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Nintendo

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Nintendo

GAME BOY™



GBD-AUS
GAME BOY.
camera

INSTRUCTION BOOKLET

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 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.



Thank you for selecting the Game Boy Camera accessory for the Nintendo® Game Boy system.

CAUTION: The Game Boy Camera has a battery back-up function to save your data. Do not rapidly switch the power ON or OFF as this may shorten the life of the battery and cause your saved information to be lost.

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GAME BOY CAMERA—PARTS AND FUNCTIONS

Camera Head

This part can be rotated 180 degrees clockwise.

Camera Rotation

When the camera is facing directly forward, it is in the Centre Position. The camera head can rotate 180 degrees clockwise from the Centre Position and back.

CAUTION: Rotating the camera head more than 180 degrees will cause damage to the Game Boy Camera.

Lens

The camera lens should be handled with care because the lens is plastic. Do not touch the lens directly, rub it with rough cloth, or let it come into direct contact with other objects. If the lens gets dirty, clean it with soft cloth or cotton swabs.

Body

This part of the Game Boy Camera is inserted into the Game Boy system.



HOW TO PLAY—BASIC OPERATION

+ Control Pad

- Move cursor

SELECT

- Show submenu

Pressing the A, B, START and SELECT Buttons simultaneously will reset the game and return to the title screen.

B Button

- Cancel
- Save

A Button

- Select choice or option
- Shoot in game mode
- Draw (With + Control Pad)
- Move cursor (With + Control Pad)

START

- Choose
- Pause



GETTING STARTED

1. Insert the Game Boy Camera into the Game Boy system by pressing down on the body portion of the Game Boy Camera only.
2. Slide the Game Boy power switch to the ON position. The Nintendo® logo will appear for a few seconds, followed by the title screen.
3. Press the A or B Button on the Title Screen to advance to the Mode Select Screen. Select the mode you want to play with the + Control Pad and then confirm your choice by pressing the A Button.



There are seven different modes to choose from! SHOOT, VIEW and PLAY are chosen from the Mode Select Screen. Press SELECT on the Mode Select Screen to access four more modes: LINK, DOODLE, SPECIAL and EDIT.

Removing the Game Boy Camera

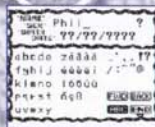
To remove the Game Boy Camera, slide the power switch to the OFF position, then grasp the camera by the body only and pull straight up.

Remember!

- Slide the Game Boy power switch to the OFF position before inserting or removing the Game Boy Camera.
- When inserting the Game Boy Camera, hold only the body portion and push it all the way down.
- Never apply pressure to the camera head or the Game Boy display screen.

Planet Screen

Press START on the Mode Select Screen to display the Planet Screen. Use the + Control Pad to select USER NAME, RECORD, HI-SCORE or CREDITS, then press the A Button to display your choice.



User Name Information

This displays the user's information and the Camera's ID. To enter your information, begin by pressing START. Use the + Control Pad to select letters and symbols and then confirm your choices by pressing the A Button. Select END to advance to the next screen.

Camera IDs are assigned automatically and cannot be changed.

LET'S START PHOTOGRAPHING!

Taking Photographs

1. Select SHOOT on the Mode Select Screen and the Shoot menu will appear.
2. Select SHOOT again and the View Finder Screen will appear. After a few moments, the camera will adjust to the available light.
3. Rotate the camera or move the Game Boy system so that the image you want to photograph is displayed on the screen. Make sure to hold the Game Boy system steady with both hands.
4. Press the A Button to take a picture. The photo taken will be displayed on the screen. Press the A Button to save the photo or the B Button to cancel and take another picture.

Press the B Button to return to the Shoot menu.



Step 1



Step 2



Step 3



Step 4

VIEW FINDER SCREEN

BRIGHTNESS

By moving the + Control Pad or , the brightness is adjusted.

CONTRAST

By moving the + Control Pad or , the contrast is adjusted.

DITHER

This smooths the transitions between shades.

PALETTE

This will change your screen's colour scheme.

PICTURES LEFT

This indicates the number of picture spaces remaining in the album.

FLIP

Use this feature to invert your view finder vertically or horizontally.

SHUTTER

This changes the sound of your camera's shutter.

View Finder Screen Options

Pressing SELECT on the View Finder Screen will reveal four more options. Press the + Control Pad in the direction of the option you want to use.



Check

Select **CHECK** on the Shoot Menu screen and press the A Button to display the pictures you have taken. Use ◀ and ▶ on the + Control Pad to cycle through the photos in Album A.

Check Screen Options

Pressing the **SELECT** Button on the Check Screen will bring up the options described below.

PRINT:

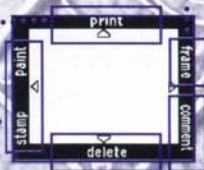
Select this option and press the A Button to print.*

PAINT/STAMP:

See "Let's Doodle!" on page 13.

DELETE:

Use this option to delete the picture displayed.



FRAME:

Use the ◀ and ▶ buttons on the + Control Pad to choose the frame.

COMMENT:

Add a message to your picture using this option.

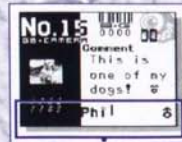
COMMENT

Select **COMMENT** from the Check Screen Options screen and confirm your choice with the A Button. (Comments can be added only to Album A pictures.)

The photographer's User Name information will be displayed on the bottom of the screen.

Press **START** to display the Letter Entry Box.

Highlight and select letters with the + Control Pad and the A Button. Use **BACK** and **FWD** to move the cursor and **DEL** to delete letters. Press the B Button to return to the original screen.



Comments can only be seen by selecting **COMMENT** when viewing pictures or by printing with your picture.

Picture Voice (P.Voice)

The odd sound that you hear when taking pictures is the picture's voice. You can also hear this sound in the Slide Show (Page 12).

*Game Boy Printer sold separately

Photographing Options

Choosing **MAGIC** from the Shoot Menu Screen brings up a number of exciting camera options. For more details on these features, check out **SHUTTERBUG** on page 19.

Saving Pictures

You can save up to 30 pictures in Album A. When 30 pictures have been saved, you must delete saved pictures to make room for new ones. Delete the saved pictures from a full album before trying to add new pictures. Please read **Deleting and Copying** on page 16 for more information.

Album A and Album B

There are two picture rolls, Album A, and Album B.

ALBUM A:

This holds pictures that you have taken, copied, exchanged or composed.

ALBUM B:

These pictures and textures are included with the camera. They can be copied but not deleted.

VIEW

Let's take a look at the pictures!

1. Select **VIEW** on the Mode Select Screen and the screen to the right will be displayed. Select **VIEW** again and the photo album will appear.
2. Select a picture using the + Control Pad and the A Button. Press ◀ and ▶ on the + Control Pad to flip through the pages of the album.
3. After a picture is selected, its number is momentarily displayed in the picture's upper-left corner.

Submenus

Pressing **SELECT** on menu screens will often display more options. Navigate these submenus just like the Shoot or Check submenus.



SHOW

Select **SHOW** on the View Menu Screen. The Show Menu Screen will appear. Put the cursor on **SLIDE SHOW** and press the A Button. See pages 24-30 for information on Animation and Hot-Spot.

SLIDE SHOW

On the Slide Show Menu, press the A Button to individually view the pictures you have taken. Press the B Button to return to the previous screen.

Submenu

Pressing **SELECT** brings up two more options.

SHUFFLE ON/OFF:

This allows you to view your pictures in random order

BGM:

You can select either "Classic" or "P.Voice"



LET'S DOODLE!

Press **SELECT** on the Mode Select Screen and then choose **DOODLE**. Use and on the + Control Pad to select either **PAINT** or **STAMP**.

Select the picture you want to doodle on, then press the A Button.

Use the + Control Pad to flip the Album's pages.

Saving

Press the B Button on the Paint or Stamp screens and the Save Window will appear. Press the A Button once to save and once more to exit.



PAINT

Press the A Button while moving the cursor with the + Control Pad to draw lines. The width, colour, and drawing speed of the lines can be adjusted on the Paint Window.



Paint Window

Press START to display the Paint Window. Move the cursor to the right and then up or down to choose either PEN, COLOUR, or SPEED.



Item Select

Press ◀ or ▶ on the + Control Pad.

Pen, Colour or Speed Select

Move the cursor all the way to the right, then press ▲ or ▼ on the + Control Pad.

STAMP

Use the + Control Pad to move the Stamp cursor around the screen. Press the A Button to place a Stamp in the cursor's current position. If you continue holding the A Button, the stamp will flip.



STAMP CURSOR

Stamp Window

Press the START Button to display the Stamp Window. Choose the type of stamp (letters or pictures) and then select your stamp. Press the A Button to return to the Doodle screen.



STAMP

Select these with the + Control Pad.

STAMP TYPE

Press ▲ or ▼ on the + Control Pad to flip through the letter..... and picture types.

DELETING AND COPYING

Press **SELECT** on the Mode Select Screen, then **EDIT**.



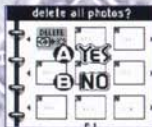
Select **ALBUM** with the **+** Control Pad, then press the **A** Button to make the album appear.



Deleting Pictures

Use the **+** Control Pad to move the cursor to the picture to be deleted, then press the **A** Button. Press the **A** Button again to confirm.

Note: You can copy the pictures in Album B, but they cannot be deleted.



Deleting All Pictures

Press both **START** and **SELECT**, then **▲** on the **+** Control Pad. When the message "delete all photos?" appears, press the **A** Button to confirm.

CAUTION: Animations created from Album A photo data will also be deleted.

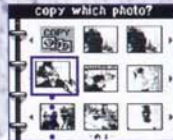
delete which photo?



After the box displays the Copy icon, use the **+** Control Pad to move the cursor over the picture to be copied, then press the **A** Button. Press the **A** Button again when the confirmation message appears. The copy will appear next to the original. Copies of Album B pictures will appear at the end of Album A.

Copying Pictures

First, move the cursor to the box in the upper-left corner and press the **A** Button to switch between **COPY** and **DELETE**.



ADVANCED OPTIONS—ITEMS

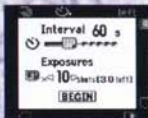
Select **SHOOT** from the Mode Select Screen and then **ITEMS**. Select either **SELF-TIMER** or **TIME-LAPSE** with the + Control Pad.

SELF-TIMER

1. Use the + Control Pad to set the delay before the picture is taken.
2. Select **SHOOT** and the timer will begin to count down. When the timer reaches 0, the picture is taken automatically.

TIME-LAPSE

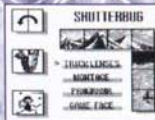
1. Use the + Control Pad to set the interval between consecutive shots.
2. Use the + Control Pad to set the number of pictures you want to take.
3. Select **BEGIN** to start taking pictures. Aim the camera towards the subject you want to shoot and then press the A Button.



ADVANCED OPTIONS—MAGIC

SHUTTERBUG

Choose **SHOOT** from the Mode Select Screen and then **MAGIC**. This brings up four new features!



Mirror



Tile



Sequential

TRICK LENSES

Experiment with nine different lenses! At left are a few examples.

MONTAGE

There are seven ways to combine pictures! Examples can be seen to the right.



Lens 1



Lens 2



Lens 7

PANORAMA

Shoot and print four sequential photos to capture larger subjects.



PANORAMA

Select PANORAMA and then put the cursor on LENS. Select either WIDE (four across) or TALL (four down).



Press the A Button to take the first shot. To help you line up the rest of the pictures, the edge of your first shot is shown on the left side of the screen (WIDE lens) or the bottom of the screen (TALL lens).

Remember, WIDE is four frames across and TALL is four frames down.

Printing

Connect the Game Boy system and Game Boy Printer as detailed in Linking Options, on page 38. Select PRINT, then choose either TALL or WIDE with the + Control Pad. When the Panorama Print Screen will appear. Select the four photos you wish to print with the + Control Pad. Press the A Button to begin.

GAME FACE

Put your own face in the DJ and Ball games!



SHOOT

Select GAME FACE, then SHOOT, and the screen to the left will be displayed. The oval in the upper-left corner displays the first picture. Line up your face and the camera so that your face fills the oval and then press the A Button. Repeat the same steps to take the other three pictures.



Replacing Saved Faces

If you have already saved Game Faces and use this option, you will be asked if you want to "Reshoot these photos?" Press the A Button to replace the old faces with new ones, or the B Button to cancel.

If you take a photo you do not like, press the B Button to back out and then enter again. Press the A Button to save when you have four pictures that you like.

PLAY

Select **GAME FACE**, and then **PLAY** to try the game **BALL** using the pictures you took in **SHOOT**.

DOODLE

The **DOODLE** option will allow you to Stamp and Paint on your face shots. For information on drawing, see "Let's Doodle!" on page 13.

Let's Shoot an Illustration!

Try drawing a character or illustration and then shooting them. That way you can play the game with any face you can imagine! For best results, turn dithering **OFF**. (See page 7.)



*The pictures taken in this mode will be available in all games when **PLAY** is selected on the Mode Select Screen.*



COMBINING PICTURES

Press **SELECT** on the Mode Select Screen, choose **SPECIAL**, and then **COMPOSE**. This gives you two options to combine pictures.

Selecting Pictures

SPLIT displays four pictures in the space of one and **FUSION** blends two pictures together. To choose pictures, place the cursor over one of the four frames, press and hold the **A** Button and then press **▲** or **▼** on the **+** Control Pad to cycle through the pictures. Once four pictures have been selected, choose **BEGIN** to combine.

SPLIT

This tiles four pictures in the space of one.

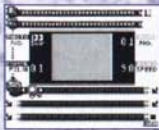
FUSION

This fuses or blends two pictures.



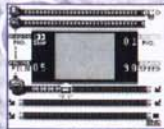
LET'S MAKE AN ANIMATION!

1. Press **SELECT** on the Mode Select Screen, then choose **EDIT**. On the next menu, choose **ANIMATION**.
2. The Animation Screen will appear. With the **+ Control Pad**, move the magnifying glass along the three strips of film at the bottom to frame 01 of the **MOVIE FILM**.
3. Press and hold the **A Button**, then use the **+ Control Pad** to choose a picture to assign to frame 01.
4. Release the **A Button** to assign the selected picture to frame 01. Continue assigning pictures to the next empty frame to create an animation. Up to 47 frames can be used.



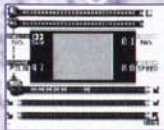
Erasing a Frame

If you wish to erase a frame you have assigned, just select the blank frame in the upper-right corner of the screen and assign it to the frame you wish to clear.



5. To finish the animation, move the cursor to **END** and then select either **LOOP** to make your animation repeat or **END** to make it end after being shown once.

To see additional animation options, please see "Animation Tools" on page 27.



6. To preview your animation, press **SELECT**, then choose **TEST** from the options that appear.



Saving the Animation

After creating the animation, press the **B Button** to open the Save window. Press the **A Button** once to save. You will then have the option to quit or continue.



EDITING YOUR ANIMATION

Album A and Album B

To select a picture to put into a frame, press and hold the A Button while placing the cursor over the picture you want, then release the A Button.

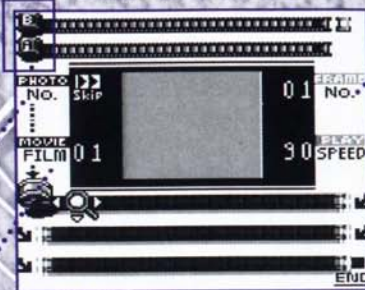
PHOTO NO.

This indicates the number of the picture that you currently have selected.

MOVIE FILM

This indicates the frame number of the animation that the Magnifying Glass currently covers.

Animation Screen



END and LOOP

If you want your animation to keep repeating when played, choose LOOP.

FRAME NO.

To select this option, press Δ on the + Control Pad to highlight FRAME. Press the A Button and then use the + Control Pad to scroll through the available frames.

PLAY SPEED

To select this option, press Δ on the + Control Pad to highlight SPEED. Press and hold the A Button, then change the value by pressing Δ or ∇ on the + Control Pad.

Animation Tools

Press SELECT on the Animation Screen and the Tool Window will appear.



LOOP

To play the animation repeatedly, select LOOP.

SORT

To copy the Album A pictures into frames, choose SORT and then NORMAL. To put them in a random order, choose SORT and then SHUFFLE.

PACK

Select PACK to remove one or more empty frames from your sequence.

TEST

Select this to preview your animation.

CLEAR

Select this to erase your animation.

SUPER GAME BOY

Game Boy Camera can also be used with the Super Game Boy adaptor for the Super Nintendo Entertainment System. Using this handy accessory will allow you to make video taped copies of your photos and compositions for review any time. You'll be able to change the border, alter the palette and more. Animators will find this especially useful in creating extended sequences!



HOT-SPOT

Sounds, special effects and links to other pictures can be added to pictures with HOT-SPOT. Press SELECT on the Mode Select Screen, then select SPECIAL. Choose HOT-SPOT, then press the A Button. Select the picture in which you want to create a Hot-Spot and press the A Button.

Creating a Hot-Spot

Select one of the five buttons at the bottom of the screen with the + Control Pad and the A Button. Move the cursor to where you want the Hot-Spot to be.



SOUND

EFFECT

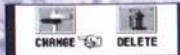
JUMP

Press the A Button and a window with three boxes will appear. Use these to add a SOUND, a fade EFFECT, and a JUMP to another picture when that Hot-Spot is triggered. Use the + Control Pad and the A Button to change the box values. Each picture can have up to five Hot-Spots.



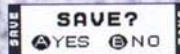
Changing and Deleting Hot-Spots

Move the cursor to the Hot-Spot you created and press the A Button. A window will appear with the options **CHANGE** and **DELETE**. Select the option you want, then press the A Button to confirm.



Save and Quit

Press the B Button and the Save Window will appear. Press the A Button to save or cancel, then you will have the option to quit.



Let's Check Out the Hot-Spot!

1. To see your Hot-Spot in action, choose **VIEW** on the Mode Select Screen, then **Hot-Spot**.
2. Choose the picture in which you placed the Hot-Spot from the album.
3. Move the cursor to the location of the Hot-Spot and press the A Button to hear sounds, see effects, or jump to other pictures!
If there is a Hot-Spot on the picture you JUMP to, you can continue to JUMP!



LET'S PLAY A GAME!

Select **PLAY** on the Mode Select Screen to begin a game. Avoid attacks by pressing and on the + Control Pad and shoot with the A Button. Shoot the UFOs that appear at the beginning to try different games.

Game Screen

Try to get a high score.
Maybe something good
will happen!



Score

Enemy

Your Ship

BALL UFO

Shoot this to start the
"BALL" game.



DJ UFO

Shoot this to start the
"DJ" game.



Game Over

Pressing the B Button or getting hit by enemy attack will cause your ship to explode. Choose **PLAY** to restart or **EXIT** to quit.

BALL

You can be the star of this game! Place your own face at the centre of the action!

Check out Advanced Options on page 21 for tips on how to do this.

How to Play

Choose the music and face you want using the BGM and FACE options from the menu to the right.

Move your hands to catch the balls by pressing ◀ or ▶ on the + Control Pad.

Game Over

The game ends when a ball falls. Press the A Button to play again or the B Button to quit.



DJ!

If you shoot the DJ UFO in the first game, the DJ Game will begin. By changing rhythms and adding sound effects, you can create your own music!

Be a DJ!

Choose either SAMPLE, NEW or SAVED from the DJ Menu Screen. The cursor will then drop to the face icon at the bottom of the screen so you can choose a face.

Face Select

To give the DJ your face, see Game Face on page 21.

DJ Mode

Create music and rhythms like a DJ.



Rhythm EDIT mode

Change the sample rhythms. Create your own rhythm.



DJ SCREEN

Select **SAMPLE** to choose a beat, then choose either 1, 2 or ? to select the DJ's face.

Adjust each item at the bottom of the screen to customize the sampled beats. Experiment! You can make the beats sound completely different! Use ◀ and ▶ on the + Control Pad to select different items and the ▲ and ▼ buttons to adjust their values.

TEMPO Adjust the music's tempo
SOUND I Sound 1 ON/OFF
SOUND II Sound 2 ON/OFF
NOISE Noise ON/OFF
SE Change the type of scratch effect

Press the A Button to play the scratch effect with your rhythm and START to stop or start the music.



SAVE and QUIT

- Pressing the B Button will cause the Save Window to appear.
- Press the A Button to save. You will then be given an option to continue or quit.
- To quit, press the A Button

SOUND/NOISE Screens

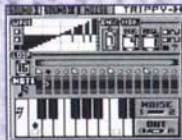
- Press **SELECT** on the DJ Mode Screen to make the **SOUND/NOISE** Screens appear. Return to DJ mode by pressing the B Button.
- Use **SELECT** to switch between the **SOUND I**, **SOUND II** and **NOISE** screens.
- Move between the different switches on a screen with the + Control Pad. To change a switch, hold the A Button, then use the + Control Pad to change values or switch them ON or OFF.

Save these Beats?

A Yes **B** No

Call it quits?

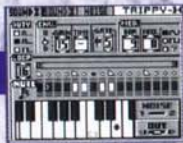
A Yes **B** No



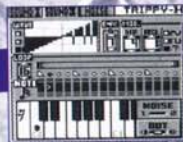
SOUND/NOISE SCREENS

Use **SELECT** to switch between these screens

Sound One



Sound Two



Noise



DUTY:

ENV. (Envelope):

MOD. (Modulation):

LOOP

WAVE

NOTE

NOISE

OUT

Changes the sound's tone.

Causes the sound to gradually decrease or increase .
Increases or decreases the sound's volume.

Indicates the amount of time that the sound is played.
Adjusts the length of the sound.

Changes how much the sound vibrates.

Adjusts the sound frequency.

Selects waveform style (Sine, Square or ?)

Establishes the length of the sound loop.

Changes or edits the sound's waveform.

Select the point in the sound loop where you want the musical note to be played with the + Control Pad. Hold the A Button and the cursor will move down to the musical keyboard, allowing you to select the note you want.

While using the NOTE field on the Noise Screen, you can choose either NOISE 1 or 2 by pressing or on the + Control Pad.

When you hold START, and on the + Control Pad can be used to direct the sound to the left, the right, or the centre.

LINKING OPTIONS

To print, you must link your Game Boy Camera to the Game Boy Printer. To transfer, you will link to another camera and system. Use the examples below to determine how to make your connections. (All items sold separately)

Game Link Cables Printing

Game Link Cable



Link one original Game Boy to another.

Universal Game Link Cable



Link Game Boy pocket to original Game Boy or Game Boy pocket.

Game Boy pocket Game Link Cable Adapter



Adapt Game Link cable to Game Boy pocket.*



Game Boy Printer and Game Boy pocket—Use Universal Game Link Cable.



Original Game Boy and Game Boy Printer—Use Universal Game Link Cable.

Transferring



Game Boy pocket and Game Boy pocket—Use Universal Game Link Cable.



Game Boy and Game Boy pocket—Use Universal Game Link Cable.

*Using one or more Game Boy pocket Game Link cable adapters, the original Game Link cable also can be used to make any connection.

TRANSFERRING PICTURES

Use a Game Link Cable (sold separately) to exchange picture data with others.* Try adding a caption to a picture to give to a friend as a gift! (See Linking Options at left for more information.)

*You will need another Game Boy Camera to exchange data.

Link Up!

Connect the two Game Boy systems by inserting the appropriate Game Link cables into the EXT. socket on each. Press SELECT on the Mode Select Screen and then choose LINK.

Exchanging Pictures

1. The Link screen will appear. Choose TRANSFER on both Game Boy systems.
2. Select either SEND or RECEIVE from the options displayed. The user that chooses one of these options first will be able to view the remote album.



3A. SEND

Select the picture you wish to transfer from your album.

3B. RECEIVE

Select the picture you wish to transfer from your friend's album.

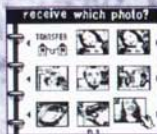
Remember!

If you want to keep the picture, make and send a copy. Transferring will remove the picture from your album.

4. Press the A Button to complete the transfer.

Important

Please do not slide the power switch OFF, insert or remove the Game Link Cable during the transfer.



LET'S PRINT!

By connecting your Game Boy camera and system to the Game Boy Printer (sold separately), you can print your pictures.

Preparing to Print

Connect the Game Boy system to the Game Boy Printer with a Game Link Cable. Please see the Game Boy Printer* instruction booklet for more information.

**Game Boy Printer sold separately.*

Press the SELECT Button on the Mode Select Screen and then choose LINK.

1. The Link Screen will appear. Select PRINT.
2. Select either PRINT or OPTION and the album will appear.



PRINT

3. Select a picture and the options PRINT and CANCEL will appear. Any comments you have added will also be printed if you press START.

OPTION

Use the + Control Pad to set the items on this screen.

FILM

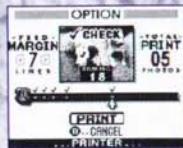
Move the cursor to the picture you wish to print and press the A Button. This will place a check mark next to the picture. Up to 30 pictures can be checked to be printed at one time.

FEED MARGIN

This option adjusts the number of blank lines between pictures. Each line is equal to pressing the printer's FEED Button one time.

TOTAL PRINT

This indicates the total number of pictures that will be printed.



PRINT

Select this and press the A Button to begin printing.

Print Screen Options

Choose PRINT from the Link Screen and then PRINT again. Press SELECT to access two more options with the + Control Pad.

EXPOSURE

This adjusts the darkness of the print.

FRAMES

Normal

Wild

Scroll with the + Control Pad

Scroll with the + Control Pad

4. The screen at right will appear while data is being transferred to the Game Boy Printer. Printing begins after about six seconds.

Remember!

Do not turn the power switch OFF or insert/remove the Game Link Cable during data transfer or printing.







Wild Frame No. 6



ERROR MESSAGES

An error message may appear when printing or transferring. If so please refer to the chart below.

	Error	Solution
	Album is full	Delete pictures from the receiving camera's Album A, then retry.
	No photos available (When requesting to send)	Save snapshots in the sending camera's Album A, then retry.
	No photos available (When requesting to receive)	Save snapshots in the sending camera's Album A, then retry.
Print Error E01~E04	Print Error	Consult the Game Boy Printer instructions (sold separately).

TROUBLESHOOTING GUIDE

Problem 1: No sound or screen image

What to Check

1. Is the power switch ON?
2. Is the Game Boy Camera inserted all the way?
3. Are the Game Boy batteries properly inserted?
4. Have the Game Boy system's batteries lost their charge?
5. Are the Game Boy Camera contacts dirty?

Solution

Slide the Game Boy power switch ON, check the Contrast and Volume and if the problem persists, go to #2.

Please insert Game Boy Camera correctly and if the problem persists, go to #3.

Insert the batteries into the Game Boy in the correct direction and if the problem persists, go to #4.

Please replace the batteries with new ones and if problem persists, go to #5.

Clean the contacts with the Nintendo Game Boy Cleaning Kit. If the problem persists, the camera may need repair.

Problem 2: Pictures can't be taken

What to Check

1. Can you select the SHOOT command?
2. Is the camera head facing your subject?

Solution

See, "How to Play—Basic Operation" beginning on page 5. If the problem persists, go to #2.

While looking at the screen, rotate the camera head towards the subject you wish to photograph. If the problem persists, the camera may need repair.

Problem 3: The camera head does not rotate

What to Check

1. Are you trying to rotate the camera in the right direction?
2. Is there a foreign object caught between the camera head and body?

Solution

Rotate the camera head in the correct direction. See page 4 for details. If the problem persists, go to #2.

Try removing the foreign object with a soft cloth or cotton swab. If the problem persists, the camera may need repair.

Problem 4: Pictures can not be saved

What to Check

1. Is the album full?
2. Has the Game Boy Camera's internal battery lost its charge?

Solution

If the album is full, delete one or more pictures. See "Deleting and Copying" on page 16 for details.

Contact Nintendo Consumer Service

Problem 5: Unable to Print

Please review the Game Boy Printer instruction booklet.

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The product is sold subject to all warranties implied under the provisions of the Trade Practices Act of Australia. Nintendo Australia Pty. Ltd. (Nintendo) warrants to the original consumer/purchaser that this GAME BOY ("GAME PAK") shall be free from defects in material and workmanship. If a defect covered by this warranty occurs, Nintendo will repair or replace the (GAME PAK) at its option, free of charge.

To receive this warranty service, contact Nintendo's Head Office.

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