



DENVER GMP-240MK3 Portable Game Console Instruction Manual

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DENVER[®]

DENVER GMP-240MK3 Portable Game Console



Instruction Manual

DENVER GMP-240MK3

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If the user manual is not printed in your local language, then please enter our website to see if it is found online under the model you have. The website address is:

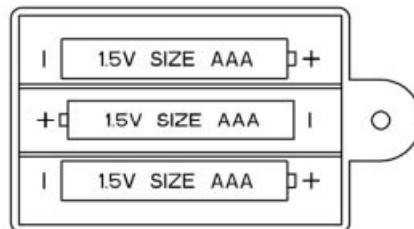
www.denver-electronics.com

Features

- * 8bit Mobile Game Console
- * Built-in 150 fantastic mini Games
- * 2.4" LCD TFT screen
- * Resolution 320×240 pixels
- * Operated by 3x AAA-batteries (Batteries not included)
- * Product Dimension: 119mm × 60mm × 26mm

Battery Installation

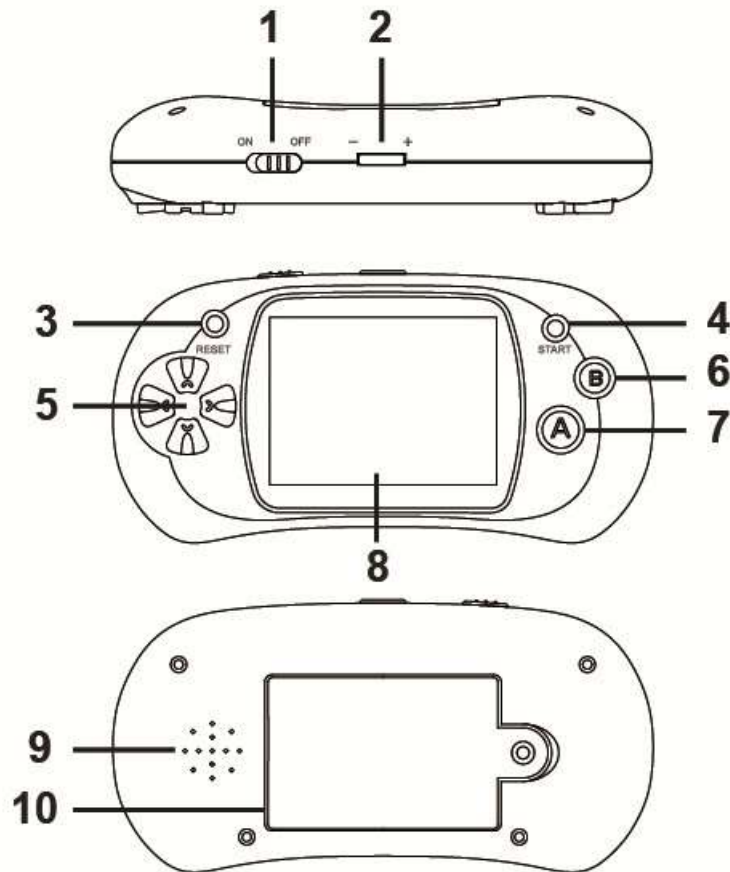
Please use a coin to open the battery cover on the back side of device, Insert three pieces of AAA batteries into it. When installing, pay attention to the "+" & "-" markings of the battery as of following.



Caution:

1. Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the "+" and "-" polarity markings
2. Do not mix old batteries and new batteries, or standard with alkaline batteries.
3. Remove exhausted or dead batteries from the product.
4. Remove batteries if product has not being used for a long time.
5. Do not short-circuit the supply terminals.
6. Should this product cause or be affected by local electrical interference, move away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary.

Buttons



Following are brief descriptions of the buttons used to play the game.

1. ON/OFF button.
2. Volume buttons: Adjust the volume.
3. Reset button: Press this button to return to the game selection or to restart the device in the event of a malfunction.
4. Start button: Press this button to start or pause the games
5. D-pad: direction key.
6. B button: special functional key.
7. A button: confirm key.
8. LCD screen.
9. Speaker.
10. Battery case.

Please notice – All products are subject to change without any notice. We take reservations for errors and omissions in the manual.

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Electric and electronic equipment contains materials, components and substances that can be hazardous to your health and the environment, if the waste material (discarded electric and electronic equipment) is not handled correctly.

Electric and electronic equipment is marked with the crossed out trash can symbol, seen above. This symbol signifies that electric and electronic equipment should not be disposed of with other household waste, but should be disposed of separately.

All cities have established collection points, where electric and electronic equipment can either be submitted free of charge at recycling stations and other collection sites, or be collected from the households. Additional information is available at the technical department of your city.

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Documents / Resources

	<p>DENVER GMP-240MK3 Portable Game Console [pdf] Instruction Manual GMP-240MK3, Portable Game Console, Game Console, Portable Console, Console, GMP-240 MK3 Game Console</p>
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References

-  [Denver A/S](#)