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## 1. General Informations & Security Informations

Dear customer,

thank you for purchasing our product.

The preinstalled RetroPie-Operating-System does not only contain emulators for different arcade machines but also allows the emulation of gaming-systems like Amiga, Atari, Commodore C64, Game Boy, SNES and many more.

There is a software-package on the enclosed microSD-card which is called RetroPie.

This system combines multiple so-called emulators to a multi-functional console-unit.

An emulator is a software-based system which allows you to simulate foreign hardware on your own hardware-system.

The simulated system behaves just like the original hardware but the components (CPU, graphic-card, sound-card) are just created virtually and are calculated by your computer-hardware.

With this system you can emulate consoles from past days with your new hardware.

The games for the emulators are normally transfered in so-called ROM-Files which contain the needed informations.

The ROM-Files are basically binary data-copies which have been extracted from the specific media (e.g. cartridges).

To start a game, the specific ROM-File is needed which has been copied from the original.

But please note:

By the german copyright (§53) the ownership of a ROM-File is only allowed if you also own the original medium.

If you do not want to ready the data by yourself, the purchase of ROM-Files from the internet is only allowed if you already own the original storage device.

Otherwise we recommend to use license-free ROM-Files which has been shared by the original creator.

**The user is responsible for compliance with the respective license rights for the software used by him. The text above should only be understood as an aid.**

## 2. Connection

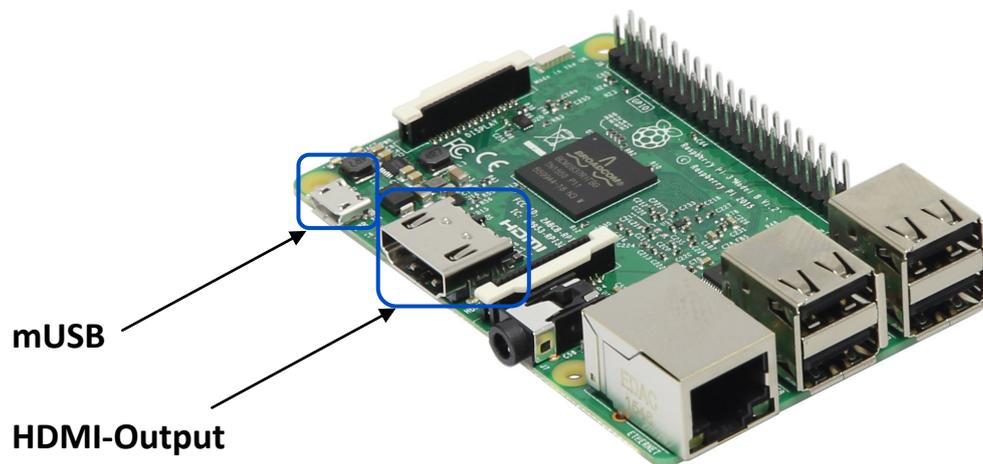
Attach the supplied heat sinks to the chips of the Raspberry Pi.

Now insert the supplied SD-Card into your Raspberry Pi.

The operating-system **RetroPie** is already preinstalled.

If you want to install the latest version or if you want to reinstall the system, you can download the latest image from the [RetriPie website](#).

Insert the Raspberry Pi into the supplied case and connect the power supply and the HDMI-cable.



Your Raspberry Pi RetroPi set is now ready for the first setup.

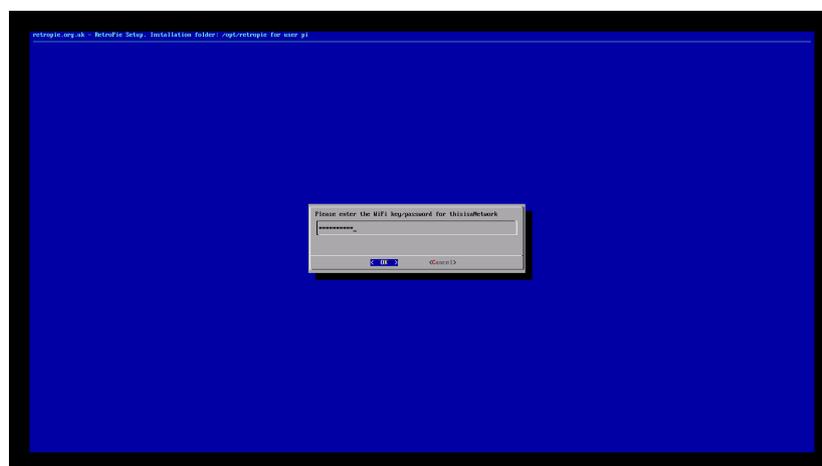
### 3. First Setup

For the first setup of your system, and also for the further usage, we recommend to connect a keyboard to your Raspberry Pi.

In the now following setup we will configure the system for the network-communication so you are able to transfer the ROM-Files.

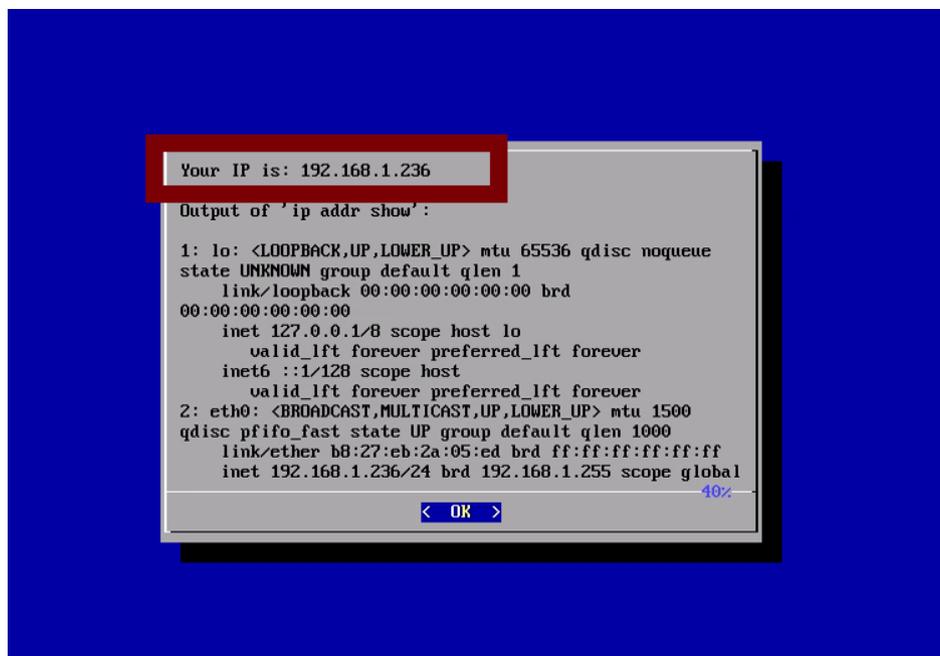
To allow the network-communication on your system, you can either connect a normal RJ45 network-cable or you can connect by WiFi.

To configure the WiFi connection, enter the RetroPie-Configuration and open the „WiFi“ menu. Follow the opened assistant.



After you successfully configured the wired or wireless network, you can check your IP-address by opening the „Show IP“-menu.

The IP address is important to copy the ROM-Files.

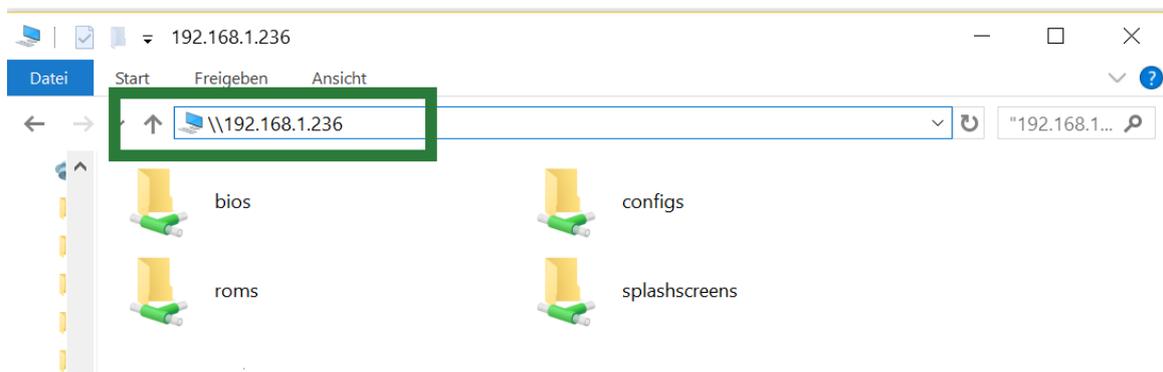


In this case, the IP-address would be „192.168.1.236“.

## 4. Transferring ROM-Files

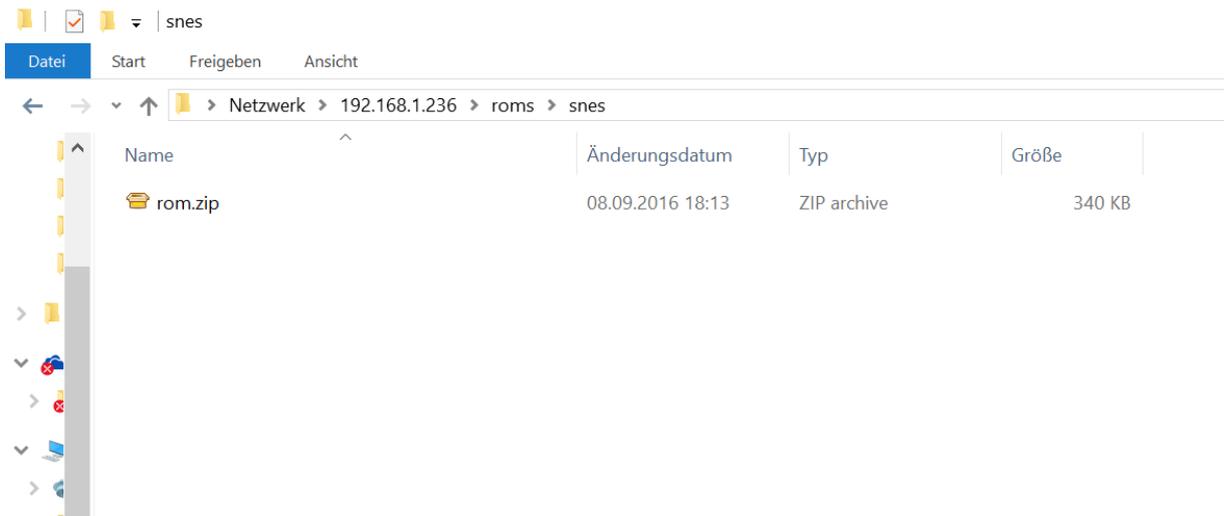
If you integrated your system to your network, you can start transferring ROM-Files. Just open up the Windows Explorer and enter the IP-Address with the preceding string „\\“.

In our case we would have to enter the following address: „\\192.168.1.236“. Confirm by pressing enter.



Afterwards, you should be able to see four network-folders. To copy games to the system, open the „roms“-folder. You will find many folders which contain the name of the specific emulated systems. For example: The folder „snes“ is responsible for all ROM-Files for Super Nintendo games.

Normally you need to copy the ROM-Files as a zipped file (not extracted) in the specific folder. After rebooting your system, the specific emulator should appear in the main menu. This emulator should contain a game-list with the ROMs you have copied.



### Specific case: MAME [Arcade ROMS]:

The MAME emulation-system allows you to emulate arcade machines.

The difference to a normal console is that the games are not stored on a single element like a cartridge, but are distributed on multiple chips.

To rebuild a specific machine, a complete set of all build chips needs to be present.

If you are not extracting the data by yourself, but getting the data from other sources, you will find the term „romset“.

This is the description of a summary of multiple ROM-Files:

In order to save memory space, it is possible that not all the required chip copies are contained in a ROM file. Since the chips installed in gaming machines can also be the same across several families of machines, only a single copy of the corresponding repeatedly appearing chip is made available in a romset.

This is the reason why it can occasionally occur that ROM files cannot be played by the emulator-some ROM sources offer only incomplete ROM files. If you don't read out the respective game machine by yourself, we recommend to read the documentation of the respective ROM source - these usually show how a not complete ROM file can be completed.

The arcade emulators used in RetroPie are prepared for different romsets. You can find a list of the ROMsets for which the respective emulator functions and thus into which folder the ROM files have to be copied in the documentation of RetroPie at:

<https://github.com/retropie/retropie-setup/wiki/Managing-ROMs>

## 5. Emulators

### 5.1 Emulator-Listing

The RetroPie software includes a variety of emulators for different systems. Which systems can be emulated exactly, where the respective ROM files have to be copied in each case and which ROM files do not or only inadequately function due to compatibility, can be found in the extensive documentation of RetroPie under the link:

<https://github.com/retropie/retropie-setup/wiki>

Please note: The emulators snes9x, Ir-Genesis-Plus-GX and Ir-picodrive are not included in our pre-installed software package, because the license of the respective emulators does not allow an unlimited release.

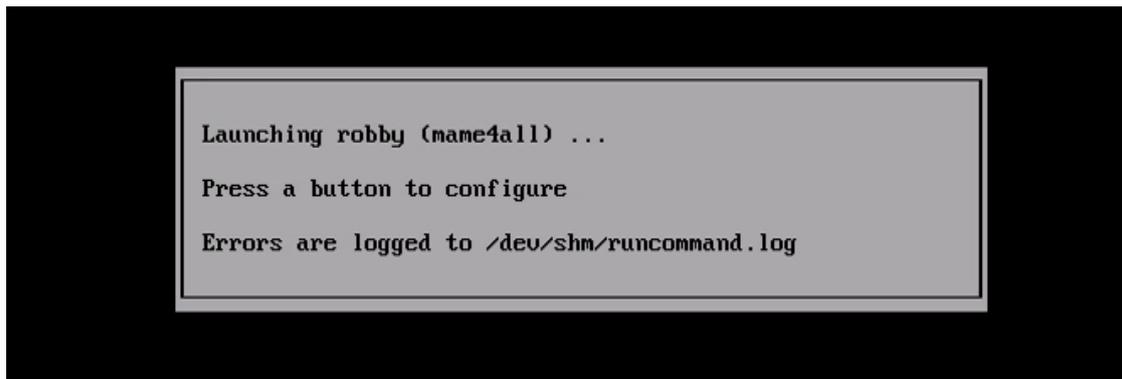
However, if you want to use them for private purposes, you can install them later at:

- „RetroPie -> RetroPie-Setup -> Manage packages -> main -> \*\*\*Emulator Name \*\*\*-> Install from binary“

All other emulators and RetroPie software are released under the GPLv2 or MIT license. You will find a copy of the license text either attached to this software or in the file system under "/home/pi/License/".

## 5.2 Emulator-Setup

When starting a game from the game list of a system, you will see the following window before starting the actual game:



While doing so, press any button to start the emulator configuration menu, where you can make settings for the respective game.

This is useful, for example, if you would like to change the emulator software used in the course of a higher degree of compatibility.

## 6. Support

We also support you after your purchase.

If there are any questions left or if you encounter any problems please feel free to contact us by mail, phone or by our ticket-supportsystem on our website.

E-Mail: [service@joy-it.net](mailto:service@joy-it.net)

Ticket-System: <http://support.joy-it.net>

Phone: +49 (0)2845 98469 – 66 (11- 18 Uhr)

Please visit our website for more informations:

[www.joy-it.net](http://www.joy-it.net)