

**BITBOY**



## Instructional Manual V6.3





# Getting Started

## Packing List:

BitBoy

SD-card (4GB)

GameBoy Link Cable (GBP/GBC/GBA)

MicroUSB Charging Cable

## Requirements:

any GameBoy (except *Micro*)

PC or MAC that reads SD-cards

(Original GB [DMG-001] Link Adapter Sold Separately)



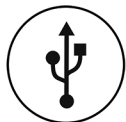
# insert SD-card

FAT-16 / FAT-32 formatted SD-cards only  
(provided)

<sup>1</sup> 4GB SD-card = 166,000 Images

(4GB / 24KB = 166,666.667 Images)





## Power Up

- <sup>1</sup> Charge the BitBoy via MicroUSB
- <sup>2</sup> Plug into GameBoy via Link Cable- this powers up the BitBoy.
- <sup>3</sup> Status-LED is GREEN  
SD-card LED blinks AMBER briefly
- <sup>4</sup> BitBoy is READY for Image Transfer



## Transfer

Since BitBoy emulates a Game Boy Printer, you need to “print” an image in order to save it to the SD-card.

Select “print” from the available options in the camera module or game - this begins the transfer.

- Do Not unplug the BitBoy or remove the SD-card during card access -

Images transferred to SD-card save to a folder titled, “/GAMEBOY”, and BitBoy numbers each one automatically.

Blinking Green LED indicates ongoing transfer. When finished transferring, power down the GameBoy or unplug the BitBoy.





## Batch-Transfer

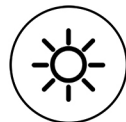
BitBoy supports Batch-Transfers: this means you can set it to queue multiple image transfers at once.

<sup>1</sup> In the Main Menu of Game Boy Camera, press SELECT, and choose the LINK option. In the LINK menu, choose PRINT. In the PRINT menu, choose OPTION.

<sup>2</sup> Select each image you want to transfer by pressing the A-button. Once multiple images are selected, indicate MARGIN setting:

If Margin = 0, images transfer as one filmstrip.  
If Margin = 1, images transfer as separate files.

<sup>3</sup> When ready, choose PRINT.



## LED-Indications

A. No LED - Make sure that the battery is charged. If the BitBoy does not power up when plugged into GameBoy, make sure connections are secure, and power off/on the GameBoy.

B. Red LED permanently on - Battery low. Recharge BitBoy.

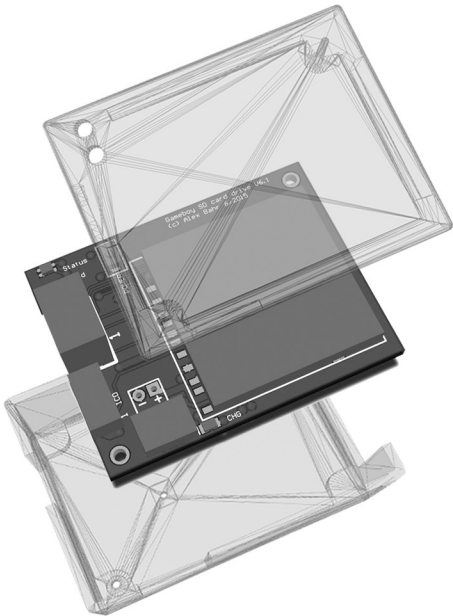
C. Red LED Blinks 2X (pause, repeat) - There is no SD-card inserted, or inserted SD-card is write-protected

D. Red LED Blinks Briefly (long pause, repeat) (general fail) - There is a transfer/write error. Power cycle the BitBoy by unplugging, then replugging in the GameBoy Link Cable.

RESET: In the event that LED lights remain on after unplugging the BitBoy or powering down the GameBoy, insert a pin into the RESET button located at the center of the base of the BitBoy housing.



**BITBOY**



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**GameBoyPhoto**

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BitBoy is not a Nintendo product.