

WIRELESS GAME CONTROLLER

Appearance and Key List

The image below shows the location of the switches and buttons. Each function is outlined below. (The illustration is for reference only. Certain controller functions are incompatible with some games.)

1 (REWIND)

Press the button to rewind gameplay.

2 MENU

Press the button to display in-game menu.

3 (START)

Press the button to start the game.



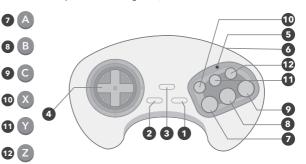
Directional Pad (D-Pad)

Directional Pad for game playing. 5 Power Indicator

Press any key and the indicator will light up if there is still battery power left in the controller.

6 ON OFF Power

Turn the controller's power ON/OFF.



Accessories Information USB Cable length: 1ft HDMI Dongle INPUT:5V 500mA

HOW TO PAIR THE CONTROLLER WITH THE BLAST! HDMI DONGLE

1 Turn the controller's power off.

key A and Up on D-pad. Turn the

3 Keep pressing and holding Game key A and Up on D-pad until the power indicator starts blinking.

Plug the large end of the USB cable into a USB port or USB AC adapter (not included) to turn on the HDMI dongle.

NOTE: Controller will connect to dongle automatically. Pairing is needed only if the controller doesn't work right or a new controller needs to be connected to dongle.

HOW TO CONFIRM THE WIRELESS CONTROLLER CONNECTS TO THE BLAST! HDMI DONGLE



Insert two AAA batteries into the back of the controller.



ON OFF

Power on the system. Press any button on the controller and it will connect to the HDMI dongle automatically.



The power indicator won't blink. It will stay on until you turn it off or it has entered standby mode.

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.
Each wireless controller requires 2 AAA batteries, not included.

Controllers from the following previous ATGames consoles are supported: 2018 Blast! consoles (including WD3301, WD3302, WD3303, WD3304, WD3306) and Sega Genesis Flashback. Others are not supported.

HOW TO START AND PLAY GAMES

- a. Press A button at main menu to launch a game.
- b. Press X button at title screen to add credit (s).
- c. Press START button to start playing the game.

NOTE:

Instruction b. only works for the arcade games on BANDAI NAMCO ARCADE and ADVENTURE FLASHBACK. This step is not required for other games on ADVENTURE FLASHBACK and STAR FLASHBACK.

HOW TO PLAY TWO-PLAYER GAMES



Find out more about Blast!™ at: https://blast.atgames.net

NOTE:

- 1: P2 controller is not included in the package.
- Current description only applies to BANDAI NAMCO ARCADE.
 For certain 2-player games, press START on P2 controller to launch 2P mode.
- 3: 2-player games on ADVENTURE FLASHBACK and STAR FLASHBACK do not show credits by pressing X button. Start the 2-player games by choosing the 2P mode on P1 and P2 to launch the games. The actual situation is different depending on the original settings of the game.

Battery Safety

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- Never try to short-circuit the battery terminals.
- 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 dead batteries from the product.
- Dispose of batteries safely. Do not dispose this product or any batteries in a fire.

With certain TV models (see right-side list for some examples), this console may be incompatible and cause undesired effects, like display shifting, which results in the picture not being centered on the screen, or horizontal display noise, it might move up and down on the screen, or glitch sound under game menu, or no sound, which does not affect operation. If this happens, try the console on a different display or return the console to the point of purchase.

INCOMPATIBLE TV MODEL LIST

Panasonic TC-58AX800U Toshiba 19C100U Panasonic TC-137DT30 Vizio VOJ320F1A Sharp LC-19SB27UT Vizio XVT373SV Sony KDL-46HX729

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.

Caution: Any changes or modifications to this device not explicitly approved by manufacturer could void your authority to operate this equipment

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.

For Game Host

This equipment complies with FCC radiation exposure limits set forth for an uncontrolled environment. This equipment should be installed and operated with minimum distance 20cm between the radiator and your body. This transmitter must not be co-located or operating in conjunction with any other antenna or transmitter.

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This equipment complies with FCC radiation exposure limits set forth for an uncontrolled environment. This equipment should be installed and operated with minimum distance 0mm between the radiator and your body. This transmitter must not be co-located or operating in conjunction with any other antenna or transmitter.

Model No.: WD3305, WD3308, WD3309

FCC ID: 2AMTQMK3BLTV2

This device complies with Part 15 of the FCC Rules, Operation is subject to the following two conditions: (1) The device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Model No.: FBC340(P1)

FCC ID: 2AMTQFBC340P1

IC: 23032-FBC340P1

This device complies with Part 15 of the FCC Rules, Operation is subject to the following two conditions: (1) The device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

