

INTYNES

Thank you for purchasing the IntyNES from 8bitwidgets.com

The IntyNES is an inline cart controller adapter that adds support for NES, SNES, the Famicom Network (HVC-051) and the Super Famicom NTT Data Keypad (NDK10) controllers. Note: The Famicom controller, and both the SNES and NTT controllers, require an appropriate cable adapter to convert them to the NES connector (sold separately).

The IntyNES also supports NES Zappers, Famicom light guns, and Famiclone light guns. Note: Famicom and Famiclone light guns need an appropriate cable adapter to convert them into the NES connector (sold separately).

The IntyNES allows for hot swapping (plug-n-play) for each of these controllers and the IntyNES autodetects which controller type is connected.

Note: Due to risk of dislodging the IntyNES within the console, it is recommended to power down the console when changing controllers, especially if your controller has a tight fit into the IntyNES sockets. Alternatively, an NES extension cable can be used so that any controller swapping is done on the extension cable with little risk of dislodging the IntyNES from the console.

When a new controller type is connected, the IntyNES automatically, and quickly, detects the new controller type, and the lighting around the NES socket will glow either red or purple indicating that either an NES/Famicom controller or SNES/NTT controller is connected, respectively,

When the Zapper, and other supported light guns, are attached, the IntyNES will change into Zapper Mode after the light gun has CRT light detected in the gun, and the lighting around the NES socket will glow blue.

The IntyNES supports outputting to players 1&2 or to players 3&4 using the switch on the back of the IntyNES unit; this can be switched while the power is on.

For games that offer 3&4 players that require Entertainment Computer System (ECS), then the ECS is still required to be connected into the console, but you can use NES style controllers on the IntyNES for those games.

For newer games that offer 3&4 players that do not require ECS, then the ECS is not required to be connected to the console; unless the game uses other features of the ECS, such as extra memory or extra sound channels for enhanced sound effects.



Button Mappings:

To enhance the gameplay experience using the IntyNES, each controller type has different fire button mappings that can be activated, so you can pick the button mapping that offers the best gameplay experience, and best match the game requirements and your playstyle.

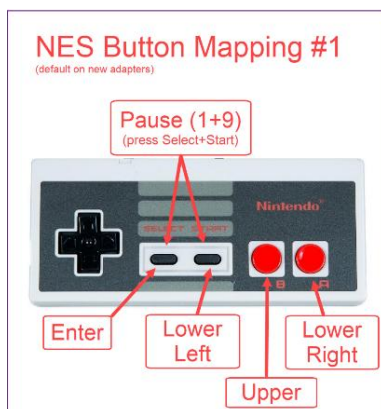
The button mappings are maintained per controller type, and the mappings are maintained after reboot. Each port maintains its own mapping setting.

For new IntyNES units, Mapping #1 is the default mapping for each of the available controller types.

NES Controller Mappings:

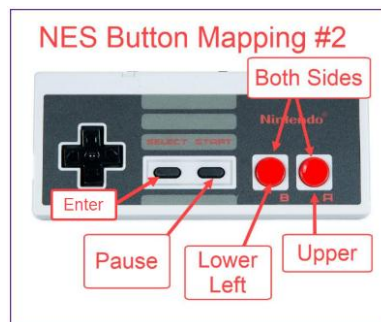
There are two button mappings available for the NES controllers.

NES Mapping #1 is designed for 3-button Intellivision games.



NES Map #1 Activation:
A + B + Start + Select + South

NES Mapping #2 is designed for 2-button Intellivision games.



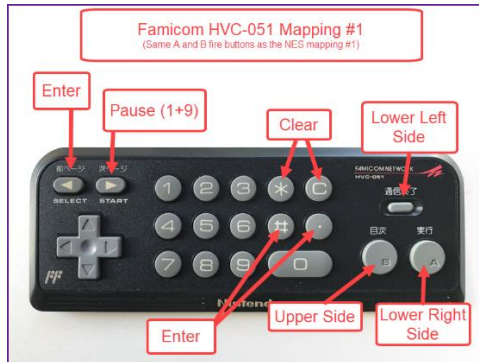
NES Map #2 Activation:
A + B + Start + Select + North



Famicom Network (HVC-051) Controller Mappings:

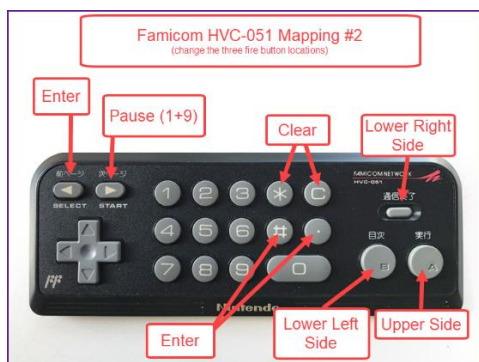
There are three button mappings available for the Famicom Network (HVC-051) controllers.

Famicom Network Controller Mapping #1 is designed for 3-button Intellivision games.



Famicom Map #1 Activation:
A + B + Start + Select + South

Famicom Network Controller Mapping #2 is designed for 3-button games, but the fire buttons are in a different orientation from Map #1.



Famicom Map #2 Activation:
A + B + Start + Select + North

Famicom Network Controller Mapping #3 is designed for 3-button games, but it is using the convenient keypad 0 button for an Intellivision side button, and the Intellivision's keypad 0 is moved to the End Communication button on the controller.



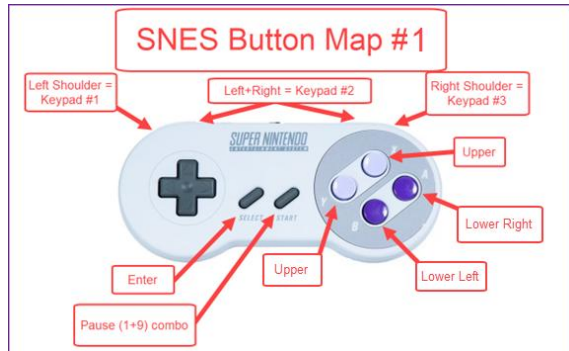
Famicom Map #3 Activation:
A + B + Start + Select + West



SNES Controller Mappings:

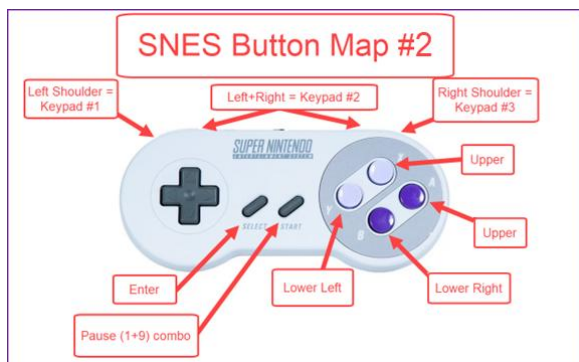
There are four button mappings available for the SNES controllers.

SNES Controller Mapping #1



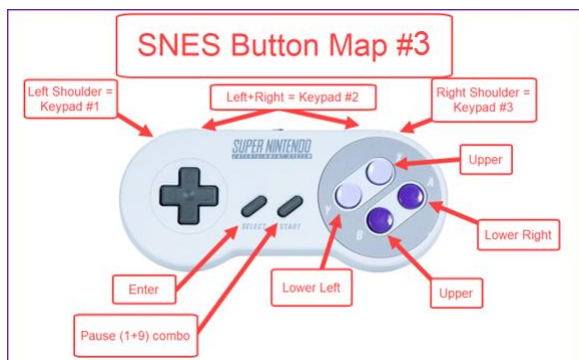
SNES Map #1 Activation:
Y + B + Start + Select + South

SNES Controller Mapping #2. This is also known as Type B input on SNES consoles.



SNES Map #2 Activation:
Y + B + Start + Select + North

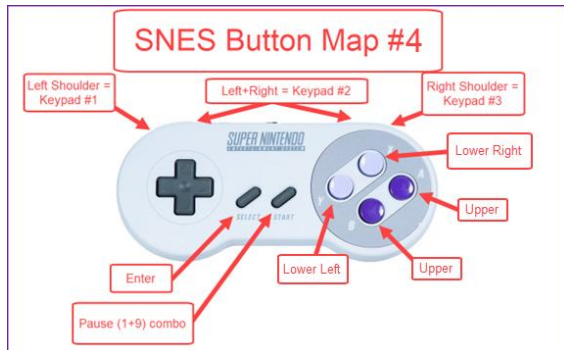
SNES Controller Mapping #3. This mapping has the Intellivision Left and Right in the most left and most right fire button positions.



SNES Map #3 Activation:
Y + B + Start + Select + West



SNES Controller Mapping #4. This is also known as Type A input on SNES consoles.



SNES Map #4 Activation:

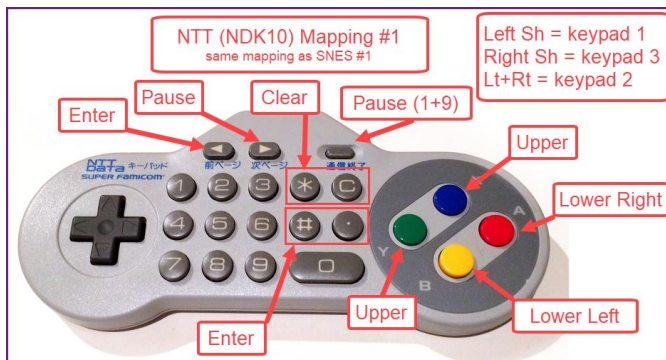
Y + B + Start + Select + East

Super Famicom NTT (NDK10) Controller Mapping:

There are four button mappings available for the Super Famicom NTT Data Keypad (NDK10) controllers.

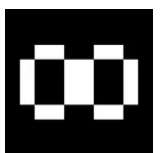
These NTT mappings are basically the same as the mappings available to the SNES controller, but with the addition to the number keypad buttons. Please recall the selected button mapping of the SNES and NTT are stored separately, so it is possible that they'd be set to different mappings.

NTT Controller Mapping #1



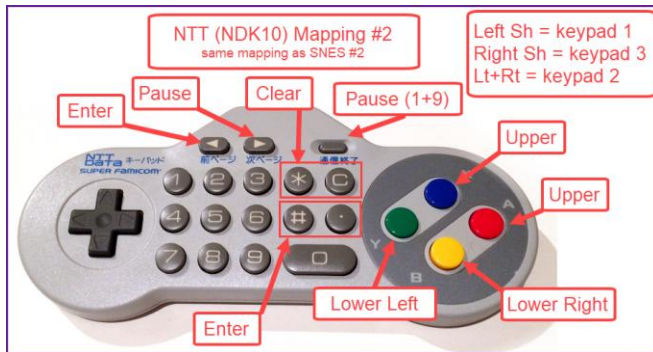
NTT Map #1 Activation:

Y + B + Start + Select + South



INTYNES

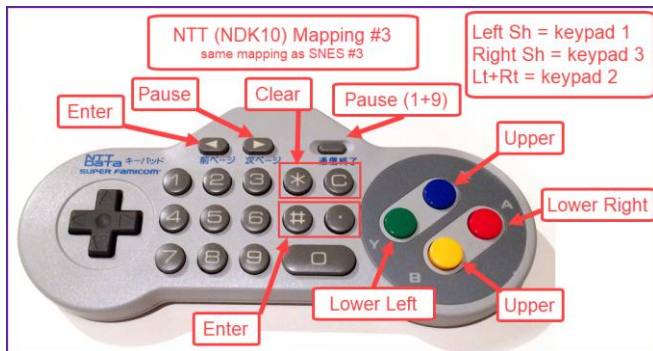
NTT Controller Mapping #2. This is also known as Type B input on SNES consoles.



NTT Map #2 Activation:

Y + B + Start + Select + North

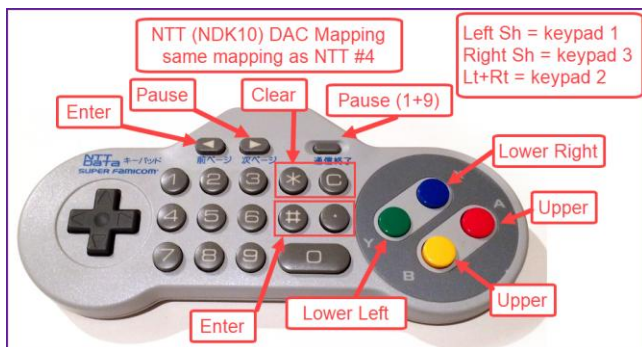
NTT Controller Mapping #3. This mapping has the Intellivision Left and Right in the most left and most right fire button positions.



NTT Map #3 Activation:

Y + B + Start + Select + West

NTT Controller Mapping #4. This is also known as Type A input on SNES consoles.



NTT Map #4 Activation:

Y + B + Start + Select + East



Notes for Priority Inputs:

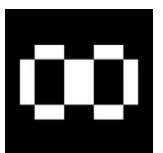
There are several controller buttons (inputs) that have a priority input over the other inputs on the controller.

These priority inputs enhance gameplay because the standard Intellivision controllers do not allow for pressing of the keypads and disc and side buttons simultaneously, so these prioritized inputs bypass that limitation by disengaging the other inputs when these priority inputs are pressed.

In all the controller mappings that use the Start button as the Pause button (1+9 combo), this button will have the highest priority over all other button inputs. Note: the NES Mapping #1 that uses the Select+Start combo for Pause will also take the highest priority for input.

For all controller types, the Select button is mapped to the Intellivision's Enter keypad, and when this is pressed it will have priority for the dpad and other button inputs, but not higher over the Pause button.

On SNES and NTT controllers, the Shoulder buttons function as Intellivision Keypads 1, 2, and 3. This is useful for playing Astrosmash with these controllers, so the player has access to Autofire ON/OFF and Hyperspace. If you are holding down the dpad pad for movement, then if you press any of the Shoulder buttons, then this will release the dpad's movement and activate that mapped Intellivision's controller keypad number.



Dual Action Controller Mode:

This IntyNES module has support for the Dual Action Controller (DAC) Mode for the Famicom Network (HVC-051) controllers and the Super Famicom NTT Data Keypad (NDK10) controllers.

The DAC Mode is useful for games such as Tron: Deadly Discs, Nightstalker, AD&D Cloudy Mountain, and some newer homebrew game, where it is useful to be able to shoot using the keypad and move using the disc at the same time; this is not possible using the standard Intellivision controller.

The DAC Mode changes the IntyNES outputs to the console so that the Disc and Side (fire) buttons to be sent to the current controller port and the Keypad buttons are sent to the other controller port.

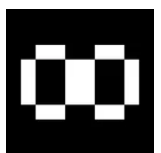
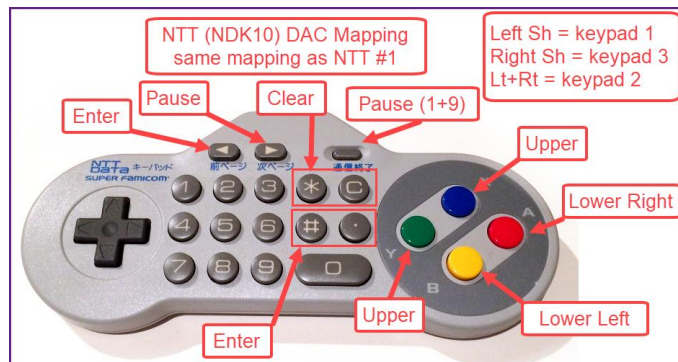
For example, if the DAC Mode is used on the left P1 NES port, then the disc and side button data are sent to the P1 port, and the keypad data is sent to the P2 port.

If the DAC Mode is used on the right P2 NES port, then the disc and side button data are sent to the P2 port, and the keypad data is sent to the P1 port.

DAC Mode Activation:

Famicom Controller	A + B + Start + Select + End Comm (JP button)
NTT Controller	Y + B + Start + Select + End Comm (JP button)

DAC Mode Button Mapping:



IntyNES Lighting

The IntyNES has a number of lighting themes that are used for players to help visually see the status of the IntyNES.

Ready Power LED:

The Ready green LED is active when the IntyNES is actively reading the controller ports, and the green LED will fade on and off at slow pace.

Red Player Port Lighting:

When an NES or Famicom controller is connected, then there will be a RED glow around the NES socket.

Purple Player Port Lighting:

When an SNES or NTT controller is connected, then there will be a PURPLE glow around the NES socket.

Blue Player Port Lighting:

When a supported Zapper light gun is connected, then there will be a BLUE glow around the NES socket. Note: As previously mentioned, the light gun needs to be pointed to a CRT screen for the IntyNES to detect the light from the screen and the IntyNES will change that port to Zapper (Light Gun) Mode automatically.

Button Mapping Changing:

When switching between the available button mappings for the controller, all the LEDs will turn off (including the green Ready LED) briefly. Next the port's LEDs will blink according to the mapping number that is being activated, e.g. one blink for mode 1, two blinks for mode 2 and so on. Lastly the LEDs turn off and pause briefly, then resume normal operation.

Console Reset:

During a console reset, the adapter will also reset at this time and all the LEDs will turn off at this time, momentarily turn on, and then resume normal operation.

DAC Mode Activation:

When the Dual Action Controller (DAC) mode for the Famicom Network (HVC-051) controllers and the Super Famicom NTT Data Keypad (NDK10) controllers is activated, then the NES socket port LEDs will immediately start to fade on and off at a steady pace.

