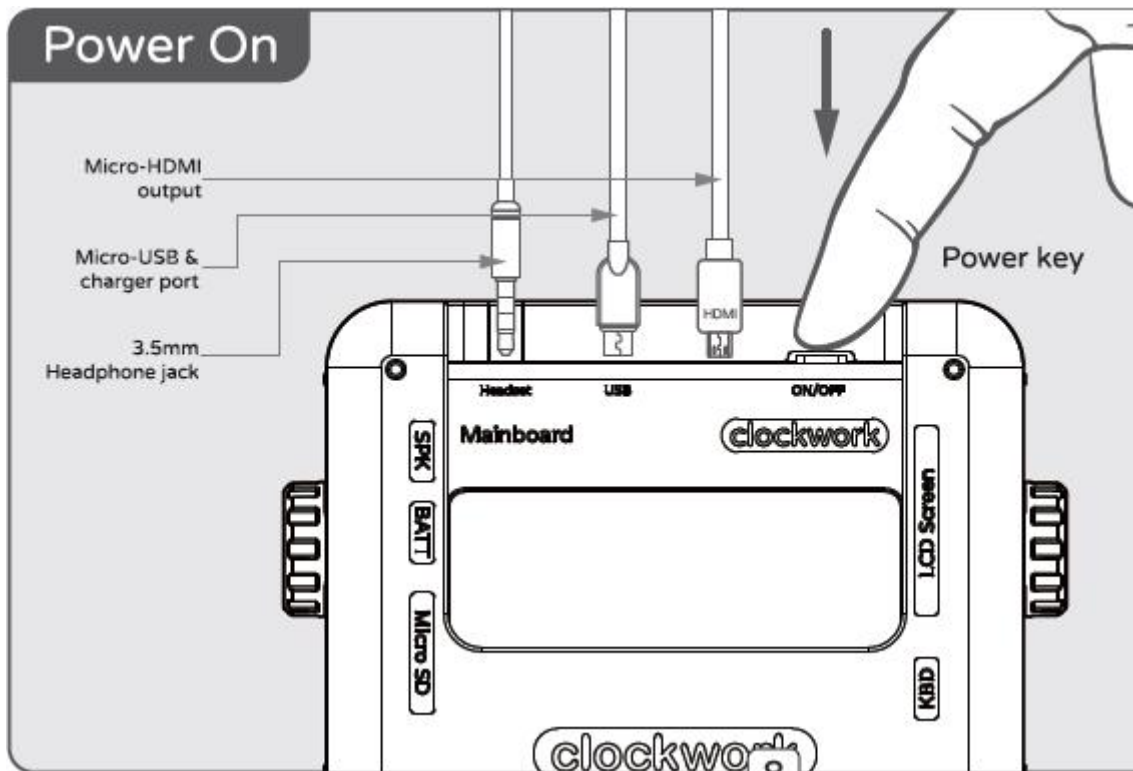# GameShell Instructions for use

Overview

GameShell is a game console needs to be assembled by the user and based on the microprocessor development board with Linux system & opensource software. It has onboard WIFI and Bluetooth chips.

1. Turn on the power

Tap the power key (see blue circle above) for 1 second, the system will start up.

2. Turn off the power

Tap the power key for 1 second, the system will shutdown.
Tap the power key for 3 seconds, the system will be doing hardware shutdown.

3. Connect WIFI hotspot

After booting, select the "settings" icon with D-pad and push button "B", enter to the "settings list" then select "Wi-Fi" Manu and push button "B", the system will start scanning WIFI hotspots.
Select the correct SSID and push button "B" to setup up wifi password with a virtual keyboard.
Use d-pad and button "B" to input Wi-Fi password characters. After entering the password, push button "Y" to create the connection.
Press the "Menu" button to return to the previous level.

4. Play the pre-installed games

On the main menu, select "CaveStory" or "freeDM" icon with D-pad and button "B" to run the pre-installed games. Press "Menu" key to back to the main menu.

5. Play music

On the main menu, select "Music player" icon with D-pad and button "B", enter to the "Music List", Push "right" key to switch to "Music Library", Select the MP3 file and push button "B" to add to the "Music List", then go back to "Music List" with "left" key. Select the music you want to play and press button "B" to start playing or pause music.

6. Volume control

At any time, press "shift+select" or "shift+start" keys to adjust the volume.

7. Normal Shutdown

On the main menu, select "Power OFF" icon with D-pad and push button "B", the system will confirm with you again, push button "B" to Shutdown.

EOF

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.