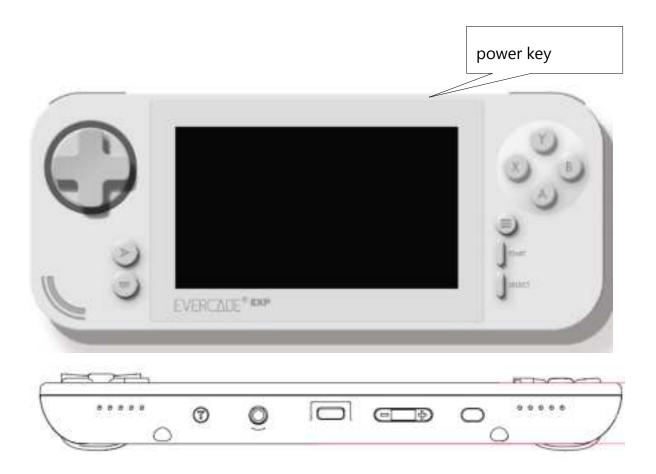
Product Descritption

1. Summarize

In order to cooperate with the guests to develop a 4.3 inch screen, handheld game console, to meet the needs of guests.

- 2. Functional Characteristics
 - 2.1 Support external game cards;
 - 2. 2 Support for atari2600, atari7800, Sega MD, SNES, FC five mode games;
 - 2.3 Supports HDMI output;
 - 2. 4 Support 3.5mm plug headset sound output;
 - 2.5 4.3-inch display;
 - 2.6 Built-in 1800mA/H lithium battery;
 - 2.7 Operating voltage: 3.6V-4.2V;
 - 2.8 Low voltage alarm voltage range :3.4V-3.6V, LED flashing indicates low voltage alarm.

3. product diagram:



4. function Introduction

 $4.1~{\rm Press}$ the Power button. The language selection page is displayed. You can select a ${\rm language}_{\,\circ}$



4. 2 Press A to confirm, enter WIFi Settings, select the name of the WIFi network you want to log in to, and press A to confirm.

HD .	Connect to Wi-Fi	EVER	ADE EXP
	Connecting your Evercade EXP to the internet makes it easy to update and ensures that you're getting the best Evercade experience.		
a series	LS_Driver	4	
	L5		
	L5_ Guest	a -	
	Gielict Dia	CK 🛈 SKIP	

 $_{\rm 4.3}$ Enter the WIFI password and press "START" to save the password $_{\circ}$

Enter Your Network Password		
1234567890		

 $4.\,4\,$ Enter Notes, press the Cross key to start reading, and press the "A" key to continue reading $_{\circ}$

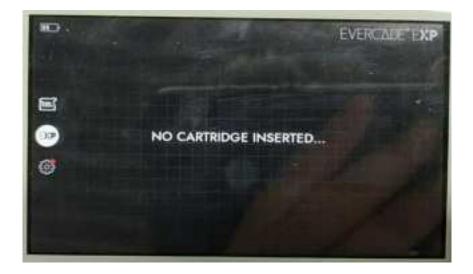


4.5 The system prompts you whether to upgrade. If you select A, you agree to upgrade. If

you select B, you do not.



4.6 Go to the Home screen.



5 The sleep that

5. 1 There is no button operation after startup. After 30 seconds, the display is off and the green light is on $_{\circ}$

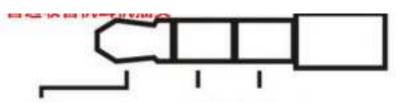
5. 2 Press any key to wake up the display. The green light is off.

6 Charging function

6.1 Whether the charging is on or off: the red light is on when the charging cable is

plugged in, and the red light is off when it is full $_{\circ}$

7 Support 3.5mm plug earphone output



8 Supports HDMI output



9 The current state

test mode	current
In the game directory state after startup (screen	280mA、245mA、210 mA
corresponding to high, medium, low brightness)	

In the game directory state after startup, when the screen is off	180 mA
Enter the game (screen is highlighted)	492 mA
Enter the game (screen on low light)	436 mA
Enter the game (the screen is in the highlighted state), and the screen will turn off the current after 30 seconds	181 mA
After shutdown current	0 uA
Charging current	750mA Max

FCC Statement

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.

RF Exposure Information (SAR)

This device has been designed and manufactured to comply with the limits for exposure to RF energy set by the Federal Communications Commission (FCC) of the United States, and the European Union.

The exposure standards for wireless devices employ a unit of measurement known as the Specific Absorption Rate, or SAR. The SAR limit set by the FCC is 1.6W/kg averaged over 1 gram of tissue. The SAR limit recommended by The Council of the European Union is 2.0W/kg averaged over any 10 grams of tissue. The highest reported SAR value to FCC is: 0.251W/kg for body. The highest reported SAR value to European Union is: 0.503W/kg for body.