

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

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 Nintendo product.

All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality®.



You can visit our web-site at www.nintendo.com for additional set-up information, product news and game information.

Nintendo also has a free automated information line available for product news and game information - call the Powerline at 1-425-885-7529. This may be a regular long distance phone call. Please ask permission from whomever pays the phone bill.

©1998 Nintendo of America Inc. TM, SM and ® are Trademarks of Nintendo of America Inc.

GAME BOY® COLOR

<http://www.replacementdocs.com>

INSTRUCTION BOOKLET

1 Introduction to the Game Boy® Color Video Game System

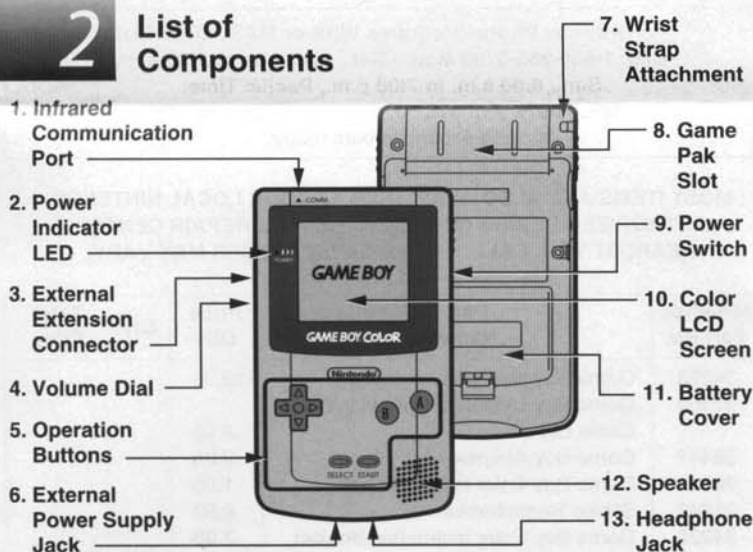
Thank you for purchasing the Nintendo® Game Boy® Color video game system. The Game Boy Color features:

- A highly reflective Thin-Film Transistor (TFT) color liquid crystal display.
- Up to 56 colors out of a palette of 32,000.
- Infrared communication with other Game Boy Color video game systems.

Note: A few monochrome Game Boy games may not work properly when used with the Game Boy Color system.

Please read both the following instructions and the separate Consumer Information and Precautions Booklet before attempting to operate the Game Boy Color. If, after reading all instructions, you still have questions, please call the Consumer Assistance Hotline at 1-800-255-3700.

2 List of Components



3 Description of Components

- 1. Infrared Communication Port (COMM.)** - For communication with other Game Boy Color video game systems when using Game Paks that include the infrared communication feature.
- 2. Power Indicator LED (POWER)** - Lights when the Game Boy Color is on. This will begin to fade as the battery power runs low.
- 3. External Extension Connector (EXT.)** - Allows connection to another Game Boy for multi-player games or to the Game Boy Printer. Requires a Game Boy Game Link cable. (Sold separately. See your local Nintendo retailer or the Parts List and Order Form in this booklet.)
- 4. Volume Dial (VOL.)** - Adjusts the volume up or down. Rotate down to increase the volume.
- 5. Operation Buttons** - The controls for playing the game. See individual Game Pak instruction booklets for specific button functions.
- 6. External Power Supply Jack (DC 3V IN)** - For connecting an AC adapter for extended play without batteries. (Sold separately. See your local Nintendo retailer or the Parts List and Order Form in this booklet.)
- 7. Wrist Strap Attachment** - For attachment of a wrist strap. (Sold separately.)
- 8. Game Pak Slot** - For loading a Game Pak.
- 9. Power Switch (ON/OFF)** - Slide the switch towards the top to turn the power on. (Note: Always insert a Game Pak before turning on the power.)
- 10. Color LCD Screen** - Highly reflective Thin-Film Transistor (TFT) Color Liquid Crystal Display.
- 11. Battery Cover** - Remove cover to add or replace batteries.
- 12. Speaker** - Turns off when headphones are plugged into Headphone Jack.
- 13. Headphone Jack (PHONES)** - For connecting a pair of stereo headphones. (Sold separately. See your local Nintendo retailer or the Parts List and Order Form in this booklet.)

4 Installing Batteries

Remove the cover on the back of the Game Boy Color and insert two AA batteries as shown below. For best results use two fresh, high quality alkaline batteries. **Do not use rechargeable nickel-cadmium batteries.**

Caution: When inserting the batteries, make sure that the positive (+) and negative (-) ends are facing in the correct directions (see illustration 1).

Note: When the batteries begin to lose their charge, the Power Indicator LED will begin to dim, and the Game Boy Color will turn itself off. If you are playing a game with battery back-up, you should save your progress and replace the batteries as soon as possible.

Caution: Leaving used or dead batteries in the Game Boy Color for extended periods of time may result in damage to the system.

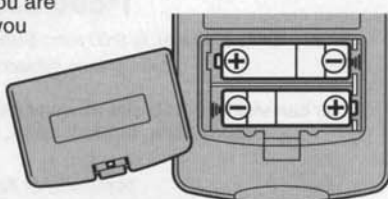
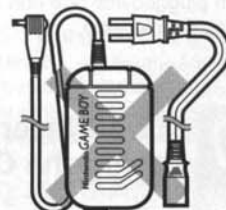


Illustration 1.

5 Caution: Do Not Use The Game Boy Rechargeable Battery Pack (DMG-03-USA)

The Game Boy Rechargeable Battery Pack cannot be used with the Game Boy Color. The voltage is incompatible and the DC plug will not fit in the Game Boy Color External Power Supply Jack. Attempting to use this product with the Game Boy pocket may damage both systems. For extended play without batteries, use the Game Boy pocket AC Adapter. (Sold separately, see your local Nintendo retailer or the Parts List and Order Form in this booklet.)

Do Not Use the Nintendo Game Boy Rechargeable Battery Pack (DMG-03-USA)



6 About Game Boy Color Game Paks

There are three types of Game Boy Game Paks that will work with the Game Boy Color:

- Type 1.** Original Game Boy Game Paks which will work with both the Game Boy Color (using 4 to 10 colors) 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 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.** Special full color games that will work only on the Game Boy Color.

See individual Game Boy Game Pak packaging for additional information on the Game Boy Color features included in each game.

7 Using the Game Boy Color Video Game System

1. Insert a Game Pak into the Game Pak Slot in the back of the Game Boy Color. The label should face away from the Game Boy Color when inserting (See illustration 2).

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

Illustration 2.

2. Turn on the power by pushing the Power Switch toward the top of the Game Boy Color. The screen will display the Game Boy logo, and then change to the display for the game that you are playing (See illustration 3). Be sure to read the Game Pak instruction booklet for the game you are playing.

Illustration 3.

3. To remove the Game Pak after playing, first turn the power OFF by sliding the Power Switch downward, then slide the Game Pak out of the Game Pak Slot (See illustration 4).

Illustration 4.

8 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.

1. To change the color palette, first insert a Game Pak and turn on the power as described in Section 7 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	PALE YELLOW	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) Game Paks. The color cannot be changed after the game title screen appears, or on Game Boy Color Type 2 or 3 Game Paks as described in Sec. 6 above.

9 Two-Player Mode Game Play Using the Game Link® Cable

Game Boy games that feature a two-player mode can be played using the Game Boy Universal Game Link Cable Set. This set includes a cable to connect your Game Boy Color to any other Game Boy Color, Game Boy pocket or Game Boy Printer, plus an adapter to allow connection to the original Game Boy. (See illustrations 6 and 7, below.)

1. Make sure that the power is OFF on all systems.
2. Plug the Game Link cable into the External Extension Connector (EXT) on the left side of the Game Boy Color. **Be sure the plug is fully inserted.** Plug the other end of the cable into the connector on another Game Boy system or printer and turn the power switches to ON.
3. See the Game Pak instruction booklet for additional information.

Note: Because of differences between the Game Boy Color and other Game Boy systems, a few two player games may not work properly. Only connect the cable when you are using two player mode games.

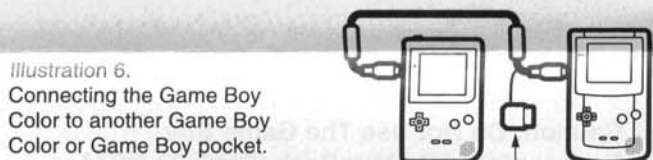


Illustration 6.
Connecting the Game Boy Color to another Game Boy Color or Game Boy pocket.

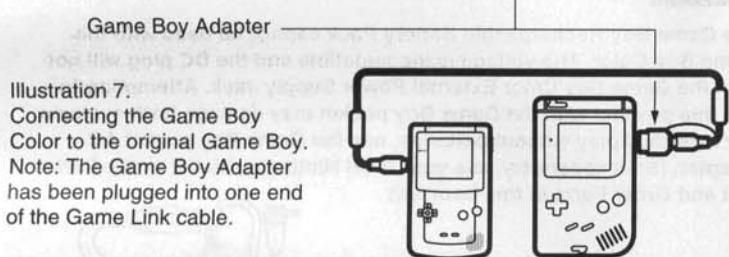


Illustration 7.
Connecting the Game Boy Color to the original Game Boy. Note: The Game Boy Adapter has been plugged into one end of the Game Link cable.

10 Two-Player Mode Game Play Using the Communication Port

On the top of the Game Boy Color is an Infrared Communication Port. This allows the transmission of information between two Game Boy Color systems that are using Game Boy Game Paks that include the infrared communication feature.

Note: The systems must be kept between 1.5" and 2" (4-5cm) apart for the communication feature to work properly.

The triangular marks on the front of the Game Boy Color systems above the display must be aligned and pointed toward each other. The infrared connection will be more reliable if both Game Boy Color systems are placed on a stable surface such as a table. (See illustration 8.)

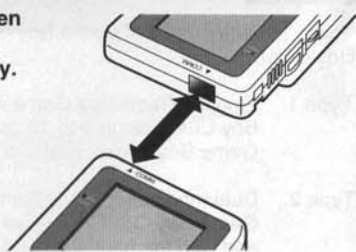


Illustration 8.

When using the Communication Port feature, please note the following:

- No more than 2 Game Boy Color systems can be used at one time.
- Do not use in direct sunlight, because the bright light will interfere with the infrared transmission.
- The lens over the communication port must be kept clean and free from scratches.
- Do not place tape or material such as stickers over the communication port.
- Do not place any object between the communication ports.
- Do not use around any other infrared devices, such as a TV or VCR remote, because they can interfere with each other.
- If the batteries get low on power, the communication feature may not work properly. Replace the batteries if the Power Indicator LED starts to become dim.

11 Troubleshooting (Before calling for assistance.)

Problem	Solution
The screen stays blank even though the power is ON.	<ul style="list-style-type: none"> • Turn the power OFF. Wait a few moments, then turn the power ON. • Turn the power OFF. Remove Game Pak and re-insert it, then turn the power ON. • Check the placement of the batteries. • If using a Game Link cable, check connections with the power OFF, then try again. • If using a Game Link cable, check that both Game Paks are the same. • Replace the batteries with new fresh batteries. • If using the AC Adapter, make sure the plug is inserted all the way into the External Power Supply Jack.
The screen appears faint.	<ul style="list-style-type: none"> • Replace the batteries with new fresh batteries.
Horizontal lines appear when the power is ON.	<ul style="list-style-type: none"> • Turn OFF the power, remove the Game Pak and reinsert it, making sure it is fully inserted into the Game Pak Slot. Turn the power ON.
No sound is heard from the speaker during game play.	<ul style="list-style-type: none"> • Adjust the volume. • Make sure there are no headphones plugged into the Headphone Jack. • Some games may have no sound during parts of the game.
The infrared communication feature does not work.	<ul style="list-style-type: none"> • Make sure Game Paks include the infrared communication feature and that both Game Paks are the same game. • Make sure that Game Boy Color systems are the proper distance apart and aligned correctly. • Make sure direct bright sunlight is not interfering with infrared transmission. • Make sure that there is nothing blocking the infrared transmission between both systems.

If your Game Boy Color still does not operate correctly after trying the above remedies, please call the Nintendo Consumer Assistance Hotline at 1-800-255-3700.

12 Warranty and Service Information

Warranty and Service Information

Rev. J

You may need only simple instructions to correct a problem with our product. Call the Consumer Assistance Hotline at 1-800-255-3700 rather than going to your retailer. Hours of operation are 6 a.m. to 9 p.m., Pacific Time, Monday - Saturday, and 6 a.m. to 7 p.m., Pacific Time, on Sundays (time subject to change). If the problem cannot be solved over the telephone, you will be offered express factory service through Nintendo or referred to the nearest NINTENDO AUTHORIZED REPAIR CENTERSM. Please do not send any products to Nintendo without calling us first.

HARDWARE WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective hardware product or component, free of charge. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

GAME PAK & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (Game Paks and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective product, free of charge.

SERVICE AFTER EXPIRATION OF WARRANTY

Please call the Consumer Assistance Hotline at 1-800-255-3700 for trouble shooting assistance and/or referral to the nearest NINTENDO AUTHORIZED REPAIR CENTER. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location. Please do not send any products to Nintendo without calling us first.

WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT AND COPIER DEVICES, ADAPTERS, AND POWER SUPPLIES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS MODIFIED OR TAMPERS WITH; (d) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (e) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (12 MONTHS OR 3 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Nintendo's address is as set forth on the back cover of this booklet.

This warranty is only valid in the United States.

13 Parts List and Order Form

To Order by Phone (Requires VISA or MASTERCARD)

Call: 1-800-255-3700 Mon. - Sat., 6:00 a.m. to 9:00 p.m.

Sun., 6:00 a.m. to 7:00 p.m., Pacific Time.

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

MOST ITEMS ARE ALSO AVAILABLE AT YOUR LOCAL NINTENDO AUTHORIZED REPAIR CENTERSM. FOR THE REPAIR CENTER NEAREST YOU, CALL: 1-800-255-3700. PRICES MAY VARY.

Nintendo Part No.	Part Name	Price US\$	Qty.	Total Price
34293	Game Boy pocket AC Adapter	\$19.95		
37302	Game Boy Universal Game Link Cable Set	9.95		
38441	Game Boy Adapter	3.95		
38541	Game Boy Color Battery Cover	1.00		
21642	Stereo Headphones	8.50		
34296	Game Boy Color Instruction Booklet	2.00		
21648	Game Boy Game Pak Case	1.00		
27549	Game Boy Consumer Information and Precautions Booklet	No Charge		
XXXX	*Game Pak Booklet (specify game name)	1.25		

Sub Total:

Washington State residents add 8.6% sales tax:

Postage and Handling:

Total Amount Due:

POSTAGE AND HANDLING IS \$2.50. FOR EXPEDITED SHIPPING SERVICE (2 DAY AIR FREIGHT) PLEASE ADD AN ADDITIONAL \$2.50. ALLOW 3 WEEKS FOR DELIVERY. WE CANNOT ACCEPT CASH, STAMPS, OR C.O.D. ORDERS. PRICES ARE APPLICABLE WITHIN THE UNITED STATES ONLY AND ARE SUBJECT TO CHANGE WITHOUT NOTICE.

* NINTENDO CANNOT SUPPLY GAME PAK BOOKLETS FOR "LICENSED" GAMES. THESE GAMES ARE IDENTIFIED BY THE WORDS: "LICENSED BY NINTENDO" ON THE PACKAGING OR BOOKLET FOR THESE BOOKLETS, PLEASE CONTACT THE GAME LICENSEE (WHOSE NAME IS ALSO ON THE PACKAGING) DIRECTLY FOR THESE ITEMS. (YOU MAY CALL NINTENDO AT 1-800-255-3700 FOR THE LICENSEE'S ADDRESS AND TELEPHONE NUMBER.)

NEED HELP WITH INSTALLATION, MAINTENANCE OR SERVICE?



1-800-255-3700

MON. - SAT., 6:00 a.m. to 9:00 p.m.; SUN., 6:00 a.m. to 7:00 p.m., Pacific Time (Times subject to change)

You can visit our web-site at www.nintendo.com for additional set-up information, product news, and game information.

Nintendo of America Inc.
P.O. Box 957, Redmond, WA 98073-0957 U.S.A.
PRINTED IN JAPAN