

# **GameBoy User Manual**

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## Chapter 1.

*This official 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 Game Boy System.*



## Preface



### Note:

This is a conversion of an original GAME BOY User Manual into an XML-based PDF.

I used **Oxygen XML Editor** and **Canva.com** for editing purposes.

The github repository for this file can be found [here](#).

The GAME BOY User Manual is sourced from [Internet Archive](#).

(<https://archive.org/details/nintendo-game-boy-usa/page/n1/mode/2up>)

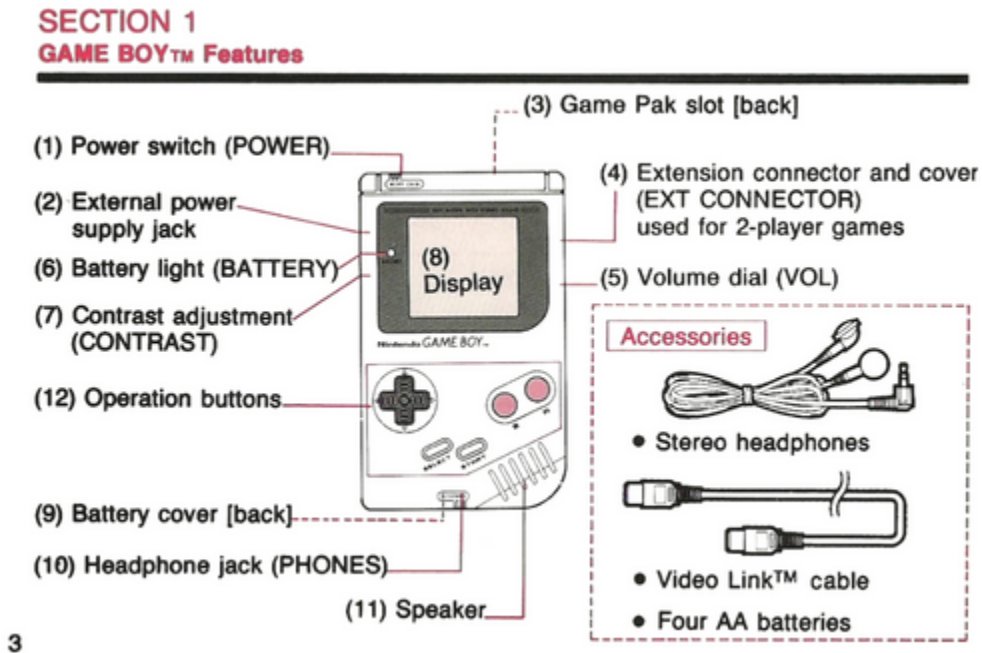
I copied the images (as screenshots) from the manual and touched them up via a premium account on canva.com.



I attempted to keep the wording and formatting exactly how it appeared in the original manual but I did reformat a tables.

## GAME BOY Features

Figure 1. gameboy features



### 1. Power Switch (POWER)

Slide the switch to the right to turn ON the power.

(Caution: Don't switch if ON before inserting a Game Pack.)



## 2. External power supply jack

You can connect a Rechargeable Battery Pack here (sold separately) for longer play.

## 3. Game Pak slot

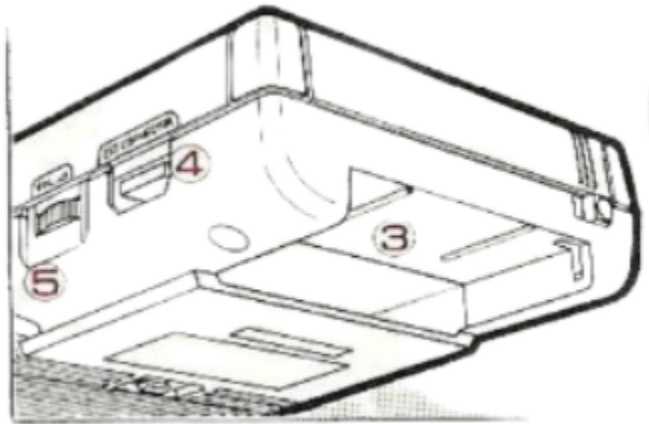
Insert the Nintendo GAME BOY Game Pak here. (See page 7 for instructions on inserting Game Pak)

## 4. Extension connector (EXT CONNECTOR)

Connects to other GAME BOY. To play a 2-player game, use your fingernail to carefully remove the connector cover and then connect a Video Link cable to another GAME BOY.

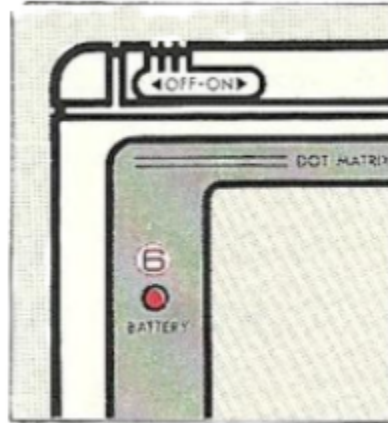
## 5. Volume dial (VOL)

Adjust the sound volume. Rotate the dial upwards to increase the volume; rotate downwards to decrease the volume.



## 6. Battery light (BATTERY)

Lights up to show the power level of the batteries when the power switch is turned ON. Replace the batteries if the red light gets dim. (See page 6)

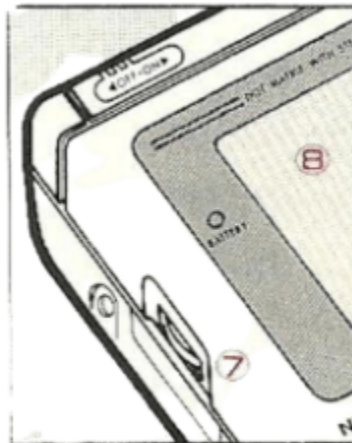


7. Contrast adjustment (CONTRAST)

Adjusts the contrast of the display. (Rotate the dial upwards for a lighter display. Rotate downwards for a darker display. )

8. Display

A monochrome liquid crystal display.



9. Battery Cover

Remove the cover to replace the batteries. (See page 6.)

10. Headphone jack (PHONES)

Connect the stereo headphones that come with the GAME BOY to enjoy the impressive sounds of games without disturbing others around you.

11. Speaker

A small built-in external speaker. It will turn on automatically if the headphones are not plugged in to the headphones jack.

## 12. Operation buttons

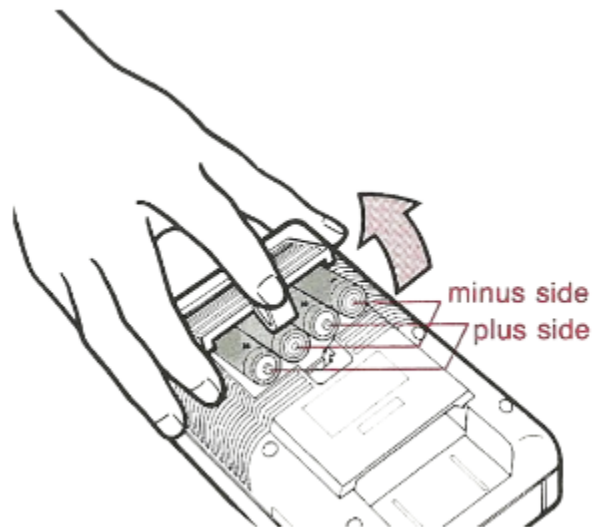
The controls for playing games. (See game manuals for button functions.)



## How to Install Batteries

Remove the cover on the back of the GAME BOY and insert four AA batteries (supplied) as shown in the illustration.

For best results, use alkaline batteries.

**Note:**

Do not use nickel-cadmium batteries. (rechargeable type) or carbon type batteries (as these may leak)



- Replace the battery cover after installing the batteries.



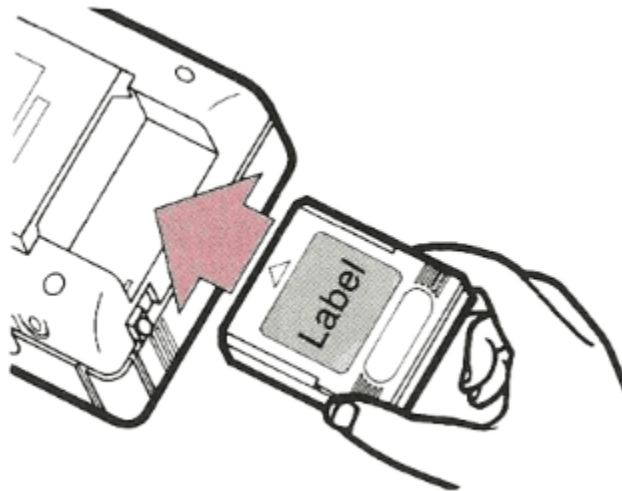
**Warning:**

When the power level of the batteries is low, the battery light will dim and the speaker sound will become weak. If this happens, replace the batteries immediately. Leaving worn batteries in the GAME BOY may result in damage.

## How to Use the GAME BOY

1. Insert any NINTENDO GAME BOY Game Pak into the Game Pak slot in the back of the GAME BOY body.

**Make sure that the side with the label faces up.** (See illustration)



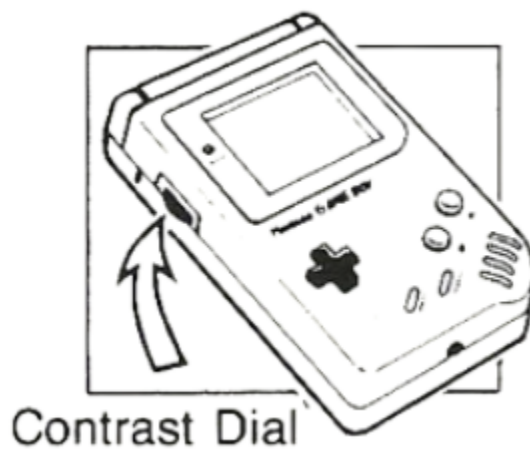
Caution: Inspect the Game Pak connector for foreign material before inserting it into the slot.

2. Slide the power switch to the ON position.
3. The monitor will display "Nintendo C. " It will then change to the display for the game that you have inserted. Follow the instructions for the Game Pak you are using.

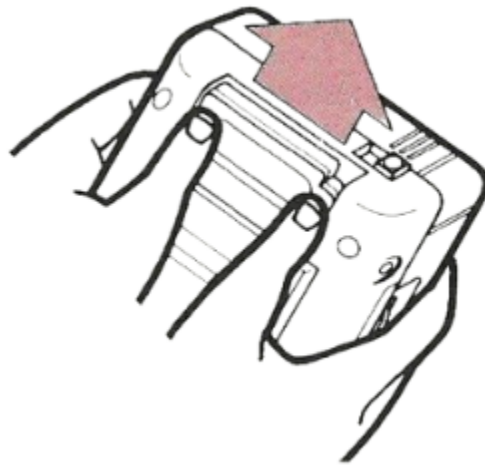




4. If the screen remains blank even though the switch is turned to the "ON" position after the Game Pak is inserted, please adjust the Contrast Dial.



5. To remove the Game Pak after playing, turn the power OFF and slide the Game Pak upwards using both thumbs as shown in the illustration.  
(Game Pak cannot be taken out when the power is ON.)



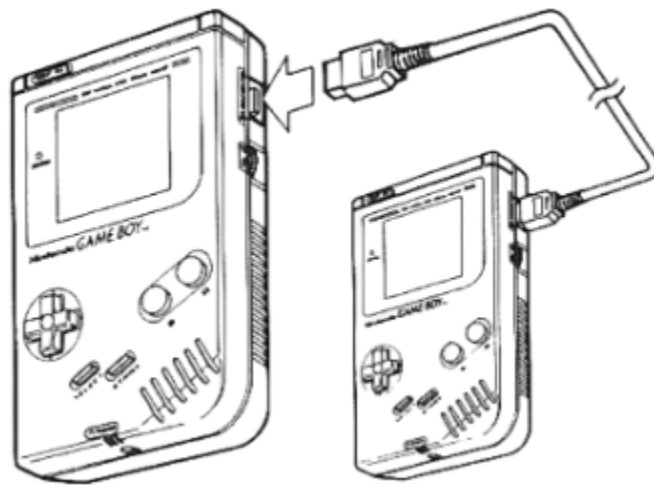
**CAUTION:**

Be sure to store the Game Paks in their cases for protection when not in use.

## How to Use the Video Link cable

How to use the Video Link cable for the GAME BOY.

- Remove the Extension connector cover (use your fingernail)
- Insert the Video Link cable plugs into each of the Game Boys, turn the Power Switch to the "ON" position on both units.



### Things to Remember (Cautions):

- Turn the switch to the "ON" position only after connecting the Video Link™ cable plugs to the Game Boy body.
- Only software with the 2-player option should be used.
- Do not insert different games in the interconnected Game Boys.
- Always replace the extension connector cover when you are not using the Video Link™ cable.

## Things to Remember (Cautions)

Additional cautions when operating and handling the GAME BOY.

1. Insert Game Pak firmly but take care not to exert undue force on the GAME BOY body.  
Keep Game Paks stored in their cases for their protection when not in use.
2. Before inserting and removing Game Pak, make sure that the power is OFF. (Do not unnecessarily turn the power ON and OFF. As this will shorten the life of your batteries.)
3. Insert only NINTENDO GAME BOY Game Paks into the Game Pak slot.
4. Don't touch the terminals and connectors on the GAME BOY body or Game Pak. Take special care in preventing dust from getting inside the Game Pak slot. Inspect the GAME PAK connector for foreign material before inserting it into the Game Pak slot.



5. Never disassemble or attempt repair to the GAME BOY and its accessories. This will void your warranty.
6. Precision electrical parts are used in the GAME BOY.  
Don't subject the GAME BOY to strong shock by striking or dropping it,

# Chapter 2.

What To Do If The GAME BOY Does Not Work

## (Before You Call For Assistance)

Sympton	Remedy
The power cannot be turned ON.	Check the Game Pak is set properly in place.
The red battery light does not work even when the power is turned ON with the Game Pak inserted.	Check that the batteries are set in place. If the light does not work after checcking this, replace the batteries.
There is nothing on the display or only horizontal lines appear when the power is turned ON and the battery light is ON.	<ul style="list-style-type: none"><li>• Turn OFF the power, wait a while and turn it ON again.</li><li>• Adjust the contrast.</li><li>• Check that the Game Pak is inserted properly.</li></ul>
Bi sound can be hears during the game.	<ul style="list-style-type: none"><li>• Check that the stereo headphones are disconnected.</li><li>• Adjust the sound volume.</li></ul>
The display is hard to see.	Replace the batteries. (Use in a room with more light.
The display is black.	Adjust the contrast.

\*If the machine still does not work, please call the Nintendo Consumer "Hotline" at 1-800-255-3700

## Specifications

Model	DMG - 01
Power supply	Four AA Batteries or a Rechargeable Battery Pack (DMG-03-USA)
Power consumption	approx. 700mW (differs according to Game Pak used)
LSI	CPU : custom 8-bit C-MOS x 1

	RAM : 64-Kbit static RAM x 2
Dimensions (W x L x T)	90mm x 148mm x 32mm / 3.5 x 5.8 x 1.3 (inch)
Weight	approx. 300g (batteris included)
Sound output	Speaker (8Ω) 10mW Headphones (16Ωa) 2mW
Display	STN type dot matrix LCD

Battery life : Four AA size batteris can be used for about 15hours. However, this may differ depending on Gamr Pak used and temperature.

\*Specifications are subject to change without notice in the interest of product improvement.

## COMPLIANCE WITH FCC REGULATIONS

This product gnerates and uses radio frequency energy an, if not installed and used in strict accoirdance with manfactuers instructions, it may cause interference with radio and television reception. This product complies with the limits for a Class B computing device in accordance with the specifications in Subpart J of part 15 of the FCC rules, which are designed to provide reasonable protection against such interference when operated in a commercial environment. However, there is no guarantee that interference will not occur in a residential area or elsewhere in which event the user may be required to undertake corrective measures at his own expense.

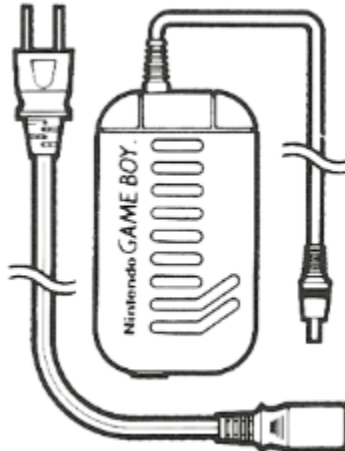
If necessary, the user should consult the dealer or an experienced radio-television technician for additional suggestions. The following booklet may also be helpful: "How to Identify and Resolve Radio-TV Interference Problems." This booklet is available from the U.S. Government Printing Office, Washington D.C. 50402, Stock No. 004-000-00345-4.

THIS DIGITAL APPARATUS DOES NOT EXCEED THE CLASS B LIMITS FOR RADIO NOISE EMISSIONS FROM DIGITAL APPARATUS AS SET OUT IN THE RADIO INTERFERENCE REGULATIONS OF THE CANADIAN DEPARTMENT OF COMMUNICATIONS.

## Chapter 3.

### Accessories

Rechargeable Battery Pack (DMG-03-USA)



The power will last for about 10 hours once recharged from a power outlet. (Also useable as an AC adapter)



**CAUTION:**

Use only Nintendo specified GAME BOY products and accessories.

# Chapter 4. 90-DAY LIMITED WARRANTY

## 1. 90-DAY LIMITED WARRANTY NINTENDO GAME BOY

TO VALIDATE THE FOLLOWING 90-DAY LIMITED WARRANTY, YOUR WARRANTY CARD AND SALES SLIP OR PROOF OF PURCHASE, MUST BE COMPLETED AND RETURNED TO NINTENDO WITHIN 10 DAYS AFTER DATE OF PURCHASE.

### 90-DAY LIMITED WARRANTY

Nintendo warrants to the original consumer purchaser that this GAME BOY shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the defective GAME BOY at its option, free of charge. To receive this warranty service :

1. DO NOT return your defective merchandise to the retailer.
2. Notify the Nintendo consumer Service Department of the problem requiring warranty service by calling 1-800-255-3700. Our Consumer Service Department is in operation from 6:00 A.M. to 6:00 P.M. Pacific time, Monday through Saturday. PLEASE DO NOT send any defective items to Nintendo before calling the Nintendo Consumer Service Department.
3. If the Nintendo Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. You MUST record this number on the outside packaging of your defective components, and return it

15 FREIGHT PREPAID, AND INSURED FOR LOSS OR DAMAGE TO:

In the United States:	In Canada:
Nintendo of America Inc.	Nintendo of Canada Ltd.
Consumer Service Department	110-13480 Crestwood Place
4820-150th Avenue N. E. Redmond WA 98052	Richmond BC V6V2J9
RA#_____	RA#_____

This warranty shall not apply if the GAME BOY has been damaged by negligence, accident, unreasonable use, commercial use, modification, tampering, or by other causes unrelated to defective materials or workmanship. This warranty shall not apply if the GAME BOY serial number has been altered, defaced, or removed. WARRANTIES LIMITATIONS

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE

OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OF IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States and Canada only. Some states/provinces do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary between states/provinces.

\*Components covered under this warranty are: GAME BOY AND STEREO HEAD PHONES - BATTERIES ARE NOT COVERED UNDER THIS WARRANTY.



## Chapter 5. REPAIR/SERVICE AFTER WARRANTY

If your GAME BOY component develops a problem requiring service after the 90-day warranty period, contact the Nintendo Consumer Service Department at 1-800-255-3700. If the Nintendo Service Representative is unable to solve the problem over the phone, you will be advised of the approximate cost to repair the component (s) and provided with a Return Authorization number. You MUST then record this number on the outside packaging of the defective component (s) and return the defective merchandise, FREIGHT PREPAID, AND INSURED FOR LOSS OR DAMAGE TO:

In the United States:  Nintendo of America Inc.  NES Consumer Service Department  4820-150th Avenue N. E.  Redmond, WA 98052  RA#_____	In Canada:  Nintendo of Canada Ltd.  110-13480 Crestwood Place  Richmond BC V6V2J9  RA#_____
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Please enclose a money order payable to Nintendo for the cost quoted you. Repairs may also be charged on a VISA or MASTERCARD credit card.

If, after personal inspection, the Nintendo Service Technician determines your GAME BOY cannot be repaired, it will be returned and your payment refunded.

# Chapter 6. CONSUMER PARTS LIST AND ORDER FORM

## GAME BOY CONSUMER PARTS LIST & ORDER FORM

Nintendo Part No.	Part Name	Price	Quantity	Amount of Purchase
18097	Stereo Headphones	\$8.50		
18098	Battery Cover	1.00		
18099	Connector Cover	.50		
18100	Video Link <sup>TM</sup>	8.50		
18101	*Power Cord	5.00		
18102	Game Pak Case	1.00		
18103	GameBoy Manual	2.00		
XXX	*Game Pak Manual (Specify Name)	1.25		
SUB TOTAL				
WASHINGTON STATE RESIDENTS ADD 8.1% SALES TAX				
BRITISH COLUMBIA RESIDENTS ADD 6% SALES TAX				
POSTAGE & HANDLING (\$2 For Orders Of \$4 or more, 50¢ For Orders of Less Than \$4)				
TOTAL AMOUNT DUE				

To Order By Phone (Requires VISA or MASTERCARD ONLY. NO C.O.D. Orders)

Call: 1-800-255-3700

6:00 A.M. to 600 P.M.

Pacific Time (MON. to SAT.)

Please have your VISA or MASTERCARD card number and expiration date ready.

To Order By Mail

## 1. Please complete the following:

Name\_\_\_\_\_ Phone: \_\_\_\_\_  
( )\_\_\_\_\_

Street Address:\_\_\_\_\_ -  
-

City:\_\_\_\_\_ State:\_\_\_\_\_ Zip:\_\_\_\_\_

2. Enclose Money Order or Credit Card Authorization for total amount due.

If paying by VISA or MASTERCARD:

Please charge total amount due of \_\_\_\_\_ to my:  
\$\_\_\_\_\_

(VISA or MC?)\_\_\_\_\_ Card No. \_\_\_\_\_ Expiration Date\_\_\_\_\_

Name on Card (Print)\_\_\_\_\_ Signed\_\_\_\_\_

## 3. Mail to:

to: In the United States:  
Nintendo of America Inc.  
4820 150th Avenue N.E.  
Redmond, WA 98052.

In Canada:  
Nintendo of Canada Ltd.  
110-13480 Crestwood Place  
Richmond BC V6V2J9

Allow 4-6 weeks for delivery. We cannot accept cash, stamps, or C.O.D. orders. Prices are applicable within the United States and Canada only and are subject to change without notice.

**Note:**

\*Power Cord; Rechargeable Battery Pack replacement part

\*\*Game Pak Manual;

Nintendo cannot supply Game Manuals for 'Licensed' games. These games can be identified by the words 'Licensed by Nintendo' on the packaging. Please contact the Game Licensee (whose name is also on the package) directly for these items. (You may call Nintendo at 1-800-255-3700 for Licensee's address and telephone number.)