

A N A L O G U E

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Important Health Warning About Playing Video Games

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms – children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: sit farther from the screen, use a smaller screen, play in a well-lit room, and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

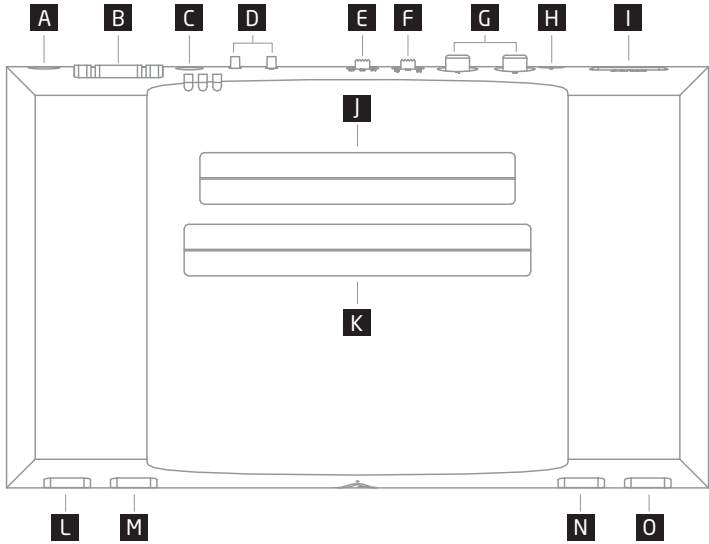
Please Read

The Analogue Nt uses a proprietary video pinout: At risk of damaging your Analogue Nt do not use regular VGA cables, or any other video cables. Do not insert two games into the Analogue Nt at once.

The Analogue Nt is a unique device that may require some reasonable extra attention when inserting cartridges. Carelessly inserting / removing cartridges into the slot or dramatically rocking them back and forth, may scuff your cartridges. Cartridges should be inserted and removed in a straight, upward and downward motion to avoid any issues.

If the “ANALOGUE” warranty sticker on the bottom of your Analogue Nt is removed, the warranty will be void.

5 Analogue Nt diagram



To start using your Analogue Nt, insert the AC adapter into the power input and plug in the video cable into the respective input on your TV, monitor or projector. Insert a game and press the red power button.

- | | |
|--|---------------------------------|
| A Power button | I Famicom expansion port |
| B Analog video output / HDMI output | J Famicom cartridge slot |
| C Power input | K NES cartridge slot |
| D Audio adjust up/down | L Player 1 |
| E Audio adjust select | M Player 2 |
| F Controller mode select | N Player 3 |
| G Analog audio | O Player 4 |
| H Mic input | |

Hardware Features

Your Analogue Nt is designed with special physical and analog features.

Please read this section to understand everything your Analogue Nt is capable of.

Power Button

Your Analogue Nt can be powered on and off by pressing the Power Button. While your Analogue Nt is turned on, quickly press the Power Button for a soft reset. To turn off your Analogue Nt hold down the Power Button until you hear a click and the power LED is off. Yes, the power button is an NES controller button.

NES Cartridge Slot

Your Analogue Nt is compatible with original NES games via the NES cartridge slot. See a list of 826 NES games [here](#).

Famicom Cartridge Slot

Your Analogue Nt is compatible with original Famicom games via the Famicom cartridge slot. See a list of 1,054 Famicom games [here](#).

Famicom Disk System

Your Analogue Nt is compatible with the original Famicom Disk System via the Famicom cartridge slot. See a list of 229 Famicom Disk System games [here](#).

Famicom Expansion Port

Your Analogue Nt is compatible with Famicom accessories via the Famicom Expansion Port. See a list of accessories [here](#).

Four Player Controller Ports

Your Analogue Nt is outfitted with custom designed, NES controller ports. This means your Analogue Nt is compatible with original NES controllers and accessories. See a list of accessories [here](#).

Analog / RCA Audio Output

Your Analogue Nt is designed to output audio true to the original system. There are no filters, or alterations from the original audio source – only a clean and shielded audiophile amplifier circuit.

Analog Video Output

(note: analog to digital upscalers and converters will result in less than ideal upscaling, lag and other issues. See how to play your Analogue Nt in HD, with no compromises, on page 12)

Your Analogue Nt outputs the highest quality analog video:

RGB

RGB is the purist and highest quality analog video output. You can use European or Japanese SCART cables direct to your video source, or with an upscaler or converter. BNC cables are a suitable choice for pairing with a PVM.

Component

Component is the second highest quality analog video output, perfect for pairing with a CRT or try your luck with your HDTV's internal upscaler.

S-video

S-video is an exceptionally high quality video output, nearly as good as Component and perfect for CRTs without Component input.

Composite

Your Analogue Nt outputs composite directly from the PPU, untouched, exactly the way your original NES or Famicom did when you first played it. This way, you can experience identically to the way it was released.

HDMI Video Output *(*requires HDMI upgrade)*

See the HDMI Features section on Page 12.

Your Analogue Nt can be upgraded with an internally installed daughterboard that provides unparalleled digital features. If you're Analogue Nt does not already have an HDMI upgrade, you can upgrade at any time by contacting us directly at info@analogue.co.

Microphone Input

Your Analogue Nt is compatible with Famicom microphone supported games. Simply plug a microphone / headset (or headphones with a mic) with a 3.5mm audio jack into the Mic Input on your Analogue Nt. You can adjust the microphone's output volume with the Audio Adjust up and down buttons.

Audio Adjust Up/Down Buttons

The Audio Adjust UP/DOWN buttons control the Audio Adjust Select. You can press the up/down buttons for precision control or hold them down without individually clicking to move within the controllable range more quickly.

Controller Mode Select

Your Analogue Nt is compatible with 4 player games. You can manually select the mode depending on what region the game you are playing is from (US or JAPAN). If you are playing a one or two player game in USA or JAPAN, use the default center position mode: "2P" mode. If you are playing a four player NES / US game, use "4P-US" mode. If you are playing a four player FAMILCOM / JP game, use "4P-JP" mode.

Audio Adjust Select

Your Analogue Nt is designed with three audio controls:

MIC: Microphone volume adjust

Adjust the microphone volume by putting the switch in the “MIC” position and use the Audio Adjust up and down buttons.

AUX: Auxiliary / Expansion audio volume adjust

Adjust the auxiliary / expansion audio by putting the switch in the “AUX” position and use the Audio Adjust up and down buttons.

MIX: Stereophonic / Mono adjust

Mix and de-mix the original 5 sound channels directly from the CPU to your preference. If you would like to adjust the mix, put the switch in “AUX” mode and use the Audio Adjust up and down buttons.

HDMI Features

(HDMI upgrade required)

Upgrading your Analogue Nt with HDMI is the highest quality way to play NES, Famicom and Famicom Disk System games in HD. The HDMI upgrade not only offers reference quality video, but an unparalleled degree of control over the way your games are formatted on your TV, monitor or projector.

Your Analogue Nt can be upgraded with an internally installed daughterboard that provides unparalleled digital features. If you're Analogue Nt does not already have an HDMI upgrade, you can upgrade at any time by contacting us directly at info@analogue.co.

At a Glance

HDMI Video Features

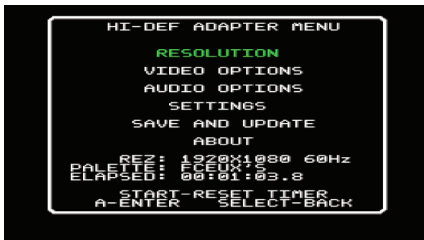
- 480p, 720p, and 1080p in NTSC/60Hz
- 576p, 720p, and 1080p in PAL/50Hz
- 148.5 million pixels/second, direct conversion of video, no frame buffer, no lag on the video, zero signal degradation
- CPU overclocking up to 2.5MHz

HDMI Audio Features

- 48KHz 16 bit stereo audio
- Full panning and volume support for all audio channels
- Full audio chip support (VRC6, VRC7, MMC5, sunsoft 5, FDS, N106)
- Overclocking without audio pitch shifting

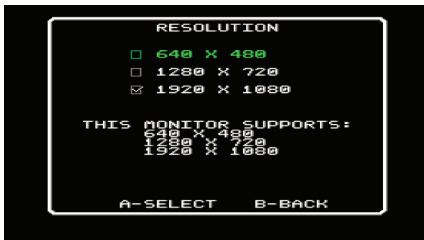
In Game Menu

To access the in game menu press DOWN and SELECT on your controller. If you would like to save your settings, make sure to select "Save and Update" to save your settings after turning off your Analogue Nt.



Resolution

Your Analogue Nt supports 480p, 720p, and 1080p in NTSC/60Hz and 576p, 720p, and 1080p in PAL/50Hz. Select the resolution you would like to display.



Video Options

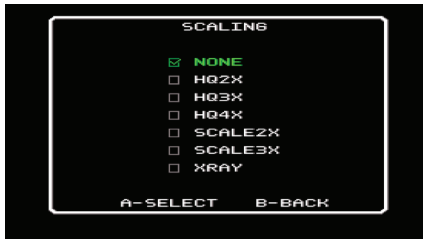
Horizontal Stretch

Use the LEFT and RIGHT D-PAD buttons on your controller to adjust the horizontal stretch of the game image. The default setting is 4:3 for 16x9.



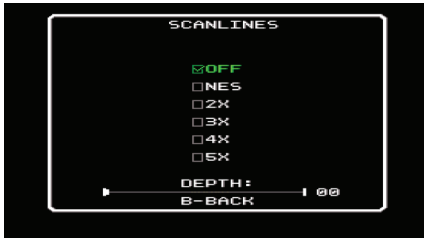
Scaling

Choose from a selection of popular pixel art scalers to alter the way the pixels render.



Scanlines

Enable scanlines for a CRT feel. Start by selecting the number of scanlines you would like (we suggest NES), and use the LEFT and RIGHT D-PAD buttons on your controller to adjust the scanline depth.



Interpolation

Turn interpolation on and off (we suggest leaving this off). Use the LEFT and RIGHT D-PAD buttons on your controller to adjust the interpolation depth.



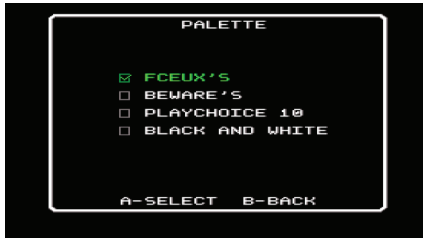
Palette

Choose from a selection of color palette's that modify the aesthetics of the way your games look.

Cropping

Crop the game frame to your liking.

Cropping is useful for eliminating inherent graphical issues in certain games.

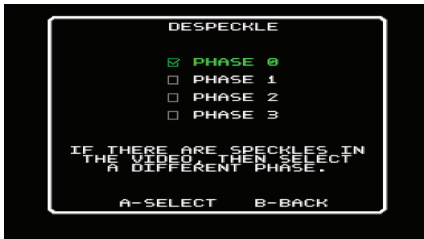


Horizontal Position

Use the LEFT and RIGHT D-PAD buttons on your controller to adjust the horizontal position of the game image.

Despeckle

A very small selection of games have pixel speckling or sparkling. If you do come across a rare game that has speckles in the video, then select a different phase until they are eliminated.



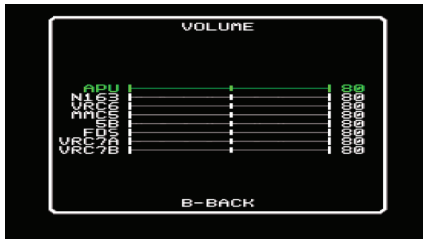
Audio options

Chip Enables

Your Analogue Nt has full digital support for each of the unique audio chips used in certain games that pushed the boundaries of what the NES/FC/FDS was capable of. Turn on the respective audio chip for whichever game you are playing to allow this audio channel to function properly.

Volumes

Use the LEFT and RIGHT D-PAD buttons on your controller to adjust the volume on each individual audio channel. The default selections are recommended.



Settings

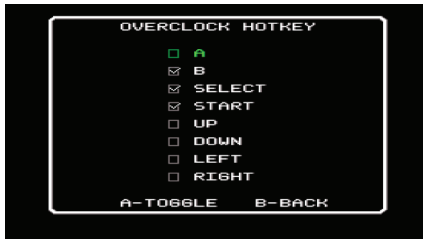
Hotkeys

Hotkeys provide access to certain features at any point during gameplay via button combinations activated by your controller.

Menu – Access the in game menu.

Overclock - Overclock the CPU up to 2.5MHz.

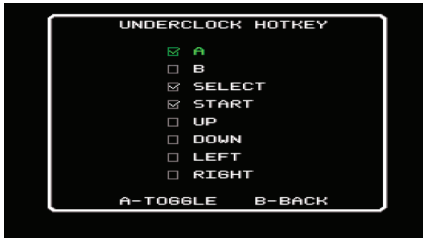
Use at your own risk: results may vary, games may not function properly.



Underclock - Select the controller hotkeys to underclock the CPU down to 1.9MHz.

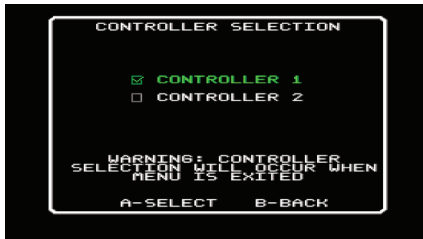
Use at your own risk: results may vary, games may not function properly.

Short Reset - Select the controller hotkeys to soft reset your Analogue Nt.



Long Reset - Select the controller hotkeys to hard reset your Analogue Nt.

Controller for Hotkeys - Select the controller (player one or player two) to access the in game menu and. Selection is activated immediately after leaving sub menu.



DVI Mode

Initiate DVI Mode.

EDID Disable

Disable EDID to force a resolution your monitor does not support. CAUTION: this can create problems and is not recommended. Hold down select on Controller 1 during power cycle to reset.

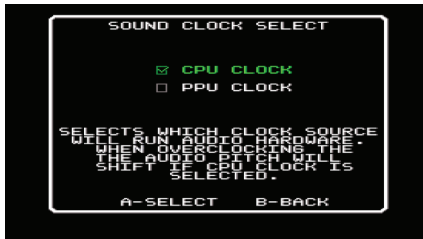


Audio Clock

Selects which clock source will run audio hardware. When overclocking the audio pitch will shift if CPU clock is selected.

Save System Settings

You can save any system settings by entering the Save and Update menu and selecting Save Settings. Your settings will remain when you power your system down.





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