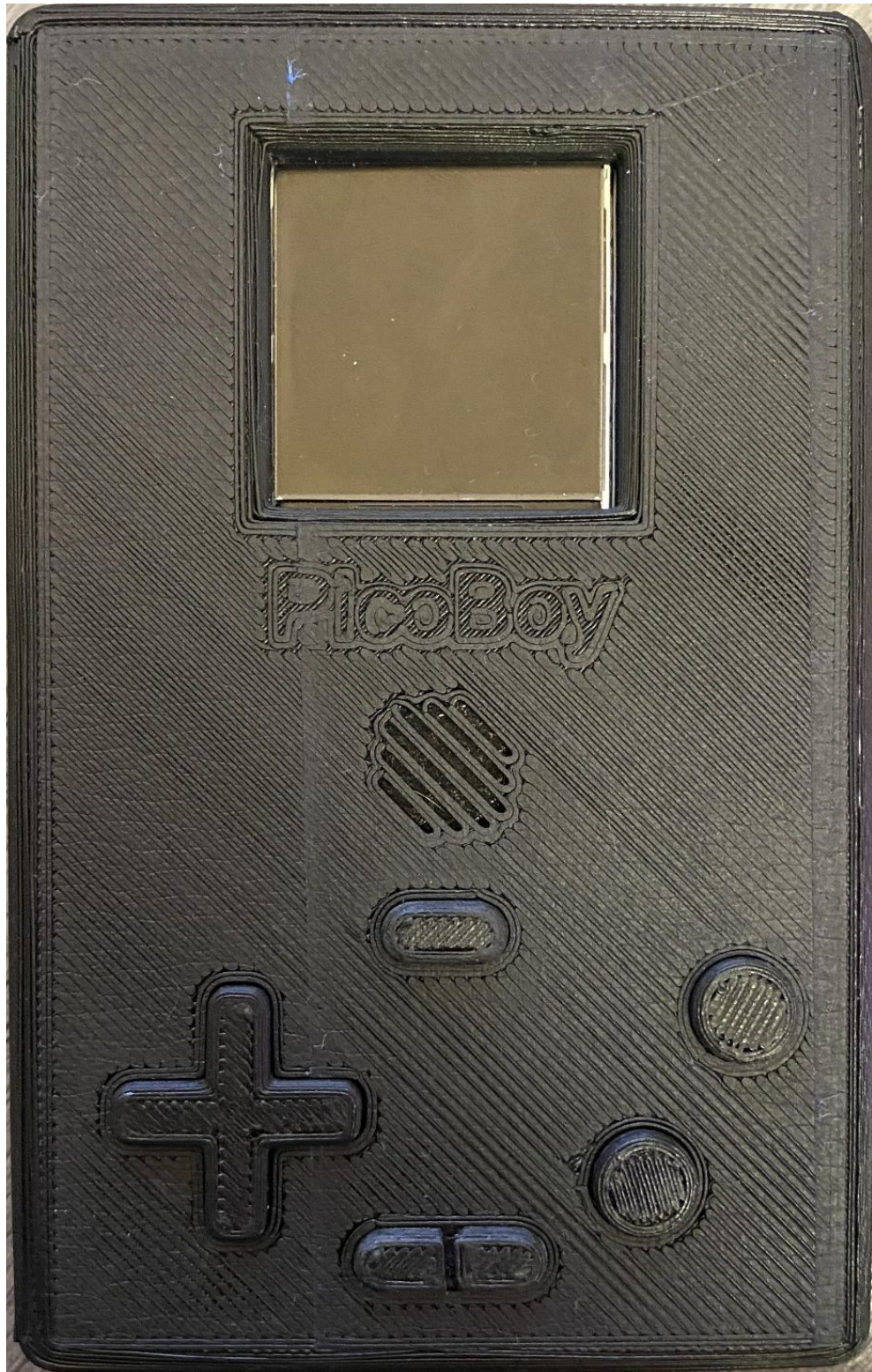


PicoBoy User Guide

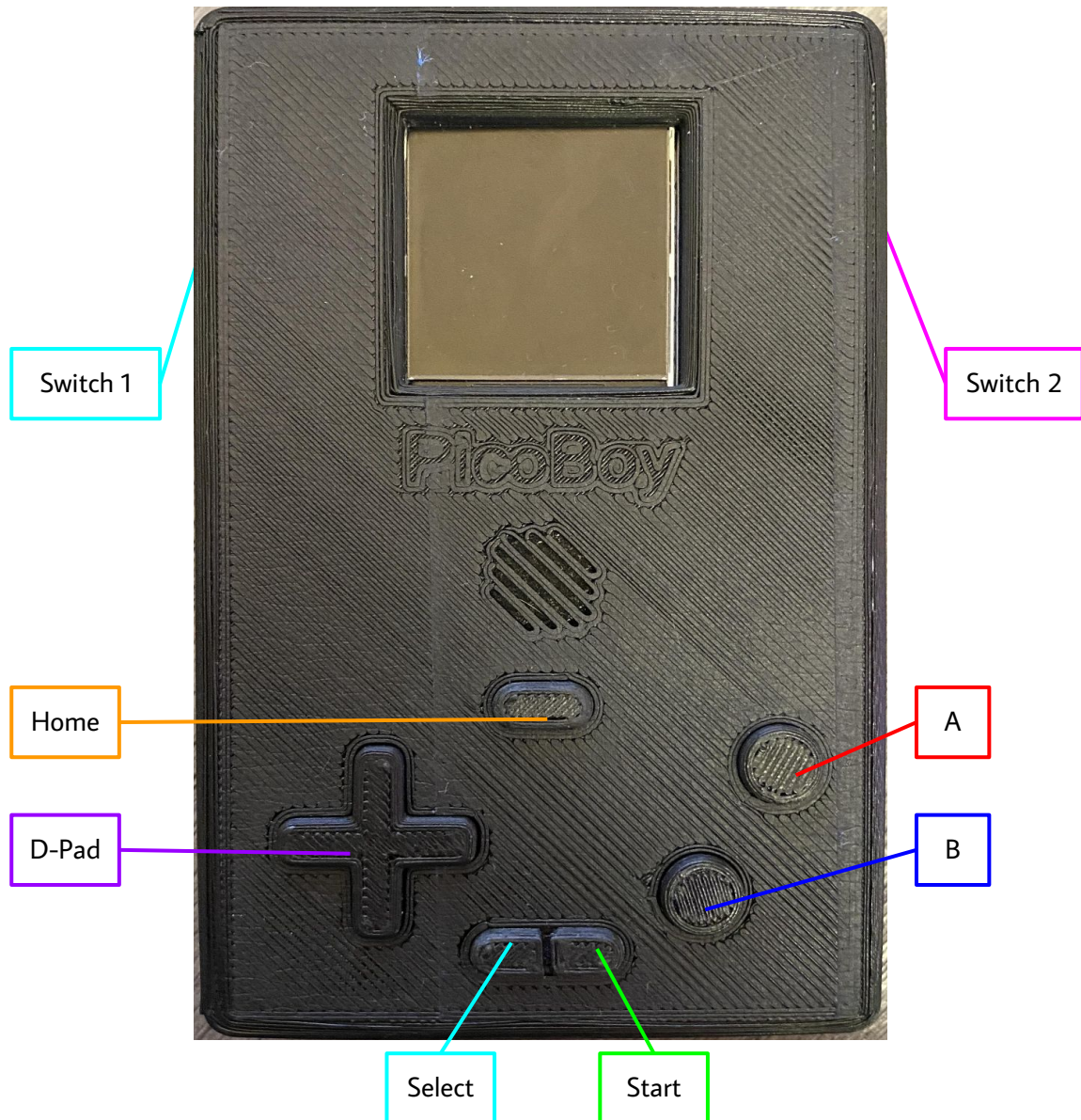


Created by HalloSpaceBoy

[Discord](#)

[GitHub](#)

Button Layout

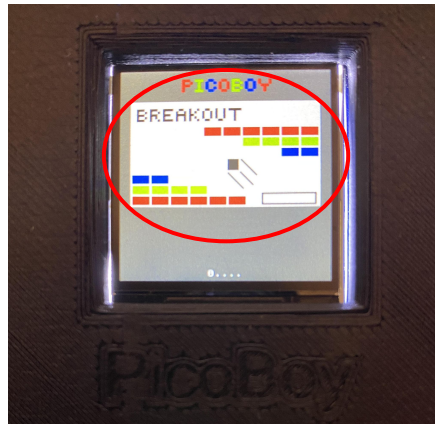


Button Functions

A, B, Select, Start, and the D-Pad are all buttons used in games. The only button excluded from games is the home button. Pressing the home button in game will immediately close the game. A and B are the buttons used to perform actions in-game, the D-Pad is used for directional movement in game (up, down, left, right), and select and start are used to pull up a pause screen/menu. Depending on how you soldered the switches, each one will perform an action. This action is either muting the sound, or powering on/off the console.

How to Navigate the Main Menu

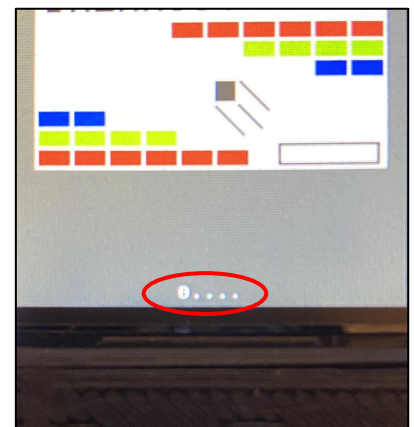
You can see the game you have selected by the cover art:



When you power on your PicoBoy, you will be greeted by the home menu. The home menu displays the games currently on the console in alphabetical order.



You can see which game you have selected by the counter at the bottom:



Main Menu Button Assignments:

- A - Start selected game
- Start - Start selected game
- Left - Move to the game on the left
- Right - Move to the game on the right
- Down+Select+B - Enter data transfer mode

How to Connect to The Console

1: Before you even open the PicoBoy Communication Software, you need to enter data transfer mode on your PicoBoy. You can do this by pressing Down+Select+B:



If you are really having trouble, ask a question on the [discord](#).

2: Once the console enters data transfer mode, connect it to your computer. Open the PicoBoy Communication Software

3: Click the dropdown list labeled "Select Port", choose the option that says "USB Serial Device". If an option like that does not show up, try replugging your console and click "Refresh Ports"

4: After that, click "Connect", If you get an error saying "Port not found" or "Port busy or nonexistent", make sure no other programs are connected to your PicoBoy.

5: If the program begins to freeze, you may be having connection issues. Unplug, replug, and try these steps again to remedy this.

6: If the "Connect" button changes to say "Disconnect", you did it! You can now interface with your PicoBoy.

You can disconnect your PicoBoy by pressing "Disconnect"

How to Update The Console

1: Before you update your PicoBoy, you need to connect to it. Refer to the section on connecting to your console to do this.

If you are really having trouble, ask a question on the [discord](#).

3: Click the "Update Console" button. If an error pops up saying "Port busy or nonexistent", check the connection to your PicoBoy.

2: Download the latest update from the GitHub [here](#). It will have the file extension ".pbu" This is the file that your PicoBoy will use to update.

5: Once you click "OK", a file window should appear. Select the update file you downloaded. Make sure that it is a ".pbu" file. If you get an error about reading the file, make sure you have selected a ".pbu" file and that it is not corrupted.

4: When you click the button, an alert will appear warning you of disconnecting your console while it updates. Please keep in mind that your console may corrupt if interrupted. Click "OK".

DO NOT UNDER ANY CIRCUMSTANCE INTERRUPT THE UPDATING OF THE PICOBOY IN ANY WAY!

6: A loading bar and file counter should appear. Wait for all of the files to upload (about 30-60 seconds). If it freezes for longer than 2 minutes, refer to the section on repairing a corrupted PicoBoy.

Assuming all has gone well, your PicoBoy should have an updated operating system!

How to Add a Game to The Console

1: Before you add a game to your PicoBoy, you need to connect to it. Refer to the section on connecting to your console to do this.

3: Once you click "Add Game", a file window should appear. Select the game you wish to add. Make sure that it is a ".pbg" file.

5: If the status bar freezes for longer than 30 seconds, disconnect the console and try again. If it happens a second time, your game file may be corrupted.

7: If you get an error saying "An error has occurred while reading/writing data to the device", it means that you may have accidentally disconnected your console. After reconnecting, delete the partially added game.

If you are really having trouble, ask a question on the [discord](#).

2: Now that you are connected, click the "Add Game" button. If an error pops up saying "Port busy or nonexistent", check the connection to your PicoBoy.

4: A loading bar and file counter should appear. Wait for all of the files to upload (about 30-60 seconds).

6: If you get an error saying "An error has occurred while reading file", it means the game you have selected may be corrupt or improperly formatted.

When the program says your game has uploaded, you did it! You now have a new game on your PicoBoy.

How to Delete a Game From The Console

1: Before you delete a game from your PicoBoy, you need to connect to it. Refer to the section on connecting to your console to do this.

If you are really having trouble, ask a question on the [discord](#).

2: Now that you are connected, navigate to the dropdown menu labeled "Choose Game" and click it.

3: If it says "No Games" click "Refresh Games". If "No Games" still shows up, there are no games on your console.

4: Choose a game from that list by clicking it. (This doesn't delete the game immediately, it only selects it.)

5: Click "Delete Game", a window should appear. To delete the game, click "OK". To cancel, click "Cancel"

6: After a short period of time, you should get a message saying "Game successfully deleted from memory".

7: If you get an error saying "Port busy or nonexistent", try reconnecting your PicoBoy.

If all has gone well, the game you have selected has been deleted!

How to Format the Console

WARNING: Formatting your PicoBoy will erase ALL DATA! Do not do this unless strictly necessary!

1: Before you format your PicoBoy, you must first connect to it. Refer to the section on connecting your console to do this.

If you are really having trouble, ask a question on the [discord](#).

2: Now that you are connected, click the "Format" button. Click "OK" to continue or "Cancel" to cancel.

3: If you get an error message saying "Port busy or nonexistent", try reconnecting your console.

4: After clicking the button, the software should pause for about 3 seconds. A loading bar should appear. Wait for all of the loading bars to complete.

DO NOT UNDER ANY CIRCUMSTANCE INTERRUPT THE FORMATTING OF THE PICOBOY IN ANY WAY!

5: If you receive an error or the loading bar freezes for longer than 2 minutes, refer to the section on fixing a corrupted PicoBoy.

Assuming all has gone well, your PicoBoy should have a squeaky clean operating system!

How to Fix a Corrupted PicoBoy

This section is only for those who have corrupted their PicoBoy.
Don't do this if you have not corrupted your PicoBoy.

1: Download 2 files, the flash nuker and the micropython firmware from these links: [Firmware](#) [Flash Nuker](#)

If you are really having trouble, ask a question on the [discord](#).

2: Plug the PicoBoy into your computer while holding the Pi Pico's "BOOTSEL" button. A USB drive will appear.

3: Drag the flash nuker file onto the USB drive, it will eject itself. Wait 5 seconds and do not unplug your PicoBoy.

4: Unplug the PicoBoy from your computer and plug it back in while holding the "BOOTSEL" button. A USB drive will appear.

5: Drag the firmware file onto the USB drive, it will eject itself. Wait 5 seconds and do not unplug your PicoBoy.

6: Plug your PicoBoy back into your computer. (Do not hold the "BOOTSEL" button this time)

7: Refer to the steps on formatting your PicoBoy to reformat the operating system.

Assuming all has gone well, your PicoBoy be reformatted and working!