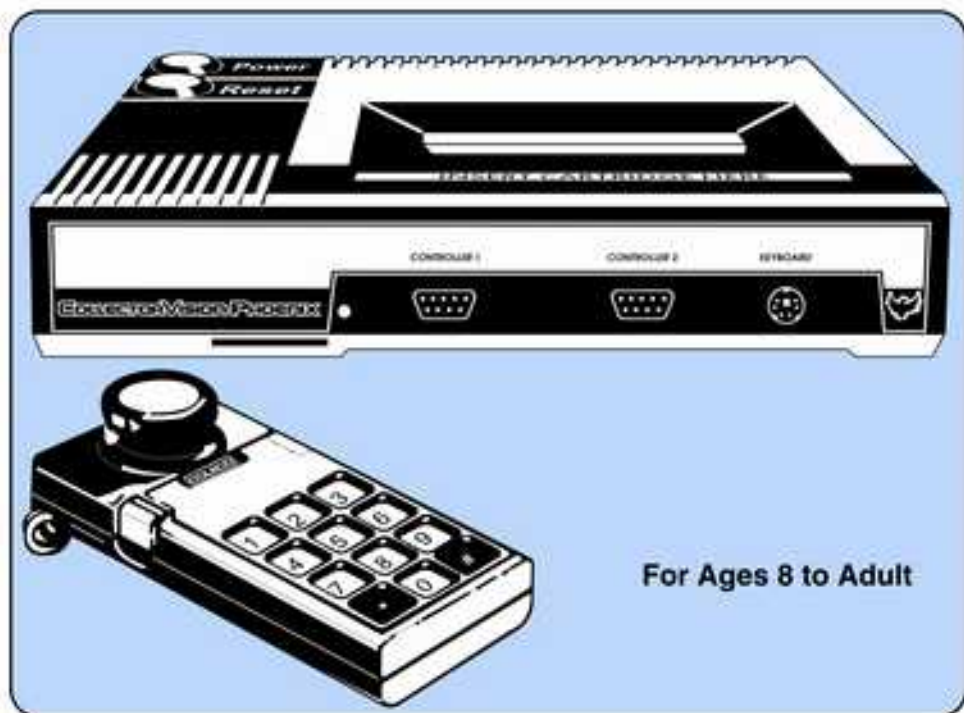


MODEL NO. 92400

# COLLECTOR VISION PHOENIX™

## THE ARCADE QUALITY VIDEO GAME SYSTEM



For Ages 8 to Adult

**CollectorVision**  
Games

COLLECTORVISION INC., MONTREAL, CANADA

# COLLECTOR VISION PHOENIX™

THE ARCADE QUALITY VIDEO GAME SYSTEM

CONSOLE UNIT



SD CARD



HDMI CABLE



POWER  
SUPPLY



GAME CARTRIDGE

**THIS PRODUCT SHOULD ONLY BE ASSEMBLED BY AN ADULT.**

CollectorVision Phoenix Video Game System™  
IS FOR COLOR TV VIEWING ONLY

## **FEDERAL COMMUNICATIONS COMMISSION REQUIRES THE FOLLOWING:**

Do not simultaneously hook up more than one TV set to a Phoenix™ video game. Avoid attaching loose wires to your TV terminals when using Phoenix™. Doing any of the above may cause interference to nearby TV sets and is against Federal Communication Commission regulations.

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## FEATURES

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The CollectorVision Phoenix™ is an open-source FPGA ColecoVision™ compatible system.

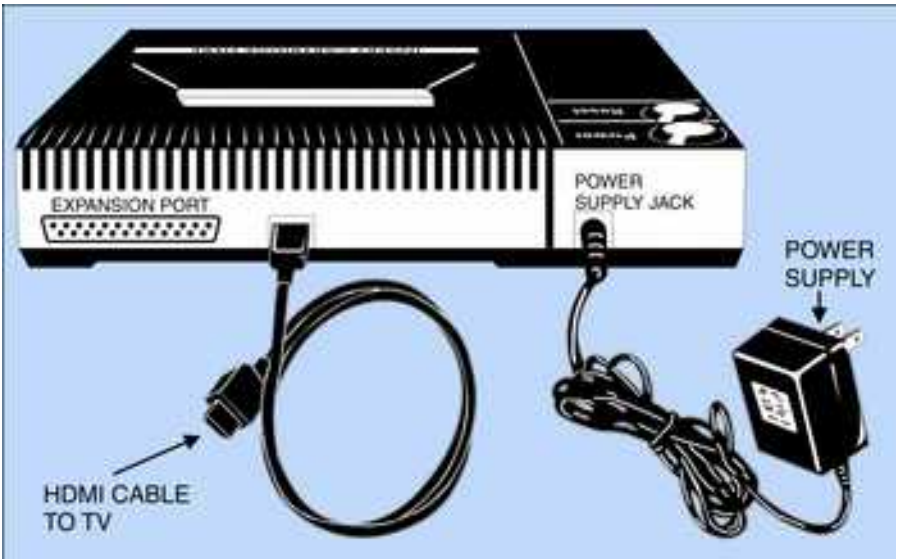
Video HDMI output, Digital audio via HDMI, F18A Video Enhanced Compatibility Built-in, Opcode SGM compatibility Built-in, Built in Atari 2600 core, Original-style ColecoVision™ (DB-9) Controller Ports, Original-style SNES/SFC Controller Port (NTT Data compatible), Original ColecoVision™ Cartridge Port, SD card firmware updating, PS2 Keyboard input, Expansion Module Port.

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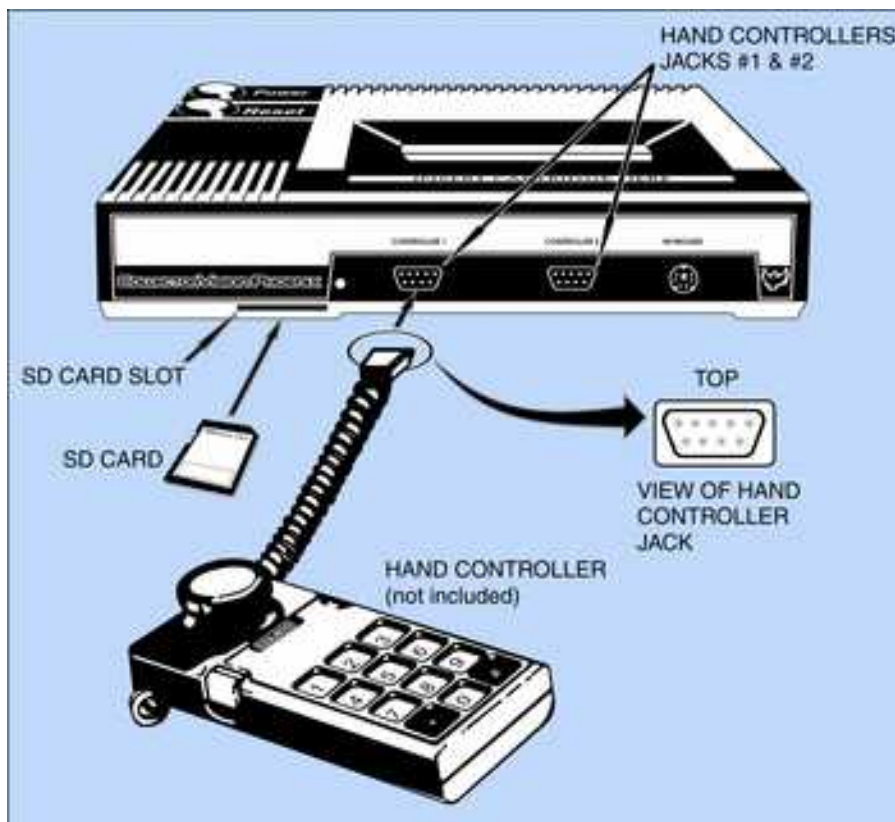
## CONNECTING THE CONSOLE PARTS

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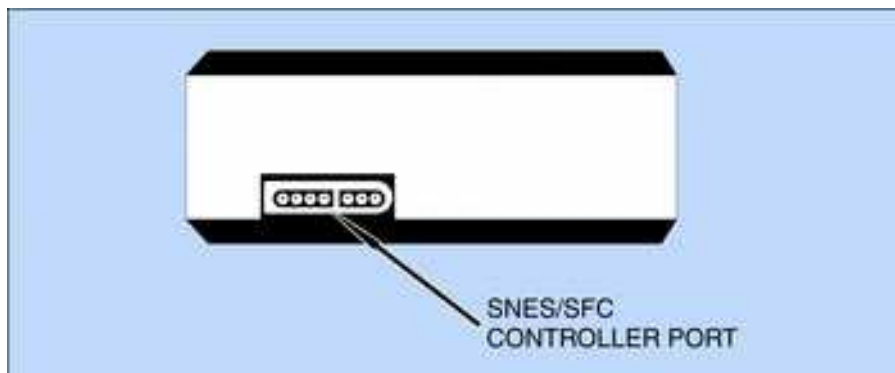
1. Plug HDMI CABLE to TV. Plug other end of HDMI CABLE into socket in rear of CONSOLE.
2. Plug the JACK of the POWER SUPPLY into the SOCKET in back of your PHOENIX™ CONSOLE UNIT. MAKE SURE THE POWER SWITCH ON THE CONSOLE UNIT IS IN THE OFF POSITION (AT THE SAME HEIGHT AS THE RESET BUTTON)
3. Plug the POWER SUPPLY unit into a 110/240-volt household electrical outlet. A U.L. approved extension cord may be used to connect POWER SUPPLY to 110/240-volt outlet, if required. Make sure POWER SUPPLY is fully inserted into the electrical outlet.



4. Attach the HAND CONTROLLERS (not included) by plugging them into the appropriate JACKS on the front side of the CONSOLE UNIT as shown.



5. You may also use a SNES/SFC Hand Controller by plugging it into the appropriate port on the right side of the CONSOLE UNIT.



6. Turn Phoenix™ game ON and tune TV set to HDMI. Adjust your TV volume down to a minimum.

Adjust the TV “COLOR”, “TINT” and “CONTRAST” controls if necessary.

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## INSERTING THE CARTRIDGE

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1. Before inserting or removing GAME CARTRIDGE, **always make sure that the POWER SWITCH on the Phoenix™ 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 console "OFF"** when removing the CARTRIDGE.

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## TO START PLAY

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1. Turn on your TV set. TV should be tuned to HDMI Channel.
2. Press the POWER BUTTON on the CONSOLE unit.
3. The Phoenix™ core will then load and start the default core after a few seconds. (More details below).
4. When returning to regular TV programming, press the POWER BUTTON on the CONSOLE unit to witch it off.

**WARNING: ALWAYS UNPLUG THE POWER SUPPLY FROM THE 100/240 VOLT OUTLET WHEN YOU HAVE FINISHED PLAYING.**

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## PHOENIX CORE

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The PHOENIX™ hardware is fully re-configurable. It can replicate many systems by simply providing a hardware configuration file called a core.

The PHOENIX™ features two built-in cores: ColecoVision™ and Atari 2600™, and it has room for a total of 30 core slots. Many cores are already planned for development including Intellivision, MSX, Master System and even coin-op arcade machines!

Core management is integrated on the system firmware. At the boot logo screen, you have a few seconds to enter the service menu:

1. Press the \* key (or Y on the SNES controller) to enter the fast core selection menu, from which you can quickly choose which system you wish to run.
2. Press the # key (or X on the SNES controller) to enter the full setup menu.

If none of these keys is pressed, after a few seconds the system will boot the 1st core, which its factory default is the ColecoVision™.

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## CORE SETUP

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The full setup menu has, among others, the following main options:

- **INSTALL CORE:** Installs/updates a core, overwriting the selected core slot while keeping the core options if a previous version of the same core was already installed on that slot
- **REMOVE CORE:** Completely removes an installed core and its options, leaving the slot free
- **UPDATE SERVICE:** Updates this service menu
- **UPDATE RECOVERY:** Updates the recovery menu; a backup copy of the service menu which is launched only when the main service menu is not able to boot

Critical actions will ask for confirmation. Press \* (**Y**) to confirm the action or # (**X**) to cancel.

Core and recovery/service menu files have a PHX extension. To install a core on a specific slot, rename the core file to COREnn.PHX, where nn is the number of the desired core slot (01 to 30) and write it to an SD card.

Recovery menu files are named RECOVERY.PHX, and service menu files are named SERVICE.PHX.

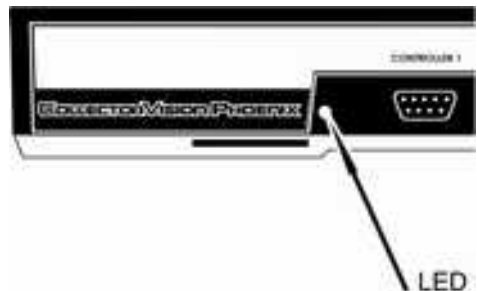
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## BOOT

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The firmware sets the console LED to green and shows the PHOENIX™ logo boot screen upon successful initialization. The LED will turn pink and blink on write operations (install/remove/update). Once a core is launched, the LED color meaning will be specific to the core. Refer to the core instructions for further information.

If a boot error occurs (due, for example, to a failed service menu update) the console LED will turn red and the recovery menu will be launched instead. Should this occur, the top priority is to fix the service by choosing UPDATE SERVICE.



If a recovery update is interrupted, the system will still function, but this condition should be urgently fixed by successfully performing a full, uninterrupted UPDATE RECOVERY. Failure to do so would leave the system vulnerable to bricking in the event of a subsequent failed service menu update.

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## SD CARD

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To play games off a SD card, start the appropriate core without a cartridge plugged in.

The SD card included contains the core file backups and 10 digital games offered.



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## CONTROLLERS

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Depending on the core, you can use different controllers.

### **ColecoVision™ Core**

- Colecovision™ Hand controller
- Colecovision™ Super Action Controller
- PS/2 Keyboard
- Atari 2600™ standard controller
- SNES/SFC standard controller (player 1)
- SFC NTT Data controller (player 1)
- 8bitdo™ SNES retro receiver (player 1) : this will allow wireless controllers to be used.



Note that the button mapping for a SNES controller is as follow:

Left Side Button	=	B	5	=	Left Trigger + Select
Right Side Button	=	A	6	=	Left Trigger + Start
Purple Button(SAC3)	=	Y	7	=	Right Trigger + Y
Blue Button(SAC4)	=	X	8	=	Right Trigger + X
1	=	Left Trigger + Y	9	=	Right Trigger + B
2	=	Left Trigger + X	0	=	Right Trigger + A
3	=	Left Trigger + B	*	=	Right Trigger + Select
4	=	Left Trigger + A	#	=	Right Trigger + Start

### Atari 2600™ Core

- Atari 2600™ standard controllers
- Colecovision™ Hand controller
- PS/2 keyboard (Required for the menu system currently, but may not be required in the future)

The paddle and driving controllers are not currently supported, although we do have plans to possibly support them through an expansion module at a later date.

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## CARE OF YOUR GAME

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- Treat your CollectorVision Phoenix Video Game System™ with care.
- Before inserting or removing GAME CARTRIDGE, always make sure that the POWER on the CONSOLE unit is "OFF".
- Always unplug the POWER SUPPLY from the 110/240 volt outlet when you have finished playing. **IMPORTANT: ONLY CONNECT THE CONSOLE POWER SUPPLY UNIT INTO A 110/240 VOLT HOUSEHOLD ELECTRICAL SERVICE, OTHERWISE SERIOUS DAMAGE MAY OCCUR TO ELECTRICAL PARTS OF THE SYSTEM.**
- Do not drop or bang CONSOLE unit.
- Do not use sharp or pointed object to activate 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 in water. To clean, use a soft, slightly damp cloth to wipe Phoenix™ CONSOLE unit and CARTRIDGES.

**WARNING:** Before cleaning console unit and accessories, turn POWER to "OFF" and disconnect the AC POWER SUPPLY unit from the 110 240 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
<ul style="list-style-type: none"> <li>- No GAME image on your TV screen</li> <li>- Faint TV image or game is blurry.</li> </ul>	<ul style="list-style-type: none"> <li>- HDMI Cable not properly plugged in at Console or TV.</li> <li>- Set TV to HDMI.</li> <li>- Power on the Console is "OFF", Power supply not fully seated into outlet, or Power Cable not properly connected.</li> <li>- Game Cartridge not properly inserted or fully seated in slot.</li> <li>- Game Cartridge inserted into Console unit when POWER was "ON". Press the POWER BUTTON.</li> </ul>
<ul style="list-style-type: none"> <li>- No game sounds</li> </ul>	<ul style="list-style-type: none"> <li>- TV volume not turned up. Adjust your Volume Control to a normal level.</li> </ul>
<ul style="list-style-type: none"> <li>- No regular TV programs</li> </ul>	<ul style="list-style-type: none"> <li>- Switch back TV from HDMI to regular viewing.</li> </ul>
<ul style="list-style-type: none"> <li>- Hand Controller not functioning correctly</li> </ul>	<ul style="list-style-type: none"> <li>- Check and see if the Controller Jack is firmly seated in the socket of the Console unit.</li> <li>- If you have got another hand controller which 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.</li> </ul>

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## ULTIMATE SUPPORTERS

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Alan W. Rateliff  
Ashley Sheyle Heckert  
Darren Alexander Leonard Kalamam  
Donald Gilles Tremblay  
ENEYEL8

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## EARLY ACCESS

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Aaron Daniel Byram	David Baisley	Josh Roger
Aaron Martin	David Frank	Keith Henrickson
AJ Gamers	David Gould	Ken Ferguson
Albert Penello	David Harrell	Kevin Fugate
Alexander Sanchez	David M. Sitbon	Marc Iserman
Alexandre Parr	David Skalny	Marc Tosi
Alvin Burgher	Dean Olsen	Mark Swift
Alyssa DeAndrade	diskozombie	Mark Wagner
Amelie & Nicolas	Dr. Christopher Matt	masakuni kobayashi
Andrew Ruth	Edward Defrank	Matthew Picioccio
Barry House	Edward Langley	Michael Allen
Benjamin Burton	Eric Coker	Michael Markowski
Benjamin C. Wiley Sittler	Eric Shaddix	Michael McCann
Bill Loguidice	Game DR.e19	Michael McKinney
Bill Sheakoski	Gene Levasseur	Michel Brissette
Brad Dillon (EEBuckeye)	Glenn French	Moon Jin Suen
Brian Hall(bhall408)	Greg Hunter	NEOGEOMAN
Bry	Greg Hurley	Northwest Retro Computing
Bryan Bowen	Gregory Thill	And Video Game Club
Casey Jones	Howie Shen	Ole Nielsen
Chad E. Davis	Jason Ordiway	Paul & Heather Darin
chandlerdepMODE	Jeff Beegle	Peter Kuligowski
Charles Dysert-evg2000	Jeff Hammond	Petri Kukko
Christian Hermanns	Jeff Wilhite	Philip Steffens
Christopher Kobayashi	Jeffrey "ArcadeJunkie"	Randall Ogren
Christopher Landon	Kauffman	Rich E Rich
Christopher Longo	Jerry Konstantatos	Richard Froom
Christopher Mallery	Jessica J Coulson	Rick Vazquez
Conner Tucker	Jim Boykin	Robb Alvey
Curtis Hepner	Joe Silock	Robert Loafer Courtemanche
D	John Messeder	Roger Bierhuizen
Daniel Glenn Abel	John Skinner	Ron Henkes
Daniel Rivers	Jon Black	Ron Simpson
Dave Fulmer	Jon Schneider	Ryan Litwin
David A. Maddox, Jr.	Joseph Leskovar	Sammy DiBattista

Scott Anthony Jimenez  
Scott Cobb  
Scott J Gutenkunst  
Sean Millard  
Sébastien Rousselot  
Shaydoobie

Steven Carosone  
Steven Martin  
Stuart Somershoe  
Swami  
Todd Williams  
Tony Rich

Troy Whelan  
Vincent Laniel  
William "Willie!" Culver  
Arcade USA  
Zackary Jensen  
Zorzettig Ivan (UANITO)

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## CREDITS

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**Development team :**

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**Special Thanks:**

Robb Alvey  
Albert Yarusso  
Woozle/StevenW  
Oscar Toledo Gutiérrez  
Gerry Brophy  
Todd Spangler

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## HOW TO REACH US

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[www.collectorvision.com](http://www.collectorvision.com)

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## LIMITED WARRANTY

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CollectorVision warrants to the original consumer purchaser of its Phoenix™ video game system 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 Phoenix™ fails to operate 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 CollectorVision. 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.

CollectorVision's sole and exclusive liability for defects in material and workmanship shall be limited to repair or replacement at its authorized CollectorVision Service Station. This warranty does not obligate CollectorVision 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 Phoenix™ video game system including the implied warranties of merchandability and fitness for a particular purpose are limited to the above 90 day period. CollectorVision 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.**

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 contact CollectorVision.

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## SERVICE POLICY

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If your game requires service after expiration of the 90 day Limited Warranty period, please contact CollectorVision for instructions on how to proceed.

## **CONSUMERS PLEASE NOTE!**

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**PLEASE RETAIN THIS GUIDE AND ALL LITERATURE FOR FUTURE REFERENCE**

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# CollectorVision Games

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