk™ | Keystone Kapers™ | River Raid™ |
| Backgammon | Dragoner | Lock 'n Chase™ | Saboteur® |
| Basketball | Enduro™ | Megamania™ | Save Mary |
| Beamrider™ | Escape It! | Millipede® | Seaquest™ |
| Black Jack | Fatal Run | Miniature Golf | Secret Quest |
| Bowling | Flag Capture | Miss It! | Shield Shifter |
| Breakout® | Freeway™ | Missile Command® | Sky Diver |
| Burger Time™ | Frog Pond | MotoRodeo | Slot Machine |
| Burnin' Rubber™ | Frogger | Night Driver™ | Slot Racers |
| Canyon Bomber® | Front Line™ | Off-the-Wall | Solaris |
| Centipede® | Frostbite™ | Outlaw™ | Space Invaders™ |
| Championship Soccer | Fun with Numbers | Pitfall™ | Space Raid |
| Chase It! | Golf | Pitfall II: Lost Caverns | Space War |
| Chopper Command™ | Gravitar® | Polaris™ | Sprintmaster |
| Circus Atari® | | | Stumpede™ |



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This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Caution: Any changes or modifications to this device not explicitly approved by manufacturer could void your authority to operate this equipment. This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

This equipment complies with FCC radiation exposure limits set forth for an uncontrolled environment.

Model No.: AR3650 FCC ID: 2AMT03650ATARI IC: 23032-3650ATARI
This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:
(1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Model No.: ARC3A1P1 FCC ID: 2AMT0ARC3A1P1 IC: 23032-ARC3A1P1
This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:
(1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Model No.: ARC3A1P2 FCC ID: 2AMT0ARC3A1P2 IC: 23032-ARC3A1P2
This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:
(1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

ISED Statement

English: This device complies with Industry Canada license-exempt RSS standard(s). Operation is subject to the following two conditions: (1) This device may not cause interference, and (2) This device must accept any interference, including interference that may cause undesired operation of the device.
The digital apparatus complies with Canadian CAN ICES-3 (B)/NMB-3(B).
French: Le présent appareil est conforme aux CNR d'Industrie Canada applicables aux appareils radio exempts de licence. L'exploitation de cet appareil est soumise aux deux conditions suivantes: (1) l'appareil ne doit pas produire de brouillage, et (2) l'utilisateur de l'appareil doit accepter tout brouillage radioélectrique subi, même si le brouillage est susceptible d'entraver le fonctionnement.
L'appareil numérique du ciem conforme canadien peut - 3 (b) / rmb - 3 (b)

This device meets the exemption from the routine evaluation limits in section 2.5 of RSS 102 and compliance with RSS 102 RF exposure, users can obtain Canadian information on RF exposure and compliance.
cet appareil est conforme à l'exemption des limites d'évaluation courante dans la section 2.5 de RSS 102 et conformité avec RSS 102 de l'exposition aux RF. Les utilisateurs peuvent obtenir des données complémentaires sur l'exposition aux champs RF en français.

This equipment complies with Canada radiation exposure limits set forth for an uncontrolled environment.
Cet équipement est conforme Canada limites d'exposition aux radiations dans un environnement non contrôlé.

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