



Instruction Manual

MODEL NO.: FBC240

Genesis Flashback Game Console

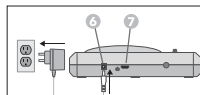
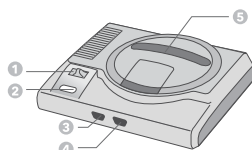
Appearance and Key List

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.
- MENU**
Press the button to display in-game menu.
- First 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: Used for connecting a wired controller (not included).
- Second Player Game Controller Jack**
Game controller connected to this jack controls the second player in 2-player games.
NOTE: Used for connecting a wired controller (not included).
- Cartridge Slot**
Slot for optional cartridge games.
- AC Adaptor Jack (DC 5V)**
The power adaptor plugs into this port, then into your AC outlet.
- HDMI Output**
Plug the HDMI cable into this port, then into your television.

NOTE

- Must use the AC adapter included as power supply to the console.
- Do not connect the AC adapter to the power input other than the above specifications.
- AC adapter is not a toy.
- The socket-outlet shall be installed near the equipment and shall be easily accessible.



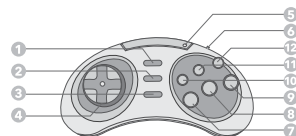
AC Adapter Specification
INPUT: 100V-240V AC/50HZ-60HZ
OUTPUT: DC 5V/2A
PLUG:

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).

- REWIND**
Press the button to rewind gameplay by 7 seconds.
- MENU**
Press the button to display in-game menu.
- START**
Press the button to start the game and press it again to pause the game.
- Directional Pad (D-Pad)**
Directional Pad for game playing.
- Power Indicator**
Press any key and the indicator will blink if there is still battery power left in the controller.
- P1 / P2 Toggle**
Toggle the switch to set one controller as the first player controller and the other as the second player controller.



- A Key**
Game key A.
- B Key**
Game key B.
- C Key**
Game key C.
- X Key**
Game key X.
- Y Key**
Game key Y.
- Z Key**
Game key Z.

How to connect the console to a HD TV?

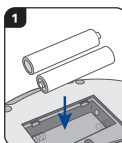
Connect the game console to TV using the enclosed HDMI cable.



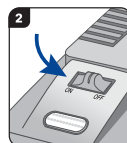
Press the button on the game console after configuring the TV input to the selected HDMI source.

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.

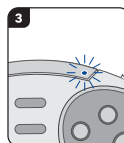
How to confirm the 2.4 GHz wireless controllers connect to the console?



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, not included.
IR-based controllers from previous AtGames' consoles are not supported.

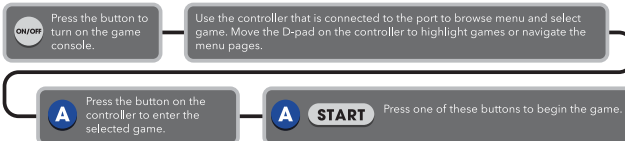
What are the two controller ports on the console for?

These ports are for optional wired controllers. (Look for accessories at www.atgames.us)
These ports are also compatible with original Sega Genesis wired 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 two-player games?



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.



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

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

What do I do when the controller is not working?

1 The batteries may have run out. Change the batteries following the "Change the batteries for the controllers" section.

2 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.

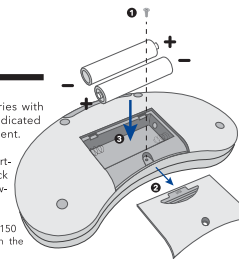


- Open the battery compartment cover by pushing the clip in the direction indicated by arrow.

- 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 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.
- 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.

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. FBC240

FCC ID: 2A11T0FBC240P192

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.

Select classic 8-bit Sega Master System and portable Sega Game Gear games are included. Since these games were designed for platforms other than the Genesis, performance and control options may vary.



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 for more details about the repair and exchange program.



©2017 AtGames Holdings Ltd.
www.atgames.net
All rights reserved.
Made in China.

Game Software® SEGA. All rights reserved. SEGA, the SEGA logo and GENESIS are either registered trademarks or trademarks of SEGA Holdings Co., Ltd. or its affiliates. Distributed by AtGames under license from SEGA Holdings Co., Ltd.

MORTAL KOMBAT © 1995-2017 Warner Bros. Entertainment Inc. All other trademarks and copyrights are the property of their respective owners. All rights reserved.

Mortal Kombat, the dragon logo, and all related characters and elements are trademarks of and © Warner Bros. Entertainment Inc. (s17)

MORTAL KOMBAT © 1993-2017 Warner Bros. Entertainment Inc. All other trademarks and copyrights are the property of their respective owners. All rights reserved.

Mortal Kombat, the dragon logo, and all related characters and elements are trademarks of and © Warner Bros. Entertainment Inc. (s17)

MORTAL KOMBAT 3D 1995-2017 Warner Bros. Entertainment Inc. All other trademarks and copyrights are the property of their respective owners. All rights reserved.

Mortal Kombat, the dragon logo, and all related characters and elements are trademarks of and © Warner Bros. Entertainment Inc. (s17)

SEGA GENESIS

SEGA GENESIS FLASHBACK

HD



85
BUILT-IN GAMES

CLASSICS AND NEW HIT TITLES INCLUDED



2.4G WIRELESS
CONTROLLERS

HDMI

720P HD
OUTPUT



SAVE, RESUME,
AND
REWIND GAMES



CARTRIDGE
SLOT



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