

Nintendo PES U ABAE

Nintendo e-Reader Instruction Manual

Model: PES U ABAE

1. INTRODUCTION

The Nintendo e-Reader is an accessory designed for use with the Game Boy Advance (GBA) system. It features an LED scanner that reads specially encoded data printed on physical 'e-Reader Cards'. This device allows users to transfer various types of content, such as mini-games, game enhancements, and bonus data, directly to their Game Boy Advance for play or interaction.

The e-Reader connects to the Game Boy Advance and can also interface with a Nintendo GameCube console using a compatible GameCube/Game Boy Advance link cable, enabling data transfer between the two systems for specific game titles.



Image 1.1: The Nintendo e-Reader connected to a Game Boy Advance. The e-Reader is a grey rectangular device with a card slot, attaching to the top cartridge slot and link port of the GBA.

2. SETUP AND CONNECTION

To begin using your Nintendo e-Reader, follow these steps to connect it to your Game Boy Advance:

1. **Ensure Power is Off:** Turn off your Game Boy Advance system before connecting or disconnecting any accessories.
2. **Insert into Cartridge Slot:** Align the e-Reader with the Game Boy Advance cartridge slot. Gently push the e-Reader firmly into the slot until it is securely seated.
3. **Connect Link Cable:** The e-Reader also connects to the GBA's link cable port. Ensure this connection is also secure. The e-Reader provides a pass-through link port on its own body, allowing you to connect other Game Boy Advance link cables if needed.
4. **Power On:** Once the e-Reader is securely connected, turn on your Game Boy Advance. The system should recognize the e-Reader.

Important Compatibility Note: The e-Reader is designed for the original Game Boy Advance model. Due to the different port layout, it is **not compatible** with the Game Boy Advance SP system.

3. OPERATING THE E-READER

The primary function of the e-Reader is to scan data from e-Reader Cards. Follow these instructions for proper card scanning:

1. **Insert e-Reader Card:** Locate the card slot on the e-Reader. Insert an e-Reader Card into the slot, ensuring the side with the dot codes is facing the scanner.
2. **Swipe the Card:** Gently and smoothly swipe the card through the e-Reader's slot. The scanning process requires a consistent speed – avoid swiping too fast or too slow. A successful scan will typically be indicated by an on-screen message or sound on your Game Boy Advance.
3. **Data Transfer:** Once scanned, the data from the card is temporarily stored in the e-Reader's internal memory (1-megabit flash ROM) for use with your Game Boy Advance. This data remains accessible as long as the e-Reader is powered on and connected.
4. **Multiple Card Scans:** Some content, such as full NES games, may require scanning multiple e-Reader Cards in a specific sequence. Follow the on-screen prompts for multi-card content.

Connecting to GameCube: For games that support it, you can transfer data from the e-Reader to a Nintendo GameCube. Connect your Game Boy Advance (with e-Reader attached) to the GameCube using a GameCube/Game Boy Advance link cable. Follow the specific instructions provided by the GameCube game for data transfer.

4. MAINTENANCE AND CARE

Proper care of your e-Reader and e-Reader Cards will ensure optimal performance and longevity:

- **Handle Cards Carefully:** e-Reader Cards contain sensitive dot codes. Avoid bending, creasing, or writing on the cards, especially in the areas with the dot codes, as this can render them unreadable.
- **Keep Clean:** Keep both the e-Reader and the cards free from dust, dirt, and moisture. Use a soft, dry cloth to gently clean the exterior of the e-Reader. Do not use liquid cleaners.
- **Storage:** Store e-Reader Cards in a protective case or binder to prevent damage. When not in use, disconnect the e-Reader from your Game Boy Advance and store it in a safe, dry place.
- **Avoid Extreme Temperatures:** Do not expose the e-Reader or cards to extreme heat, cold, or direct sunlight.

5. TROUBLESHOOTING

If you encounter issues while using your Nintendo e-Reader, refer to the following common problems and solutions:

- **Card Not Scanning:**
 - Ensure the card is inserted correctly with the dot codes facing the scanner.
 - Try swiping the card again, adjusting your speed to be smooth and consistent.
 - Inspect the card for any visible damage, creases, or dirt on the dot codes. A damaged card may not be readable.
 - Ensure the e-Reader's card slot is clean and free of obstructions.
- **e-Reader Not Recognized by GBA:**
 - Turn off the Game Boy Advance. Re-insert the e-Reader firmly into both the cartridge slot and the link cable port. Ensure all connections are secure.
 - Verify that you are using an original Game Boy Advance model. The e-Reader is not compatible with the Game Boy Advance SP.
- **Data Not Loading/Saving:**
 - Data scanned into the e-Reader is temporary and will be lost if the Game Boy Advance is powered off

or the e-Reader is disconnected. Ensure continuous power and connection during use.

- Some content may require specific game cartridges to be inserted into the GBA alongside the e-Reader. Refer to the instructions for the specific e-Reader Card content.

6. SPECIFICATIONS

Model Number	PES U ABAE
Manufacturer	Nintendo
Product Dimensions	9.25 x 7.24 x 2.76 inches
Item Weight	6.4 ounces
Type of Item	Accessory
Language	English
ASIN	B00006LELP