⛏ THE ULTIMATE CONSOLE ⛏ MANUAL

CONSOLE

The Ultimate Console runs the jzintv emulator on a Raspberry Pi. You will see some computer code with loading, but I've tried to keep this to a minimum. It takes about 40 seconds to boot, so stretch out your fingers and neck in preparation for some classic gameplay in a whole new way! Once you're in, you shouldn't have to reboot. The RESET on the console is not needed and does not work. Resetting the game is done from the controller.

CONTROLS

You can control everything right from your Intellivision controller! No need to get up out of your comfy chair and hit reset.

Game Selection Screen

Top fire button: Select
Bottom left fire button: Go back / cancel
Clear: Options
Enter: Menu
2: Move up 10 games
8: Move down 10 games
Disc: Move through games, menu options, cursor.

In-Game Controls

Press and hold:
- 4 and Clear to pause a game, press and hold 4 and Clear again to resume. This works well for games that don't use the 1 and 9 pause.
- 5 and 0 to reset a game.
- 6 and Enter to exit back to the game selection screen.

If you'd like to start playing the games, hook up the HDMI cable, plug in your power, and turn on your TV and the Ultimate Console. Hit the top fire button at the Intellivision Games Available screen. Select a game with the disc and press the top fire button to play the highlighted game.

NOTE: If the game selection menu or games are getting cut off by your TV, you may have to change the aspect of your TV by selecting Full Native, Disable Zoom, Game Mode, etc.

Wifi Setup
Plug a USB keyboard into the USB cable extender sticking out of the back of the Ultimate Console.

Turn on your Ultimate Console. Once the "Intellivision games available" screen pops up, hit F4 on your keyboard to exit into Linux Command Line.

You're going to edit the wifi network file next. Type this in at the command line prompt:

```
sudo nano /etc/wpa_supplicant/wpa_supplicant.conf
```

Use the keyboard arrow keys to move through the file.

Change the text inside the quotes to your own wifi network and password:

```
network={
    ssid="network"
    psk="password"
}
```

Now save the file by pressing **ctrl+x** then **y**, then press **enter**.
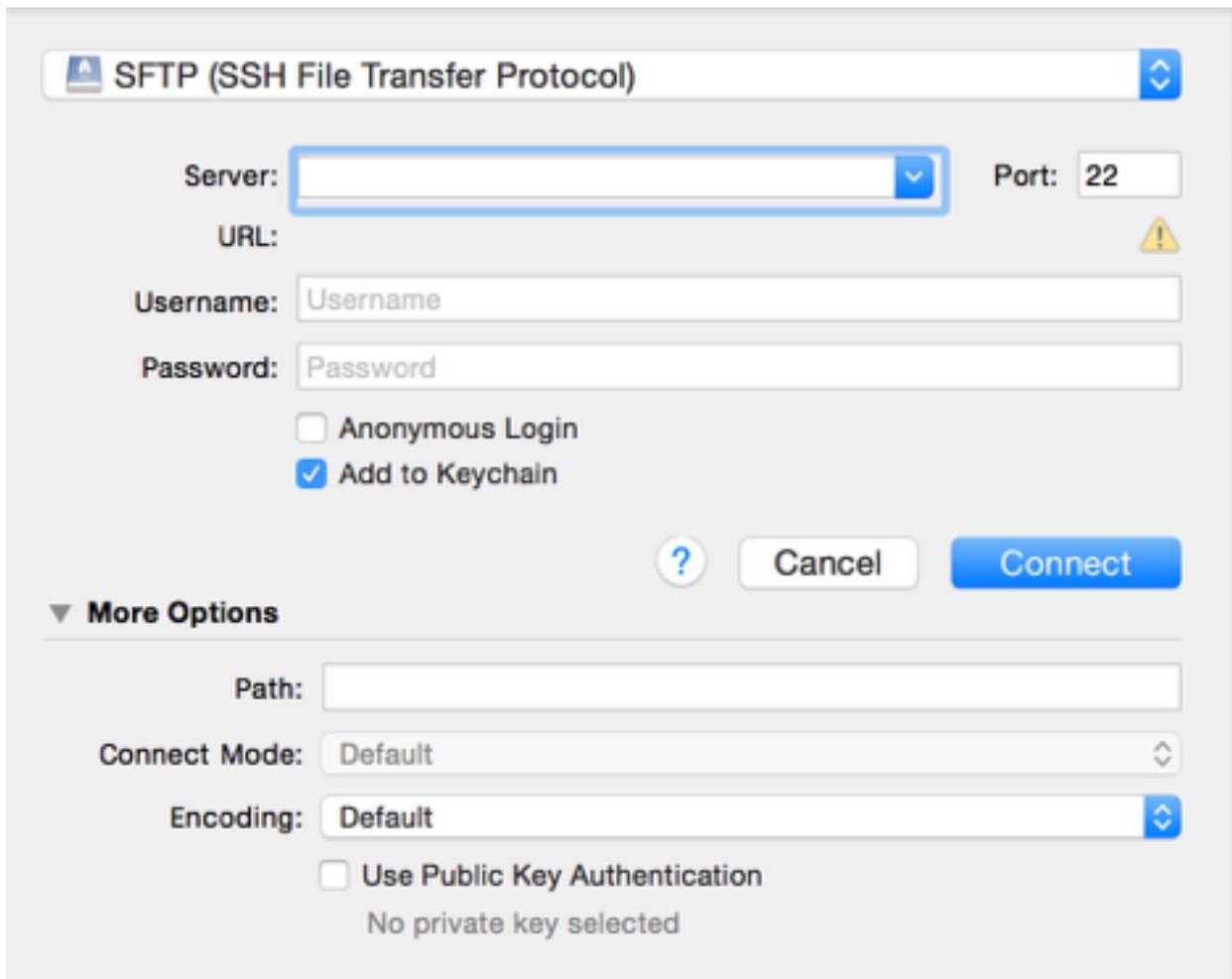
Now reboot by typing:

```
sudo reboot
```

Wait for the "Intellivision games available" screen again and exit with F4. If everything worked, you should see an IP number on the screen. Write the IP number down - you'll need to get your Ultimate Console connected to wifi.

Transferring roms via wifi

Let's put some games on the system! .int, .rom files, and .bin + .cfg are all supported. I suggest you use the excellent free FTP program Cyberduck to transfer roms from your computer to the Ultimate Console.

Launch Cyberduck and click on Open Connection.

Select SFTP up at the top. Type in your Ultimate Console's IP address in the Server box. Use "root" for your Username and "raspberry" for the password and click Connect.

Click on the /root folder and select /. Navigate to the home -> pi -> RetroPie -> roms -> intellivision folder. You should see the built-in roms here.

Now simply drag and drop your roms into this folder. You'll have to hit F4 and type in "emulationstation" at the prompt or reboot the Console to see your new games. Make sure to unplug your keyboard before playing games!

Transferring roms via USB
The Ultimate Console also has a built-in function that automatically copies ROMs from a USB stick to the Ultimate FB. With the keyboard hooked up, exit the front-end by hitting F4. Unplug your keyboard and plug in a USB stick. The first time you plug the USB stick into the Ultimate Console, a ROM directory is generated on the USB stick, which only takes a few seconds. You can unplug the stick, put it into your Mac/PC and copy your ROMs into the rom -> intellivision directory on the USB stick. When you put the USB stick back into the Ultimate Console, the ROMs are automatically **copied over**. When the flashing on your USB sticks ends (which indicates that no writing or reading activities are going on) you can unplug your USB stick. You can now reboot on your Ultimate Console or plug your keyboard back in and type in "emulationstation" to see your new games.

Adding box art and game descriptions
With your Ultimate Console connected to the internet, you can use the built-in scraper to download box art and game descriptions for the more common games.

WARNING After you make any changes to a game's profile, you must quit EmulationStation with F4 or press Enter on the controller then select Quit for your changes to be saved.

From the game selection menu, press Enter and select Scraper to start the scraper.

If you'd like to edit / scrape an individual game, highlight that game and press Clear and select Edit This Game's Metadata.

- Add game descriptions here.
- Using Cyberduck, upload box art to /home/box/ and add the path under Edit This Game's Metadata. Make sure the picture file is under 100k or there will be a noticeable slowdown when scrolling through that game in the game selection screen.
- As above, hit F4 or exit EmulationStation once you've saved your changes to permanently save those changes.

Deleting Roms

There's a couple of ways to do this:
- Using Cyberduck, navigate to the home -> pi -> RetroPie -> roms -> intellivision folder, select the game, then hit your delete key. This method will not get rid of the game's metadata however.
- In the game selection menu, highlight the game you want to get rid of, then press Clear. Select Edit This Game's Metadata and move down to Delete. You will likely need to reboot the system after this.

Shutting Down

Ideally you should shut down your system when you're done playing games in order to save the data for Last Played and Times Played. Press Enter on your controller in the game select menu then Quit then Shut Down. It's now safe to turn off your Ultimate Console.