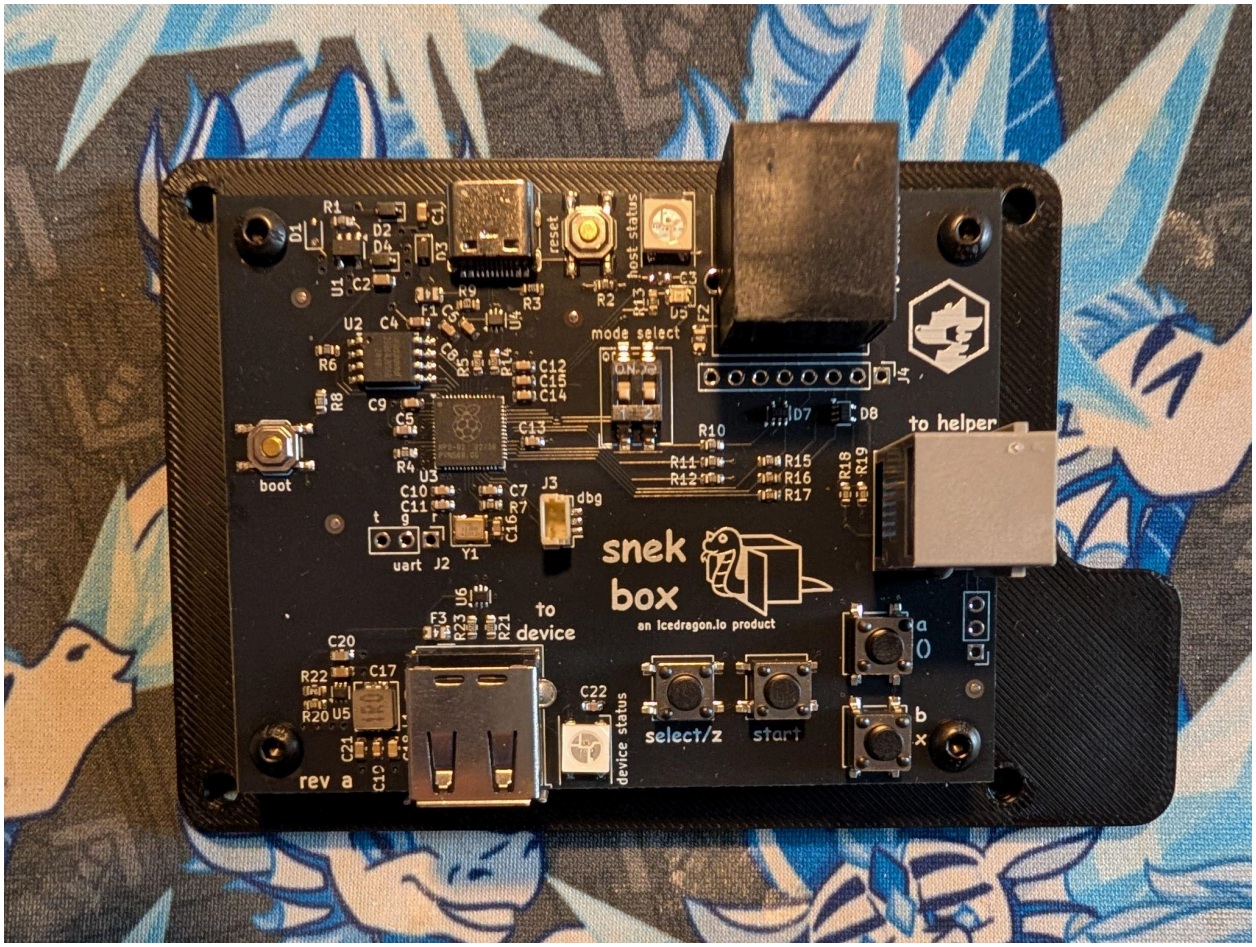
Snek Box



Thank you for purchasing Snek Box, your USB to retro console adapter.

This manual will walk you through connecting different devices to your retro consoles.

Hardware Setup

Connecting the snek box to your retro console is very simple! In general you need to connect one end to your console, and the other end to your target device. Plug and play!

PlayStation 1/2

1. Ensure your console is powered off or is in standby.
2. Plug the PlayStation adapter cable into your desired port of the PlayStation
3. Plug the other end into Snek Box's console port
4. Plug your target device's usb port into Snek Box's device port.
5. Power on the PlayStation
6. Enjoy!

GameCube / Wii

1. Ensure your console is powered off or is in standby.
2. Plug the GCN adapter cable into your desired port of the Wii or GameCube
3. Plug the other end into Snek Box's console port
4. Plug your target device's usb port into Snek Box's device port.
5. Power on the GameCube / Wii
6. Enjoy!

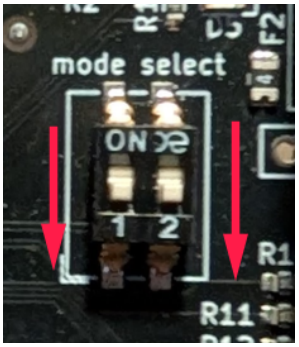
Original Xbox

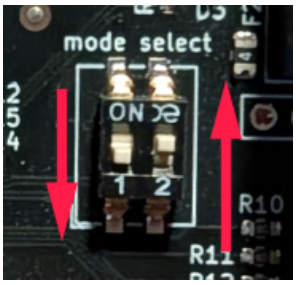
1. Ensure your console is powered off or is in standby.
2. Plug the Xbox Adapter Cable into your desired port of the Xbox
3. Plug a USB Type A to Type C cable into the Xbox Adapter Cable.
4. Plug the other end into Snek Box's Type C port.
5. Plug your target device's usb port into Snek Box's device port.
6. Power on the Original Xbox
7. Enjoy!

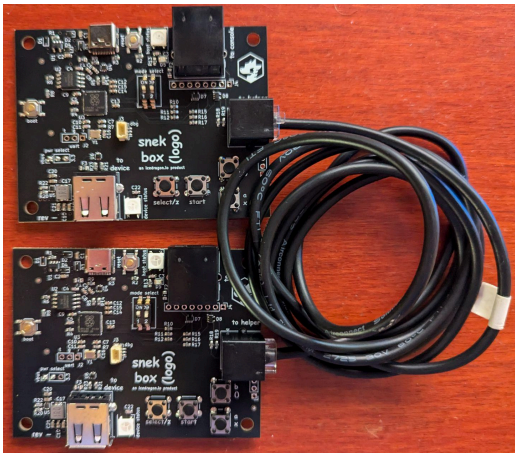
Helper Mode

Snek Box is capable of communicating with a helper to turn one usb device into two different console controllers. This is helpful if you have a device like a Snek Board which knows the state of two different players, like on a DDR Doubles cabinet, but need to go into two different controller ports.

To set this mode up, perform the following steps.

1. Connect the target devices up to the console using the previous directions.
2. Connect the USB device up to the **Player 1** snek box
3. Leave the USB Port of the **Player 2** snek box disconnected.
4. On the **Player 1** snek box, set the Mode Select DIP Switches both to OFF
    a. 

5. On the **Player 2** snek box, set the Mode Select DIP Switches 1 OFF, 2 ON
    a. 

6. Connect an RJ11 cable between the two snek box's using the side helper port
    a. 

7. Power on the console.
8. Ensure that the Player 1 snek box light has illuminated Green to indicate that it is talking to the target USB device
9. Ensure that the Player 2 snek box light has illuminated Blue to indicate it is the Player 2 device.
10. Ensure both devices are blinking red lights indicating communication between the two
11. Enjoy your game!

Device Addendums and Mappings

Most devices when plugged into Snek Box are plug and play; however, each device is unique and has special quirks and features.

Internal State

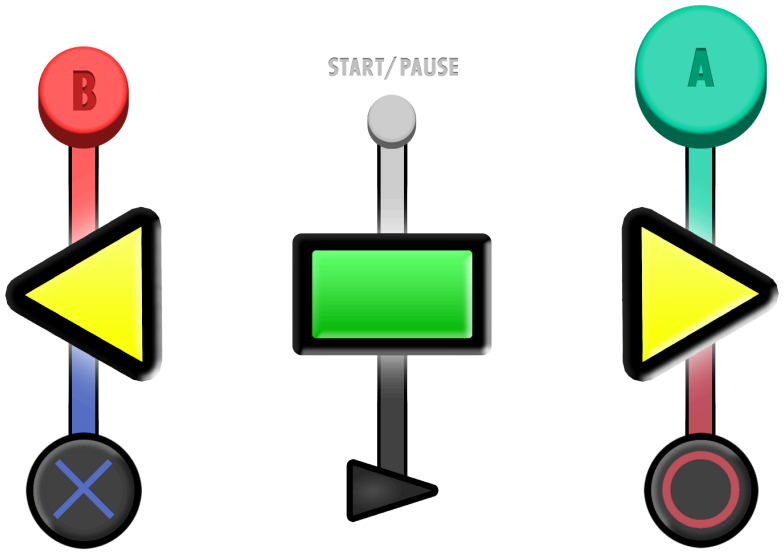
When a device is polled by the snek box it is converted into an internal state which allows it to be translated into the different console specs. This is a table on how that internal state gets translated to the target console's controller buttons.

Internal State	PlayStation	GCN/Wii	Original Xbox
Dpad Up	Dpad Up	Dpad Up	Dpad Up
Dpad Down	Dpad Down	Dpad Down	Dpad Down
Dpad Left	Dpad Left	Dpad Left	Dpad Left
Dpad Right	Dpad Right	Dpad Right	Dpad Right
Button North	Triangle	Y	Y
Button South	Cross	B	A
Button East	Circle	A	B
Button West	Square	X	X
Start	Start	Start	Start
Select	Select	Z	Back
L1	L1		White
R1	R1	Z	Black
L2	L2	L	Left Trigger
R2	R2	R	Right Trigger
L3	L3		L3
R3	R3		R3

Snek Board

PLEASE NOTE: When using the Snek Board you may have to provide additional 5V USB power to the Snek Box. Simply connect an additional USB Type C cable to the Snek Box to the console's USB port (if available) or an external AC adapter like a phone charger or a battery bank.

Snek Board is a device that connects to a variety of different JAMMA cabinets. Snek Box is currently set up to work best with a DDR Doubles cabinet, allowing for two players to play DDR Console games.



Internal State	PlayStation	GCN/Wii	Original Xbox
P1 Up	Dpad Up	Dpad Up	Dpad Up
P1 Down	Dpad Down	Dpad Down	Dpad Down
P1 Left	Dpad Left	Dpad Left	Dpad Left
P1 Right	Dpad Right	Dpad Right	Dpad Right
	Triangle	Y	Y
P1 B2 (Menu Left)	Cross	B	A
P1 B3 (Menu Right)	Circle	A	B
	Square	X	X
P1 Start	Start	Start	Start
Test	Select	Z	Back

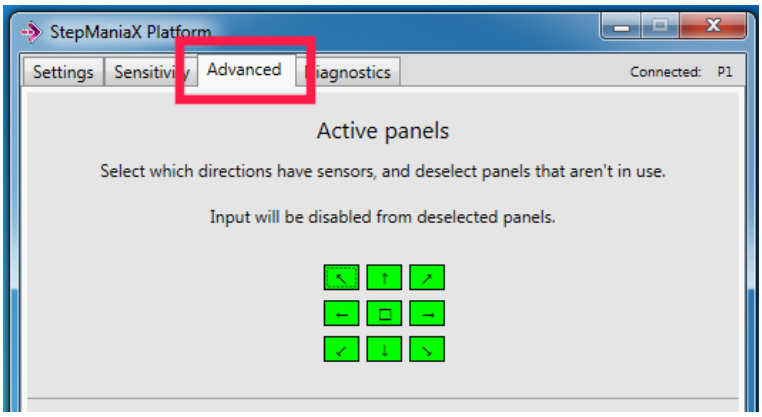
	L1		White
	R1	Z	Black
	L2	L	Left Trigger
	R2	R	Right Trigger
	L3		
	R3		
P2 Up	Dpad Up	Dpad Up	Dpad Up
P2 Down	Dpad Down	Dpad Down	Dpad Down
P2 Left	Dpad Left	Dpad Left	Dpad Left
P2 Right	Dpad Right	Dpad Right	Dpad Right
	Triangle	Y	Y
P2 B2 (Menu Left)	Cross	B	A
P2 B3 (Menu Right)	Circle	A	B
	Square	X	X
P2 Start	Start	Start	Start
Service	Select	Z	Back
	L1		White
	R1	Z	Black
	L2	L	Left Trigger
	R2	R	Right Trigger
	L3		
	R3		

StepManiaX Stages

StepManiaX states are supported in their full 9 panel configuration, allowing the corners of the stages to act like the face buttons of a controller, much like the original console “soft mat”s.

These corners might be disabled if they were connected to the original StepManiaX arcade game or if they were just installed from the factory.

To enable them, connect the stage to a computer and perform the following steps:

1. Launch the StepManiaX Configuration Utility
2. Click the “Advanced” tab.
3. Click all of the red corners (if they are currently disabled) to enable them. They should turn green.
4. When done it should look like this:
   a. 

StepManiaX Mappings:

StepManiaX Stage	PlayStation	GCN/Wii	Original Xbox
Up	Dpad Up	Dpad Up	Dpad Up
Down	Dpad Down	Dpad Down	Dpad Down
Left	Dpad Left	Dpad Left	Dpad Left
Right	Dpad Right	Dpad Right	Dpad Right
Lower Left	Triangle	Y	Y
Upper Left	Cross	B	A
Upper Right	Circle	A	B
Lower Right	Square	X	X

Zuiki DDR Mini Pad

Internal State	PlayStation	GCN/Wii	Original Xbox
Up	Dpad Up	Dpad Up	Dpad Up
Down	Dpad Down	Dpad Down	Dpad Down
Left	Dpad Left	Dpad Left	Dpad Left
Right	Dpad Right	Dpad Right	Dpad Right
Menu Left	Cross	B	A
Menu Right	Circle	A	B
Green	Start	Start	Start
Red	Select	Z	Back

Gamo2 PHOENIXWAN

To connect the PhoenixWan to the PlayStation 2, connect the Type B USB cable into the snek box for the game controls, and plug the Type C cable into the PlayStation 2 for all of the reactive lighting.

In addition, ensure your PhoenixWan is in “LR2” mode by holding E1, E2, and B5.

Once in LR2 mode it will be mapped like a Konami KOC IIDX controller.