



NES Controller Grip / Handle / Holder - Nintendo Entertainment System Gamepad



Tony Youngblood

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Summary

The Nintendo Entertainment System is one of the best gaming consoles of all time.

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The Nintendo Entertainment System is one of the best gaming consoles of all time. But playing with the original controller for long periods results in sore thumbs, forearms, and wrists. My friend Stan Richardson suggested that I design a grip that makes the original NES controller more ergonomic, modern, and easier on the thumbs.

Simply pop in the NES controller and have fun. I designed the grip so you can place your index fingers on top or behind, whatever feels more comfortable for you.

You may notice that the right grip is slightly longer and at a sharper angle than the left. This was on purpose. Gamepads from Super Nintendo onward incorporated diagonal A and B buttons, which make it easier to hold down both buttons simultaneously. The right grip here is positioned to place your thumb in a way that makes it easier to hit both buttons simultaneously (ex. running and jumping in Super Mario Brothers).

The top left and right of the cage are indented to counteract warping.

Let me know in the comments if you like this. Enjoy!

Print instructions

This will print on beds as small as 150mm x150mm, such as the Printrbot Simple Metal. Supports are required. I recommend turning off the skirt and printing a 1.2mm raft instead.

I sculpted this out of clay, then scanned it using a Makerbot Digitizer. I cleaned it up in Tinkercad and then smoothed it out in MeshMixer. Then I ran it through Netfabb to reduce the file size.

This remix is based on



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by [tonyyoungblood](#)

Model files



nes_controller_grip.stl

[Find source .stl files on Thingiverse.com](#)

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