



# SUPER ARCADE CONTROLLER PLUS

**CONNECT TO THE CONSOLE:** On the rear of the Super Arcade Controller Plus is a row of DB9 output ports for connecting the controller to the supported consoles and computers.

1. Plug a game extension cord into the correct controller output port for the desired console/computer. The output ports are labeled above the joystick on "Edladdin" decorated controllers, or refer to this figure.
2. **With the game console turned off**, plug the other end of the game extension cord into the desired controller port (ie: Player 1 or Player 2) on your console or computer. *NOTE: The Super Arcade Controller Plus is only designed to operate one console or computer at a time. Connecting to more than one console or computer at a time may damage your system and/or controller.*
3. Turn on the power boost toggle switch on the rear of the controller if you are going to play one of these games on a classic ColecoVision:
  - Alcazar: The Forgotten Fortress
  - Antarctic Adventure
  - Aquattack\*
  - Cabbage Patch Kids: Adv. in the Park
  - Centipede
  - Defender\*\*
  - Jungle Hunt
  - Monkey Academy
  - Sector Alpha
  - Sewer Sam

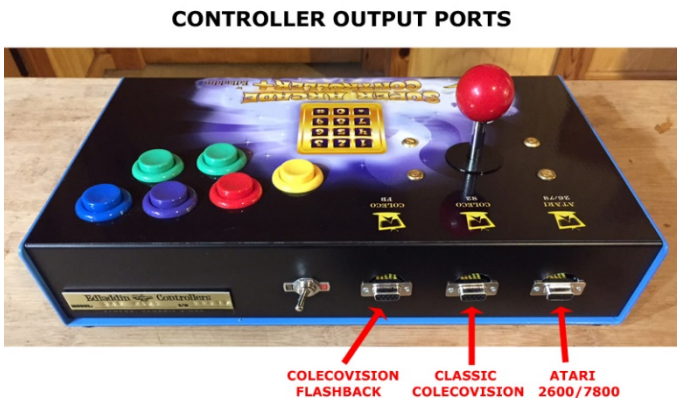
\* Aquattack must be played with controller connected to Player 2 port.

\*\* On *some* CV consoles, firing the cannon also drops a Smart Bomb in Defender.

For the vast majority of games, no supplemental power is necessary. For maximum battery life, turn off the power booster toggle when not playing these specific games and when play is complete.

4. Turn off the game console before unplugging the Super Arcade Controller Plus. Failure to do so may damage your system and/or the controller.

**CONTROLLER INPUTS:** Plug the desired game controller(s) into the appropriate input port on the front of the Super Arcade Controller Plus. Any or all of the four input ports may be used at the same time without error.



ON-BOARD CONTROLS: Button 1 or 2 may be used interchangeably on Atari 2600 games. On the Atari 7800 and both ColecoVisions: B1 = Left Button and B2 = Right Button. Buttons 3-4 and the speed buttons are only used on Coleco Super Action games. The optional

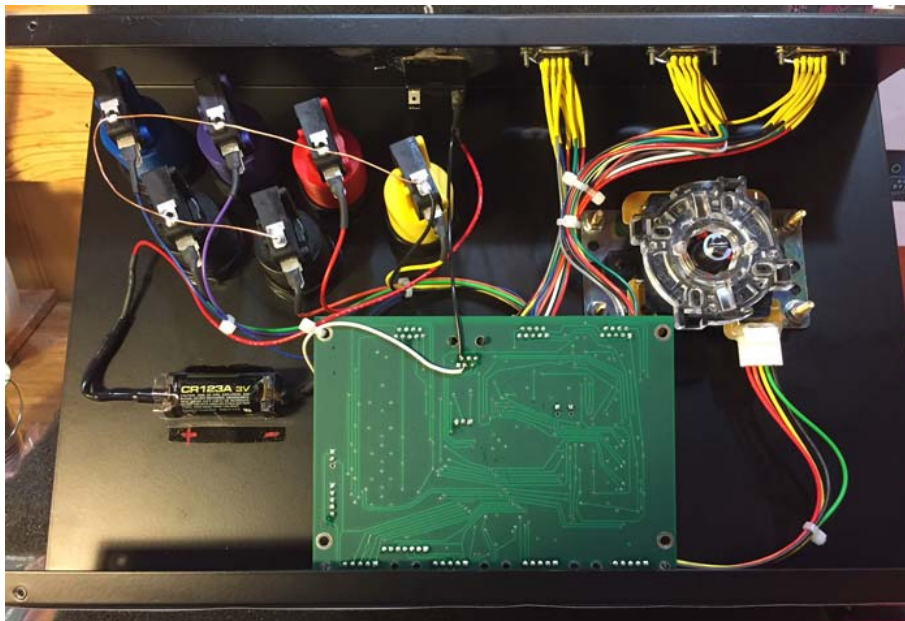
left and right speed buttons are located below B1-B4. Tapping each simulates the use of the thumbwheel on the Coleco Super Action Controller. Tap faster to move faster! The 12-key membrane keypad is used as usual on classic and Flashback ColecoVision.

## CONTROLS



CHANGING THE POWER BOOSTER BATTERY: The Super Arcade Controller Plus power boost circuit is powered by a CR123 lithium ion battery (3.0 VDC), commonly available at electronics retailers and online. Each battery should last for years if the switch is turned off at the end of game play.

1. Make sure the power boost toggle switch is set to OFF.
2. Remove the machine screws that hold the two sections of the case together, which are found in the bottoms of the four feet.
3. All components in the Super Arcade Controller Plus are mounted to the upper section of the case, including the the CR123 battery holder. A piece of tape is also placed over the battery to ensure it does not come loose during delivery.
4. Flip over the top section of the case and peel back the tape. Remove the old battery from the battery holder and install the new one, taking care to match the polarity indicated on the case.
5. Press the tape back into place over the new battery and reattach the top and bottom sections of the controller case using the four machine screws.



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