

COLECO VISION™

EXPANSION MODULE #1

Lets you play all Atari® VCS™ compatible cartridges
on your ColecoVision™ Game System.

CONSUMERS PLEASE NOTE!

Please read the Owner's Manual carefully before using this product. If a malfunction occurs, please refer to the Troubleshooting Checklist. If you cannot correct the malfunction, please call Customer Service, Toll-Free nationwide:

1-800-842-1225

PLEASE RETAIN THIS GUIDE
AND ALL LITERATURE FOR FUTURE REFERENCE

COLECO

COLECO INDUSTRIES INC., AMSTERDAM, NEW YORK 12010

OWNERS MANUAL

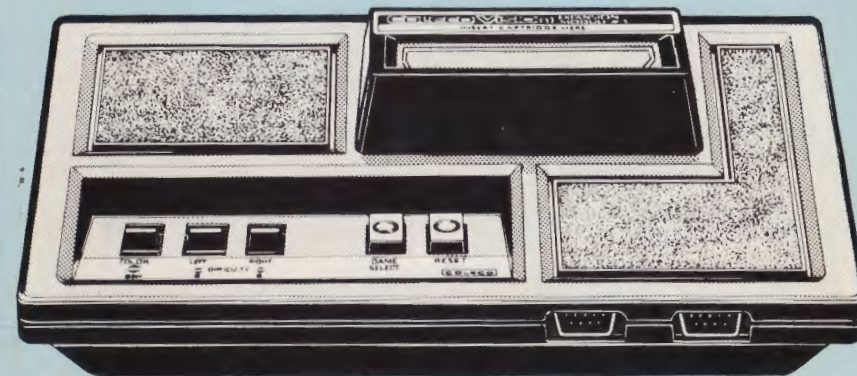
Guide No. 91657B

MODEL NO. 2405

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For Ages 8 to Adult

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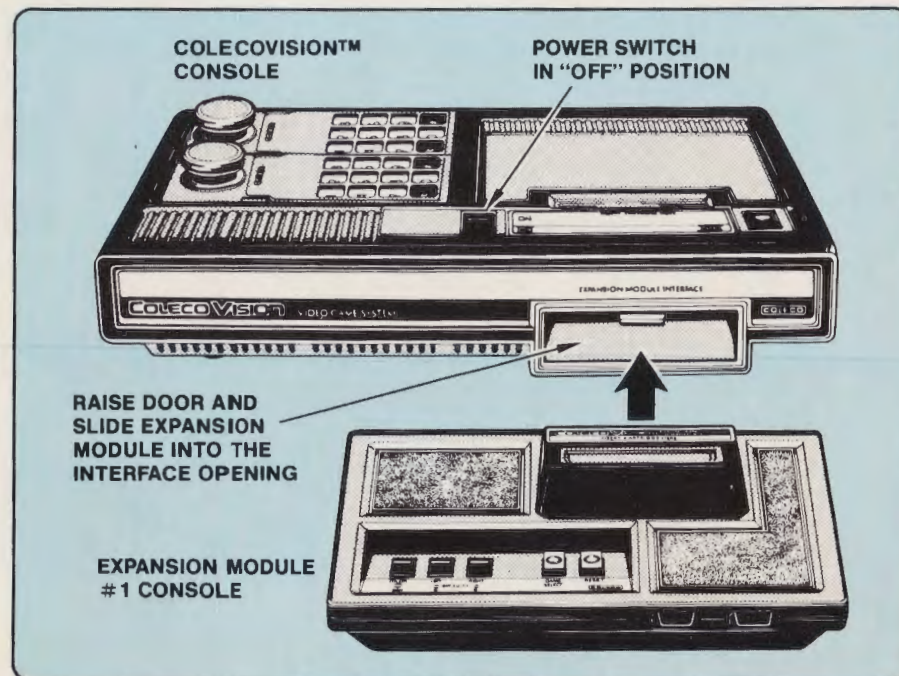
1-800-842-1225

HOOKING UP YOUR EXPANSION MODULE

THIS PRODUCT SHOULD BE ASSEMBLED ONLY BY AN ADULT.

NOTE: Some Atari™ VCS™ compatible cartridges require Controllers other than JOYSTICKS. These Controllers must be purchased separately.

1. Before assembly, make sure that the POWER SWITCH on COLECOVISION™ CONSOLE unit is turned "OFF".
2. Raise the Expansion Module Interface door on the front of your ColecoVision™ Console. Carefully slide the Expansion Module into the Interface opening. The Module will snap in place, insuring you that it is fully inserted. See illustration below.



3. Now that the units are connected, unplug the HAND CONTROLLERS from ColecoVision™ Console and plug them into the sockets in front of the Expansion Module as shown.

LIMITED WARRANTY

Coleco warrants to the original consumer purchaser of its ColecoVision™ Expansion Module # 1 in the United States that the product will be free of defects in material or workmanship for 90 days from the date of purchase under normal in-house use.

If your ColecoVision™ Expansion Module # 1 fails to operate properly DURING THE FIRST 90 DAYS AFTER PURCHASE, return it postage prepaid and insured, with your name, address, proof of the date of purchase and a brief description of the problem, to the Factory Service Station as listed. If your unit is found to be factory defective during the first 90 days, it will be repaired or replaced at no cost to you. If the unit is found to have been consumer damaged or abused and therefore not covered by the warranty, then you will be advised, in advance, of repair costs.

Coleco's sole and exclusive liability for defects in material and workmanship shall be limited to repair or replacement at its authorized Coleco Service Station, and Coleco shall in no event be liable for incidental, consequential contingent or any other damages, (some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you). This warranty does not obligate Coleco to bear the cost of transportation charges in connection with the repair or replacement of defective parts.

This warranty is invalid if the damage or defect is caused by accident, act of God, consumer abuse, unauthorized alteration or repair, vandalism or misuse.

This warranty is made in lieu of any other express warranty, and except for the foregoing warranty which is exclusive, there is no other express warranty being made.

This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

Please read the Owner's Manual carefully before using the product. If a malfunction occurs, please refer to the troubleshooting checklist in the Owner's Manual. If you cannot correct the malfunction after consulting the troubleshooting checklist, please call the Factory Service Station. **Toll free service information: 1-800-842-1225 Nationwide. This service is in operation from 8:00 A.M. to 4:30 P.M. Eastern time, Monday through Friday.**

SERVICE POLICY

If your Module # 1 requires service after expiration of the 90 day Limited Warranty period, Coleco will service the game and put it in working condition or replace it with a reconditioned model (at our option), on receipt of your Module, postage prepaid and insured, with your check payable to Coleco Industries, Inc. in the amount of \$25.00.

Coleco's service obligation does not apply to defects arising from abuse, misuse or alteration of the unit. If the unit is found to have been consumer damaged or abused and therefore not covered by the warranty, then you will be advised in advance of repair costs.

Please allow 4 to 6 weeks for repair and return.

All returns must be directed to: **Coleco Industries, Inc.**
Consumer Electronics Department
P.O. Box 47
Amsterdam, New York 12010
Attention: Consumer Quality Manager

- Keep away from moisture. Do not immerse EXPANSION MODULE, CONSOLE or HAND CONTROLLERS in water. Use a soft, slightly damp cloth to wipe clean.

WARNING: Before cleaning EXPANSION MODULE, CONSOLE and accessories, turn POWER SWITCH to "OFF" and disconnect the AC POWER SUPPLY unit from the 110/120 volt wall outlet.

TROUBLESHOOTING

SYMPTOM	REMEDY
<input type="checkbox"/> No game image or blurry image when power is turned on.	<input type="checkbox"/> Press the Reset Button on your ColecoVision™ Console.
<input type="checkbox"/> Vertical color bars on screen.	<input type="checkbox"/> Turn power "OFF," then reinsert cartridge. Make sure cartridge orientation is correct.
<input type="checkbox"/> No color image on color TV.	<input type="checkbox"/> Check Color/B&W switch to make sure it's in the Color position. <input type="checkbox"/> Adjust Color Controls on your TV set.
<input type="checkbox"/> No control over game play.	<input type="checkbox"/> Make sure you are using the proper Controller type.

NOTICE

This game generates and uses radio frequency energy and if not installed and used properly, that is in strict accordance with the instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this game does cause interference to radio or television reception, which can be determined by turning the game off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

Reorient the TV antenna.

Relocate the game with respect to the TV.

Move the game away from the TV.

Plug the game into a different outlet so that game and TV are on different branch circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

"How to Identify and Resolve Radio TV Interference Problems".

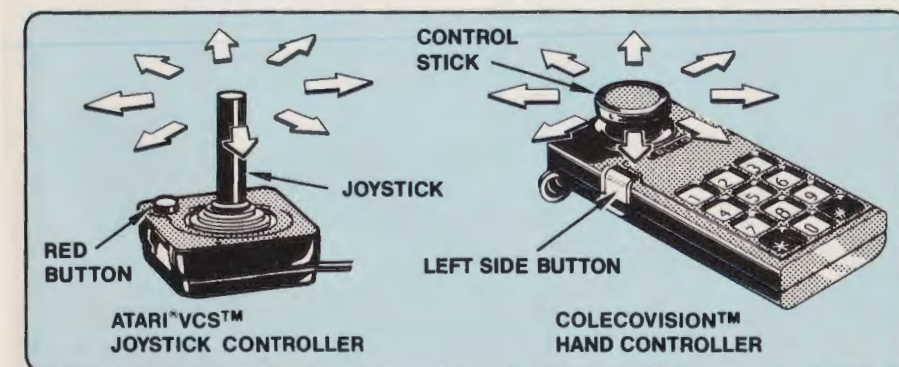
This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

NOTE: Either ColecoVision™ or Atari® VCS™ compatible controllers will fit into the sockets of your Expansion Module.



Your standard ColecoVision™ hand controllers can be used to play Atari® VCS™ compatible games that require joystick controllers.

The eight-directional control stick on your standard ColecoVision™ hand controller functions just like the eight-directional joystick on the Atari® VCS™ joystick controller.



The left side button on your standard ColecoVision™ hand controller functions just like the red button on the Atari® VCS™ joystick controller.

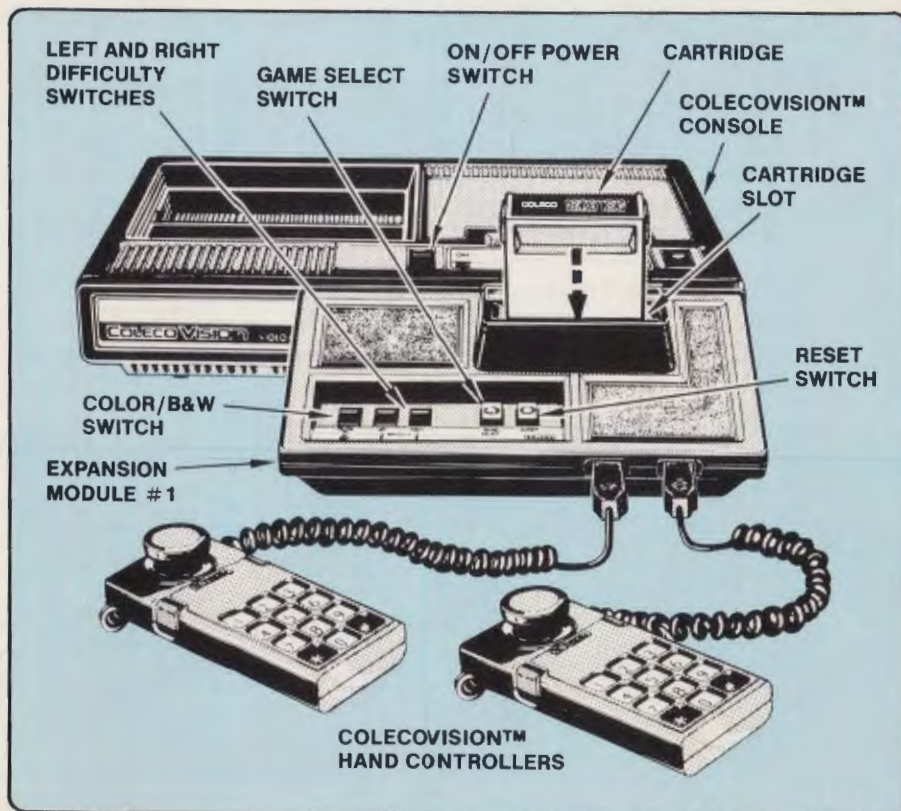
Refer to your cartridge instructions for details on game play.

INSERTING THE CARTRIDGE

1. Before inserting or removing Atari® VCS™ compatible GAME CARTRIDGE, always make sure that the POWER SWITCH on COLECOVISION™ CONSOLE is turned "OFF".
2. Hold the GAME CARTRIDGE so that the front label faces the COLECOVISION™ CONSOLE. Carefully insert the CARTRIDGE into the slot of the **EXPANSION MODULE**. See illustration below. Insert the CARTRIDGE until it is fully seated. **DO NOT FORCE**.

ATARI® VCS™ COMPATIBLE GAME CARTRIDGES SHOULD NOT BE INSERTED INTO THE COLECOVISION™ CONSOLE SLOT. INSERT ATARI® VCS™ COMPATIBLE GAME CARTRIDGES INTO EXPANSION MODULE SLOT ONLY.

When removing the GAME CARTRIDGE, simply pull it straight up and out of the slot. **Remember to turn the POWER SWITCH "OFF"** before removing the CARTRIDGE. The POWER SWITCH on ColecoVision™ CONSOLE should be turned "OFF" when game is not being used.



TO START PLAY

1. Turn on your TV set. TV should be tuned to same Channel as the CHANNEL SELECT SWITCH on the COLECOVISION™ CONSOLE.
2. Slide the COLOR/B&W switch on your Expansion Module to the COLOR position if your COLECOVISION™ CONSOLE is connected to a Color TV set.
If you have a black and white TV set, slide the COLOR/B&W switch to the B&W position.
3. Slide the POWER switch on the COLECOVISION™ CONSOLE to "ON". Game image will appear on your TV screen.
4. The GAME SELECT button allows you to select the Game desired before you begin to play.
5. In some games, the LEFT and RIGHT DIFFICULTY switches are used for skill level desired. Refer to your game instruction booklet for details.

Now you are ready to play your game. Refer to your game instruction booklet for details.

NOTE: You cannot play ColecoVision™ Cartridges while the Expansion Module is connected to the ColecoVision™ Console.

When you disconnect the Module from ColecoVision™ Console, first turn POWER SWITCH to "OFF". Remember to close the INTERFACE DOOR on ColecoVision™ to protect the electrical components inside the unit.

WARNING: ALWAYS UNPLUG THE POWER SUPPLY FROM THE 110/120 VOLT OUTLET WHEN YOU HAVE FINISHED PLAYING.

CARE OF YOUR GAME

- ❑ Treat your COLECOVISION™ EXPANSION MODULE with care.
- ❑ Before inserting or removing GAME CARTRIDGE, **always make sure that the POWER SWITCH on CONSOLE unit is turned "OFF"**.
- ❑ Always unplug the POWER SUPPLY from the 110/120 volt outlet when you have finished playing. **IMPORTANT: ONLY CONNECT THE CONSOLE POWER SUPPLY UNIT INTO A 110/120 VOLT HOUSEHOLD ELECTRICAL SERVICE, OTHERWISE SERIOUS DAMAGE MAY OCCUR TO ELECTRICAL PARTS OF THE SYSTEM.**
- ❑ Do not drop or bang EXPANSION MODULE, CONSOLE or HAND CONTROLLERS.
- ❑ Do not store or leave EXPANSION MODULE, CONSOLE and accessories where they may be subject to heat build-up.
- ❑ Do not force GAME CARTRIDGE in EXPANSION MODULE.
- ❑ **Do not attempt to repair Expansion Module.** It does not contain any owner serviceable parts. Refer to your TROUBLESHOOTING section, if not successful refer to LIMITED WARRANTY.

(CONTINUED ON NEXT PAGE)