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## Blaze Entertainment FG-CAPK-HMT-EFIGS

# Capcom Super Pocket Instruction Manual

Model: FG-CAPK-HMT-EFIGS | Brand: Blaze Entertainment

## PRODUCT OVERVIEW

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The Capcom Super Pocket is a portable gaming device designed for on-the-go entertainment. It comes preloaded with 12 classic Capcom arcade games and is compatible with Evercade cartridges, expanding your game library significantly. Featuring a vibrant IPS screen and a long-lasting battery, it offers a compact yet powerful retro gaming experience.



Image: The Capcom Super Pocket console shown alongside its retail packaging, highlighting its compact size and vibrant blue and yellow design.

## WHAT'S IN THE BOX

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Upon unboxing your Capcom Super Pocket, you should find the following items:

- **Capcom Super Pocket Console:** The main portable gaming device.
- **Quickstart Guide:** A brief manual providing initial setup instructions and key features.
- **USB-C Charging Cable:** For recharging the device's internal battery.

## PRODUCT FEATURES AND CONTROLS

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Familiarize yourself with the various components and controls of your Super Pocket for optimal use.

### Front View



Image: Front view of the Capcom Super Pocket, showing the screen, D-pad, action buttons (A, B, X, Y), Select, Start, and Quick Menu buttons.

- **2.8" IPS Display:** A bright and vibrant screen with a resolution of 320x240 pixels, ideal for retro games.
- **Directional Pad (D-pad):** Located on the left, used for movement and menu navigation.
- **Action Buttons (A, B, X, Y):** Located on the right, used for in-game actions and menu selections.
- **Select Button:** Used for various in-game functions or menu options.
- **Start Button:** Used to begin games or pause gameplay.
- **Quick Menu Button:** Provides quick access to system settings and game options.

## Rear View



Image: Rear view of the Capcom Super Pocket, showing the L1, L2, R1, R2 shoulder buttons and the Evercade cartridge slot.

- **Shoulder Buttons (L1, L2, R1, R2):** Located on the top rear of the device, used for additional in-game controls.
- **Evercade Cartridge Slot:** Located on the top rear, allows insertion of Evercade game cartridges to expand your game library.

## Side View



Image: Side view of the Capcom Super Pocket, showing the USB-C charging port and headphone jack.

- **USB-C Charging Port:** Located on the bottom, used for charging the device.
- **3.5mm Headphone Jack:** Located on the bottom, for private audio listening.
- **Volume Control:** Located on the side, for adjusting audio output.

## SETUP

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### Charging the Device

Before first use, it is recommended to fully charge your Capcom Super Pocket. Connect the provided USB-C charging cable to the port at the bottom of the device and plug the other end into a compatible USB power source (e.g., a computer USB port or a USB wall adapter). The device features a 4+ hour battery life on a full charge.

### Powering On/Off

To power on the device, press and hold the power button located on the top left side of the console until the screen illuminates. To power off, press and hold the power button again until the device shuts down.

## Language Selection

Upon initial startup, you may be prompted to select your preferred language. Use the D-pad to navigate and the 'A' button to select 'English'.

## OPERATING INSTRUCTIONS

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### Navigating the Menu

Use the D-pad to scroll through the list of preloaded games or other menu options. Press the 'A' button to select an item. The 'B' button typically acts as a 'back' or 'cancel' function.

### Playing Preloaded Games

The Capcom Super Pocket comes with 12 built-in arcade classics. Select a game from the main menu using the D-pad and 'A' button to start playing. Controls for each game will utilize the D-pad and action buttons (A, B, X, Y), with shoulder buttons (L1, L2, R1, R2) for specific actions as required by the game.

### Preloaded Game List:



Image: A visual list of the 12 Capcom arcade classics preloaded on the Super Pocket, including titles like Street Fighter II', Mega Man, and Final Fight.

- Street Fighter II': Hyper Fighting
- Mega Man
- 1942
- Final Fight
- 1943
- Strider
- Wolf of the Battlefield: MERCs
- Bionic Commando
- Captain Commando
- Ghouls 'n Ghosts
- Forgotten Worlds
- 1944: The Loop Master

## Easy Mode

For a more relaxed gaming experience, the device offers an "Easy Mode" option. This mode lowers the difficulty of the built-in arcade games, making them more accessible for new players or those looking to enjoy the classics without intense challenge. This option can typically be found in the game's settings or a general difficulty menu.

## Evercade Cartridge Compatibility

The Capcom Super Pocket is compatible with Evercade cartridges. To play games from an Evercade cartridge, gently insert the cartridge into the slot located on the top rear of the device until it clicks into place. The device will automatically detect the cartridge and display its contents. To remove, gently pull the cartridge out.



Image: The Capcom Super Pocket shown with an Evercade cartridge partially inserted into its dedicated slot on the back of the device.

## Save States

Many games on the Super Pocket support save states, allowing you to save your progress at any point during gameplay. This feature is typically accessed via the Quick Menu button. Consult the Quickstart Guide for specific instructions on creating and loading save states.

## MAINTENANCE

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## Cleaning

To clean your Capcom Super Pocket, use a soft, dry, lint-free cloth. For stubborn smudges, slightly dampen the cloth with water. Avoid using harsh chemicals, abrasive cleaners, or solvents, as these can damage the device's finish and screen.

## Storage

Store the device in a cool, dry place away from direct sunlight, extreme temperatures, and excessive humidity. When not in use for extended periods, ensure the device is fully charged before storage and periodically recharge it to maintain battery health.

## Screen Dust

In rare cases, dust may appear under the screen. This is typically a manufacturing anomaly and not user-serviceable. Do not attempt to open the device to clean under the screen, as this will void your warranty. If this issue significantly impacts your gaming experience, please refer to the Troubleshooting section or contact customer support.

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## TROUBLESHOOTING

Problem	Possible Cause	Solution
Device does not power on.	Low battery or power button not pressed correctly.	Ensure the device is fully charged. Press and hold the power button for a few seconds.
Screen is blank or flickering.	Software glitch or display issue.	Try restarting the device. If the problem persists, contact customer support.
Buttons are unresponsive.	Software issue or physical damage.	Restart the device. Ensure no debris is lodged around the buttons. If issues continue, contact support.
Dust under the screen.	Manufacturing defect.	This is not user-serviceable. Do not attempt to open the device. Contact Blaze Entertainment support for assistance.

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## SPECIFICATIONS

- **Model Number:** FG-CAPK-HMT-EFIGS
- **Screen Size:** 2.8 Inches
- **Display Type:** IPS LCD
- **Resolution:** 320 x 240 pixels
- **Battery Life:** 4+ Hours
- **Charging Interface:** USB Type C
- **Dimensions (L x W x H):** 4.12" x 0.43" x 6.62"
- **Item Weight:** 3.2 ounces
- **Material:** Plastic
- **Controller Type:** Button Control
- **Number of Players:** 1
- **Operation Mode:** Manual

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## WARRANTY AND SUPPORT

For warranty information, technical support, or further assistance with your Capcom Super Pocket, please visit the official Blaze Entertainment support website:

[www.hypemegatech.com/support](http://www.hypemegatech.com/support)

Please retain your proof of purchase for any warranty claims.