

Instruction Manual

DENVER GMP-270CMK2

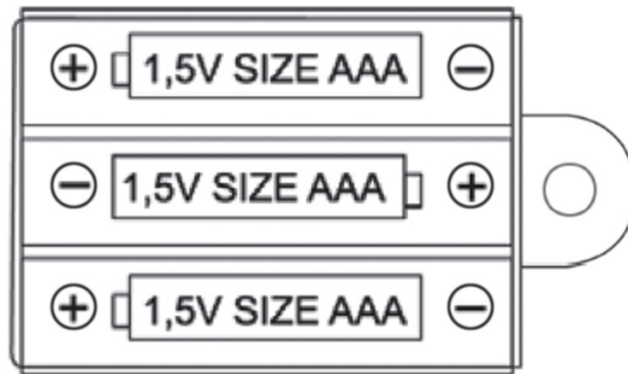


1.1: Features:

- * 16bit Mobile Game Console
- * Built-in 200 Mini Games
- * 2.7" LCD TFT screen
- * Resolution 960x240 pixels
- * Operated by 3x AAA-batteries (Batteries not included)
- * Operating system: Linux
- * Earphone jack built-in
- * TV output by AV cable (cable not included)
- * Product Dimension: 137mm × 76mm × 27mm

1.3: 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.

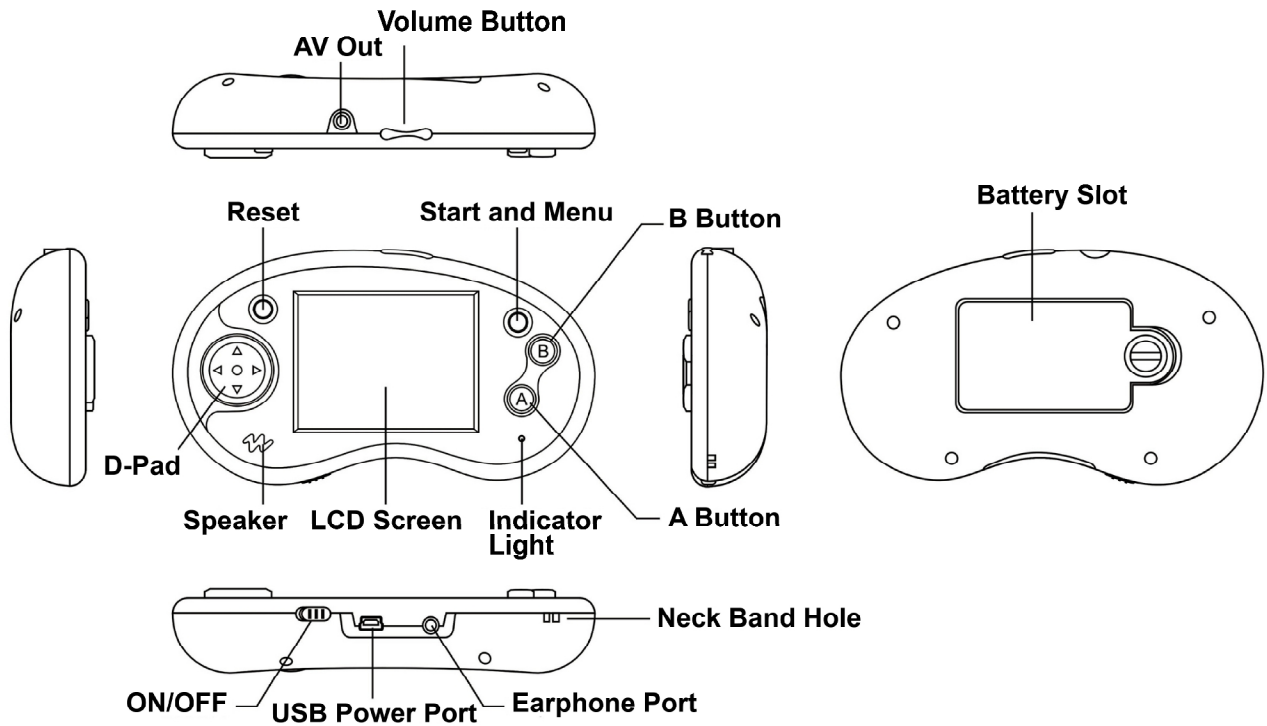


Caution:

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.

1.4: Buttons



D-pad	Direction arrows to navigate
A-button	Select/Confirm button/Main Function button
B-button	Special Function button
Start button	Pause or Exit from game
AV Out	Connect with TV set via AV cable
Earphone Port	Connect with the earphone
Volume Button	Adjust the Volume Up (+) or Down (-)
USB Power Port	Power the device by a USB port connection or a USB AC/DC Adapter (not included)

DENVER®

www.denver-electronics.com



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.

Importer:

DENVER ELECTRONICS A/S

Stavneagervej 22

DK-8250 Egaa

Denmark

www.facebook.com/denverelectronics