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› ZWXYVUT J36 Ultra Retro Handheld Game Console User Manual

## ZWXYVUT J36 Ultra

# ZWXYVUT J36 Ultra Retro Handheld Game Console User Manual

Model: J36 Ultra

## 1. INTRODUCTION

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This manual provides essential information for the safe and efficient operation of your ZWXYVUT J36 Ultra Retro Handheld Game Console. Please read this manual thoroughly before using the device and retain it for future reference.

## 2. SAFETY INFORMATION

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- Do not expose the device to extreme temperatures, direct sunlight, or high humidity.
- Avoid dropping or subjecting the device to strong impacts.
- Keep the device away from water and other liquids.
- Do not attempt to disassemble or repair the device yourself. Contact qualified personnel for service.
- Use only the recommended charging accessories.
- Supervise children during use to ensure safe operation.

## 3. PRODUCT OVERVIEW

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The ZWXYVUT J36 Ultra is a portable handheld game console designed for playing classic retro games. It features a 3.5-inch IPS screen, integrated controls, and a rechargeable battery.

### 3.1. Console Components



**Figure 1: Front and Back View of the J36 Ultra Console**

This image displays the front of the orange J36 Ultra console with a game running on its 3.5-inch screen. Visible controls include a D-pad, A/B/X/Y buttons, dual analog sticks with RGB lighting, Select, Start, and FN buttons. The rear view shows the L1, L2, R1, R2 shoulder buttons.

- **3.5-inch IPS Screen:** High-resolution display for clear visuals.
- **D-Pad:** Directional control for movement.
- **Action Buttons (A, B, X, Y):** Primary game input buttons.
- **Analog Sticks:** For precise 3D movement or camera control.
- **Select/Start Buttons:** Game menu and pause functions.
- **FN Button:** Function button, specific uses may vary by game or system menu.
- **Shoulder Buttons (L1, L2, R1, R2):** Additional input controls, typically for actions or triggers.
- **Speaker Grilles:** For audio output.
- **Charging Port:** For connecting the power adapter.
- **TF Card Slot:** For expanding storage and game library.

## 4. SETUP

### 4.1. Initial Charging

Before first use, fully charge the console. Connect the charging cable to the console's charging port and a compatible USB power adapter (minimum 5V/2A, 10W recommended). The charging indicator will typically show the charging status

and turn off or change color when fully charged.

## 4.2. Inserting the TF Card

The console comes with a pre-installed TF card containing a game library. If you need to insert or replace the TF card:

1. Ensure the console is powered off.
2. Locate the TF card slot on the side or bottom of the console.
3. Gently push the TF card into the slot until it clicks into place.
4. To remove, gently push the card again until it springs out.

## 5. OPERATING INSTRUCTIONS

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### 5.1. Powering On/Off

- **Power On:** Press and hold the Power button for a few seconds until the screen illuminates.
- **Power Off:** Press and hold the Power button until a power-off menu appears, then select "Power Off" or continue holding until the device shuts down. A short press may put the device into sleep mode.

### 5.2. Navigating Menus

Use the D-Pad or analog sticks to navigate through menu options. The A button typically confirms selections, and the B button typically cancels or goes back.

### 5.3. Playing Games

The console is preloaded with over 30,000 retro games, offering instant access without downloads or setup.

1. From the main menu, select the desired game system or game category.
2. Browse the list of available games.
3. Select a game and press the A button to launch it.
4. Refer to the game's original instructions for specific controls, or experiment with the console's buttons.

### 5.4. Saving and Loading Game Progress

Many retro games have in-game save features. Additionally, the console's operating system may offer "save state" and "load state" functions. These are typically accessed by pressing a combination of buttons (e.g., FN + Start or FN + Select) during gameplay. Consult the console's on-screen prompts or system settings for exact key combinations.

## 6. MAINTENANCE

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### 6.1. Cleaning

- Use a soft, dry, lint-free cloth to clean the screen and console body.
- For stubborn smudges, slightly dampen the cloth with water, then wipe dry immediately.
- Do not use harsh chemicals, solvents, or abrasive cleaners.

### 6.2. Storage

When not in use for extended periods, store the console in a cool, dry place, away from direct sunlight and extreme temperatures. It is advisable to partially charge the battery before long-term storage to maintain battery health.

## 7. TROUBLESHOOTING

Problem	Possible Cause	Solution
Console does not power on.	Low battery.	Charge the console for at least 30 minutes.
Screen is blank or frozen.	System crash or software error.	Perform a hard reset by holding the Power button for 10-15 seconds.
Games are not loading.	TF card not inserted correctly or corrupted.	Ensure the TF card is properly inserted. Try reinserting it. If issues persist, the card may be corrupted.
Poor audio quality or no sound.	Volume too low or muted. Speaker obstruction.	Adjust the volume. Check if the speaker grilles are clear of debris.

## 8. SPECIFICATIONS

Feature	Detail
Model	J36 Ultra
Screen	3.5-inch IPS, 640x480 resolution
Battery	3000mAh (rechargeable)
Storage	64GB TF Card (preloaded with games)
Dimensions	1 x 1 x 1 inches
Manufacturer	ZWXYVUT
Recommended Age	4 years and up

## 9. WARRANTY AND SUPPORT

For warranty information and technical support, please refer to the documentation included with your purchase or contact the retailer/manufacturer directly. Keep your proof of purchase for warranty claims.