

BTH001,BTH002,BTH003,BTH004,BTH005,BTH006 BTH007,BTH008,WGC-S01,VGC-W20,VGC-028

# Arcade Game Console Manual

**Dear customers:** 

Thank you sincerely for choosing the legendary Pandora home motherboard!

# 1、Interface Specification





# 3.40P Connector Instruction



| Pandora Box 2P 1 |            | P Pandora Box |  |
|------------------|------------|---------------|--|
| N/C              | 11         | N/C           |  |
| N/C              | 22         | N/C           |  |
| N/C              | 33         | N/C           |  |
| 2P-H             | 44         | 1P-H          |  |
| 2P-G             | 5 5        | 1P-G          |  |
| 2P-F             | 66         | 1P-F          |  |
| 2P-E             | 77         | 1P-E          |  |
| 2P-D             | 88         | 1P-D          |  |
| 2P-C             | 99         | 1P-C          |  |
| 2P-B             | [10 [10    | 1P-B          |  |
| 2P-A             | 0 0        | 1P-A          |  |
| 2P-RIGHT         | 12 12      | 1P-RIGHT      |  |
| 2P-LEFT          | 13 (13     | 1P-LEFT       |  |
| 2P-DOWN          | 14 14      | 1P-DOWN       |  |
| 2P-UP            | [5 [5      | 1P-UP         |  |
| 2P-START         | 16 16      | 1P-START      |  |
| PAUSE            | IZ IZ COIN |               |  |
| GND              | [18 [18    | GND           |  |
| N/C              | 19 19      | N/C           |  |
| N/C              | 20 20      | N/C           |  |

Picture 3

# 4.Mainboard Specification

| CPU: Quad-core Cortex-A7 1.3GHz                                     | Video port: 1*HDMI / 1*VGA / 2*RGB                       |  |  |
|---|--|--|--|
| GPU: Mali-450MP2  | Audio Port: 1*3.5mmAUX port 1*2P Speaker outpl           |  |  |
| RAM: 2GB DDR3/1866MHz   | Control interface: 1*40Pin Connector                     |  |  |
| System Storage: 1Gb System Storage/32GB<br>MicroSD(TF) or USB EXTRA | Power Input: DC 12V/3A                                   |  |  |
| Resolution: 1280*720(720P)/640*480                                  | Work Environment: Temperature5°C-45°C<br>Humidity30%-90% |  |  |
| Soundcard: 5.1 surround sound                                       | Product Size: 39CM*26CM*20CM                             |  |  |
| Joystick Input: 2*USB2.0  | Net Weight: 4.5 kg                                       |  |  |



# 28P Connector Instruction



| 2P TABLE(Solder Side) |     | 1P TABLE (Parts Side) |              |
|-----------------------|-----|-----------------------|--------------|
| SROUND                | A   | 1                     | GROUND       |
| GROUND                | 1   | 2                     | GROUNG       |
| +97                   | 2   | 1                     | di           |
| +51                   | 0   | 4                     | 151          |
| NE                    | E   | 5                     | N/C          |
| +12V                  | 1   | 6                     | *12V         |
| 3/8                   | н   | 7                     | N/C          |
| N/C                   | 1   | 1                     | A/C          |
| N/C                   | K   | 9                     | N/C          |
| CROUND                | 1   | 10                    | 080010       |
| 3/8                   | ж   | 11                    | N/C          |
| VIDEO GREEN           | ×   | 12                    | WIDED GREEN  |
| VIDEO SYNC            | 2   | 13                    | VIDEO SINC   |
| N/C                   | 1   | 14                    | 8(0)         |
| 2/8                   | 5   | 15                    | N/C          |
| Fause button          | Ť   | 16                    | Pause button |
| JF START              | U   | 17                    | 3P START     |
| 39-69                 | (V) | 18                    | 2P UP        |
| 2P DOWN               | Ж   | 19                    | 2F DOWN      |
| 29 1877               | X   | 20                    | 29 1897      |
| 3P RIGHT              | T   | 21                    | 29 RIGHT     |
| 2P BUTTONIA           | Z   | 11                    | JP BUTTONAA  |
| 2F BUTTONHS           | 1   | 23                    | 3P BUTTONES  |
| 2P BUTTONIC           | h   | 24                    | 2F BUTTONIC  |
| 2F BUTTONKO           | £   | 25                    | 2F8UTTONIO   |
| 2P BUTTONHE           | 1   | 26                    | 2P BUTTONKE  |
| 2F BUTTOSWF           | 1   | 22                    | 2P BUTTONIF  |
| GROUND                | 1   | 28                    | CROUND       |

Picture 5

# Mainboard Specification

| CPU: Quad-core Cortex-A7 1.3GHz          | Video port: 1*HDMI /1*VGA / 1*CRT 15KHz                  |  |
|--|--|--|
| GPU: Mali-450MP2                         | Audio Port: 1*3.5mmAUX port                              |  |
| RAM: 2GB DDR3/1866MHz                    | Control interface: 1*28Pin Connector                     |  |
| System Storage: MicroSD(TF) or USB EXTRA | Power Input: DC 12V/3A                                   |  |
| Resolution: 1280*720(720P)/640*480       | Work Environment: Temperature5°C-45°C<br>Humidity30%-90% |  |
| Soundcard: 5.1 surround sound            | Product Size: 39CM*26CM*20CM                             |  |
| Joystick Input: USB2.0                   | Net Weight: 4.5 kg                                       |  |

# 2. Product Characteristics

### 1.Product basic function

- The main board contains classic retro arcade games and home games, everything, the game has been optimized by a number of hardware and software technology developers. And through the super high level of enthusiast player test to ensure the original flavor of the game, and strengthen the operation of the last and accurate, let you in seconds Must fight at the same time to play incissively and vividly.
- The product has the function of picture quality optimization and opening, which can more adapt to the picture quality requirements of the high-definition era.
- Support for HDMI HD digital output 720P to mainstream display devices, as well as
  downward compatible VGA output to older display devices, and once again Don't worry
  about a home TV or monitor supporting only one interface and buying an extra video
  converter.
- Support language: Simplified Chinese / Traditional Chinese / English / Korean / Spanish and other languages, customers can choose the language version they want.
- Supports HDMI audio AUX audio output and motherboard speaker independent output (which can be turned off through the background settings).
- Support arcade rocker button and handle button custom function, support any handle access support collection of 99 like game top arrangement.
- Support in the game pause, if the game needs to leave for a while but do not want to terminate the game, press the [PAUSE] pause button on the console, the pause menu will pop up in the screen, when the game is suspended, and has been looking forward to your return.

### 2. The new model is newer than the older model

- Support the game archiving function, if the game needs to leave for a long time, you can archive the game progress, and turn of the device departure, looking forward to your return loading progress to continue to war at any time.
- Support the automatic saving of the highest points of the game charts.
- Press the 1P start button in the main menu interface to pop up the nine palace function selection interface in the top right corner, which supports the rapid start to play games, accurate and fast search of game name, 3D game classification selection, classification selection of 3 people and 4 people playing games, and game classification retrieval. (Picture 6) (Picture 7)
- 3D games increased to 34, you can download the game copy into the U disk designated path to add games (note: the main board basic storage is 3268, the remaining 26B of space reserved game archive, please try not to occupy, if you need to add more games, please replace the larger capacity of the U disk, thank you for cooperation!)
- It supports 3 or 4 people to play games at the same time, supports single-handed controlleaccess to USB control games, and 3-person 4 games to reach more than 100.





Picture 6

Picture 7

# 3、Resolution Settings

The motherboard has HDMI and VGA video interface output, HDMI supports default output resolution 1280X720,VGA supports output 1280X720 and 640x480, for example, currently use VGA output, output resolution of 1280X720, if necessary to switch the resolution For 640x480, press the motherboard setting button and power, 3 seconds, the resolution will be switched, the same operation can be switched back to 1280x720. Set the buttons such as (Picture 2)

# 4. Set Menu Instructions

In the main menu or in the game, press the Settings button to enter the Settings menu.

### 1. IO Test:

This option is the test table of the coin pad, the rocker and keys connection is normal.



### Picture 8 2. Keys Custom:

This option allows the player to customize the preferred key layout

This option allows the player to customize the preferred key layout

1) console key customization: This option is the arcade console key definition of the 40P access of the
main board. If there are no custom changes to the arcade console, this interface defaults to the factory
key correspondence. To start a custom key bit, press the 1P or 2P start key for 3 seconds, respectively,
For the respective custom states, define the A-H key in the game according to the prompts, and press the
start key of 1P to complete the customization. If there is no need to define all the individual keys, then
after defining the individual keys, press the 1P start button to complete the customization!Other
undefined keys are automatically assigned.Press the 1P start key again to save back to
the previous level.(Picture 9)

2) gamepad button customization. Motherboard USB can access the standard gamepad, support 90% of
the universal gamepad on the market, the custom method is the same as above.

3) recovery default settings: This option has two options, the recovery console button for factory settings
and the recovery handle button for factory settings! Move up and down the selection, the 1P start button
confirmation.(Picture 10)





Picture 9 Picture 10 -5-

### 3. System Configuration:

### 1) coin investment setting:

[Free play] is home mode, when the pause button (PAUSE) is opened by default, locked to the pause menu to exit the game. (Picture 11).

[1:1 Currency, and 2:1 currency.9:1 Money], [1:2 Money...1:9 Currency]. This is set as commercial mode to set the corresponding number of coins or scanning code Payment can only start the game.

### 2) exit mode:

This option is designed for commercial mode as an exit mode set in the game to the game menu. It can be set to use [menu exit], [start key + coin drop], [hold down the 1P start button for 3 seconds to exit]. [Menu exit] Press the 1P start button in the game for 3 seconds, pop-up menu opt out (Picture 12). In this way, the central manager records and saves the number of coins, that is, the number of coins invested in the game, the remaining and not coins in the game can be carried back to the game menu, and can choose to enter other games again. You can also cooperate with the item 3 "pause menu: open", use the pause button to quickly pop up the menu to opt out. [Start button + coin casting] After holding down the 1P start button in the game, put the coin into the coin throwing, and you can exit to the game menu. The currently invested 1 coin can be selected to enter other games again. You can also cooperate with item 3 "pause menu: open", use the pause button to quickly pop up the menu to opt out. [Hold down the 1P start button for 3 seconds Exit] Hold down the 1P start key for 3 seconds and exit directly to the game menu. This option does not record any number of coins saved and cannot be carried back to the game menu. You can also cooperate with item 3 "pause menu: open", use the pause button to quickly pop up the menu to opt out.

### 3) pause menu

[Open] / [Close], cooperate with item 2 "exit mode" for convenient and quick exit.

### 4) automatically exits:

If the player no longer continues to play the game, the game is idle, after 3 minutes, it will automatically exit the game and go back to the menu interface. Can be set [3 minutes after the exit] / [close].

### 5) preference pattern:

This option is set under the menu interface whether the player needs to invest the game currency to allow the roctick to select the game. This option is not set for free play.

[Menu exit] or [Start key + coin] mode can set [always allowed] or [allowed when currency only]

### 6) painting quality enhancement:

 $\hbox{[Open] / [Close], this product opens the picture quality enhancement optimization algorithm} \\$ by default, and [close], the game uses the original picture quality. After the unanimous recognition of players with more than 20 years of arcade game experience, each generation of products have been continuously optimized and strengthened again, greatly improving the visual effect and meeting the picture standards of the new era.

### 7) scanning line:

[Open] / [Close], to meet the visual effect of players in the image tube arcade era, let the classic image tube picture reappear.

### 8) timing mode:

[Home game timing only] / [Full timing], set to be home game timing only, namely  $\operatorname{\sf arcade}$ games to play games with coins, and home games to use time to play games. If set to full timing, arcade games and home games use timed.

### 9) playtime:

The game is in timing mode, how long a game currency can play games, 1~60 minutes can be set.

### 10) handle setting:

- 1 This mode opens 1P and 2P arcade rocker keys + 2 gamepads, can play 4 people at the same time.

- This mode opens 1P arcade rocker button + 1 handle to play the game, can play 3 people at the same time.

This mode only opens 2 gamepads to play, without 1P and 2P areade rocker keys.





Picture 11

Picture 12

# 4. Enter the game settings:

### 1) sets the difficulty and life count:

If you need to set the game difficulty and life number, under the [game set] interface (Picture 13), press key A to enter the set difficulty and life set interface (Picture 14), mobile lever choose the game to set, press key A to set the game difficulty parameters, press B key to set the game life number, no life set will not show the number in the life bar. If the difficulty and life number of a certain game are set, and other games are also set according to the game parameters, please press the C key to open [currently unified setting]. If some games do not have the same difficulty and life number options as the game, it will not change to press the 1P start key to return to the previous level interface of the game setting.





Picture 13 Picture 14

### 2) Edit a list of games:

To hide or display certain games (factory set default all game on), press B to enter [Edit Game List] (Figure 15), pull the rocker to select the game to set, and press A to [Show / hide] this game. The logo will appear before the hidden game. To open all hidden game menus, press B to match for the [Show all games] option. If you need to run a game, select this game, press the C key, all the other games are hidden, after each boot will automatically enter the game run. Press the 1P startup key to return to the previous level setting interface.

### 3)Edit the Favorites List:

If you like playing a game, but its number is low in the list, welcome to use favoiites. Under the [Game Settings] interface, press B to enter [Edit Collection List] (Picture 16), pull the rocker to select the game you need to collect, press A, the game will appear before, indicating that it has been set to collection. Collected games will be displayed at the top of the main menu, the default game menu will be ranked successively after the collection of games, so that it is convenient and fast to start the favorite game. The upper number of collection games is 99. Press C key to cancel all collections and press 1P startup key to return to the previous level.





Picture 15

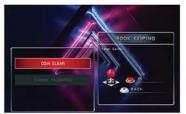
Picture 16

### 5. Currency Management

The product has an account checking function to record the total revenue number and display it in the [total game currency record] below the currency management setting. If you need to clear the currency number, you will be prompted to enter the password on the left of the currency management setting (Picture 17), the initial value is 55555555 to change the number, left and right. Enter the currency zero or change the password after determined in A (Picture 18). When you select a modified password, you need to enter the original password confirmation before entering a new password.

Note: If you modify the password, please keep the password properly, so as to avoid unnecessary loss.For help, please contact the.





Picture 17

Picture 18

### 6. Built-in speakers

When the user chooses to output sound using the HDMI or AUX3.5mm headphone interface, the option is to turn off the built-in speaker to play sound.

### 7. Language

Product support displays [Simplified Chinese] / [Traditional Chinese] in two languages.

### 8. Boot Video

Product support [on] / [off] boot up the demo video.

# 9. Save Settings

If the above 8 changes need to be saved or do not need to save, please choose the [Save Settings] option, press the button A will pop up the save setting confirmation box, confirm save, please choose, do not save exit, do not lose power, the host will automatically restart and enter the game menu.

### 10. Restore The Default Setting

To restore to factory settings, select the [Restore Default Settings] option, press the button A to pop up the recovery setting confirmation box, confirm that please choose Yes, do not recover and exit please choose No.Do not lose power, the host will automatically restart and enter the game menu.

### FCC Caution:

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.

Any Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

Note: 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.

The device has been evaluated to meet general RF exposure requirement. The device can be used in portable exposure condition without restriction.