

USER'S GUIDE

Background

The PC-Engine had a huge following in Japan compared to North America. Hence, many titles were released in that region only and were unavailable to TurboGrafx-16 owners. With the db Electronics PC-Engine to TurboGrafx-16 Converter, all of these Japanese titles are now playable on a TurboGrafx-16 Console without having to perform any modifications.



Converter Info

The PC-Engine to TurboGrafx-16 Converter is not a passive converter like the Master System Converter. Instead it relies upon integrated circuits (more commonly known as "chips") to reverse the order of the data bus. A switch allows the converter to work with both TurboGrafx-16 Games and PC-Engine games. No damage results from having the switch in the wrong position, you will simply get nothing or garbage on screen.

Form Factor

The PC-Engine to TurboGrafx-16 Converter fits snugly into a standard NTSC or PAL TurboGrafx-16 console. In order to achieve the same thickness as HuCards, the PC-Engine to TurboGrafx-16 Converter's thickness is increased to 0.093" by affixing a 0.030" plastic sheet on the under side (because standard PCBs are thinner than HuCards, being only 0.063".) The HuCard itself connects seamlessly on the

input side of the PC-Engine to TurboGrafx-16 Converter. Simply insert a HuCard until you hear a "click" sound - indicating proper contact has been made.

Compatibility

So far, the PC-Engine to TurboGrafx-16 Converter has been tested on North American NTSC and European PAL consoles. It should play any and all Japanese PC-Engine games on both North American and European consoles. Please note the PC-Engine to TurboGrafx-16 Converter does not operate in the reverse order, i.e. does not convert TurboGrafx-16 games to be played on a PC-Engine.

