

# COLECO VISION™

## EXPANSION MODULE #2

### 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

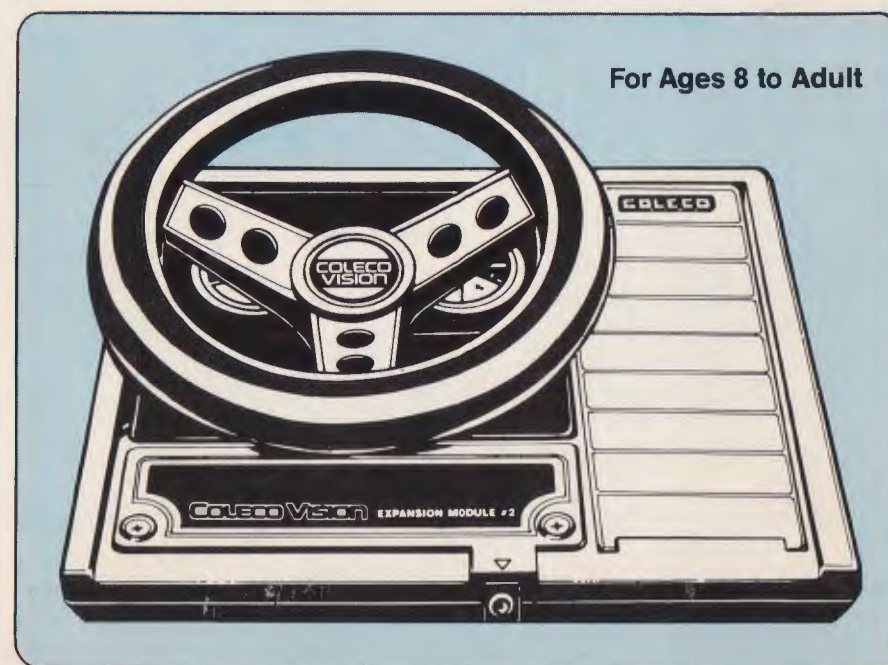
Guide No.75701A

MODEL NO. 2413

# COLECO VISION™

## EXPANSION MODULE #2

Lets you play Arcade-Quality Driving & Racing Games on Your ColecoVision™ Game System!



For Ages 8 to Adult

Requires 4 "C" Cell Alkaline Batteries or Coleco's # 2298 Perma Power™ Battery Eliminator (neither included).

# COLECO

COLECO INDUSTRIES INC., AMSTERDAM, NEW YORK 12010

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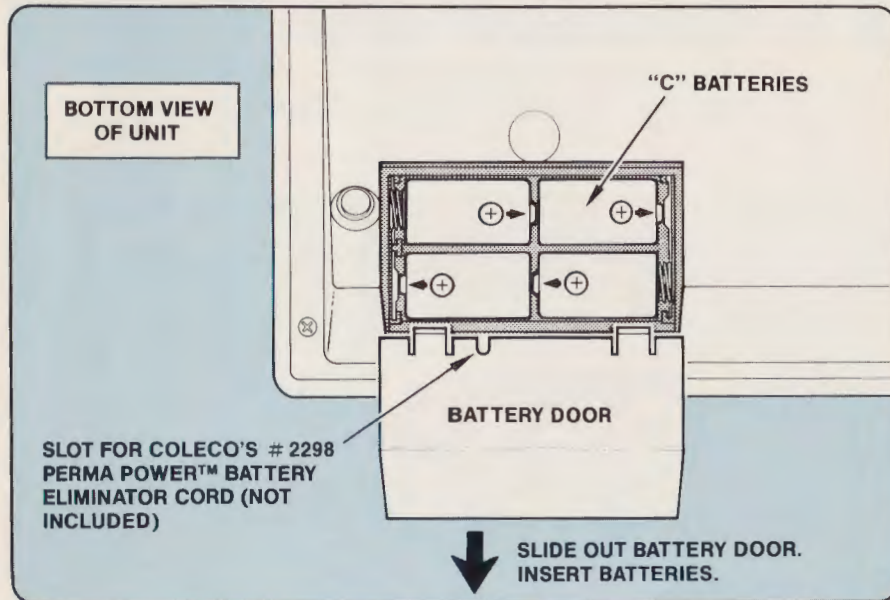
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## INSERT GAME BATTERIES

Requires 4 "C" cell alkaline batteries or COLECO'S # 2298 PERMA POWER™ BATTERY ELIMINATOR (neither included).



## THIS PRODUCT SHOULD ONLY BE ASSEMBLED BY AN ADULT.

To insert batteries, slide out battery door and insert 4 "C" cell **alkaline** batteries in the order and direction shown. Replace battery door.

**NOTE:** Game will not operate properly if batteries are weak. Any erratic play action may be a symptom of weak batteries. Replace with fresh alkaline batteries or a Perma Power™ Battery Eliminator.

## STOP BUYING BATTERIES

COLECO'S # 2298 PERMA POWER™ BATTERY ELIMINATOR will operate your COLECO games, plus many other manufacturers' products. See your local dealer for details.

# COLECO VISION™ EXPANSION MODULE #2

NO. 2413

ACCESSORIES AVAILABLE

If accessories are not available at your local dealer, they can be obtained from Coleco Industries, Inc., Customer Service Department, P.O. Box 47, Amsterdam, N.Y. 12010.

Fill out and send this form.

Please ship ( ) ea. Accelerator Pedal	@	\$6.00	
Please ship ( ) ea. Rubber Feet & Suction Cups.	@	1.00	
Merchandise Total			
Appropriate State Tax			
Shipping and Handling			2.00
Total			

SEND COMPLETE FORM WITH CHECK OR MONEY ORDER ONLY. (DO NOT MAIL CASH OR COINS.)

NO C.O.D. ORDERS WILL BE ACCEPTED.

**NOTE:** PRICES AND PARTS SUBJECT TO CHANGE WITHOUT PRIOR NOTICE

— SHIPPING LABEL — PRINT CLEARLY IN INK — DO NOT REMOVE —

**COLECO**

COLECO IND. INC., P.O. BOX 47  
AMSTERDAM, N.Y. 12010

TO

NAME .....

ADDRESS .....

CITY ..... STATE .....

ZIP CODE .....

**POSTMASTER:**

CONTENTS MERCHANDISE — RETURN POSTAGE GUARANTEED.  
MAY BE OPENED FOR POSTAL INSPECTION IF NECESSARY.

CUT ALONG DOTTED LINE. FILL OUT BOTH SECTIONS AND MAIL



## LIMITED WARRANTY

Coleco warrants to the original consumer purchaser of its ColecoVision™ Expansion Module # 2 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 # 2 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 # 2 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 \$20.00.

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.**

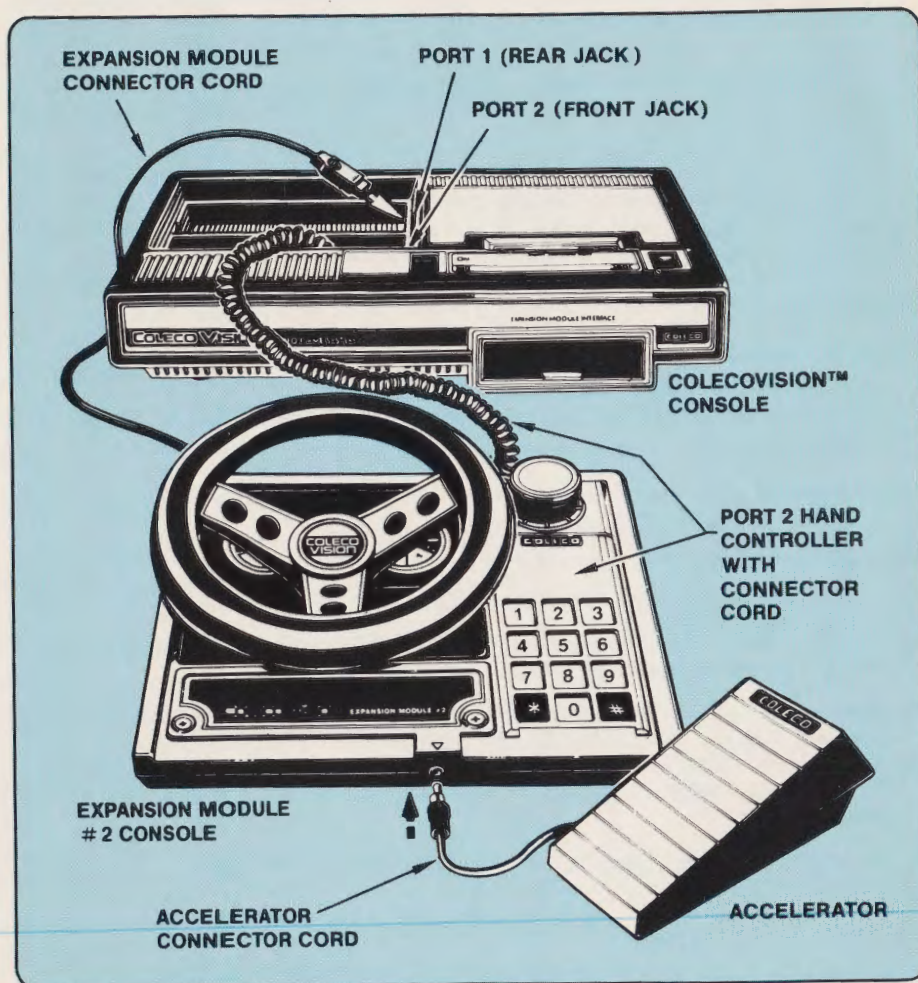
**Consumer Electronics Department**

**P.O. Box 47**

**Amsterdam, New York 12010**

**Attention: Consumer Quality Manager**

## HOOKING UP YOUR EXPANSION MODULE



1. Unplug and remove the Port 1 Hand Controller from the COLECOVISION™ console, and set it aside.
2. Plug the Expansion Module Connector Cord into the Port 1 jack of the COLECOVISION™ console. See illustration above.
3. Remove Accelerator from the storage well in the Expansion Module. Push down on the bottom of the Accelerator. This will raise the top of the Pedal out far enough from the storage well to grasp and lift out. Now plug the Accelerator Connector Cord into the jack in front of the Expansion Module as shown. Place Accelerator on the floor.

(Continued on next page)



4. Lift out the Port 2 Hand Controller from the COLECOVISION™ console and slide the bottom of Hand Controller into the Accelerator Pedal Well. When Hand Controller is in place, align the Connector Cord with the slot provided and push the top of the Hand Controller down until it snaps into place. **BE SURE** Port 2 Hand Controller is plugged into Port # 2 (front jack).

Now you are ready to begin playing your game! **BE SURE THAT THE COLECOVISION™ UNIT IS OFF BEFORE INSERTING OR REMOVING CARTRIDGE.** Refer to your GAME CARTRIDGE Instruction Guide for game play instructions.

To play your ColecoVision™ without the Expansion Module, remove Hand Controller from Expansion Module, push the locking clip back and grasp the Control Stick and lift out of the storage well. Place the Hand Controller back into Port 2 of your ColecoVision™ Console unit. Unplug the Accelerator Connector Cord from the jack in front of the Expansion Module. Neatly wind the cord and place Accelerator (and cord) back into the Accelerator storage well.

**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 force CONTROL STICK or bang on KEYPAD.
  - ☐ Do not use sharp or pointed object to activate KEYPAD BUTTONS.
  - ☐ Do not store or leave EXPANSION MODULE, CONSOLE and accessories where they may be subject to heat build-up.
  - ☐ 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.
- ☐ **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.

## TROUBLESHOOTING

SYMPTOM	REMEDY
<input type="checkbox"/> Buzzing sound	<input type="checkbox"/> Game Cartridge not properly inserted or fully seated in slot.
<input type="checkbox"/> Game doesn't start	<input type="checkbox"/> Expansion Module must be plugged into Port # 1 (rear jack) and Hand Controller into Port # 2 (front jack).
<input type="checkbox"/> Car doesn't accelerate	<input type="checkbox"/> Accelerator Pedal must be plugged into jack in front of Expansion Module.
<input type="checkbox"/> Erratic or no steering	<input type="checkbox"/> Batteries weak — replace with fresh alkaline batteries or a Perma-Power™ Battery Eliminator.

## 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.