

AGB-B24P-NUKV

GAME BOY ADVANCE™

POKÉMON™ Mystery Dungeon™

RED RESCUE TEAM



INSTRUCTION BOOKLET

Cover illustration by Ken Sugimori

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 POKÉMON™ MYSTERY DUNGEON: RED RESCUE TEAM Game Pak for the Nintendo® Game Boy Advance™ System.

IMPORTANT: Please carefully read the separate Health and Safety Precautions Booklet included with this product before using your Game Boy Advance™, Game Pak, or accessory. The booklet also contains important warranty and hotline information.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Always save this book for future reference.



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The Story

This game takes place in a world where there are no humans – only Pokémon... You (a human), out of the blue, have come to this world and been turned into a Pokémon – your senses and feelings are also becoming more like a Pokémon... Why have you turned into a Pokémon? It is up to you to solve this mystery on your adventure!

Characters

A lot of Pokémon that you are familiar with will appear in POKÉMON™ MYSTERY DUNGEON: RED RESCUE TEAM. Here is an introduction to the main Pokémon in the game.



Hero Pokémon (you)

The Pokémon you play will be chosen based on how you answer the questions of the personality test at the beginning. Which Pokémon will you become?



Partner Pokémon

The Pokémon which becomes your partner Pokémon will be one of the following ten. No matter which one you choose, it will help you in your adventure!



Seed Pokémon

Bulbasaur
TYPE: GRASS, POISON



Lizard Pokémon

Charmander
TYPE: FIRE



Tiny Turtle Pokémon

Squirtle
TYPE: WATER



Mouse Pokémon

Pikachu
TYPE: ELECTRIC



Wood Gecko Pokémon

Treecko
TYPE: GRASS



Big Jaw Pokémon

Totodile
TYPE: WATER



Leaf Pokémon

Chikorita
TYPE: GRASS



Fire Mouse Pokémon

Cyndaquil
TYPE: FIRE



Mud Fish Pokémon

Mudkip
TYPE: WATER

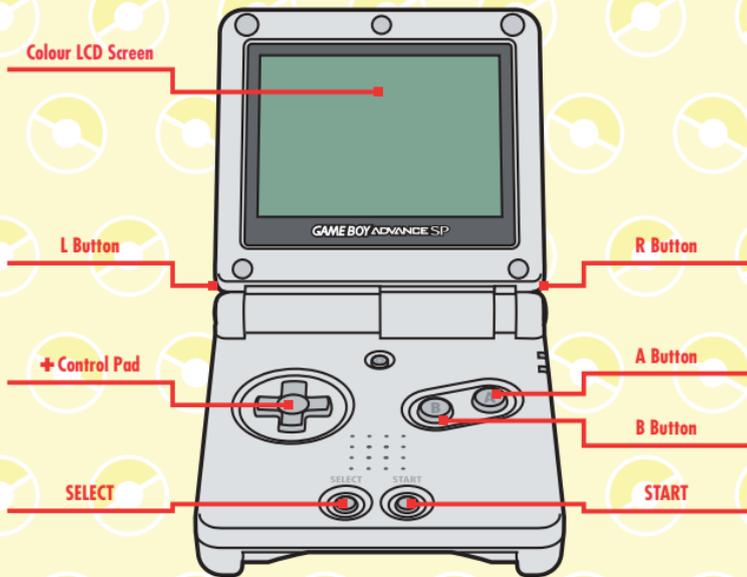


Chick Pokémon

Torchic
TYPE: FIRE

Controls

First off, here is a quick overview of the system and the button layout. You can see how you can control the hero Pokémon by reading this section.



Make sure to remember the controls.

| | Field | Dungeons |
|----------------------|--|--|
| A Button | <ul style="list-style-type: none"> • Select command | <ul style="list-style-type: none"> • Use regular attack • Talk to the Pokémon you are facing |
| B Button | <ul style="list-style-type: none"> • Cancel command • Run by holding the B Button while using the + Control Pad • Open the menu | <ul style="list-style-type: none"> • Open the menu • Run by holding the B Button while using the + Control Pad |
| START | <ul style="list-style-type: none"> • Not used | <ul style="list-style-type: none"> • Decide which direction to face while standing still |
| SELECT | <ul style="list-style-type: none"> • Sort items on the item window | <ul style="list-style-type: none"> • Display map • Sort items on the item window • Set Moves |
| R Button | <ul style="list-style-type: none"> • Select multiple items from storage | <ul style="list-style-type: none"> • Hold the R Button then use the + Control Pad to move diagonally |
| L Button | <ul style="list-style-type: none"> • Select multiple items from storage | <ul style="list-style-type: none"> • Not used |
| + Control Pad | <ul style="list-style-type: none"> • Move cursor • Move characters | <ul style="list-style-type: none"> • Move cursor • Move characters |

| | | | |
|----------------------|-------------------|----------------------|---------------------------------|
| L + A Buttons | Use set Moves | L + R Buttons | Throw set items, such as a rock |
| L + B Buttons | Check message log | A + B Buttons | Pass your turn without moving |

Starting the Game

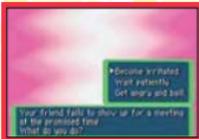
Insert the POKÉMON MYSTERY DUNGEON: RED RESCUE TEAM Game Pak into the Game Boy Advance™ and turn the power ON. Select the language of your choice and press the A Button to confirm. When the **Title Screen** appears, press START. Please remember that once you have chosen a language, you cannot change it. If you want to play in another language, you have to delete your save data and start again.



Playing for the First Time

Answering the questionnaire

When you play for the first time, some questions will be presented to you. Be honest when answering the questions – think about how you would really respond. Your answers determine which Pokémon you will be on your adventure.



Name Pokémon

After the questions, you will be asked to name your partner Pokémon. Enter a name that you think is the best. Once done, choose END. Once you awake in the game, you will be asked to enter your name. Do the same thing you did for your partner.



Entering names

| | | | |
|----------------------|------------------|------------------|----------------------------------|
| + Control Pad | Move cursor | R Button | Move cursor right |
| A Button | Select a letter | START | Move cursor to END |
| B Button | Delete a letter | SELECT | Not used |
| L Button | Move cursor left | OVR / INS | Overwrite a letter or insert one |



Continuing the Game

When you play after you save the game, the **Main Menu** (to the right) will be displayed. Choose a command and select with the A Button.



CONTINUE

You can resume the game from the spot where you last saved. Your play time and the number of your adventures will also be displayed.

DELETE SAVE DATA

Your save data will be deleted. Your ADVENTURE LOG will still remain; however, the rest of your data will be cleared and you will have to start from the beginning.

ADVENTURE LOG

You can check your rescue team's achievements. You can also check the Moves you have learned, and the number of Pokémon that have joined your team.

FRIEND RESCUE, TRADE ITEMS and WONDER MAIL

Using the Game Boy Advance Game Link™ cable, or by entering passwords, you can interact with your friends (see page 36). These features expand the adventures possible to you.

How to Stop Playing

Even if you are on an adventure in a dungeon, you can quicksave your game. Save your adventure whenever you want, and proceed at your own pace!



How to Save

You can save the game using your bed in your Rescue Team Base. Walk to the bed, and when you are asked if you would like to save, select YES. You can start the game from here next time you play.



Saving while on an Adventure

Open the menu, select OTHERS, and then QUICKSAVE OR GIVE UP. If you choose QUICKSAVE, you can stop playing the game even if you are in a dungeon. However, once you resume a quicksaved adventure, the quicksave data will be deleted. Choosing GIVE UP will return you to your base in the same way as being defeated during an adventure.



When you are Defeated on an Adventure

If your HP hits 0 in a dungeon, you are defeated and you will be brought back to your base. If you are defeated in a dungeon, you will lose all of your money, and some of your items as well. However, you do not lose any experience points (Exp. Points). As you proceed further in the story, you will be able to ask your friends to come and try to rescue you. When you are asked if you would like to call for a rescue, select YES. You will now be AWAITING RESCUE (see page 36).



Even if you are defeated, try again! Never give up!

NOTE! There can only be one adventure save file.

Game Flow

Before you know it, you will form a rescue team with your partner Pokémon and set off on dungeon adventures without delay.

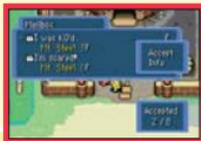
Get the Rescue Team Starter Set!

When you form your rescue team, a Starter Set will be delivered to your mailbox. In it, you will find a Rescue Team Badge, a Toolbox in which you can keep items you find in dungeons, and a copy of Pokémon News.



Check the Mailbox

The mailbox in front of the Rescue Team Base will get new issues of Pokémon News as well as rescue requests. Check the mailbox frequently.



Get ready!

Once your preparations are complete, you can set off on an adventure. Before you go to a dungeon, you can go to Pokémon Square and buy and sell items, store and take items, and train your team at the Makuhita Dojo.

- To Adventures (see page 23)
- To Friend Areas (see page 30)
- To Pokémon Square (see page 35)

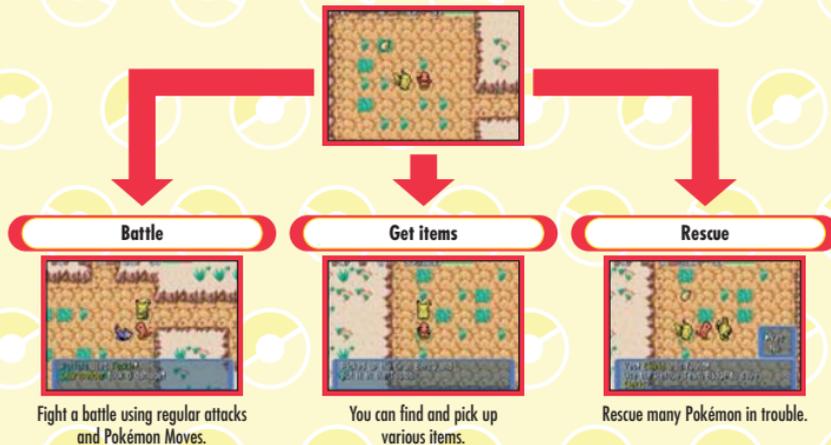
Set off on an Adventure

Take the street opposite your Rescue Team Base and select the dungeon you would like to go to. To complete the job you've chosen, go to a dungeon that has an envelope mark next to it. A is displayed next to a dungeon that will trigger an event.



Clearing dungeons

Once you reach a dungeon, complete your rescue job by making your way through the dungeon and defeating any enemy Pokémon. Don't forget to pick up any items you find.



The Basic Game Screen

Here is the description of the **Basic Game Screen** when you are in the field and when you are in dungeons.



1 RANK

The rescue team's rank. Your rank will start off **NORMAL** at first, and as you complete more rescues, your rescue rank will increase. Aim for the **GOLD RANK!**

2 MONEY

The amount of money you currently have. In this world, money is called **POKé**. By saving up **POKé**, you can buy Items and Friend Areas.



Description of Commands

ITEMS

You can trash an item you do not need. You can also check what effect an item has.

TRASH INFO

Trash items you do not need from your Toolbox.

You can check an item's effect.

TEAM

You can check information on your team members.

GIVE

Give an item to a team member.

TAKE

Take an item from a team member.

SUMMARY

Check Pokémon's **STATS**, **FEATURES** and **INFO**.

MOVES

Check the Moves the Pokémon can use.

CHECK IQ

Check the IQ the Pokémon has obtained.

JOB LIST

This is a list of the rescue jobs you have. When you choose **TAKE JOB**, it means you are ready for the mission. Rescue jobs will be delivered to your mailbox, or posted on the bulletin board at the Pelipper Post Office.

OTHERS

You can select the colour of the window. You can also check hints about the controls.

GAME OPTIONS

Change the window's colour.

HINTS

Check useful information that will help your adventure.

Dungeons

Your level

Current floor

Commands



Current HP/Maximum HP/HP bar

The dungeon you are in

1 HP

Team members' HP. If it hits 0, they will be defeated. The maximum HP will increase when a Pokémon levels up, or by a specific item.

2 BELLY

Be careful, you will faint if you get too hungry. Restore your Belly by eating items such as Apples.

3 MONEY

The money you currently have. You can pick up money in dungeons, and you will also be given it as a reward for completing rescue jobs.

4 WEATHER

Some Moves and Pokémon get stronger depending on the weather.

5 PLAY

You can check your total play time.



Description of Commands

MOVES

Moves that can be used are displayed here. There is a limitation on how many times you can use Moves. If you run out of PP for a Move, you can restore it with a Max Elixir.

USE

Use a chosen Move.

SET

If a Move is set, you can use it easily by pressing the L and A Buttons together.

DESELECT

Deselect Moves that you've set.

SWITCH

Switch the Moves to be used.

LINK

Link Moves.

DELINK

Delink linked Moves.

INFO

Check what effect the Move has.

ITEMS

You can check items you have in your Toolbox. When you select an item, the following commands will be displayed. You can keep up to 20 items in your Toolbox.

USE

The command to use items. Other commands will be added depending on the situation and on the kind of item (EAT, INGEST, THROW, SWAP).

GIVE

Give an item to a team member.

PLACE

Put an item on the ground.

THROW

Throw an item.

SET

If you set an item, you can use it easily by pressing the L and R Buttons together.

DESELECT

Deselect an item you've set.

INFO

Check what effect an item has.

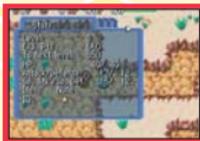
TEAM

Here you can check various pieces of information about the Pokémon on your team. Develop strategies to help you along in your adventure by checking their SUMMARY and IQ.

SUMMARY

• STATS

You can check the Level or Exp. Pts. of the Pokémon in your team.



• STATUS

You can check any status changes, such as Poisoned.



• FEATURES

You can check the Type or Special Abilities of a Pokémon.



• INFO

You can check the basic information of the Pokémon, such as the Friend Area where the Pokémon lives.



MOVES

The list of Moves you can currently use is displayed here. The content displayed is the same as when you select the MOVES command (see page 19).

TALK

Talk to a Pokémon of your choice. You can talk to your team members and will get various replies.



CHECK IQ

Check the list of IQ Skills obtained. By selecting SWITCH, you can put a ★ next to IQs that you want that Pokémon to use. You can also enhance a Pokémon's IQ with Gummies (see page 28).



TACTICS

You can choose your team members' tactics. Since you go into dungeons with a team, the tactics you choose are important. When the leader's level gets higher, the type of tactics you can choose from will increase.



OTHERS

You can quicksave the game and change detailed play settings here.

GAME OPTIONS

• Dungeon

Set the options here to your liking so that you can easily play the game.

SPEED

Decide the walk speed.

FAR-OFF PALS

Choose LOOK if you want to see the battles of your members when they are far away from you.

DAMAGE TURN

Choose YES to turn automatically and face the direction in which you are taking damage.

GRIDS

Choose ON to display grids around you when changing the direction you face.

MAP

Choose the way you want the map to be displayed.



OTHERS

Change the window colour.

**DEFAULT**

Reset the game option settings to their default.

**QUICKSAVE OR GIVE UP (see page 12–13)****QUICKSAVE**

Quicksave the game while in a dungeon and quit the game.

**GIVE UP**

Give up in a dungeon and return to your base.

**MESSAGE LOG**

Check recently displayed messages.

MISSION OBJECTIVES

Check the objectives for all missions in your current dungeon.

RECRUITMENT SEARCH

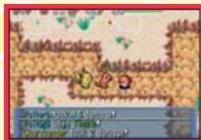
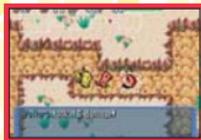
Check potential Pokémon recruits on the floor you are on, as well as which Pokémon you've already recruited from the floor.

HINTS

Check useful information about playing the game, such as hints on controls, items and so on.

**Turn-based battles!**

The battles in dungeons use a turn-based system. When your Pokémon moves one step, all enemies on the floor do the same. When you attack once, the enemies attack once. Each time this happens, it's called a "turn". If you don't make any actions, the enemy Pokémon will do nothing as well. Make sure you don't rush yourself, you have time to think the battles through carefully.

**Take advantage of your Moves in battle**

You can get more Exp. Points when you defeat an enemy using Moves instead of regular attacks. Once you set a Move, you can use it by simply pressing the L and A Buttons together.

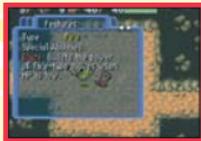
**GROUND**

Check the ground you are standing on. If you find an item, you can pick it up or eat it. You can also exchange it with one of yours, or throw it at an enemy.



Check Pokémon type

Pokémon and Moves have their own types. There are matchup advantages and disadvantages. For example, Water type has an advantage against Fire type. Pay attention to type, and use the right Move against the right enemy.



Status changes

If you are affected by a status change (such as Paralysis, Poison or Burn) by an enemy Pokémon's attack, restore yourself using Seeds or Berries. You can also be restored by moving to the next floor.



Utilise items

Gravelerocks are very useful in battles. If you throw it at an enemy Pokémon that is far away, it can do significant damage to them before you get close. There are many items you can throw. If you set an item, you can throw it easily by pressing the L and R Buttons (see page 19).



How to Check the Dungeon Map

- White dot** Your location
- Yellow dot** Team member's location
- Red dot** Enemy Pokémon's location
- Blue dot** Item location
- Blue square** Stairs location



Dungeons change every time

Every time you enter a dungeon, the layout changes. The way the rooms are connected and the location of the stairs change every time you go into a dungeon – even the same one.



Watch the weather carefully

Dungeons are affected by weather, such as CLEAR, CLOUDY, RAINY, SANDSTORM and SNOW. Depending on a Pokémon's type, some will take damage while some attacks are actually raised by the weather.



Restoring HP in a dungeon

Even though your HP is decreased from enemy attacks, it is restored little by little as you walk around in a dungeon. If you want your HP to recover quicker, press and hold the A and B Buttons at the same time. Since this causes turns to proceed while standing still, your HP will restore very quickly. Be careful, if you do this, your Belly decreases and enemy Pokémon will also gather around you.



Items

Items are indispensable when you're on a rescue mission. Make sure you understand completely what effect each item has.

You can find items in many places

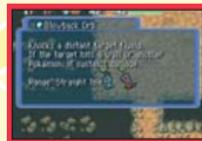
Items can be obtained many ways, such as picking them up in a dungeon, buying them at shops, and having them given to you by a client after a successful mission. Since items have varying effects, use them carefully.



Check the effect of items

Have you found an item that you don't know how to use? If so, check the INFO of the item under the ITEMS command. This way, you can use items efficiently.

These are some of the items that you can use in the game:



Food

Apple A food item that somewhat fills the Pokémon's Belly.

Big Apple A food item that amply fills the Pokémon's Belly.

Drinks

Max Elixir A drink that completely restores the PP of all the Pokémon's Moves. It also slightly fills the Pokémon's Belly.

Treats

- Red Gummi** A food item that somewhat fills the Pokémon's Belly and raises the Pokémon's IQ. Fire-type Pokémon like it the best.
- Grass Gummi** A food item that somewhat fills the Pokémon's Belly and raises the Pokémon's IQ. Grass-type Pokémon like it the best.
- Gold Gummi** A food item that somewhat fills the Pokémon's Belly and raises the Pokémon's IQ. Psychic-type Pokémon like it the best.
- Green Gummi** A food item that somewhat fills the Pokémon's Belly and raises the Pokémon's IQ. Bug-type Pokémon like it the best.
- Yellow Gummi** A food item that somewhat fills the Pokémon's Belly and raises the Pokémon's IQ. Electric-type Pokémon like it the best.

Rock

- Gravelrock** A throwing item that inflicts damage on the target Pokémon.

Seeds / Berries

- Stun Seed** A food item that causes the Pokémon to become petrified. It also slightly fills the Pokémon's Belly.
- Sleep Seed** A food item that makes the user sleep. It also slightly fills the Pokémon's Belly.
- Blast Seed** A food item that makes the Pokémon breathe highly damaging fire. It also slightly fills the Pokémon's Belly.
- Reviver Seed** A hold item that revives the Pokémon if it faints.
- Oran Berry** A food item that restores HP. It also slightly fills the Pokémon's Belly.
- Pecha Berry** A food item that heals the Pokémon when poisoned or badly poisoned. It also slightly fills the Pokémon's Belly.

Wonder Orbs

- Slow Orb** Lowers the Movement Speed by one level.
- Petrify Orb** Changes the status of foes to Petrified.
- Totter Orb** Changes the status of foes to Confused.
- Slumber Orb** Changes the status of foes to Sleep.
- Escape Orb** Allows the rescue team to escape from a dungeon.

Equipment

- Power Band** A hold item that boosts the Pokémon's Attack.
- Pecha Scarf** A hold item that prevents the Pokémon from being poisoned or badly poisoned.

TMs (Technical Machines)

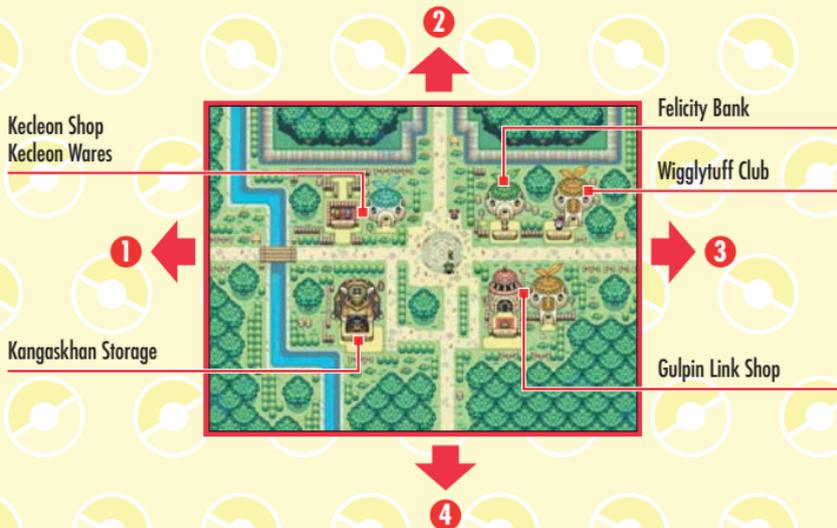
- Attract** Teaches the Move Attract.
- Overheat** Teaches the Move Overheat.
- Protect** Teaches the Move Protect.



Facilities in the Field

Go and visit Pokémon Square before setting off on an adventure in a dungeon. You can find various useful shops where you can get items and prepare.

When you go east along the road in front of your base you will reach Pokémon Square – where many convenient shops are located. You can sell, buy, or even store items, which is very useful on your adventures. You can also buy Friend Areas, which are needed to increase your friends. Make sure to talk to all the Pokémon in the square!



1 Rescue Team Base



To Friend Areas

To Dungeons

2 Whiscash Pond



3 Pelipper Post Office



4 Makuhita Dojo





Rescue Team Base

This is your Rescue Team Base. You can save your adventure at the bed in your base. Make sure to save often!



Kecleon Shop / Kecleon Wares

Pokémon in charge: Kecleon

These shops sell items and TMs, and are run by the Kecleon brothers. The Kecleon on the left deals in items and the Kecleon on the right deals in Wonder Orbs and TMs. You can either buy or sell here. Use the shops wisely to provide you with an advantage on your adventures.



Felicity Bank

Pokémon in charge: Persian

You can deposit or withdraw your money here. If you are defeated in a dungeon, you will lose all of the money you have with you in the dungeon. However, if you deposit your money, you never lose it.



Kangaskhan Storage

Pokémon in charge: Kangaskhan

You can store items here — whether they were brought from a dungeon or purchased in a shop. If you are defeated in a dungeon, you lose some of your items. But if you store them here, you'll never lose them.



Gulpin Link Shop

Pokémon in charge: Gulpin

You can set, link, or remember Moves here. Setting Moves enables you to use them by simply pressing the L and A Buttons together. If you link Moves, you can use them all together in succession in just one turn.



Wigglytuff Club

Pokémon in charge: Wigglytuff

You will need Friend Areas to increase your friends. In order to make friends with a Pokémon and have it join your team, you must have that Pokémon's Friend Area. You can buy Friend Areas here.





Makahita Dojo

Pokémon in charge: Makuhita

You can raise the level of your team members by training in various types of rooms here. All the rooms have the name of a Pokémon type, such as the Fire Maze or Electric Maze where only Fire-type or Electric-type Pokémon will appear. This will allow you to easily study how types match up in battle.



Pelipper Post Office

Pokémon in charge: Pelipper

You can receive SOS Mails from other players and leave on a friend rescue from here. Also, you can send A-OK Mails or send and receive Thank-You Mails here. Check the bulletin board in front of the Post Office where you can find rescue jobs (see page 36).



Introduction to the Pokémon World

This is a world in which only Pokémon live. There are so many places to see – such as the Thunderwave Cave or Mt. Thunder.



The Pokémon World

This time around, your adventures will take place in various dungeons located throughout this Pokémon world. In the dungeons, the terrain, enemies and items you find will change every time you enter them – even if it's the same dungeon. Take great care when you go on a rescue job, you never know what you'll find!



Friend Areas

Friend Areas are important places where your Pokémon friends can live. Without Friend Areas, Pokémon cannot become your friends. You can buy Friend Areas at the Wigglytuff Club in Pokémon Square.



Pokémon World Map



Friend Areas Map

Using the Game Boy Advance Game Link cable

The Game Boy Advance Game Link cable enables you to expand your enjoyment even further. The following is an introduction on how to use it.

This game is not compatible with other Pokémon versions for the Game Boy™ or Game Boy Advance.

Please also remember that you cannot link up with friends that are playing in another language.



The flow of friend rescues

1. Waiting for a friend rescue

Select GET HELP under the FRIEND RESCUE command on the **Main Menu**, then choose SEND SOS MAIL. Next, select GAME LINK CABLE. Connect the cable following the instructions on the screen, then press the A Button to begin communication.

If you use passwords, just let the other player know the password displayed on the screen.



2. Going on a friend rescue

Select GO RESCUE under the FRIEND RESCUE command on the **Main Menu**, then choose RECEIVE SOS MAIL. Next, select GAME LINK CABLE and resume the game by selecting CONTINUE on the **Main Menu**. Once you start the game, go to the Pelipper Post Office and talk to the Pelipper on the left.

Select LEAVE FOR RESCUE to go on the friend rescue mission. When you reach the Rescue Spot and select RESCUE, the rescue will be completed. You will then automatically return to the Pelipper Post Office. Talk to the Pelipper on the left and send an A-OK Mail.



When you send an A-OK Mail, you can send a Pokémon you've befriended to your friend as a helper Pokémon.

- The Pokémon will not disappear from your game if you send it as a helper Pokémon.
- You can also receive SOS Mails at the Pelipper Post Office.

3. Waiting for a friend rescue

When the player who left on a friend rescue mission succeeds, they will send you an A-OK Mail. Once they have done this, select GET HELP under the FRIEND RESCUE command on the **Main Menu**, then choose RECEIVE A-OK MAIL. Next, select GAME LINK CABLE and choose REVIVE TEAM after you receive the A-OK Mail. Now you can resume the game from the spot where you were defeated in the dungeon.

There is also a chance that your friend sent you a helper Pokémon along with the A-OK Mail. If so, you can resume your adventure with the helper Pokémon.



Thank-You Mail

The player who was revived can send a Thank-You Mail to the player who rescued them. To do this, select GET HELP under the FRIEND RESCUE command on the **Main Menu**. Then select SEND THANK-YOU MAIL and choose GAME LINK CABLE. You can do the same thing by talking to the Pelipper on the right at the Pelipper Post Office and choosing SEND THANK-YOU MAIL. If you want, you can attach an item to the Thank-You Mail. After selecting the method of sending the mail, choose SEND ITEM, then choose the item you want to attach.

If you have no items at Kangaskhan Storage, you cannot send one.



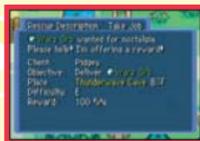
Trade Items

Using the Game Link cable, you can trade your items in Kangaskhan Storage with other players. Make use of this feature to help you on your adventures.



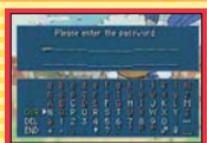
Wonder Mail

When you receive Wonder Mail, you will get the same rescue job as the friend who sent it. Something good may happen if you clear this rescue mission...



Passwords enable you to do the same!

If you aren't able to link up with a friend (for example, if your friend has the Blue Rescue Team version), you can use passwords to send and receive mail for friend rescue missions. Simply choose the PASSWORD command when you are asked how you would like to send or receive mail (see page 10 for how to input passwords).



You cannot send helper Pokémon when you use passwords.

Using the Game Boy Advance Game Link cable (Model No.: AGB-005)

Here's all of the information you need to link two Game Boy Advance systems.

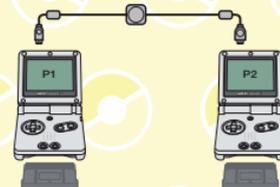
Necessary Equipment

Game Boy Advance systems:.....One per player
Game Paks:One per player
Game Boy Advance Game Link cables:One cable

Linking Instructions

1. Make sure that the Power Switches on both of the game systems are turned OFF, then insert the Game Paks into the individual Game Pak slots.
2. Connect the Game Boy Advance Game Link cable and plug it into the External Extension Connector (EXT) on each of the game systems.

- Player 1 will be the player with the smaller end of the cable connected to his or her console.



Game Boy Advance and
Game Boy Advance Game Link cable

Troubleshooting

You may be unable to transfer game data or you may experience malfunctions in any of the following situations:

- When you are using a cable other than the Game Boy Advance Game Link cable.
- When the Game Boy Advance Game Link cable is not fully inserted into any game system.
- When the Game Boy Advance Game Link cable is removed during the transfer of data.
- When the Game Boy Advance Game Link cable is incorrectly connected to any game system.
- When more than two Game Boy Advance game systems are linked.

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