

Instruction Manual for
GameBooster
(Nintendo® 64)

Scanné par BFrancois

<http://www.emulation64.fr>



Instructions

GameBooster is a unique product for N64 owners. It allows users to play Gameboy games on their N64 console. In addition GameBooster has its own built-in cheat system which enables users to select cheats for most GameBoy™™ games. A further feature of GameBooster is its own built-in game called ReBound.

Using GameBooster

Make sure that your N64™ console is switched off. Never plug or unplug any accessory from your console while it is switched on or damage to your system will occur.

Plug the GameBooster unit into the cartridge slot of your N64™ in the normal way. Make sure that the GameBooster label is facing towards the front of the console. Now plug an N64™ game into the socket at the rear of the GameBooster unit, This cartridge can be almost any game cartridge that normally works on your console. There are a few games that are not suitable for use with GameBooster. If you have difficulties with a particular game cartridge then simply select another of your games. Make sure that the cartridge is pushed into the connector



centrally and that the label of the game is facing upwards. You are now ready to play a GameBoy™ game of your choice. Simply plug the GameBoy™ game cartridge into the top of the GameBooster unit with the label facing forwards.

Switch on the system and the GameBooster logo will be displayed followed by the 'loading' message. Your game will now load and play as normal. If you do not see this sequence then switch off your console and re-check the above connection instructions. In particular make sure that the N64™ game cartridge is central to the connector and pushed home firmly.

Play the GameBoy™ game using the direction pad, the start, the C buttons, and the A & B buttons on the controller. A little experimentation may be required to become familiar with playing your GameBoy™ games in a new way.

Colour

Many GameBoy™ games that you are used to playing in black and white on your GameBoy™ are in fact Super GameBoy™ games. This means that you will now see them in full colour on your N64™ with GameBooster installed. Some of these games may even have full screen borders that you have



not seen before. Many GameBoy™ games, however, in particular older titles, will be displayed in black and white. These too can be modified to produce stunning colour results by using GameBooster's unique colour palette editor.

Using the Palette Editor

if the GameBoy™ game that you have loaded is displayed in black and white then you will need to use the palette editor. When the game has loaded press the L and R buttons on the control pad to enter the options screen. From within the Options screen you will see several choices. By using the direction pad or joystick move the cursor over the palette icon and press A to select. The palette icon looks like a coloured diamond on the bottom right of the feature choices.

The screen will now display a small view of the game screen plus three colour palettes on the left of the screen. The top palette bar is for the background colours and the other two are for the sprite or character colours. On the right of the screen there are three coloured lines of red, green and blue. By moving the cursor over these lines you can mix the colour in use by using the A key to select. The colour can be seen as it changes a coloured block at the top right of the screen.



if you are playing a black and white game then initially the three palette bars will show various scales of grey. By moving the cursor over the grey areas of the palettes they can be changed to the colour in use by pressing the A button. Changes made to the palette will result in changes to the colours within the game and the small game picture will change as you experiment with the colour palette. There is no right or wrong colour for any game and you should experiment until you find a pleasing result.

To see your results at any time you can return to the game by positioning the cursor over the MENU selection and pressing A. This will return you to the main menu where you can select GAME to return to the game.

Zoom Mode

After loading your game if required you can zoom the game screen to fill the entire TV screen. Simply enter the Options screen by pressing the L and R buttons and then select the magnifying glass icon. When you return to the game the play area will be displayed as full screen. To return to normal size simply repeat the above process.



Borders

Although most Super GameBoy™ games come complete with borders many do not. In addition standard GameBoy™ games usually do not have borders at all. If you wish to use one of the GameBooster built-in borders then select the Border icon from the Options screen. This icon is the one that looks like a frame. Use the A button to choose the border and then return to the game complete with new border.

Cheat system

This is one of GameBooster's most powerful features. After loading your game go to the Options screen. One of the choices on this screen is cheats. Select this option and a list of game titles will be displayed. Check the list to see if the game you are playing is included and if it is then select the name using the A key and then one of more cheats for that game will be displayed. choose the cheats that you wish to enable and then return to the game with these cheats in operation.

if the game that you are playing is not listed then you can use the Game Trainer feature of GameBooster to help you produce your own cheats.



Game Trainer

After starting the game but before losing any lives enter the Option screen and choose the Trainer option. A new screen will now be displayed showing four icons - an up arrow, a down arrow, an exclamation (!) and an equal to (=).

The Game Trainer works by comparing multiple images of the state of game play and analysing the data to find the values that control say lives or energy.

Game training to find your own cheats might be something that you think is too complicated for you and in that case we suggest that you skip this section and return to playing all of your fantastic GameBoy™ games on your N64™. However, if you want to give finding your own cheats a try here is an example of finding a cheat for Lives within a game:

Start the game but do not lose a life. For our example we will say that our game starts with five lives. Now go to the Trainer via the Options screen, Select the '=' option which tells the Trainer to grab an image of game play with the Lives value unchanged (still five). Now return to the game and lose a life then come back into the Trainer screen. Since you now have four lives we



should select the Down arrow or lesser option. This is simply because the four lives that we now have are less than the 5 lives that we had before. Now repeat this process with 3, 2 and 1 life. The Game Trainer is analysing the console memory and tracking down locations that follow this profile ie 5 then 4 then 3 and so on. The number of locations that follow this exact profile is a lot less than you might think and the Trainer will soon have a list of locations small enough to display on screen. BY selecting these values one at a time and entering them you can soon establish which is the correct value. Return to the game and try out each value. if you start with 5 lives and do not lose any then you have created your own new cheat!

This is a very basic overview of how cheat finding works and you must use your imagination to come up with other techniques. All of the cheats built in to GameBooster were created using exactly this technique.

ReBound

GameBooster has its own built-in game. it's a great game to play and it is in full colour complete with colour border. It's called ReBound.



To play ReBound simply switch on your console with GameBooster installed and with an N64™ game plugged into the rear slot. Do not plug a GameBoy™ game into the top of GameBooster and ReBound will be loaded automatically.

There are no cheats listed for ReBound and the Game Trainer has been designed so as not to work on this game. Each of the levels of ReBound have passwords so you can return to any previously completed level.

Saving Game Data

The saving of game data from within GameBoy™ games will work as normal when using GameBooster so all normal game data will be saved into your GameBoy™ cartridge for use later either with GameBooster or any GameBoy™

General

Whenever changing GameBoy™ games always switch off your console and then switch back on again. Pressing the reset button on your console will cause the N64™ game plugged into the rear of GameBooster to be enabled.



We believe that there are in excess of 1000 games available worldwide for the GameBoy™. Whilst we have made all endeavours to ensure that GameBooster works with the vast majority of games we cannot guarantee compatibility with every game. In addition since GameBooster works using emulation technology you may find odd glitches with some games.





Datel Design & Development Ltd
Stafford Road • Stone • Staffordshire, ST15 ODG

