

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

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- Pour une version française de ce manuel, veuillez aller sur le site [www.nintendo.com/consumer/manuals/index.jsp](http://www.nintendo.com/consumer/manuals/index.jsp) ou appeler le 1-800-255-3700.
- Para obtener la versión de este manual en español, visite nuestro sitio web [www.nintendo.com/consumer/manuals/index.jsp](http://www.nintendo.com/consumer/manuals/index.jsp) o llame al 1-800-255-3700.

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**GAME BOY ADVANCE SP**

**INSTRUCTION BOOKLET**

**1**

## 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 blackout 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 doctor if you or your child have any of the following symptoms:

**Convulsions Eye or muscle twitching      Loss of awareness  
Altered vision Involuntary movements Disorientation**

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

### **⚠ WARNING-Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

### **⚠ WARNING-Battery Leakage**

The Game Boy Advance SP 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 seek medical attention.

To avoid battery leakage:

- Do not expose battery to excessive physical shock or vibration.
- 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 remove the rechargeable battery pack from the Game Boy Advance SP unless it needs to be replaced.**

Do not use any battery other than the Game Boy Advance SP rechargeable battery pack. A replacement battery may be ordered through Nintendo's web site at [www.nintendo.com](http://www.nintendo.com) or call customer service at 1-800-255-3700.

**When recharging the battery pack, only use the Game Boy Advance SP 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.

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## Introduction to the Game Boy Advance SP Video Game System

Thank you for purchasing the Nintendo<sup>®</sup> Game Boy<sup>®</sup> Advance SP video game system. The Game Boy Advance SP is a folding pocket size color video game system that features:

- 2.9" Thin-Film Transistor (TFT) color liquid crystal reflective display.
- Up to 32,000 simultaneous colors.
- 32-Bit ARM with embedded memory.
- Self-contained LCD screen light.
- Built-in rechargeable lithium ion battery pack. Provides about 18 hours of continuous gameplay (with the screen light off).

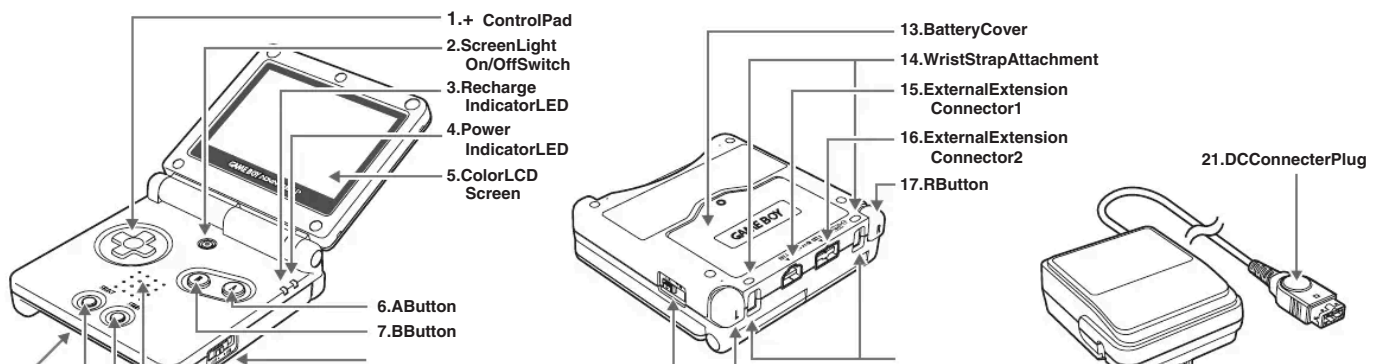
- Compact folding design.
- Compatibility with Game Boy, Game Boy Color and Game Boy Advance Game Paks.

NOTE: This is a latex-free product.

Please read both the following instructions and these separate Precautions Booklet before setup or use of the Game Boy Advance SP. If, after reading all the instructions, you still have questions, please visit our customer service area at [www.nintendo.com](http://www.nintendo.com) or call 1-800-255-3700.

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## List of Components





- 1. + ControlPad**-Gameplaycontrol.
- 2.ScreenLightOn/OffSwitch**-TurnsthescreenlightONorOFF.
- 3.RechargeIndicatorLED(POWER)**-Lightsorangeduringtherecharge processwhenusingtheGameBoyAdvanceSPACAdapter.Whentherechargeprocessiscomplete,thisLEDturnsOFF.
- 4.PowerIndicatorLED(POWER)**-Indicatesbatterylife.Greenorcolorwill changetoredwhenbatterychargebecomeslow.WhenLEDbecomesred, saveyourgameandrechargebatterytopreventgamedataloss.
- 5.ColorLCDScreen**-2.9"HighlyreflectiveThinFilmTransistor(TFT)LCD screen.**ToprotecttheLCDfromdamage,alwaysfolduptheGame BoyAdvanceSPwhennotinuse.**
- 6.AButton**-Gameplaycontrol.
- 7.BButton**-Gameplaycontrol.
- 8.PowerSwitch(OFF-ON)**-Slideswitchtowardsthescreentoturnpower ON. (Note:AlwaysinsertaGamePakbeforereturningpoweron.)
- 9.Speaker**-Foroutputofmonosound.
- 10.Start**-GamePlaycontrol.
- 11.Select**-Gameplaycontrol.

- 12.GamePakSlot**-ForloadingaGamePak.
- 13.BatteryCover**-Removecovertoinsertrechargeablebattery.
- 14.WristStrapAttachment**- Forattachmentofawriststrap.
- 15.ExternalExtensionConnector1(EXT.1)**-Allowsconnectiontoother GameBoysystemsorGameBoyorGameBoyAdvanceaccessories.May requireacable.SeeSections8and9formoreinformation.
- 16.ExternalExtensionConnector2(EXT.2)**-Allowsconnectionof GameBoyAdvanceSPACAdapter(included)orHeadphoneAdapter (soldseparately,visitouron-linestoreat[www.nintendo.com](http://www.nintendo.com)orcall 1-800-2553700).SeeSections4and10formoreinformation.
- 17.RButton**-Gameplaycontrol.
- 18.AccessorySlots**-AllowsforattachmentofGameBoyAdvanceaccessories.
- 19.LButton**-Gameplaycontrol.
- 20.VolumeAdjust(VOLUME)**-Adjustsvolume.Slidetowardsscreento increasevolume.
- 21.DCConnectorPlug**-ConnectstoExternalExtensionConnector2for rechargingthebatterypackorwhenusinghouseholdcurrent.
- 22.ACConnectorProngs**-Retractableprongsforuseinastandard120-volt householdelectricaloutlet.

## 4 Charging the Game Boy Advance SP Battery Pack

DonotusetheGameBoyAdvanceSPACAdapterduringalightning storm.Theremaybeariskofelectricshockfromlightning.

BeforeyouuseyourGameBoyAdvanceSPforthe firsttime,orafteryouhavenotuseditforalongtime,youmustchargetherechargeablebattery pack. (Foroptimalbattery packlife,donotletthebattery packremain completelydischargedforlongperiodsof time.)

Therechargeablebattery packcanberechargedapproximately500times,but performance may decrease after repeated recharges, depending on usage conditionssuchastemperature.Battery lifemayalsodecreaseovertime.After 500recharges,battery lifemaybecomeonly70%ofthebattery lifewhennew.

Ittakesapproximatelythreehourstorecharge thebattery.(Theactualrecharge timevariesdependingonhowmuchbattery lifeyouhaveleft.)WhenthePower IndicatorLEDbecomesred,saveyourgameandrechargebatterytopreventgamedataloss.Youcanplaygameswhile rechargingthebattery,but therecharge timeislongerwhenyoudoso.

**IMPORTANT:**TheGameBoyAdvanceSPACAdapterisonlyforusewith theGameBoyAdvanceSPportablevideogamesystem.Itisnot compatiblewiththeoriginalGameBoy,GameBoypocket,GameBoy ColorororiginalGameBoyAdvance.

Whenyouarefinishedplaying,always turnyoursystemOFF,andunplug theACAdapter(ifyouareusingit)fromboththewallsocketandGame BoyAdvanceSP.DonotwraptheACAdaptercordaroundtheGameBoy AdvanceSP.

- 1.InserttheACAdapter'sDC ConnectorPluginto**External ExtensionConnector2**onthe GameBoyAdvanceSP (Illustration1).

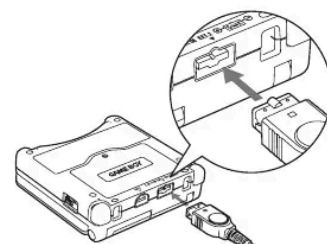


Illustration 1

**IMPORTANT:**BesuretheDC ConnectorPlugisfacinginthe correctdirectionbeforeinserting intoEXT2toavoiddamagingthe DCConnectorPlugand/orthe ExternalExtensionConnector.

- 2.SwingtheprongsoftheAC Adapter(Illustration2)andinsert intoastandard120-voltACwall outlet.**Besurethattheprongs arefullyinsertedintotheoutlet.**

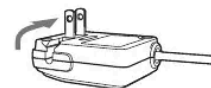


Illustration 2

TheRechargeIndicatorLEDwill lightup(Illustration3).Youcanplay gameswhilecharging,howeverit willtakelongertorecharge the battery.**TheLEDwillturnOFF whenthebatteryisfullycharged.**

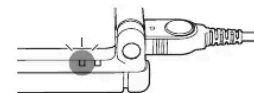


Illustration 3

- 3.Whenfullycharged,removethe ACAdapterfromthewalloutlet andfoldtheprongsbackintothe housing.RemovetheDCConnector PlugfromExternalExtensionConnector2. **WhendisconnectinganyplugsfromtheGameBoyAdvanceSPorwall outlet,carefullypullbytheplugitselfratherthanbythecord.**

## 5 Using the Game Boy Advance SP Video Game System

- 1.InsertaGamePakintotheGamePakSloton theundersideoftheGameBoyAdvanceSP (Illustration4).

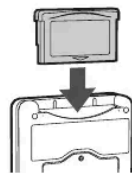


Illustration 4

**CAUTION:**AlwayschecktheGamePakedge connectorforforeignmaterialbeforeinserting theGamePakintotheGameBoyAdvanceSP.

- 2.Turnonthe power by pushing the Power Switch towardsthescreen(Illustration5).

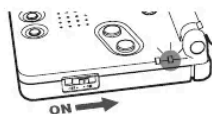


Illustration 5

**NOTE:**TheLCDscreenlightwillcomeon whenyoufirstturnthepoweron.Toturnthe lightoff,presstheScreenLightSwitch.

- 3.ThescreenwilldisplaytheGameBoyl logo, andthenchangetothedisplayforthe game thatyouareplaying.Besuretoreadthe GamePakinstructionbookletforthe game youareplaying.

- Forbestcolorunderbrightlightconditions,turnthescreenlightOFF (longerbattery life).
- Forbestcolorunderlowlightconditions,turnthescreenlightON (shorterbattery life).

- 4.ToremovetheGamePakafter playing,firstturnthepowerOFF byslidingthePowerSwitch towardsthefront,thenslidethe GamePakoutoftheGamePak Slot(Illustrations6and7).

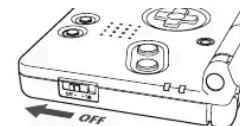


Illustration 6

- 5.Whenfinishedplaying,foldthe GameBoyAdvanceSPclosedto protectthedisplayscreen. Note:Thepowerdoesnot automaticallyturnoffwhenthe systemisfoldedclosed.

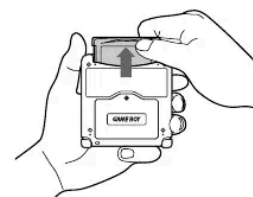


Illustration 7

## 6 About Game Boy Game Paks

TherearefourtypesofGamePakthatwillworkwiththeGameBoyAdvanceSP:

**Type1.**OriginalGameBoyGamePakswhichworkwithboththeGameBoy AdvanceandGameBoyColor(using4-10colors,seeSection7)andwiththe originalGameBoyandGameBoypocket systems(using4shadesofgray).

**Type2.**DualmodeGameBoyGamePakswhichwillworkwithboththe

Gamescreen sizeforType1, 2and3games.



Gamescreen sizeforType4 gamesonly.

Game Boy Advance and 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.** Full color games (using up to 56 colors out of a palette of 32,000) that will work only on Game Boy Color and Game Boy Advance.

**Type 4.** Special full color (32,000 colors maximum) widescreen games that will work only on the Game Boy Advance and the Game Boy Advance SP.

NOTE: You can switch the screen size for Type 1, 2 and 3 games from normal to widescreen mode by pressing the L and R buttons. (This may make some of the images distorted or hard to see.)

**A few older Game Boy games may not function properly on the Game Boy Advance SP, causing display or sound problems.**



