

**P1**

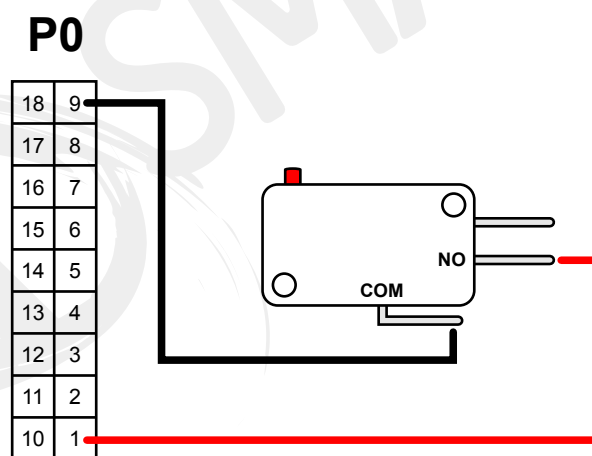
Right	1	10	Btn1 / □
Left	2	11	Btn2 / ×
Down	3	12	Btn3 / ○
Up	4	13	Btn4 / △
ST / Btn9	5	14	Btn5 / L1
SE / Btn10	6	15	Btn6 / R1
L3 / Btn11	7	16	Btn7 / L2
R3 / Btn12	8	17	Btn8 / R2
GND	9	18	GND

**P0**

None	18	9	GND
VCC	17	8	Btn8 / R2
GND	16	7	Btn7 / L2
Up	15	6	Btn6 / R1
Down	14	5	Btn5 / L1
Left	13	4	Btn4 / △
Right	12	3	Btn3 / ○
SE / Btn9	11	2	Btn2 / ×
ST / Btn10	10	1	Btn1 / □

**P0 = Player 1 / P1 = Player 2**

**EXEMPLE 1 :**  
(connexion Btn8)



**EXEMPLE 2 :**  
(connexions Joystick)  
(vue de dessus)

