

# 2.4G Wireless Gamepad for PC/SWTICH/ dreamcast



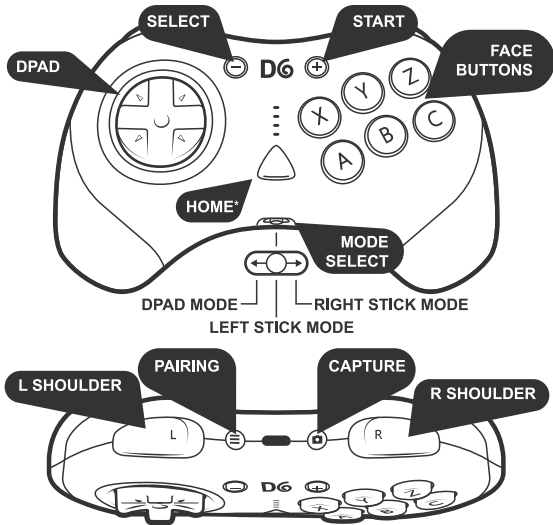
**RETRO<sup>®</sup>  
FIGHTERS**

**QUICK START GUIDE**

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## CONTROLLER LAYOUT

get to know your controller

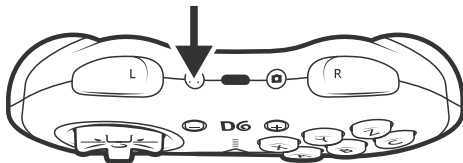


\*HOME BUTTON IS A START BUTTON WHILE USED ON DREAMCAST FOR AUTHENTIC FEEL

## PAIRING INSTRUCTIONS

sync up and get ready to play

**Press the pairing button**



**Wait for stable LED light on receiver  
for successfull pairing**



# INPUT MODES & MACROS

customize your experience

## Dreamcast Z/C Button Mode:

- Dreamcast natively supports C/Z buttons! However, not **all** games support these buttons... Thankfully we added a macro to enable full C/Z button mode.
  - Hold ( - ) + Z to enable

## Alternate Trigger Mode:

- Not **all** fighting game mappings are the same! We have added an alternate mode to cover most use cases. If you know one not mentioned feel free to reach out to our team for added support! (see **BUTTON MAPPING GUIDE**)
  - Hold L + START to enable

## Alternate Switch Button Mode:

- Switch controllers used on other devices can have flipped face buttons. We added this macro to swap A->B etc for **all** face buttons.
  - Hold ( - ) + Z to enable

## Input Mode Swap:

- Some games and devices prefer one protocol over another. This macro allows free swapping between X and D-Input modes for best compatibility
  - Hold ( - ) + ( + ) to enable

# BUTTON MAPPING GUIDE

platform / mode specific input

	X-INPUT		D-INPUT		SWITCH	DC
	DEFAULT	ALT.	DEFAULT	ALT.	DEFAULT	DEFAULT
PAIRING	PAIRING	PAIRING	PAIRING	PAIRING	PAIRING	PAIRING
CAPTURE	LS	LS	L3	L3	CAPTURE	N/A
HOME	HOME	HOME	HOME	HOME	HOME	+/START
-/SELECT	-/SELECT	-/SELECT	-/SELECT	-/SELECT	-/SELECT	-/SELECT
+/START	+/START	+/START	+/START	+/START	+/START	+/START
DPAD	DPAD	DPAD	DPAD	DPAD	DPAD	DPAD
A	A	A	A	A	B	B
B	B	B	B	B	A	A
X	X	X	X	X	Y	Y
Y	Y	Y	Y	Y	X	X
Z	LB	RB	L1	R1	L	L
C	RB	RT	R1	R2	R	R
L	LT	LB	L2	L1	ZL	L
R	RT	LT	R2	L2	ZR	R

↑      ↑  
L + START

↑      ↑  
L + START



## **Dreamcast Z/C Button Mode:**



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## FAQ

frequently asked questions

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## CUSTOMER SERVICE

We strive to make our fellow gamers happy. If you experience any issues with this product please contact us directly. We are here to help and will make it right! You email us at:

[SUPPORT@RETROFIGHTERS.COM](mailto:SUPPORT@RETROFIGHTERS.COM)

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation.

If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Warning: changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment

The devices has been evaluated to meet general RF exposure requirement , the device can be used in portable exposure condition without restriction