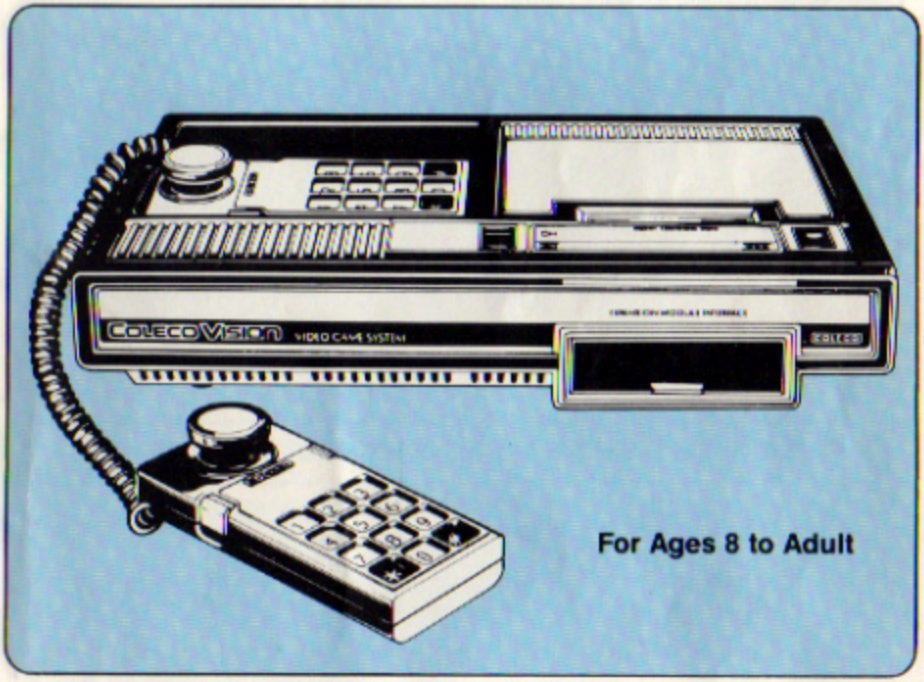
OWNERS MANUAL

MODEL NO. 2400

Guide No. 78200A

COLECO VISION™

THE ARCADE QUALITY VIDEO GAME SYSTEM



For Ages 8 to Adult

COLECO

COLECO INDUSTRIES INC., AMSTERDAM, NEW YORK 12010

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Printed in U.S.A.

COLECO VISION™

THE ARCADE QUALITY VIDEO GAME SYSTEM



THIS PRODUCT SHOULD ONLY BE ASSEMBLED BY AN ADULT.

ColecoVision™ IS FOR COLOR TV VIEWING ONLY

FEDERAL COMMUNICATIONS COMMISSION REQUIRES THE FOLLOWING:

Do not simultaneously hook up more than one TV set to a ColecoVision™ video game. Do not use any more flat twin-lead from switch box to TV set than is supplied with the switch box. Do not connect ColecoVision™ cable directly to any TV antenna or cable TV outlet. Avoid attaching loose wires to your TV antenna terminals when using ColecoVision™. Doing any of the above may cause interference to nearby TV sets and is against Federal Communication Commission regulations.

CONNECTING THE ANTENNA SWITCH BOX

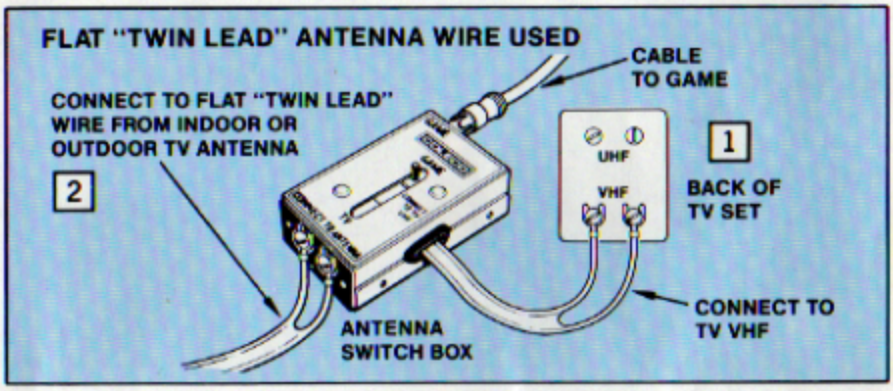
An antenna switch box is provided as a convenience to allow you to select, by the flick of a switch, either the ColecoVision™ games or regular TV viewing. Once installed it need not be removed.

FOR FLAT "TWIN LEAD" ANTENNA WIRE USE

Connect the ANTENNA SWITCH BOX as follows:

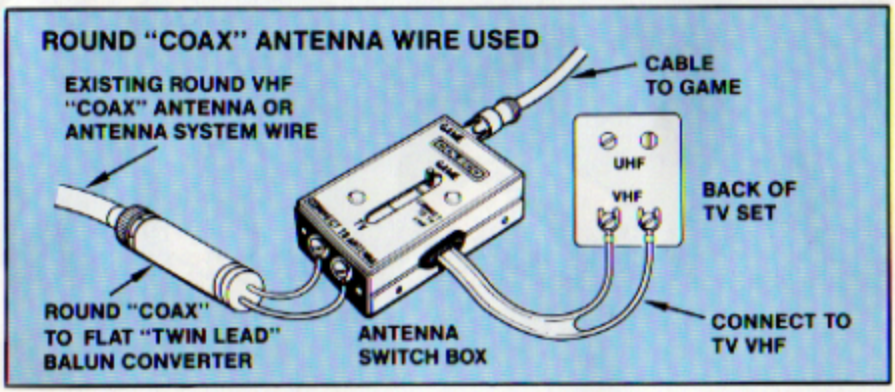
1. Disconnect the flat twin-lead VHF antenna leads from your TV set. Connect the flat twin-lead from the switch box to terminals on the back of the TV set marked "VHF".

2. Connect the flat twin-lead (300 OHM) TV antenna leads which you have just disconnected from the outdoor antenna, cable TV, or rabbit ears to the switch box marked "Antenna". See **FLAT "TWIN LEAD"** illustration below.



FOR ROUND "COAX" ANTENNA OR CABLE TV USE

NOTE: If you have cable TV or your TV has a round coax cable connector only; a "75 OHM to 300 OHM Balun" matching transformer may be required. This is readily available at a television service department to permit proper connection to the switch box. Connect this balun to the switch box. See **ROUND "COAX"** illustration below.



CONNECTING ANTENNA SWITCH BOX TO A T.V. WITH VHF COAX CABLE CONNECTOR *ONLY*

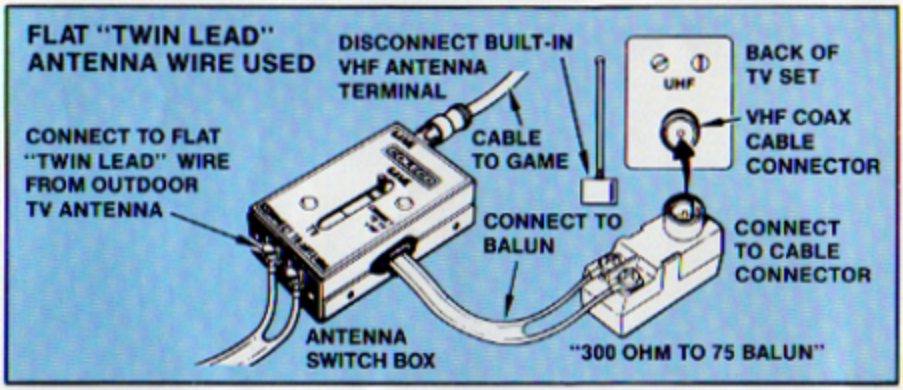
FOR OUTDOOR ANTENNA

Connect the ANTENNA SWITCH BOX as follows:

1. Disconnect the internal VHF antenna plug from your T.V. set as shown. Connect the flat twin-lead from the Antenna Switch Box to Screw Terminals on your "300 OHM to 75 OHM Balun". This "Balun" is normally supplied with your T.V. set or is readily available at a local television dealer or T.V. Service Department.

   Simply plug the "Balun" on to the VHF antenna terminal on your T.V. set, see illustration below.

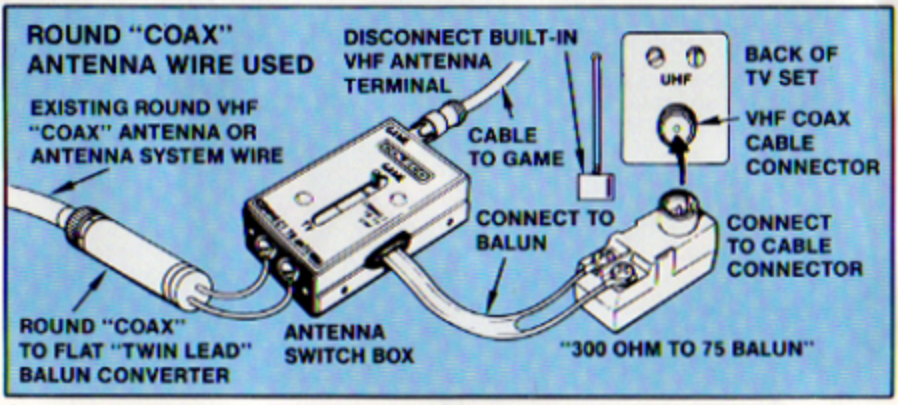
2. Connect the flat-lead (300 OHM) T.V. antenna leads from the outdoor antenna to Switch Box Screw Terminals marked "Antenna".



FOR CABLE T.V.

If you have Cable T.V., repeat step 1 to connect your "300 OHM to 75 OHM Balun" to Antenna Switch Box. Now connect existing round VHF coax antenna or antenna system wire through a coax Balun to the Switch Box Screw Terminals marked "Antenna". See illustration below.

3. Once Antenna Switch Box is installed, it does not need to be removed. Move the switch back to "T.V." for regular viewing.



CONNECTING THE CONSOLE PARTS

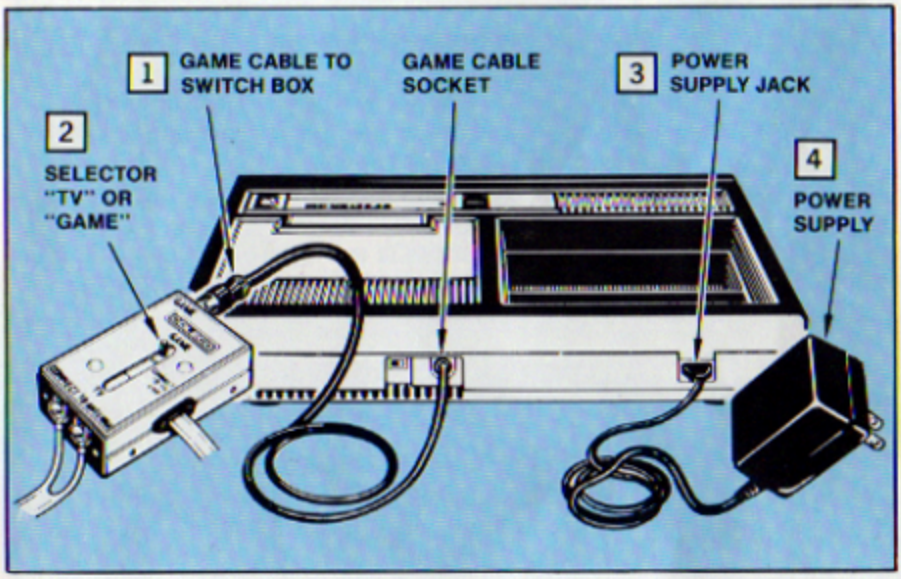
1. Plug GAME CABLE to ANTENNA SWITCH BOX socket marked GAME. Plug other end of GAME CABLE into socket in rear of CONSOLE.

2. Move the select switch to "GAME". (Remember that after playing with your ColecoVision™ games, move the switch back to "TV" for regular viewing.)

CAUTION: For best transmission of the games, be sure switch is moved all the way over to "GAME" position.

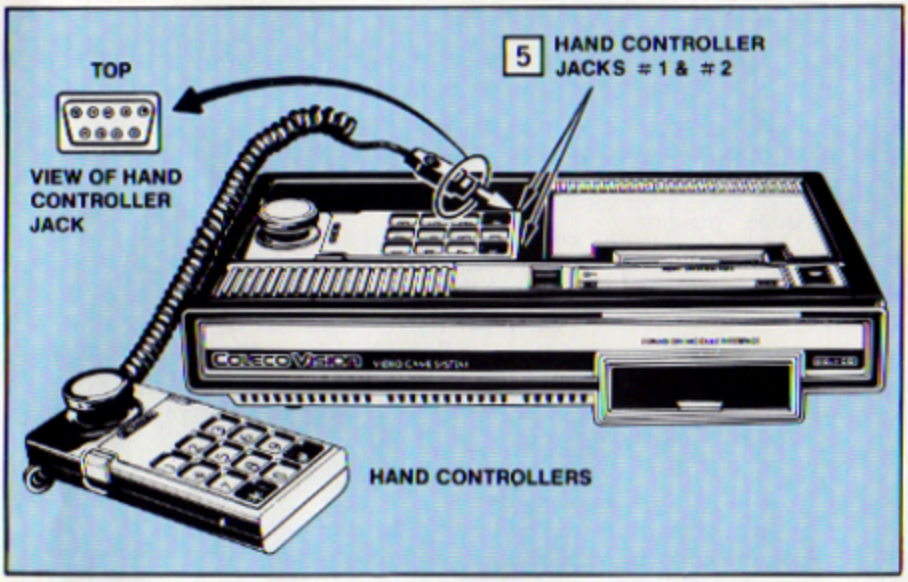
3. Plug the JACK of the POWER SUPPLY into the SOCKET in back of your Coleco-Vision™ CONSOLE UNIT. MAKE SURE THAT THE ON/OFF SWITCH ON THE CONSOLE UNIT IS TURNED OFF.

4. Plug the POWER SUPPLY unit into a 110/120-volt household electrical outlet. A U.L. approved extension cord may be used to connect POWER SUPPLY to 110/120-volt outlet, if required. Make sure POWER SUPPLY is fully inserted into the electrical outlet.



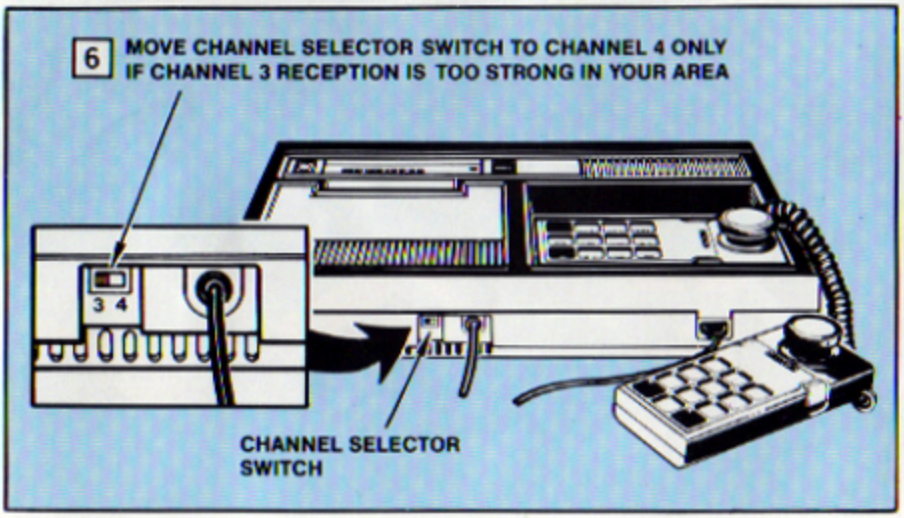
(CONTINUED ON NEXT PAGE)

5 Attach the HAND CONTROLLERS by plugging them into the appropriate JACKS inside the HAND CONTROLLER storage compartments as shown.



6 Turn ColecoVision™ game ON and tune TV set to CHANNEL 3. ColecoVision™ GAME has been pre-set at the factory for use on Channel 3. Adjust your TV volume down to a minimum.

IMPORTANT: If you have a strong local TV station on Channel **3**, move the CHANNEL SELECTOR switch carefully to Channel **4** position. Tune TV set for Channel **4**. The CHANNEL SELECTOR switch is located at the rear of the CONSOLE. See illustration.



Adjustment of "FINE TUNE" control is required. Adjust the "COLOR", "TINT" and "CONTRAST" controls as necessary.

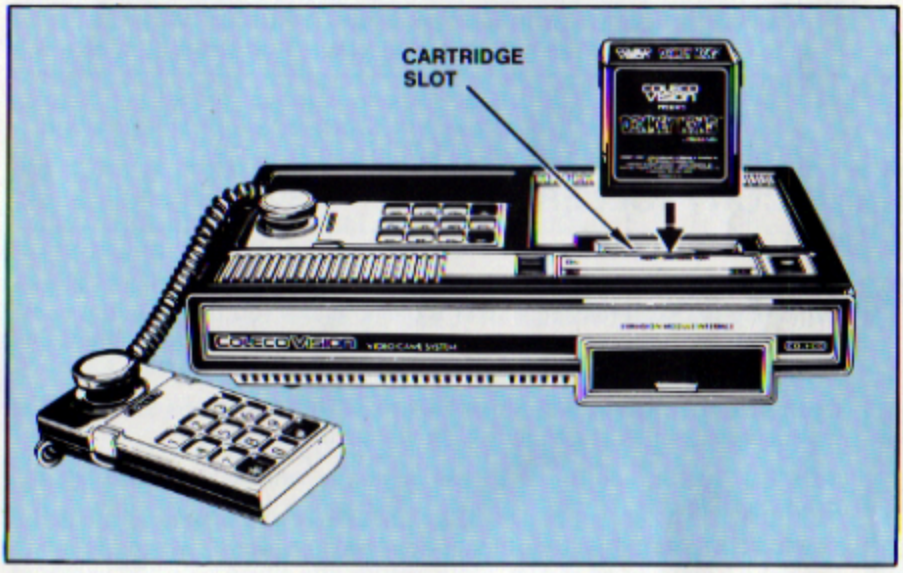
On TV sets with AUTOMATIC COLOR CONTROL, this control should be turned "OFF", and fine tuning adjusted manually until best picture is obtained. Note that on some TV sets there may be two different settings of fine tuning for the same Channel, tune for the best picture.

INSERTING THE CARTRIDGE

1 Before inserting or removing GAME CARTRIDGE, **always make sure that the POWER SWITCH on ColecoVision™ CONSOLE unit is turned "OFF".**

Hold the GAME CARTRIDGE so that the name of the game is facing you and reads right side up.

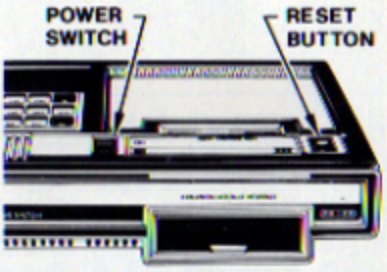
2 Carefully insert the GAME CARTRIDGE into the slot on the right side of the CONSOLE unit. See illustration. Insert the CARTRIDGE until it is fully seated. DO NOT FORCE.



When removing the GAME CARTRIDGE, simply pull it straight up and out of the slot. **Remember to turn the POWER SWITCH "OFF"** when 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 CONSOLE unit. See Step 6, page 6.
2. Slide the POWER SWITCH on the CONSOLE unit to "ON".
3. Press the RESET BUTTON. The title screen will appear on your TV. Wait for the SKILL/PLAYER OPTION screen to appear. Adjust your volume, fine tuning and color controls to a pleasing level.
4. Refer to your GAME CARTRIDGE Instruction Guide for game play instructions.



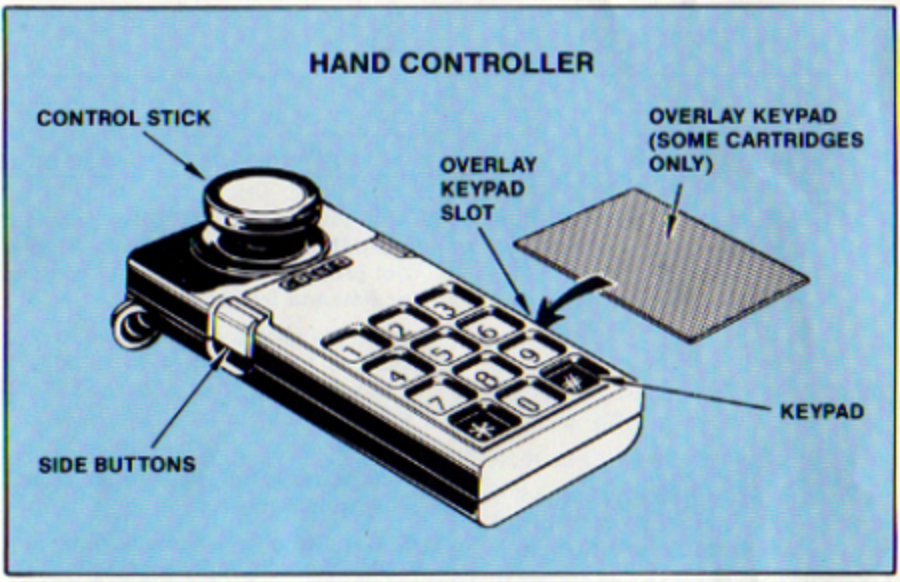
5. When returning to regular TV programming, slide the POWER SWITCH on the CONSOLE unit to "OFF". Slide the switch on the ANTENNA SWITCH BOX back to "TV" position.

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

HAND CONTROLLERS

1. **KEYPAD:** Keypad Buttons 1-8 allow you to select a GAME Option before beginning to play. Pressing * after a game allows you to replay the same Game Option; pressing # after a game allows you to return to the Game Option screen. The keypad has additional uses for some games.
2. **CONTROL STICK:** The eight-directional control stick allows you to direct movement of an object depending on the game cartridge.
3. **SIDE BUTTONS:** Side Buttons have varying functions, depending on the game cartridge.
4. **OVERLAY KEYPAD:** Some cartridges come with an overlay, which slides into the Hand Controller as shown. Store overlay into space provided in rear of your ColecoVision™ cartridge when not in use.

Each cartridge comes with its own detailed instructions for game play.



CARE OF YOUR GAME

- Treat your ColecoVision™ GAME 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 CONSOLE unit 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 CONSOLE unit and accessories where they may be subject to heat build-up.
- Do not force GAME CARTRIDGE in CONSOLE unit.
- Keep GAME away from heat and moisture. Do not immerse CONSOLE unit or HAND CONTROLLERS in water. To clean, use a soft, slightly damp cloth to wipe ColecoVision™ CONSOLE unit, HAND CONTROLLERS and CARTRIDGES.

WARNING: Before cleaning console unit 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 game.** It does not contain any owner serviceable parts. Refer to your Trouble Shooting section, if not successful refer to LIMITED WARRANTY.

TROUBLESHOOTING

SYMPTOM	REMEDY
☐ No GAME image on your TV screen ☐ Faint TV image or game is blurry.	☐ Antenna Switch BOX not set to "GAME" position or Game Cable not properly plugged in at Console or Antenna Switch Box. ☐ Slide the switch on Antenna Switch Box all the way over to "GAME" position, then back to the "TV" position, then back to "GAME" position. ☐ Antenna lead not properly attached. Follow instructions. ☐ Power Switch on Console unit not "ON", Power Supply not fully seated into outlet, or Power Cable not properly connected. ☐ TV not on Channel 3 (or 4 if game is set on 4). ☐ **Game Cartridge not properly inserted or fully seated in slot.** ☐ Game Cartridge inserted into Console unit when POWER SWITCH was "ON". Slide the POWER SWITCH to "OFF", then back to "ON". ☐ Note that on some TV sets there may be two different settings of fine tuning for the same Channel, tune for the best picture.
☐ No Game sounds	☐ TV volume not turned up. Adjust your Volume Control to a normal level. ☐ Adjust your Fine Tune Control.
☐ Buzzing sound or Distortion Sound	☐ Adjust your Fine Tune Controls until the sound and picture are clear. ☐ Broadcasting from Channel 3, 4 (or Cable TV) may be particularly strong in your area. Disconnect the Antenna connections on the

	Antenna Switch Box. Now play the Game. You will have to reconnect again for regular TV viewing.
☐ No regular TV Programs	☐ Move the "SELECT SWITCH" on Antenna Switch Box back to "TV" for regular viewing. ☐ Connections on Antenna Switch Box or TV set not properly connected. Follow the instructions.
☐ Stripes, lots of snow.	☐ Adjust the Horizontal Hold located on front, side or rear of TV set. ☐ Reduce Color Intensity. ☐ If Picture WAVES, adjust Fine Tune and Contrast Controls until a sharp, steady picture is obtained. ☐ Wind excess Game Cable into neat coil and try to move Game away from TV if necessary.
☐ Hand Controller not functioning correctly	☐ Check and see if the Controller Jack is firmly seated in the socket of the Console unit. ☐ If the other hand controller is working correctly, simply switch the working controller and firmly insert the jack into the non-working plug. If working controller fails to work correctly, the Console unit is probably faulty. If working controller works properly in other jack, the first controller is probably faulty. See Limited Warranty for returns.

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.

LIMITED WARRANTY

Coleco warrants to the original consumer purchaser of its ColecoVision™ video game system 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™ 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 trouble-shooting checklist in the Owner's Manual. If you cannot correct the malfunction after consulting the trouble-shooting 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 game 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 game, postage prepaid and insured, with your check payable to Coleco Industries, Inc. in the amount of:

ColecoVision™ Console Unit	$40.00
Hand Held Controller	10.00
Game Cartridge	10.00

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

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

COLECOVISION™ VIDEO GAME SYSTEM

NO. 2400
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. Power Supply R-55416	@	$35.00	
Please ship ( ) ea. Antenna Switch Box R-74608	@	10.95	
Please ship ( ) ea. Game Cable R-75315	@	9.95	
Please ship ( ) ea. Hand Controller S-78022	@	27.00	
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 —



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