

Quick User Guide

Playstation/SNES/NES/Atari/SEGA Joystick Adapter to Apple II Gameport

The Adapter is compatible with the

- Apple //e
- Apple //c
- Apple //c+
- Apple IIGS

Connect the Adapter to the 9 pin D-SUB of the **Apple Gameport** (on the IIGS and //e flat ribbon cable extender is recommended for flexibility).

NOTE: WHEN USING A PLAYSTATION CONTROLLER – DO NOT – CONNECT ANY OTHER JOYSTICKS / GAME PADS AT THE SAME TIME

Playstation 1 or 2 controller (or compatible):

- By default the D-Pad (directional pad) is used.
- By default buttons × & ○ are used for Apple buttons 1 & 2
- Pressing **START** will switch from the **D-Pad** to the left **Analog Stick** (Thumb stick) and back.
- Pressing **SELECT** will allow you to use different **buttons sets** × & ○ → □ & △ → L1 & R1 → L2 & R2 and back.

Note: On some Playstation compatible controllers you may need to press the “Analog” button on the controller to enable the Analog stick. On some Playstation compatible controllers the D-Pad and Analog stick can be used at the same time.

Atari 9-pin Joystick:

- By default the fire button is mapped to Apple Button 1

SNES/NES Gamepad:

- By default buttons A & B are used for Apple buttons 1 & 2
- Pressing **SELECT** will **swap** buttons (e.g. A & B to B & A)
- Pressing **START** will allow you to use different **buttons sets** A & B → X & Y → L & R and back.

SEGA 3 or 6 Button Gamepad:

- By default buttons A & B are used for Apple button 1 & 2

