So I recently purchased a Hudson Multi-Tap for my SNES. I plugged it into play 4 player Super Bomberman 2, but absolutely no options changed and I was unable to get more than 2 human players. I own the sns-101, which is also known as SNES Jr, Mini, 2 etc.

I took the Multi-Tap and Super Bomberman 2 over to my friend's house to try it on his original super nintendo console, and right away we were given the option for 4 players. Does the Snes Mini not support a Multi-Tap, or is there something wrong with my console? Possibly the multi-tap? The internet does not seem to have any information on this. Hoping someone would know.

Tags: snes, old, controller, super, malfunction, multi_tap

well if it works on your friend's SNES then i higly doubt that theres anything wrong with the device itself. I don't know for sure, but it could very well be a compatibility issue. As long as your SNES works with regular controllers, that seems to be the only logical explaination.

I guess that I have pretty much run through that train of thought before. To put my question more specifically, has anyone ever seen a multi tap work on a 2nd gen super nintendo? or Snes mini. whatever you want to call it.My friend's was the bulkier 1st Gen. I've used joy sticks, the super scope, off market controllers (along with rubo controllers), and the mouse with my SNES. And from what I understand, the Hudson multi-tap was the standard at the time of Snes.
i have both system and the tap itself. It dose work on the Big snes and not the Smaller one for some ression. So your not a lone in this.

Please don't go around bumping old threads. The last time this thread was active was August 2012, more than 3 years ago.

Thanks for informing the user! I'll be locking the thread to prevent further bumping.

--Jenn