



Nintendo of America Inc.
P.O. Box 957, Redmond, WA 98073-0957 U.S.A.
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WARNING: PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAMES OR ACCESSORIES. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

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United States Patent Numbers: 4,932,904; 5,095,798; 5,134,391; 5,184,830; 5,207,426; 5,291,189; 5,327,158; 5,337,069; 5,371,512; 5,400,052; 5,483,257; 5,495,266; 5,509,663; 5,608,424; 5,708,457; 6,544,126; 6,322,447; 6,315,669; 6,120,379; 6,200,253; 5,226,136; 5,276,831; D468,743
Canadian Patent Numbers: 2,007,434; 2,037,909; 2,048,167; 2,049,899; 2,049,900; 2,049,914; 2,051,655; 2,055,718; 2,055,724; 96,338.

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GAME BOY[®]micro

INSTRUCTION BOOKLET
Pages 1-29

MODE D'EMPLOI
Pages 31-61

FOLLETO DE INSTRUCCIONES
Páginas 63-93

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Please read the following instructions before setup or use of the Game Boy[®] micro. If, after reading all the instructions, you still have questions, please visit our customer service area at www.nintendo.com (in Canada, www.nintendo.ca) or call 1-800-255-3700.

Important Safety Information

Read the following warnings before you or your child play video games.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop

⚠ WARNING - Battery Leakage

The **Game Boy micro** contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of batteries in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

Do not remove the rechargeable battery pack from the Game Boy micro unless it needs to be replaced.

Do not use any battery other than the Game Boy micro rechargeable battery pack. A replacement battery may be ordered through Nintendo's web site at www.nintendo.com or call Customer Service at 1-800-255-3700.

When recharging the battery pack, only use the Game Boy micro AC Adapter included with this system.

When disposing of the battery pack, follow appropriate local guidelines and regulations. For information on battery disposal contact your local solid waste authority.

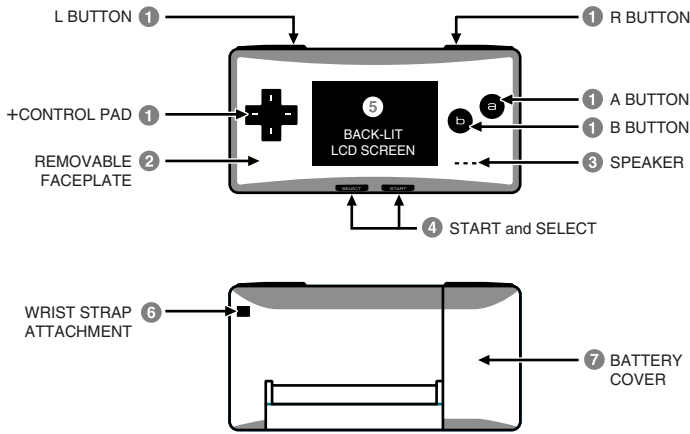
IMPORTANT: Do not spill liquids on the Game Boy micro, Game Paks or other components or accessories. If the Game Boy micro comes into contact with liquids, wipe clean with a soft, slightly damp cloth (use water only). Remove the battery cover and battery. **If liquid has come into contact with the battery, do not reuse it.** Call Nintendo Customer Service at 1-800-255-3700 for further instructions on battery replacement and possible service to your Game Boy micro.

Refer to the separate Game Boy Health and Safety Precautions booklet for additional information on hardware and software precautions and maintenance.

IMPORTANT: This product is a complex electronic device that can be damaged by direct physical impact. A protective carrying case (sold separately) may help prevent problems related to impact damage.

NOTE: This product does not contain latex, lead, mercury, cadmium, hexavalent chromium, PBB or PBDE.

Components



- 1 L and R Buttons, A and B Buttons and +Control Pad**
Game play controls - Hold L Button down while pressing Volume/Brightness Adjustment Switch (13) up or down to adjust screen brightness.
- 2 Removable Faceplate**
Important: To prevent the faceplate from becoming scratched, always store the Game Boy micro in the carrying pouch (included) or a protective carrying case (sold separately).
- 3 Speaker**
- 4 START and SELECT**
Game play controls and Power Indicator LEDs - Indicates status of battery charge. See page 12 for additional information.
- 5 Back-lit LCD Screen**
- 6 Wrist Strap Attachment**
For attachment of a wrist strap (sold separately).
- 7 Battery Cover**
Remove cover to replace the rechargeable battery pack. See page 21 for additional information.

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Components



- 8 External Extension Connector (EXT)**
Allows connection of Game Boy micro AC Adapter (included) or authorized Game Boy micro accessories (sold separately).
- 9 Game Pak Slot**
For inserting a Game Boy Advance Game Pak.

Compatibility with Game Boy Games & Accessories

The Game Boy micro is compatible with Game Boy Advance Game Paks and authorized Game Boy micro accessories.

The Game Boy micro will NOT work with the following games or accessories:

- Original Game Boy Game Paks
- Game Boy Color Game Paks
- Game Boy or Game Boy Advance Game Link® cables*
- Game Boy Advance Wireless Adapter*
- Game Boy Advance e-Reader
- Nintendo GameCube™ Game Boy Advance cable
- Game Boy Printer
- Game Boy Camera

*See pages 17-19 for additional information on multiplayer gameplay between the Game Boy micro and the Game Boy Advance or Game Boy Advance SP.

Charging the Game Boy micro Battery Pack

Do not use the Game Boy micro AC Adapter during a lightning storm. There may be a risk of electric shock from lightning.

Before you use the Game Boy micro for the first time, or after you have not used it for a long time, you must charge the battery. (If the Game Boy micro will not be used for long periods of time, the battery should be recharged at least once every six months.)

When fully charged, the battery will last from six to ten hours depending on the type of game activity. It takes approximately 2-1/2 hours to recharge the battery. (The actual time varies depending on how much battery life you have left.) You can play games while recharging the battery, but the recharge time will be longer.

The battery can be recharged approximately 500 times, but performance may decrease after repeated recharges, depending on usage conditions such as temperature. (Optimal charging temperature is between 50 and 95 degrees Fahrenheit.) Battery life may also decrease over time. After 500 recharges, battery life may be only 70% of the battery life when new.

Charging the Game Boy micro Battery Pack (Cont.)

The START and SELECT Power Indicator LEDs indicates the charge status of the battery pack:

- When you turn the power ON, the LEDs may blink blue for about 3 seconds. This indicates adequate charge in the battery pack.
- When you turn the power ON, the LED may blink red for about 3 seconds. This indicates that the battery pack should be recharged.
- During game play, the LED may light red and stay on. This indicates that the battery pack should be recharged. **Save your game progress and recharge the battery pack as soon as possible.**
- During the recharge process, the LED will light blue and stay on until the battery pack is fully charged.

IMPORTANT: The Game Boy micro AC Adapter is only for use with the Game Boy micro handheld video game system. It is not compatible with the original Game Boy, Game Boy pocket, Game Boy Color, Game Boy Advance, Game Boy Advance SP or the Nintendo DS.

Charging the Game Boy micro Battery Pack (Cont.)

1. Insert the DC Connector Plug from the AC Adapter into the External Extension Connector on the top of the Game Boy micro.

IMPORTANT: Be sure the DC Connector Plug is facing in the correct direction before inserting into the connector to avoid damaging either the plug or connector. (The Nintendo logo should face up.)

2. Swing the prongs out of the AC Adapter and insert into a standard 120-volt AC wall outlet. The START and SELECT Power Indicator LEDs will light blue until the battery is fully charged.

IMPORTANT: Be sure that the prongs are fully inserted into the outlet. The AC Adapter is intended to be correctly oriented in a vertical or floor mounted position. When disconnecting any plugs from the Game Boy micro or the wall outlet, carefully pull by the plug itself rather than by the cord

3. When fully charged, remove the AC Adapter from the wall outlet and fold the prongs back into the housing. Remove the DC Connector Plug from the External Extension Connector.

Charging the Game Boy micro Battery Pack (Cont.)

IMPORTANT BATTERY GUIDELINES:

- Do not remove the battery from the Game Boy micro unless it needs to be replaced.

Using the Game Boy micro

1. Insert a Game Boy Advance Game Pak into the Game Pak Slot on the bottom of the Game Boy micro. The Game Pak label should face towards the back of the Game Boy micro.



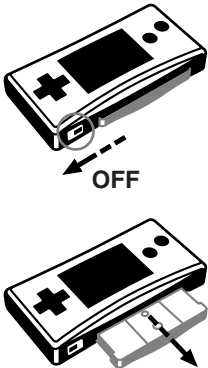
Using the Game Boy micro (Cont.)

5. When finished playing, first turn the power off and then slide the Game Pak out of the Game Boy micro.

NOTE: To avoid dirt or dust from getting into the Game Boy micro, always leave a Game Pak loaded (with the power off), when not in use.

IMPORTANT GAME PAK GUIDELINES:

- Always check the Game Pak edge connector for foreign material before inserting it into the Game Pak Slot.
- Be sure to orient the Game Pak correctly before inserting it into the Game Pak Slot.
- Do not turn the power off or remove the Game Pak while saving game data, or the save data may be lost.



Multiplayer Game Play

Multiplayer game play is possible using one of the following methods:

1. **Game Boy micro Wireless Adapter** - communicate with either another Game Boy micro using a Wireless Adapter, or with a Game Boy Advance that has a Game Boy Advance Wireless Adapter attached (see page 18).
2. **Game Boy micro Game Link cable** - Link up with other Game Boy micro systems (see page 19).
3. **Game Boy micro Converter Connector** - Used with a Game Boy micro Game Link cable, you can link up with another Game Boy Advance or Game Boy Advance SP (see page 19).

(See pages 18 and 19 for a description of Game Boy micro multiplayer accessories. ACCESSORIES ARE SOLD SEPARATELY. Go to Nintendo's web site at www.nintendo.com (USA/Canada only) or call Customer Service at 1-800-255-3700 to order.)



You must be using Game Boy Advance Game Paks that feature either linked or wireless multiplayer game play. Look for these icons on Game Paks that include this feature.

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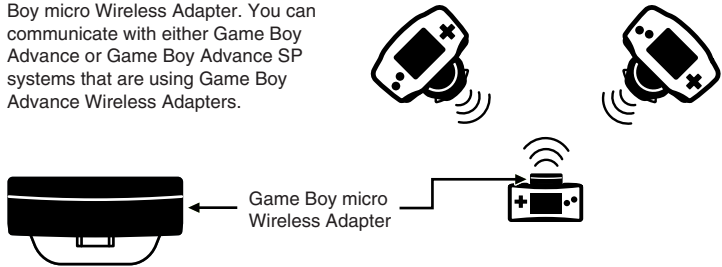
17

Multiplayer Game Play (Cont.)

IMPORTANT: Be sure to check the Game Pak packaging and read the Game Pak instruction booklet for the game you are playing to see if you need more than one copy of the game to play multiplayer games, and to see how many players can play simultaneously.

Multiplayer features and set-up methods will vary from game to game. Please read the Game Pak instruction booklet for the game you are playing for features and correct set-up information.

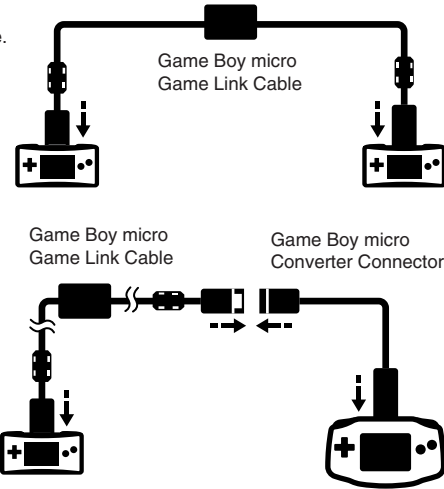
- Multiplayer connection using the Game Boy micro Wireless Adapter. You can communicate with either Game Boy Advance or Game Boy Advance SP systems that are using Game Boy Advance Wireless Adapters.



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Multiplayer Game Play (Cont.)

- Multiplayer connection using the Game Boy micro Game Link cable.



- Multiplayer connection using both the Game Boy micro Game Link cable and Game Boy micro Converter Connector. Connect to either a Game Boy Advance or Game Boy Advance SP.

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Changing the Faceplate

You can change the look of your Game Boy micro by changing the faceplate.

IMPORTANT: To protect the LCD Display Screen, always keep a faceplate attached to

Battery Pack Replacement

Do not remove the battery from the Game Boy micro unless it needs to be replaced. Please review the instructions included with the replacement battery pack before installation.



Troubleshooting

Before seeking assistance, check the following information.

Problem	Solution
The screen stays blank even though the power is ON.	<ul style="list-style-type: none">Make sure the battery pack is charged. The Power Indicator LEDs should blink blue when the power is turned ON.Turn the power OFF. Remove Game Pak and reinsert it, then turn the power ON.If using a Game Link cable, check connections with the power OFF, then try again. (Review pages 17-19.)If using a Game Link cable, check that all Game Paks are the same. (Review pages 17-19.)If using the AC Adapter, make sure it is securely connected to both the Game Boy micro and the wall outlet.
Horizontal lines appear when the power is ON.	<ul style="list-style-type: none">Make sure the battery pack is charged. The Power Indicator LEDs should blink blue when the power is turned ON.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.

Problem	Solution
Battery pack won't charge or Power Indicator LEDs don't light during recharge.	<ul style="list-style-type: none">Make sure the AC Adapter is securely connected to the Game Boy micro and the wall outlet.Make sure the outlet is working properly.
No sound is heard from the speaker during game play.	<ul style="list-style-type: none">Try adjusting the volume.Make sure headphones are not inserted into the Headphone Connector.Some games may have no sound during parts of the game.
Multiplayer game modes don't work. (Review pages 17-19 for multiplayer setup information.)	<ul style="list-style-type: none">Turn the power OFF. Check all of the Game Link cable connections or wireless adapter connections, then turn the power ON.Turn the power OFF. Remove all Game Paks and reinsert, then turn the power ON.Make sure Game Paks include the multiplayer feature and that the Game Paks are all the same game.Make sure you are using the correct Game Link cable.

If your Game Boy micro still does not operate correctly after trying the above remedies, please visit the customer service area of our web site at www.nintendo.com (in Canada, www.nintendo.ca) or call 1-800-255-3700.

Entertainment Software Rating Board (ESRB)
Video and Computer Game Software Rating Information

The Entertainment Software Rating Board (ESRB) ratings are designed to provide information about video and computer game content, so you can make informed purchasing decisions. ESRB ratings have two parts: **rating symbols** suggest age appropriateness for the game, and **content descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. To take full advantage of the ESRB rating system, it's important to check both the rating symbol (found on the front of the game box) and the **content descriptor** (found on the back of the game box). Go to www.esrb.org for a complete list of these content descriptors.

The ESRB rating system is designed to provide information about a computer or video game. The ratings are not meant to recommend which games consumers should buy or rent or to serve as the only basis for choosing a product. Rather, individuals should use the ESRB ratings together with personal tastes and standards when deciding what is best to purchase.

For more information on the ESRB and video game ratings, go to the ESRB web site at www.esrb.org.

ESRB RATING SYMBOLS FOR VIDEO GAMES & PC SOFTWARE					
EARLY CHILDHOOD Contents may be suitable for ages 3 and older. Contains no material that parents would find inappropriate.	EVERYONE Content may be suitable for persons ages 6 and older. May contain minimal violence and some comic mischief or crude language.	EVERYONE 10 AND OLDER Content may be suitable for persons ages 10 and older. May contain cartoon, fantasy or mild violence, mild language and/or minimal suggestive themes.	TEEN Content may be suitable for persons ages 13 and older. May contain violent content, mild or strong language, and/or suggestive themes.		
MATURE Content may be suitable for persons ages 17 and older. May contain mature sexual themes, more intense violence and/or strong language.	ADULTS ONLY Content suitable only for adults. May include graphic depictions of sex and/or violence. Not intended for persons under the age of 18.	RATING PENDING Titles have been submitted to the ESRB and are awaiting final rating.			

Warranty & Service Information

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You may need only simple instructions to correct a problem with your product. Try our website at www.nintendo.com or call our Consumer Assistance Hotline at 1-800-255-3700, rather than going to your retailer. Hours of operation are 6 a.m. to 7 p.m., Pacific Time, Monday - Sunday (times subject to change). If the problem cannot be solved with the

SERVICE AFTER EXPIRATION OF WARRANTY

Please try our website at www.nintendo.com or call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting information and repair or replacement options and pricing. In some instances, it may be necessary for you to ship the complete product. FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo. Please do not send any products to Nintendo

Consumer Assistance, Replacement Parts and Accessories

NEED HELP WITH INSTALLATION,
MAINTENANCE OR SERVICE?
NINTENDO CUSTOMER SERVICE: WWW.NINTENDO.COM
or call 1-800-255-3700, MON.-SUN., 6:00 a.m. to 7:00 p.m,
Pacific Time (Times subject to change)

TTY Hearing Impaired: 800-422-4281

If you would like to order Nintendo parts, please visit our online store at www.nintendo.com or call 1-800-255-3700. This Nintendo product is not designed for use with any unauthorized accessories.

NEED HELP PLAYING A GAME?

Nintendo's game pages, at www.nintendo.com/games feature walkthroughs, frequently asked questions, and codes for many of our games. If your answer isn't there, check out our forums where you can exchange tips with other gamers online. For more information about our forums, visit www.nintendo.com/community.

If you don't have access to the web-site, recorded tips for may titles are available on Nintendo's Power Line at (425) 885-7529. This may be a long distance call, so please ask permission from whoever pays the phone bill.

AVERTISSEMENT : VEUILLEZ LIRE ATTENTIVEMENT LE MANUEL DE PRÉCAUTIONS SPÉCIFIQUE CONCERNANT LA SANTÉ ET LA SÉCURITÉ COMPRIS AVEC CE PRODUIT AVANT D'UTILISER UN APPAREIL NINTENDO®, DES JEUX OU DES ACCESSOIRES. LE PRÉSENT MODE D'EMPLOI CONTIENT DES RENSEIGNEMENTS IMPORTANTS SUR LA SANTÉ ET LA SÉCURITÉ.

Le sceau officiel est votre garantie que ce produit est breveté ou fabriqué par Nintendo. Recherchez toujours ce sceau lorsque vous achetez des appareils de jeu vidéo, des accessoires ou des produits connexes.



Nintendo n'agréee pas la vente ou l'utilisation de produits ne portant pas le Sceau officiel de Nintendo.

Les rodits Nintendo sont protégés par un ou plusieurs des brevets suivants :
Numéro des brevets américains : 4,932,904; 5,095,798; 5,134,391; 5,184,830; 5,207,426; 5,291,189; 5,327,158; 5,337,069; 5,371,512; 5,400,052; 5,483,257; 5,495,266; 5,509,663; 5,608,424; 5,708,457; 6,544,126; 6,322,447; 6,315,669; 6,120,379; 6,200,253; 5,226,136; 5,276,831; D468,743
Numéro des brevets canadiens : 2,007,434; 2,037,909; 2,048,167; 2,049,899; 2,049,900; 2,049,914; 2,051,655; 2,055,718; 2,055,724; 96,338.

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Informations sur la santé et la sécurité :

Veuillez lire les avertissements suivants avant que vous ou votre enfant ne jouiez à des jeux vidéo.

⚠️ AVERTISSEMENT - Danger d'attaque

- Même si elles n'ont jamais connu de tels problèmes auparavant, certaines personnes (environ 1 sur 4 000) peuvent, pendant qu'elles regardent la télévision ou s'amuseent avec des jeux vidéo, être victimes d'une attaque ou d'un évanouissement déclenché par des lumières ou motifs clignotants.
- Si vous avez été victime d'une telle attaque, d'une perte de conscience ou de symptômes reliés à l'épilepsie, consultez votre médecin avant de jouer avec des jeux vidéo.

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Veuillez bien lire les instructions suivantes avant de procéder à l'installation de votre Game Boy® micro ou de l'utiliser. Si, après avoir lu ces instructions, vous avez toujours des questions, veuillez consulter la section consacrée au service à la clientèle de notre site web www.nintendo.com (www.nintendo.ca pour le Canada) ou appeler le 1-800-255-3700.

⚠️ AVERTISSEMENT - Blessures dues aux mouvements répétitifs et tension oculaire

Après quelques heures, les jeux vidéo peuvent irriter les muscles, les poignets, la peau ou les yeux. Veuillez suivre les instructions suivantes afin d'éviter des problèmes tels que la tendinite, le syndrome du tunnel carpien, l'irritation de la peau ou la tension oculaire :

- Évitez les périodes trop longues de jeu. Il est recommandé aux parents de s'assurer que leurs enfants jouent pendant des périodes adéquates.
- Même si vous ne croyez pas en avoir besoin, faites une pause de 10 à 15 minutes à chaque heure de jeu.
- Si vous éprouvez fatigue ou douleur au niveau des mains, des poignets, des bras ou des yeux, cessez de jouer et reposez-vous pendant plusieurs heures avant de jouer de nouveau.
- Si vous avez les mains, les poignets, les bras ou les yeux endoloris pendant le jeu ou