

Using the RetroArch emulator:

RetroArch main menu: This is shown when RetroArch starts

Load Recent: Load a game that you have recently played

Playlists: Load a game from one of several playlists, including “Favorites”

Settings: **DO NOT CLICK ON THIS.** If you accidentally click “Settings”, just go back to the previous menu (see below).

Quit RetroArch: Quit the whole program and return to the desktop

Controlling the RetroArch interface:

You can control RetroArch using:

Controller:

To move around: Use the left 4-way pad or the left joystick

To select an item: Press the A button (green)

To go back to the previous menu: Press the B button (red)

Keyboard:

To move around: Use the cursor keys

To select an item: Press “Enter”

To go back to the previous menu: Press “Backspace” (just above enter, looks like an arrow pointing left)

Mouse:

To move around: Move the mouse

To select an item: Click the left mouse button

To go back to the previous menu: Click the right mouse button

Finding a game to play:

There are several ways you can find games in RetroArch:

Recent history/Load recent: This is a list of all the games you have played, with the most recently played games at the top of the list

Playlists: There is a playlist for each emulator, so if you know which emulator runs the game you want to play, look in its playlist

Favorites (inside Playlists): This is a list of games you have added to your “Favorites” playlist (to add a game to favorites, open the game then click “Add to favorites”)

Explore (inside Playlists): This lets you find games by several different methods:

Search Name ...: Brings up an on-screen keyboard. You can use your controller, mouse or keyboard to type a name, hit “Enter” and it will show you all games containing that name (ie. Mario)

By Genre: Lets you view all, say, driving games, or puzzle games, etc. (does not include all games so is a bit hit and miss)

By Franchise: Lets you view all, say, Mario games, or Donkey Kong games, etc. (does not include all games so is a bit hit and miss)

Show All: This shows a list of every game on your system

Playing games:

When you open a game, the RetroArch interface will disappear and after a few seconds your game will appear and start up.

Whilst the game is running, you can use the keyboard to do certain things (ie. Save/load game state, enter slow-motion mode, etc.)

There is also an in-game menu you can bring up (see below) which lets you do several things (ie. Close game and return to menu, Save/load game state, etc.).

Save game state/load game state:

Whilst in a game, you can save its current state at any time, or load a saved state at any time.

Once you have saved a game state, you can load it at any time in the future, even after closing the game and the emulator.

Each game has several save slots so you can save several different game states. Slots are numbered, and start at slot 0.

You can save game state, load game state, and change the active save slot using the in-game menu or by using a keyboard command (see below)

Example uses:

Faster game starts:

When you open a game, it can take quite a while to load and go through cut-scenes. When you have got past all that and are at the game's main menu, save the game state to slot 0 and then next time you open the game, just load the saved state from slot 0 and it will instantly jump to the main menu.

Saving progress:

If you have reached, say, level 3 of a game, you can save its state to a save slot, then just load it again and you will start at level 3 instead of having to start at the beginning.

Slow-motion mode:

This is useful if you're in a tricky spot in a game and need to slow things down so you have time to think. Press Left Ctrl (bottom-left of the keyboard) to enter slow-motion mode, do what you have to do in the game, then press Left Ctrl again to exit slow-motion mode and return to normal speed.

Fast-forward mode:

This is useful for speeding up things like loading screens. A game that may take 20 seconds to load at normal speed might take 5 seconds in fast-forward mode. Press Left Shift (bottom-left of the keyboard, looks like an up arrow) to enter fast-forward mode, then when the loading screen has finished, press Left Shift again to exit fast-forward mode and return to normal speed.

Bringing up the in-game menu:

Whilst you are in a game, you can bring up the in-game menu, which allows you to do various things such as close the current game, save (and load) the current game state, etc. The game will pause while you are in the in-game menu, and will resume when you select “Resume game”.

To bring up the in-game menu:

Controller: Click (press down on) both joysticks at the same time

Keyboard: Press “Esc” (escape)

Keyboard commands whilst in a game:

To bring up the in-game menu: Esc (escape)

To pause/unpause game: F5

To reset game: F6

To toggle fullscreen mode: F

To load game state from the current save slot: F1

To save game state to the current save slot: F4

To select the next save slot: F3

To select the previous save slot: F2

To completely exit and close the whole program: F10

To enter fast-forward mode: Left Shift (bottom-left of the keyboard, looks like an up arrow) (press Left Shift again to exit fast-forward mode)

To enter slow-motion mode: Left Ctrl (bottom-left of the keyboard) (press Left Ctrl again to exit slow-motion mode)