Thank you for purchasing the e-Reader™ accessory for the Game Boy® Advance system. This accessory allows you to scan special cards printed with a unique “Dot Code” and use the encoded information in many different ways, from loading entire programs into your Game Boy Advance to unlocking special items in games or accessing saved data.

Please carefully read this Instruction Booklet, and review the Game Boy Advance Instruction Booklet and separate Precautions Booklet that is included with the Game Boy Advance system or Game Paks before using the e-Reader accessory.

1 About the e-Reader

Scan Card - A “SCAN CARD” screen will appear (see Illustration 5). Hold the e-Reader card with the Dot Code side facing towards you and slowly pass the coded area through the e-Reader Card Slot (see Illustration 6). You should take between one and two seconds to scan the long side of the card. Slide the card either direction, but make sure it is fully inserted and the edge is flat against the bottom of the card slot.

If the screen shows that the card was scanned correctly, press the B BUTTON to use the scanned data (game, animation or other feature) or press the A BUTTON to continue scanning another Dot Code on the same card or on an additional card.

If you get an error message after scanning a card, try scanning again or review Section 5, Error Messages - Read Error.

Depending on the e-Reader card product, you may have to scan several cards to load the entire program.

2 Installing and Removing the e-Reader

1. Make sure the Game Boy Advance has battery power or is connected to the Game Boy Advance AC Adapter, then be sure the power is OFF on the Game Boy Advance.

2. Insert the e-Reader into the Game Pak Slot on the back of the Game Boy Advance (see Illustration 1).

3. Make additional connections to other systems if necessary (see Section 6, Connecting To Other Systems, for more information on different system connections).

4. Turn the Game Boy Advance Power Switch to the ON position. After a moment the e-Reader Title Screen will appear (see Illustration 2). See Section 3, Using e-Reader Cards for information about scanning the e-Reader cards.

5. To remove the e-Reader, turn the Game Boy Advance Power Switch to the OFF position and slide the e-Reader out of the Game Pak Slot (see Illustration 3).

3 Using e-Reader Cards

1. When you see the e-Reader Title Screen, press the A BUTTON on the Game Boy Advance to go to the Menu Screen (see Illustration 4).

2. Use the “Conjuring Pad” to select a menu item and press the A BUTTON.

・ Scan Card - A “SCAN CARD” screen will appear (see Illustration 5). Hold the e-Reader card with the Dot Code side facing towards you and slowly pass the coded area through the e-Reader Card Slot (see Illustration 6). You should take between one and two seconds to scan the long side of the card. Slide the card either direction, but make sure it is fully inserted and the edge is flat against the bottom of the card slot.

   If the screen shows that the card was scanned correctly, press the B BUTTON to use the scanned data (game, animation or other feature) or press the A BUTTON to continue scanning another Dot Code on the same card or on an additional card.

   If you get an error message after scanning a card, try scanning again or review Section 5, Error Messages - Read Error.

   Depending on the e-Reader card product, you may have to scan several cards to load the entire program.

Illustration 1 Installing the e-Reader

Illustration 2 Title Screen

Illustration 3 Removing the e-Reader

Illustration 4 Menu Screen

Illustration 5 SCAN CARD screen

Illustration 6 Scanning an e-Reader card

Illustration 7 Accessing saved data
Connecting To Other Systems

When connecting and using your e-Reader with other systems, please follow these guidelines:
- Make sure the power is turned OFF on all systems before attaching cables or loading Game Paks or discs.
- Read the instructions included with the Game Boy Advance or Nintendo GameCube game you are playing and make sure your connections are correct.
- Make sure the e-Reader cards and the Game Paks or discs you are using include connectivity features.
- Do not disconnect any cables or turn the power OFF during game play.
- When connecting to the Nintendo GameCube, check the instructions for the GameCube Disc you are using for which Controller Slot (Socket) the e-Reader Nintendo GameCube Game Boy Advance Cable(s) is plugged into.

Troubleshooting (before seeking assistance)

If you are having problems with your e-Reader, try the following remedies:
- **Turn OFF the power on the Game Boy Advance and make sure the e-Reader is fully inserted into the Game Pak Slot.**
- **Make sure that both the e-Reader card and Card Slot are clean and free of dust, dirt or other foreign material. If necessary, clean the e-Reader card with a soft dry cloth.**
- **If you are using e-Reader cards that allow you to communicate with other systems, check the connections of all cables between systems.**
- **Review Section 3, Using e-Reader Cards, and make sure you are scanning them correctly.**
- **Make sure the e-Reader card is not bent, torn or damaged in any way.**
- **Some games require more than one card to be scanned in the correct order. Be sure to read the instructions on the cards you are using.**
- **If you are connected up to another Game Boy Advance or the Nintendo GameCube, make sure that the Game Boy Advance Game Pak or Nintendo GameCube Disc includes e-Reader features.**

If your e-Reader still does not operate correctly after trying the above remedies, please visit the customer service area of your web site at www.nintendo.com or call 1-800-255-3700.