

ColecoVision Cartridge

Cartridge for games at the [ColecoVision](#) console.

Pinout

1 3 5 7 9 11 13 15 17 19 21 23 25 27 29
2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 (Looking from the top of the unit)

Pin	Name	Dir	Description
1	D2	→	Data 2
2	/C000	←	Chip Select 0xC000
3	D1	→	Data 1
4	D3	→	Data 3
5	D0	→	Data 0
6	D4	→	Data 4
7	A0	←	Address 0
8	D5	→	Data 5
9	A1	←	Address 1
10	D6	→	Data 6
11	A2	←	Address 2
12	D7	→	Data 7
13	SHLD	—	Shield (It is connected to a screw post, but not to a signal)
14	A11	←	Address 11
15	A3	←	Address 3
16	A10	←	Address 10
17	A4	←	Address 4
18	/8000	←	Chip Select 0x8000
19	A13	←	Address 13
20	A14	←	Address 14
21	A5	←	Address 5
22	/A000	←	Chip Select 0xA000
23	A6	←	Address 6
24	A12	←	Address 12
25	A7	←	Address 7
26	A9	←	Address 9
27	/E000	←	Chip Select 0xE000
28	A8	←	Address 8
29	GND	—	Ground
30	+5	←	+5VDC

Note: Direction is Cartridge relative Console.

Note: / is active low.