

# PANDORA GAME 3D USER MANUAL



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2200 game in one

# Home version arcade machine PANDORA' S GAME 3D



## User's Manual

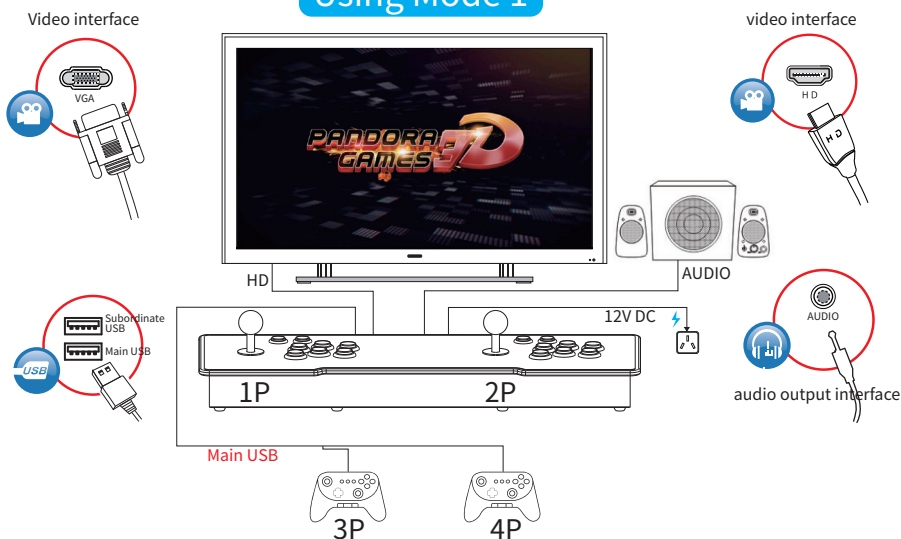
Made in China



## 1.Product Feature

- \* Home version and arcade version two in 1.Home version support function with pause,archive file, read file and play again next time. Arcade version has time-based billing mode and coin-based billing mode.
- \* Support fast searching,emulator classification,game class and recent game.
- \* Support 3D game dedicated handle mode to restore the most realistic gaming experience!
- \* Support machine becomes gamepad mode, supports two-player online, supports any 1p position setting of the handle, and supports 4 gamepad at the same time.
- \* Support multi language switch (Simplified Chinese, Traditional Chinese, English, Korean, Japanese, Spanish...)
- \* Support multi emulators downloaded by end user independently.
- \* Support continuous shooting function, button customization, scanning line, normal and HD game display mode.

### Using Mode 1



Professional player  
preferred



Super performance  
motherboard



commercial and  
domestic two in one



Full coverage of the  
emulator

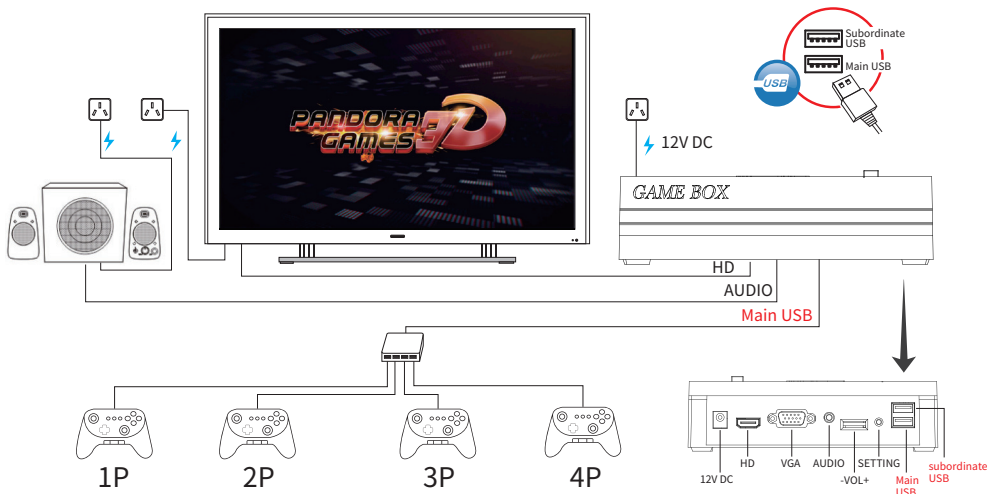


the strongest gaming  
experience

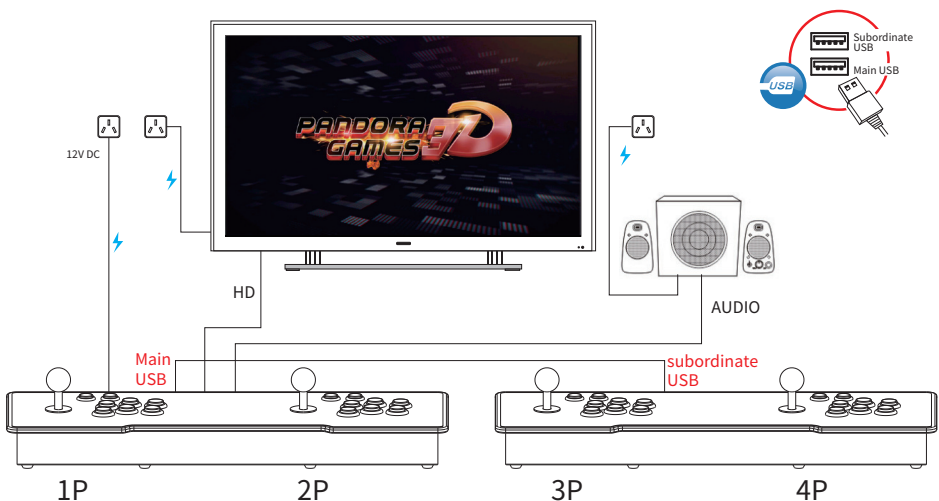


## 1.Product Feature

### Using Mode 2



### Using Mode 3



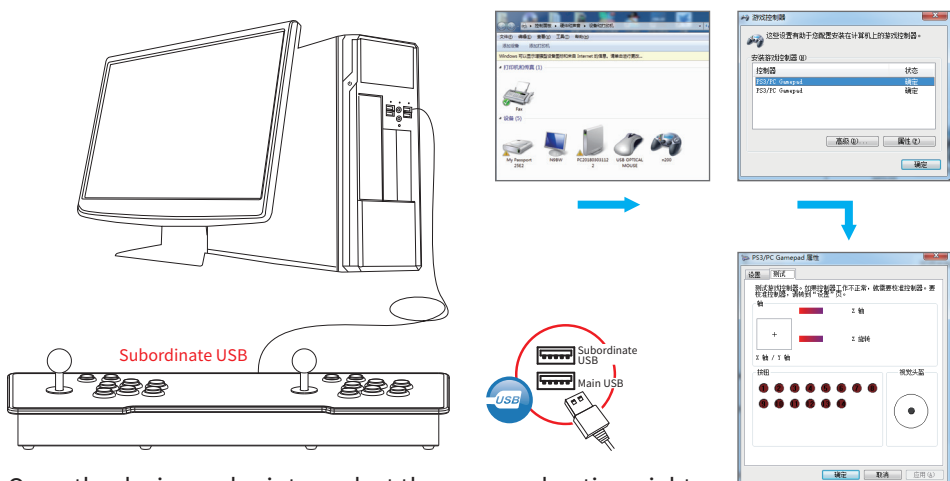


## 1.Product Feature

### Using Mode 4



### Using Mode 5

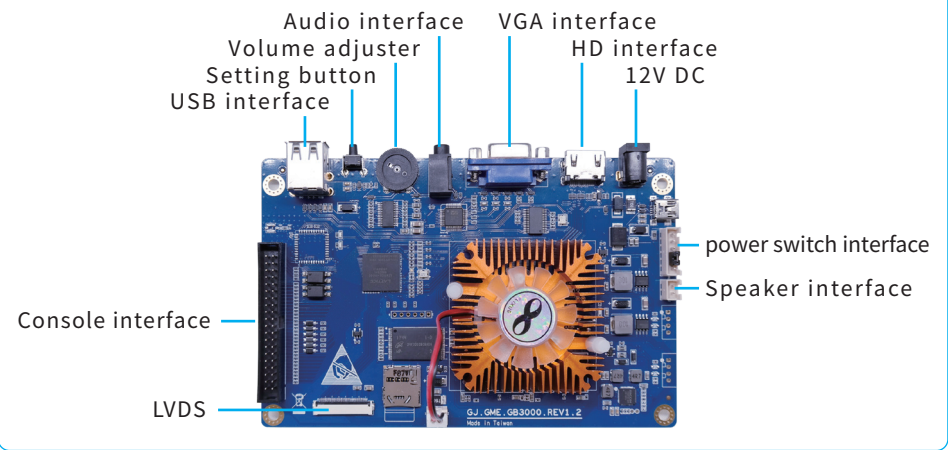


Open the device and printer, select the gamepad option, right click, select the game controller settings, enter the handle test interface.



2.Main board Interface

Home version



Arcade version



Motherboard configuration	12 core processor, 4 core CPU+8 core GPU		
	CPU	ARM Cortex A9 4 core 2.0G	
	GPU	Mali450MP8	
	RAM	1GB	
	FLASH	4GB+ ( 16GB / 32GB / 64GB Optional) SD卡	
Video output	HD	1280 x 720	720P
	VGA	1280 x 720	720P



### 3. Background setting

Please press the side setting button to enter the game settings page (as shown below)



(1) **Key mapping testing**: this item is in order to test the using situation for joystick and button. The button icon is initially white and is yellow when pressed.



(2) **Button customization**: User can customize the editing button position according to personal operating habits, as shown below:



(4) **Insert coin mode**: free play/ coin-based billing/time-based billing (support all game time)

(5) **Exit mode**: In the arcade mode, user can select [A] long press the START button to exit, [B] press the START button and throwing a coin to exit the game.

(6) **Auto-exit mode**: When the user does not operate for a long time, the system default 3 minutes automatically to exit the game and returns to the game list. It can also be set to never exit automatically.



### 3. Background setting

(7) Game selection mode: A. Insert coin to allow selection of game mode.

B. Allows to select the game mode without any condition.

(8) Image enhancement: Users can select [HD], [Scan Line], [Normal] and other image quality according to their individual needs.

(9) Language mode: support Simplified Chinese, Traditional Chinese, English, Korean, Japanese, Spanish. Select the language on sharking the right side of the joystick and press [1P-D] to exit.

(10) Single game setting:

a. Game difficulty setting: support changing the difficulty and life number of some games, press A to adjust the difficulty value, press B to adjust the life number, press D to back to the previous page. Support one button to apply the difficulty and health of all games.



b. Edit favorite list: Move the joystick to choose favorite game, press A to confirm, and there will be a love on the right side of the game name, the game will be topped, press D to exit.



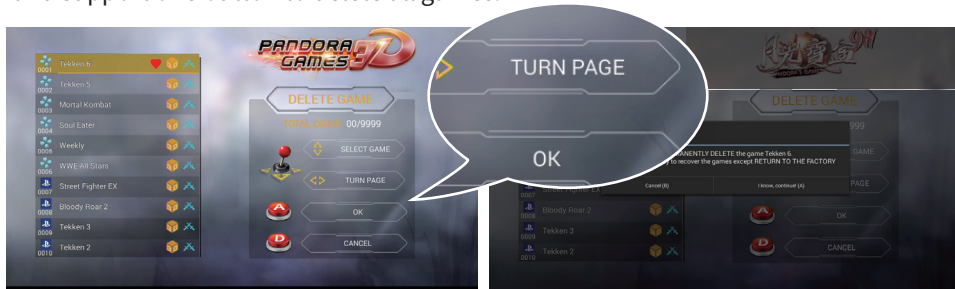
c. Edit game list: Users can display or hide the game, moving the joystick to select the game you want to hide, press A to hide. Support one button to hide all games. Resume game: press C to enter hidden list, press A button to restore. Support one button to restore all games.





### 3. Background setting

d. Delete the game: Users can delete the game. Moving the joystick, select the game you want to delete, press A to confirm the deletion (unrecoverable after deleting the game) and support one button to delete all games.



e. Game notification: After entering some 3D games, the game will be scrolled to the user's tips, which can be turned on or off according to your needs.

(11) **Currency Management:** This product has an audit function for counting currency. If you want to reset the coin count to zero, please enter the currency management and enter the password 5555555. After entering, you can choose to clear or reset the password you want.



(10) **continuous shooting function setting:** There are three modes to choose A. 5 times per second B. 10 times per second C. 20 times per second. After setting the parameters, enter the game and press START+A to open or close.



(11) **Factory reset:** If you need to restore the factory settings, please select the factory reset option and press the A button to confirm.



## 4.Emulator Introduction

full game list

Game classification

Recently played games

Search game

Game emulator

Game type

Game show pages

Game countdown



Game search function: Chinese version searches by pinyin; English version, Japanese version, Spanish version search by first letter; Korean version searches by radical.

Recently played games: Supports to save a list of 20 games that have been played recently.

	The ROM of PS generally consists of multiple files, and currently only supports .IMG as a suffix.
	The ROM of FC is mostly suffixed with fds, nes, unf, and unif.
	The ROM of SFC is mostly suffixed with smc, sfc, swc, fig, bs.
	GBA's ROM is mostly suffixed with gba, bin, agb, gbz.
	Most GBC's ROMs are suffixed with gb, gbc, and sgb.
	The ROM of PCE is mostly suffixed with pce, cue, ccd, and chd.
	The ROM of MD is mostly suffixed with mdx, md, smd, gen, bin, cue, iso, chd, sms, gg, sg.
	FBA is generally in .zip format.
	The ROM of PSP is mostly suffixed with .iso
	The ROM of N64 is .n64 format
	MAME is generally in .zip format


  

Racing Type	Sport Type	Fighting Type	Puzzle game Type	3D type	Air combat Type	Invented Game Type
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## III 5.Download and add the games

### The notes of adding games

- 1.Our company has established the game library, with about 12,000 games of different formats, Such as MAME, FBA, FC, SFC, PCE, GBA, GBC, MD, PSP, PS, N64 and etc.
- 2.Except the default games built in the SD card, users can also download their favorite games in the background game library.

 downloading and installing the games, it is better to download one by one, otherwise it may cause stuck or other conditions.

### Enter the background connection network (WiFi)

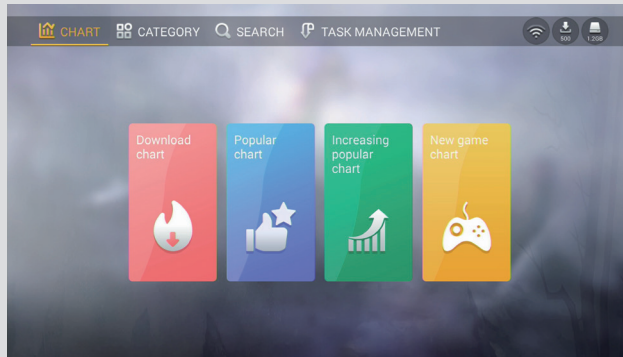
Press the system setting button to enter the background interface, select Wi Fi networking, and then return to enter the game market (as shown in the figure below):

Enter game settings





### (1) Adding games by Leaderboard

There are four lists under this category: Download ranking, The top popularity ranking, the popularity raising ranking and new game list.



 Internet signal

 Download times  
(Limited to 500 times)  
Please contact the supplier to add the number of times

 Remaining memory

## III 5.Download and add the games

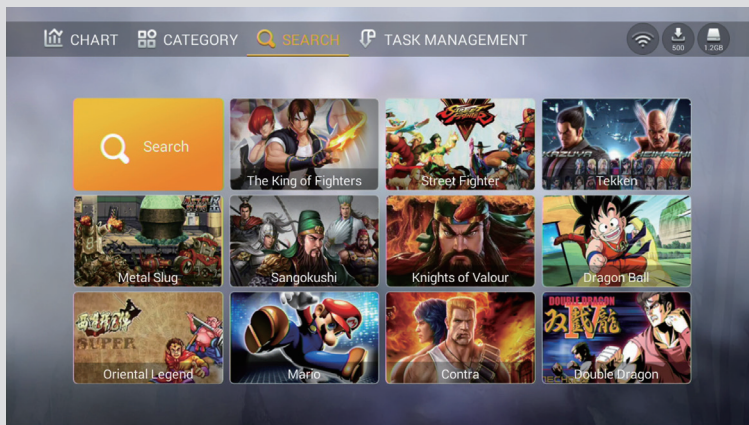
### (2) Add games by category

Users can download games by Game classification:such as fighting games, shooting games, Stage Clear games, , puzzle games, sports games Or you can also download games by format such as ARCADE、MD、DC、PS/PSP、WSC、FC/SFC、GBA/GBC、PCE (As shown in the figure below:)



### (3) dd games by search

The Chinese version is searched by pinyin.The English, Japanese and Spanish versions are searched by first letter; the Korean version is searched by radical. You can also search the same type of games according to the icon. The game categories are: King of Fighters(KOF), Street Fighter,Tekken, Metal Slug, Warriors Of Fate, Knights Of Valour(KOV), Dragonball, Oriental Legend , Mario, Contra, and Double Dragon Series (as shown in the figure below):

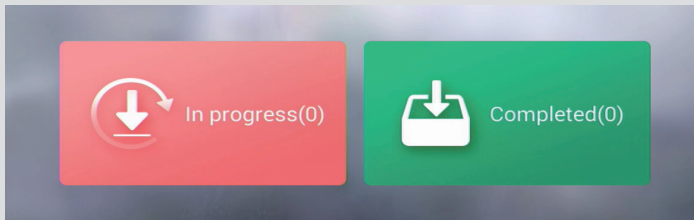


## III 5.Download and add the games.

### (4) Download Management

#### Download Management

Download completed: view the games that have been downloaded and installed.



## IV 6.Mainboard abnormality and diagnosis

Fault description	Fault description	Fault description
No response after power on and the power light is not on	1.Power adapter is abnormal 2.Main board is abnormal	Change the power adapter of the same parameters or contact your supplier
No image signal	Please check whether the HD cable or VGA cable is well connected , and whether the screen monitor signal source setting is normal	Change the Video cable or the monitor
No sound	The wire is abnormal	Change the wire or audio device
No games when boot up	Poor connection of memory card	Reseat the memory card
The key' s function is disordered	Wrong keys wiring	Please refer to the key wiringdiagram on the instruction manual
The keys suddenly fail during operating	The keys wire is loosen	please contact to your supplier or open the joystick controller box to check the wire



## 6.Button connection cable difination

PS3	PC	Pandora games	2P	1P	Pandora games	PC	PS3
+5V	+5V	+5V	1	1	+5V	+5V	+5V
SELECT 	J	NC	2	2	NC	J	SELECT 
	I	NC	3	3	NC	I	
R2 	H	NC	4	4	NC	H	R2 
R1 	G	NC	5	5	NC	G	R1 
L2 	F	2P-F	6	6	1P-F	F	L2 
L1 	E	2P-E	7	7	1P-E	E	L1 
	D	2P-D	8	8	1P-D	D	
	C	2P-C	9	9	1P-C	C	
	B	2P-B	10	10	1P-B	B	
	A	2P-A	11	11	1P-A	A	
RIGHT	RIGHT	2P-RIGHT	12	12	1P-RIGHT	RIGHT	RIGHT
LEFT	LEFT	2P-LEFT	13	13	1P-LEFT	LEFT	LEFT
DOWN	DOWN	2P-DOWN	14	14	1P-DOWN	DOWN	DOWN
UP	UP	2P-UP	15	15	1P-UP	UP	UP
START 	START	2P-START	16	16	1P-START	START	START 
NC	NC	PAUSE	17	17	COIN	NC	NC
GND	GND	GND	18	18	GND	GND	GND
Game console handle switch			19	19	Game console handle switch		
	NC	NC	20	20	NC	NC	



## 7.Button interface definition

2P TABLE(Solder Side)		1P TABLE(Parts Side)	
GROUND	A	1	GROUND
GROUND	B	2	GROUND
+5V	C	3	+5V
+5V	D	4	+5V
N/C	E	5	N/C
+12V	F	6	+12V
N/C	H	7	N/C
N/C	J	8	N/C
N/C	K	9	N/C
GROUND	L	10	GROUND
N/C	M	11	N/C
VIDEO GREEN	N	12	VIDEO GREEN
VIDEO SYNC	P	13	VIDEO SYNC
N/C	R	14	N/C
N/C	S	15	N/C
Pause button	T	16	Pause button
2P START	U	17	2P START
2P UP	V	18	2P UP
2P DOWN	W	19	2P DOWN
2P LEFT	X	20	2P LEFT
2P RIGHT	Y	21	2P RIGHT
2P BUTTON#A	Z	22	2P BUTTON#A
2P BUTTON#B	a	23	2P BUTTON#B
2P BUTTON#C	b	24	2P BUTTON#C
2P BUTTON#D	c	25	2P BUTTON#D
2P BUTTON#E	d	26	2P BUTTON#E
2P BUTTON#F	e	27	2P BUTTON#F
GROUND	f	28	GROUND