











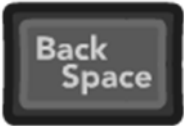

















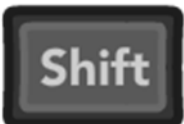







Keyboard Input	Controller Input	Menu Action
		Move Cursor Up
		Move Cursor Down
		Move Cursor Left
		Move Cursor Right
		Scroll One Page Up
		Scroll One Page Down
		Return To The Previous Screen
		Select Item

		Exit RetroArch - Game
	 <b>START</b>	Menu – Access Load/Save – Options – Control Settings  <b>(Hold Start For 5 Seconds On Controller)</b>
		Save State
		Load State
		Start Hosting Netplay
		Netplay Play/Spectate Mode

Keyboard Game Controls	Controller Game Controls	
		
		
		
		
		
		
	 SELECT	
	 START	
		
		



### **What is netplay?**

Netplay is RetroArch's mechanism for emulating local multiplayer over the internet, by continuously synchronizing multiple RetroArch instances running the same emulation core and same content. Currently, this approach is only for emulating classic single-system local multiplayer, not link cable play or network multiplayer modes.

**More Information:** <https://docs.libretro.com/guides/netplay-getting-started/>

### **How To Host Netplay**

- Open Game-Station
- Start A 2 Player Game
- Hit Backspace or B on Controller
- Use The Left Arrow or Left On D-pad
- Select Netplay In The Options
- Select Host Netplay