GAME BOY® ADVANCE

AGB-BPGE-USA

Pokémon®

LEAFGREEN VERSION

INSTRUCTION BOOKLET

The Pokémon Company Nintendo®

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.

- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

THIS GAME PAK INCLUDES A MULTIPLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

THIS GAME PAK CAN BE USED WITH THE NINTENDO GAMECUBE.

THIS GAME IS COMPATIBLE WITH THE WIRELESS ADAPTER ACCESSORY.

NEED HELP PLAYING A GAME?

You can visit our website at www.nintendo.com for game play information.
For automated game play tips and news, call Nintendo's Power Line at: ***1-425-885-7529****.*
This may be a long distance call, so please ask permission from whomever pays the phone bill.

Rather talk with a game counselor?

1-800-521-0900

Available in U.S. and Canada - $1.50 per minute (U.S. funds)
Please have Visa or MasterCard ready

MON. - SUN., 6:00 a.m. to 7:00 p.m., Pacific Time

Callers under 18 need to obtain parental permission to call. Prices subject to change.
TTY Game Play Assistance: 425-883-9714

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This is the LeafGreen Version of Pokémon. The main difference between this game and the FireRed Version is how often and which kind of Pokémon appear.
Pokémon LeafGreen Version can communicate with the FireRed Version using the Game Boy Advance Wireless Adapter (included) or the Game Boy Advance Game Link cable (sold separately). The Game Boy Advance Game Link cable also allows communication with the Pokémon Ruby Version and Pokémon Sapphire Version after you have progressed in the game. It is not possible for this game to communicate with the Pokémon Red, Blue, Yellow, Gold, Silver or Crystal Versions.
This product is compatible with Pokémon Colosseum and Pokémon Box Ruby & Sapphire (excluding the "Go to Adventure" mode). However, it is not compatible with the Pokémon Stadium series or any Pokémon Battle-e Cards.

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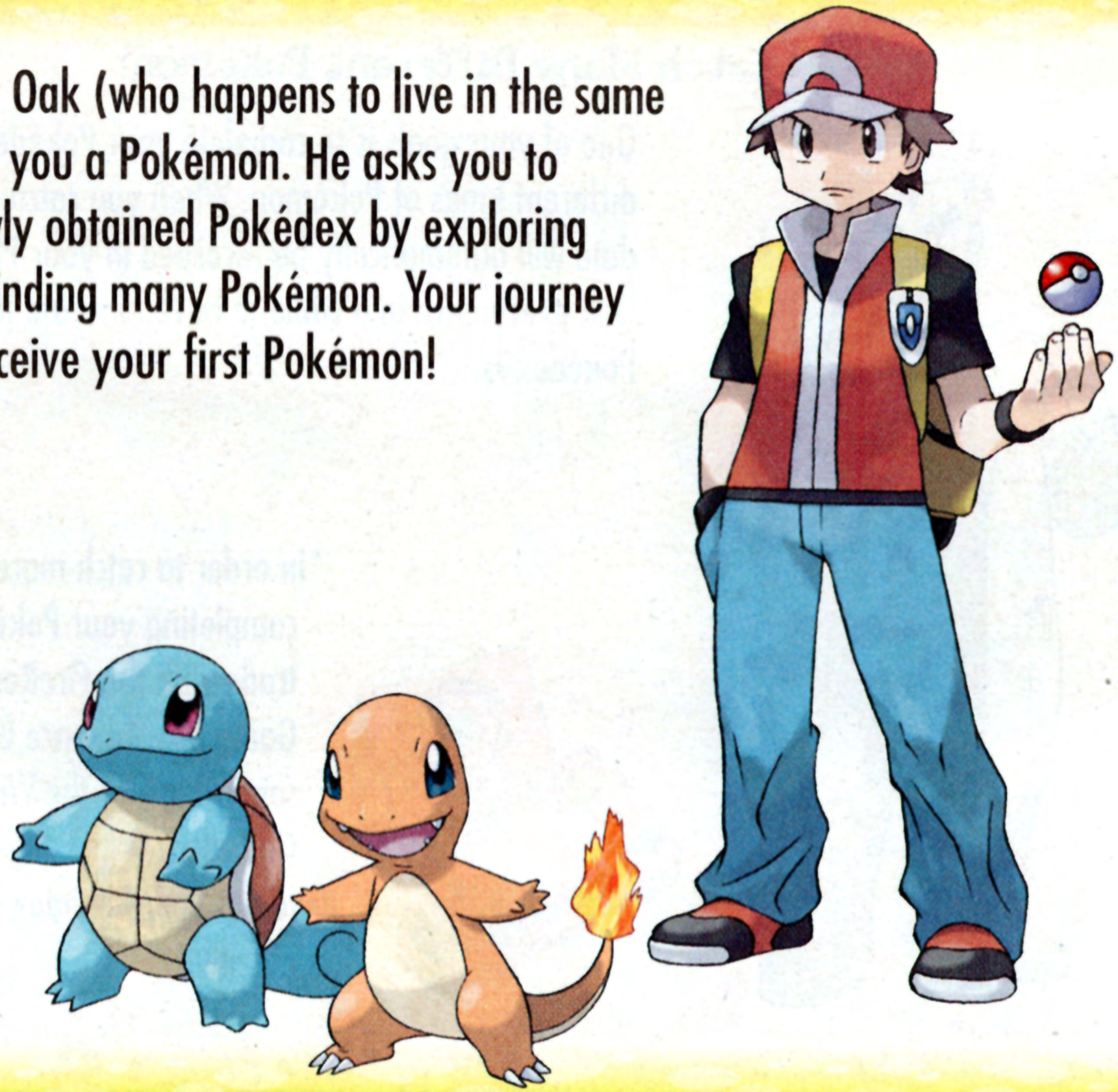
YOUR ADVENTURE BEGINS

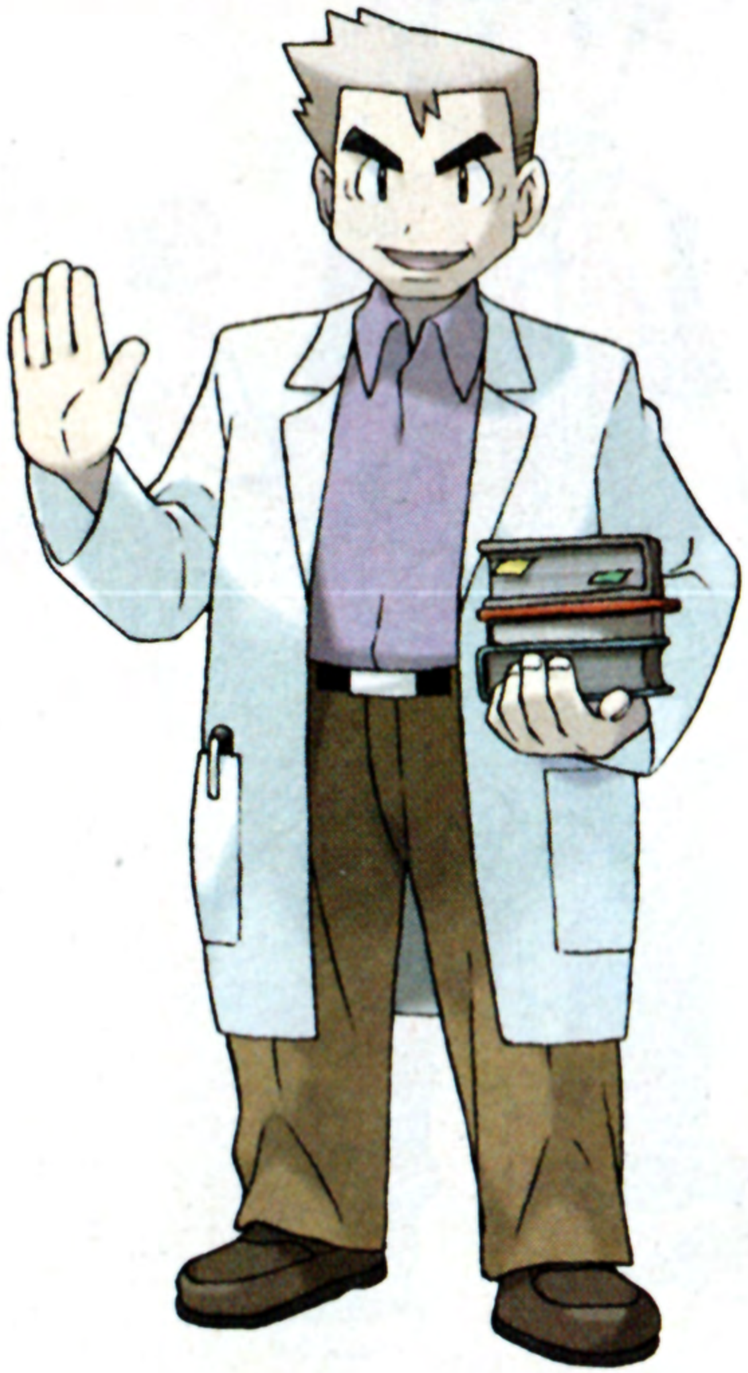
In this world live creatures called Pokémon. Humans and Pokémon have lived, worked, and played together in harmony for ages. Nevertheless, there are still numerous mysteries surrounding them. In order to find out more about these creatures, many scientists--such as Professor Oak--have dedicated their lives to Pokémon research.

One day, Professor Oak (who happens to live in the same town as you) gives you a Pokémon. He asks you to complete your newly obtained Pokédex by exploring many places and finding many Pokémon. Your journey starts when you receive your first Pokémon!



OBJECTIVES OF THE GAME

Catch Many Different Pokémon!



One of your goals is to complete your Pokédex by collecting lots of different kinds of Pokémon. When you catch a new Pokémon, its data will automatically be recorded in your Pokédex. Visit Professor Oak every once in a while to have him rate how complete your Pokédex is.

*In order to catch more Pokémon, thus completing your Pokédex, you will need to trade with the FireRed version using the Game Boy Advance Game Link cable (sold separately) or the Wireless Adapter (included). Work together with your friends to get your Pokédex as complete as possible!

Try to Become the Best Trainer Ever!

Another goal of this game is to become an ultimate Pokémon Trainer. While you are continuing on your adventure, you and your Pokémon will grow together. You will visit many towns and face many Gym Leaders at various Pokémon Gyms. As a reward for defeating them, you'll obtain Badges. Once you have enough Badges, you can challenge a Pokémon Trainer's final goal...the Pokémon League.

Once you are victorious at the Pokémon League and become the champ, you'll be able to enter the Hall of Fame. Then, you'll be acknowledged as an ultimate Pokémon Trainer.

L Button

The game play "Help" feature will be activated. If you don't understand something during the game, such as the controls or a certain term, press this Button.

✚ Control Pad

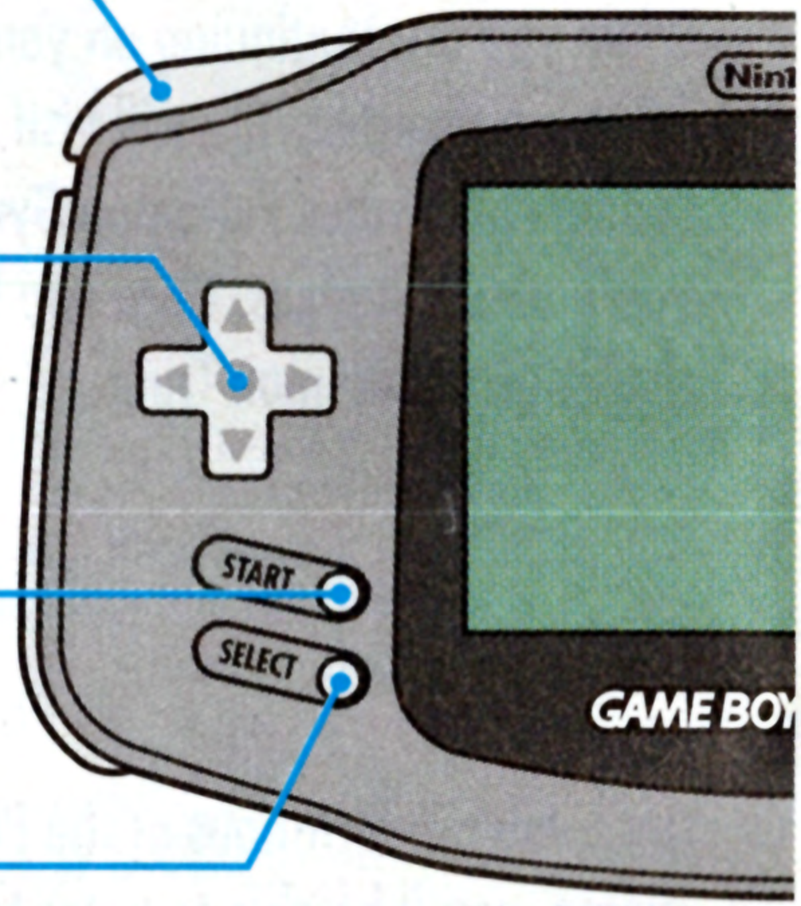
Move around the field or move the cursor to select a command.

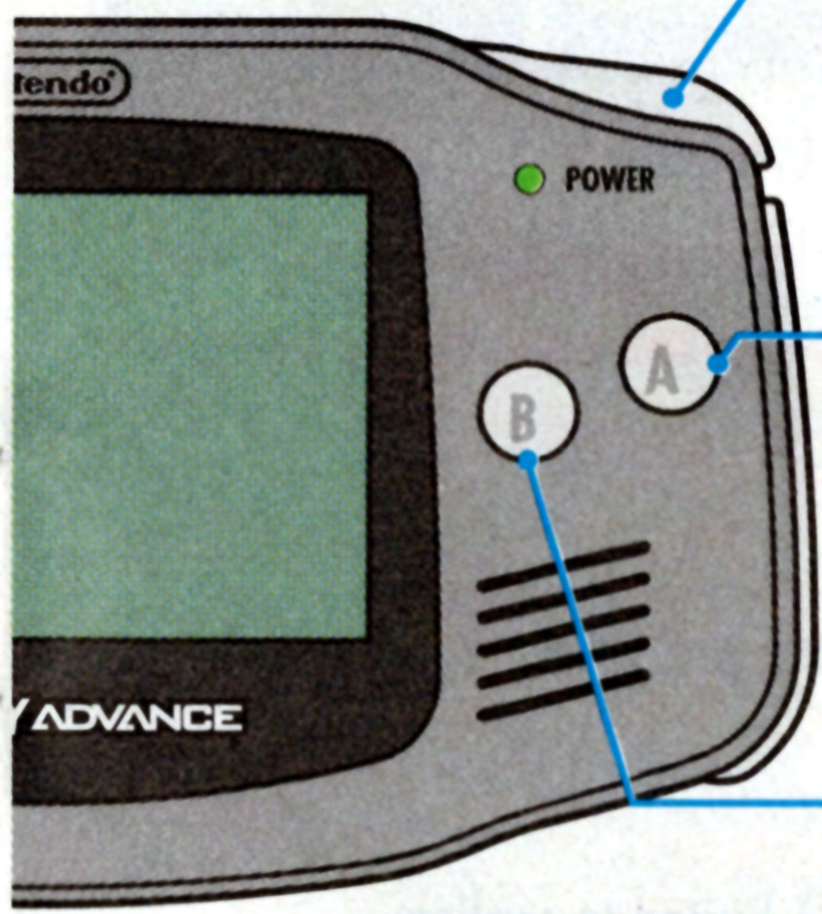
START

Bring up the menu screen.

SELECT

Once an item is registered, press this Button to use that item instantly (see "SELECT" Feature on page 44). Also, you can use this Button to change the order of items anytime, or to change the order of Pokémon moves during a battle.





R Button

Same as the L Button. Also, this Button will change the text characters during a chat (see page 49).

A Button

Select a command, talk to a person in front of you, check out an item in front of you, or scroll through text.

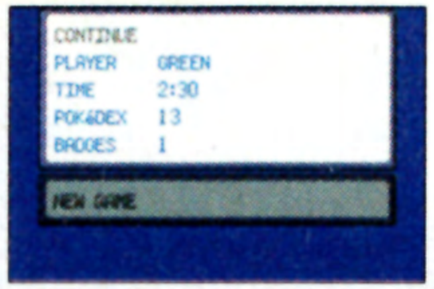
B Button

Cancel a command chosen with the A Button. Once you've obtained the Running Shoes, holding the B Button down will allow you to run.

*The Button configuration can be changed (see Button Mode on page 23).

STARTING THE GAME

Press the A Button or START on the title screen, and it will lead you to the top menu screen. Select your choice by using the ✚ Control Pad, and press the A Button to confirm.



*The option to "CONTINUE" will appear only after you have saved your game (see page 21).

*If you want to delete your save data completely, go to the title screen, then simultaneously press up on the ✚ Control Pad, SELECT, and the B Button. Once the save data is deleted, it won't come back. Please be very careful when deleting your save data.

Starting a New Game

When you turn on the game for the first time (if you don't have any save data), press the A Button or START on the title screen to start the game right away.

Choose Your Gender

First, select your gender. Use the ✚ Control Pad to select one, then press the A Button to confirm.

*You can choose from either a boy or girl. No matter which one you choose, there is no difference in the story. However, it is recommended that you choose a character with the same gender as yours.

Decide on Your Name

Next, enter a name for your character. To enter your name, use the ✚ Control Pad to select a letter, then press the A Button to enter it. If you make a mistake, press the B Button to go back one letter. By pressing SELECT, you can change between uppercase, lowercase, and others.

Your gender and name cannot be changed later.

Decide on Your Rival's Name

Last, you'll need to decide on your rival's name. You can select one of the names that appears on the screen or choose "NEW NAME" to pick your own.

Continue Your Game

Continue playing from the last place you saved (see page 21).
When you resume the game, a brief outline of your progress so far will be displayed (press the B Button to skip the outline).

Here are the basic instructions of how to play Pokémon LeafGreen.

Inside Buildings and Caves

You can go in and out of various buildings and caves.

To go inside, press the ✚ Control Pad toward the entrance.

If there are steps or ladders inside of the buildings and caves, press the ✚ Control Pad in the direction you want to go.

Checking in Front of You

While standing, press the A Button to check things in front of you or to talk to people.

Picking Up Items

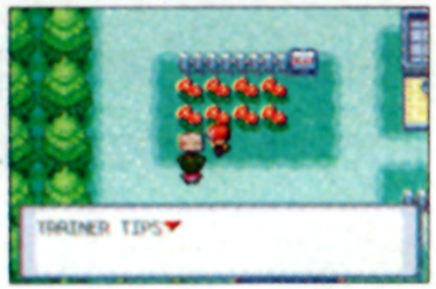
While you are walking on a road or floor, you may find an item that looks like a Poké Ball. You can pick it up by facing it and pressing the A Button.
Even in places where it appears as if there is nothing, there might be something... If you feel something needs to be checked, check it with the A Button.

Checking Things

You can check certain things placed around you, such as a map on the wall or a TV.

Read the Trainer's Tips

In towns and on the roads you'll find useful adventure information in the form of "Trainer's Tip" signs. To read a "Trainer's Tip," all you have to do is face the sign. Make sure you check them out.
There are also other signs which tell you the location of the towns, houses, and other information.



THE MENU SCREEN

When you are in the field, press START to bring up the menu screen. Use the ✚ Control Pad to choose, then press the A Button.

The Pokédex

Your Pokédex will be updated once you meet or catch Pokémon.
When you open the Pokédex, you'll see the index. Please select the category in which you want your Pokémon displayed.
"Numerical" will display the Pokémon you have met in the order of their Pokédex number.
Also, once you catch a Pokémon, the ◓ symbol will be indicated next to the name of that Pokémon.

Other than above, you can view your Pokémon in various ways, such as by habitat, alphabetically, and so on.

Pokémon

You can check the stats of your party Pokémon and can also switch their order. You can carry up to six Pokémon with you at a time; this is your party.

Summary

The summary of each of your Pokémon is displayed in detail. Press left or right on the ✚Control Pad to flip through the pages and press up or down on the ✚ Control Pad to switch Pokémon.

Pokémon Info

The Pokémon's name, its Pokédex number, its nature, the place where it was caught, and the name of the Original Trainer ("OT" for short) who caught that Pokémon, and more are displayed here.

Pokémon Skills

The Pokémon's current HP, stats, Experience Points, and ability are displayed here.

Known Moves

A Pokémon's learned moves, and the number of times during a battle they can be used, are displayed here. To see a detailed description of a move, select it by pressing up or down on the ✚ Control Pad and then pressing the A Button.
A Pokémon can learn up to four moves.

Switch

You can change the order of the Pokémon in your party.

Item

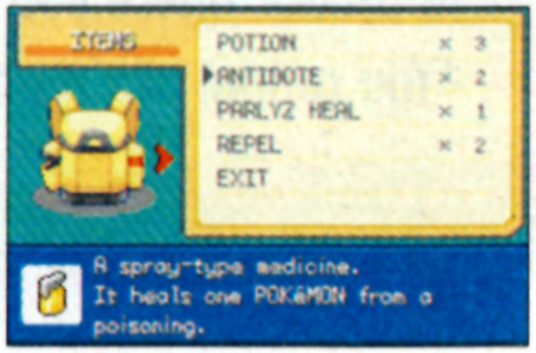
Give an item or mail to your Pokémon to hold, or take it back.

Your Bag

You can store your items here. Depending on the item, it will automatically be placed in one of three pockets. To change the pocket, move the ✚Control Pad to the right or left. There are some items that have an effect on the Pokémon that is holding it (see VARIOUS ITEMS on page 38).

Items

This pocket holds general items, such as Potions, Antidotes, and Repels.



Key Items

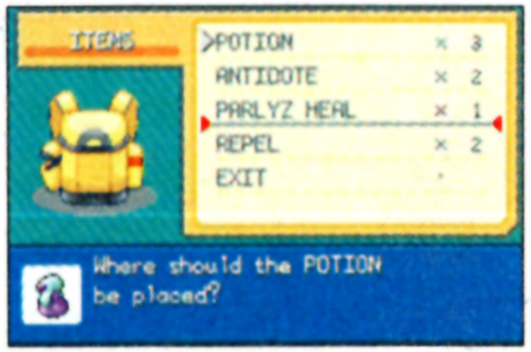
Other valuable items during your adventure are held in this pocket.

Poké Balls

This pocket holds different types of Poké Balls which are used to catch Pokémon.

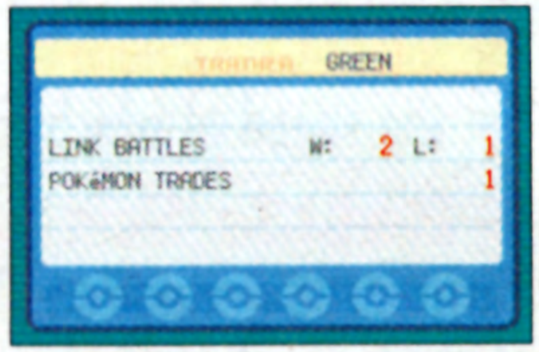
How Do You Arrange Items in Your Bag?

Once you open the bag, move the cursor to the item you want to move, then press SELECT. Next, move the cursor by using up or down on the ✚ Control Pad to choose where you want to move the item, then press SELECT or the A Button.
*You cannot move an item to a different pocket.



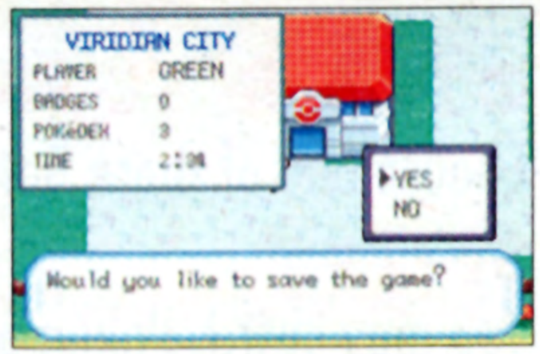
Your Name

You can view your game progress on your Trainer Card. On the front it displays information such as your name, the amount of money you have, the number of Pokémon you've caught, and which Badges you have earned by defeating Gym Leaders. By pressing the A Button, you can also see the back side.
After having traded or fought, it will display how many times you've traded Pokémon and also your battle record with friends.



Saving

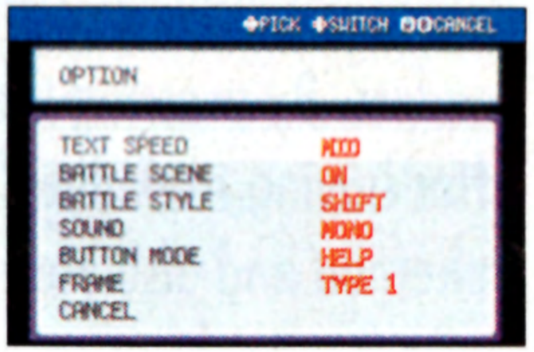
You can save the progress of your adventure at any time, except during a battle. By choosing "CONTINUE" on the top menu screen the next time you play, you can continue playing from the place where you last saved.



*DO NOT turn your Game Boy Advance or Game Boy Advance SP system off until the game has finished saving.
*When you start a "NEW GAME" and then save, it will overwrite the "CONTINUE" data, so please be careful when you save.

Option

Change certain game settings, such as Text Speed and Battle Style. Press up or down on the ✚Control Pad to select a setting, then press left or right on the ✚Control Pad to change it. Once you have made your change(s), select "CANCEL" on the bottom with the A Button. You will return to the previous screen with your new settings.



Text Speed

Set the speed at which the text will appear to "SLOW," "MID," or "FAST."

Battle Scene

Turn Battle Animations "ON" or "OFF."
If "OFF" is selected, the actions of Pokémon during a battle will be indicated only by the text on the screen.

Battle Style

Choose one of these Battle Styles to use when fighting Pokémon Trainers.

Shift

You may switch Pokémon when your opponent's Pokémon faints.

Set

When your opponent's Pokémon faints, you will continue to battle with the currently selected Pokémon.

Sound
Choose either "MONO" or "STEREO."

Button Mode
You can choose a type of control from the following types.

Help
Basic Control Type (see page 10). Press the L or R Button to bring up the Help feature.

L=A
You can use the L Button instead of the A Button.
(The Help feature cannot be used.)

LR
You can use the L or R Buttons to switch Menu Screen etc. instead of using right or left on the ✚ Control Pad.
(The Help feature cannot be used.)

Frame
Select a design to appear around the edge of different screens.

ABOUT BATTLES

There are two kinds of battles. One is for battling against Wild Pokémon, and the other is battling against other Pokémon Trainers. When a battle starts, the Pokémon on the left side of your party Pokémon will appear first (this is the Pokémon on the left when you open the party screen by selecting "POKéMON").

If you win the battle, each Pokémon that participated in it will receive a share of the Experience Points. However, if all of your Pokémon faint, you will lose the battle, you will be returned to the last Pokémon Center you used, and you will lose some of your money.

Battling Wild Pokémon

Pokémon live in places such as caves and grassy areas, so when you pass through such places Wild Pokémon may attack. When they do, you can use a Poké Ball (or another type of Ball—see page 39) to catch them.

Battling a Pokémon Trainer

If you make eye contact with a Trainer, or walk in front of one, they will challenge you to a battle. You cannot run from a battle against a fellow Pokémon Trainer. The battle will continue until a winner is decided. If you are victorious, you will be rewarded with prize money.

During a battle against a Trainer, the number of Pokémon you each have will be indicated by a ◓ symbol.
*You cannot catch an opponent Trainer's Pokémon.

Double Battle

There are some Trainers who attack in pairs and will challenge you to a 2-on-2 battle (Double Battle). When a Double Battle starts, the left and the top-right party Pokémon will appear (these are the Pokémon on the left and on the top right when you open the party screen by selecting "POKéMON").

The Battle Screen

Name of Opponent's Pokémon

Gender

Level

HP of Opponent's Pokémon

Your Pokémon's Name

The Pokémon you've caught will have a ◓ symbol.

Gender

Level

Current HP/Maximum HP

Experience Points

Current PP/Maximum PP

Pokémon's Moves

Move Type

HP (Hit Points) ..... A Pokémon's vitality. When its HP reaches 0 by an opponent's Pokémon attack, your Pokémon faints and cannot battle anymore.

PP (Power Points) ..... The number of times a particular move can be used. When PP reaches 0, the Pokémon cannot use that move anymore.

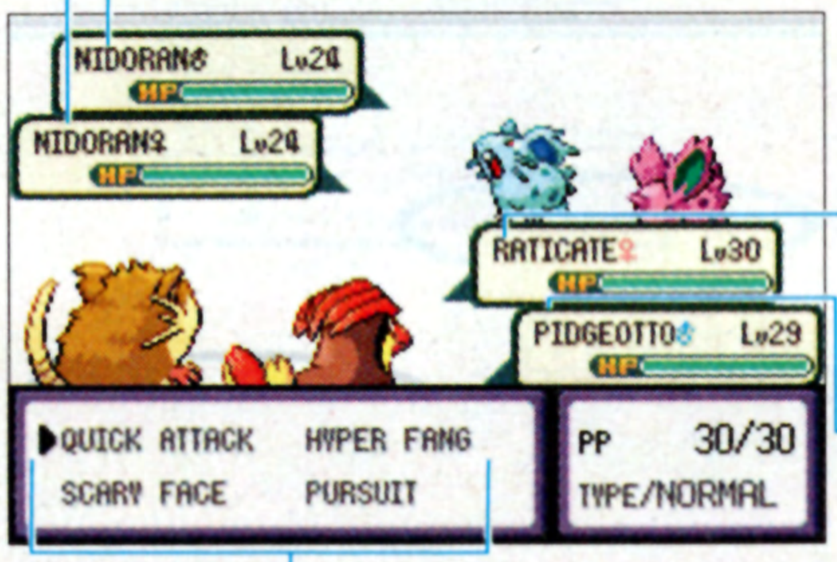
Experience Points ..... Displays the Experience Points in the current Level. When the gauge becomes full, the Pokémon's Level goes up by one.

Gender ..... ♂ is male, and ♀ is female. Some Pokémon are unidentified.

The Battle Screen/Double Battle

Opponent's Pokémon Name (left)

Opponent's Pokémon Name (right)



Your Pokémon's Name (left)

Your Pokémon's Name (right)

Moves of the Selected Pokémon (Your party Pokémon on the left will select the command first.)

You can use items to restore HP and PP. You can also heal your Pokémon at a Pokémon Center for free.

Battle Menu

Fight

Display the Pokémon's moves. Select one to attack.

Pokémon

Switch Pokémon or look at a Pokémon's Summary.

Bag

You can use the items in your Bag for many things, such as healing your Pokémon, and catching Wild Pokémon with Poké Balls.

Run

Escape from a battle. Sometimes it fails.
You cannot run from a battle against a Trainer.

When Status Is Affected

When you get hit by an opponent's attack, your Pokémon's status might be affected. However, you can use your items to help your Pokémon recover. Alternately, you can take it to a Pokémon Center where it will recover completely.

Poison	Gradually decreases HP during a battle. If the Poison isn't cured, HP will continue to decrease even after the battle is finished. While traveling, the screen will shake every time the Pokémon is damaged by Poison.
Paralyze	Numbs the Pokémon's body and makes it difficult for it to use its moves. Its Speed decreases as well.
Sleep	Puts a Pokémon to sleep, making it unable to fight. The Pokémon wakes up after a while.
Ice	Freezes a Pokémon so that it cannot fight. A Frozen Pokémon might thaw eventually.
Burn	Gradually decreases a Pokémon's HP during a battle. Its Attack goes down as well.
Confuse	If the Pokémon uses a move during battle, there is a chance it may attack itself. The Pokémon will recover when it goes back to its Poké Ball.
Faint	When its HP reaches 0, the Pokémon can no longer battle.

Tips for Fighting

Use a Pokémon's Type to Your Advantage

Various types of Pokémon (such as Electric, Grass, etc.) each have different advantages and disadvantages against other types. For example, Water-type moves have the greatest effect on Fire-type Pokémon, while Ground-type moves have no effect on Flying-type Pokémon. Use these qualities to your advantage to come up with an effective battle strategy.

Use Your Pokémon's Ability!

The "ability" that your Pokémon has affects it both during battles and in the field. There are various abilities and effects. When your Pokémon's status is abnormal, its ATTACK will increase, or the ratio of encountering Wild Pokémon will rise, and so on. Use your Pokémon's ability wisely to size up and battle against opponents.

You can catch Wild Pokémon with Poké Balls. Once you are in a battle, select "BAG." Next, choose a Poké Ball to throw at the Pokémon and try to catch it. Once you catch it, it will be added to your party Pokémon. If you have six Pokémon in your party already, it will be automatically transferred to "Someone's PC" (see page 36).
After you have caught the Pokémon, you can give it a Nickname.

Tips for Catching Pokémon

If you use a Poké Ball on a Pokémon that has taken very little damage, it will break free of the Ball. You must first weaken the Pokémon by attacking it until its HP is low. It will also be easier to catch the Pokémon if you put it to Sleep, Poison it, and so on.
(See page 39 for information on the different types of Poké Balls.)

Where to Find Pokémon

You will run into Wild Pokémon if you walk in the tall grass along the side of the road. When you don't want to fight, avoid walking in these grassy areas.

Water-type Pokémon may appear when you are crossing a lake or ocean by using the HM (Hidden Machine) Surf. You can also use a Fishing Rod by the water, or while you are surfing, to encounter some Pokémon.

Inside of caves, Wild Pokémon can be found all over the place.

Tips on Raising Pokémon

Raising Low-Level Pokémon

If your Pokémon win a battle, any Pokémon that participated even briefly obtain Experience Points. It's best to make sure you participate in battles with the Pokémon you want to raise.

Traded Pokémon Grow Faster

Pokémon you get from trades receive a larger-than-normal portion of Experience Points when they win a battle (for transmission, see pages 48, 50-51, 53, 58-59, and 63).
However, if the Pokémon you've received in a trade is at a high Level, it might not listen to you unless you have the right Gym Leader Badge(s).

Leave Your Pokémon at a Day Care

During your adventure, you'll find a Day Care that will raise your Pokémon for you. You can leave one Pokémon with them at a time. It takes a while to raise it, so wait a bit before you come back to check on it. You will need to pay a fee when you pick your Pokémon up from the Day Care.

Rumor says there is a town with a Day Care that can receive two Pokémon at a time...

Pokémon Evolution

There are some Pokémon that evolve and change form if certain conditions are fulfilled.
A Pokémon can evolve when it reaches a certain Level, through the use of an Evolution Stone, or if it is traded (see pages 48, 50-51, 53, 58-59, and 63).

BUILDINGS IN TOWN

There are many different buildings and houses in each town, and there are a lot of people you can get information from. During your adventure, try to check out everything and chat with everyone you meet. You might find some useful information.

Pokémon Center

The people here will heal your injured party Pokémon for free. You can also do other things here, such as use the PC. A Pokémon Center is the most useful place a Pokémon Trainer can visit.
*Visit the second floor of any Pokémon Center to communicate with your friends.

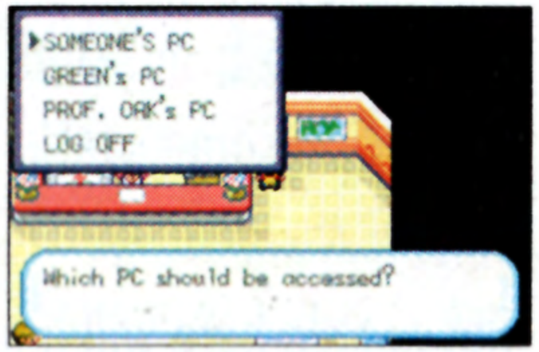
Using the Wireless Adapter (see Pokémon Wireless Club on page 48).
Using the Game Boy Advance Game Link cable (see Pokémon Cable Club on page 58).

Healing Your Pokémon

Leave your Pokémon here to completely recover their HP (Hit Points or vitality) and PP (Power Points or number of times you can use a move). Your Pokémon will also recover completely if they have fainted or are Paralyzed, Poisoned, etc.

Using a PC

By using a PC, you can store or withdraw your items and the Pokémon you've caught. You may find PCs in other areas besides a Pokémon Center.



Someone's PC

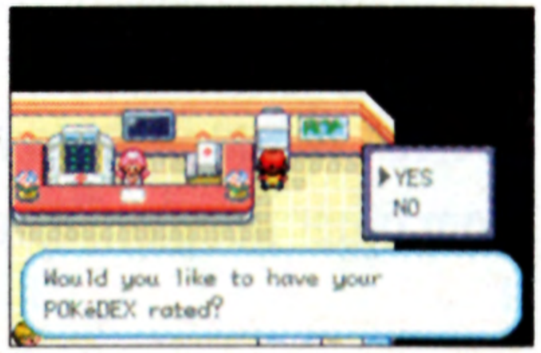
Store or withdraw Pokémon you've caught. You can store up to 30 Pokémon in each of the 14 boxes. You can carry up to six Pokémon with you. If you are already carrying six Pokémon, any additional Pokémon you catch will automatically be sent directly to Someone's PC. If your current box is full, the caught Pokémon will be sent to the next box automatically.

Your PC

Store and withdraw your items. You can also store your Mail here.

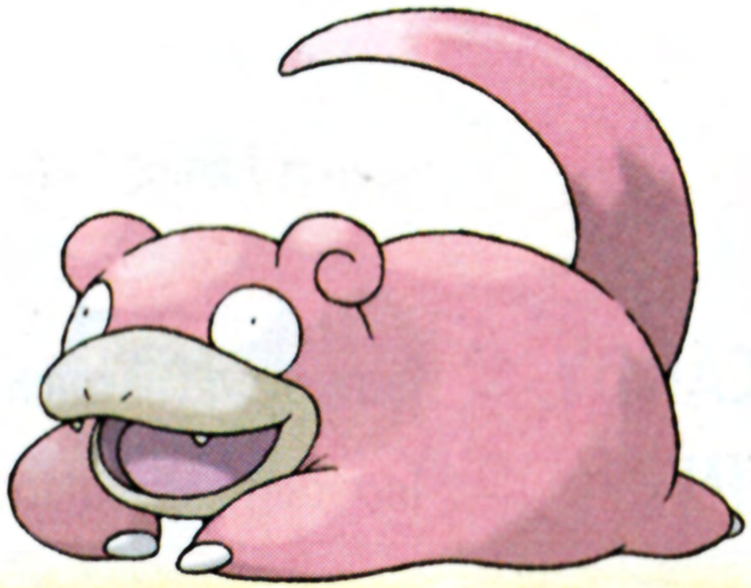
Professor Oak's PC

The current completion status of your Pokédex can be rated by Professor Oak. The Professor will give you an important message based on the progress of your Pokédex.



Poké Marts

Buy items that can help you on your adventure. Poké Marts in different towns sometimes sell different things.



VARIOUS ITEMS

Your Bag can hold items such as Potions, Antidotes, Poké Balls, and a Town Map which come in handy on your adventure.
You can obtain items in many ways: buy them at Marts, find them during your journey, and receive them from other people. There are many different types of items. Here are just a few of them...

Items

There are various items that can heal or power up Pokémon.

Recovery Items

POTION	Restores Pokémon HP by 20.
ANTIDOTE	Cures Poisoned Pokémon.
PARALYZ HEAL	Heals Paralyzed Pokémon.
ETHER	Restores PP of one move by 10.
REVIVE	Revives fainted Pokémon and restores HP to half of the Pokémon's maximum HP.

Pokémon Power-Ups

RARE CANDY	Increases a Pokémon's Level by one.
PROTEIN	Increases basic Attack Power.

Useful Items for Your Adventure

ESCAPE ROPE	Used for escaping from places such as caves.
REPEL	Prevents weak Wild Pokémon from attacking in places like grassy areas. Effective for up to 100 steps.

Give These to Pokémon to See Their Effects

EXP.SHARE	Your Pokémon will receive Experience Points even if it didn't participate in the battle.

Varieties of Balls

These are necessary for catching Pokémon. Use the different Poké Balls creatively depending on the types of Pokémon you encounter.

POKé BALL	Catches Wild Pokémon.
GREAT BALL	Catches Wild Pokémon more efficiently than a Poké Ball.
ULTRA BALL	Catches Wild Pokémon more efficiently than a Great Ball.

Technical and Hidden Machines

Both Technical and Hidden Machines allow your Pokémon to learn new moves. Technical Machines (TM) can be used only once, but you can use Hidden Machines (HM) as often as you like. Different types of Pokémon will be able to learn different moves.

*The moves of Hidden Machines cannot be forgotten by learning new moves. However, it's rumored that there is a way to forget your Pokémon's HM moves.

Moves

Some moves can be used even when you are in the field. The effects of the moves differ from battle to field.

DIG	Lets you escape from places such as caves.

*There are other moves that can be used both in battles and in the field.

Hidden Moves

Hidden Moves can be used even in the field. The effects of Hidden Moves differ from battle to field.

*Hidden Moves cannot be used while in the field until you obtain certain Gym Badges (see page 46).

CUT	Instantly cuts down trees that block the road.
FLY	Instantly returns you to a town you've previously visited.
SURF	Lets you move across bodies of water, such as the sea or rivers.
STRENGTH	Pushes heavy rocks.
FLASH	Lights up pitch-black caves, making it easier to get around.
ROCK SMASH	Smashes rocks that block the road.
WATERFALL	Lets you climb up torrential waterfalls.

Moves that can be used in the field can still be used even if your Pokémon has fainted.

Key Items

Other valuable items that help you in your adventure. You cannot sell them or toss them away.

Town Map

The entire Kanto Region and your current location can be checked.

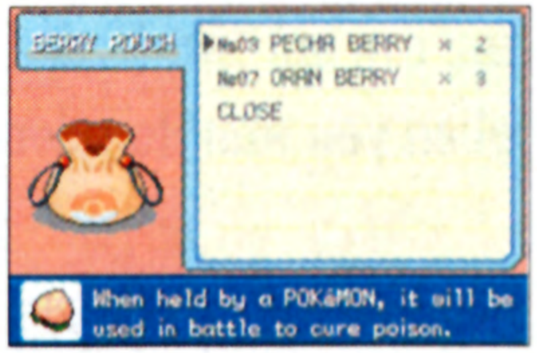
As the story goes on, you'll be able to go outside the Kanto Region. To check the map outside of Kanto, set the cursor on the lower right of the map and press the A Button. The map will then be switched out and you can select another map to check by pressing up or down on the ✚ Control Pad and then pressing the A Button.

Bicycle

You can move faster on roads and in caves.

Berry Pouch

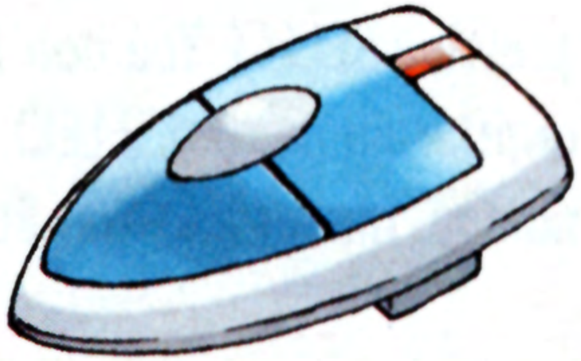
This is a small bag that can contain Berries. Use this item when you want to select a Berry inside (see "Using Berries" on page 45).



Vs Seeker

To use this item, you'll need to charge the batteries by walking around. Once it's been used, you'll need to walk around to recharge the batteries once again.

By using the Vs Seeker, you can easily find Trainers who want to battle with you. Use this item in the field, and Trainers who want to battle will let you know with a "!!" above them on the screen.



TM (Technical Machine) Case

You can put TMs (Technical Machines) and HMs (Hidden Machines) here. Use this item when you want to select a TM or HM inside.

Old Rod

Use this item while you "SURF" or while facing bodies of water. Pokémon underwater can be encountered by using this item.

Fame Checker

You might hear miscellaneous stories about famous people (such as Gym Leaders) during your adventure. The information you hear will be recorded, and you can check it out later by using this item.

Use the "SELECT" Feature!

Some of your Key Items can be registered by using SELECT. Once you have registered an item to SELECT, simply press SELECT while you are in the field. For example, if you register your Bike, you can ride it just by pressing SELECT. You don't even have to open the menu screen, so it's very convenient!
To register an item to SELECT, pick an item in the Key Items Pocket of your Bag, choose the "REGISTER" command, and press the A Button. The registered item will then have the "SEL" symbol to the right of it.

Using Berries

Berries can be obtained during your adventure or from Pokémon Ruby/Sapphire by using the Game Boy Advance Game Link cable.

*You'll need to progress in the game for a while to be able to obtain Berries from Pokémon Ruby/Sapphire.

A wide assortment of Berries exist, and some can be used during a battle if a Pokémon is holding it.

Also, if you go to the Direct Corner of the Pokémon Wireless Club on the second floor of a Pokémon Center and do the Berry Crush (see page 52), you can make Berries into a powder that can be traded for precious items in a certain town...

Oran Berry	Restores HP a little. A Pokémon holding this Berry will use it by itself during a battle to restore some HP.
Pecha Berry	Cures Poison. A Pokémon holding this Berry will use it by itself during a battle if it is poisoned.

GYM LEADERS AND THEIR BADGES

If there is a Pokémon Gym in town, there will be a Gym Leader in it. Every Leader is a tough, specialized Trainer who will confront you. For example, one Leader may be an expert with Electric-type attacks, while another strikes with Water types.

However, if you are able to beat a Gym Leader, you'll receive an official Pokémon League Badge as evidence of your impressive victory. Wearing these Badges gives you some sort of effect and also allows you to use HMs which previously could not be used in the field, even if your Pokémon had learned them.

Brock: Pewter City Gym/Boulder Badge

Increases the Attack Power of your Pokémon. Allows you to use HM Flash, even outside of battle (if it's learned).

Misty: Cerulean City Gym/Cascade Badge

Causes all Pokémon Level 30 and below to obey you, even if you got them in a trade. Allows you to use HM Cut, even outside of battle (if it's learned).

Lt. Surge: Vermilion City Gym/Thunder Badge

Increases your Pokémon's speed. Allows you to use HM Fly, even outside of battle (if it's learned).

Erika: Celadon City Gym/Rainbow Badge

Causes all Pokémon Level 50 and below to obey you, even if you got them in a trade. Allows you to use HM Strength, even outside of battle (if it's learned).

Koga: Fuchsia City Gym/Soul Badge

Increases your Pokémon's defensive power. Allows you to use HM Surf, even outside of battle (if it's learned).

Sabrina: Saffron City Gym/Marsh Badge

Causes all Pokémon of Level 70 and below to obey you, even if you got them in a trade. Allows you to use HM Rock Smash, even outside of battle (if it's learned).

Blaine: Cinnabar Town Gym/Volcano Badge

Increases the Special Attack and Special Defense of your Pokémon. Allows you to use HM Waterfall, even outside of battle (if it's learned).

?????????/Earth Badge

It is said that all Pokémon will obey you.

COMMUNICATION USING THE WIRELESS ADAPTER

In Pokémon LeafGreen, you can trade, battle with your Pokémon, chat, and play mini-games with your friend(s) who have Pokémon FireRed or LeafGreen using the Game Boy Advance Wireless Adapter (included). Read the separate Game Boy Advance Wireless Adapter Instruction Booklet before setup and use of the Wireless Adapter and Game Boy Advance system.

Wireless Communication can be done at the Pokémon Wireless Club on the second floor of Pokémon Centers.

*See page 56 for instructions on how to use the Wireless Adapter.

*Wireless Communication is only possible between Pokémon FireRed and LeafGreen. In order to communicate with Pokémon Ruby/Sapphire, please see page 58 for instructions.

Playing in the Union Room

The Union Room is a room where people who have a Wireless Adapter and a Pokémon FireRed or LeafGreen game pak can gather to enjoy Pokémon trades, Pokémon battles, and chatting. You need to check in at the Union Room Counter and save your game before entering.

*You'll need to have at least two or more Pokémon in your party in order to enter the Union Room.

Talking to Other Players

The following can be done if you talk to other players in the Union Room.

Greetings

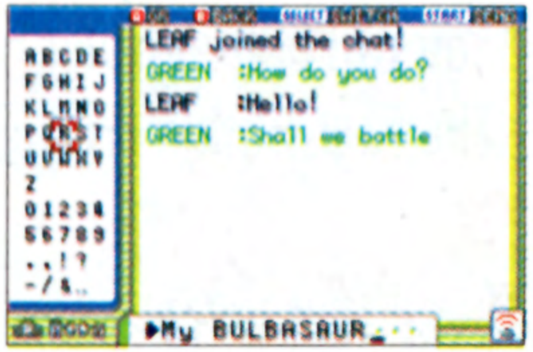
View each other's Trainer Cards.

Battle

There will be two Pokémon on each side. Two people use one Pokémon at a time for a Single Battle.

*You'll need to have at least two or more Pokémon (which are Level 30 or below) in your party in order to participate in a battle.

Chat



Each player inputs characters (letters or symbols) to have a conversation. Whoever wants to can join, even if the chat is already in progress. Up to five people can attend at the same time.

- Select a character by using the ✚Control Pad and confirm with the A Button.
- Use the R Button to select uppercase or lowercase.
- Use SELECT to switch text characters.
- When you have completed your sentence, press START to send your message.
- To quit, press the B Button and select "YES" on the lower right of the screen.

Pokémon Trading Board

If you want to trade your Pokémon to someone else, check the Trading Board in the upper-left corner of the Union Room. Use this Trading Board and register your Pokémon.

Registering Pokémon to Trade

Talk to the lady next to the Trading Board to select the Pokémon you want to trade in your party. Next, select the type of Pokémon you want from the list. Then your registration is complete. There might be an offer from another Trainer who sees the Trading Board and wants to trade.

*You can only register one Pokémon at a time.
*The registration can be canceled if you talk to the lady once again.

Trading Registered Pokémon

If you find a Pokémon you want to trade for on the Trading Board, set the cursor on it and press the A Button to propose a trade to the Trainer who owns it. If both Trainers agree, the Pokémon will be traded.

*The registered Pokémon will be automatically deleted from the Trading Board once you leave the Union Room.
*You can also trade your Pokémon at the Direct Corner (see page 51).
*The registered Pokémon won't be traded unless it's the type you are willing to trade.

Direct Corner

You can enjoy Wireless Communication with your friends who also have a Pokémon LeafGreen or FireRed game pak and a Wireless Adapter.
People who would like to participate need to talk to the lady at the Direct Corner Counter and then select what they would like to do.

Trade Center and Colosseum (Two Player VS)

Two players can trade their Pokémon or battle.
One player needs to select "BECOME LEADER" to be the leader, and the other player should select "JOIN GROUP" to join.
The player who selected "JOIN GROUP" needs to select the leader from the name list.
The name and ID number of the participant will be displayed on the leader's screen. Select "YES" or "NO" to confirm the participants.

Colosseum (Four Player VS)

Four players can battle with their Pokémon.
One player needs to select "BECOME LEADER" to be the leader, and the other players should select "JOIN GROUP" to join.
The players who selected "JOIN GROUP" need to select the leader from the name list.
The names and ID numbers of the participants will be displayed on the leader's screen. Select "YES" or "NO" to confirm the participants.
(See Trade Center on page 53 and Colosseum on page 54.)

Berry Crush (Two to Five Players)

You can create Berry Powder by crushing Berries. (In order to do so, you need to obtain the Berry Pouch first.) To make a large amount of Berry Powder, you need to press the Button as many times as possible within a limited amount of time (see "Using Berries" on page 45).

One player needs to select "BECOME LEADER" to be the leader, and the other players should select "JOIN GROUP" to join. The players who selected "JOIN GROUP" need to select the leader from the name list. The names and ID numbers of the participants will be displayed on the leader's screen. Select "YES" or "NO" to confirm the participants. When all the participants are ready, press START to begin.

In the Direct Corner, if more than one player selects "BECOME LEADER" at the same time, their names will all be displayed on the name list. The leader then needs to check the names and ID numbers of the participants and confirm that all of the correct participants are assembled.

Playing Mini-Games

Once you've progressed in the game, you'll find a Game Corner where you can play Mini-Games by Wireless Communication with your friends. In order to play the Mini-Games, please use the same procedure as with the Berry Crush.

Trade Your Pokémon at the Trade Center

1. Once the participants are determined, you'll be guided to the Trade Center room.

2. Enter the Trade Center and face each other at the machine in the middle of the room to start trading.

3. A list of the Pokémon you have in your party will appear. You then need to choose the Pokémon you would like to trade. Select "SUMMARY" to check the detailed information of your Pokémon. Once you choose a Pokémon to trade, press the A Button.

4. You'll be asked if it is okay to trade that Pokémon. If so, select "YES" and press the A Button to confirm. Your Pokémon will then be traded.
*Pokémon that evolve by being traded will evolve at this time.

5. Once the trade is complete, select "CANCEL" to return to the Trade Center.
*The traded Pokémon will be saved at this point.

Colosseum (Two OR Four VS Transmission)

You cannot use "ITEMS" when battling in the Colosseum. Also, if you "RUN", you will lose the battle. It is a good idea for you and your friends to come up with your own rules. For example, you may want to limit the number of Pokémon that can be used or the Level of Pokémon that can be used.

Battle with Two Players

There are two battles. One is "Single Battle" (the players each use one Pokémon at a time for the battle) and the other is "Double Battle" (the players each use two Pokémon at a time for the battle). The maximum party Pokémon the players can each bring to a battle are six in both Single Battle and Double Battle.

1. Once the participants are confirmed, you'll be guided to the Colosseum room.
2. You come face-to-face with your friend in the center, then the battle starts.

3. The results will be displayed once the winner has been decided. Exit the room to finish the battle.

Battle with Four Players

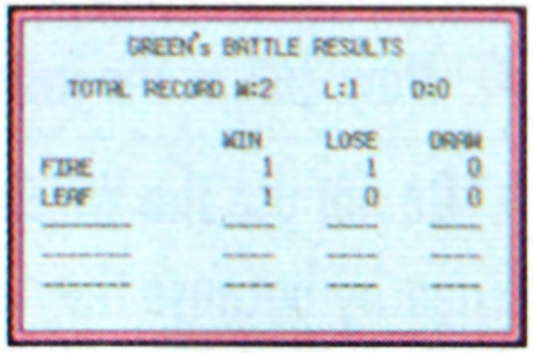
Four players will be split into two teams. Each player uses one Pokémon for a "Multi Battle."

1. Once the number of participants for the Colosseum is confirmed, you'll be guided to the Colosseum room.

2. You will come face-to-face with your friends in the center and then the battle will start. The teams will be split into two by the right and left sides. Talk to your friends to decide on teams.

3. Choose up to three Pokémon for each person to battle with and select "OK." Then the battle starts.
   *One person can use up to three Pokémon, and one team can have up to six Pokémon in total.

4. The results will be displayed once the winner has been decided. Exit the room to finish the battle.
   There is a board to the right of the Reception Counter where your battle results will be displayed. The board doesn't reflect either Multi Battles or Union Room Battles.



How to Use the Wireless Adapter

Here are the details on how to use the Wireless Adapter.

The Things You'll Need

- A Game Boy Advance, Game Boy Advance SP, or Game Boy Player (including Nintendo GameCube and Controller) <each sold separately> ..... **One for each player.**
- A Pokémon FireRed or LeafGreen Game Pak ..... **One for each player.**
- A Game Boy Advance Wireless Adapter ..... **One for each player.**

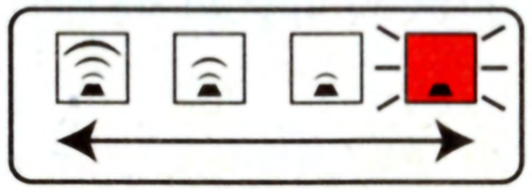
Connections

1. Make sure that the power on all of the systems is turned off and insert the game paks into each system.
2. Connect the Wireless Adapter to the Communication Port on each of the systems.
3. Turn on the power of all the systems.
4. Now, follow the instructions for communication on page 48.

*Do not use the Wireless Adapter when using the Nintendo GameCube WaveBird Wireless Controller nearby because they can interfere with each other.

Insert a Game Pak into all systems.

*The mark on the screen represents the condition of the Wireless Adapter transmission

Strong Signal  Weak Signal

Guidelines for Transmission

For best results, follow these guidlines:

- Do not hold, carry or shake the Game Boy Advance system by the Wireless Adapter.
- Remove the Wireless Adapter when not in use.
- Make sure the distance between Wireless Adapters is within 10 feet (3 meters).
- Make sure the Wireless Adapters are facing each other.
- Make sure there are no obstacles between the Wireless Adapters.
- Avoid using the Wireless Adapter around devices that may cause radio frequency interference such as cordless phones, microwave devices or wireless LANs (local area networks).
- The Wireless Adapter can affect or be affected by these devices.

You can transmit between Pokémon LeafGreen and Pokémon Ruby/Sapphire using the Game Boy Advance Game Link cable. You can also use a Nintendo GameCube Game Boy Advance cable to link up with Pokémon Colosseum and Pokémon Box Ruby & Sapphire for the Nintendo GameCube.

Transmitting Between Game Boy Advance Systems

By using the Game Boy Advance Game Link cable, you can trade or battle Pokémon. You can transmit between the Pokémon FireRed/LeafGreen versions, and also with Pokémon Ruby/Sapphire.

Transmission Preparation

Connect the number of Game Boy Advance systems required by using the Game Boy Advance Game Link cable and go to the second floor of a Pokémon Center. Go all the way to the right and talk to the Pokémon Cable Club receptionist at the counter. Select "TRADE CENTER" (Trading Pokémon) or "COLOSSEUM" (Battle).

*If a Wireless Adapter is not connected, the Pokémon Wireless Club will instead appear as the Pokémon Cable Club.

Battle at the Colosseum (Two- OR Four-Player Transmission)

Talk to the receptionist all the way to the right and select "COLOSSEUM."

*Players who participate using Pokémon Ruby/Sapphire should talk to the Pokémon Cable Club receptionist on the second floor at a Pokémon Center.

Trade Pokémon at the Trade Center (Two-Player Transmission)

Talk to the receptionist all the way to the right and select "TRADE CENTER."

*Players who participate using Pokémon Ruby/Sapphire should talk to the Pokémon Cable Club receptionist on the second floor at a Pokémon Center.

In Pokémon LeafGreen and FireRed, once you receive a Pokédex from Prof. Oak, you will be able to start transmission battles.

In order to trade with Pokémon Ruby/Sapphire, first, you'll need your Pokémon to be entered in the Hall of Fame. Then, the Network Machine needs to be completed at the Pokémon Network Center.

Connecting the Game Boy Advance Game Link Cable

Here is the explanation on how to connect the Game Boy Advance systems to each other and how to connect with the Game Boy Player using the Game Boy Advance Game Link cable.

The Things You'll Need

- A Game Boy Advance, Game Boy Advance SP, or Game Boy Player (including a Nintendo GameCube and Controller) ..... One for each player.
- A Pokémon FireRed, LeafGreen, Ruby, or Sapphire Game Pak ..... One for each player.
- A Game Boy Advance Game Link cable

For two players····1 • For three players····2 • For four players····3

Connections

1. Make sure that the power on all of the systems is turned off and insert the Game Paks into each system.
2. Please refer to the picture on the right and connect the Game Boy Advance Game Link cables to the Communication Port on each of the Game Boy Advance systems.
3. Turn on the power of all the systems.
4. Now, follow the instructions for communication on page 58.

*When playing with two or three players, please don't connect any Game Boy Advance systems or Game Boy Advance Game Link cables that will not be used.
*The player who plugs the small purple connector into their Game Boy Advance system will be "1P."

Cautions for Transmission

In the following cases, there may be transmission interference, or other wrong actions.

- When a cable other than a Game Boy Advance Game Link cable is used.
- When the Game Boy Advance Game Link cable is not properly connected.
- When the Game Boy Advance Game Link cable is unplugged/plugged in during transmission.
- When the Game Boy Advance Game Link cable is not connected as assigned.

Transmitting with the Nintendo GameCube

Pokémon FireRed/LeafGreen corresponds with the Nintendo GameCube titles Pokémon Colosseum and Pokémon Box Ruby & Sapphire. Use the Nintendo GameCube Game Boy Advance cable and connect the Game Boy Advance system and Nintendo GameCube to enjoy the game even more.

Connecting with Pokémon Box Ruby & Sapphire

By using Pokémon Box Ruby & Sapphire, you can organize and view your collected Pokémon which you've caught in Pokémon FireRed/LeafGreen.

Please refer to page 65 ("Things You'll Need Connection Method 1") and page 67 ("Connection Methods: Connection Method 1/2/3") to confirm and connect your Nintendo GameCube and Game Boy Advance system. Please follow the instructions on the TV. If you don't understand how to connect or if miscellaneous problems occur, please refer to the Instruction Booklet of Pokémon Box Ruby & Sapphire.

*Pokémon FireRed/LeafGreen CANNOT be played on your TV by using Pokémon Box Ruby & Sapphire.

*Only the Trainer who deposited a Pokémon, or its OT (Original Trainer), can withdraw that Pokémon from Pokémon Box Ruby & Sapphire. For a Trainer who is not one of the above two to withdraw Pokémon, their Pokédex must have registered 100 or more Pokémon.

Connecting with Pokémon Colosseum

In Pokémon Colosseum, you can trade or battle using your Pokémon FireRed/LeafGreen Pokémon.
See page 64 and connect the Nintendo GameCube and the Game Boy Advance system. For further instructions, please refer to the Pokémon Colosseum Instruction Booklet.

*You need to receive the Pokédex from Prof. Oak in order to battle in Pokémon Colosseum by transmission.

*Pokémon CANNOT be traded between Pokémon FireRed/LeafGreen and Pokémon Colosseum unless you clear your quest in the Pokémon Colosseum Story Mode.

*In order to transmit and to trade Pokémon with Pokémon Colosseum and Pokémon Box Ruby & Sapphire, you'll need your Pokémon to enter the Hall of Fame in Pokémon FireRed/LeafGreen. Then the Network Machine needs to be completed at the Pokémon Network Center.

Connect Using the Nintendo GameCube Game Boy Advance Cable

On the following pages you'll find the explanation on how to connect the Nintendo GameCube and Game Boy Advance system using the Nintendo GameCube Game Boy Advance cable.
The method of connection changes depending on the type of game you want to play and the number of players. Please check the list for what you need and prepare the items.

In Pokémon Colosseum

- SOLO BATTLE/register your Pokémon ..... Connection Method 1
- GANG BATTLE/Battle with two ..... Connection Method 1
- GANG BATTLE/Battle with two ..... Connection Method 2

  *In this case, both players use their characters from Pokémon FireRed/LeafGreen/Ruby/Sapphire.
- GANG BATTLE/Battle with four ..... Connection Method 3
- GANG BATTLE/Battle with four ..... Connection Method 4

  *In this case, all players use their characters from Pokémon FireRed/LeafGreen/Ruby/Sapphire.
- To receive Poké Coupons ..... Connection Method 1
- Exchange your Poké Coupons for prizes ..... Connection Method 1
- Trade your Pokémon by transmission ..... Connection Method 1

In Pokémon Box Ruby & Sapphire

..... Connection Method 1

Cautions for using Pokémon Box Ruby & Sapphire

When playing Pokemon Box Ruby & Sapphire, "Go to Adventure" cannot be selected.

NOTE: Please refer to the Pokémon Colosseum and Pokémon Box Ruby & Sapphire Instruction Booklet for more information.

The Things You'll Need

Connection Method 1

- Nintendo GameCube 1
- Nintendo GameCube Controller 1
- Pokémon Colosseum or Pokémon Box Ruby & Sapphire Game Disc 1
- A Memory Card that contains Pokémon Colosseum or Pokémon Box Ruby & Sapphire save data 1
- Game Boy Advance or Game Boy Advance SP 1
- Pokémon FireRed/LeafGreen/Ruby/Sapphire Game Pak 1
- Nintendo GameCube Game Boy Advance cable 1

Connection Method 2

- Nintendo GameCube 1
- Nintendo GameCube Controller 1
- Pokémon Colosseum Game Disc 1
- A Memory Card that contains Pokémon Colosseum save data 1
- Game Boy Advance or Game Boy Advance SP system ..... 2 Total
- Pokémon FireRed/LeafGreen/Ruby/Sapphire Game Pak ..... 2 Total
- Nintendo GameCube Game Boy Advance cable 2

Connection Method 3

- Nintendo GameCube 1
- Nintendo GameCube Controller 1
- Pokémon Colosseum Game Disc 1
- A Memory Card that contains Pokémon Colosseum save data 1
- Game Boy Advance or Game Boy Advance SP system ..... 3 Total
- Pokémon FireRed/LeafGreen/Ruby/Sapphire Game Pak ..... 3 Total
- Nintendo GameCube Game Boy Advance cable 3

Connection Method 4

- Nintendo GameCube 1
- Nintendo GameCube Controller 1
- Pokémon Colosseum Game Disc 1
- A Memory Card that contains Pokémon Colosseum save data 1
- Game Boy Advance or Game Boy Advance SP system ..... 4 Total
- Pokémon FireRed/LeafGreen/Ruby/Sapphire Game Pak ..... 4 Total
- Nintendo GameCube Game Boy Advance cable 4

Connection Methods

Connection method 1/2/3

1. Please insert the Game Pak into the Game Boy Advance system.
2. Please follow the instructions on the TV and connect the Nintendo GameCube and Game Boy Advance system using the Nintendo GameCube Game Boy Advance cable.
3. Please turn on the power of your Game Boy Advance system.

Connection method 4

1. Please insert the Game Paks into the Game Boy Advance systems.
2. Please follow the instructions on the TV and connect the Nintendo GameCube and Game Boy Advance systems using the Nintendo GameCube Game Boy Advance cable. The connection order is: Controller Socket 2, then 3, and then 4.
3. And last, unplug the Controller from Controller Socket 1 and plug in the Game Boy Advance system using the Nintendo GameCube Game Boy Advance cable.
4. Please turn on the power of your Game Boy Advance system.

Guidelines for Transmission

In the following cases, there may be problems with transmitting or it may be terminated.

- When a Game Disc that is not compatible with Pokémon LeafGreen is being used.
- When a cable other than the Nintendo GameCube Game Boy Advance cable is used.
- When the Wireless Adapter and the Nintendo GameCube WaveBird Wireless Controller are used instead of the Nintendo GameCube Game Boy Advance cable.
- When the Nintendo GameCube Game Boy Advance cable is not properly connected.
- When the Nintendo GameCube Game Boy Advance cable is not properly connected with the Nintendo GameCube or Game Boy Advance system.
- When the Nintendo GameCube Game Boy Advance cable is unplugged/plugged in during transmission.
- When the power of the Game Boy Advance system or the Nintendo GameCube is turned off and/or the Nintendo GameCube's RESET Button is pressed during transmission.

Trainer Tip

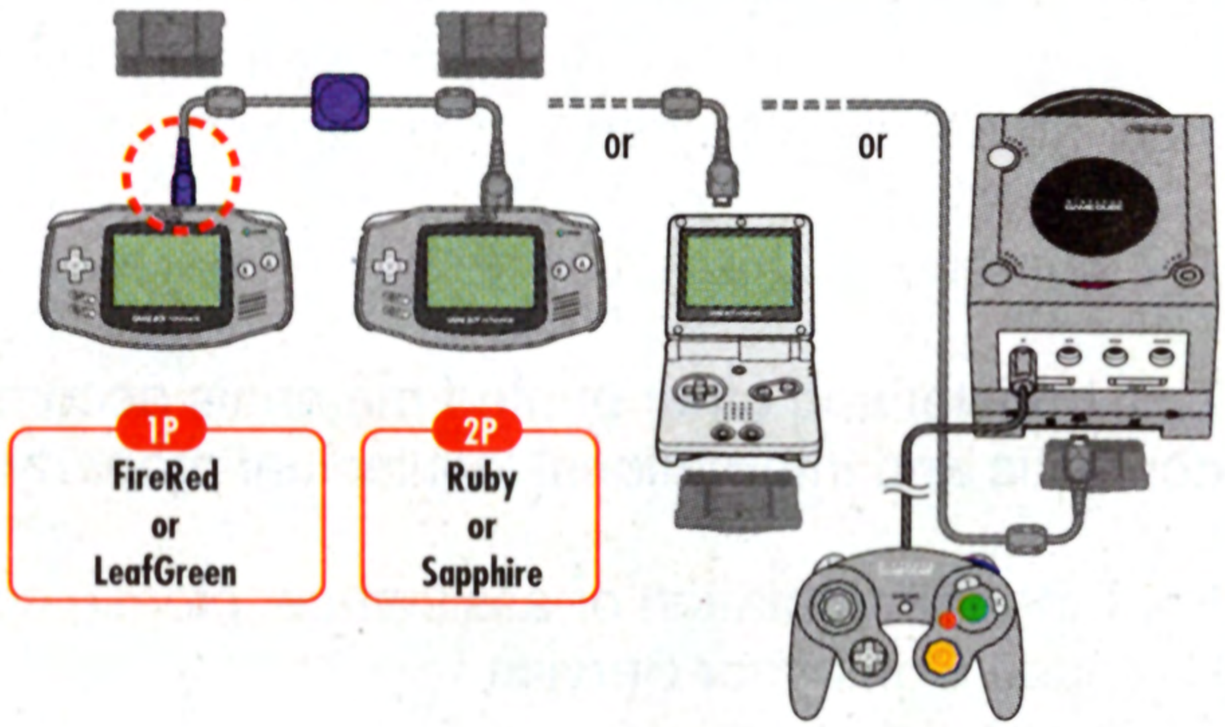
The world of Pokémon is a vast and mysterious place with many hidden wonders. If you happen upon a place where there is writing on the walls, but you can't read it, think about something that might help you solve the puzzle...It might be Braille. If you are unable to search out the answers you need, remember that you can always contact Nintendo for help on your journey.

Berry Program Update

If you own Pokémon Ruby/Sapphire and have not yet updated the games' Berry Program, you may do so by connecting your Game Boy Advance (SP) system with Pokémon Ruby/Sapphire to another Game Boy Advance (SP) system with Pokémon FireRed/LeafGreen. Once they are connected, power on the "1P" system. When the Pokémon FireRed/LeafGreen title screen appears, hold down the B Button and SELECT, then follow the instructions that appear on-screen. To connect your Game Boy Advance (SP) systems, use the Game Boy Advance Game Link cable and follow the instructions provided.

Alternatively, the Berry Program on your Game Boy Advance Pokémon Ruby/Sapphire Game Pak will be automatically updated when you successfully connect your Game Boy Advance (SP) system (with Pokémon Ruby/Sapphire inserted) to the Nintendo GameCube with Pokémon Colosseum or Pokémon Box: Ruby & Sapphire. This will only happen the first time you connect. To connect your Game Boy Advance (SP) system to the Nintendo GameCube, use the Nintendo GameCube Game Boy Advance cable and follow the instructions that appear on the screen. All products sold separately.

Proper Connections



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