

Using the RetroGameBoyz Y-Cable

Quick Start Guide



retrogameboyz.com

Introduction



I have manufactured a 9 pin DB9 Y cable to be used with the original Colecovision. When used with an original Colecovision controller keypad and a RetroGameBoyz Colecovision control pad (or a standard Atari 2600 1 button

Joystick or compatible) you can perform additional keypad operations.

Important!

- **Always turn off Colecovision console before inserting or removing controllers**
- **Should not be used** in combination with Sega Genesis control pads - (in fact Sega Genesis control pads should NEVER be used with a Colecovision)
- **Does not work in** combination with Colecovision Roller Controller
- **Can be used with** original Atari 7800 joystick (2 button games) & Coelcovision keypad
- Atari 2600 paddles & OEM / original 1 button Atari Joystick **CAN be plugged** in at the same time AND left in
- A Sega Genesis controller or an OEM Atari 7800 2 button controller **will disrupt paddle functionality** if left in together.

Instructions

1. Turn off your Colecovision Console
2. Insert female end of Y-cable into console port (1 or 2)
3. Insert RetroGameBoyz control pad into one side of the male end of Y-cable
4. Insert original Colecovision keypad into remaining male end of Y-cable



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 the Y-cable causes some games to initiate action #2 (fire button 2) on some games. 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. Also do not use the Y-cable 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