

GAME BOY ADVANCE™



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INSTRUCTION BOOKLET

Merci d'avoir choisi le Nintendo® Game Boy Advance™.

[0501/FUG/AGB-HW]

This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Product.



Ce sceau est votre assurance que Nintendo a approuvé ce produit et qu'il est conforme aux normes d'excellence en matière de fabrication, de fiabilité et surtout, de qualité. Recherchez ce sceau lorsque vous achetez une console de jeu, des cartouches ou des accessoires pour assurer une totale compatibilité avec vos produits Nintendo.

Thank you for selecting the Nintendo Game Boy Advance™ system.

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION. PLEASE KEEP THIS BOOK FOR FUTURE REFERENCE.

HINWEIS: BITTE LIES DIE VERSCHIEDENEN BEDIENUNGSANLEITUNGEN UND VERBRAUCHERINFORMATIONEN, DIE SOWOHL DER NINTENDO HARDWARE WIE AUCH JEDEM MODUL BEIGELEGT SIND, SEHR SORGFÄLTIG DURCH. DIESE ANLEITUNG ENTHÄLT WICHTIGE SICHERHEITSHINWEISE. HEBE DIR DIESES HEFT FÜR SPÄTERES NACHSCHLAGEN GUT AUF.

ATTENTION: VEUILLEZ LIRE ATTENTIVEMENT LA NOTICE "INFORMATIONS ET PRECAUTIONS D'EMPLOI" QUI ACCOMPAGNE LE PRODUIT NINTENDO, LA CARTOUCHE DE JEU OU LES ACCESSOIRES AVANT DE LES UTILISER. ELLE CONTIENT DES INFORMATIONS IMPORTANTES SUR LA SECURITE ET LES PRECAUTIONS D'EMPLOI. GARDEZ ENSUITE LE MANUEL POUR VOUS Y REFERER PLUS TARD.

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1 Consumer Information and Precautions

READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

WARNING – SEIZURE

Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. STOP PLAYING IMMEDIATELY and consult a doctor if you or your child have any of the following symptoms: **Convulsions, Eye or muscle twitching, Loss of awareness, Altered vision, Involuntary movements, Disorientation.**

TO REDUCE THE LIKELIHOOD OF A SEIZURE WHEN PLAYING VIDEO GAMES:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.

WARNING – REPETITIVE MOTION INJURIES

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING – BATTERY PRECAUTIONS

FAILURE TO FOLLOW THE FOLLOWING INSTRUCTIONS MAY CAUSE THE BATTERIES TO MAKE "POPPING" SOUNDS AND LEAK BATTERY ACID RESULTING IN PERSONAL INJURY AND DAMAGE TO YOUR GAME BOY ADVANCE OR ACCESSORY. IF BATTERY LEAKAGE OCCURS, THOROUGHLY WASH THE AFFECTED SKIN AND CLOTHES. KEEP BATTERY ACID AWAY FROM YOUR EYES AND MOUTH. CONTACT THE BATTERY MANUFACTURER FOR FURTHER INFORMATION.

1. For Game Boy Advance use only alkaline batteries. Do not use carbon zinc or any other non-alkaline batteries.
2. Do not mix used and new batteries (replace all batteries at the same time).

2 Information

GAME BOY ADVANCE INSTRUCTION BOOKLET

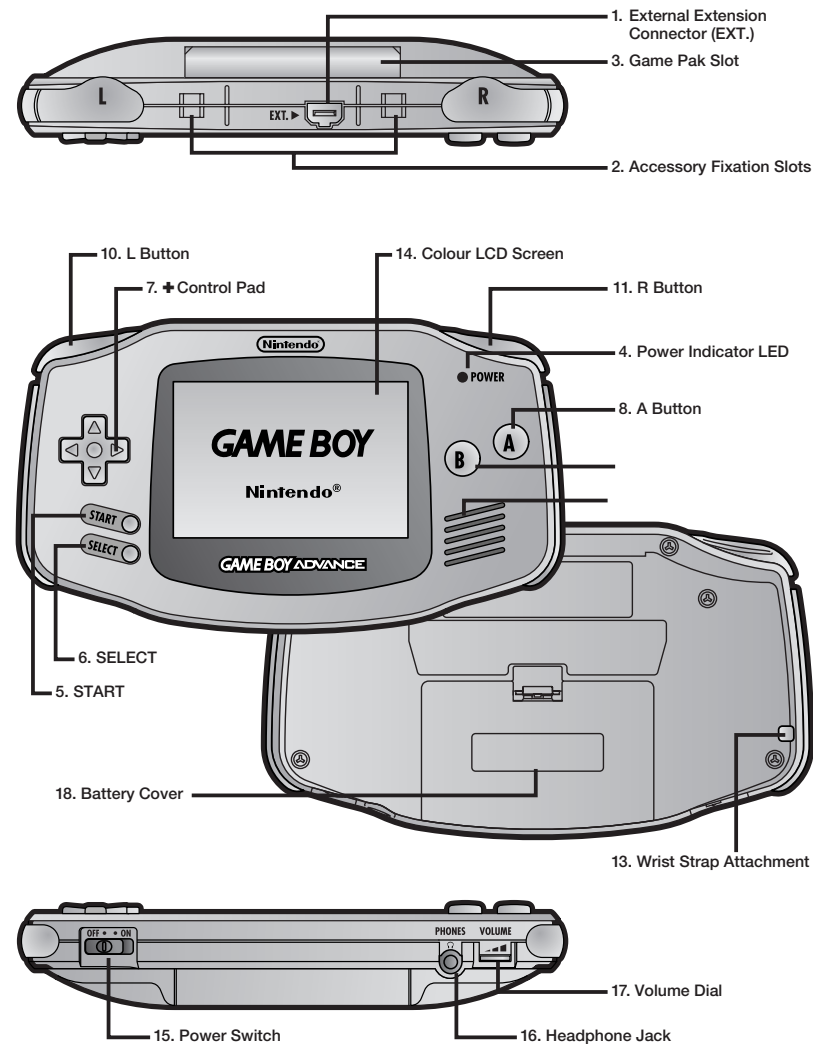
In this manual, the previously released software and hardware of the Original Game Boy™, Game Boy™ pocket and Game Boy™ Color will be referred to as the Game Boy Series. However, where necessary the specific name may be used depending on the context.

NEW FEATURES OF GAME BOY ADVANCE

- 2.9" TFT reflective screen that can display up to 32,000 colours simultaneously.
- 32-Bit ARM CPU with embedded memory.
- Compatible* with Game Boy and Game Boy Color software.
- Multiplayer mode for up to 4-players when using Game Paks that feature the Game Boy Advance Game Link™ cable icon and the Game Link cables (sold separately).

***NOTE:** A few Game Boy Series Game Paks may not work properly when used with the Game Boy Advance system.

3 List of Components



4 Description of Components

1. **External Extension Connector (EXT.)** – This unit allows connection to any Game Boy and to Game Boy Series accessories.
2. **Accessory Fixation Slots** – For connecting Game Boy Advance dedicated accessories.
3. **Game Pak Slot** – This easily accessible slot is designed for loading a Game Boy Game Pak.
4. **Power Indicator LED (POWER)** – This tiny bulb lights green when the Game Boy Advance is ON. For Alkaline batteries, the green light will change to red as the battery power reduces to 20 or 30 % and the LED will begin to fade when it is time to replace the batteries.
5. – 11. **Operation Buttons** (START, SELECT, + Control Pad, A Button, B Button, L Button, R Button) – Used as the controls for playing games. See individual Game Pak instruction booklets for specific button functions.
12. **Speaker** – Outputs mono sound. Will automatically turn off when headphones are plugged into Headphone Jack.
13. **Wrist Strap Attachment** – For attachment of a wrist strap.
14. **Colour LCD Screen** – Highly reflective 2.9 inch Thin-Film Transistor (TFT) Colour Liquid Crystal Display with up to 32,000 colours.
15. **Power Switch (OFF/ON)** – Slide the switch to turn the power ON or OFF.
(NOTE: Always insert a Game Pak before turning power ON.)
16. **Headphone Jack (PHONES)** – For connecting a pair of stereo headphones.
17. **Volume Dial (VOLUME)** – Adjusts the volume right or left. Rotate to the right to increase
18. **Battery Cover** – Remove the cover on the back of the Game Boy Advance and insert two AA (LR 6) batteries. Game Boy Advance AC-DC Adapter Set can also be used.

5 Installing Batteries

Remove the cover on the back of the Game Boy Advance and insert two AA (LR 6) batteries as shown. Always use two fresh, high quality alkaline batteries. Do not use rechargeable nickel cadmium (NiCad), nickel metal hydride (NiMH), carbon zinc or any other type of non-alkaline batteries.

Caution: When inserting the batteries, make sure that the positive (+) and negative (–) ends are facing in the correct directions. (See Illustration 1.) Always insert the negative end first. When removing batteries, remove the positive end first.

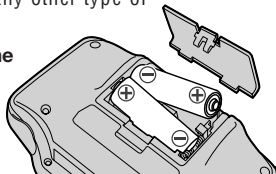


Illustration 1

NOTE: When the battery life is down to between 20 % and 30 %, the Power Indicator LED will change colour from green to red. When the LED begins to grow dim, the battery life is almost gone. If you are playing a game with a battery back-up, you should save your progress and replace the batteries as soon as possible.

- Non-rechargeable batteries are not to be recharged.
- Different types of batteries or new and used batteries are not to be mixed.
- Exhausted batteries are to be removed from the toy.

6 About Game Boy Advance Game Paks

There are four types of Game Boy Game Paks that will work with the Game Boy Advance:

- Type 1.** Original Game Boy Game Paks, which will work with both the Game Boy Advance and Game Boy Color units (using 4 – 10 colours, see Section 8) and with the original Game Boy and Game Boy pocket systems (using 4 shades of gray).
- Type 2.** Dual mode Game Boy Game Paks that will work with both the Game Boy Advance and Game Boy Color (using up to 56 colours out of a palette of 32,000) and with the original Game Boy and Game Boy pocket systems (using 4 shades of gray).
- Type 3.** Full colour games (using up to 56 colors out of a palette of 32,000) that will work only on Game Boy Color and Game Boy Advance.
- Type 4.** Special full colour (32,000 colours maximum) wide screen games that will work only on the Game Boy Advance.



Game screen size for Type 1, 2 and 3 games



Game screen size for Type 4 games only

A few older Game Boy games may not function properly on the Game Boy Advance causing display or sound problems. Game Boy Color games may appear darker due to Game Boy Advance screen specification.

NOTE: You can switch the screen size for Type 1, 2 and 3 games to wide screen mode by pressing the L and R buttons. (This may make some of the images distorted or hard to see.)

7 Using the Game Boy Advance Video Game System

STARTING A GAME

1. Insert a Game Pak into the Game Pak Slot in the back of the Game Boy Advance. The label should face away from the Game Boy Advance when inserting. (See illustration 2.)
2. Turn the power ON. The Power Indicator LED will light up. (See illustration 3 and 4.)
3. The screen displays the "GAME BOY" logo. Before starting the game, always make sure you read the Game Pak Instruction Booklet for the game you are playing.

NOTE: To get maximum picture brightness on your Game Boy Advance, be sure to play in a well-lit area. Natural sunlight near a window works well, as does playing near a lamp, etc. A light source that is above or behind the player will maximize the brightness of the game. Try holding the Game Boy Advance at different viewing angles for optimum screen reflection.

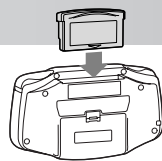
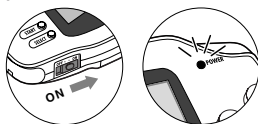


Illustration 2



REMOVING GAME PAK

1. Turn the power OFF (see illustration 5).
2. Pak Slot (see the illustration 6).

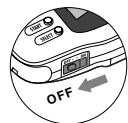


Illustration 5

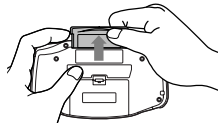


Illustration 6

8 Changing Screen Colours on Original Game Paks

If you use a Game Pak designed for the Game Boy in Game Boy Advance, you can change the screen colour. There are 12 different colour palettes to choose from.

1. Turn the power ON.
2. While the "GAME BOY" logo is displayed on the screen, enter the command by following the colour palette list below. The screen colour will then change.

PRESS	COLOUR	PRESS	COLOUR
UP	BROWN	LEFT	BLUE
UP + A	RED	LEFT + A	DARK BLUE
UP + B	DARK BROWN	LEFT + B	GRAY
DOWN	PALE YELLOW	RIGHT	GREEN
DOWN + A	ORANGE	RIGHT + A	DARK GREEN
DOWN + B	YELLOW	RIGHT + B	REVERSE

- You cannot change the screen colour during the game.
- Once you change the screen colour, you cannot change it while the power is turned ON. If you want to change the screen colour, turn the power OFF and turn it ON again.
- The screen colour can't be changed when you're using Game Paks for Game Boy Advance, Game Boy Color, or dual mode Game Pak for Game Boy & Game Boy Color.
- Some of the selected colour patterns may cause a problem displaying the screen clearly.

9 Description of Accessories (When using Game Paks for the Game Boy Advance)

ABOUT ACCESSORIES

You will enjoy a wider range of functions while using accessories designed for Game Boy Advance (each sold separately). You will find icons on the Game Paks and in the Instruction Booklets indicating which accessories are supported.

NOTE: Please see the Instruction Booklets for how to use each accessory properly.

CONNECTING A GAME BOY ADVANCE GAME LINK CABLE (AGB-005) TO YOUR GAME BOY ADVANCE

The Game Boy Advance Game Link cable (AGB-005) can only be used with Game Paks designed for Game Boy Advance when playing a Multi-Player game on the Game Boy Advance hardware.

Connect the Game Boy Advance Game Link cable with the External Extension Connector.

NOTE: Use of this cable with Game Boy Series Game Paks may cause loss of game information.

You can also use other accessories licensed by Nintendo that are connected to the Game Pak Slot. Please see the individual accessory Instruction Booklet for details.

NOTE: When using Game Paks designed for Game Boy Advance, ONLY connect Game Boy Advance accessories to the External Extension Connector. Otherwise the Game Boy Advance unit or accessories might not function properly and thus cause a malfunction.

PLAYING A MULTI-PLAYER MODE GAME

If you use a Game Pak displaying a Game Boy Advance Game Link cable icon (shown on the right) and the Game Boy Advance Game Link cable (Sold separately), you can enjoy a multiplayer communication game for up to 4-players.



There are two ways to play a Multi-Player game with the Game Boy Advance Game Link cable:

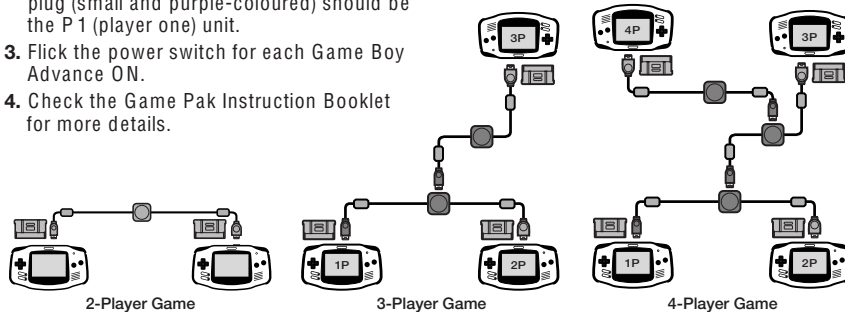
- Multi-player mode gameplay with 2 to 4 Game Paks (Multi Game Pak play).
- Multi-player mode gameplay with 1 Game Pak (1 Game Pak play).

The Multi-player method may vary depending on the game you play. Please see the Game Pak Instruction booklet for details.

Multi-player mode gameplay with 2 to 4 Game Paks (Multi Game Pak play)

How to Connect

1. Make sure that the power switch on every Game Boy Advance hardware is OFF and the Game Paks are inserted into the Game Pak Slots.
2. Connect the Game Boy Advance Game Link cables together and then plug them into the External Extension Connectors. The Game Boy Advance that is connected with the 6PIN plug (small and purple-coloured) should be the P 1 (player one) unit.
3. Flick the power switch for each Game Boy Advance ON.
4. Check the Game Pak Instruction Booklet for more details.



Multi-player mode gameplay with 1 Game Pak (1 Game Pak play)

How to Connect

1. Make sure that the power switch of every Game Boy Advance unit is OFF and insert the Game Pak into the Game Pak Slot of the P 1 Game Boy Advance.
2. Connect the Game Boy Advance Game Link cables together and then plug them into the External Extension Connectors making sure you connect the 6PIN plug (small and purple-coloured) into the Game Pak Slot of the P 1 Game Boy Advance.
3. Flick the power switch for each Game Boy Advance ON.
4. Check the Game Pak Instruction Booklet for more details.

When using the Multi-player mode, follow the rules below. Otherwise the game may not function properly or saved data may be destroyed.

- ONLY use Game Boy Advance Game Link cables.
- Do not perform any connection that is not specified in this Instruction Booklet.
- Do not plug/unplug the Game Boy Advance Game Link cables during the game.
- Do not turn the power OFF while communicating.

10 Description of Accessories (When using a Game Pak designed for the Game Boy Series)

SUPPORTED ACCESSORIES

You will enjoy a wider range of functions when using accessories designed for the Game Boy Series (each sold separately). You can find icons on the Game Paks and the instruction booklets indicating which kind of accessory will be supported.

NOTE: Please see the individual Instruction Booklet to see how to use the accessories in detail.

Communication cable – The icon on the Game Pak indicates that the Universal Game Link cable (CGB-003) is supported.	Game Boy printer – The icon on the Game Pak indicates that the Game Boy printer (MGB-007) is supported.	Infrared communication – The icon on the Game Pak indicates that the Game Boy Color Infrared communication feature is supported. <ul style="list-style-type: none"> • Game Boy Advance doesn't have an Infrared communication feature therefore you cannot use this feature on the Game Boy Advance even if the Game Pak supports Infrared communication.
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CONNECTING AN ACCESSORY

You can use the following accessories (sold separately) when using a Game Pak designed for the Game Boy Series.

Universal Game Link™ cable (CGB-003)

You can use this cable when you want to play a two-player mode game on the Game Boy Advance or other hardware in the Game Boy Series.

NOTE: Use of this cable with Game Boy Advance Game Paks may cause loss of game information.

Game Boy printer (MGB-007)

With this accessory you are able to print out pictures or use other special print functions that various Game Paks support. Connect the Universal Game Link cable to the Game Boy Advance and Game Boy printer's External Extension Connector.

You may also use the External Extension Connector for other licensed Nintendo accessories or Game Boy Series accessories which are designed to be connected to the Game Pak Slot. Please see individual Accessory Instruction Booklets for details.

NOTE: Some of the accessories may not work properly. Please see the Instruction Booklets for each accessory.

When you insert a Game Pak designed for the Game Boy Series, please use accessories that have been designed for the Game Boy Color, Game Boy pocket, and Original Game Boy.

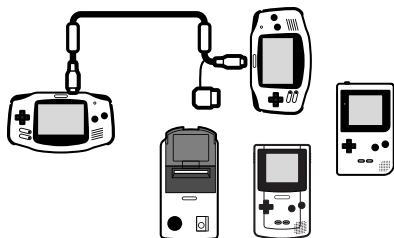
PLAYING TWO-PLAYER MODE GAMES

You can enjoy a two-player mode game, if you are using Game Paks that support the Game Link cable.

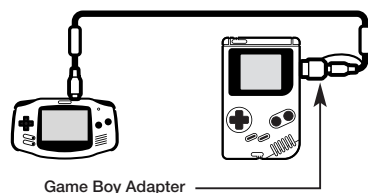
When using Game Boy Advance (AGB-001), Game Boy Color (CGB-001), Game Boy pocket (MGB-001), or Original Game Boy (DMG-001), you need the Universal Game Link cable (CGB-003).

How to connect

1. Make sure that the power is OFF on both units and insert the Game Paks.
2. Connect the Game Link cable to each External Extension Connector.
3. Turn the power ON.
4. Please see the Game Pak Instruction Booklet for additional information.



Connecting the Game Boy Advance to another Game Boy Advance, Game Boy Color, Game Boy pocket or Game Boy printer.



Connecting the Game Boy Advance to the Original Game Boy.

NOTE: The Game Boy Adapter has been plugged into one end of the Game Link cable.

11 AC-DC Adapter Set

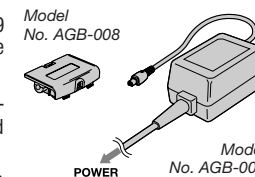
The Game Boy Advance AC-DC Adapter Set (Model No. AGB-009 and AGB-008) can be used to power your Game Boy Advance (sold separately).

For the Game Boy Advance, use only an exclusive AC-DC Adapter Set (AGB-009 + AGB-008) or other products officially licensed by Nintendo.

Do not use Game Boy, Game Boy pocket or Game Boy Color AC adapters with the Game Boy Advance.

Please see the Game Boy Advance AC-DC Adapter Set Instruction Booklet for details.

- The exclusive AC-DC Adapter conforms to Low Voltage Directive (73/23/EEC) for AC-DC adapters.
- Transformers used with the Game Boy Advance should be regularly examined for damage to the cord, plug enclosure and other parts.
- In the event of damage the transformer must not be used until the damage has been repaired.
- The toy is not intended for children under 3 years old.
- The transformer is not a toy.
- For indoor use only.
- If the external flexible cable or cord of the transformer is damaged, it should be replaced by the manufacturer or his service agent in order to avoid a hazard.



12 Troubleshooting (Before seeking assistance)

Problem	Solution
The screen stays blank even though the power is ON.	<ul style="list-style-type: none"> • Turn the power OFF. Wait a few moments, then turn the power ON. • Turn the power OFF. Remove Game Pak and reinsert it, then turn the power ON. • Check the placement of the batteries. • If using a Game Link cable, check connections with the power OFF, then try again. • If using a Game Link cable, check that all Game Paks are the same. (Review Sections 9 and 10.) • Replace the batteries with new fresh batteries.
The screen appears faint.	<ul style="list-style-type: none"> • Replace the batteries with new fresh batteries.
Horizontal lines appear when the power is ON.	<ul style="list-style-type: none"> • Turn OFF the power, remove the Game Pak and reinsert it, making sure it is fully inserted into the Game Pak Slot. Turn the power ON.
No sound is heard from the speaker during game play.	<ul style="list-style-type: none"> • Adjust the volume. • Make sure there are no headphones plugged into the Headphone Jack.
	<ul style="list-style-type: none"> • Turn the power OFF. Remove all Game Paks and re-insert, then turn the power ON. • Make sure Game Paks include the multi-player feature and that Game Paks are the same game. • Make sure you are using the correct Game Link cable. (Review Sections 9 and 10.)

If your Game Boy Advance still does not operate correctly after trying the above remedies, please call the Nintendo Service Center.

[0802/UKV/AGB]

24 MONTHS WARRANTY

For a period of 24 months from the date of original purchase by a consumer within the European Economic Area Nintendo of Europe GmbH warrants to the purchaser that this product is free from defects in material and workmanship at the time of such purchase and, further, Nintendo will, without charge to the purchaser, at its complete discretion either repair or replace the defective product.

- This warranty does not apply if the defect is caused by the purchaser's and / or any third party's negligence, unreasonable use, modification, inappropriate repair, use of the product otherwise than in conformity with Nintendo's instruction manual or as a result of accidental damage.
- This warranty does not apply to products which have been used prior to the date of original purchase, whether for rental purposes or otherwise.
- This warranty is granted in addition to any statutory rights which the purchaser of consumer goods may have. The warranty granted hereunder by Nintendo does not affect those statutory rights.

In case of a defect covered by this warranty please contact:-

Nintendo Service Centre
Parham Drive, Boyatt Wood, Eastleigh, Southampton SO50 4NU.
Tel: 023 80 62 32 00

When sending the product to the Nintendo Service Centre, please use, if possible, the original packaging, add a description of the defect and attach thereto a copy of your proof of purchase showing the date thereof.

If the 24 months period has already expired or if the defect is not covered by this warranty, Nintendo of Europe GmbH may still be prepared to repair or replace the product. For further information about this and in particular the details of any charges for such services please contact:-

Nintendo Service Centre
Tel: 023 80 62 32 00

THIS WARRANTY DOES NOT APPLY TO EX-RENTAL
OR SECOND-HAND PRODUCTS.