

**GAMING BOY**



# MALVEKE

for Flipper Zero



## INSTRUCTION BOOKLET



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Please read this instruction booklet thoroughly to ensure maximum enjoyment of your  
**MALVEKE**. Then save this booklet for future reference.

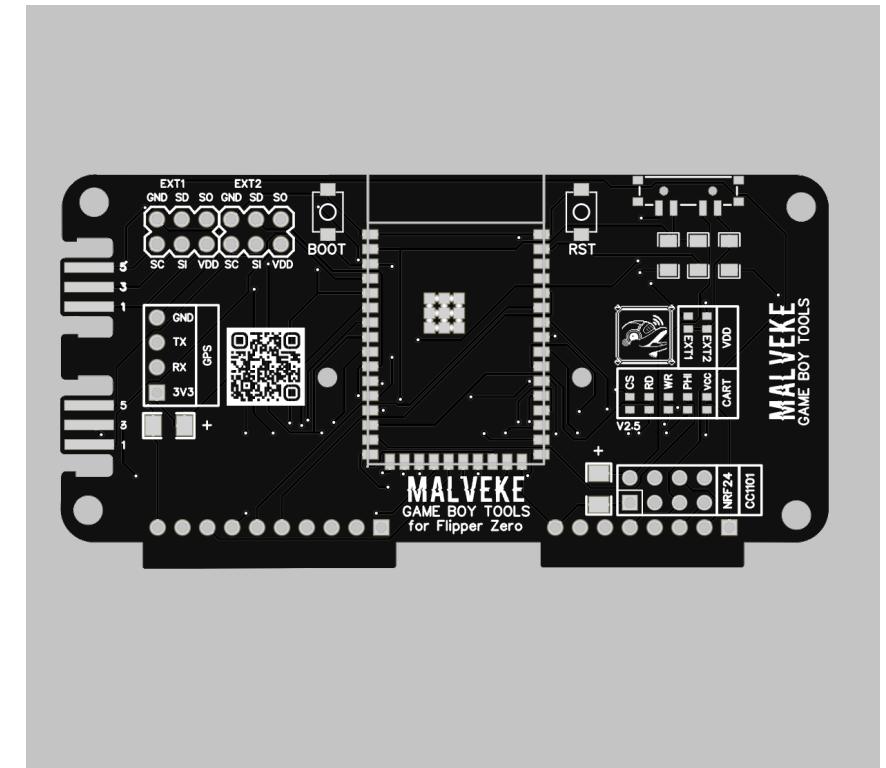
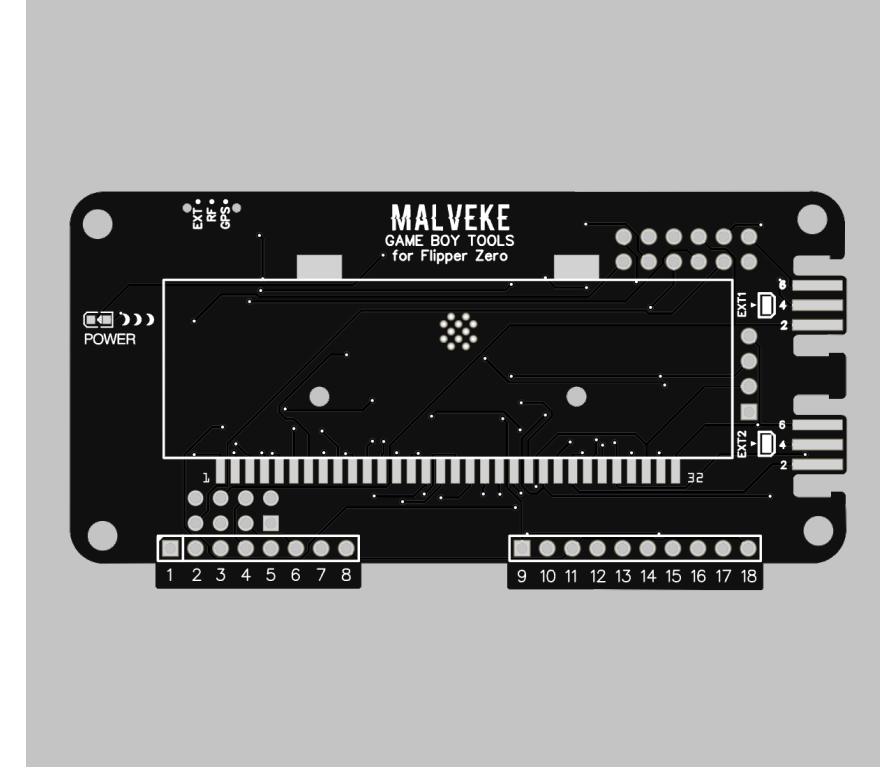
# THE STORY

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MALVEKE for Flipper Zero serves as the perfect bridge between the past and the present. It allows you to connect your Flipper Zero to iconic Game Boy accessories, reliving the excitement of classic games, capturing special moments with the camera and printer, and linking up with friends using the link cable.

This device provides an authentic Game Boy experience in today's digital era. Immerse yourself in the nostalgia of classic cartridges and enjoy connecting with other Flipper Zero users, all from a single device.

Get ready for a journey where nostalgia meets innovation! MALVEKE invites you to relive the magic of Game Boy while embracing modern possibilities, all from the comfort of your Flipper Zero.

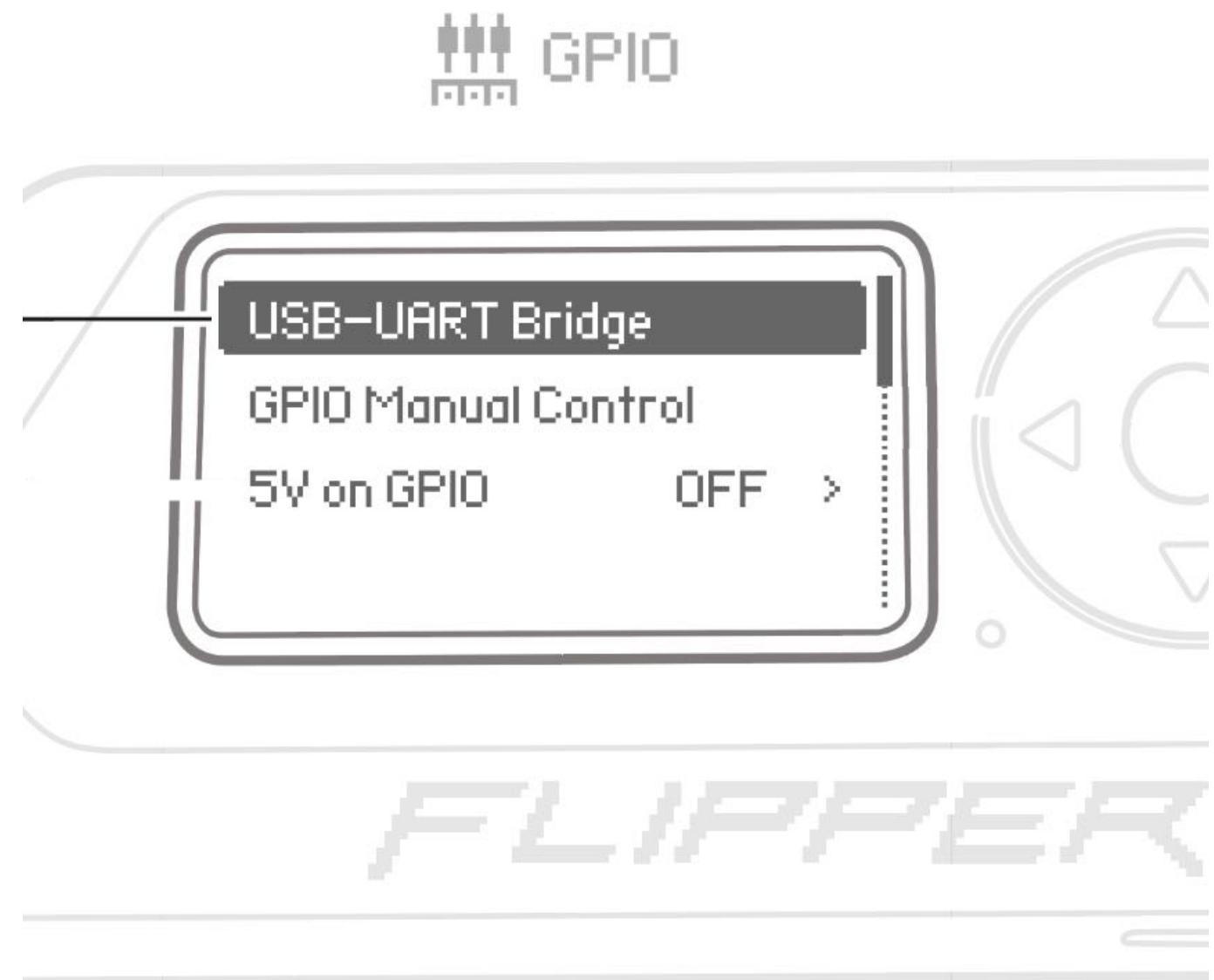


# GETTING STARTED

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MALVEKE is a project that's continually evolving, improving, and adding new functionalities. That's why we recommend, as a first step, always updating the board's firmware. Follow these steps to do so:

1. Disconnect all modules from the MALVEKE board (GPS, CC1101, and NRF modules), and remove the cartridge. Keep the board disconnected from everything.
2. With the MALVEKE board connected to the Flipper, plug the Flipper Zero into your computer using a USB cable.
3. On the Flipper Zero, go to the GPIO menu and select 'USB-UART Bridge.'

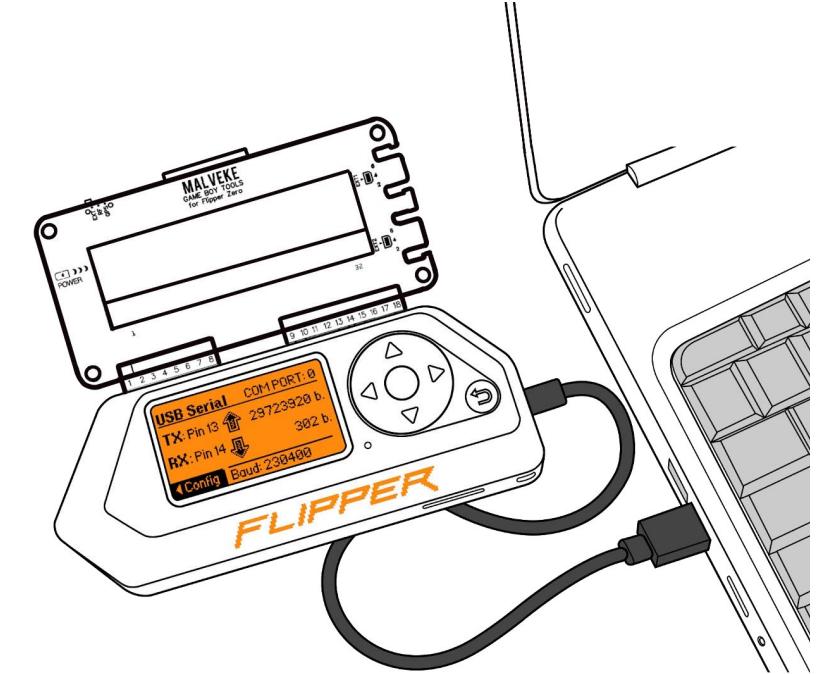


# GETTING STARTED

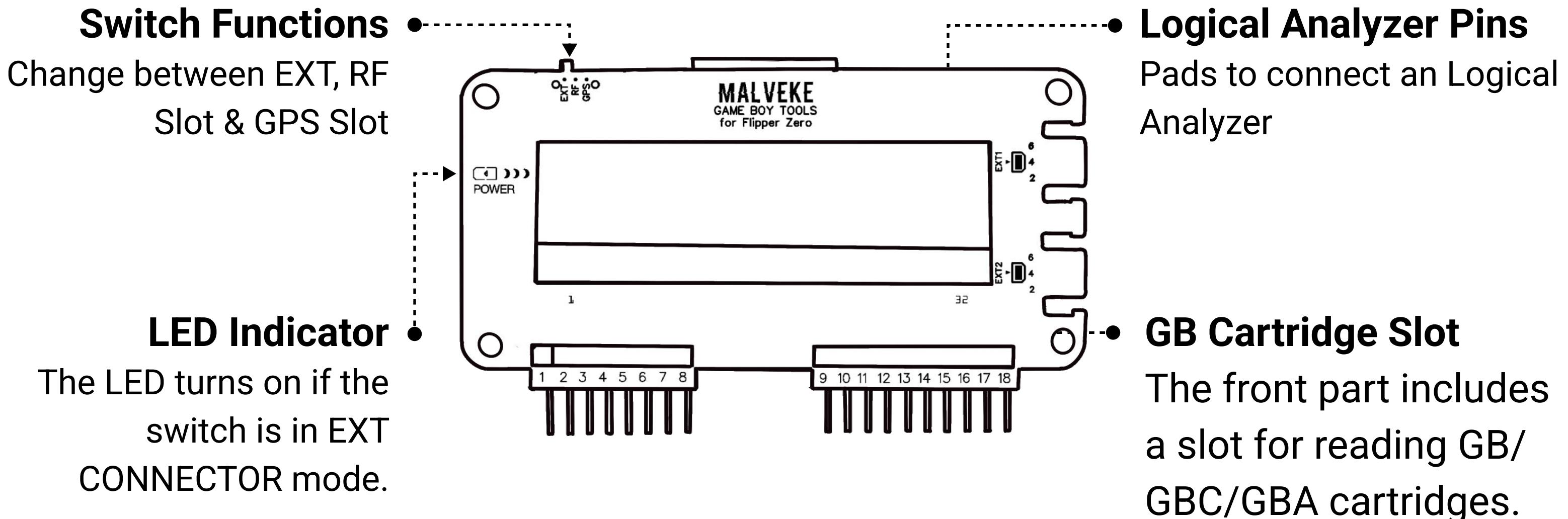
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4. On the MALVEKE board, press the 'BOOT' button, then while keeping it pressed, press the 'RESET' button, and release both.
5. Visit <https://flipperzero.json.cl> and click the 'INSTALL MALVEKE FIRMWARE' button."
6. Wait for the entire transfer process to complete.
7. Once the transfer is finished, press the "RESET" button on the MALVEKE board.

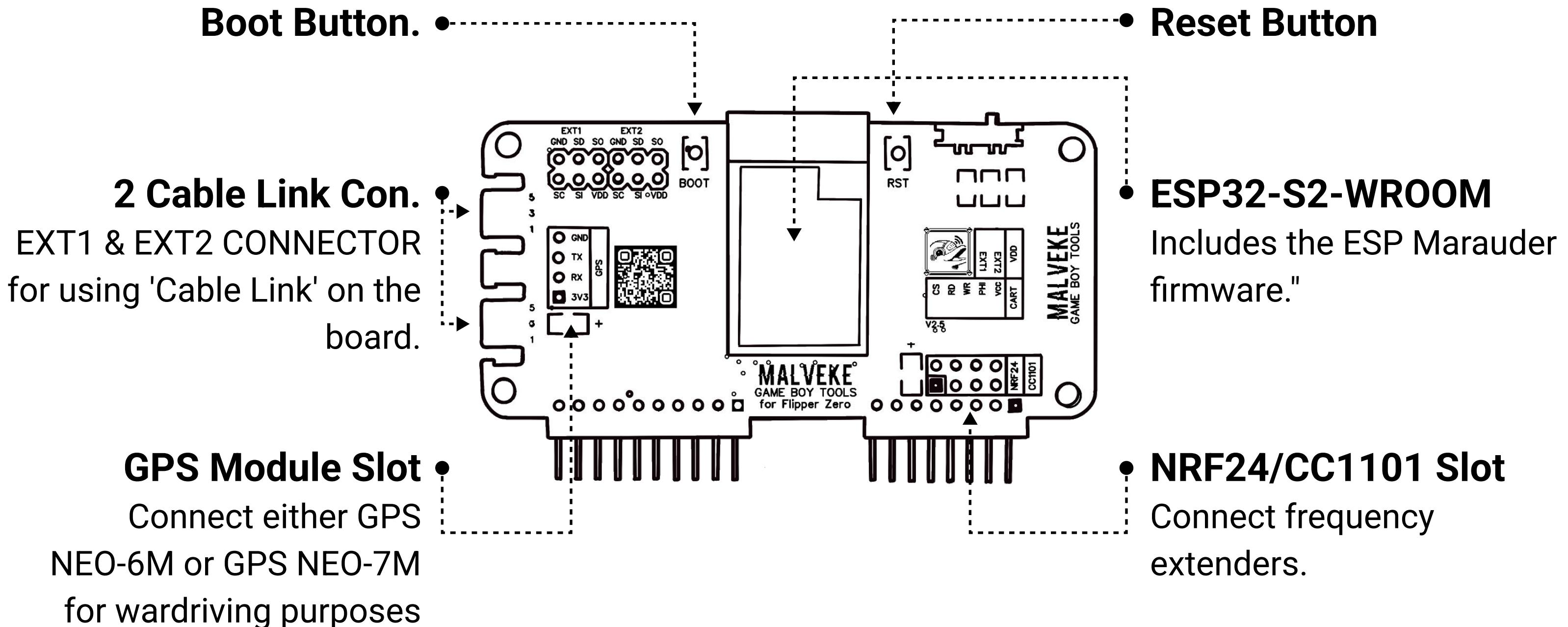
Your firmware is now successfully updated!



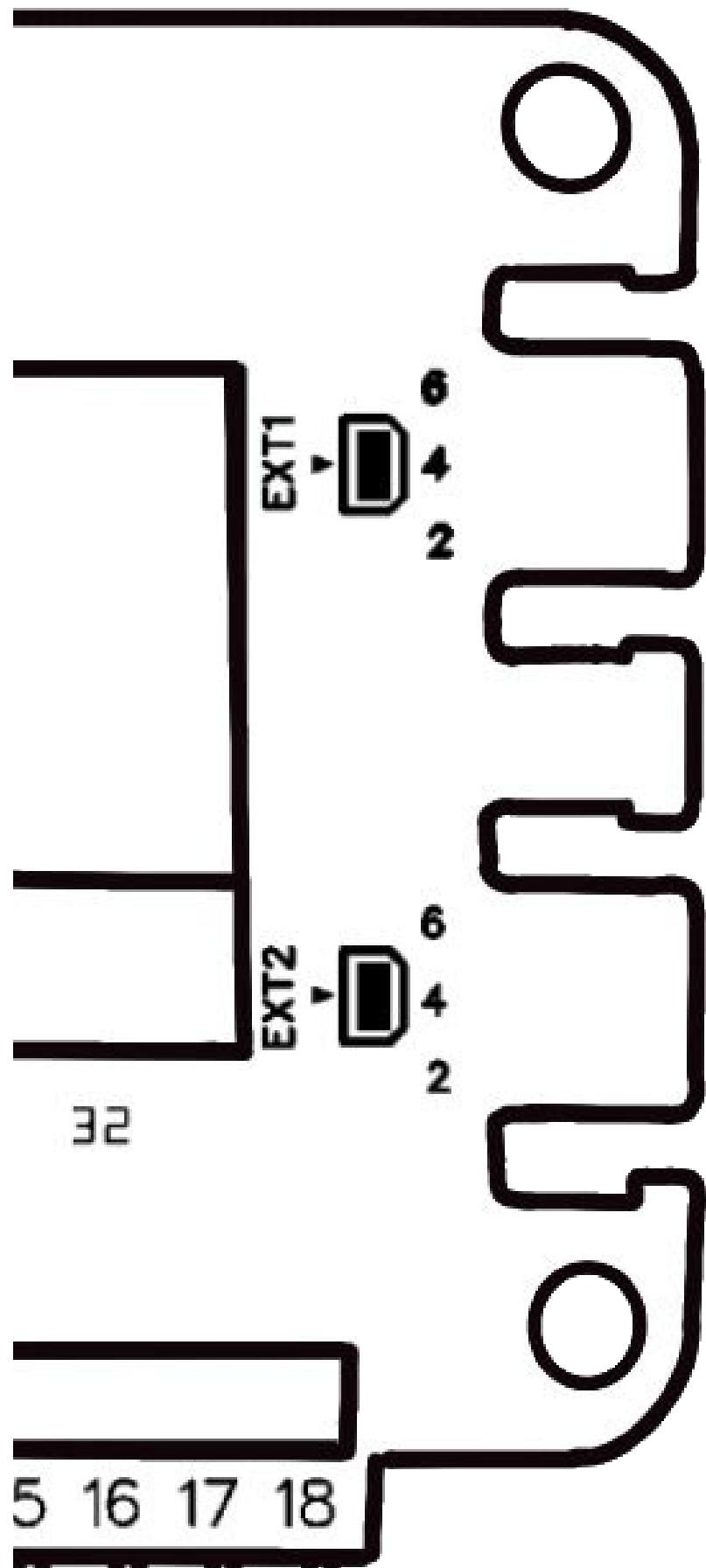
# PARTS AND FUNCTIONS (FRONT)



# PARTS AND FUNCTIONS (BACK)



# EXT PORT CONNECTIONS



- **EXT1**

This port is connected to  
Flipper Zero.

EXT1	FLIPPER
5 (SC)	B3
2 (SO)	A7
3 (SI)	A6

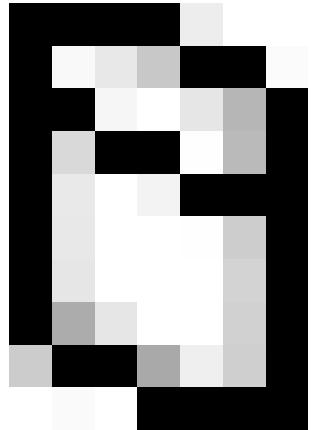
- **EXT2**

This port is connected to  
the ESP32-S2.

EXT1	ESP32-S2
5 (SC)	IO1
2 (SO)	IO5
3 (SI)	IO2

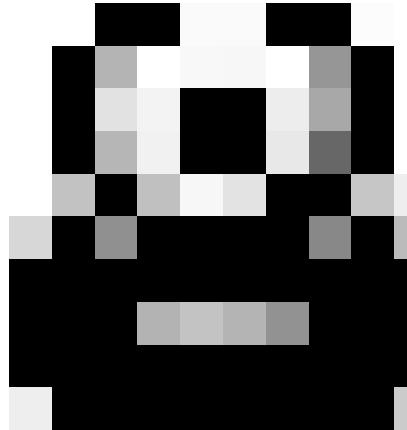
# APPLICATIONS (FAP)

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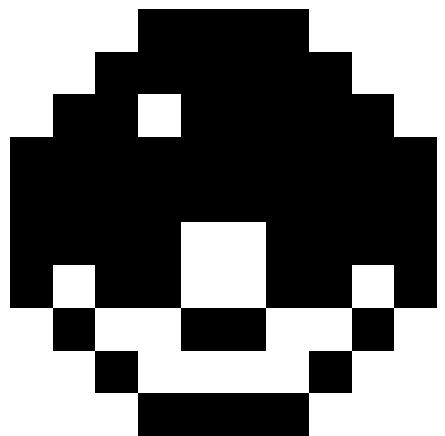
## GAME BOY Cartridge

Interacts with GAME BOY and GAME BOY Color cartridges.



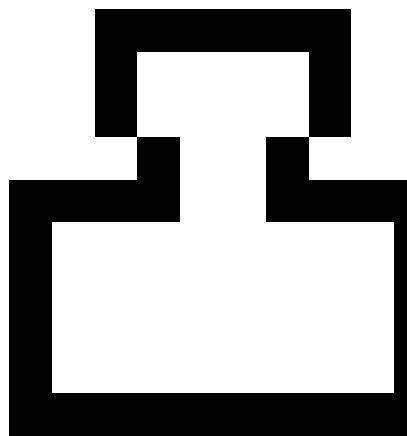
## GB Live Camera

Use GAME BOY Camera Cartridge directly from Flipper Zero



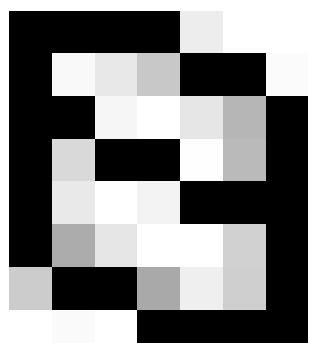
## Pokemon Trading

Pokemon exchange application from Flipper Zero to GAME BOY



## GAME BOY Link-Camera

Extract your GAME BOY Camera picture via WIFI and LINK CABLE



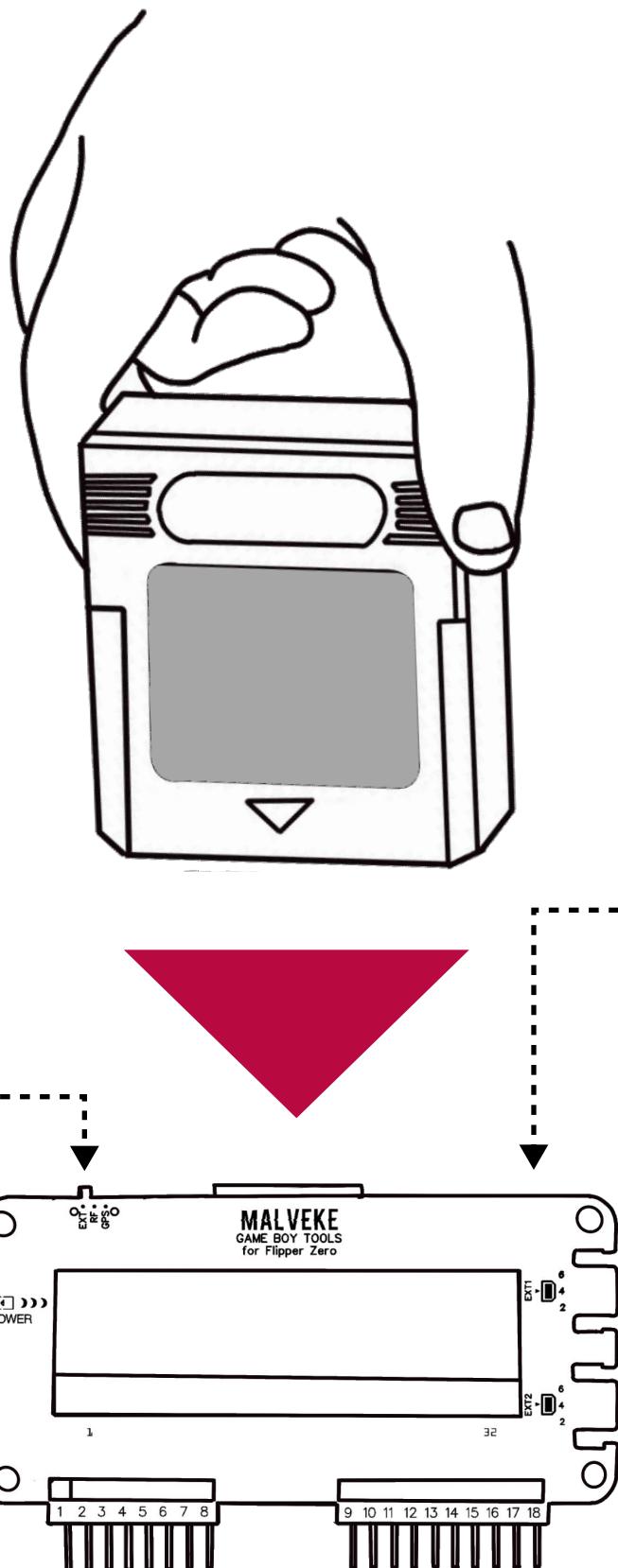
## GAME BOY ADVANCE Cartridge

Interacts with GAME BOY ADVANCE cartridges.

# USES

## FAPs

Open the appropriate application for the cartridge you want to read (GB/GBA).



## Switch Functions

To use **GAME BOY Cartridges** or the **EXT** ports, switch to the **EXT** option.

## Disconnect Modules

To use Cartridges or EXT Ports, you must **disconnect** the NRF24/CC1101 and GPS modules."

# CREDITS

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## Design

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## Design

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## Programming

Esteban Fuentealba (@EstebanFuentealba)

SCAN ME



## Share your feedback

I hope you're enjoying **MALVEKE**, please leave a comment or feedback here:

<https://github.com/EstebanFuentealba/MALVEKE-Flipper-Zero/>



From Talcahuano 🇲🇽 with ❤️

**MALVEKE**  
for Flipper Zero

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