

INSTRUCTION MANUAL  
FOR  
**BRAINBOY™**



## **BRAINBOY™ Features**

- Store up to 150 GameBoy® game saves on a 4Megabit FlashRom using PeliCrunch technology
- Colorize older gray-scale games (requires GameBoy® Color and non GameBoy® Color game)
- Play color games in gray-scale (requires GameBoy® Color and game that works with GameBoy® or GameBoy® Pocket, and GameBoy® Color)
- Create your own color palette and save it (up to 22 palettes)
- Includes 10 built-in palettes to make colorizing easier
- Play older gray-scale games twice as fast to cure “slow-down”
- Edit USA version of Pokemon Red, Blue, or Yellow Game Save to have any of the 151 monsters, all items, amount of money, time, badges. Edit trainer names and monster nicknames. Changes made to Game Save are equal to more than 198 cheat codes and will not destroy game save data.

## **Getting Started**

DO NOT ATTEMPT TO INSERT OR REMOVE THE **BRAINBOY™** WHILE THE GAMEBOY® IS ON.

DO NOT ATTEMPT TO INSERT OR REMOVE THE GAME CARTRIDGE WHILE THE GAMEBOY® IS ON.

- 1) Turn off the GameBoy® and insert the **BRAINBOY™** into the cartridge slot as you would a game cartridge (label faces away from the GameBoy®).
- 2) Insert a game cartridge into the cartridge slot of the **BRAINBOY™** (the game's label should face away from the **BRAINBOY™**)
- 3) Enable the **BRAINBOY™** by moving it's On/Off switch to the On position.
- 4) Turn on the GameBoy® to use the **BRAINBOY™** and play your game.



After the GameBoy®'s opening screen you should see the **BRAINBOY™** menu. If this does not happen then turn off the GameBoy® and re-insert the **BRAINBOY™** and game cartridge. Make sure they are securely in place and turn on the GameBoy®.

**Attention:** Improper use of **BRAINBOY™** may result in loss of game save data.

### **Menu and Sub-Menus**

After the **BRAINBOY** splash screen you will be presented with the following menu:

- Start Game
- Colorizer
- Blast Off
- Editor
- Memory

Move the circle selector to the function you want to use and press the A button. You may exit Sub-Menus by pressing the START button.

### **Start Game**

Selecting **Start Game** from the **main menu** will start the game. If you are colorizing a gray scale game your current color palette will be used.

### **Colorizer Sub-Menu**

You may only enter this sub-menu when you are in *Colorize* mode.

## How To Enter Colorize Mode

**\* You MUST Have a GameBoy® Color to use this feature.**

On top of the **BRAINBOY™** is a button. This is the *Colorizer* button.

You may only push this button when you are playing the game or while the Pelican logo is on the screen. Pressing this button while using the menu will lock up the GameBoy®. If this happens then you should turn off the GameBoy® and start again. No harm is done to the game or the GameBoy®.

Pressing the *Colorizer* button will restart the GameBoy® and switch to the opposite color mode. If your GameBoy® was in gray-scale (non-color mode) before you pressed the button then it will switch to color mode. When the **BRAINBOY™** menu appears it will be in full color.

You are now in *Colorize* mode.

When you enter the **Colorizer** sub-menu you will be presented with the following menu:

- Red Level
- Green Level
- Blue Level
- Reverse Order
- Select Palette
- Delete Palette
- Save Palette
- Return to MainMenu

## Red Level, Green Level, or Blue Level

Move the arrow selector to one of the above options and press the A or B button and the color above will change. The palette is divided into 3 sections: BackGround, Sprite 1, Sprite 2. The first 4 colors from the left side belong to the background. The Background is what you see on the screen, this can be trees,



pipes, towns. Sprites are small objects on the screen. These are the characters that move around freely on the screen. The next 3 colors of the palette are for the first sprite group, the last 3 sprites of the palette belong to the second sprite group.

Always try to edit colors for the background from brightest to darkest, and the idea is the same for the sprites.

Pressing Left or Right on the GameBoy® will change the Color Arrow Pointer. This points to the current color in the palette that you can edit.

By changing the Red, Green, and Blue values you can create any color of the rainbow! You can make the color Yellow by setting Red and Green levels to 31 and setting the Blue level to 0. You can make the color CYAN by setting Green and Blue levels to 31 and setting the Red level to 0. Change the values and have fun creating colors!

### **Reverse Order**

This will reverse the color order for the color set you are currently editing. If you are editing the background then this will reverse the colors, when you play the game the colors will be in "negative".

Use this when some games have trouble with "Update Colors" enabled and appear "negative" when you disable "Update Colors".

### **Select Palette**

You may select a palette that is stored in the ***BRAINBOY™***.

The first 10 palettes are built in, use these to help you create your own custom palette. The last 22 are ones that you have created and saved.

### **Delete Palette**

You may delete a palette that you saved. You can not delete the first ten, these are built in.

## **Save Palette**

You can save up to 22 palettes. Palettes are stored using the game's title. When you start up in *Colorize* mode again with the same game it will recall that palette. There's no need to select it again!

## **Blast Off Sub-Menu**

When you enter the **Blast Off** sub-menu you will be presented with the following menu:

- Update Colors
- Double Speed
- Save Options
- Return to MainMenu

## **Update Colors**

Pressing the A or B button will enable or disable this feature. Updating colors allows colors to change or fade when you are *Colorizing* a gray-scale game. Some games may not work correctly with this feature enabled. If you disable this feature the colors may not appear correctly in the game and you may need to edit the palette to correct it.

## **Double Speed**

Pressing the A or B button will enable or disable this feature. When *Colorizing* a gray-scale game while "**Update Colors**" is enabled you may experience some "lock ups", enabling **Double Speed** may cure some this. Enable **Double Speed** mode to make the game operate twice as fast. You may also use this to cure older gray-scale games that had "slow down" problems, such as Gauntlet 2.

## **Save Options**

This will save the **Update Color** and **Double Speed** options and the current palette.



### **Editor Sub-Menu**

If you have Pokemon Blue, Pokemon Red, or Pokemon Yellow (English language versions) inserted and the game save is valid then you can edit it. If you get a message that says data is corrupt it may just mean that the game cartridge was not inserted properly. Turn off the GameBoy® and re-insert the game and try again.

When you enter the **Editor** sub-menu you will be able to edit your name, rival's name, money, time, badges, monsters, and items.

When editing monsters you must select the amount of monsters to own. If you have edited all 6 monsters and noticed they are not available when playing the game then you have not set the amount of monsters to 6.

*Note: When playing Pokemon, if your Pokemon advances to the next level the HP, Attack, Defense, Speed, Special values will change. This is related to the number of experience points you have. If you set the Experience Points to 999,999 and your Pokemon advances to a higher level it will become level 100 and the HP, Attack, Defense, Speed, and Special values will change. You may need to edit these values again after your Pokemon advances in levels.*

When editing items you must select the amount of items available on the list. If the amount says 3 items and you edited 20 items then the game will only allow 3 items. Change amount of items to 20 and you will have all 20 items available during the game.

When you are finished editing your game save you can "Save Changes" to the game cartridge. If you exit without saving the changes then nothing will change and your edits will not be activated.



You may not exit the **Editor** sub-menu by pressing the Start button. This is to prevent you from accidentally exiting and losing your edits.

## Memory Sub-Menu

**NOTE:** This feature only works with GameBoy® games that save game data onto the cartridges, not with passwords or codewords. Games such as Pokemon Red, Pokemon Blue, Pokemon Yellow, Super Mario Bros DX save data onto the game cartridge. These types of games are compatible with **Memory Backup**.

**Attention:** Improper use of **BRAINBOY™** may result in loss of game save data.

When you enter the **Memory** sub-menu you will be presented with the following menu:

- Backup
- Restore
- Delete
- Erase Game Save
- Return to MainMenu

## Backup

To store a Game Save you need to back it up! First create a name for the Game Save then move down to "**Begin Backup**" and press the A button. **BRAINBOY™** will begin storing your Game Save. It uses a feature called PeliCrunch to make it really small so you can store more Game Saves. Do not turn off the GameBoy® while it is working on your GameBoy® because it may corrupt other Game Saves you have stored. It works like a computer, and like a computer you should not turn it off when writing to the hard disk drive.

You can save up to 150 Game Saves or until there are 000 Blocks Free. Some games require only 1 block, others may take 2 or 3, some may require as much as 7 blocks. It depends on the game and what was saved.



## **Restore**

To restore a Game Save from **BRAINBOY™** to your Game Cartridge you need to select which Game Save you want to restore. While it's restoring the Game Save you should not turn off the GameBoy® because it will not complete the restoration and you will need to do it again.

## **Delete**

If you need more free blocks to store another Game Save you may delete a previously stored Game Save from the **BRAINBOY™**. Select the Game Save you wish to Delete and you will be asked if you want to Delete it. If you select Yes, it will be Deleted. You can not recover a Deleted Game Save.

## **Erase Game Save**

This is not the same as **Delete**. This will erase the Game Save on your Game Cartridge. You can not recover an Erased Game Save. This will allow you to play the game from the beginning again. It also prepares the game cartridge so that it will be "PeliCrunched" into smaller blocks. It is good practice to use this function before you start a new game.

## **Trouble Shooting**

**BRAINBOY™** or game does not start after GameBoy logo is on the screen? Make sure the **BRAINBOY™** is firmly plugged into the GameBoy®. Make sure the game cartridge is plugged firmly into the **BRAINBOY™**. Sometimes the connectors on the cartridge get dirty. You can clean the cartridge connectors on the game, GameBoy®, and **BRAINBOY™** by blowing into them. Sometimes re-inserting them removes the dirt.

**My game doesn't work with the BRAINBOY<sup>TM</sup>?**

Most games will work, but if you have problems while using the *Colorizer* then you should try disabling "Update Colors" or enabling "Double Speed".

**My GameBoy® was accidentally turned off while Backing Up a Game Save (or Saving a Palette) and now my Game Save list (or Palette list) has an error. What can I do?**

In events such as these you can access a hidden menu called the "Factory Reset Menu". To access this menu go back to the MainMenu and press and hold down the following GameBoy® buttons in order:

Select, Start, A, B

The Factory Reset Menu will be brought up. You can now reset the Palette list and the **Memory Backup** Game Save list.

If you choose to Reset either list it will be returned to it's original factory setting. This is the same setting as when you first used the BRAINBOY<sup>TM</sup>. Resetting **Palettes** will erase all your stored Color Palettes. Resetting **Memory Backup** will erase all your stored Game Saves (not the one on your cartridge!). You can not recover what was erased, but it will fix the damaged lists.

**Visit our website at [www.pelicanacc.com](http://www.pelicanacc.com) for palette colorizing ideas, or problem solving issues.**

**For additional help or for warranty issues please contact us at:**

- Technical Support E-mail: [pelican@pelicanacc.com](mailto:pelican@pelicanacc.com) or [help@pelicanbrainboy.com](mailto:help@pelicanbrainboy.com)
- Customer Service Fax: (323) 234-9922
- Customer Support Line: (323) 234-0111

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