http://www.accessroms.com/images/site-images/colecovision_logo.gif

Technical Tips/Repair For ColecoVision Video Game Console.

**By: Ole Nielsen. ColecoVision.dk**

**Black Out on Screen.**  
In the Screen blacks out after the game has been played for a short interval.  
Replace **C 106** and check for prober polarity.

**Purple Monkey.**  
In Donkey Kong, if the monkey, Mario and the barrels are purple, rather than their normal colors.  
Replace **U 9**.

**Joystick Game selection.**  
If the keypad does not control the game selection, only the joystick can be used to select games.  
Replace **U 6**.

**Channel 3 But Not Channel 4.**  
Channel 3 operates normally but channel 4 works only if the game is turned off and then turned on again, (or vice versa).  
Replace the **RF board**.

**Not all cartridges Function.**  
Game does not accept all and/or any cartridges.  
Examine **C 70** for mechanical obstructions is it flopped over flat on board ? Replace **U 5**.

**Vertical Lines.**  
Vertical lines on the background rather than solid blue background with no lines.  
Replace **C 106**.

**Skips Menu.**  
Menu is skipped. This is the blue screen with skill levels.  
Check pins 3 - 9 of U 18 with DVM, if any pin is below 2.2VDC, change **U 18**.  
Check pins 2 - 8 of U 19 with DVM, if any pin is below 2.2VDC, change **U 19**.

**No Explosion.**  
If there is no explosion in the sound test from the noise generator via the Final Test Cartridge.  
Replace **U 20**.

**12 VDC is shorted to -5VDC.**  
Examine **WJ2** to see if it has shorted to adjacent test points.

**No RF Voltage.**  
If there is no voltage to RF board, check **WJ2**.

**No Color.**  
If color has disappeared, check frequency at **J 4** at **pin 8**.  
Correct frequency is 3.57954 Mhz. ± 100Hz.  
If the frequency is incorrect, check the **clock circuit**.

**Double Image.**  
Replace **U 9**.

**Wavey Picture.**  
If the picture is wavey, ensure that **R 62** is **270 Ω** and **C 90** is **120 pF**.  
If they are incorrect replace them.  
Check also **Q2**, if it is an **ITT** transistor, replace it.

**Incorrect Scoring.**  
If scoring is not working properly, replace **U 3** and/or **U 4**.

**Wrong Frequency.**  
If 3.579 Mhz. clock is a wrong frequency, and if **U 22** is a Texas Instrument.  
**Replace it**.

**Bad Spinner Interface.**  
Spinner Interface is not working.  
If **U 24** is a Texas Instruments IC, **replace it**.

**Slow game.**  
If the game is running abnormally slow, **U 20**.

