

---

---

## QUICK START GUIDE

---

---

System should boot up in about 30-40 seconds.

Playing is as easy as selecting a game and pressing [B]. Exiting a game is as simple as pressing [START] and [SELECT] at the same time.

***\*\*\*\*\*Remember to power down from the menu before unplugging your device. Unplugging this device without properly shutting down may damage or corrupt the game data stored within it. As a precautionary measure ALWAYS back up your devices SD card.\*\*\*\*\****

---

---

### CONNECTING TO YOUR WIRELESS NETWORK

---

---

***Before you begin to set up your wireless network, you will need to plug a USB compatible keyboard into your device. These settings are optional. Only the Multimedia center will be affected by online connectivity. Game play will not be affected by online functionality.***

-After booting up press [START] on the controller to enter the "MAIN MENU".

-From the "MAIN MENU" select "NETWORK SETTINGS" and press (B) to confirm.

-Select "WIFI SSID" and press (B) again.

-To select the text box press (B) one more time. Now enter the exact name of your wireless network using your keyboard.

-When you are done press (A) once to unselect the text box, then press down on your controllers directional pad to select the box that says "OK" before pressing (B) again to confirm your changes.

-Now select "WIFI KEY" and press (B) to select it from the menu.

-Press (B) again to select the text box. Type in the password to the wifi network using your keyboard. Just like before press (A) to deselect the box. Press down on your gamepad again to select "OK" and press the (B) button to finally confirm your changes.

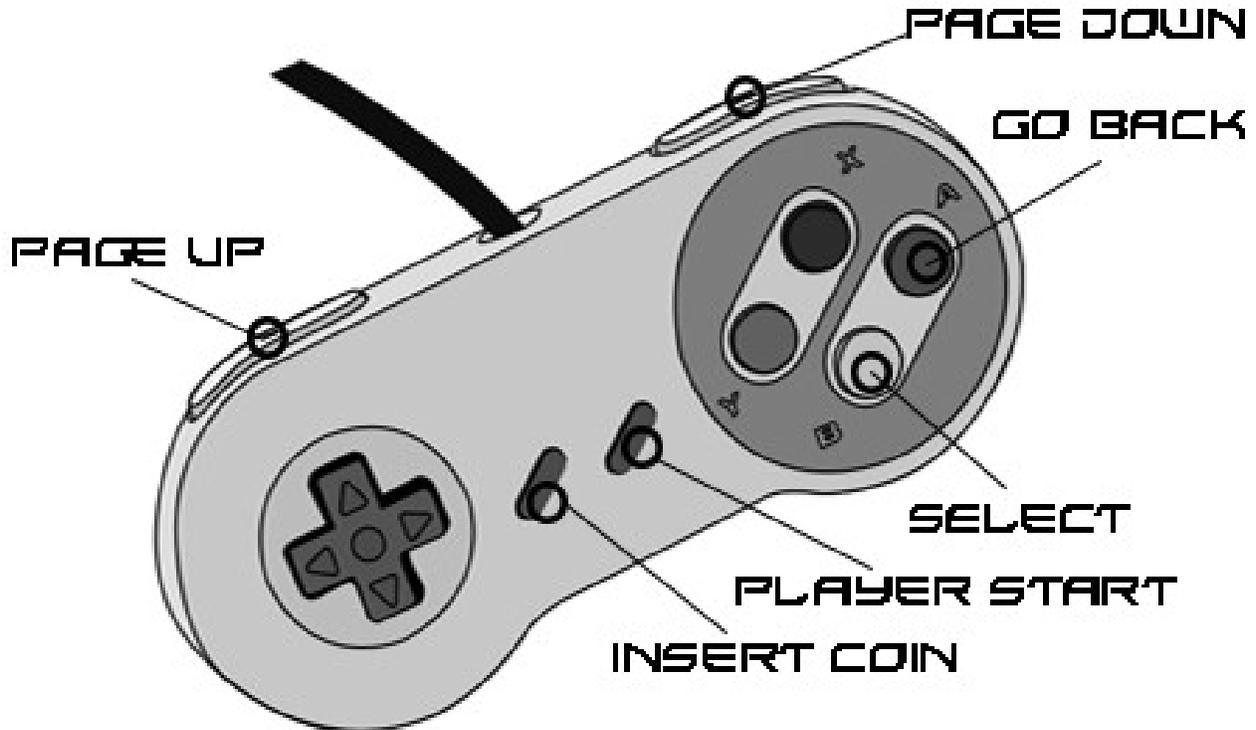
-You are done setting up your wifi network and may leave the "MAIN MENU" by pressing (B)

-The system may take a moment or two to fully connect to the network. After the system is paired to your home wifi you will only need to repeat this procedure when changing your network configuration. Feel free to disconnect your keyboard. You will not need it again.

***That was it! Your new console has been completely configured and is now ready for use!***

## ==== GAMEPADS =====

SELECT + B = RETROCORE MENU  
SELECT + A = RESET  
SELECT + X = LOAD STATE  
SELECT + Y = SAVE STATE  
SELECT + START = QUIT TO MENU



### Special commands (systems come with [SELECT] set as default hotkey)

When you are in the game, there are special commands available.

Press **Hotkey** on the controller and one of the following:

Y → Save State

X → Load State

Start → Quit

A → Reset Game

B → Menu

Up → Select Save Slot -1

Down → Select Save Slot +1

L1 → Screenshot

Right → Speedup game

Left → Rewind (if activated in options)

R2 → Next shader preset

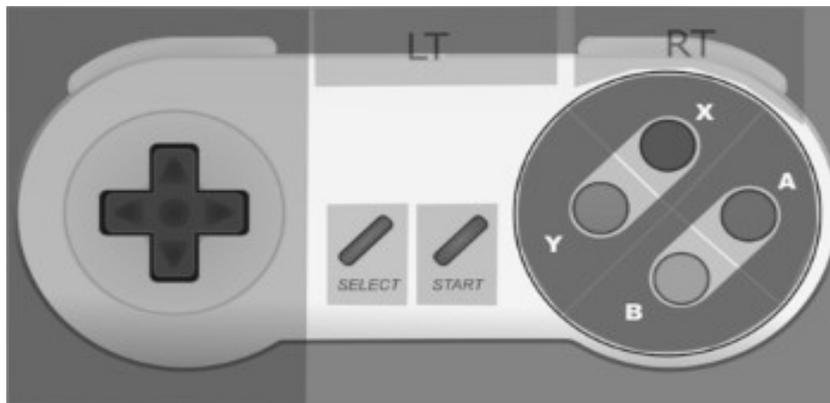
L2 → Previous shader preset

## Virtual Gamepads

You can add up to 4 virtual controllers with your phones! Open up the internet browser on your phone and type the devices IP address followed by the communication port (port=8080). You can get the recalbox IP in the setting menu NETWORK SETTINGS.

Example:

<http://192.168.1.30:8080>



## Favorite Games

You can set a game as a favorite by pressing the Y button or pressing the [SELECT] button and then choosing the option in the metadata menu. Afterwards, the game will be on top of the game list with a ☆ before its name. It is necessary to turn off/reboot the system properly after you chose favorites to make sure that the system saves all of your favorites.

## Saves

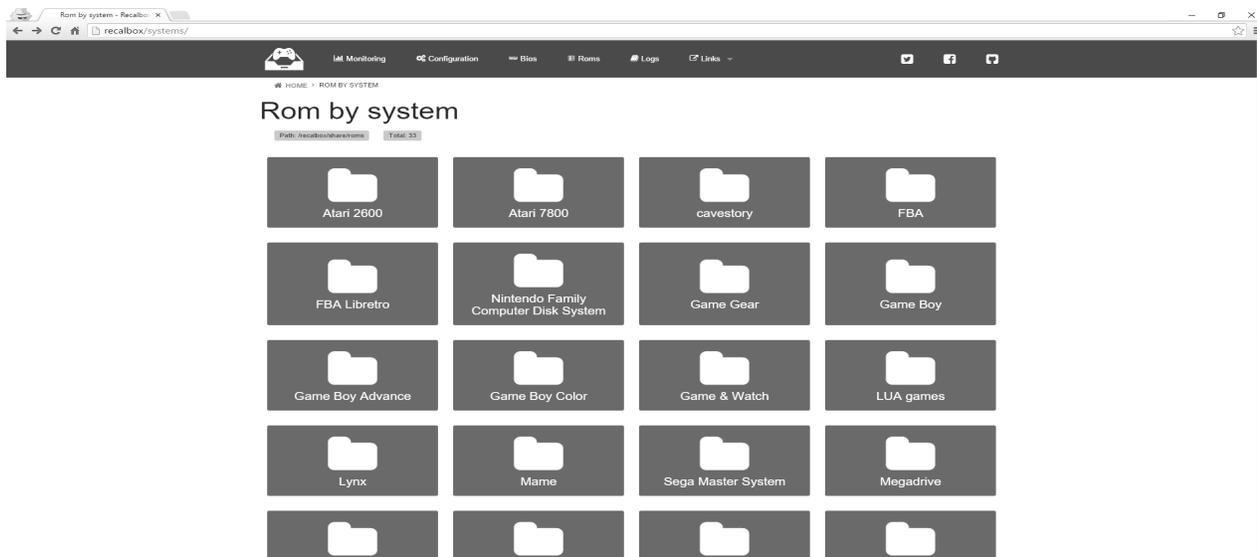
Emulators bring a very useful feature : save state. A saved state is a quick save of the game, and allows you to reload the game at the same point.

With save states, you will never have to seek for a saved point again !

You can save more than one state per game if you change the save slot.

You can save a state with **[SELECT]+Y**

## Network features



If you configured the wifi the files sharing is available through access to your local network. On your computer, go to Network on Windows explorer, and select “recalbox”.

If you don't see “recalbox” in your network, try to type **\\RECALBOX** in the explorer address bar. If it doesn't work, go in the recalbox menu, **NETWORK SETTINGS** and note the ip. Then type your ip in the explorer address bar, for example **\\192.168.1.30**

### Add your games

Just copy the files in the corresponding folder. You can use either .zip files or uncompressed roms. To refresh the game library, go to the **Menu**, then **Games Settings** then **Update Games Lists**

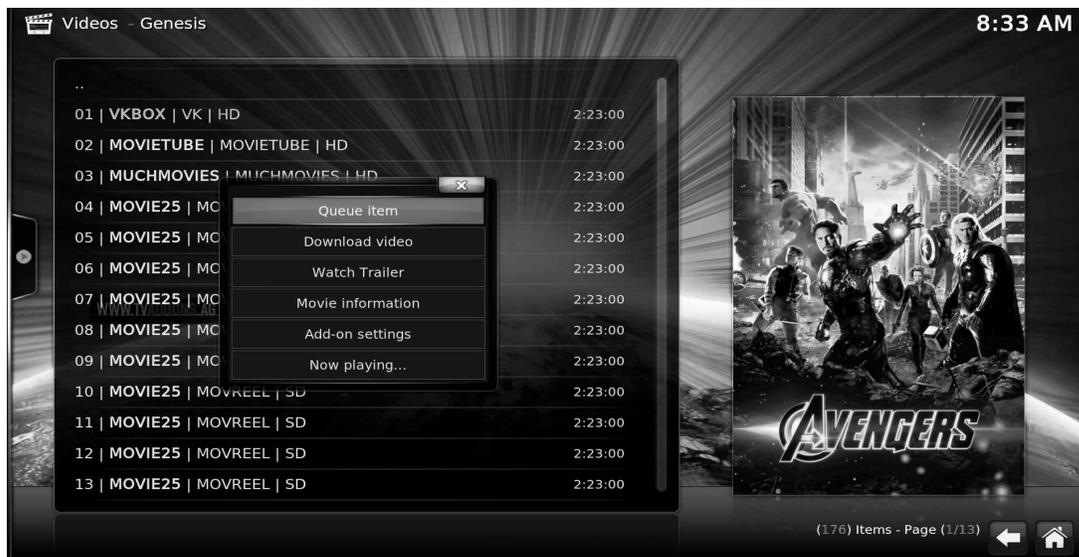
***Please be aware of the laws in your region. The manufacturer and distributor of this device is not responsible for your decisions to break local or international laws.***

# KODI MEDIA CENTER

---

Kodi is a Media Center integrated into recalbox. You can connect to a wide variety of streams with an internet connection to enjoy movies, music, and more. Live and recorded media are accessible with a properly setup KODI installation. Likewise you can just connect to your own local media via USB or network.

You can either start it by pressing the **(X)** button (within ES), or pressing **[START]+** Selecting the first entry of the menu(KODI). To quit KODI navigate to the power icon on the lower left of the main KODI menu and select "Power Off System" or "Reboot", both items will return you the ES main Menu follow regular ES commands if you wish to power down.



---

## A FINAL NOTE:

Access to powerful tools, experimental features, and in depth user settings have been left unlocked on this device. You as the owner have the power to fully utilize this device, to misuse it and even to damage it. Just as you have the ability to change and customize the settings to make the system better suit your tastes, you also have the ability to change the settings in a way that may be less to your liking, or even in extreme cases damaging to the system. As a precaution, I would strongly suggest that you make a backup copy of the MicroSD card included in your device before you even begin. It's a good feeling to know that you are never more than a few minutes away from having a brand new system again!