
ALL THINGS

COLECO VISION

1 on 1 with Chris Cardillo

Recently I was able to interview Chris Cardillo via email. If you are not aware of who he is, besides being an accomplished Movie Producer, Actor and Musician he is also the co-owner of the brand name we all know and love, Coleco.

Milli: Why did you purchase the Coleco name?

Chris: There are numerous reasons behind the decision to acquire the Coleco name. For anyone passionate about the ColecoVision, it holds a special place in their hearts. Many fans consider it their all-time favorite console, and while it's challenging to pinpoint precisely why, there's a certain magic associated with it. To be clear, Mark Thomann was solely responsible for resurrecting the brand, I just happened to jump on his moving train. He is the 'big boss,' I am a co-owner.



Personally, I wanted to become a part of this history and contribute to the legacy of Coleco. It's like leaving my mark on the wall of gaming history, so to speak.

(continued Pg 3)

Welcome!

We are excited to announce the launch of our brand new newsletter, All Things Colecovision! This newsletter aims to provide you with the latest news, updates, and insights into the world of Colecovision gaming. Whether you are a seasoned collector, a retro gaming enthusiast, or new to the Colecovision community, this newsletter is for you!

Our team of dedicated writers and experts are passionate about all things Colecovision and are committed to delivering engaging and informative content to our readers. From in-depth game reviews and interviews with industry veterans to tips and tricks for enhancing your gaming experience, we will cover a wide range of topics that will cater to the diverse interests of our audience.

But this is more than just a one-way communication channel - we want to hear from you! Your feedback and input are incredibly valuable to us. We strive to make this newsletter a collaborative effort, shaped by your interests and preferences. Therefore, we encourage all our readers to share their suggestions, ideas, and requests for what you would like to see in future editions of All Things Colecovision.

Do you have a favorite game from the Colecovision library that you want us to review? Are you interested in learning about the history of Colecovision and its impact on the gaming industry? Or perhaps you have tips and tricks to share with fellow Colecovision enthusiasts? Whatever it may be, we want to hear it all!

To ensure that you don't miss a single issue of All Things Colecovision, please subscribe to our newsletter using the form on our website. We will be delivering fresh and exciting content directly to your inbox on a monthly basis, starting this month.

Thank you for your continued support and enthusiasm for the Colecovision gaming community. We look forward to embarking on this exciting journey with you and creating a newsletter that truly reflects your interests.

Best regards,

The All Things Colecovision Newsletter Team

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

1 on 1 with Chris Cardillo

(continued from Pg 1)

Milli: Besides the name, what else related to "Coleco" do you personally own?

Chris: I have a deep passion for collecting games and related items. Over the years, I've undertaken unique collecting endeavors. I'm the only person known to have completed a graded set of GIJOE figures and vehicles. I started collecting sealed Nintendo games and expanded into collecting sealed Coleco items that I often send in for grading.

My collection includes approximately four sealed and graded ColecoVisions, as well as sealed and graded expansion parts. I've gathered most of the Coleco games in sealed and graded condition.

In addition, I have an assortment of Coleco Rambo figures, a boxed Coleco Big Wheel Rider, and of course, the retro mini arcades. As for loose, unboxed items, I possess about a dozen ColecoVision consoles, and the list of my Coleco based collectibles goes on.

Milli: How did you come across a boxed Coleco Big Wheel Rider?

Chris: eBay

Milli: Does your personal collecting extend to the Coleco Adam?

Chris: No.

Milli: Discounting the Chameleon, do you see Coleco releasing a remade ColecoVision console akin to the Atari VCS?

Chris: Absolutely, we are actively exploring opportunities in collaboration with a console manufacturer to bring back a remade ColecoVision console. While this project is still in the works and a long-term endeavor, my vision is to rekindle our ties with independent game developers. I envision a Coleco Summit in New Jersey where we can all come together and discuss how to collaborate and create a thriving gaming device for the community.

Milli: We would be very interested in being part of a Coleco Summit, do you have a time frame as to when this could happen?

Chris: After the new year.

Milli: Does Coleco Holdings control any of the original ColecoVision IPs?

Chris: Yes, we do have control over some of the original ColecoVision IPs. However, our primary focus is not on rehashing these retro titles. Instead, we are keen on developing new content that pays homage to the retro era while incorporating contemporary artistic promotional work.

Milli: Does Coleco Holdings own any of the Coleco Adam intellectual property?

Chris: Not Sure.

Milli: What new content would you like to see made for the ColecoVision?

Chris: Newly Created content that has the look and feel of the NES system.

Milli: What's your favorite ColecoVision game?

Chris: It's a tough choice, but if I had to pick a few favorites, I'd say Q*Bert, Cabbage Patch Adventures in the Park, Lady Bug, Pepper II, and Venture. Like most people, each of these games holds a special place in my heart and childhood memories.



Milli: We were very impressed with the reception your Kickstarter campaign received for the three tabletop games. Are more projects like these in the pipeline?

Chris: Thank you for your kind words. Yes, we are enthusiastic about continuing this journey and releasing limited runs of the mini arcades as new licenses become available. There's a significant demand from fans for specific titles, and we intend to meet these expectations by bringing more projects like these to life.

Interviewer: William 'Milli' Hicks September 2023

The Rise and Fall of the Colecovision: A Tale of Gaming History

In the early 1980s, the video game market was booming, with Atari leading the way. However, in 1982, a new contender emerged: the Colecovision.



Developed by Coleco Industries, Inc., the Colecovision was manufactured in the United States, specifically in West Hartford, Connecticut. Its construction process involved utilizing a Z80 microprocessor, a state-of-the-art hardware component at the time, which allowed for its superior graphics and sound capabilities.

The Colecovision hit the market with an impressive lineup of games, including popular arcade titles like Donkey Kong, Zaxxon, and Centipede. Coleco worked tirelessly to secure licensing deals with major game developers, enabling them to offer faithful adaptations of beloved arcade classics.

One of the most noteworthy and iconic games for the Colecovision was Donkey Kong. This game not only showcased the console's capabilities but also provided a port that was closest to the original arcade version. The success of Donkey Kong on the Colecovision helped propel the console's popularity and establish it as a serious competitor to Atari.

Sales figures for the Colecovision were initially strong. In its debut year of 1982, it sold over 500,000 units, an impressive feat considering the competition in the market.

The following year, sales skyrocketed to 2 million units, making it the best-selling console of 1983 and earning it the prestigious title of "Toy of the Year" by the Toy Manufacturers of America.

However, as the video game market became over saturated with poor-quality games, the Colecovision began to face difficulties. The influx of low-quality titles led to disillusionment among gamers, damaging the reputation of the console and the gaming industry as a whole. Furthermore, the release of the Nintendo Entertainment System (NES) in 1985 proved to be a major blow for the Colecovision.

The NES offered a wider range of game titles, including the highly popular Super Mario Bros., and implemented effective marketing strategies to capture the attention of consumers. With its sleek design and innovative gameplay, the NES quickly overshadowed the Colecovision and ultimately led to its downfall.



Despite its eventual decline, the Colecovision remains an important part of gaming history. It introduced many gamers to the thrill of playing arcade-quality games at home, and its impact can still be felt today. The console paved the way for future gaming systems, influencing the design and capabilities of subsequent consoles like the Nintendo 64 and PlayStation.

In conclusion, the rise and fall of the Colecovision serves as a testament to the ever-changing and competitive nature of the video game industry. While its sales figures initially soared and it offered a variety of popular games, the Colecovision faced challenges that ultimately led to its demise. Nevertheless, its impact on gaming history is undeniable, and its contributions to the industry will always be remembered.

Mr. Do!

Mr. Do! is a classic arcade game that was ported to the ColecoVision in 1983. It is one of my favorite games for the system, because it is fun, addictive, and challenging. The game is like Dig Dug, but with some unique features that make it stand out.

The game stars Mr. Do, a clown who must collect cherries and apples in an underground maze, while avoiding or defeating various enemies. Mr. Do can throw a bouncing ball at the enemies, but he can only have one ball at a time. Which means he must wait for the ball to come back before he can throw it again. Which means he is often defenseless and vulnerable. He can also drop apples on the enemies by digging under them or lure them into the path of the ball. The enemies include Badguys, Diggers, Blue Chompers, and Alphamonsters. The Alphamonsters are the most dangerous, as they can only be killed by the ball or by collecting all the letters that spell EXTRA. Which is easier said than done, because the letters are scattered all over the place and the Alphamonsters are fast and relentless.

The game has four difficulty settings, which affect the speed and number of enemies, as well as the layout of the maze. The game also has a lot of variety and strategy, as each level has different patterns of cherries, apples, and enemies. The game rewards the player for taking risks, such as collecting all the cherries in a group, or killing multiple enemies with one ball or apple. The game also has a bonus stage every four levels, where Mr. Do must collect all the cherries before the time runs out.

My only issue with Mr. Do is that he looks like a ghost in this game. In the arcade version, he was a clown. Not sure if this was a limitation of what the Coleco programmers could do, but it is a change. Some also have noted that the music was repetitive, but I always found it not. I enjoyed it and never had to mute it.

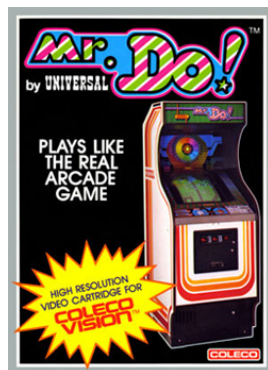
Mr. Do! is a game that I enjoyed playing and still play today. It is a game that tests reflexes, skills, and creativity. It is a game that never gets old, as each level is different and unpredictable. If you get too good at a skill level, you can always choose a different skill level to increase the challenge and keep the game fresh. It is a game that deserves to be in any ColecoVision fan's collection.

Reviewer: Mike Marcoux

Graphics: Great (82%)
Hookability: Great (96%)
Availability: Great (94%)

Sound: Unrated (--%)
Lastibility: Great (96%)
Presentation: Great (94%)

Overall: Great (92.4%)



ColecoVision / Adam Gems

What RARE GEMS or UNICORNS are in your collection? With the crash of the game market many items went unreleased or were only released in limited quantities. Luckily some were saved and went home with developers lying hidden for years. In addition, prior to the internet we were limited in finding some of these rarities or seeing what was happening across the proverbial pond. We will look to share some of these CV/ADAM Gems!!!



For the European market S.A. Football (Soccer) was released in 1984. Though this can be hard to locate in a traditional box, even more ominous is the Spain CBS release in a small clamshell. This small gatefold case known as the CBS5 variant was only used in this market on 9 known games.



Thought to be a Public Domain release for the Coleco ADAM, Macro Assembleur "MACADAM" was a great addition for ADAMites. Little did we know until years later that it had actually been produced and released in limited quantities in Europe with a printed manual!

Not only did Coleco have products in the development stages or complete awaiting release, 3rd parties and contractors did as well. This next example is one where we had several games



released for the ColecoVision given the SuperGame touches such as being menu driven, additional selectable mountain challenges and a Hall of Fame. Along with both games in one Data Pack! Since Coleco was never going to release this rendition, Sydney licensed it to a small Video store in California who offered the game through mostly mail-order magazine ads.

Though you may not be able to find one of the GEMS, you can always download them for play from the ARCHIVE at www.adamarchive.org.

Article By: Rich DiRocco

Pepper II

In Spring 1983, my Colecovision collection was complete. With many great arcade adaptations such as Gorf, Frogger and Q*Bert to be released later in the year, I couldn't wait to add to my collection. Me, being an impatient seventeen year old, decided I couldn't wait for these can't miss titles and took a flier on an adaptation I never played at the arcade, Pepper II. I was blown away. From its connected mazes that make up a level to its ear worm inducing versions of zip a de doo da and the theme from Alfred Hitchcock Presents, this game should be everyone's personal top ten of '80s Colecovision releases.



The objective is simple enough, help the angel, Pepper zip up all the boxes of all four mazes to close out the level while avoiding villains such as the dreaded Zipper Ripper. I was curious how the game would hold up since it has been over forty years since I put a Pepper II cartridge into my Colecovision. Considering the limited capabilities of the time, this game is still great. My first round I cleared all



four mazes. It was still great fun and I couldn't stop with just one game. I don't think my review I gave today would differ a great deal from how I would have reviewed it in 1983. I would suggest, like I did back then, to use a different controller from the factory controller, such as a Wico controller or some other custom made controller.

Reviewer: Jeff McFall

Graphics: Great (82%)
Hookability: Great (94%)
Availability: Great (98%)

Sound: Great (98%)
Lastibility: Great (96%)
Presentation: Great (96%)

Overall: Great (94%)

Burgertime

Burgertime was Data East's first true hit arcade game when it released in 1982. The game was so big in fact that it received its own distribution deal (with Bally Midway) and led to Data East moving to dedicated cabinets (and away from its Deco Cassette System).

The game came also had a well-known and well-received home port – on the Intellivision in 1983. But as colorful and fun as that version was, Mattel had to make sacrifices to create the version for its gaming platform. Thus, the levels are completely different than what was found in the arcade.

A year later however, the Colecovision version released. And to those who played the arcade game, it would look familiar. While the screens were reduced in height to accommodate the orientation of home television sets, they nevertheless closely resembled those found in the arcade. This was yet another arcade game brought to the living room by Coleco.

Ironically, the game was programmed by the Mattel Electronics France, which remained in business as Nice Ideas after the toy maker exited the video game market. Coleco bought the rights to it – along with another Bump N' Jump (another Data East game) and Illusions.

The game is a single-screen, multi-level platformer. The protagonist is the chef, Peter Pepper. The object is to make several hamburgers on each level by walking over the ingredients (bun, patty, lettuce, etc.) until they reach the bottom of the screen. The enemies are other foods – hot dogs, fried eggs, and pickles



(items either eaten instead of or placed on hamburgers). If they touch Peter, he loses a life. Peter can spray pepper at the enemies to temporarily stun them – and more pepper can be earned by grabbing bonus items that appear on each level, such as French fries, coffee cups, and ice cream cones.

The graphics are a bit smaller than what was found in the arcade version. The colors may also be a bit muted on older Colecovisions. Also, instead of numbers for the level (screen), lives left, and peppers remaining, icons appear in the lower right of the screen. Meanwhile, the sound effects, musical interludes, and animations from the arcade version are all present.

Like many Coleco games, there are options for one or two players and four skill levels. These levels range from a beginner's level to expert; the arcade-equivalent challenge is found at the third skill level. The differences are in how many lives and how much pepper you start with as well as the speed of the enemies.



Burgertime holds up very well. It is still a fast-paced frolic. If you have played other home version of this game, two cautions. The first is that even at the lowest skill level, the enemies are faster than you expect. Also, the hit boxes seemed to be a bit larger than they should be – making sneaking around the corner to escape one of the foes more difficult than expected.

This game is a good addition to anyone's game-playing library. It currently goes for \$20-\$25 loose on eBay (plus any applicable tax and shipping). It will cost more if you want an instruction book or box.

Reviewer: Michael Dougherty

Graphics: Great (88%)
Hookability: Great (90%)
Availability: Great (84%)

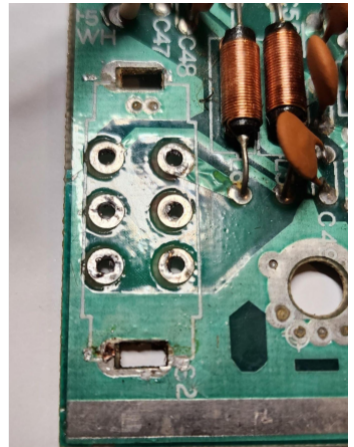
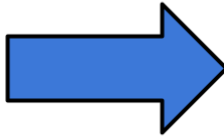
Sound: Great (92%)
Lastibility: Great (84%)
Presentation: Great (94%)

Overall: Great (80%)

Power Switch Replacement

The power switch on ColecoVision consoles are known to be a common error point for the console. If they become dirty or begin to wear out, they can cause voltage drops that can lead to various video issues such as black and white screens and artifacting. If you are experiencing these types of issues, honing in on the power switch is a good first step in trying to fix your ColecoVision console. There are two camps when it comes to dealing with the power switch. Some people feel it's important to keep the original one and recommend doing a restoration to it. Others feel it's best to just replace the power switch with a brand new one. I am in the camp of the latter option and this article will diagram and briefly explain how I do that on ColecoVision consoles. This is not a hard install to do with the assumption that you are comfortable with basic soldering and have the proper tools and supplies to do it.

1. You will have to open up your ColecoVision console and remove the PCB from the enclosure.
2. Then remove the old power switch with the soldering tools you are comfortable with and clean the area with isopropyl alcohol.

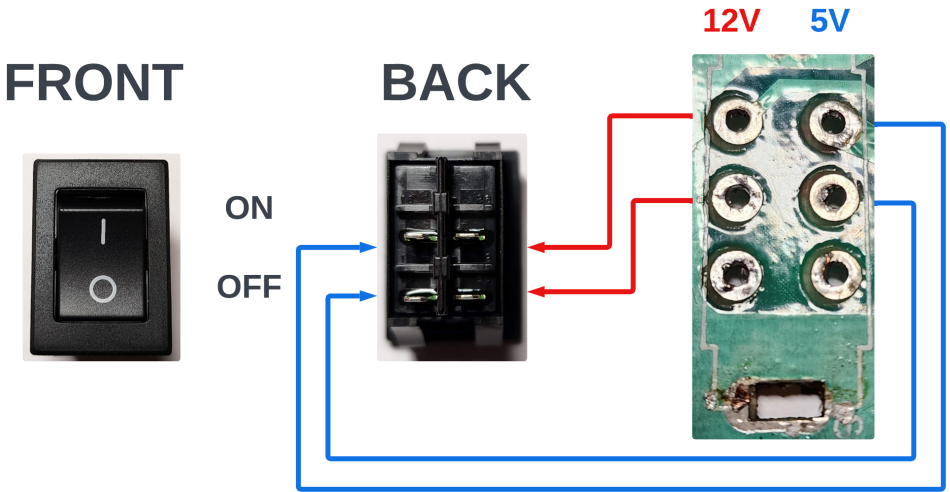


3. Then follow the diagram below to wire the new switch to the ColecoVision console. I highly recommend the following:

- a. This power switch, which fits perfectly in the enclosure's opening without having to modify it.

b. Crimping or soldering on 2.8mm female terminal connectors to the ends of the wire going to the new switch to easily hook up the switch or possibly replace it in the future. If you are soldering the end of the wire directly to the legs of the new switch, you must put the switch into the console's enclosure beforehand.

c. Have the wires be around 24 gauge and approximately 8" in length to give some slack when hooking them to the new switch. This also helps on slack if you need to open the console back up again for any future modding or repairs to it.



4. Once you are finished installing the new switch, Be sure to test it before putting the ColecoVision completely back together. Congratulations on replacing your ColecoVision power switch!



Article By: Brian Dittfeld

ColecoVision Memories

As a kid I begged my parents for an Atari. All my friends had one. But my dad came home with this [Odyssey2]. I know the salesman talked my dad into it because it looked like a computer and therefore was gonna be more educational than a Atari 2600. Truthfully, I hated it. I know looking back I hated it more so because I didn't have what my friends had. I know now, the system wasn't all that bad.

*As it turned out, getting this is what ended up helping me get the Colecovision. Because my dad knew I was upset for not getting the Atari, I knew he was close to breaking down and getting me one. However, that year the Colecovision came out. So I used my leverage to guilt my dad into getting the more expensive Colecovision. It worked. I got one for Xmas that year. I was the coolest kid for at least a 3 block radius. I remember kids from the other side of town referring to me as "The Coleco Kid". A legend was born. - **Marc Windheuser***

*I got mine Christmas 1982. My mother always looked at video games as a waste of money UNTIL I asked for just ONE quarter to entertain myself while she shopped at a Sears... I told her I would be playing Tron in the game area... she was shopping for 45 minutes when she came to retrieve me and I was still playing my game... when she saw that I was able to entertain myself on one quarter for that long, she reconsidered and ultimately agreed to get me a home console for Christmas... the ColecoVision was brand new (in August) and asked me if I wanted that instead of Atari... I jumped at it and never looked back! - **Keith Maldonado***

It was August 1982. I was 8. Neighborhood friend Rhonda Crawford bought a Colecovision and Smurf at JC Penny at South County Mall with her babysitting money. Went to her house the day she got it, and it was love at first sight! A few days later, she got Lady Bug. That game system was all me and my brother would talk about. Then, one day around Thanksgiving, my brother was snooping around the house when our parents were gone and found a freaking Colecovision in their closet! For the next month, every time the parents were away, we'd sneak into that closet to make sure the box was still there and admire it. Might have been the longest few weeks of my short life up to that point, believing we were soon going to own this arcade-quality machine but couldn't use it until Christmas! Finally, it was time! December 25! Under the tree was a big box from our parents to me and my brothers! I couldn't open it fast enough and immediately hook it up to start playing! It was the only present that mattered!

It wouldn't be till after lunch when I finally went back to open the rest of my presents at my parents insistence. I ripped them open as quickly as possible so I could get back to my Donkey Kong!

Then... a second "No Way!" moment when I found a package to me from Santa. All I could think about was what we connected to the TV hours earlier, so I was mindlessly opening the rest of gifts when suddenly I unwrapped what was advertised as a state of the art technical marvel, with a +\$20 MSRP to prove it... It was Sega's Zaxxon--- in 3-Freaking-D for the Colecovision that I now owned!!!

*I couldn't tell you a single other gift I got that year. Matter of fact, while our middle class Christmases of my childhood were always special to me, nothing topped the pure joy of 1982. Game on! - **Steve Murphy***

All Those Accessories

When Coleco released the ColecoVision in 1982, it brought an innovative product that was meant to be expandable. This not only made it a new system with superior specs to the prior systems like the Atari 2600 and my beloved Intellivision, it also allowed the ColecoVision to have a longer lifespan than consoles of the past.

If it wasn't for the fateful video game crash, Coleco almost certainly would have been on a very different trajectory than it did and to this day could have been as relevant today as Nintendo, Sony and Microsoft. Unfortunately, the universe we are in did not have this result. That said before Coleco closed its doors forever, it had a very productive and effective road to awesome.

The Coleco, unlike its predecessors, had an expansion port on the front allowing users to connect new hardware to the system. Over the next few issues I will be going through all of the known expansion options. I want to give a little bit of information about each so you will know what to look for out there.

Additionally, since the ColecoVision had removable controllers, there are options in what was possible to connect to the controller ports as well. This allowed original official and aftermarket creators as well as modern homebrew designers to bring unique, replacement and enhanced controllers to expand what is possible.

In this article I will list the original expansion options from Coleco. In future articles I will look at modern expansion options. I will not go into homebrew games as this is a hardware focused article, but it can't be emphasized enough that homebrew games are the glue that holds all of the accessories I and other makers produce to get the most from our systems!

Disclaimer: I am not responsible for the money you are almost certainly going to spend before you finish this article :)

ColecoVision Expansion Module #1 Console (8A-7499)

The initial and expansion module for the expansion port was Expansion Model 1, which perfectly replicated an Atari 2600 in both function and performance. It effectively took over the Coleco and your system became a 2600. The only thing that really was still the ColecoVision was the RF



output. The Coleco's internal cartridge system would no longer work while this module was inserted inside the system.

This offers a vast number of game possibilities considering how massive the game library is for the 2600 and how authentic this product replicated the hardware and compatibility with various controllers designed for the 2600. If you do not have a 2600 already and can find one of these for a decent price, it's a great expansion to have. It is also great for someone who's dealing with limited space issues.

ColecoVision Expansion Module #2 (Model 2413)

This module is a steering wheel and acceleration pedal. It was designed for the game Turbo, which was an excellent adaptation of the arcade title. The wheel spins indefinitely clockwise or counter-clockwise. This unit requires four C batteries to operate.



Turbo was a big attraction for this module, however, it did work also with a number of other games. While these games were not made to require the steering wheel, it would still give these games a fresh way to experience them. Here are some of the better known games that work well with it: ***Bump'n'Jump, Destructor, The Dukes of Hazzard, Pitstop, Zippy Race***

ColecoVision Expansion Module #3

The Adam Expansion offered a means for folks to turn their Colecovision consoles into a legitimate computer. This is no small expansion. It gave the owner a tape drive for loading / saving data. It included a full sized keyboard for data entry, and a daisy wheel printer. It also gave the owner 64kb of ram which was very impressive at the time.

The expansion module gave the Colecovision owner the identical specs of the standalone Adam computer for a lower price. The module boasted some impressive expansion options. This included a Colecovision compatible cartridge slot, three internal cartridge slots for various upgrades like additional ram, expanded printing options, and even an IDE HDD option. Lastly it came with an AdamNet port which allowed other devices such as modems to be connected to it. We'll discuss the Adam expansion options later as it's a whole other class of upgrade options.



Super Action Controller

The super action controller was an interesting design to open up new game play possibilities not possible with the original controller. This controller had all of the capability of the original controller, but it also added two additional fire buttons and a dial.

Games that take advantage of the unique design are are: ***Front Line, Rocky: Super Action Boxing, Spy Hunter, Star Trek: Strategic Operations Simulator, Super Action Baseball, Super Action Football, Super Action Football (Soccer)***



Modern Colecovision Expansion Options

While the Colecovision did have a respectable number of expansion options hit the market officially, since then there have been new innovations made for the Colecovision. These vary from electronic, to games, to accessories created for the Colecovision and Adam

Opcode Super Game Module

Before Coleco's demise, there had been talk of another expansion module (4?) coming soon for the ColecoVision. This module was never released. Sadly Coleco went under however, the idea remained and Opcode too that idea and made it into a real product. Added memory, graphics and audio capabilities allowed it to have specs on par with the Adam and with even better sound! There are several dozen high quality homebrew games that take full advantage of the added graphical and audio power this module. This is still in production, but is usually made in batches so if you want one, reach out and get on the list for the next batch. Don't support price gouging unless the price is close to the \$129.99 retail price.



Pro Tip: If you have an Adam you can use this for enhanced audio, but instead get the sound module (mentioned below) that is much more affordable and gives you the one thing the SGM offers the Adam.

<https://www.facebook.com/opcodegames/>

Ultimate SD for ColecoVision

This is an AtariMax product that is an excellent means for players (who know where to look) can effectively find every original Coleco game ever made out there and copy them onto an SD card and insert into this bad boy. From here you simply navigate through your TV screen, select the game you want and off you go.



<https://www.atarimax.com/colecosd/documentation/>

Col USB

One of the realities of our aging systems is that PSUs are prone to fail and in the case of the ColecoVision, the failure can even be fatal to your system. The ColUSB offers a modern usb power based PSU for your ColecoVision. From what I can tell these are out of stock currently, but various sites have "notify me" options that can keep you informed.



<https://dragonbox.de/en/products-for-colecovision/colusb-usb-power-supply-for-the-colecovision.html>

8 Bit Milli (Multiple Products)

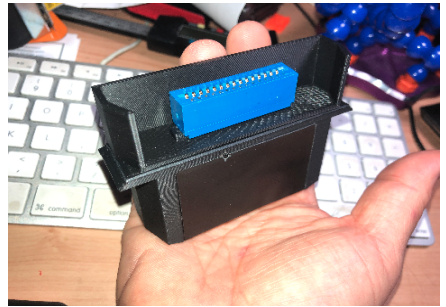
This clever innovation was brought to us by our very own 8 Bit Milli Games who covers a whole slew of Coleco games, accessories, and beyond! The power rings offer additional pressure (but not too much) to your joystick to register all 8 directions with greater responsiveness.



<https://8bitmilligames.com>

8-Bit Widgets (Multiple Products)

The latest product I created for the Colecovision is the MCP (Master Console Protector) sockets snugly into your Colecovision or Adam computer. The MCP will come in Beige or Black. The MCP protects your system by staying seated in your console and allows the new gold plated socket to take any further wear and tear off your 40 year old pins from taking more contact damage.



<https://www.8bitwidgets.com/>

In Conclusion

The Colecovision world was an impressive one in it's heyday and continues to prove to be one of the best supported modern classic platforms 40 years after it's arrival.

Article by: Caleb Garner

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.

Rich DiRocco is now retired from the retail food industry living in North Georgia. Studied Business Administration/Computer Information Systems (Fortran, COBOL, Pascal) in college then never touched those languages again. Now venturing back into programming and digital art. First game system was a 2600 followed by a ColecoVision then had to have the ADAM EXP. #3 and has used it ever since. Now has a vast collection of ColecoVision/ADAM and related hardware and Software.

Brian Dittfeld has been modifying and restoring video game consoles for awhile now. He decided that he wanted to making better and more affordable arcade style controllers for retro video game consoles so he started BD Retro Mods to give folks an opportunity to purchase customizable arcade style controllers for a variety of these retro video game consoles.

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.

Caleb Galeb is an avid classic gamer and aspiring homebrew programmer. He created www.8bitwidgets.com as a website to showcase the various controller couplers, cartridge shells, accessories, and adapter products of most of the original 8-bit consoles. He is happy to find ways to collaborate with others on cool new innovations.

Mike Marcoux is a Customer Success Manager at a major software company. His hobbies are 3D printing, retro game collecting, watching movies and mentoring military vets as they transition out. He has been an active gamer since the 1980s when he got his ColecoVision and is a co-host of the Tehegy Podcast.

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.