

# ColecoVision



Under construction.

The ColecoVision is a second-generation video-game console produced by Coleco Industries. It retailed for \$174.99 and had a Zilog Z80 CPU at 3.58 MHz with 8KB of RAM. Due to poor sales of the console (maybe related to the video-game crash in North America) Coleco Industries filed for bankruptcy soon after. It was notable for providing a close-to-arcade experiences for some games. Masayuki Uemura, head of [Famicom](#) development, stated that the ColecoVision set the bar that influenced how he approached the creation of the Famicom.

Coleco released the Expansion Module #1 that allowed the ColecoVision to play Atari 2600. [Atari did not like this](#), settling out of court with Coleco to be licensed under Atari's patents.

The Expansion Module #3 would be released that would convert the ColecoVision into the 🤖 [Coleco Adam home computer](#).

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