LIMITED WARRANTY

Coleco warrants to the original consumer purchaser of its COLECOVISION™ SUPER ACTION™ CONTROLLER SET in the United States of America 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.

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. 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.

Any implied warranties arising out of the sale of the COLECOVISION™ SUPER ACTION™ CONTROLLER SET including the implied warranties of merchantability and fitness for a particular purpose are limited to the above 90 day period. Coleco shall in no event be liable for incidental, consequential, contingent or any other damages.

This warranty gives you specific legal rights, and you may have other rights which vary from State to State. Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied . warranty lasts, so the above limitations or exclusions may not apply to you.

SERVICE POLICY

Please read the Owner's Manual carefully before using the product. If your CONTROLLER SET fails to operate properly, please refer to the trouble-shooting checklist in the Owner's Manual. If you cannot correct the malfunction after consulting the trouble-shooting checklist, please call Customer Service on Coleco's toll-free service hotline: 1-800-842-1225 nationwide. This service is in operation from 8:00 a.m. to 5:00 p.m. Eastern Standard Time, Monday through Friday.

If Customer Service advises you to return your CONTROLLER SET, please 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 Service Station you have been directed to return it to by the toll-free service information. 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.

If your game requires service after expiration of the 90 day Limited Warranty period, please call Coleco's toll-free service hotline for instructions on how to proceed: 1-800-842-1225 nationwide.



The Most Sophisticated Video Game Controllers Yet!

SUPER ACTION™ and COLECOVISION™ are trademarks of Coleco Industries, Inc.

Package, Program and Audiovisual @ 1983 Coleco Industries, Inc. Amsterdam, New York 12010

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 INDUSTRIES INC., AMSTERDAM, NEW YORK 12010

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OWNERS MANUAL MODEL NO. 2491

GUIDE NO. 91877



The Most Sophisticated Video Game Controllers Yet!



COLECO INDUSTRIES INC., AMSTERDAM, NEW YORK 12010

1983, Coleco Industries, Inc.

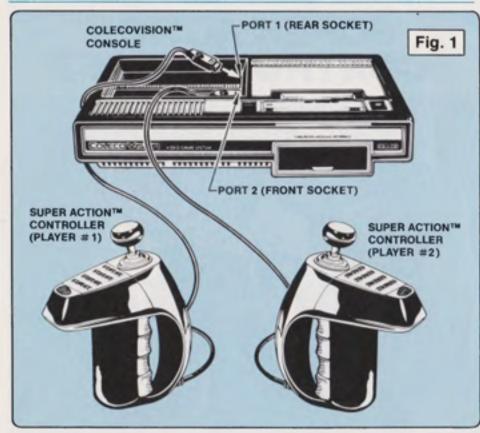
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1-800-842-1225

HOOKING UP YOUR SUPER ACTION™ CONTROLLERS



- 1. Unplug and remove the Hand Controllers from the ColecoVision™ Console unit, and set them aside.
- Plug a Super Action[™] Controller into the Port 1 socket (rear socket) of your ColecoVision[™] Console unit. Port 1 Controller is used for One-Player Games.
- 3. Plug a Super Action[™] Controller into the Port 2 socket (front socket) of your console unit. See Fig. 1.

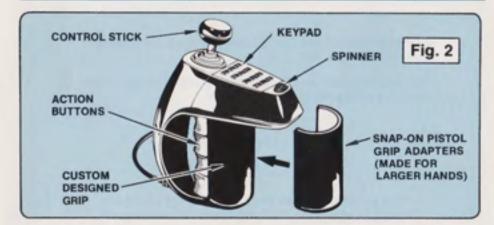
The Controller jacks will fit only one way - DO NOT FORCE them into the controller sockets.

Included with your controllers are Snap on Pistol Grips. The Snap on Pistol Grips. make for easy handling and comfortable use. They are included to accommodate large size hands. Simply snap the Pistol Grips over the hand grip on your Super Action™ Controller as shown in Fig. 2.

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

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

YOUR SUPER ACTION™ CONTROLLERS



CARE OF YOUR GAME

- □ Treat your COLECOVISION[™] SUPER ACTION[™] CONTROLLERS 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 CONTROLLERS, or COLECOVISION™ CONSOLE unit.
- Do not use sharp or pointed object to activate KEYPAD BUTTONS.
- Do not store or leave CONTROLLERS, CONSOLE and accessories where they may be subject to heat build-up.
- Keep away from moisture. Do not immerse CONTROLLERS or CONSOLE in water. Use a soft, slightly damp cloth to wipe clean.

■ Do not attempt to repair SUPER ACTION[™] CONTROLLERS. They do not contain any owner serviceable parts. Refer to your TROUBLESHOOTING section, if not successful refer to LIMITED WARRANTY.

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.

circuits.

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

SYMPTON

Hand Co correctly

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

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

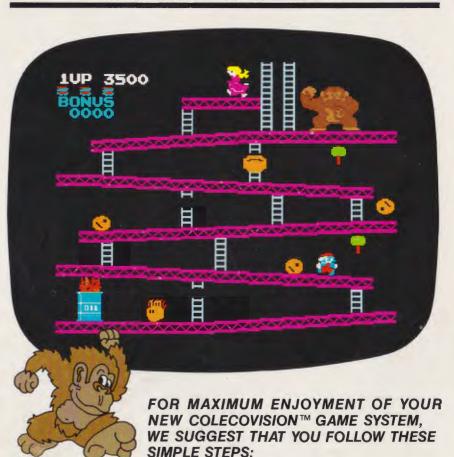
If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

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

TROUBLESHOOTING

M		REMEDY
ontroller n	ot functioning	Check and see if the Controller Jack is firmly seated in the socket of the Console unit.
		If the other hand controller is work- ing correctly, simply switch the working controller and firmly insert the jack into the non-working plug. If working controller fails to work cor- rectly, the Console unit is probably faulty. If working controller works properly in other jack, the first con- troller is probably faulty.
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COLOR TUNING INSTRUCTIONS



1. FOLLOW THE INSTRUCTIONS FOR INSERTING THE DON-KEY KONG[™] CARTRIDGE IN YOUR COLECOVISION[™] CON-SOLE AND SETTING FOR NORMAL GAME PLAY.

2. USING THE ACCOMPANYING ILLUSTRATION AS A GUIDE, ADJUST YOUR TELEVISION'S FINE TUNING CON-TROLS (IF IT IS EQUIPPED WITH MANUAL CONTROLS), TO MATCH THE COLORS AS CLOSELY AS POSSIBLE. THIS WILL ENABLE YOU TO ENJOY THE BEST VISUAL EFFECTS POSSIBLE FOR DONKEY KONG[™] AND OTHER COLECOVI-SION[™] CARTRIDGES.

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