Manuals+ — User Manuals Simplified.

Powkiddy RGB10X Handheld Game Console Instruction Manual

Contents

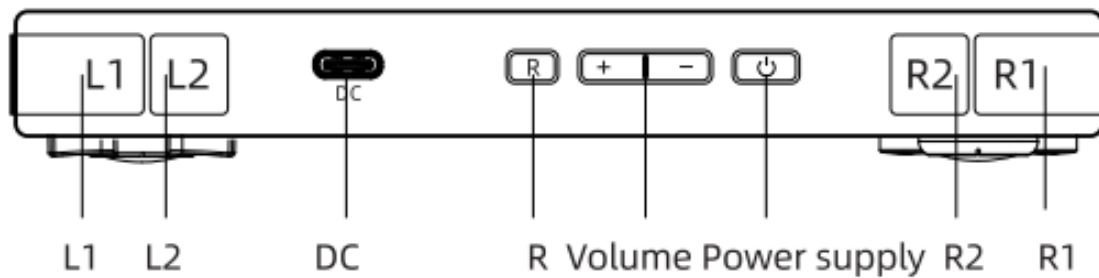**Powkiddy RGB10X Handheld Game Console**

Please read the instructions carefully before using them. Specifications are subject to change without notice.
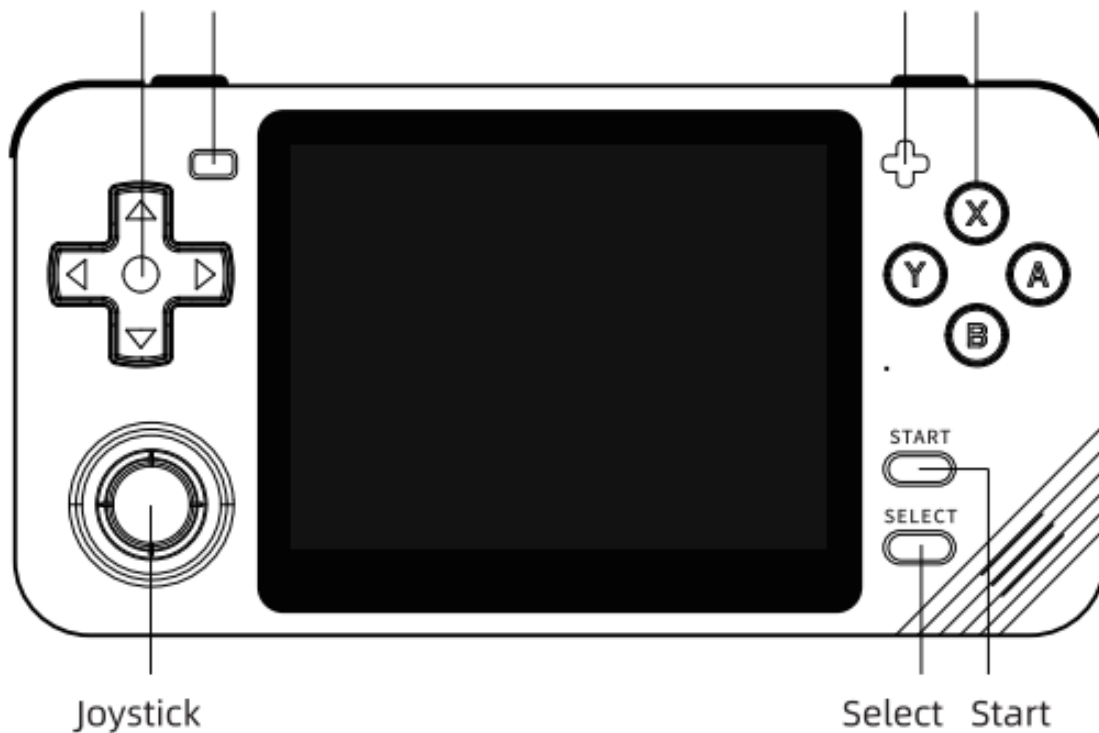
PRECAUTIONS

1. The contents of this section are set for users to use the game console correctly. Please read and comply with them carefully.
   - Do not severely impact the host.
   - Do not come into contact with chemicals such as benzene and diluents.
   - Please do not approach strong magnetic or electric fields.
   - Please avoid direct sunlight or heaters.
   - Do not disassemble, repair, or modify on your own.
   - When riding a bike, driving a car, or a motorcycle, please do not use the player or headphones to avoid danger.
   - Do not listen at a high volume to avoid adverse effects on hearing.
   - Do not allow the host to enter the water.
2. To shut down, please press START on the main interface, select exit, and then choose to shut down the system. Do not press the power button directly to force the shutdown, as it may damage the system and prevent it from turning on.
3. The R reset and restart button next to the power button should not be used unless in special circumstances, as it may cause damage to the system card.

FUNCTION INTRODUCTION

Top view labels: L1 L2   DC   R Volume Power supply R2   R1

Front view labels:
Direction keys   Function key "-"   Function key "+"   XYBA

Joystick   Select Start

Bottom view labels:
OTG Earphone hole

1. Main interface:
   - A key Enter/Confirm
   - B key Return
   - X key Random jump simulator
   - SELECT Randomly play game preview videos (enter standby mode if there is no video)
   - STAR: T When entering the main interface, enter the main menu
2. Simulator interface
   - A Enter the game

- B Return
- X Randomly switch games
- Y Collect games
- SELECT Set the current emulator game settings
- START: Enter the main menu

3. .Shortcut keys after entering the game:

- A B X Y Keyboard operation for games
- SELECT Select/Coin
- START Confirm/Start
- "-"key+A in the upper left corner of the screen Pause
- "-"key+B in the upper left corner of the screen Display frame rate
- "-"key+X in the upper left corner of the screen Enter the system menu
- "-"key+Y in the upper left corner of the screen Screenshot
- "-"key+R1 in the upper left corner of the screen of the game
- "-"key+L1 in the upper left corner of the screen Load game
- "-"key+R2 in the upper left corner of the screen Game acceleration
- "-"key+L2 in the upper left corner of the screen Slow game playback
- The "-" key in the upper left corner of the screen + "START"
- Press twice at the same time to quickly exit the game
- The "-" key in the upper left corner of the screen + "On the directional keys" Volume Up
- The "-" key in the upper left corner of the screen + "Under the directional keys"
- Reduce the volume
- The "-" key in the upper left corner of the screen + "Left arrow key"
- Reduce the storage status card slot
- The "-" key in the upper left corner of the screen + "Right arrow key"
- Add a save status card slot
- "+" + "Under the cross key" In-game brightness reduction
- "+" + "On the cross key" In-game brightness increase

The "-" key in the upper left corner of the screen — The "+"key in the upper right corner of the screen

The "+" key is in the upper right corner of the screen.

To exit NDS, press the "-" key in the upper left corner of the screen:

- NDS emulator menu (save/load/exit options)
- Simulator menu Load state Load game records
- Simulator menu Save state Save game records
- Simulator Exit Drastic Exit the game
- L2 Single screen/dual screen mode up and down switch
- R2 Single screen/dual screen mode up and down switching

PSP emulator menu

- Press the "+" button in the upper right corner of the screen to enter the PSP emulator menu.
- Menu shell saves/loads game records, sets, and exits the game.
- Due to performance limitations, such as game lag, you can select automatic frame skipping in the menu settings option by finding frame skipping.

BASIC FUNCTION

- 3.5-inch IPS OCA full lamination resolution: 480 * 640
- CPU: High performance 64Bit A53 CPU, Mali-G31 GPU, smooth FPS running at 60Hz
- Simulator: Support ARCADE/MAME/CPS1/CPS2/CPS3/PCE/FC/SFC/GB/GBA/GBC/MD/ NEOGEO/PS… Supports multiple open-source systems and is upgradable.
- Instant archiving function Standby function
- Record historical games Language settings
- Set favorite games TF card expansion

Due to differences in the functions of game consoles produced in different batches, please refer to the actual product for accuracy.

LOW BATTERY

When the battery is low, the game console may experience screen flickering, sound jamming, and inability to start the system. At this time, the machine should be charged promptly. When the battery is low, please save it promptly and plug in a charger to charge it. Suggest a charging voltage of 5V and a current specification of 500mA-2000mA. Please use the factory-configured charging cable for charging. Do not use high-power charging cables for

INSTALL GAME
Please download the game format supported by the machine and place it in the folder corresponding to TF. This machine is manufactured without any videos/music/games/pictures, etc. All demo files must be deleted immediately after the demo, and our company does not assume any responsibility for this.

ABOUT SIMULATOR SETTINGS
If there are game crashes, lagging, and other situations, you can press SELECT in the current game, find the game elements to edit, find the game emulator and core, and replace it with another core or emulator to make adjustments. Pressing START on the main interface is the game menu key, mainly used for some game settings: For example, brightness adjustment, sound adjustment, UI theme replacement, etc. Unless otherwise necessary, do not make unauthorized changes to key settings or other settings that you do not understand.

Game machine product warranty card

Product model		Date of production	
User name		Serial No	
Telephone		Date of purchase	
Zip code			
User address			
Buy goods			

D e t a i l e d   b r e a k d o w n

	Date	Failure phenomenon	processing method	Signatures of the maintenance staff
R e p a i r r e c o r d				

Documents / Resources

	Powkiddy RGB10X Handheld Game Console [pdf] Instruction Manual RGB10X Handheld Game Console, RGB10X, Handheld Game Console, Game Console

References

- **User Manual**