

(continued from Pg 15)

5. Tech Talk: Dive into the technical aspects of ColecoVision hardware, peripherals, and modifications. What makes this console tick?

6. Lost Treasures: Explore the fascinating world of unreleased ColecoVision games, prototypes, and the stories behind them.

7. Nostalgia Trips: Take a trip down memory lane with personal anecdotes, childhood memories, and reflections on the impact of ColecoVision on gaming culture.

Whether you're a seasoned writer or a newcomer to the world of ColecoVision, we encourage you to share your passion and expertise with our community. Let's celebrate the nostalgia, innovation, and enduring legacy of one of gaming's most iconic consoles.

Submit your articles, pitches, or inquiries to allthingscolevision@gmail.com. We look forward to hearing from you!

ALL THINGS COLECO VISION

ColecoDS

This month's topic is about emulators, specifically those related to ColecoVision. Quite a few exist, depending on the platform you want to play on. Beside the emulator, you also need the games themselves, in ROM form. Luckily all of the original games and others plus some of the emulators, are available to download on the internet at adamarchive.org or cvaddict.com.

One of the common platforms to play on is the PC. Some of the common emulators for the PC are CoolCV, Colem, Bluemsx, and AdamEM. All of these allow you to play the game and possibly ADAM software on your PC screen with various options to use the keyboard or attached xBox type controller.

Another option is to play the games on your TV. This is usually done from a retro game unit. You may see the term RetroArch, this software refers to a game unit that attaches to your TV via a HDMI cable. Using a xBox or NES style controller and optional keyboard, you can play not only ColecoVision, but many other system games that are included in the setup. These usually include the older Nintendo, PlayStation, Sega, arcade, and older computer games. Everything is basically included and you are buying a ready to go system.



(continued Pg 3)

Emulation

In this edition of the All Things ColecoVision newsletter, we delve into the realm of emulation, a digital gateway that allows us to revisit the golden era of gaming with ColecoVision. Emulation software has emerged as a bridge between the past and present, enabling us to relive cherished memories of classic games while embracing the conveniences and advancements of modern technology.

ColecoVision holds a special place in the hearts of many gaming aficionados, serving as a symbol of innovation and excitement during the early days of video gaming. As time marches on, the original hardware becomes increasingly scarce, making it challenging for enthusiasts to experience the magic of ColecoVision firsthand. However, emulation offers a solution by faithfully replicating the functionality of ColecoVision hardware on contemporary devices such as computers, smartphones, and gaming consoles.

One of the most significant advantages of ColecoVision emulators is their accessibility. With just a few clicks, enthusiasts can download emulation software and a vast library of ColecoVision ROMs, instantly gaining access to a treasure trove of classic titles. Whether you're a seasoned veteran or a newcomer to the world of ColecoVision, emulation provides an easy and convenient way to explore the platform's rich gaming history.

Emulation doesn't merely replicate the past; it enhances it. Many ColecoVision emulators offer features that were not available on the original hardware, such as save states, customizable controls, and graphical enhancements. These modern amenities empower players to tailor their gaming experience to suit their preferences, whether it's reliving the challenge of classic titles or experimenting with new game play options.

While emulation opens doors to the past, it also raises important questions about legality and ethics. It's essential for enthusiasts to respect copyright laws and support developers and publishers who continue to preserve and re-release classic games through official channels. By doing so, we can ensure that the creators receive the recognition and compensation they deserve while fostering a vibrant ecosystem for retro gaming.

Happy gaming!

The All Things ColecoVision Newsletter Team

©2024 8 Bit Milli Games - All Rights Reserved.

Please visit www.AllThingsColecoVision.com if you have any questions, wish to advertise or submit an article.

Contributors:

William "Milli" Hicks has spent the last 25 years working in the computer industry as a software engineer. During this time he has also been very active on the side with retro computers and video game consoles. In 2019 he decided to see if he could take his hobby and actually make money at it by starting 8 Bit Milli Games.

Jeff McFall is a child of the 70's, who grew up in the 80's. A true collector, not just retro (and current) video games, also stamps, movies, TV shows & music. I am a lifelong Pennsylvania resident, I have a grown son and daughter, and three granddaughters. I live with my very patient wife and psycho dog Cosmo.

Michael Dougherty has played video games since Pong. While his first dedicated system was an Intellivision, he did have an ADAM upon release (briefly) before getting back into the ColecoVision in the mid-1990s. He currently has over about 150 CV games – plus a few for the ADAM.

Call for Articles

Do you have a passion for the golden age of gaming? Are you a collector, a historian, or simply someone who loves all things ColecoVision? If so, we want to hear from you!

The All Things ColecoVision newsletter is seeking submissions for articles, features, and insights related to our beloved gaming console and its rich history. Whether you have a personal story to share, a deep dive into a classic game, or insights into the technical aspects of ColecoVision hardware, we welcome contributions from all corners of the ColecoVision community.

Here are some suggested topics, but feel free to pitch your own ideas:

1. **Retro Reviews:** Share your thoughts and memories of classic ColecoVision games. What made them special, and how do they hold up today?
2. **Collector's Corner:** Do you have a prized ColecoVision collection? Tell us about your favorite finds, rare gems, and the thrill of the hunt.
3. **Developer Diaries:** Are you a developer or programmer with insights into ColecoVision game development? Share your experiences, challenges, and triumphs.
4. **Community Spotlights:** Highlight the vibrant ColecoVision community by profiling collectors, modders, homebrew developers, and other enthusiasts.

(continued Pg 16)

(continued from Pg 13)

too much for me though and it did sour me a little. If I had a Colecovision type controller for a computer and I knew a better way to navigate the site, this could be a site that I frequently visit. Again, I apologize if my lack of expertise and equipment hindered my ability to fairly judge the content for this site; however I feel that these reviews are for the novices as well as more experienced retro gamers. This site also offers tons of other playable systems that would interest all generations of gamers. It is quite possible others may not have the issues I incurred and if that is the case this is a great option!

Overall Rating: 68

Reviewer: Jeff McFall

ColecoDS

(continued from Pg 1)

Now to get to my main point of what I think is best. Obviously if you don't have a Coleco or Adam, then if you want to play the games, you need something from above. If you have a PC, then a PC emulator is fine. If you want to play off your TV AND play many other systems then a retro unit is fine.

But what if we have a Coleco or don't , BUT want to play while were watching TV, just sitting, etc. In other words, a handheld unit. Do you have a old Nintendo DS sitting around, or better yet a Nintendo DSI XL with the larger screen? Then, the ColecoDS is just the thing. The latest version is the creation of Dave Bernazzani.

The DS in addition to having the controller buttons as part of the handheld unit, it has a top and bottom screen. Why is this important? The double screen allows one to be used for the game screen, the other touch sensitive is used to display an overlay or keyboard to the specific software or game. That could be the standard Coleco controller numbers, or game overlay, or actual keyboard for ADAM software. In addition to the Coleco ROMs or ADAM software that you load, he also has options for you to load some other additional systems software, most importantly older Sega and MSX games. Assuming you have the Nintendo unit, all you need to buy is a R4 Nintendo flash card, around 40 dollars.

I originally put this on my granddaughters small DS. This works fine and with the 3 inch screen, comparable to the smaller handheld retro units. My recommendation, for the larger 4 inch screen, purchase a used Nintendo DSI XL. I got one at the local disc replay for 70 dollars, and with the 40 dollar R4 card you need, its not to expensive a venture. Just time is needed to get the ROMs and stuff off the internet and load it onto the SD card that comes with the R4 flash.

One caveat of the R4 flash card, at least the one I got off Amazon, is it contains emulators and some ROMs for Game Boy, NeoGeo, and Nintendo NES. You can then add any additional ROMs you find on the internet, making this a really complete handheld retro machine.

I believe he also has an Atari 2600 emulator for the DS that works in similar fashion. Overall Dave has done an excellent job. This is a great, fairly reasonable inexpensive option, to play ColecoVision, ADAM, and other games on a handheld device.

Dave's ColecoDS is at <https://github.com/wavemotion-dave/ColecoDS>

Article by: W Motel

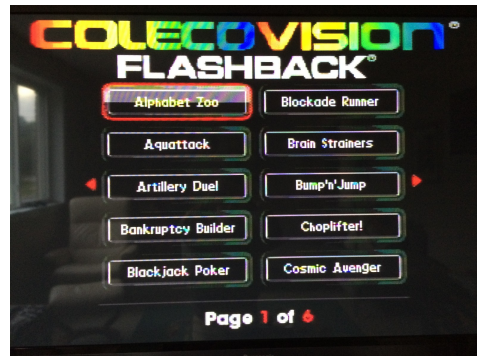
ColecoVision Flashback

First off, I would like to start with a disclaimer. I am always in favor of playing anything on the original hardware when available. I did briefly look at emulators when I first got the internet but quickly decided I will always prefer the original hardware. So with this month's newsletter focusing on emulation, I decided to talk about an emulation console, The Colecovision Flashback Classic Game Console by Atgames.



This edition of the Atgames Flashback series was released in October 2014. The console is loaded with a diverse collection of 60 games, 48 titles from the original release period of the early to mid 80's, and twelve homebrew releases from the post 2000 period. It would take too long to go over the complete game list. Some of my favorite releases are packed into this console such as Pepper II, Miner 2049er and Frenzy. The omissions of some of Colecovision's best offerings are most notable. With such great titles as Donkey Kong, Donkey Kong Jr., Q*Bert, and Lady Bug omitted, this could have been a lot more fun.

The functionality of the menu structure is straight forward enough. Ten games on a page is not overwhelming and it is quite easy to find the game that you are looking for. I think more could have been added, such as scrollable instructions or at least button layouts for each game. The hardware itself is a nice little package with two very serviceable clones of the original Colecovision controllers. The controllers are detachable with the same original connection ports, so original controllers should be usable. The unit is connected to a display using a two port component



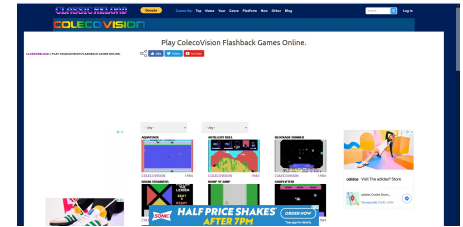
(continued Pg 5)

Classicreload.com

As another option for retro-gamers who don't want to install emulators and download roms onto their computer, there is an on-line playable alternative. The site is classicreload.com and the Colecovision specific link is

<https://classicreload.com/colecovision-collection.html>

There are 45 games available for free that can be played without any installation. When you click on each game there are very nice game descriptions, strategies, and even cheats if available.



I would like to be as straightforward as possible with this review. I had some problems with this site. These issues very well could have been user error on my part, as I don't normally use the internet for any type of gaming or activity like this. I don't have a USB controller or anything so I first tried a laptop without a keypad. There are instructions to follow to map keys, they were a bit complicated for me and I just started mashing keys. This was not a good move on my part as I ended up turning off the wi-fi on this laptop, which in turn stopped a huge un-resumable download that was almost finished. I then went to my other laptop with a full keypad. There is no virus protection other than what is built into Windows, this may have been another possible issue. There were ads that were running the whole time I was trying to get the game started. It took a good 2-3 minutes to get a game loaded, but I was finally successful. The game I started with was my favorite on the list, Miner 2049er.

I had never played Miner 2049er with keys before and it worked out quite well. I still would prefer a controller, but again this is my issue and not an issue with the site. I continued with Miner 2049er for a bit then tried Venture and Choplifter. All of the games played well once I finally got them loaded. I had just played these games a few weeks ago when I was reviewing the Colecovision Flashback and I really couldn't see any type of problems to say one is better than the other regarding game play.

With all things considered, since I own the flashback I do prefer that over this site. I don't think my laptop experienced any problems from my visit to the site. I don't think there is any malicious intent and fully understand that in order for sites like this to get some funding and stay free, ads are necessary. They were a bit

(continued Pg 14)

Email to The Editor:

Dear Editor,

I was deeply intrigued by your recent article, "Lost in Eternia: Unraveling the Tale of the Unreleased He-Man Video Game for ColecoVision," which delved into the fascinating history of a game that never saw the light of day. As a long-time fan of both He-Man and video games, I found myself captivated by the narrative of this lost treasure from the 1980s.

The article beautifully captured the essence of the era, painting a vivid picture of the cultural phenomenon that was He-Man and the Masters of the Universe. It was a time when action figures, cartoons, and video games converged to create an immersive experience for fans young and old. The prospect of a He-Man video game for the ColecoVision, with its promise of bringing the epic battles of Eternia to life, is nothing short of tantalizing.

What struck me most about the article was its exploration of the development process behind the unreleased game. The dedication and creativity of the team tasked with bringing He-Man to the world of gaming is truly commendable, especially considering the technical limitations they faced. It's a testament to their passion that even in the face of adversity, they were determined to deliver an unforgettable gaming experience.

However, the tragic cancellation of the He-Man game serves as a sobering reminder of the volatility of the video game industry, particularly during the tumultuous times of the mid-1980s. The demise of ColecoVision, along with the broader industry crash, cast a shadow over many promising projects, robbing players of the chance to embark on adventures in Eternia.

The quest for prototype copies and the ongoing fascination with what might have been are testaments to the enduring appeal of He-Man and the Masters of the Universe.

In closing, I want to express my gratitude for shedding light on this captivating piece of video game history.

Sincerely,
George L.

If you have something you would like to contribute send an email to the All Things ColecoVision newsletter at allthingscolecovision@gmail.com

(continued from Pg 4)

cable and has two simple buttons on the top, power and reset.

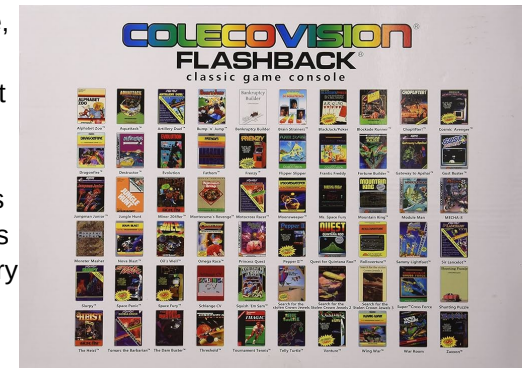
While it is a very nice unit to introduce someone to the Colecovision, it could have been so much better. In my opinion two things could have been added to make this a can't miss. A cartridge slot could have been incorporated as Atgames did with their Genesis Flashback. This could have allowed collectors like myself

to feel the satisfaction of inserting a cartridge. The other thing that could have made this a stellar unit would have been a memory card slot. There are some hacks available online, but if you are like me, and have limited electronic skills a simple loading of roms onto a memory card would have been ideal.

As I am not reviewing a single game, I don't think our regular reviewing criteria would be applicable. The unit reproduces all of the great graphics and sounds that we all love as Colecovision enthusiasts. The unit is consistently available on eBay and is easy to obtain. If there was a memory card slot I would have no problem rating this console in the high 80s to low 90s. As it is though, this is still a reliable, fun console that captures the spirit and overall greatness of the original Colecovision.

Overall Rating: 71

Reviewer: Jeff McFall



Exploring CoolCV

Hey there, fellow ColecoVision enthusiasts! Are you ready to embark on a journey back to the golden age of gaming? Buckle up, because we're about to dive headfirst into the wonderful world of CoolCV, the emulator that's revolutionizing how we experience classic ColecoVision titles.

A Blast from the Past:

Do you remember the thrill of inserting a cartridge into your ColecoVision console and being transported to a world of pixelated adventures? The sights, the sounds, the sheer joy of mastering challenging levels - it's a feeling that's hard to replicate. Or is it?

Enter CoolCV, the emulator that's bringing the magic of ColecoVision back to life in stunning detail. With CoolCV, you can relive all your favorite childhood memories and discover new gems from the ColecoVision library, right from the comfort of your modern device.

Authenticity at Its Finest:

What sets CoolCV apart from other emulators is its unwavering commitment to authenticity. From the moment you boot up the emulator, you'll be greeted with the familiar sights and sounds of the ColecoVision era. The colors pop, the music hums, and the gameplay feels just like it did back in the '80s.

But CoolCV doesn't stop at mere replication - it elevates the experience to new heights. With features like save states, customizable controls, and graphical enhancements, you have the power to tailor your ColecoVision experience to your liking. Want to breeze through that tricky level? Just create a save state and pick up right where you left off. Prefer a more immersive experience? Experiment with different graphical filters and relish in the nostalgia of old-school gaming.

A User-Friendly Adventure:

One of the best things about CoolCV is how easy it is to use. Whether you're a seasoned emulator veteran or a newcomer to the world of retro gaming, you'll feel right at home with CoolCV's intuitive interface. Loading ROMs, configuring settings, and navigating menus is a breeze, allowing you to spend less time fiddling with options and more time diving into your favorite games.

(continued Pg 7)

(continued from Pg 11)

allowing players to enjoy a truly authentic retro gaming experience.

Community Engagement:

Beyond merely providing a platform for ROM distribution, the Adam Archive fosters a sense of community among ColecoVision enthusiasts. The website's forums, social media channels, and online communities serve as gathering spaces where fans can connect, share memories, and discuss their favorite games. This sense of camaraderie adds an extra layer of enjoyment to the gaming experience, transforming it from a solitary pastime into a shared passion.

Legal and Ethical Considerations:

It's important to note that while the Adam Archive offers free access to ColecoVision ROMs, users should exercise caution and adhere to legal and ethical guidelines regarding ROM usage. While the emulation of vintage gaming consoles and the distribution of associated ROMs is a gray area in terms of copyright law, it's essential for users to respect the intellectual property rights of game developers and publishers. Supporting official re-releases and remastered editions of classic games is one way to ensure that creators receive the recognition and compensation they deserve.

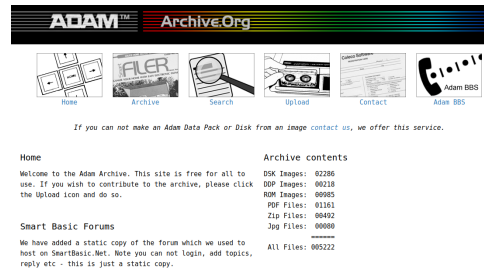
Conclusion:

In conclusion, the ColecoVision ROM collection on the Adam Archive stands as a testament to the enduring legacy of one of gaming's most beloved platforms. With its extensive selection, user-friendly interface, and commitment to quality and authenticity, the Adam Archive provides a valuable resource for retro gaming enthusiasts seeking to revisit the glory days of ColecoVision. Whether you're a seasoned gamer or a newcomer to the world of retro gaming, the Adam Archive invites you to embark on a journey through gaming history and rediscover the magic of ColecoVision.

Article by: William 'Milli' Hicks

Exploring the ColecoVision ROMs on Adam Archive

The Adam Archive stands as a digital treasure trove for retro gaming enthusiasts, offering a vast collection of ColecoVision ROMs for free download. With a library boasting 985 titles (as of this article), this online repository promises to be a haven for fans of the classic gaming platform. In this review, we'll delve into the features, variety, and overall experience offered by the ColecoVision ROM collection on the Adam Archive.



Variety and Selection:

One of the most appealing aspects of the Adam Archive's ColecoVision ROM collection is its sheer variety. With nearly a thousand titles to choose from, ranging from iconic classics to lesser-known gems, there's something to cater to every taste and preference. Whether you're a fan of action-packed arcade games, challenging puzzle titles, or engaging adventure experiences, you're bound to find a multitude of options to satisfy your gaming cravings.

Ease of Navigation:

Navigating through such a vast collection of ROMs can be a daunting task, but the Adam Archive's user-friendly interface makes the experience surprisingly seamless. The website's intuitive layout and search functionality allow users to quickly locate and access their desired ROMs with minimal hassle. Whether you're searching for a specific title or simply browsing for inspiration, finding your next gaming adventure is a breeze.

Quality and Authenticity:

A crucial aspect of any ROM collection is the quality and authenticity of the files offered, and the Adam Archive doesn't disappoint in this regard. The ROMs available for download are meticulously curated to ensure accuracy and fidelity to the original ColecoVision experience. From crisp graphics to authentic sound effects, each ROM faithfully preserves the essence of the classic games,

(continued Pg 10)

(continued from Pg 6)

And speaking of games, CoolCV supports a vast library of ColecoVision titles, ensuring that you'll never run out of adventures to embark on. From arcade classics like "Donkey Kong" and "Frogger" to hidden gems like "Montezuma's Revenge" and "Venture," there's something for everyone to enjoy.

A Community of Champions:

But CoolCV is more than just an emulator - it's a thriving community of passionate gamers who share a love for all things ColecoVision. Whether you're seeking gameplay tips, troubleshooting advice, or just want to reminisce about your favorite games, the CoolCV community has your back. With forums, social media groups, and online communities, connecting with fellow enthusiasts has never been easier.

And let's not forget about the developers behind CoolCV, who work tirelessly to improve and expand the emulator with each new release. Their dedication to preserving the legacy of ColecoVision is truly commendable, and we owe them a debt of gratitude for keeping the magic alive for generations to come.

Looking Towards the Future:

As we journey deeper into the digital age, the future of retro gaming has never looked brighter. With emulators like CoolCV leading the charge, we can look forward to countless hours of nostalgia-fueled fun for years to come. So dust off those controllers, fire up CoolCV, and get ready to experience the magic of ColecoVision like never before. The adventure awaits!

Article by: William 'Milli' Hicks

Can the ColecoVision be an Emulator?

The ColecoVision is a versatile machine. Its CPU – the incredible Z80 – formed the basis for MSX and early Sega consoles. It plays a wide variety of games, even without any of the special controllers. But how well does the console play games from other systems?

To begin with, the ColecoVision played Atari 2600 games with the addition of Expansion Module #1. This is a hardware add-on essentially added a 2600 clone to the unit, with the CV only providing power and output (audio and video).

But with its chipset so closely resembling a large family of consoles from the early-to-mid-1980s, it is not surprising that programmers are now using the ColecoVision to show off games from other systems. Two such game collections came out in 2023: the SG-1000 Multi Game Cartridge and Ed Averett's Odyssey 2 Inspiration Pack.

The software for both collections were developed by Digital Fluff. Dragonfly-Amusement did the production while EMIRES and Tech4U did the hardware design on the SG-1000 cart. The Ed Averett collection was released by Good Deal Games. Each package includes a cartridge, box, and instructions on how to use the emulation cartridge.

The results are interesting. Both collections are menu driven, with reset and return to game selection accessible from the controller. All the games work, though it sometimes takes some experimentation to figure out how to play the games.

The SG-1000 package features 90 games from that system – many of which have been unofficially ported to the ColecoVision in recent years (and many of which might have been released on the CV had there not been the North American Vido Game Crash that doomed the Coleco console). The two units share the same processor (Z80) and the graphics chip (TMS9928A for NTSC). The main difference is the 1KB RAM chip in the SG-1000 (a VRAM chip by Fujitsu) is faster than the corresponding chip in the ColecoVision.

(continued Pg 9)



(continued from Pg 8)

The collection has almost all the games released for the SG-1000 series, as well as some other offerings. It features games from cartridges, the cards, and the Othello Multivision clone. In essence, it is getting a (nearly) complete collection for the SG-1000 in a single cartridge.

Unfortunately, this game collection is out of production (<https://digitalfluff.net/SG1000COL/>). It has been replaced by the Coleco Chameleon cartridge which allows the CV to emulate an SG-1000, a Casio PV-2000, a Creativision, and a ColecoVision+ -- as well as play standard ColecoVision games. However, this multi-cart requires the owner to provide their own game files (ROMs). It is back-ordered but still appears to be available (<https://www.digitalfluff.net/ColecoChameleon/>).

Meanwhile, the Ed Averett Odyssey 2 collection is both a more ambitious and more challenging emulation experience. This cartridge makes the Z80 chip imitate an Intel 8048 (the CPU in the Odyssey 2). However to accomplish this, the cartridge uses a "screen on the screen" method that results in the game being displayed on just over one-third of the screen area. (For example, if you have a 27-inch TV, the game will appear in the center on the equivalent of a 16-inch TV).

The collection salutes the work of the Ed Averett, who programmed all but earliest first-party games designed for the Odyssey 2 system. It is faithful to those games – which can be a strength or a weakness, depending on the game. For example, games with bright backgrounds (such as Showdown in 2100AD! and Take the Money and Run!) have bleeding color issues – just like all games of that type from that era. Also, the lack of the system's keyboard means that entering name information is difficult but more importantly, the system's three board games (Conquest of the World!, The Great Wall Street Fortune Hunt, and The Quest for the Rings!) have limited playability.

Even with these issues, this collection is an interesting examination of a lesser-known competitor to the Atari 2600. It will bring back fond memories for those who had this console four-plus decades ago. But if you have no experience with the Odyssey 2, it may not be for you – not because of the emulation but rather because of the gaming on that system featured a lot of one-life score-chasers.

The collection is currently available from Good Deal Games for \$89.75: (<http://www.gooddealgames.com/inventory/Colecovision.html>).

Article by: Michael Dougherty