

# ATARI FLASHBACK® 8 GOLD HD

## Instruction Manual

MODEL NO.: ARC360-P2

### IMPORTANT: READ BEFORE USE

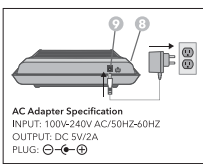
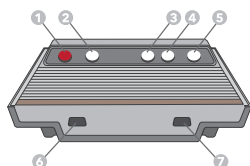
In very rare circumstances, some people may experience epileptic seizures when viewing flashing lights or patterns in our everyday life. Flashing lights and patterns are also common to almost any video game. Please consult your physician before playing ANY video game if you have had an epileptic condition 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® 8 Gold Console

### Appearance and Key List

The image below shows the location of the connectors and buttons. Each function is outlined below (the illustration is for reference only).

- 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. Note that some two player games alternate use of the left player joystick.
- Right Player Game Controller Jack**  
Game controller connected to this jack controls the second player in 2-player games.
- HDMI Output**  
Plug the HDMI cable into this port, then into your television.
- AC Adaptor Jack (DC 5V)**  
The power adaptor plugs into this port, then into your AC outlet.  
**NOTE:**  
• Must use the AC adaptor included as power supply to the console.  
• Do not connect the AC adaptor to the power input other than the above specifications.  
• AC adaptor is not a toy.  
• The socket-outlet shall be installed near the equipment and shall be easily accessible.



## Wireless Game Controller

### Appearance and Key List

The image below shows the location of the connectors and buttons. Each function is outlined below (the illustration is for reference only).

- 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.
- RESET**  
Press the button to get back to menu.
- REPLAY**  
Press the button to rewind game-play by 7 seconds.
- START**  
Press the button to start the game and press it again to pause the game.
- SELECT**  
Press the button to change menu order and to select stage in game play.

P1

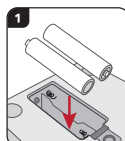
## How to connect the console to a HD TV?

Connect the game console to TV using the enclosed HDMI cable.

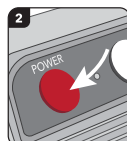
Press the power button on the game console after configuring the TV input to the selected HDMI cable.

**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.

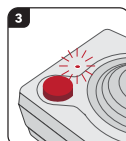
## How to confirm the 2.4 GHz wireless controllers connect to the console?



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**  
Wireless controllers require 4 AAA batteries each, not included.  
IR-based controllers from previous AtGames' consoles are not supported.

## What are the two controller ports on the console for?

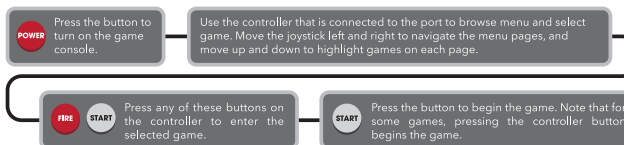
These ports are for optional wired joysticks and paddle controllers. (Look for accessories at [www.atgames.us](http://www.atgames.us)) These ports are also compatible with original Atari 2600 wired joysticks and paddle controllers.

## 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.

# HOW DO I START PLAYING?



## 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](http://www.atgames.us))



## How do I adjust the game level?



## How do I go back to game menu while playing the game?

- Press the button and go back to the game menu directly.
- Press the button and push the joystick DOWN to display in-game menu. Press the button again to Quit game.

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

You might be using the wrong AC adaptor. Please use the one included in the package, which is rated for 5V/2A.

## 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

- Remove the battery compartment cover using a Phillips screwdriver.

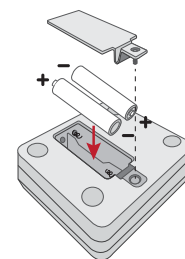
**NOTE**  
A screwdriver is not included in the package.



- 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 and using the screwdriver to tighten the screw.

Expected battery life is up to 150 hours. Change the battery when the power indicator stops blinking.



### 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 in a charger.
- 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.

### 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 dry towel to clean the game console and controllers. Transformers suitable for indoor use only. 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.

### FCC Statement

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.

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

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

Model No. ARC360-P2 FCC ID: 2AMT0ARC360-P2

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.



SCAN AND FIND OUT MORE ABOUT THIS PRODUCT!

## Repair and Exchange Service

If the unit is damaged due to its improper use or simply wear and tear, and if the place where the product was originally purchased can't do an exchange of this product, our standard repair and exchange program may help. Please visit [http://www.atgames.us/Repair\\_c2.htm](http://www.atgames.us/Repair_c2.htm) for more details about the repair and exchange program.



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FRONT LINE™ TAITO CORPORATION 1982 ALL RIGHTS RESERVED.  
POLARIS™ TAITO CORPORATION 1980 ALL RIGHTS RESERVED.

The versions of JUNGLE HUNT™, FRONT LINE™, and POLARIS™ included in the Atari Flashback® 8 are based on those created for the ATARI 2600® and therefore may differ in appearance and performance from the original arcade and console editions developed by TAITO Corporation.



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# ATARI FLASHBACK® 8 GOLD

HD

120  
BUILT-IN GAMES



2.4G WIRELESS  
CONTROLLERS

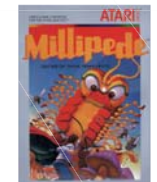
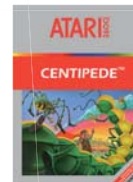


720P HD  
OUTPUT



SAVE, RESUME, AND  
REWIND GAMES

## CLASSICS AND NEW HIT TITLES INCLUDED



Each wireless controller requires 2 AAA batteries (not included).