Coco 3 Plus

A familiar computer. A new place to explore.



Reference MiSTer kit. Connectors vary by I/O board.

Your CoCo. In hardware.

Run Color Computer software on a MiSTer FPGA, with four configurable cartridge slots, organized menus, stereo Orchestra90 and optional Sound & Speech. Start with a keyboard and a screen. You do not need Quartus to use a prepared release.

Bring these along

DE10-Nano MiSTer with **128MB SDRAM**, microSD card and reader, USB keyboard, HDMI display, and the kit's power supply and hub wiring. Ethernet is optional.

Choose your starting point

Starting with a new card?

Download the SD image and unzip it. In balenaEtcher choose **Flash from file**, then select the extracted **.img**. Wait for **Flash Completed!** before inserting the card in your powered-off MiSTer. Illustrated steps.

Already have MiSTer?

Back up your card and settings. Download the existing-card ZIP and follow its copy guide. Supply your boot ROMs and optional SSC chip ROMs. No Quartus build or reimaging is needed. Keep the stock core alongside it.

Connect your machine

1. **Card and display.** With power off, insert the primary microSD card and connect HDMI to your display. The extra I/O-board SD slot is not the primary boot slot.
2. **Keyboard and sound.** Connect the keyboard to a regular USB data port. Use HDMI audio or the supported analog output on your I/O board.
3. **Power the whole kit.** Follow the kit's power wiring, including its intended USB-hub feed. A port labeled POWER ONLY cannot carry keyboard data.

Allow up to five minutes for the first boot. If the MiSTer menu or CoCo BASIC screen has not appeared, power the machine off and on once.

Your first green screen

The dedicated image opens **Coco 3 Plus** with **Quadrapassel in drive 0**. At the Disk BASIC prompt, type **DOS** and press Enter to play. Existing-card users can mount its disk through **Floppy Disks > Drive 0** first.

```
DOS
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Find your way

Press **F12** for the core menu. Use arrows and Enter to choose, **Left** to go back, and **Esc/F12** to close. MiSTer's system menu saves the core configuration and selects other cores.

Nine pages, clear purposes

Cartridges & Multi-Pak
Choose slot devices and the startup slot.

Floppy Disks
Mount DSK files in drives 0-3.

CoCo SDC
Mount SDC images and retained OS9 floppy images.

Sound & Expansion
Choose palette or SSC mode; check SSC readiness.

Cassette
Load, rewind, monitor or save CAS media.

Machine
Memory, turbo, autorun, reset and cold boot.

Display
Aspect, scan effects and artifact color choices.

Input
Joystick emulation, swapped ports and mouse control.

Advanced
Font, UART routing, debug and extra controls.

Devices, then media

Changing a slot device restarts the CoCo; save guest work first. Built-in devices move slots with their mounted media. The startup slot and disk mount are separate choices.

Run your first disk

1. The prepared image starts with Quadrapassel ready. Type **DOS** at BASIC.
2. For another game, return to BASIC. Choose **F12 > Floppy Disks > Drive 0 > StandardGames**, select its folder and DSK, then type **DOS**.
3. Online guides: Quadrapassel, Capital Quest, Bone Quest. PDF guides are on the card.

Add Sound & Speech

The complete image includes both chip ROMs. Assign an SSC-capable device, then select **Sound & Expansion > Expansion > Sound & Speech** and check **Sound & Speech ready**. This mode shares registers with Extended palette.

Keep exploring

Save the core configuration after arranging the machine. MiSTer's system menu changes cores without a physical reset. Find current guides and the menu reference at the Coco 3 Plus hardware home.

Released 1.0.0. Visit the hardware home for current guides, startup help and the menu reference.

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