

Appendix C - User's Manual



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SONGPRO

MULTIMEDIA CONTENT ENABLER

INSTRUCTION BOOKLET



1 Introduction to the SongPro Multimedia Content Enabler

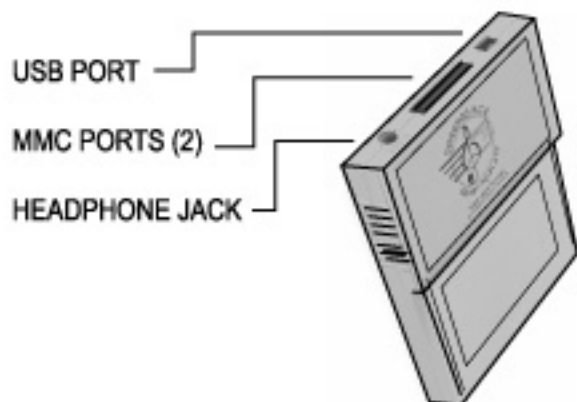
Thank you for purchasing a SongPro Multimedia Content Enabler. Now you can raise your Nintendo Game Boy system to a whole new level of functionality with these exciting features:

- ¥ Download and Play WMA and MP3 music files on your Game Boy.
- ¥ Download your music onto multimedia cards.
- ¥ See lyrics and cover art from your music on the Game Boy screen. (Only available with SongPro enabled media files.)

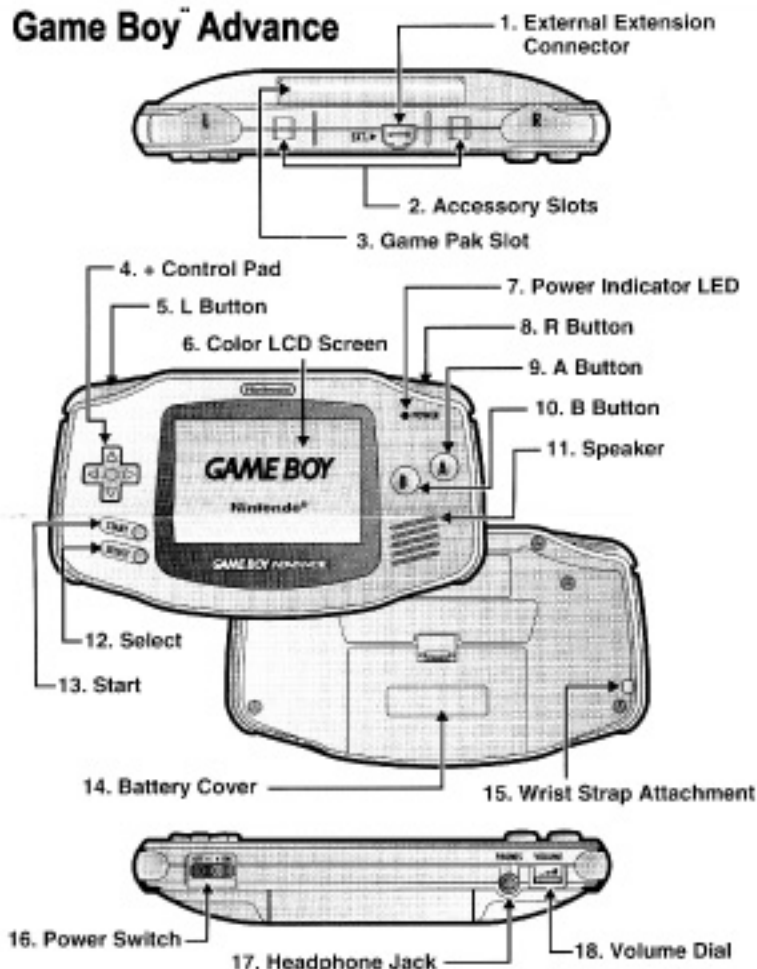
Note: You must use either the included headphones or an external speaker system to hear the music; it will not play over the Game Boy's monotone speaker.

Please read these instructions completely before attempting to operate the SongPro MCE. If, after reading these instructions, you still have questions, please call our consumer assistance hotline at 1-800-(coming soon.)

2 List of SongPro Components



Game Boy Advance



5 How Game Boy Components work with SongPro MCE

Unless otherwise specified, the following functions are exactly the same for both Game Boy Color or Game Boy Advance.

Power Switch (ON/OFF) - Slide switch to turn power ON and OFF. Note: always insert your SongPro MCE or a game pak before turning your Game Boy on.

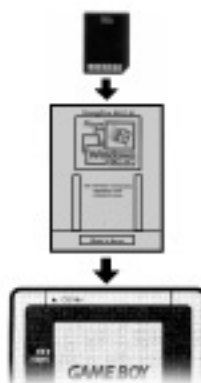
3

Description of SongPro Components

USB Port - Connect to your computer in order to download music and media. Use only the USB cable provided.

Multimedia Card Ports (2) - Plug and play standard multimedia cards of up to 128 MB each. The cards slide in with the contacts facing forward, toward the Windows Media emblem, or towards the screen if the SongPro is in a Game Boy. See diagram at right.

Headphone Jack - Plug in the headphones provided to hear the music. Use only the headphone jack on the SongPro, not the one on the Game Boy.

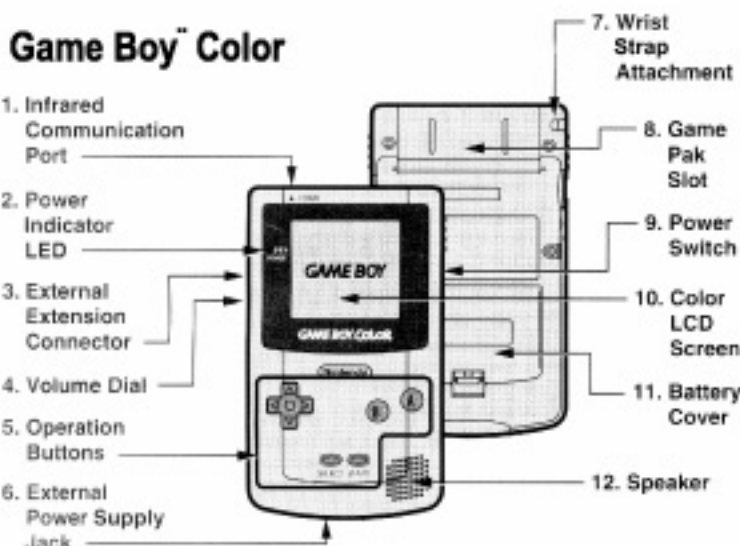


4

List of Game Boy™ Components

Many of the Game Boy controls add increased functionality to the SongPro MCE, allowing you to manipulate your media files via the Game Boy.

Game Boy™ Color



For additional information on Game Boy controls, see your Game Boy instruction booklets.

This product is not designed, sponsored, endorsed, or distributed by Nintendo.

Power Indicator LED - Indicates Battery Life. This light begins to fade when power runs low. On Game Boy Advance, the light may turn red when batteries run down to 20 or 30%.

Game Pak Slot - plug your SongPro into your Game Boy here, with the Windows Media logo facing up (see diagram at left). Note: always put your SongPro or a game pak in before turning on your Game Boy.

Control Pad - This cross shaped pad controls volume and song file order.

UP - skip forward to the next file

DOWN - skip back to the previous file

RIGHT - increase volume

DOWN - decrease volume

The Volume Dial on the Game Boy will not affect SongPro volume.

A Button - play / pause. Hit once to play and again to pause.

B Button - stop. Hit this button to stop files currently playing.

Start Button - this activates the visual interface on the screen. Hold the Start Button down and use the control pad to navigate through the visual interface.

Select Button - Activate song lyrics and text (available with SongPro enabled media files only, like those from SongPro.com).

Color LCD Screen - highly reflective Thin Film Transistor (TFT) Color Liquid Display Screen. SongPro supports 256 True Color, or over 3000 available colors (Game Boy Advanced only).

Battery Cover - remove cover to add or replace batteries. SongPro strongly recommends rechargeable batteries. Note: Nintendo battery packs only work with Nintendo Advance.

Headphone Jack - Do not use the headphone jack on the Game Boy, it will not play music. Use only the jack on the SongPro.

Volume Dial - this dial does not affect music media volume, which may only adjusted by the control pad. The volume dial on the Game Boy only affects the beep tone heard when other controls are utilized.

Speaker - the speaker on the Game Boy does not play files. Use

6 Installing Drivers

You may download music with either of the following platforms:

- ✧ Windows 98 or higher
- ✧ Mac 9.0 or higher
- ✧ i-tunes

Insert the provided SongPro CD into your Computer's CD drive. Follow the instructions on screen to install the necessary drivers on your system.

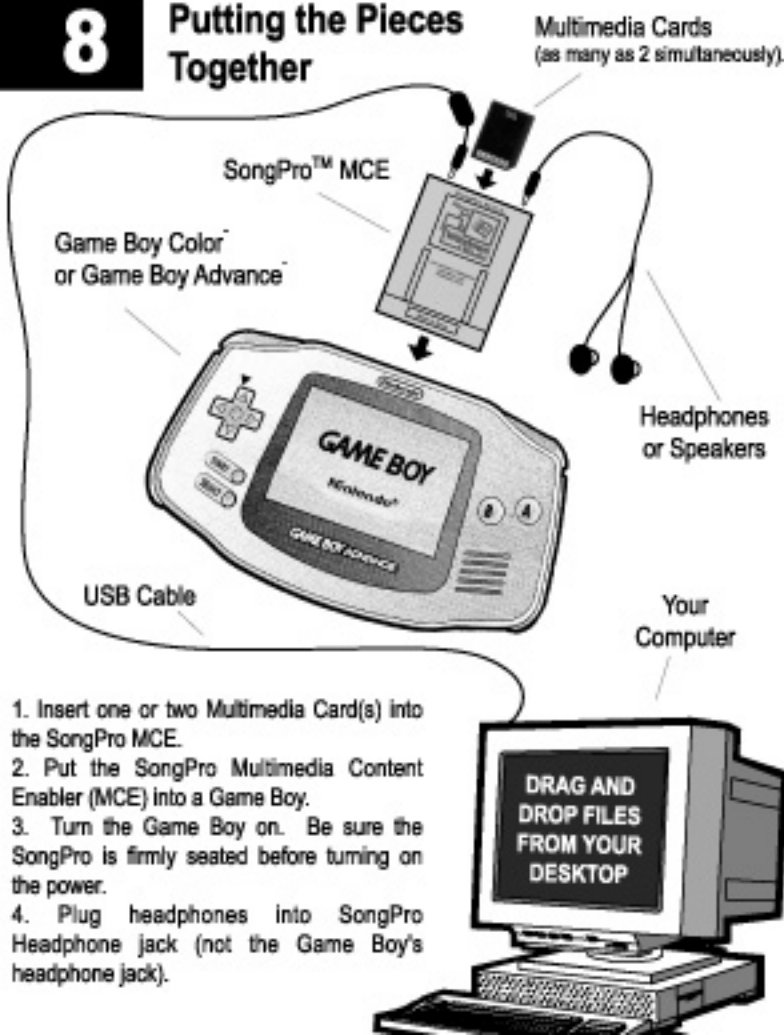
7 Installing Batteries

Remove the Battery Cover from the back of the Game Boy and inset two AA batteries. For best results, use fresh, high quality alkaline batteries. Rechargeable batteries are recommended, although the Game Boy Rechargeable Battery Pack is only compatible with Game Boy Advance.

Caution: When inserting the batteries, make sure that the positive (+) and negative (-) ends are facing the correct directions.

The LED Power Indicator will fade as power runs out. On the Game Boy Advance, the Power Indicator will turn red as the batteries reach 20 to 30%. Leaving dead batteries in a Game Boy for an extended period of time may result in damage to the Game Boy.

8 Putting the Pieces Together



1. Insert one or two Multimedia Card(s) into the SongPro MCE.
2. Put the SongPro Multimedia Content Enabler (MCE) into a Game Boy.
3. Turn the Game Boy on. Be sure the SongPro is firmly seated before turning on the power.
4. Plug headphones into SongPro Headphone jack (not the Game Boy's headphone jack).

11 Rating Symbols

Just like video games, music may often have a rating symbol that indicates the maturity level of its intended audience.

ESRB RATING SYMBOLS & CONTENT DESCRIPTORS FOR VIDEO GAMES & PC SOFTWARE



EARLY CHILDHOOD
Content suitable for
persons ages 3
and older.



EVERYONE
Content suitable for
persons ages 6
and older.



TEEN
Content suitable for
persons ages 13
and older.



MATURE
Content suitable
for persons ages
17 and older.



ADULTS ONLY
Content suitable
only for adults.



RATING PENDING
Product has been
submitted to the ESRB
and is awaiting
final rating.

Mild Animated Violence

Contains scenes depicting cartoon/animated/pixelated characters in unsafe or hazardous acts or violent situations.

Mild Realistic Violence

Contains scenes depicting characters in unsafe or hazardous acts or violent situations in photographic detail.

Comic Mischief

Contains scenes depicting antics characterized as slapstick or gross vulgar humor.

Animated Violence

Contains depictions of aggressive conflict involving cartoon/animated/pixelated characters.

Realistic Violence

Contains realistic of photographic-like depictions of aggressive conflict.

Animated Blood and Gore

Animated/pixelated or cartoon like depictions of mutilation or dismemberment of body parts.

Realistic Blood and Gore

Depictions of mutilation or dismemberment of body parts in realistic and photographic-like detail.

Animated Blood

Animated/pixelated or cartoon like depictions of blood.

Realistic Blood

Representations of blood in realistic or photographic-like detail.

Suggestive Themes

Mild provocative references or material.

Mature Sexual Themes

Contains provocative material, including depiction of the human body in either animated or photographic-like detail.

Strong Sexual Content

Graphic depiction of sexual behavior and/or the human form (i.e. frontal nudity) in either animated or photographic-like detail.

Mild Language

Product contains the use of words like "damn".

Strong Language

Commonly referenced four letter words.

Gaming

The depiction of betting-like behavior.

Use of Tobacco and Alcohol

Product contains images of the use of tobacco and/or alcohol in manner which condones or glorifies their use.

Use of Drugs

Product contains images of the use of drugs in a manner which condones or glorifies their use.

Informational

Overall content of product contains data, facts, resource information, reference materials or instructional text.

Edutainment

Content of product provides user with specific skills development or reinforcement learning within an entertainment setting. Skill development is an integral part of product.

Some Adult Assistance May be Needed
Early Childhood Descriptor only.

5. Play audio and media files.
6. Turn the Game Boy power OFF before removing the SongPro MCE.

The graphic here was clipped at the bottom of the last page for this split version

9 Downloading Music

To download music, connect the SongPro to your computer with the USB cable provided, no other. The Maverick logo will appear on your desktop. Drag and drop media files from your computer onto the Maverick icon. The files are automatically recorded onto the Multimedia Card(s).

SongPro supports Windows Media Audio (WMA) and MP3 file formats, as well as _____ . Audio files are available online from www.SongPro.com as well as many, many other sources.

10 Troubleshooting prior to Customer Service

Problem	Solution
The music seems to be playing, but I can't hear anything.	¥ Plug the headphones into the SongPro MCE, not the Game Boy. ¥ Turn up the volume using the Control Pad (right to increase volume).
My computer doesn't recognize the SongPro.	¥ Make sure the drivers are installed. Reinstall them from the CD provided if you aren't sure. See step 6. ¥ Be certain you are using only the USB cable provided. Make sure both ends of the USB connections are well seated. ¥ Reboot Game Boy. ¥ Reboot your computer.
The music is fading or the screen appears faint.	* Replace or recharge the batteries in the Game Boy.
The screen appears blank even when the power is on.	* Most common audio files do not have a built-in visual or text component. For custom media files, see www.SongPro.com
Check your Game Boy instruction booklet for additional troubleshooting tips.	

12 Accessories and Replacement Parts

If you want to order new headphones, USB cable, multimedia cards, speaker systems, or even more SongPro MCEs, call our customer service hotline at 1-800-(_____) or visit www.SongPro.com.

Also visit SongPro.com for audio and multimedia files downloads, as well as resources for finding the hottest new music on the web.

13 Warranty Information.

TBD

14 Customer Service

TBD

15 Who Says a Bee Can't Fly?

(Ron, please refresh me on this one...)

