

WARNING: PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

C/AGB-USA-3

GAME BOY ADVANCE

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- Pour une version française de ce manuel, veuillez aller sur le site [www.nintendo.com/consumer/manuals/index.jsp](http://www.nintendo.com/consumer/manuals/index.jsp) ou appeler le 1-800-255-3700.
- Para obtener la versión de este manual en español, visite nuestro web site a [www.nintendo.com/consumer/manuals/index.jsp](http://www.nintendo.com/consumer/manuals/index.jsp), o llame a 1-800-255-3700.

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IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

INSTRUCTION BOOKLET

### ▲ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, 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 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.
  5. Take a 10 to 15 minute break every hour.

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

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

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline with any other type of battery (carbon zinc, nickel cadmium, etc).
- Do not mix different brands of batteries.
- Do not use nickel cadmium (nicad) batteries in your Game Boy, Game Boy pocket or Game Boy Color.
- For Game Boy Advance use only alkaline batteries. Do not use nickel cadmium (nicad), nickel metal hydride (nimh), carbon zinc or any other non-alkaline batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

## 4 Installing Batteries

Remove the cover on the back of the Game Boy Advance and insert two AA batteries as shown below. Use only 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.) Insert the negative end first. When removing batteries, remove the positive end first.

Note: When the battery life is down to 20% to 30%, the Power Indicator LED will change color from green to red. When the LED begins to glow 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.

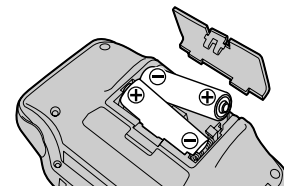


Illustration 1.

## 5 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 (using 4 - 10 colors, see Section 7 below) and with the original Game Boy and Game Boy® pocket systems (using 4 shades of gray).
- Type 2. Dual mode Game Boy Game Paks which will work with both the Game Boy Advance and Game Boy Color (using up to 56 colors 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 color games (using up to 56 colors out of a pallet of 32,000) that will work only on Game Boy Color and Game Boy Advance.
- Type 4. Special full color (32,000 colors maximum) wide screen games that will work only on the Game Boy Advance.

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.)

A few older Game Boy games may not function properly on the Game Boy Advance causing display or sound problems.

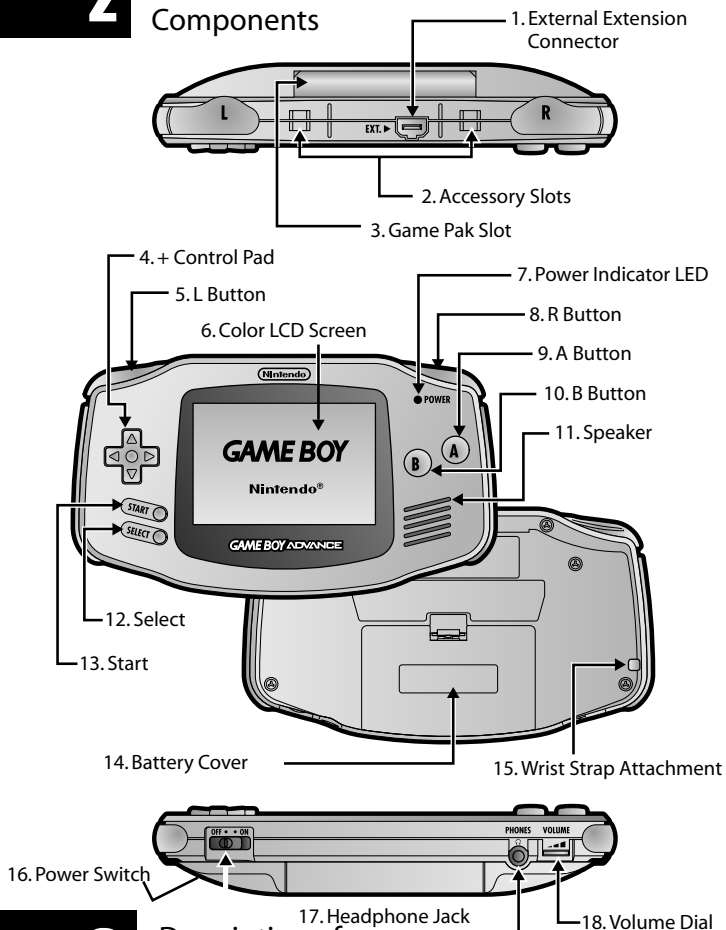
# 1 Introduction to the Game Boy® Advance Video Game System

Thank you for purchasing the Nintendo® Game Boy® Advance video game system. The Game Boy Advance is a pocket size color video game system that features:

- 2.9" Thin-Film Transistor (TFT) color liquid crystal reflective display.
- Up to 32,000 simultaneous colors.
- 32-Bit ARM with embedded memory.
- Compatibility with Game Boy and Game Boy Color Game Paks.

Please read both the following instructions and the separate Precautions Booklet before setup or use of the Game Boy Advance. If, after reading all the instructions, you still have questions, please visit our customer service area at [www.nintendo.com](http://www.nintendo.com) (in Canada, [www.nintendo.ca](http://www.nintendo.ca)) or call 1-800-255-3700.

# 2 List of Components



# 3 Description of Components

1. External Extension Connector (EXT.) - Allows connection to another Game Boy for multi-player games or to the Game Boy® Printer (no longer available). Requires a Game Boy Game Link® cable. See Sections 8 and 9 of this manual for more information.
2. Accessory Slots - Allows for attachment of Game Boy Advance accessories.
3. Game Pak Slot - For loading a Game Pak.
4. + Control Pad - Game play control.
5. L Button - Game play control.
6. Color LCD Screen - 2.9" Highly reflective Thin Film Transistor (TFT) LCD screen.
7. Power Indicator LED (POWER) - Indicates battery life. For alkaline batteries, the green color will change to red when battery life is down to 20% to 30% and the LED will begin to fade when it is time to replace batteries.
8. R Button - Game play control.
9. A Button - Game play control.
10. B Button - Game play control.
11. Speaker - For output of mono sound.
12. Select - Game play control.
13. Start - Game Play control.
14. Battery Cover - Remove cover to add or replace batteries.
15. Wrist Strap Attachment - For attachment of a wrist strap. (Sold separately.)
16. Power Switch (OFF•ON) - Slide switch to the right to turn power ON. (Note: Always insert a Game Pak before turning power on.)
17. Headphone Jack (PHONES) - For connecting a pair of stereo headphones. (Sold separately. See your local Nintendo retailer, visit our online store (USA only) at [www.nintendo.com](http://www.nintendo.com) or call at 1-800-255-3700.
18. Volume Dial (VOLUME) - Adjusts volume. Rotate right to increase volume.

# 6 Using the Game Boy Advance Video Game System

1. Insert a Game Pak into the Game Pak Slot with the label facing away from the Game Boy Advance. (See Illustration 2.)

Caution: Always check the Game Pak edge connector for foreign material before inserting the Game Pak into the Game Boy Advance.

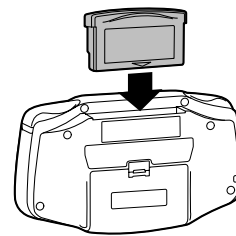


Illustration 2.

2. Turn on the power by pushing the Power Switch to the right. The Power Indicator LED will be green if you are using fresh batteries (See Illustrations 3 and 4). The screen will display the Game Boy logo, and then change to the display for the game that you are playing. Be sure to read the Game Pak instruction booklet for the game you are playing.

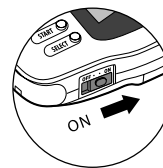


Illustration 3.

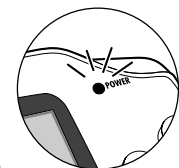


Illustration 4.

Note: For best color, use under bright light conditions.

3. To remove the Game Pak after playing, first turn the power OFF by sliding the Power Switch to the left, then slide the Game Pak out of the Game Pak Slot (See Illustrations 5 and 6).

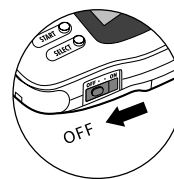


Illustration 5.

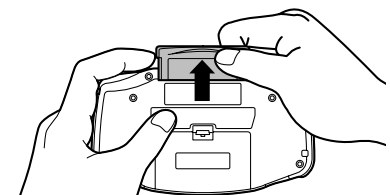


Illustration 6.

# 7 Changing the Screen Color on Original Game Boy Game Paks

There are 12 different color palettes that can be selected when using the original Game Boy Game Paks (Type 1, Section 5 above.)

1. To change the color palette, first insert a Game Pak and turn on the power as described in Section 6 above.
2. When the Game Boy logo appears, press the + Control Pad and button combination shown below for the desired color pallet.

PRESS	COLOR	PRESS	COLOR
UP	BROWN	LEFT	BLUE
UP + A	RED	LEFT + A	DARK BLUE
UP + B	DARK BROWN	LEFT + B	GRAY
DOWN	PASTEL MIX	RIGHT	GREEN
DOWN + A	ORANGE	RIGHT + A	DARK GREEN
DOWN + B	YELLOW	RIGHT + B	REVERSE

Note: This will only work with the original Game Boy (monochrome) Games. The color cannot be changed after the game title screen appears, or on Game Boy Type 2, 3 or 4 Games as described in Section 5 above.