



ATARI FLASHBACK® X

Instruction Manual

MODEL NO.: AR3060

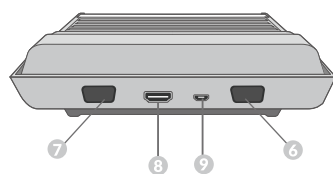
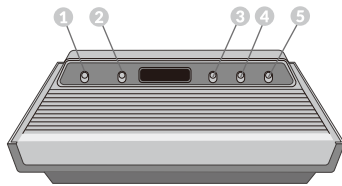
IMPORTANT: READ BEFORE USE

In very rare circumstances, some people may experience epileptic seizures when viewing flashing lights or patterns in our everyday life. Flashing lights and patterns are also common to almost any video game. Please consult your physician before playing ANY video game if you have had an epileptic condition or seizure OR if you experience any of the following while playing - Altered vision, eye or muscle twitching, mental confusion or disorientation, loss of awareness of the surroundings or involuntary movements. It is advised to take a 20-minute rest after 1 hour of continuous play.

Atari Flashback® X Console Appearance and Key List

The image below shows the location of the connectors and buttons. Each function is outlined below the image.

- 1 Power
- 2 Difficulty Switch - Left Player
- 3 Difficulty Switch - Right Player
- 4 Game Select
- 5 Game Reset
- 6 Left Player Game Controller Jack
- 7 Right Player Game Controller Jack
- 8 HDMI Output
- 9 Micro-USB Adaptor Jack



- NOTE
- Must use the Micro-USB adaptor included as the power supply to the console.
 - Do not connect the Micro-USB adaptor to a power input other than the below specifications.
 - Micro-USB adaptor is not a toy.
 - The socket-outlet should be installed near the equipment and should be easily accessible.

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

You might be using the wrong Micro-USB adaptor. Please use the one included in the package, which is rated for 5V/1A.

Micro-USB Adaptor Specification
 INPUT: 100V-240V AC/50HZ-60HZ
 OUTPUT: 5V/1A

Wired Game Controller Appearance and Key List

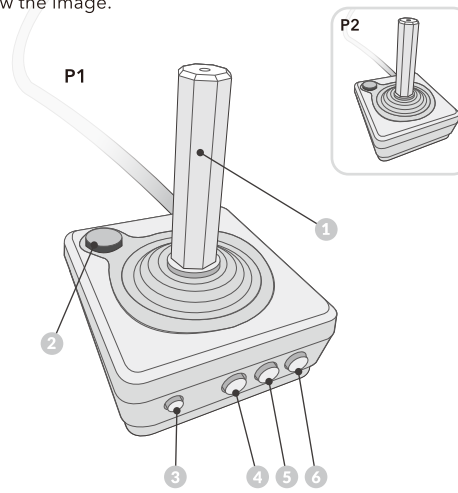
Appearance and Key List

The image below shows the location of the connectors and buttons. Each function is outlined below the image.

- 1 Joystick
- 2 Fire Button

P1 ONLY

- 3 MENU
- 4 SELECT
- 5 START
- 6 REWIND



How Do I Use Wired Controllers?

What are the two controller ports on the console for?

These ports are for the included wired joysticks and optional paddle controllers. These ports are also compatible with original Atari 2600 wired joysticks and paddle controllers.

How do I 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.

What do I do when the controller is not working?

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.

You may notice a slight delay when controlling games with a joystick controller that were originally designed for paddle controllers. For these paddle games, please use paddle controllers (not included) for the best gameplay experiences.

(Purchase additional accessories at www.atgames.us)

How to connect the console to TV?

Connect the game console to TV using an HDMI cable.



Flip the switch on the game console after configuring the TV input to the selected HDMI source.

NOTE: HDMI cable is not included.

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 do I start playing?

Flip the switch to turn on the game console.

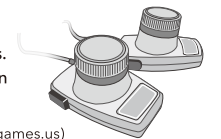
Use the controller that is connected to the port to browse menu and select game. Move the joystick left and right to navigate the menu pages, and move up and down to highlight games on each page.

Press FIRE on the controller to select the highlighted game.

Press the button to begin the game. Note that for some games, pressing the controller button begins the game.

How do I play the 3- and 4-player games?

The 3- and 4-player games are designed for paddle controllers. Please plug your paddle controllers into each controller port on the game console.



NOTE: Paddles are not included (Find additional accessories at www.atgames.us)

How do I rewind the game?

Press REWIND on player 1 (P1) controller to rewind gameplay as far back as needed.

How do I save/load game state?

Press DOWN and SELECT or Press MENU on controller to display in-game menu. Move the joystick controller to SAVE SLOTS. Press FIRE to enter SAVE/LOAD the gameplay.

How do I adjust the game level?

Press the button on the game console.

Press the button to begin the adjusted level.

How do I go back to game menu while playing the game?

Press DOWN and SELECT or Press MENU on controller to display in-game menu, select Quit to go back to the game menu page.

Safety Notice

Do not submerge the game console in water or expose it to extreme heat or to strong magnetic fields. Doing so may cause permanent damage to your game player. Always use a dry towel to clean the game console and controllers. Transformers are suitable for indoor use only. Transformers and power supplies for toys are not intended to be used as toys, and the use of this product by children under 15 years old should be under parental supervision.

GAME LIST (110)

3D Tic-Tac-Toe	Front Line™	River Raid™
Adventure	Frogger	Saboteur®
Adventure II	Frostbite™	Save Mary
Air-Sea Battle	Golf	Seaquest™
Amidar	Gravitar®	Secret Quest
Aquaventure	Gyruss	Sky Diver
Asteroids®	H.E.R.O.™	Slot Racers
Asteroids® Deluxe	Hangman	Solaris
Atari Climber	Haunted House®	Space Invaders™
Beamrider™	Home Run	Space Raid
Basketball	Human Cannonball™	Space War
Black Jack	Indy 500™	Sprintmaster
Bowling	Jungle Hunt™	Stampede™
Breakout®	Kaboom!™	Star Ship
BurgerTime™	Keystone Kapers™	Starmaster™
Burnin' Rubber™	Lock 'n Chase™	Steeplechase
Canyon Bomber®	Maze Craze	Stellar Track™
Centipede®	Megamania™	Street Racer
Championship Soccer	Millipede®	Submarine Commander®
Chopper Command™	Miniature Golf	Super Baseball
Circus Atari®	Missile Command®	Super Breakout®
Combat®	MotoRodeo	Super Cobra
Combat® Two	Night Driver™	Super Football
Cosmic Commuter™	Off-the-Wall	Surround
Crackpots™	Oink!™	SWORDQUEST® Earthworld
Crystal Castles®	Outlaw™	SWORDQUEST® Fireworld
Decathlon	Piffball™	SWORDQUEST® Waterworld
Demons to Diamonds™	Polaris™	Tempest®
Desert Falcon™	Pong® (Video Olympics)	Tutankham
Dodge 'Em	Pooyan	Video Checkers
Double Dunk™	Pressure Cooker™	Video Chess
Dragster	Radar Lock™	Video Pinball
Enduro™	Realsports® Baseball	Warlords®
Fatal Run	Realsports® Basketball	Wizard
Fishing Derby™	Realsports® Soccer	Yars' Return
Flag Capture	Realsports® Volleyball	Yars' Revenge®
Football	Return to Haunted House	



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 The versions of SPACE INVADERS™, JUNGLE HUNT™, FRONT LINE™, and POLARIS™ included in the Atari Flashback® X are based on those created for the ATARI 2600® and therefore may differ in appearance and performance from the original arcade and console editions developed by TAITO Corporation.

Space Raid for Atari VCS/2600.
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 Box design courtesy of CollectorVision Games, Inc.

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Asteroids Deluxe Program & Audiovisual © 2005 Atari, Inc.

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.