



Analogue Pocket to Pocket Link Cable User Guide

Using Analogue Pocket to Pocket Link Cable

When using Analogue Pocket to Pocket Link Cable with Game Boy or Game Boy Color games, you must set the switch to the GB/C position. All Game Boy and Game Boy Color games must have one cartridge for each player.

When using Analogue Pocket to Pocket Link Cable with Game Boy Advance games, set the switch to the GBA position. If Analogue Pocket is acting as Player 1, then the cable should be plugged in so that the end of the cable which is closest to the switchbox is plugged into Analogue Pocket acting as Player 1. The end closest to the switch box corresponds to the small or “purple” connector of the official Game Boy Advance cable and the end further away from the switchbox corresponds to the large or “gray” connector of the official Game Boy Advance cable.

Many Game Boy Advance games require one cartridge for each player to allow for multiplayer, but some permit some kind of multiplayer with only one cartridge. A list of games which support single cartridge multiplayer can be found [here](#). The end of the cable which is closest to the switchbox must be plugged into the system running the cartridge. All other systems must be turned on and wait at the BIOS screen to download data from the cartridge system.

Compatibility

Analogue Pocket to Pocket Link Cable is compatible with original Nintendo handheld systems and peripherals with the following advisories:

Analogue Pocket to Pocket Link Cable cannot connect to the original DMG model of the Game Boy or DMG-07 Four Player Adapter with their larger Link Cable ports without a DMG-14 Universal Game Link Adapter. Alternatively an MGB-010 Universal Game Link Cable may be used to connect Pocket to the larger port.

Analogue Pocket to Pocket Link Cable cannot be used to connect to the Game Boy Micro, use the official Game Boy Micro Link Cable, OXY-008 and the Game Link Cable Adapter, OXY-009.

Due to the physical shape of Analogue Pocket to Pocket Link Cable, it cannot be used with the e-Reader's Link Cable extension or the middle connector of the AGB-005 Nintendo GBA Link Cable.



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