

Nintendo®

U/GBP-S-GB-USA

GAME BOY®

GAME BOY®
printer

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 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.

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Section 1

Game Boy® Printer Instruction Booklet

Thank you for purchasing the Game Boy® Printer accessory for the Nintendo Game Boy system. With the Game Boy Printer, you can print snapshots taken with the Game Boy Camera* or print out your favorite screens from some of the newest Game Boy Game Paks*. With the Game Boy printer paper, you can turn your prints into stickers.

Game Boy Printer
Compatible

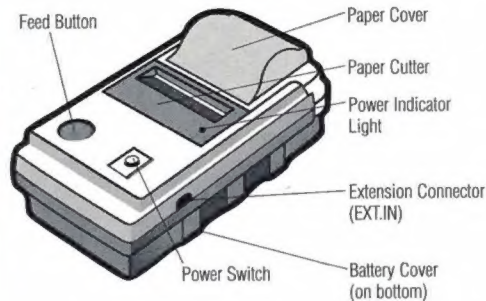


Look for this icon on Game Boy Game Paks and accessories compatible with the Game Boy Printer.

Please read both the following instructions and the separate consumer information and precautions booklet before attempting to operate the Game Boy Printer. If, after reading all instructions, you still have questions, please call the Consumer Assistance Hotline at the number listed on the back of this booklet.

*sold separately

Game Boy Printer Components

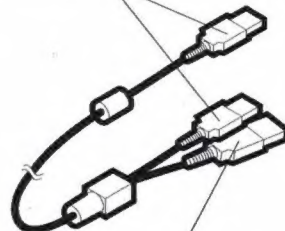


Game Boy Printer

Printer Paper



Game Boy Pocket Plug—for connection to a Game Boy Pocket or Game Boy Printer



Game Boy Plug—for connection to a Game Boy

**Universal
Game Link® Cable**

Section 2

Set Up

Installing the Batteries

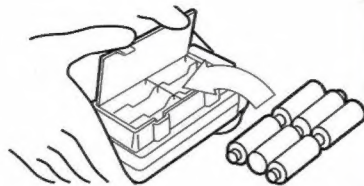
1. Open the battery cover on the bottom of the printer and load 6 AA batteries as shown.

CAUTION

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

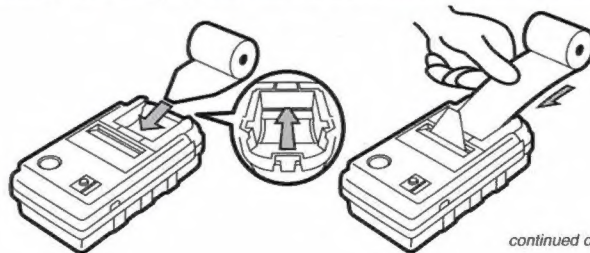
2. After loading the batteries, replace the cover.

Note: When the batteries have lost their charge, the power indicator light may remain on, but the printer may not operate. If this happens, slide the power switch off and change all of the batteries to new ones.



Loading the Paper

1. Press the tab on the top of the printer and remove the paper cover as shown
2. Peel the seal off of a roll of paper in the direction of the arrow.
3. Un-roll a few inches of paper. Insert the pointed end of the paper into the slot near the top of the printer as shown. Make sure the colored side of the paper is facing down (the roll is facing up). Carefully slide the paper in until the end comes out of the paper cutter.



continued on next page

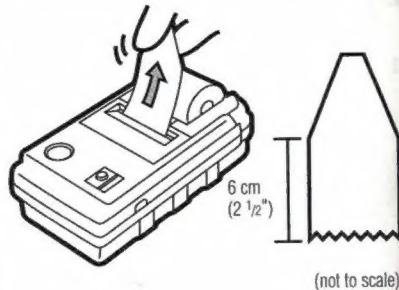
CAUTION

Make sure to load the paper straight into the printer, with the roll facing up or the printer will not operate. Do not turn the power on or press the feed button while loading the paper.

4. Pinch the end of the paper and pull out about 6cm (2 1/2" inches).

Note: When you are starting a new roll, there may be adhesive on the tip, which you cannot print on, so it is necessary to pull out about 6cm (2 1/2") before starting.

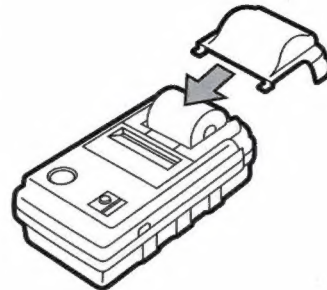
5. Grab the end of the paper and pull down and to the right—cutting the paper on the toothed paper cutter.



6. Re-roll the paper and place the roll into the top of the printer. Replace the paper cover as shown.

The printer paper is adhesive backed. Just peel off the paper backing and turn your prints into stickers.

Depending on how you print, you can get up to 180 prints on a roll.



CAUTIONS REGARDING THE PRINTER PAPER

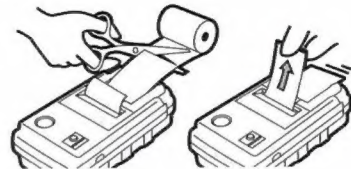
- The printer paper is heat sensitive. It will become damaged if exposed to excessive heat. Do not leave it in a hot car, near a heater or other heat sources.
- Do not allow the paper to get wet. Although the paper will look undamaged after it is dry, it will not work in the printer.
- Rubbing the paper with metal, or putting tape on it will damage the printing surface.
- For best results, use a new roll of paper within 3 months after opening the wrapping.
- Near the end of a roll, a red line will appear on the paper. When you see this red line, it's time to get a new roll.

Exchanging paper in the middle of a roll

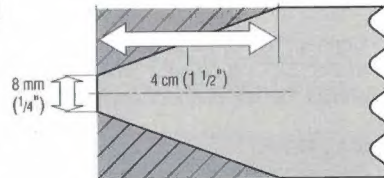
1. Remove the paper cover and cut the paper with a pair of scissors as shown.
2. Pull the remaining paper out of the printer in the direction shown.

CAUTION

To avoid a paper jam or damage to the printer, only pull the paper out of the printer in the direction shown.



3. Cut the end of the paper you want to load into the printer with a pair of scissors. It is important that the paper be cut so that the end forms a point as shown, and not curled or bent in order to load into the printer correctly.

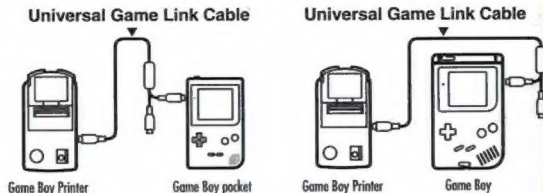


4. Load the paper into the printer as shown on page 5.

Connecting the Printer

Note: Make sure the power switch of the Game Boy Printer and Game Boy system is off before completing the following connections.

Carefully connect the plug on the long end of the universal Game Link® cable to the (EXT.IN) connector on the side of the Game Boy Printer.



Connect one of the plugs on the other end (the "Y" end) of the Game Link cable to the (EXT.) connector on either a Game Boy Pocket or original Game Boy as shown. Do not connect anything to the remaining plug.

CAUTION

To avoid a malfunction of the printer or Game Boy system, do not connect three accessories to the cable at the same time.

Section 3

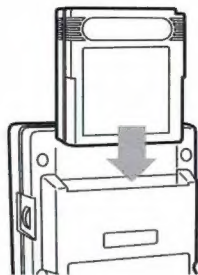
How to Operate

Load the batteries and paper and connect the printer to a Game Boy system as shown in Section 2. Each time you start printing, follow the instructions below:

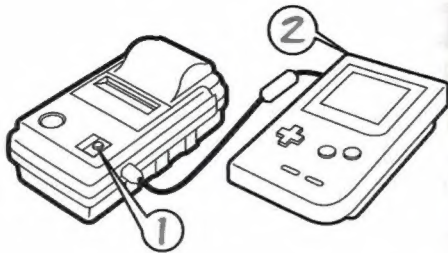
CAUTION

Use of the printer without paper may result in damage or malfunction to the printer.

1. Make sure the power of the Game Boy Printer and Game Boy System is off. Insert a Game Boy Printer compatible Game Pak or the Game Boy Camera accessory into the Game Boy system.



2. Turn on the power of the Game Boy Printer first, then turn on the Game Boy system.
3. Refer to the Game Pak or accessory instruction booklet you are using for information on how to adjust the printing contrast and which buttons control the printing.



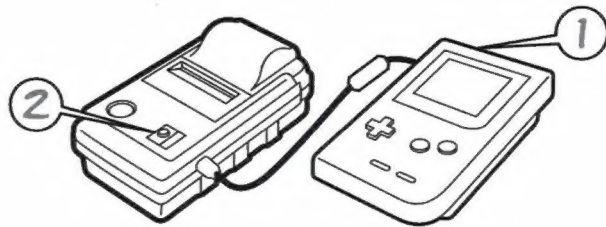
CAUTION

To avoid a malfunction or loss of saved game information, do not turn the power switch off or disconnect the Game Link cable while printing or transferring data.

4. When the printer has finished printing, press the feed button to advance the paper. Remove the print by pulling down and to the right.

Disconnecting the Printer

1. Make sure you are not printing or transferring data. Turn off the power to the Game Boy system first, then turn off the power to the Game Boy Printer.
2. Carefully disconnect the universal Game Link cable.
3. Remove the Game Pak or accessory from the Game Boy system.



Section 4

Troubleshooting

Before seeking repair service, check the problem against the list below:

1. THE PRINTER WILL NOT PRINT:

What to Check:

1. Is the Game Boy Printer power switch on?
2. Is the power indicator light on?
3. Are the batteries loaded correctly?
4. Have the batteries lost their charge?

Solution:

- Turn the power switch on. If the problem persists, go to #2*
- If it's on, go to #5. If it's off, go to #3.*
- Make sure the batteries are loaded correctly. If the problem persists, go to #4.*
- Replace all the batteries with new ones. If the problem persists, the Game Boy Printer may need repair.*

What to Check:

5. Is the power switch of the Game Boy system turned on?
6. Is the power indicator light of the Game Boy system on?
7. Is the printer loaded with official Nintendo printer paper?
8. Is the paper loaded upside down?

Solution:

- Slide the power switch of the Game Boy system to the on position. If the condition persists, go to #6.*
- If it is on, go to #7. If it is off, refer to the Game Boy system instruction booklet. Note: Some Game Boy systems may not have power indicator lights. If your Game Boy system does not, go to #7.*
- Load only printer paper designed for use with the Game Boy Printer. If the problem persists, go to #8.*
- Reload the printer paper correctly. If the problem persists, go to #9.*

What to Check:

9. Can you make a test print?

Solution:

Press and hold the feed button, then turn on the printer. The text "Hello!" should print. If the text printed, go to #11. If the text did not print, go to #10.

10. Did the paper jam?

See the "fixing paper jams" section on page 26. If the problem persists, the printer may need repair.

11. Is the Game Pak you are using compatible with the printer?

Replace the Game Pak with one compatible with the printer. If the condition persists, go to #12.

12. Did you refer to the Game Pak instruction booklet?

Review the instructions on printing for the Game Pak you are using. If the problem persists, go to #13.

What to Check:

13. Is the Game Pak loaded into the Game Boy system correctly?

Solution:

Make sure the Game Pak is loaded all the way into the Game Boy system. If the problem persists, go to #14.

14. Are you using the universal Game Link cable?

Make sure to use the universal Game Link cable. If the problem persists, go to #15.

15. Is the universal Game Link cable connected correctly?

Check the cable connections as shown on page 10. If the problem persists, the Game Boy Printer may need repair.

2. THE PRINTING STARTS, THEN STOPS:

What to Check:

1. Have the batteries lost their charge?

2. Did the paper jam?

3. Is the printer loaded with official Nintendo printer paper?

Solution:

Replace all the batteries with new ones. If the problem persists, go to #2.

See the "fixing paper jams" section on page 26. If the problem persists, go to #3.

Load only printer paper designed for use in the Game Boy Printer. If the problem persists, the printer may need repair.

3. THE PRINT IS TOO LIGHT OR DARK:

What to Check:

1. Is the printer loaded with official Nintendo printer paper?

2. Did the printer paper become damaged from water or oil?

3. Is the print brightness adjusted too light or too dark?

4. Is it too hot or too cold for the printer to operate?

Solution:

Load only printer paper designed for use with the Game Boy Printer. If the problem persists, go to #2.

Replace the damaged paper with a new roll. If the problem persists, go to #3.

Adjust the brightness—refer to the Game Pak instruction booklet you are using. If the problem persists, go to #4.

Move the printer to a room temperature environment. If the problem persists, the printer may need repair.

4. THE PRINTER PRINTS SCRAMBLED IMAGES:

What to Check:

1. Is the Game Boy Game Pak malfunctioning?

Solution:

Try to reload the Game Pak. It may be necessary to clean it—use the Game Boy Cleaning Kit. If the problem persists, the Game Pak may be damaged.

5. THE PAPER WILL NOT LOAD INTO THE PRINTER:

What to Check:

1. Is the printer loaded with official Nintendo printer paper?
2. Is the tip of the paper pointed?
3. Was the tip of the paper cut with scissors?

Solution:

Load only printer paper design for use with Game Boy Printer. If the problem persists, go to #2.

Make sure the paper matches the illustration as shown on page 9. If the problem persists, go to #3.

Cut the tip of the paper as shown in the illustration on page 9. If the problem persists, go to #4.

What to Check:

4. Is the paper loaded into the printer as far as it can go?
5. Did the paper backing peel off, exposing the adhesive?
6. Did the paper jam?

Solution:

Continue loading the paper until the end appears. If you still cannot load the paper, go to #5.

Re-cut the tip of the paper as shown on page 9 and re-load the paper. If the problem persists, go to #6.

See the "fixing paper jams" section on page 26. If the problem persists, the printer may need repair.

6. THE PAPER KEEPS JAMMING:

- | | |
|--|--|
| 1. Is the printer loaded with official Nintendo printer paper? | <i>Load only printer paper designed for used with the Game Boy Printer. If the problem persists, go to #2.</i> |
| 2. Is the paper loaded correctly? | <i>Re-load the paper as shown on page 9. If the problem persists, go to #3.</i> |
| 3. Is the tip of the paper pointed? | <i>Make sure the paper matches the illustration as shown on page 9. If the problem persists, go to #4.</i> |
| 4. Did the paper become wet? | <i>Replace the damaged paper with a new roll. If the problem persists, go to #5.</i> |
| 5. Did the paper backing peel off, exposing the adhesive? | <i>Re-cut the tip of the paper as shown on page 9 and re-load the paper. If the problem persists, the printer may need repair.</i> |

7. THE PRINT HEAD IS MOVING, BUT NOTHING IS PRINTING:

What to Check:

1. Is the paper loaded correctly?
2. Is the paper loaded upside-down?
3. Did the printer paper become wet?
4. Is the printer loaded with official Nintendo printer paper?

Solution:

- Load the paper as shown on page 5. If the problem persists, go to #2.*
- Make sure the paper is loaded with the colored side down (the roll is facing up). If the problem persists, go to #3.*
- Once the paper has become wet, it will not work for printing, even after it has dried. Replace the roll with a new one. If the problem persists, go to #4.*
- Load only printer paper designed for use with the Game Boy Printer. If the problem persists, the printer may need repair.*

8. THE POWER INDICATOR LIGHT GOES ON, THEN TURNS OFF:

What to Check:

1. Have the batteries lost their charge?

Solution:

Replace all the batteries with new ones. If the problem persists, the printer may need repair.

If you are still unable to solve the problem, please call the Consumer Assistance Hotline at **1-800-255-3700**.

Error Messages

While using the printer, if there is a malfunction, an error number will display on the Game Boy screen. Check the error number below for a description of the error and a solution to the problem.

ERROR #	DESCRIPTION OF THE ERROR	SOLUTION
01	Batteries have lost their charge	Replace all the batteries with new ones
02	The Game Link cable may not be connected correctly	Disconnect and carefully re-connect the cable. If necessary, refer to page 10.
03	Paper jam	See the "fixing paper jams" section on page 26.
04	It is either too hot or too cold for the printer to operate	Move the printer to a room temperature environment before turning it back on.

Fixing Paper Jams

When the printer paper becomes jammed in the printer, follow the instructions below:

1. Slide the power switch of the printer to the off position.

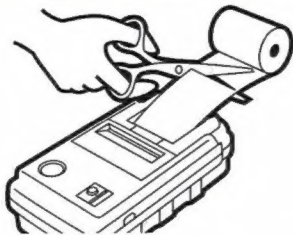
CAUTION

Do not remove the paper cutter without turning the power off.

2. Remove the paper cover and cut the paper as shown.

CAUTION

To avoid damage to the printer, do not try to pull the paper out the back of the printer.

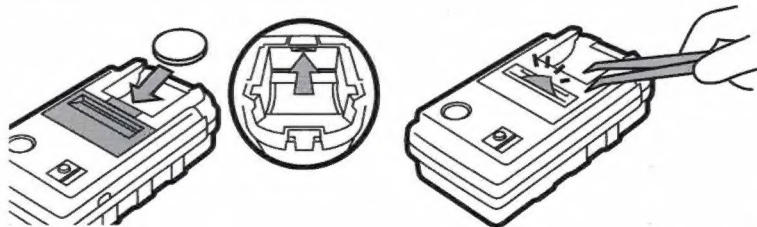


3. Insert your fingernail or a coin under the top edge of the paper cutter as shown. As you gently lift the top edge, slide the paper cutter toward the top of the printer to remove it.

CAUTION

Be careful removing the paper cutter to avoid breaking it.

4. Remove the jammed paper or pieces of paper with your fingers or tweezers. If you cannot remove the pieces, contact Nintendo at **1-800-255-3700** for the nearest Nintendo Authorized Repair Center.
5. Replace the paper cutter. Re-load the printer paper and replace the paper cover.



Section 5

Warranty and Service Information

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 TAMPERED 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.

REV-J

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
37574	Battery Cover	\$2.00		
37575	Paper Cover	2.00		
37576	Paper Cutter	2.00		
37577	Printer Paper, set of three	9.95		
37302	Universal Game Link Cable	9.95		
37448	Game Boy Printer Instruction Booklet	2.00		
27549	Game Boy Consumer Information and Precautions Booklet	no charge		
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.

**NEED HELP WITH INSTALLATION,
MAINTENANCE, OR SERVICE?**



AUTHORIZED REPAIR CENTERSSM
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)*

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