

Using the RetroGameBoyz Colecovision Control Pad

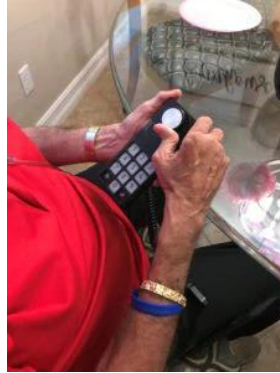
Quick Start Guide



retrogameboyz.com

Introduction

In 2017 I manufactured my first Colecovision Control Pad in 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 retro gamer's collection. **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!

- Tested thoroughly on original equipment
- **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 / Troubleshooting

Previous versions of the RetroGameBoyz Colecovision control pad were fitted with longer cables. Some have reported this longer cable, in combination with / or without the Y-cable, cause some games to initiate action #2 (fire button 2) when button 1 is pressed when playing Defender. Note that this is game programming dependent. I found this behavior to be sporadic and vary depending on the AtariAge ROM or the original cartridge. As a potential remedy to this, the RetroGameBoyz Colecovision control pad has been fitted with a shorter cable (4 – 5 feet) to reduce the chance of this occurring. However, I noticed sometimes this still occurs at times; it is an enigma. Also, it is not necessary to use the Y-cable (sold separately) when playing Defender, as Defender can be started with the RetroGameBoyz Colecovision control pad without the keypad. If you need a longer cable, I suggest using an extension cable, but understand you may have the aforementioned issue.

For more information on this and other troubleshooting steps, please visit the FAQ and Support page at RetroGameBoyz.com.