



Frequently Asked Questions

1. Can I use rechargeable batteries with my Game Boy Advance?

The only type of rechargeable batteries Nintendo recommends are Rayovac Renewals, but ONLY for the Game Boy Advance, Game Boy Color, Game Boy pocket, Game Boy Printer, and the built-in rumble device on Game Boy Game Paks. **It is not recommended for use with the original Game Boy.**

Nintendo recommends against using most types of rechargeable batteries, because it's difficult to determine whether the batteries being used are all equally charged.

There is also an AC Adapter available for the Game Boy Advance, Game Boy Color and Game Boy pocket.

2. How can I get the best picture?

When Nintendo designed the Game Boy Advance, we created a system with the most powerful hardware at the best possible price. One of the decisions that allowed us to produce such a flexible system was to use reflective screen technology for our display. This is the same technology used in all of our earlier Game Boy systems. (For more information on reflective screen technology vs. back-lit screen technology, link here.)

Because the brightness of the screen image is based upon reflected light, the quality of your lighting conditions will affect your ability to see the Game Boy Advance screen clearly. We have gathered some tips together to give you some ideas about how to get the best picture from your Game Boy Advance (see below).

Please note: If you are able to start and play a game with your Game Boy Advance, it is working properly, even if the screen display seems a bit darker than expected. If you are having problems getting your system started or can see no picture at all, please check our troubleshooting section.

Tips for Getting the Best Picture

- A. Play in well-lit areas whenever possible.
 - To get maximum picture brightness on your Game Boy Advance, play in a well-lit area. Natural sunlight near a window or outdoors works great, too, as does playing near a lamp, etc... A light source that is above or behind the player will maximize the brightness of the game. Try holding the Game Boy Advance at different viewing angles for the best results.
- B. If you can't find the right lighting...
 - Trying to play in a dimly lit area can be difficult, so we don't recommend it--for any of our Game Boy systems. For players who want to play in low-light conditions, we recommend the Light Boy Advance, by Majesco.
- C. Game Boy Advance games look the best
 - Games designed specifically for Game Boy Advance take better advantage of the higher resolution screen and full color palette. Games with bright, flat colors--such as Super Mario Advance--will be easier to see than those that use darker shading.

3. Game Boy Advance - Light Boy Advance

The Light Boy Advance features a hood assembly that snaps over the face of the Game Boy Advance. The lid lifts up to broadcast an even light across the face of the Game Boy Advance. There is a magnifying lens over the actual screen that allows players to more easily see the images. The Light Boy Advance uses two AAA batteries.

To get the maximum picture clarity, be sure to play in a well-lit area. Natural sunlight outdoors works great. If indoors, a light source that is above or behind the player will maximize the brightness of the game. Trying to play in a dimly lit area can be difficult, so we don't recommend it--for any of the Game Boy systems.

4. GAME BOY ADVANCE/NINTENDO GAMECUBE CONNECTIVITY

Both the NINTENDO GAMECUBE and the Game Boy Advance are outstanding video game systems in their own right, each with its own extensive library of entertaining video games. In addition, in specially designed NINTENDO GAMECUBE and Game Boy Advance games, the Game Boy Advance can be connected to the NINTENDO GAMECUBE to exchange data or provide other special functions. For example, sports games could be programmed so that players could use the Game Boy Advance to select plays or moves. Nintendo is very excited about this unique compatibility of our two newest systems.

This new feature will only be available with specially designed NINTENDO GAMECUBE and Game Boy Advance games. The NINTENDO GAMECUBE and Game Boy Advance software packaging will indicate if this feature is available. Currently, we anticipate that the first of such specially designed games (together with the cable needed to connect the NINTENDO GAMECUBE and Game Boy Advance) should be available in the first quarter of 2002. Please note that the Game Boy Advance does not work with NINTENDO GAMECUBE unless the game developer has specifically integrated this feature into their game.

5. Game Boy Compatibility Chart

To tell whether a game you wish to play will work on your Game Boy system, refer to the table below:

	System			
Type of Game	Game Boy Advance	Game Boy Color	Game Boy Pocket	Game Boy Original
Game Boy Advance Only	✓			
Game Boy Color Only	✓	✓		
Dual Mode	✓	✓	✓	✓
Original	✓	✓	✓	✓

Game Boy Advance Only (Special Full Color)

- Wide screen games that will work only on the Game Boy Advance.
- Games display up to 512 colors from a palette of up to 32,768 colors.
- The Game Paks are about half the size of all other Game Boy Game Paks.
- Packaging clearly indicates that these games are "Only for Game Boy Advance."

Game Boy Color Only (Full Color)

- Games use up to 56 colors out of a palette of 32,768.
- Will only work on Game Boy Color and Game Boy Advance.
- These Game Paks have a transparent plastic housing.
- Even though the packaging indicates that these games are "Only for Game Boy Color," they will work on Game Boy Advance. Note: The words "Only for Game Boy Color" and the icon on the back of the Game Boy Color Game Pak packaging do not appear if the game was released or re-issued after June of 2001.
- When playing these games on a Game Boy Advance, the screen size can be switched between standard Game Boy size and Game Boy Advance size by pressing the L & R buttons. (Changing the screen size may distort the images.)

Dual Mode

- These games will work with all Game Boy systems.
- When using either the Game Boy Advance or the Game Boy Color they will display up to 56 colors out of a palette of 32,768. When using the original Game Boy or Game Boy pocket they will use 4 shades of gray.
- These Game Paks have a dark gray or black plastic housing.
- When playing these games on a Game Boy Advance, the screen size can be switched between standard Game Boy size and Game Boy Advance size by pressing the L & R buttons. (Changing the screen size may distort the images.)

Original

- These Game Paks will work with all Game Boy systems and will display 4 - 10 colors when used on the Game Boy Advance or Game Boy Color. You can change the color scheme using special palettes. When these games are played on the Game Boy or Game Boy Pocket, they will appear in 4 shades of gray.
- These Game Paks have a light gray plastic housing.
- A very small number of older games may not function properly on the Game Boy Advance or Game Boy Color. Common symptoms include scrambled images, missing graphics, or sound problems.
- When playing these games on a Game Boy Advance, the screen size can be switched between standard Game Boy size and Game Boy Advance size by pressing the L & R buttons. (Changing the screen size may distort the images.)