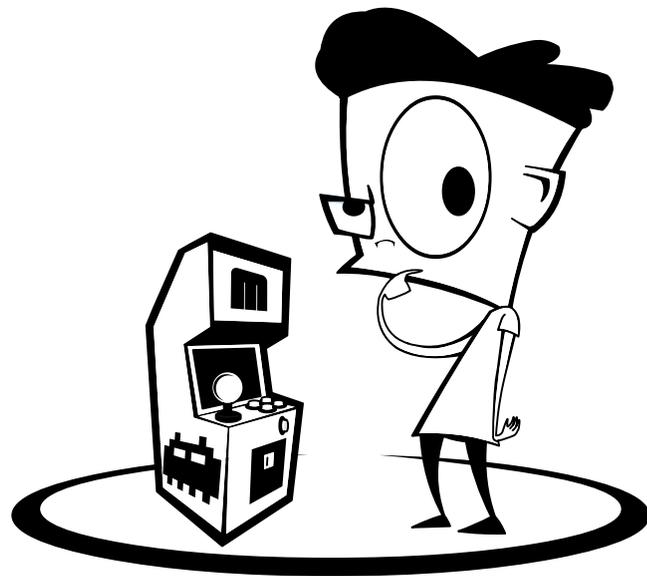


INTRODUCTION



**JUST IN CASE
YOU NEED TO PLAY**

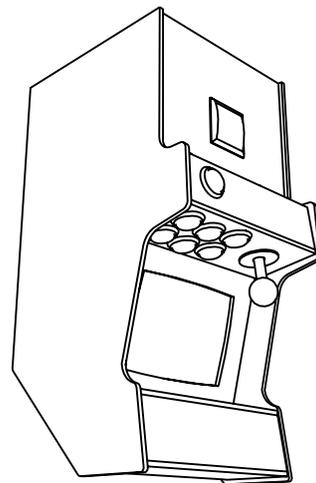
MINIMAL FAST GUIDE

First of all ... thanks for purchasing one of our mini arcade machines! Below, we summarize the main features of your new machine:

It's a scaled arcade machine inspired by the classics of the 70s, 80s and 90s, designed to be as small as possible but without losing gameplay.

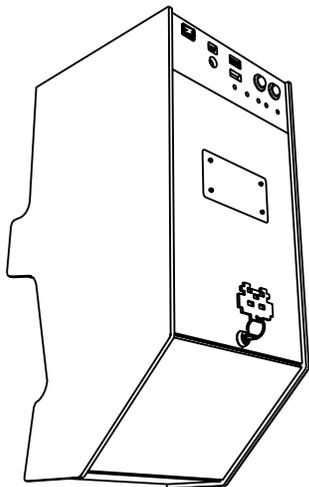
The 5.6-inch screen has HDMI and offers a 4:3 aspect ratio, to show the games in full screen as in the originals, without stretching the image. They also have volume control and amplified stereo sound. The control panel incorporates an 8-way arcade joystick, 6 action buttons and a player button, in addition to the corresponding one for credits and 2 extra service buttons in the back.

It is a real mini cabinet made of wood fiber with illuminated marquee and decorated in the purest retro style or ... with your own design! Thanks to our original laminate system you can easily change the decorative images.



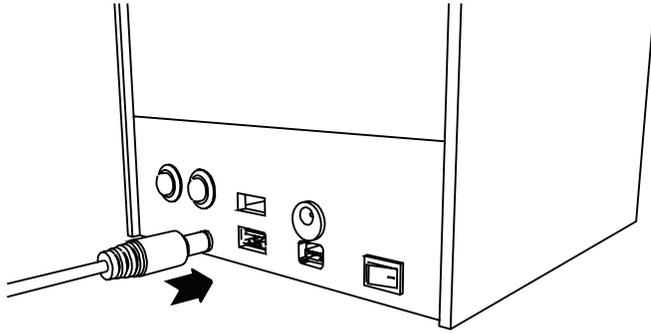
At the back of the machines, in addition to the serial plate, are located external connections, extra controls and a gate to have access to the emulation system and easily make improvements or modifications to your Minimal, such as adding a port for a second player.

By default, support is included for the famous PI boards (Raspberry PI, Orange PI, etc.) that have software with a wide community in the world of emulation, tutorials, resources ... and are constantly updated. In addition to this, due to the size of the cabinet, it is possible to install other game systems such as Pandora, Android, etc... as long as they support USB controls and compatible audio / video input.)

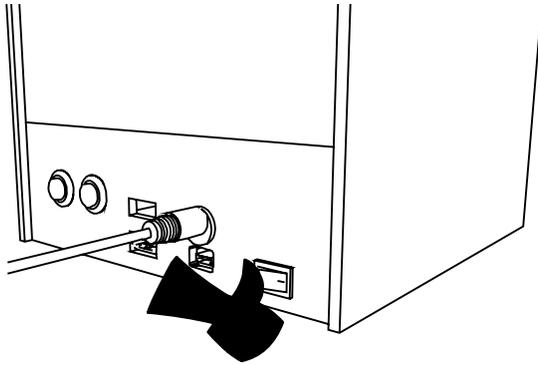


FIRST STEPS

To start using your machine, first of all, you have to connect the power adapter to the corresponding input located in the lower rear part.



Once the power supply is plugged into an electrical outlet, press the switch (I / O) on the left and turn it on (I).



In this way, the device will turn on and start loading the game system.

GAMING INTERFACE

Once the main menu has been loaded, a screen will appear with the current game emulator, as well as the number of available titles for it. If you have stored games for different platforms, by moving the joystick to the left or right, you can navigate through the different emulators.

To see the list of games of a specific platform, press the action button A. You can go from one title to another by moving the joystick up or down. If we leave the joystick pressed in one of those directions, it will accelerate the navigation from one game to another to advance more quickly. In addition, the X and Y buttons allow you to move forward and backward in the list in paged form. After selecting the name of the desired game, you can press the button A again to launch it and start playing.

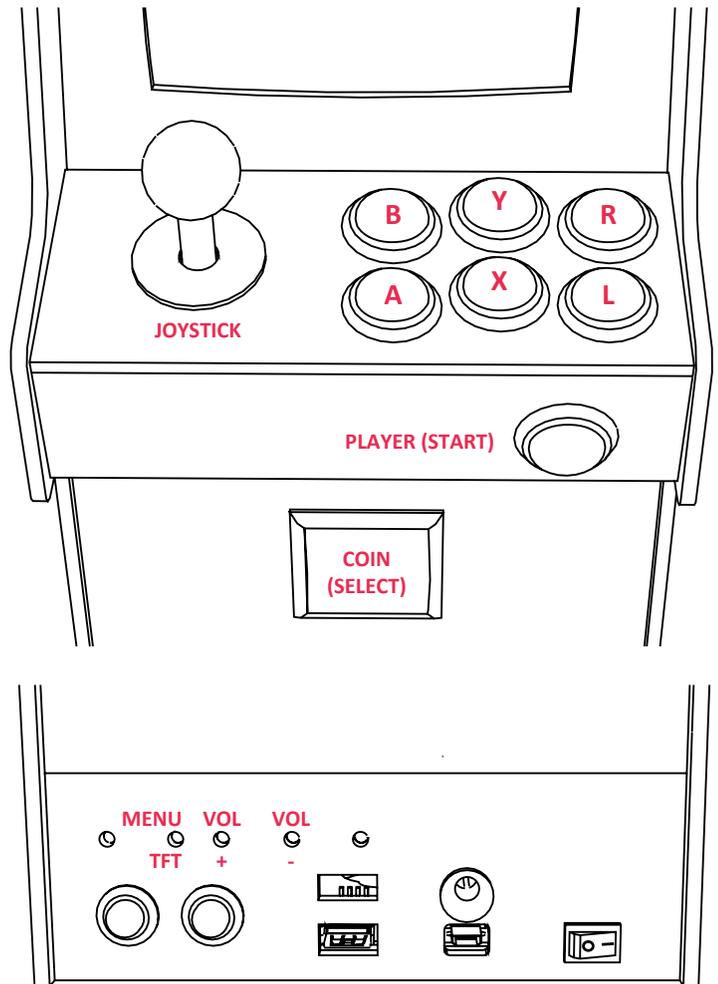
In summary, this A button will always be for selection, while B will allow us to go back in the interface.

Within the game, we will have more or less controls to interact according to it.

The coin button will allow us to add credits or use it as SELECT button, while the player button will be used as START button. Thus, in games that require inserting coins, we will first add credits (SELECT) and then press the player button (START).

If we want to leave a game and return to the main menu, in many emulators we can do it by pressing SELECT and START at the same time. Another possible option, would be set an extra back button as ESCape key, but that will depend on your favorite system.

CONTROLS



GAME OVER!

When you want to turn off the machine, it is NOT recommended to directly press the rear power switch. Instead, first access the interface menu (player / START button), select the QUIT option and then STOP SYSTEM, confirming with YES. The system will turn off safely and, once it is completely gone, turn the switch OFF (O) and unplug from the electrical power.