

Using the RetroGameBoyz Colecovision Control Pad

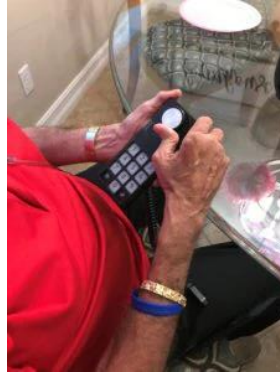
Quick Start Guide



retrogameboyz.com

Introduction

In 2017 I manufactured my first Colecovision Control Pad as a response to my father's rheumatoid arthritis and his inability to hold the original Colecovision control pad comfortably. 5+ years later and over 1000 sold to date worldwide, it is still going strong.



Colecovision has a great collection of games with awesome graphics making it a staple in any retrogamers collections. BUT – the included controller is horrible to hold period, and many simply don't work without some sort of maintenance. So, I developed a brand new, cost effective alternative that will work with most games and start sequences that use "*" and 1. Note: If you want full keypad functionality you



can use the RetroGameBoyz Y-cable (sold separately) and an original Colecovision control pad. Please visit RetroGameBoyz.com for more information.

Important!

- Control pads are tested thoroughly
- **Always turn off Colecovision console before inserting or removing controllers**
- Works with CollectorVision Phoenix
- Plug into console by itself or with Y-cable
- **Does not work in** combination with Colecovision Roller Controller

Instructions

1. Turn off your Colecovision Console
2. Insert female end of cable into console port (1 or 2)
3. Insert game cartridge
4. Start game with “1” or “*” if applicable
5. Some games will allow you to start 1 player games using an original Colecovision controller plugged in port 2, allowing you to use this control pad in port 1.
6. If you require full keypad control – you can purchase the RetroGameBoyz Colecovision Y-cable at RetroGameBoyz.com
7. Enjoy!



Known Behavior

Previous versions of the RetroGameBoyz Colecovision control pad are fitted with a 9 to 10 ft cable. Some have reported this longer cable, in combination with / or without the Y-cable, causes some games to initiate action #2 (fire button 2) on some games when button 1 is pressed. Note that this is game programming dependent. Current game(s) that are known to do this are Defender. As a remedy to this, the RetroGameBoyz Colecovision control pad has been fitted with a shorter cable (7 – 8 feet). Also, do not use the Y-cable (sold separately) when playing Defender. It is not needed, as Defender can be started with the RetroGameBoyz Colecovision control pad without the keypad.

For more information please visit the Support page at RetroGameBoyz.com.