USER GUIDE

RetroParlour

The Parlour Console

RETRO HDMI GAME STICK · 2 WIRELESS CONTROLLERS · 20,000 GAMES



Please read this guide before you play, and keep it somewhere safe.

WELCOME

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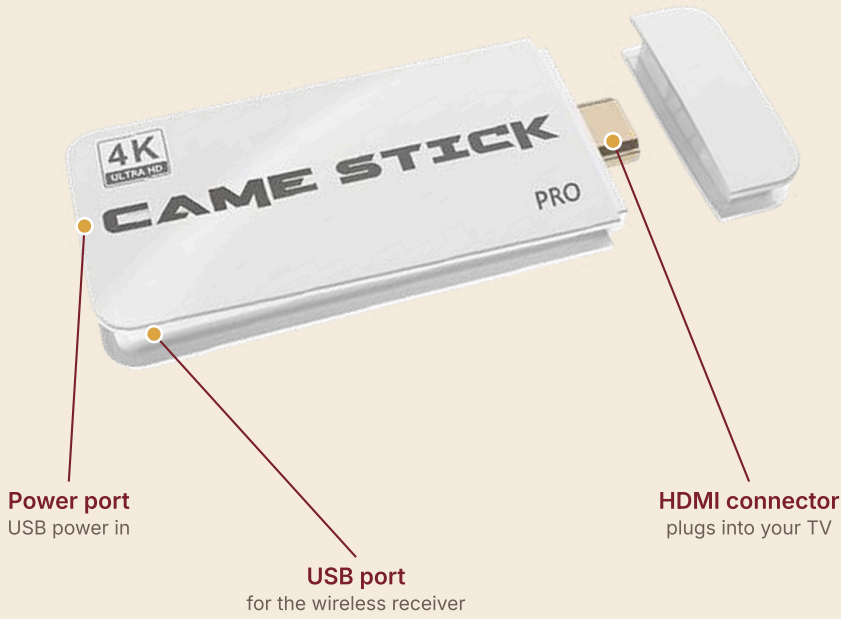
Thank you for choosing RetroParlour. Twenty thousand classic games, two wireless controllers and one little stick — everything you need for a proper evening in.

CHAPTER 01 · GETTING TO KNOW YOUR CONSOLE

Overview

The Game Stick

This small stick is the heart of your Parlour Console. It holds all 20,000 games and connects straight into your TV.



Good to know: The cap on the end simply protects the HDMI connector – slide it off before plugging in, and keep it safe for travel.

CHAPTER 01 · GETTING TO KNOW YOUR CONSOLE

Overview

Cables & Accessories

Alongside the Game Stick and two controllers, you'll find these essentials in the box.



Wireless receiver

The small USB dongle that lets your controllers talk to the Game Stick.



64 GB memory card

Holds the game library. Keep it in the Game Stick at all times.



USB-C cable

Powers the Game Stick from a USB plug adapter or your TV's USB port.



HDMI cable

Extends the connection to your TV – handy when space behind the TV is tight.

CHAPTER 01 · GETTING TO KNOW YOUR CONSOLE

Overview

The Controllers



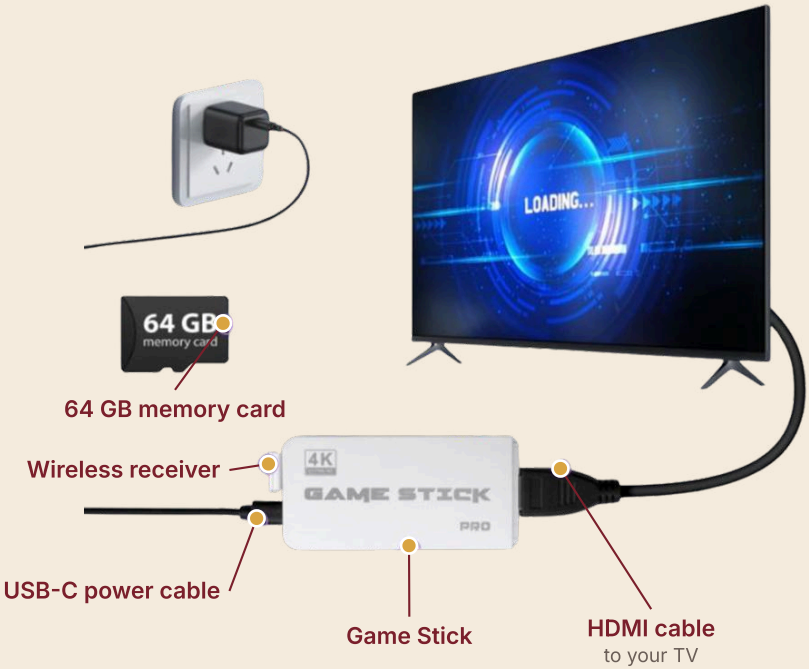
Seen from the top edge



CHAPTER 02 · SETTING UP

Setting Up

Connecting the Game Stick



1. Make sure the memory card is in the Game Stick and plug the wireless receiver into its USB port.
2. Connect the Game Stick to a free HDMI port on your TV – directly, or with the HDMI cable.
3. Power it with the USB-C cable, using a USB plug adapter or your TV's USB port.

CHAPTER 02 · SETTING UP

Setting Up

Your TV & Controllers

1. **Find the right input.** Once everything is plugged in, use your TV remote to switch to the HDMI input the Game Stick is connected to (usually the *Source* or *Input* button). The main menu should appear.
2. **Wake up your controllers.** Each controller takes 2 × AAA batteries, which fit in the compartment on the back. Open the little cover, pop the batteries in, then switch on using the button on the front of the controller. Its light will start to glow when it's ready.

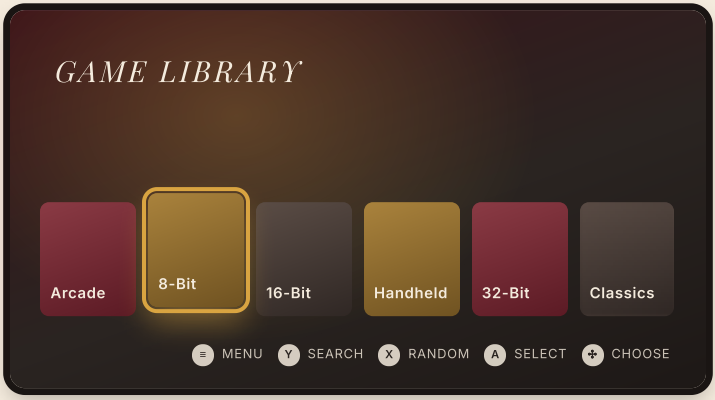
> **Tip:** If the light doesn't come on, give the batteries a gentle nudge or take them out and refit them – it often does the trick.



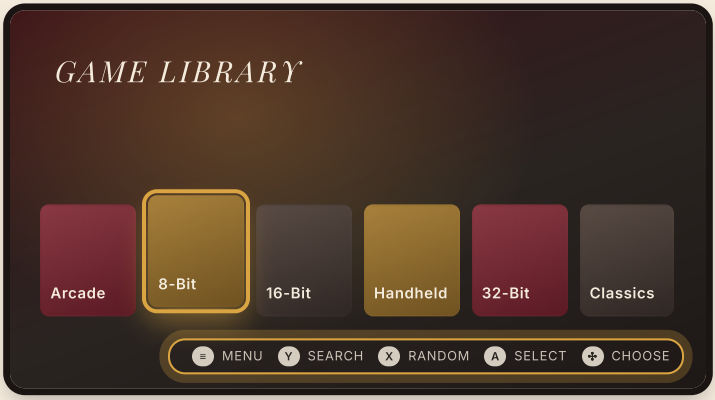
CHAPTER 03 · PLAYING

Finding Your Way Around

1. All the games on your Parlour Console start from this screen. Scroll left and right to choose between the different game systems.



2. In the bottom right corner you'll find handy shortcuts: press **Y** to search for a specific game. From the menu you can also change the language, flick between game systems and see your favourites.



Illustrations only – the on-screen menus may look slightly different.

CHAPTER 03 · PLAYING

Finding Your Way Around

Once you've picked a game system – the arcade collection, for example – you'll see its full line-up of games. Scroll through them with up and down on the D-pad.

The bottom right corner of the screen gives you a few more options:

- Press **Y** to search for a game
- Press **X** to add a game to your favourites

Every game you mark as a favourite is gathered into its own folder on the home screen, so your best-loved titles are always one click away.





Illustrations only – the on-screen menus may look slightly different.

CHAPTER 03 · PLAYING

Finding Your Way Around

Want to stop playing or save your progress? While in a game, press **Select** and **Start** at the same time.

A menu will pop up with the options shown below.



Resume	Carry on exactly where you left off.
Save State	Save your game at this very moment.
Load State	Jump back to your last saved moment.
Quit Game	Leave the game and return to the game list.

Illustration only – the in-game menu may look slightly different.

CHAPTER 04 · HELP

Troubleshooting

If your controller, the Game Stick or anything else isn't behaving during setup, the steps below usually sort it out. Still stuck? Email us at **support@retroparlour.com** – we're always happy to help.

The controller isn't responding

1. Make sure the wireless receiver (the small USB dongle) is plugged into the Game Stick.
2. Check the Game Stick is connected to both HDMI and power via the USB cable.
3. Fit fresh batteries in the controller.
4. Switch the controller on by pressing the Start/Power button.

Nothing appears on the TV

If everything is set up but the picture still won't show, try the following:

1. Unplug the console from the TV and disconnect every part.
2. Reconnect it all, pressing each plug firmly into place so nothing is loose.
3. Try a different HDMI port on your TV, and try without the HDMI cable.
4. Try powering the USB cable from your TV and from a plug adapter.

> Picture problems are most often caused by a plug that isn't fully seated. Sometimes it just takes a couple of tries, or a slightly different set-up.

CHAPTER 05 · SAFETY

Safety Instructions

To keep your Parlour Console working safely and for longer, please follow these guidelines:

1. Read this safety information before using the console.
2. Installation and repairs should only be carried out by qualified people. Only use cables and accessories that are undamaged.
3. Keep the console away from flammable materials, explosive environments and strong electromagnetic radiation. Avoid direct sunlight.
4. Don’t block the ventilation openings, so the console can stay cool.
5. Always use the supplied power cable or a compatible 5V/1A USB adapter.
6. Don’t stare directly into the indicator lights for long periods.
7. Treat the cables with care: don’t bend or pull them, place heavy objects on them or cover them, and keep them away from heat and moisture.
8. Use the console indoors only, on a stable surface.
9. Small parts are a choking hazard for children under 3. Children aged 6–14 should use the console under supervision.
10. Unplug the console when it won’t be used for a long time.

Following these instructions helps prevent injury and damage to the device – and means you’ll get the very most out of your Parlour Console.

CHAPTER 05 · SAFETY

Disclaimer

This guide contains general instructions. Illustrations and features may differ slightly from the actual product.

We're always working to improve the console's performance, and we reserve the right to change features, software and the user interface without prior notice.

Please store and use the product responsibly. We accept no liability for loss or damage resulting from incorrect use of the hardware or software, unauthorised repairs or any other misuse. Nor are we responsible for losses relating to third-party claims.

We accept no liability for printing or spelling errors in this guide.

CHAPTER 05 · SAFETY

Before You Play

Please read the following carefully and keep this guide for future reference.

1. Keep all packaging away from children under 3 (choking hazard).
2. Children aged 6 to 14 should only use the console with adult supervision.
3. Only use the supplied power cable or a 5V/1A charger.
4. If the console has been kept at 0°C or below, leave it at room temperature for 2 hours before use.
5. Place the console on a stable surface, away from moisture, dust and direct sunlight.
6. Only use the original cables and controllers to make sure everything works properly.
7. Don’t stare directly into the indicator lights for long periods.
8. Don’t open or repair the console yourself – doing so may void your warranty.
9. Read this whole guide and keep it for future reference.
10. Switch off and unplug the console when it won’t be used for a long time, and make sure it’s well ventilated so it doesn’t overheat.

CHAPTER 05 · SAFETY

FCC Statement

This device complies with Part 15 of the FCC Rules. Operation is subject to the following conditions:

1. This device may not cause harmful interference.
2. This device must accept any interference received, including interference that may cause undesired operation.
3. Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

Please 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 checked by turning the equipment off and on), you are encouraged to try one or more of the following:

- Reorient or relocate the receiving antenna.
- Increase the distance between the equipment and the receiver.
- Connect the equipment to a socket on a different circuit from the one the receiver is connected to.
- Ask your retailer or an experienced radio/TV technician for help.

Thank you for playing with RetroParlour.

support@retroparlour.com