



Analogue^{3D} The Future is here

A reimaging of the N64. In 4K resolution. 10x the resolution of the original N64.* The first and perhaps greatest multiplayer system of all time. Analogue^{3D} is 100% compatible with every original N64 game ever made. Region Free. Bluetooth LE. Dualband Wifi. Four original-style controller ports. Entirely new, next generation Analogue hardware featuring 3D^{OS}. Engineered entirely in FPGA. No Emulation.





**Welcome Back to the CRT.
True 4K Resolution and Original
Display Modes.**



The unmistakable signature and soul of the CRT. On your HDTV. In 4K.

Unlike its 2D predecessors, the N64 wasn't just about pixels. The original hardware's distinctive approach to rendering polygons and textures depends on the CRT to bring its worlds to life. Games were built with advanced 3D technology that relied on the what is only possible accurately on a CRT.

While a very few modern upscalers have transformed the 2D era of video games with pixel-perfect clarity, the N64 demands something far more radical: the unmistakable essence of a CRT.

Analogue^{3D} is designed with a bespoke, purpose-built 4K upscaler. A faithful, lag-free way to re-experience the N64. It's N64, reborn.

Analogue^{3D}'s Original Display Modes are meticulously reproduced, virtually indistinguishable recreations of CRT displays to capture the warmth, depth, and texture in every frame. The soft glow of phosphor, vibrant color bursting coupled with immersive scanlines and shadow masks.

This isn't just upscaling — it's an unprecedented transformation.



The Gold standard of
multiplayer.



N64 is perhaps the greatest multiplayer gaming system of all time. Around 70% of the game library supports multiplayer, it isn't just an option; it is the heart of the experience - when multiplayer was a bridge that connected us in a simple way. In person Multiplayer creates experiences that aren't just better together it creates experiences that are only possible together. Analogue^{3D} is a revival of the very essence of Multiplayer, brought back to life with the soul of the N64 at its core.

The way **multiplayer** is
meant to be.



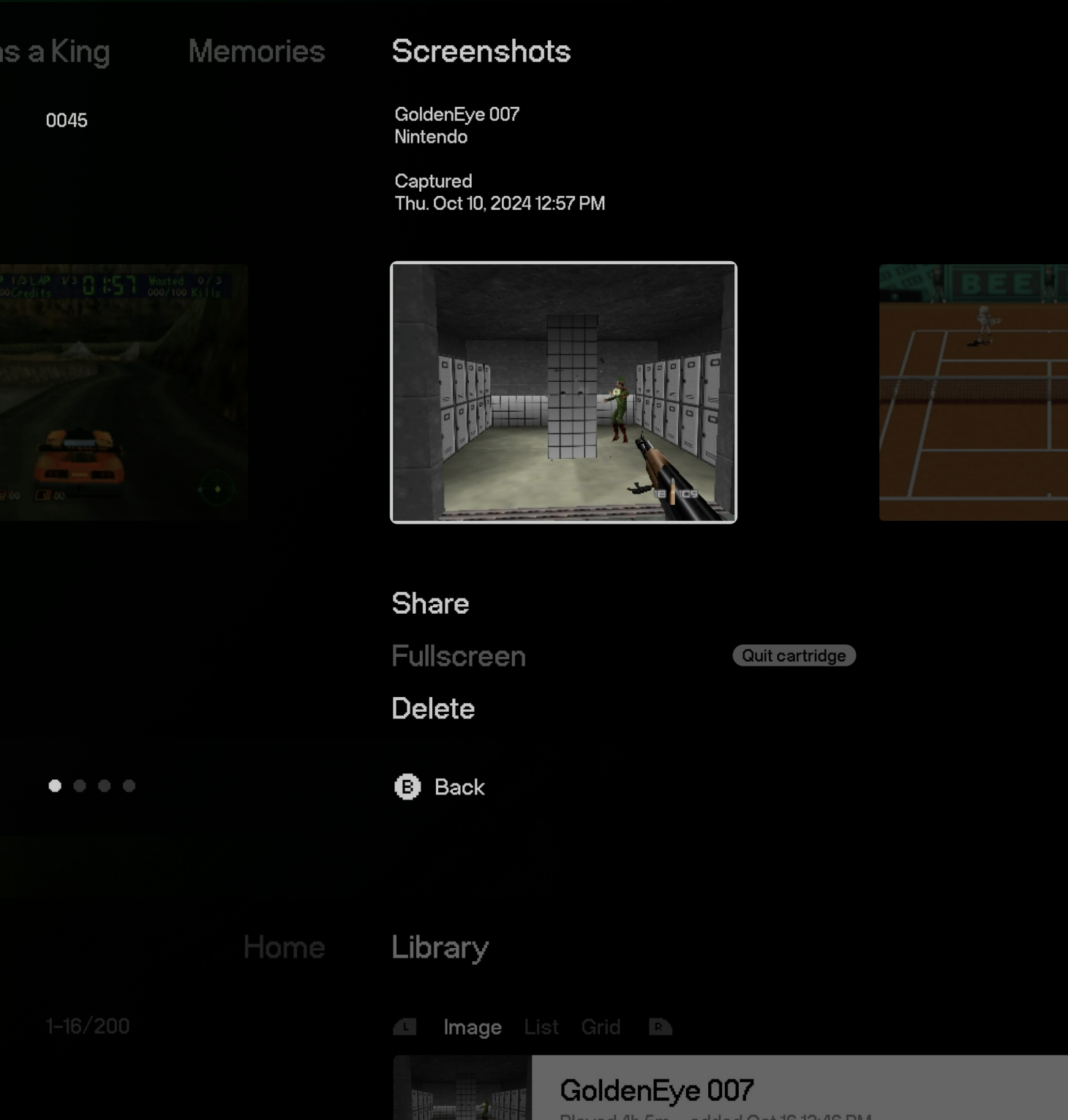
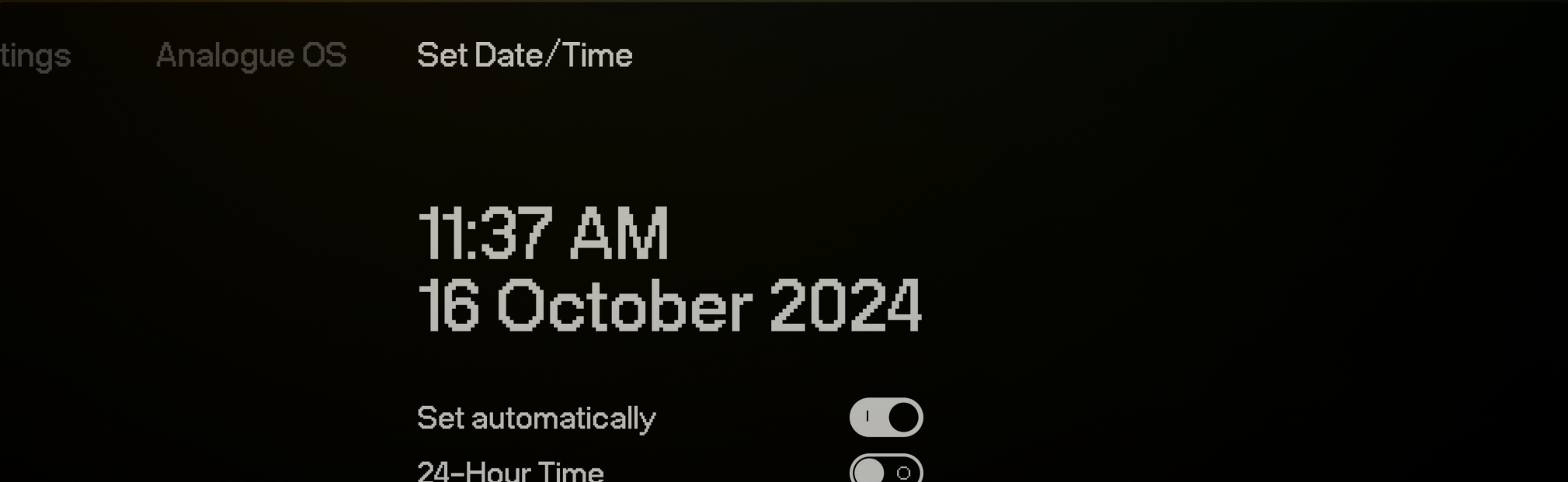
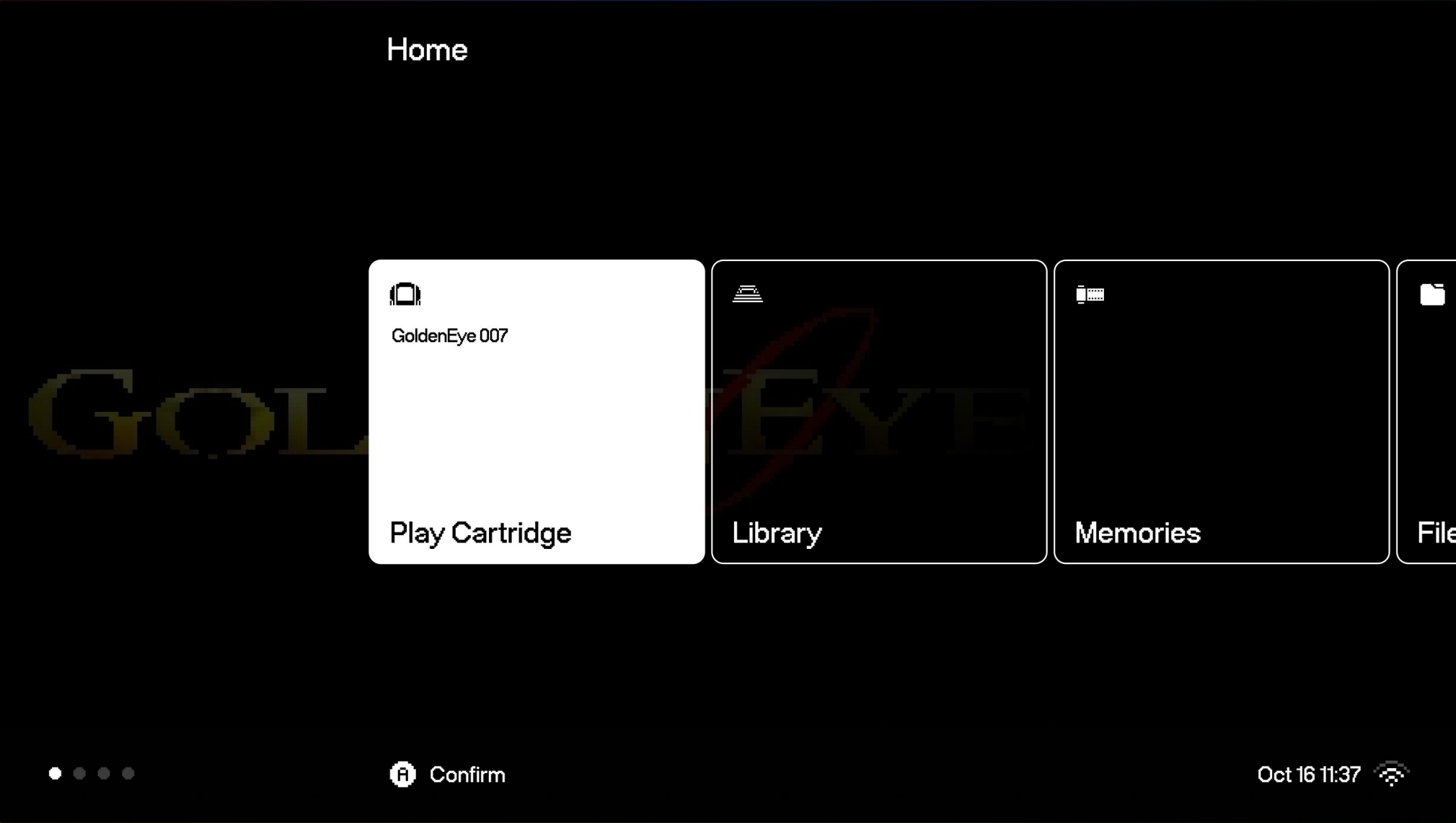
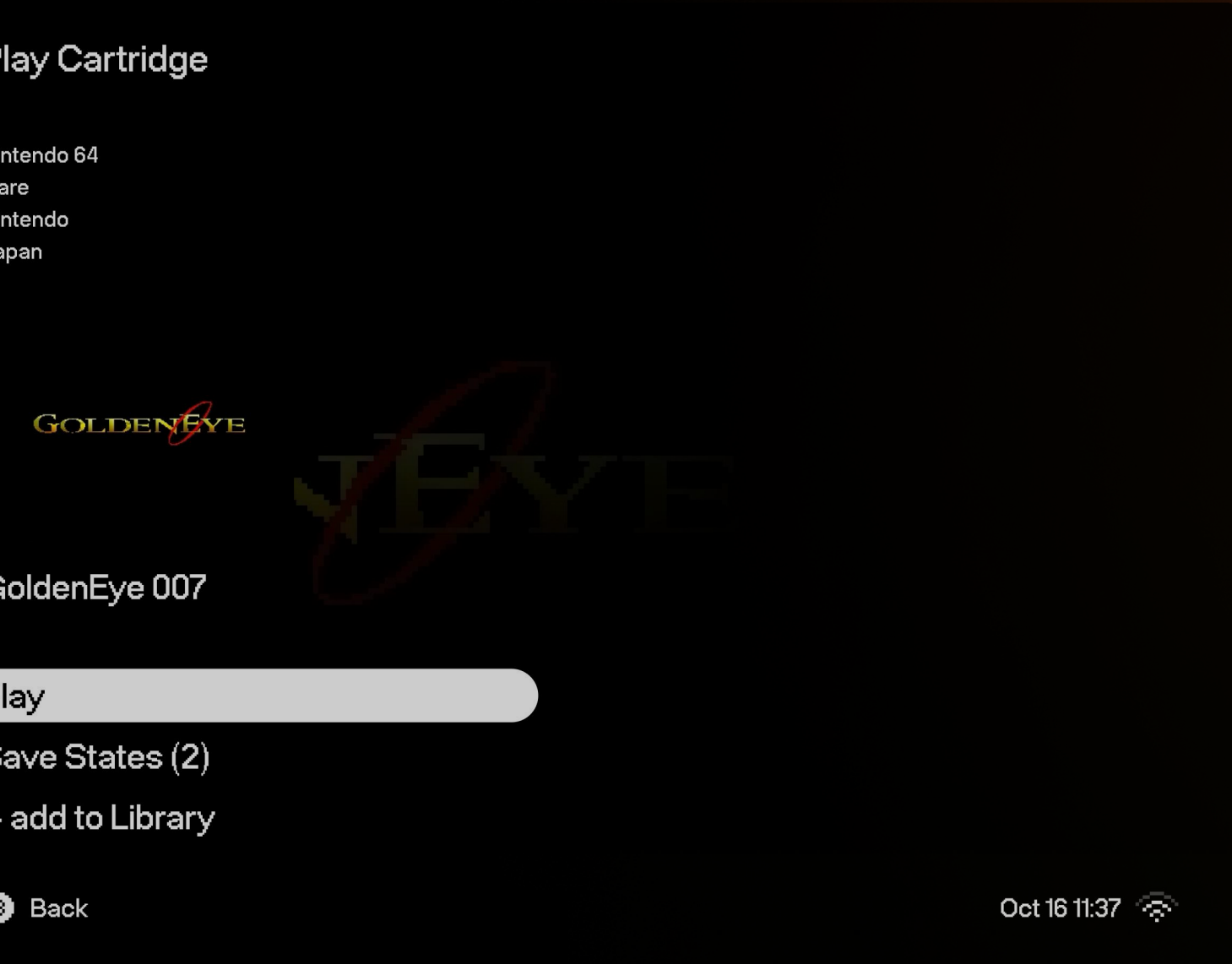
8BitDo® 64 Controller. An Icon never felt so **new**.

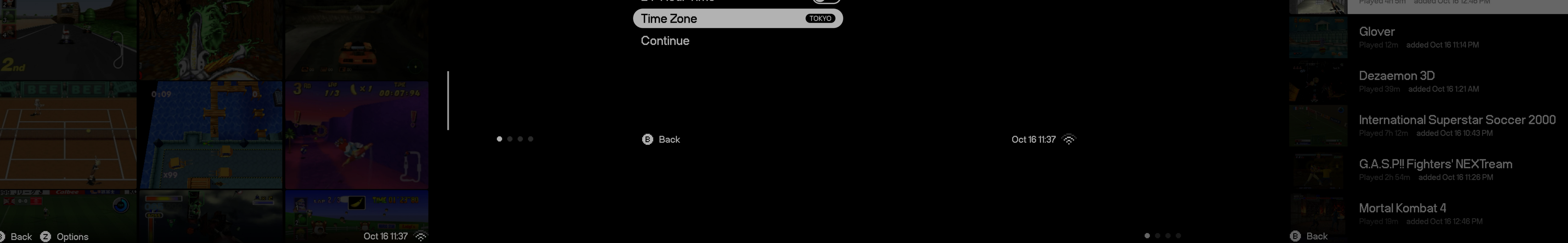
We worked closely with 8BitDo to design a wireless bluetooth recreation of the original N64 controller with a modern form factor. The 8BitDo 64 Controller was developed with an uncompromising attention to detail engineered with characteristics like the c-buttons, d-pad, and A/B buttons following the size, primary layout and feel as the original control. The joystick is centered around a superior quality HALL Effect stick, with an original-style gate. Finally, we can all say goodbye to infamous loose joysticks that plagued original controllers. You can even update 8BitDo 64 Controller directly with Analogue^{3D} simply by plugging it in. Engineered to play N64 like never before.



Sold separately for \$ 39.99

Introducing 3D^{OS}





3D^{OS} is an **evolution** of Analogue^{OS}, the definitive, scholarly operating system for playing and experiencing the entire medium of video games. Specifically **crafted** for Analogue^{3D}. In **4K**. It's filled with N64-specific features, developed for everyone who understands that the details define the experience. 3D^{OS} is more than a recreation - it's a redefinition of what is possible.

A row of Super Nintendo Entertainment System (SNES) game cartridges, including titles like 'Super Mario Bros.', 'The Legend of Zelda', and 'Super Mario World', displayed against a black background with stylized white and yellow text.

Analogue^{3D} represents a milestone in video game preservation: its not only the world's first reimagining of an N64 - but the worlds first 100% compatible recreation of the N64. **Analogue spent nearly 4 years engineering the N64 in FPGA from scratch.** Finally, you can play the entire library, region free, out of the box without the incompatibly, slow down, and inaccuracies found in software emulation.



Available in 2 Colors.
Black and White.



We're Preserving Video Game History with FPGA Hardware.

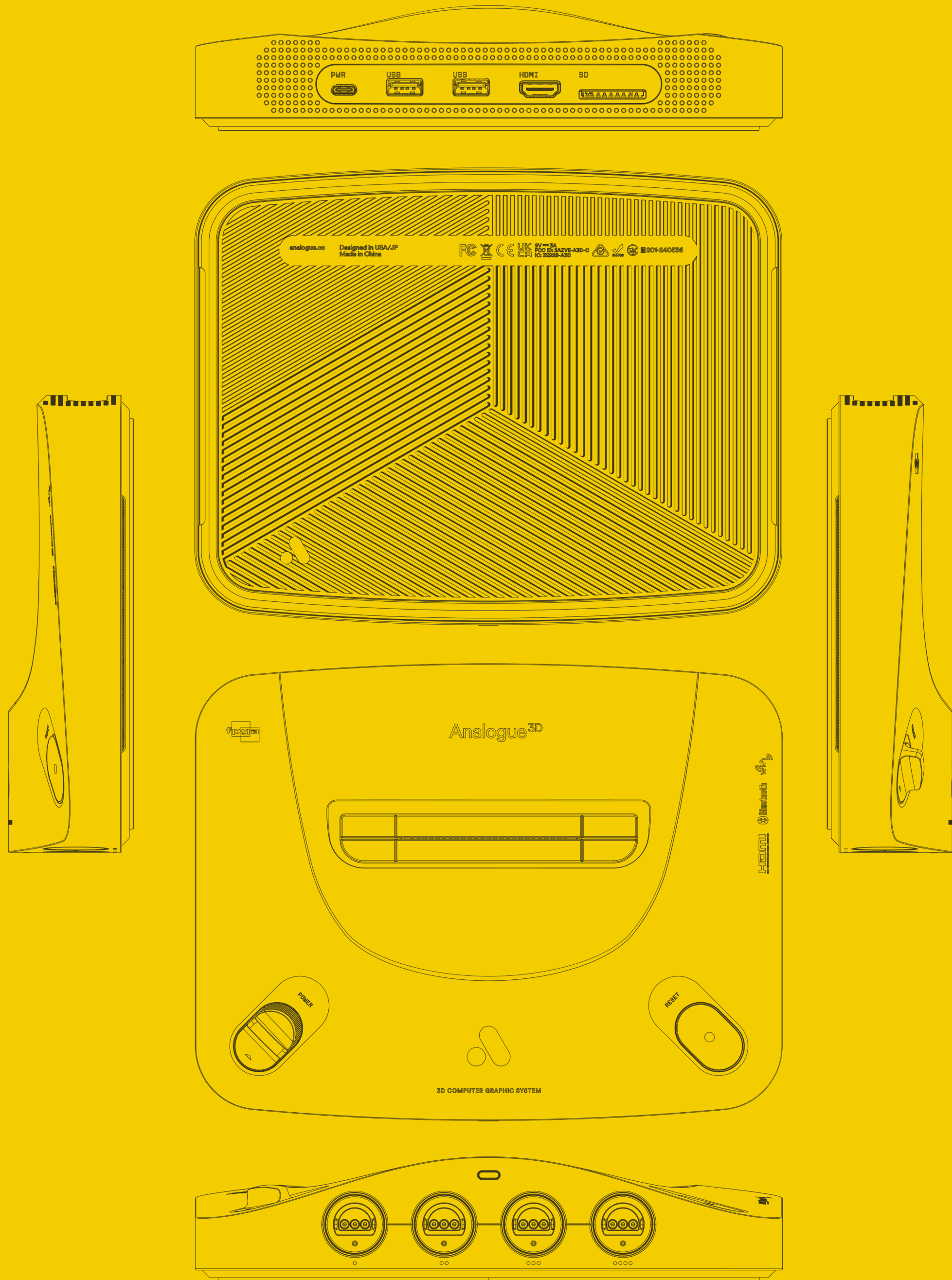
Analogue^{3D} was developed to achieve unparalleled compatibility. Engineered directly into a 220k LE Altera Cyclone 10GX, the most powerful FPGA Analogue has ever used in a product. We spent 4 years developing a perfect way to experience N64 in FPGA for absolute accuracy. N64 is infamous for its difficulties within software emulation. 100% compatibility has never been achieved. Until now.

Analogue^{3D} is designed to preserve video game history, with the respect it deserves.





The most powerful FPGA
video game system ever created.



Technical Specification

Compatibility

- ▶ Original N64 game cartridges
- ▶ 100% compatibility
- ▶ Region free
- ▶ Compatible with original accessories
- ▶ Original style N64 cartridge slot
- ▶ Expansion Pak support (built in)

Video

- ▶ 4K HDMI output
- ▶ NTSC & PAL Support
- ▶ Lag free, zero signal degradation
- ▶ Original Display Modes (CRT & PVM models)
- ▶ Variable refresh rate

Audio

- ▶ 48KHz 16 bit PCM audio

Whats in the box

- ▶ Analogue^{3D}
- ▶ HDMI Cable
- ▶ USB Cable
- ▶ Worldwide USB-C Power Supply [GaN, PD 3.0, 30W, 100-240v, 50/60hz, USA/JPN plug-type]

Features

- ▶ 2x USB ports / charging / wired support
- ▶ SD card slot including a 16GB SD card
- ▶ Dualband WiFi with OTA wireless 3D^{0s} updating
- ▶ Bluetooth Classic and LE
- ▶ 4 original-style controller ports
- ▶ Up to 4 players supported (wireless & wired)
- ▶ 8BitDo 64 Controller updating via Analogue^{3D} System (wired)
- ▶ 3D^{0s} (4K)
- ▶ 220k LE Intel Cyclone 10GX

Dimensions & Weight

- ▶ 180mm length
- ▶ 230mm width
- ▶ 49mm height
- ▶ 837g

8BitDo 64 Controller

- ▶ \$39.99 (sold separately, not included with Analogue^{3D})
- ▶ Compatible with Analogue^{3D}, Switch, Windows, Android
- ▶ D-input and S-input modes
- ▶ Vibration support with Analogue^{3D} and Switch
- ▶ Turbo function
- ▶ HALL-effect joystick
- ▶ Ultimate Software Support



- 1 Analogue^{3D} does not support openFPGA.
- 2 Analogue^{3D} does not play copyrighted rom files, it plays legacy game cartridges via the cartridge slot.
- 3 Analogue^{3D} is not designed using software emulation. It is designed using a specialty hardware chip called an FPGA, which operates on a transistor lev its functionality.
- 4 Analogue^{3D} does not infringe on any copyright or trademarks.
- 5 Games are showcased to illustrate compatibility with Analogue^{3D}. All trademarks and copyrights visualized for compatibility are the property of their respective owners.
- 6 Analogue^{3D} does not operate utilizing any bios files from any other entities. Analogue designs all hardware.
- 7 All new 3D^{OS} features are supported on Analogue^{3D} only. They are not supported on past Analogue products due to hardware restrictions. Past Analogue products will continue to receive updates and support respectively.
- 8 8BitDo 64 controller is not included with Analogue^{3D} and is sold separately.
- 9 10x the native resolution of 320, the majority of games. Some games display in 640

