

72046 Game Boy

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Recapture the excitement you felt when you first played on the Game Boy™ with this LEGO® model building kit for adults (72046). A fantastic gift for fans of Nintendo® video games, the collectible set features a near 1:1 scale brick-built replica of the original Game Boy handheld game system from Nintendo. Press the + Control Pad, A and B Buttons, and SELECT and START, just like on the real system. And the model has other iconic Game Boy details, including the contrast adjustment and volume dial and the Game Pak slot.

Customize your display with interchangeable, brick-built The Legend of Zelda™: Link's Awakening or Super Mario Land™ Game Boy Game Paks and corresponding lenticular screens (or a Nintendo start screen). Place your creation on the buildable display stand to complete a nostalgic display.

The packaging has the esthetic design of all the recent 18+ sets. The front of the box depicts the LEGO-built Game Boy, slightly angled to the left, on top of a black background with a slightly magenta light coming from its center. The top right corner is decorated with the original Game Boy logo in dark purple. The bottom left corner has the iconic red LEGO logo. The bottom has a dark bluish gray background composed of greebling made of LEGO pieces. On top of it, in white, it shows the set's suggested age group (18+), set number (72046), and number of pieces (421). The left of the box depicts the LEGO Game Boy at the bottom, with the brick-built Super Mario Land and The Legend of Zelda Link's Awakening cartridges "falling" from top to bottom. The back of the box shows the Game Boy again, this time slightly angled to the right. The top left corner has the iconic red LEGO logo. The top right corner has the original Game Boy logo in dark purple. Underneath it, we see a black and white outline of the final build, showing its dimensions (9 cm/3.5 inches wide and 14 cm/5.5 inches tall). At the bottom left we see the brick-built cartridges displayed together with the lenticular screens that come with the set. At the bottom right, we see a real-life picture of someone's hands inserting a cartridge into the Game Boy's slot. On the right side of the box, we see a warning that states that the set contains small parts and it is therefore not recommended for children younger than 3 years old. It also mentions that the set has no light, sound, or digital play functions. Both warnings are in several languages. The top of the box has the iconic red LEGO logo on the left, a picture of the Game Boy at the center, the Game Boy logo in purple on the right, and an inset of the 3x3 black cross plate (which serves as the Game Boy's D-pad) in a 1:1 scale. The bottom side is a tidy strip that contains the barcode as well as a few technical bits: the place of manufacture, copyright and trademark notices.

The build consists of 421 pieces in total, 1 sticker sheet, no minifigures, and is recommended for ages 18+. Once finished, you will have an almost 1:1 replica of a classic Game Boy, together with 2 accompanying cartridges. The set consists of 5 bags and 1 instruction booklet.

Welcome to text-based instructions from Bricks for the Blind! Before you start building, here are some terms we may be using:

- In Front of/Front: towards you.
- Behind/Back: away from you.
- Up: towards the ceiling.
- Down: towards the floor.
- Stud: the bump on a LEGO brick. Example: A 2x1 brick has two studs on it.
- Vertically: with the longest side going from front to back

- Horizontally: with the longest side going from left to right.
- Upright: pointing up towards the ceiling.
- Standing upright: The piece is perpendicular to the ground, like a wall.
- Lying flat: The piece is parallel to the ground, like a piece of toast which fell off the table.
- That one/ppp: previously placed piece.
- Plate: piece with studs.
- Tile: smooth piece without studs (unless otherwise specified)
- A jumper plate is a 1x2 plate with a single stud on top, or a 1x3 plate with only two studs on top.
- Open/hollow stud: a bump on a LEGO brick with a hole, which allows attaching bars. In the case of open studs, the hole goes all the way through. In the case of hollow studs, it does not.
- “Anti-stud” is a term for the portion of a LEGO piece which accepts studs, like the bottom of a plate or brick.
- Left/right wedge parts: these are parts that when placed in front of you and are pointing to the back, their wedge is on the left/right side of the part.
- Symmetrically: a mirror image. Example: If you place a 2x1 brick with technic connector on the front wall at the right, connector to the front, and then place another such piece symmetrically on the back wall, at the right, the technic connector of the second piece should point to the back, since it will be placed symmetrically.
- Centered-vertically: even amount of space in front of and behind piece
- Centered-horizontally: even amount of space left and right of piece.
- Row: studs lined up horizontally (left to right/side to side).
- Column: studs lined up upright or vertically (top to bottom/back to front).

Additionally, it is worth mentioning that besides the printed visual instructions that come with each kit, a PDF version for the set's instructions is always available online at [<https://www.lego.com/en-us/service/building-instructions/72046>]. This might help a sighted building partner that may want to follow along or low vision users that may benefit from viewing the instructions on a personal device where they can zoom in on content and use assistive technologies to enhance the visuals.

Sorting the pieces:

To begin a successful build, it helps to sort the pieces into groups, bags, or small containers. Have a friend or family member do this in advance following the instructions below. You will see that the pieces should be sorted according to the building steps in the kit. Doing this in advance makes locating the pieces for each step easier. See below on how to sort the pieces to correspond to the steps in this set. Number the containers using letters A-Z, numbers, or meaningful names. The parts will be sorted into one or a small number of steps in the instructions. Example: Steps 1-3 means collect all the parts used in steps 1, 2, and 3 and put them in one container.

This LEGO set comes with 5 bags labeled 1 through 5 and 1 instruction booklet. Sort the pieces into groups or piles as described below. Note that where there are multiple colors of the same brick in a step, the colors will be split into 2 groups to make telling the difference easier for the builder!

LEGO includes a few spare parts in case you lose something. Set these into their own group away from the rest, in case you need them later.

Book 1, bag 1 – Cartridge stand, Super Mario Land cartridge
Group 1: steps 1 – 7

Group 2: steps 1 – 6
Group 3: steps 7 – 15

Book 1, bag 2 – Body
Group 4: steps 1 – 13
Group 5: steps 14 – 20
Group 6: steps 21 – 31
Group 7: steps 32 – 41
Group 8: steps 42 – 45
Group 9: steps 46 – 47

Book 1, bag 3 – D-pad, audio jack, A and B buttons
Group 10: steps 48 – 55
Group 11: steps 56 – 61
Group 12: steps 62 – 68
Group 13: steps 69 – 76
Group 14: steps 77 – 84
Group 15: steps 85 – 88
Group 16: steps 89 – 97
Group 17: steps 98 – 104
Group 18: steps 105 – 108

Book 1, bag 4 – Screen
Group 19: steps 109 – 116
Group 20: steps 117 – 126
Group 21: steps 127 – 134
Group 22: steps 135 – 140

Book 1, bag 5 – Game Boy stand, The Legend of Zelda Link's Awakening cartridge
Group 23: steps 1 – 4
Group 24: steps 1 – 6
Group 25: steps 7 – 14

Alright, we are done with sorting. Let's get building!

Building Instructions

The instructions begin with several pages of preamble about the original Game Boy as well as the accompanying games.

THANK YOU FOR SELECTING THE LEGO GAME BOY

Caution! Clicking the power switch may result in acute feelings of nostalgia.

INSERT TO CONTINUE

The authentic LEGO Game Boy has been constructed using the finest materials to appeal to you, the discerning retro gamer. For the full 1989 experience, insert the Game Pak cartridge and realistic Lenticular Screen and ignore repeated calls to come downstairs for your dinner.

Basic set includes: 421 pieces, 2 game pak cartridges, 3 lenticular screens, 0 batteries (don't need 'em!)

HAND-HELD HISTORY

Upon its launch in Japan in 1989, the original Game Boy was considered a revolution in video gaming. The powerful, portable console allowed videogame fans to enjoy their favorite games on-the-go, with a battery life that lasted up to a whole day. Our designers, very much fans themselves, have lovingly recreated its iconic form, so that you can own an authentic piece of hand-held history. Batteries not included.

UNCOVER AN ICON

It's what's inside that counts: sure, the iconic casing might be the star of the show, but we showed just as much love to the interior of both the LEGO Game Boy and Game Pak, obsessing over the detail and color for that authentic feel. "I love watching people use the power switch, when they feel that snap, it always takes them back to that Game Boy Realm!" LEGO Game Boy Lead Designer Carl Merriam.

SUPER MARIO LAND – ONE GIANT LEAP

With appearances in numerous NES, arcade, and Game & Watch titles, Mario was no stranger to the world when he jumped onto the Game Boy for the first time in Super Mario Land. Launched alongside the Game Boy's release in 1989, the game sees Mario explore a whole new world, called Sarasaland, as he attempts to rescue Princess Daisy in her debut appearance. The responsibility to translate the much-loved, platform-based gameplay from the more powerful NES to the small screen fell to the same team developing the Game Boy itself, giving them precious insights into the console's potential. They couldn't have fared better – critics and fans alike agreed that it was a giant leap forwards for a handheld title, with 12 expertly plotted levels packed with original enemies and a devilish expert mode for seasoned gamers. It's still considered a classic.

THE LEGEND OF ZELDA, LINK'S AWAKENING – SMALL SCREEN, BIG ADVENTURE

Released in 1993, four years after the Game Boy's launch, Link's Awakening was the small-screen debut for the already-popular Zelda franchise. Adored by fans for its emotionally driven, story-based gameplay, with wonderfully creative puzzles and challenges, this was the first Zelda title to be set outside of the kingdom of Hyrule, and the first not to feature Princess Zelda. In Link's Awakening, the titular character is stranded on an island. His only chance of escape is to awaken the mythical Windfish by collecting magical musical instruments. Its place in the hearts and minds of gamers of all ages, all over the world, remains to this day.

Book 1, bag 1 (plus lenticular Game Boy screens for Super Mario Land and The Legend of Zelda Link's Awakening):

Group 1 – Cartridge stand

1. Locate 1 black 4x8 plate. Place it horizontally in front of you. Locate 1 black 1x4 brick with channel. Place it centered vertically on the rightmost column of the ppp, so that its channel faces to the left.

2. Locate 2 black 1x4 bricks with channel. Take the first one and place it symmetrically on the left. Take the second one and place it centered horizontally on the back row, so that its channel faces to the front.

3. Locate 1 black 2x8 slope. Place it centered horizontally on the 2 back rows, so that it slopes to the front. Locate 2 black 1x8 tiles. Place them centered horizontally in front of the ppp, one in front of the other.

4. Locate 2 black 1x2 plates with horizontal clip on long edge. Take the first one and place it on the 3rd and 4th columns of the back row. Take the second one and place it to the right of the ppp. Make sure that their clips face to the front.

5. Locate 4 black 1x1 round plates. Place them on the 1st, 2nd, 7th, and 8th columns from the left.

6. Locate 1 black 1x8 tile. Place it centered horizontally on the back row.

7. Stand the build upright by flipping it 90 degrees from front to back. Rotate the build 180 degrees in the horizontal plane. Locate the 2 lenticular screens. The first one has a scene of Super Mario Land taking place in a desert. On the top, there is text depicting how many lives you have, your score, the number of coins, the world in which you are, and how much time you have left. The background has a pyramid with one palm tree. There is a cloud floating in the sky. On the left side of the ground, there is a pipe. To its right, there is a Goomba. In the middle, 6 blocks in a 2x3 vertical configuration, with a Goomba to its right. Afterwards, some terrain elevation. Mario is depicted in the center, standing on top of the 2x3 blocks. With the lenticular motion, the Goombas move horizontally, while Mario jumps vertically, hitting a block on top of him, releasing a super star. The second one has a The Legend of Zelda Link's Awakening scene. It depicts a beach, with the ocean in the background, sand in the foreground, and one palm tree on the left and another one on the right. In the middle, there is a trunk lying on the sand. Link and Marin are sitting down, looking into the ocean. The lenticular effect moves the seagulls flying in the sky. Both are depicted in grayscale, with a yellowish-green tint, characteristic of the Game Boy screen. Insert them into the gap at the back of the build.

Group 2 – Super Mario Land cartridge

1. Locate 1 dark bluish gray 2x6 plate with 1x4 upright side studs. Place it horizontally in front of you so that its side studs face to the back.

2. Locate 2 dark bluish gray 1x2 plates. Take the first one and place it centered vertically on the leftmost column. Take the second one and place it symmetrically on the right.

3. Locate 1 dark bluish gray 2x4 plate. Place it centered horizontally on the front row, so that it overhangs by 1 row to the front.

4. Locate 2 dark bluish gray 2x2 plates with 1x2 upright side studs. Take the first one and rotate it so that its side studs face to the left. Place its back right stud row under the leftmost column of the front row of the overhang of the ppp. Take the second one and place it symmetrically on the right.

5. Locate 1 dark bluish gray 2x2 plate. Place its back row centered horizontally under the overhang of the 2x4 plate. This should result in a 4x6 rectangular build.

6.1 Let's make a small sub-build. Locate 1 dark bluish gray 3x4 plate with locking dual fingers. Place it horizontally in front of you, so that its locking fingers face to the front. Locate 1 pearl gold 1x2 grille tile. Place it centered horizontally on the front row of the ppp.

6.2 Locate 1 black 2x3 plate. Rotate it vertically. Place its leftmost column behind the rightmost column of the ppp, so that it overhangs to the back by 1 row.

6.3 Locate 1 light bluish gray 1x1 round plate with hollow stud. Place it to the left of the front row of the ppp.

6.4 The sub-build is complete. Attach its overhanging 1x2 surface on the back to the 2nd and 3rd columns from the right of the front row of the cartridge build.

Group 3 – Super Mario Land cartridge (continued)

7. Locate 1 black 1x2 plate. Rotate it vertically. Place it on the 3rd and 4th rows from the front of the 2nd column from the left. Locate 1 green 1x2 plate. Place it vertically to the right of the ppp.

8. Locate 1 pearl gold 1x2 grille tile. Rotate it horizontally. Place its rightmost column on the leftmost column of the front row, so that it overhangs to the left by 1 column. Locate 1 dark bluish gray 1x4 plate. Rotate it vertically. Place its 2nd row from the front under the overhang of the ppp. Locate 1 green 2x2 corner plate. Rotate it so that it resembles an H in Braille. Place it to the back of the 1x2 grille tile.

9. Locate 1 pearl gold 1x2 grille tile. Rotate it horizontally. Place its leftmost column on the rightmost column of the front row, so that it overhangs to the right by 1 column. Locate 1 dark bluish gray 1x4 plate. Rotate it vertically. Place its 2nd row from the front under the overhang of the ppp. Locate 1 green 1x2 plate. Rotate it vertically. Place it to the back of the rightmost column of the 1x2 grille tile.

10. Locate 1 dark bluish gray 6x6 tile. Place it centered horizontally on top of the first 6 rows from the front, so that there 2 studded rows at the back.

11. We need to apply sticker 1 (a rectangular picture of Super Mario Land's cartridge art, which shows Mario in Sarasaland, escaping from a fire-spitting sphynx that is holding Princess Daisy captive with its right paw; there are enemies surrounding Mario, including an octopus, birds, ghosts, and piranha plants) to the ppp. Ask a sighted friend to make sure that the sticker is applied and oriented correctly.

12. Locate 1 dark bluish gray 2x6 tile with the "Nintendo GAME BOY" text in light bluish gray. Place it centered horizontally on the 2 back rows. Ask a sighted friend to make sure that the tile is oriented correctly.

13. Locate 2 dark bluish gray 1x8 tiles. Take the first one and attach it to the side studs on the right face of the cartridge, so that it is centered and it has no overhang. Take the second one and place it symmetrically on the left.

14. Locate 1 dark bluish gray 1x6 tile. Attach it to the side studs on the back face of the cartridge, so that it is flush to its left edge.

15. Stand the cartridge upright by flipping it 90 degrees from back to front. You can place it on top of the cartridge base for display.

Book 1, bag 2 (plus 1 lime green 6x6 plate and 1 light bluish gray 6x8 tile with dark bluish gray printed clip and text "G19890421" in dark blue)

Group 4 – Game Boy body

1. Locate 1 green 1x4 plate. Place it horizontally in front of you. Locate 1 light bluish gray 1x3 double jumper plate. Rotate it horizontally. Place its 2 rightmost columns on top of the 2 leftmost columns of the ppp, so that it overhangs to the left by 1 column.

2. Locate 1 light bluish gray 1x3 double jumper plate. Place it horizontally to the right of the ppp, so that it overhangs to the right by 1 column.

3. Locate 1 black 3x3 corner plate. Rotate it so that its shape resembles a D in Braille. Place its leftmost column under the overhanging stud of the ppp.

4. Locate 1 light bluish gray 1x3 double jumper plate. Rotate it horizontally. Place its 2 leftmost columns on top of the 2 rightmost columns of the back row of the ppp, so that it overhangs to the right by 1 column.

5. Locate 2 light bluish gray 1x3 double jumper plates. Place them horizontally in front of the ppp, one in front of the other, so that they overhang to the left and to the right by 1 column.

6. Locate 1 lime green 6x6 plate. Place the 2 rows from the back of the rightmost column under the overhanging columns to the left of the ppp.

7. Locate 7 light bluish gray 1x3 double jumper plates. Take the first 3 and place them horizontally, one in front of the other, in front of the leftmost 1x3 double jumper plate on the back row. Take the second 3 and place them horizontally, one in front of the other, in front of the center 1x3 double jumper plate on the back row. Take the last one and place it horizontally in front of the rightmost 1x3 double jumper plate to the front. This should result in the back of the build having a surface made of 4x3 double jumper plates, while the front of the build will be a 3x6 studded surface.

8. Locate 1 green 1x4 plate. Rotate it vertically. Place it to the right of the 6x6 plate, so that it is flush with its front edge. The back row of the 1x4 plate should be under the center column of a 1x3 double jumper plate.

9. Locate 9 light bluish gray 1x3 double jumper plates. Take the first 3 and place them horizontally, one in front of the other, in front of the front leftmost 1x3 double jumper plate. Take the second 3 and repeat this, but this time by placing them in front of the front center 1x3 double jumper plate. Take the last 3 and repeat once again, but this time by placing them in front of the front rightmost 1x3 double jumper plate.

10. Locate 1 light bluish gray 2x6 tile. Rotate it horizontally. Place its back row centered on the front row, so that it overhangs to the front by 1 row. Locate 2 light bluish gray 1x1 tiles. Take the first one and place it to the left of the back row of the ppp. Take the second one and place it symmetrically on the right.

11. Locate 10 light bluish gray 1x2 grille tiles. Take the first one and rotate it horizontally. Place its right column to the back of the ppp. Take the next 4 and place them horizontally to the back of the ppp, one behind the other. Take the remaining 5 and place them symmetrically on the left.

12. Locate 10 light bluish gray 1x2 grille tiles. Take the first 5 and place them horizontally to the right of the ppp. Take the remaining 5 and place them symmetrically to the right.

13. Locate 1 light bluish gray 6x8 tile with dark bluish gray printed clip and text "G19890421" in dark blue (which is a reference to April 21st, 1989: the date the Game Boy was released in Japan). Rotate it horizontally. Place its front row on top of the back row of the build, so that it overhangs to the back by 5 columns.

Group 5 – Game Boy body (continued)

14. Put the main build to the side for now. Let's build the Game Boy's right side. Locate 1 light bluish gray 1x12 plate. Place it horizontally in front of you. Locate 1 light bluish gray 2x4 curved slope brick with studs. Rotate it horizontally so that it slopes to the front. Place it on top of the ppp, so that it is flush with its left edge.

15. Locate 3 light bluish gray 1x2 curved slopes with studs. Rotate them vertically so that they slope to the front. Place them to the right of the ppp, side by side, so that they are flush with its front edge.

16. Locate 1 light bluish gray 1x2 curved slope brick. Place it horizontally to the right of the ppps, so that it slopes to the front.

17.1 Let's make a small sub-build. Locate 1 light bluish gray 1x4 rounded plate with 2 open studs. Place it horizontally in front of you. Locate 1 reddish brown 1x4 rounded plate with 2 open studs. Place it centered horizontally on top of the ppp.

17.2 Locate 1 light bluish gray 2x4 curved slope brick with studs. Rotate it horizontally so that it slopes to the front. Place its back row centered horizontally on top of the ppp. Locate 1 light bluish gray 1x1 tile. Place it on top of the leftmost column.

17.3 The sub-build is complete. Place it to the right of the ppp so that it slopes to the front and it overhangs to the right by 1 column.

18. Locate 1 light bluish gray 1x4 plate with 2 studs. Rotate it horizontally. Place its leftmost stud under the front row of the overhanging right column.

19.1 Let's make a sub-build. Locate 1 light bluish gray 1x2 plate. Place it horizontally in front of you.

19.2 Locate 1 light bluish gray 1x2 curved slope with stud. Rotate it vertically so that it slopes to the front. Place its back row on top of the leftmost column of the ppp.

19.3 Locate 1 light bluish gray 1x2 curved slope with stud. Rotate it vertically so that it slopes to the front. Place it to the right of the ppp.

19.4 Locate 1 light bluish gray 1x6 tile. Place it horizontally on top of the back row of the build, so that it is flush with its right edge and it overhangs to the left by 4 columns.

19.5.1 Let's make a small sub-build. Locate 1 light bluish gray 1x1 plate with 1x1 upright side stud sticking up. Rotate it so that its side stud faces to the front. Place 1 light bluish gray 1x1 plate on top of the ppp.

19.5.2 Locate 1 light bluish gray 1x1 round plate with hollow stud. Attach it to the front-facing side stud of the small sub-build.

19.5.3 The small sub-build is complete. Place it under the 3rd column from the right of the 1x6 tile, so that its side stud faces to the front.

19.6 The sub-build is complete. Place its 3 overhanging columns to the right of the 1x1 tile on the back row

20. The Game Boy's right side build is complete. Rotate it 90 degrees counterclockwise, so that it slopes to the right. Place its first 7 rows from the front of the leftmost column under the overhanging column to the right of the main build (note that we are not counting the overhang of the 2x6 tile when counting columns).

Group 6 – Game Boy body (continued)

21. Let's continue with the Game Boy's left side. Locate 1 light bluish gray 2x4 curved slope brick with studs. Rotate it horizontally so that it slopes to the front. Locate 1 light bluish gray 1x6 tile. Place it horizontally on top of the ppp, so that it is flush with its left edge and it overhangs to the right by 2 columns.

22. Locate 1 light bluish gray 2x4 curved slope brick with studs. Rotate it horizontally so that it slopes to the front. Place its 2 leftmost columns under the overhanging columns of the ppp.

23. Locate 1 light bluish gray 1x1 tile. Place it on the 2nd column from the right of the ppp. Locate 1 light bluish gray 1x2 tile. Place it horizontally to the right of the ppp, so that it overhangs to the right by 1 column.

24. Locate 1 light bluish gray 1x3 double jumper plate. Place it horizontally under the 3 leftmost columns of the back row. Locate 1 reddish brown 1x4 rounded plate with 2 open studs. Place it horizontally to the right of the ppp.

25. Locate 1 light bluish gray 2x4 curved slope brick with studs. Rotate it horizontally so that it slopes to the front. Place its leftmost column under the overhanging column to the right.

26. Locate 1 light bluish gray 1x3 double jumper plate. Place it horizontally under the 3 leftmost columns of the front row. Locate 1 light bluish gray 1x12 plate. Place it horizontally to the right of the ppp, so that it has 3 uncovered columns at the right.

27. Locate 1 light bluish gray 2x4 curved slope brick with studs. Rotate it horizontally so that it slopes to the front. Place its 3 leftmost columns of the front row on top of the 3 uncovered columns of the ppp.

28. Locate 1 black 1x3 rounded plate with open studs. Place it horizontally under the 8th to the 10th columns from the left of the back row, to the right of the 1x4 rounded plate. Locate 1 light bluish gray 1x1 plate. Place it centered horizontally under the ppp.

29. Locate 1 light bluish gray 1x4 rounded plate with 2 open studs. Place it horizontally to the left of the ppp. Locate 1 light bluish gray 1x2 plate. Place it horizontally to the left of the ppp.

30. Locate 1 green 1x2 rounded plate with open studs. Place it horizontally under the 2 rightmost columns of the back row.

31. The Game Boy's left side build is complete. Rotate it 90 degrees clockwise, so that it slopes to the left. Place its first 7 rows from the front of the rightmost column under the overhanging column to the left of the main build. It should be symmetrical to the right side.

Group 7 – Game Boy body (continued)

32. Flip the Game Boy upside down from right to left. Locate 1 black 1x3 rounded plate with open studs. Flip it upside down and rotate it horizontally. Place it on the 2nd to the 4th columns from the left of the 7th row from the front (do not count the protruding 2x4 tile as your first column). Locate 1 pearl gold 1x1 plate with horizontal clip. Flip it upside down so that its clip faces to the back. Place it to the right of the ppp. Locate 1 light bluish gray 1x1 plate. Flip it upside down and place it to the right of the ppp. Locate 1 pearl gold 1x1 plate with horizontal clip. Flip it upside down so that its clip faces to the back. Place it to the right of the ppp. Locate 1 medium nougat 2x3 plate with 1x1 cutout. Rotate it so it resembles the contraction for "and" in Braille. Flip it upside-down, maintaining the same orientation. Place its back row to the right of the ppp. Locate 1 reddish brown 1x4 rounded plate with 2 open studs. Flip it upside down and rotate it horizontally. Place it centered horizontally in front of the ppp.

33. Locate 1 pearl gold 1x1 round plate with open stud. Flip it upside down and place it on the 2nd column from the left of the 7th row from the front. Locate 1 black 1x8 plate. Flip it upside down and place it horizontally to the right of the ppp.

34. Put the main build to the side for now. Let's build the Game Boy's front side. Locate 1 reddish brown 1x4 rounded plate with 2 open studs. Place it horizontally in front of you. Locate 1 light bluish gray 2x2 round corner with stud. Place its right back stud on top of the leftmost column of the ppp, so that its curved edges face to the left and to the back.

35. Locate 1 light bluish gray 1x2 curved slope with stud. Rotate it vertically so that it slopes to the back. Place its front row on top of the 2nd column from the left, to the right of the ppp. Locate 1 light bluish gray 2x4 curved slope with studs. Rotate it horizontally so that it slopes to the back. Place its front row to the right of the front row of the ppp, so that it overhangs to the right by 2 columns.

36. Locate 1 black 2x4 plate. Rotate it horizontally. Place its 2 leftmost columns of the back row under the 2 overhanging rightmost columns of the front row.

37. Locate 2 light bluish gray 1x2 curved slopes with stud. Rotate them vertically so that they slope to the back. Take the first one and place its front row on top of the 2nd column from the right of the back row. Take the 2nd one and place it to the right of the ppp.

38. Locate 1 light bluish gray 1x3 double jumper plate. Place it horizontally on top of the 2nd to the 4th columns from the right of the back row. Locate 1 light bluish gray 1x1 tile. Place it to the left of the ppp. Locate 1 light bluish gray 1x3 double jumper plate. Place it horizontally to the left of the ppp.

39. Locate 1 light bluish gray 1x1 quarter round tile. Place it on the left stud of the ppp, so that its curved edge faces to the left and to the back.

40. Locate 1 light bluish gray 1x2 half circle jumper plate. Rotate it horizontally, so that its flat edge faces to the front. Place its leftmost column on top of the rightmost column of the back row, so that it overhangs to the right by 1 column. Locate 1 light bluish gray 1x1 quarter round tile. Place it on top of the ppp, so that its curved edge faces to the right and to the back.

41. Flip the Game Boy's front edge upside down from front to back. Place its overhanging row of 4 columns to the back on top of the 3th to the 6th columns from the right of the 2nd row from the front. The left side of the bottom edge should be flush with the left side of the main build.

Group 8 – Game Boy body (continued)

42. Locate 1 green 1x2 rounded plate with open studs. Flip it upside down and rotate it horizontally. Place it on the 3rd and 4th columns from the right of the 4th row from the front. Locate 1 green 1x4 plate. Flip it upside down and rotate it horizontally. Place it on the 2nd to the 5th columns from the left of the 3rd row from the front.

43. Locate 1 light bluish gray 2x2 round corner. Flip it upside down and rotate it so that its shape resembles an H in Braille. Place it on top of the front left corner of the Game Boy. Locate 2 yellow 1x2 rounded plates with open studs. Take the first one, flip it upside down, and rotate it vertically. Place it on the 2nd and 3rd rows from the front of the 2nd column from the left. Take the second one, flip it upside down, and rotate it horizontally. Place it on the 2nd and 3rd columns from the right of the 4th row from the front.

44. Let's make a small sub-build. Locate 1 light bluish gray 3x3 round corner plate. Place it in front of you, so that its curved edge faces to the right and to the back. Locate 1 light bluish gray 2x2 round corner brick without studs. Place it along the curved edge of the ppp. The sub-build is complete. Flip it upside down from the front to the back. Place its front left corner stud on top of the 3rd column from the right of the front row, so that its back right corner attaches to the 3rd row from the front of the rightmost column. This should make the Game Boy's left, front, and right edges flow smoothly from one to the other.

45.1 Let's make a small sub-build. Locate 1 light bluish gray 1x2 plate with 2x2 upright side studs. Place it vertically in front of you, so that its side studs face to the right. Locate 1 green 1x2 rounded plate with open studs. Rotate it horizontally upright so that its antistuds face to the left and attach it to the bottom row of right-facing side studs.

45.2 Locate 1 light bluish gray 1x2 panel. Rotate it horizontally upright so that its antistuds face to the left and the panel wall is on top. Attach it to the top row of right-facing side studs, above the ppp.

45.3 Locate 1 light bluish gray 1x2 plate with 2x2 side studs hanging down. Rotate it so that its 1x2 studs are facing to the right and its 2x2 side studs are facing downwards. Attach its antistuds to the bottom row of right-facing side studs. Locate 1 light bluish gray 2x2 tile. Flip it upside down and attach it to the bottom of the sub-build.

45.4 The sub-build is complete. Flip it upside down from the front to the back. Place its leftmost column on top of the 10th and 11th rows from the front of the leftmost column. It will slide into a gap between the horizontal wall in front of it with the 1x1 plates with clip on it, and the vertical part of the left wall behind it.

Group 9 – Game Boy body (continued)

46.1 Let's make a small sub-build. Locate 1 light bluish gray 1x2x2 panel. Place it horizontally in front of you, so that the side supports at the left and right of the panel piece face the front. Locate 1 light bluish gray 1x1 plate. Place it on top of the leftmost column of the ppp.

46.2 Locate 1 red 1x1 round plate with hollow stud and 1L handle. Place it to the right of the ppp, so that its handle faces to the front.

46.3 Locate 1 light bluish gray 1x2 tile. Place it centered horizontally on top of the sub-build.

46.4 Locate 2 light bluish gray 1x1 plates. Take the first one and place it under the leftmost column of the sub-build. Take the second one and place it below the ppp.

46.5 Locate 1 black 1x1 half circle short brick with side stud. Place it under the rightmost column of the sub-build, so that its side stud faces to the front.

46.6 The sub-build is complete. Flip it 90 degrees from back to front, so that its handle faces downwards. Attach the sub-build by placing its bottom-facing stud on top of the 4th row from the back of the 2nd column from the left. This should result in the sub-build's handle going into the hole located on the 7th row from the back of the 2nd column from the left.

47.1 Let's make a small sub-build. Locate 1 light bluish gray 1x2x2 panel. Place it horizontally in front of you, so that the side supports at the left and right of the panel piece face the front. Locate 1 light bluish gray 1x1 plate. Place it on top of the right column of the ppp.

47.2 Locate 1 red 1x1 round plate with hollow stud and 1L handle. Place it to the left of the ppp, so that its handle faces to the front.

47.3 Locate 1 light bluish gray 1x2 tile. Place it centered horizontally on top of the sub-build.

47.4 Locate 2 light bluish gray 1x1 plates. Take the first one and place it under the rightmost column of the sub-build. Take the second one and place it below the ppp.

47.5 Locate 1 black 1x1 half circle short brick with side stud. Place it under the leftmost column of the sub-build, so that its side stud faces to the front.

47.6 The sub-build is complete. Flip it 90 degrees from back to front, so that its handle faces downwards. Attach the sub-build by placing its bottom-facing stud on top of the 5th row from the back of the 2nd column from the right. This should result in the sub-build's handle going into the hole located on the 8th row from the back of the 2nd column from the right. Inserting these parts may be a bit finicky. We suggest inserting the handle of the 1x1 round plate with handle first, then line up the 1x1 half round brick's side-stud and mount it. A second pair of hands may be helpful, so this sub-build doesn't fall apart while connecting it.

Book 1, bag 3

Group 10 – D-pad

48. Locate 3 tan 2L bars with stop ring. Rotate each of them vertically and place them into the open studs on the following places: 2nd column from the left of the 2nd row from the front (into the front antistud of a vertical 1x2 rounded plate); 2nd column from the left of the 9th row from the front (an antistud of another rounded plate); 2nd column from the right of the 4th row from the front (the rightmost antistud of a horizontal 1x2 rounded plate).

49. Put the Game Boy build to the side for now. Let's make a sub-build for the D-pad circuitry. Locate 1 bright green 1x4 plate. Place it horizontally in front of you. Locate 1 medium nougat 1x5 plate. Rotate it vertically. Place its back row under the leftmost column of the ppp.

50. Locate 1 medium nougat 1x5 plate. Place it vertically to the right of the ppp.

51. Locate 1 reddish brown 1x3 plate. Place it vertically to the right of the ppp, so that it is flush with the back edge of the horizontal 1x4 plate.

52. Locate 1 tan 4x4 plate with 2x2 open center. Place it centered horizontally in front of the 1x4 plate on the back row, so that its right column is overhanging completely to the right.

53. Locate 1 light bluish gray 1x2 plate. Place it centered horizontally on the 3rd row from the front.

54. Locate 1 green 2x6 round semicircular plate. Rotate it vertically so that its curved edge faces to the left. Place its leftmost column under the rightmost column of the build, on the back, so that it is flush with the build's front edge. Locate 1 pearl gold 1x1 round plate with open stud. Place it on the rightmost column of the front row of the ppp.

55. Locate 1 black double axle connector (made of flexible rubber). Rotate it vertically upright, so that its axle holes face to the left and to the right. Locate 1 red 1x1 round plate with 1L handle on side. Attach its handle to the bottom axle hole of the ppp from left to right, so that its 1x1 round plate overhangs to the left. Attach this overhanging round plate to the 2nd column from the left of the 2nd row from the front. The double axle connector should fit to its right easily.

Group 11 – D-pad (continued)

56. Rotate the build 90 degrees clockwise. Locate 1 green 1x2 rounded plate with open studs. Place it vertically on the back of the 2nd column from the left. Locate 1 black 1x3 rounded plate with open studs. Rotate it vertically. Place its 2 back rows to the right of the ppp. Locate 1 bright green 1x4 plate. Rotate it vertically. Place its 3 front rows to the right of the ppp.

57. Locate 2 green 1x2 rounded plates with open studs. Take the first one and rotate it vertically. Place it on the 2nd and 3rd rows from the front of the leftmost column. Take the second one and rotate it horizontally. Place it to the right of the front row of the ppp.

58. Locate 4 yellowish green 1x1 round tiles with bar and pin hole. Flip them upside down and attach them to the following locations: 3rd row from the front of the leftmost column; 2nd row from the front of the 2nd column from the left; 4th row from the front of the 2nd column from the left; 3rd row from the front of the 3rd column from the left.

59. Locate 1 light bluish gray 1x2 plate with 2x4 upright side studs. Rotate it vertically so that its side studs face to the left. Place it on the 1st and 2nd rows from the back of the leftmost column. Place 1 dark bluish gray 1x1 cone on top of the front row of the ppp.

60. Locate 3 dark bluish gray 1x1 cones. Place them on top of the following locations: 2nd row from the front of the leftmost column; 2nd row from the front of the 3rd column from the left; 4th row from the front of the 3rd column from the left.

61. The D-pad circuitry sub-build is done. Bring back the Game Boy build. Place the sub-build on top of it so that its front row is on top of the 4th row from the front and on the 2nd to the 7th columns from the left. Notice that it will not connect to any studs.

Group 12 – Audio jack

62. Put the Game Boy build to the side for now. Let's make a sub-build for the audio jack connector. Locate 1 light bluish gray 4x6 tile with studs on edges. Place it horizontally in front of you, so that its edge without studs is to the front. Locate 1 light bluish gray 1x3 plate. Place it horizontally on the right end 3 studs of the back row.

63. Locate 1 light bluish gray 1x1 tile. Place it to the left of the ppp. Locate 1 light bluish gray 1x2 plate. Place it horizontally to the left of the ppp. Locate 1 medium nougat 2x2 corner plate. Rotate it so that its studs resemble an F in Braille. Place it in front of the ppp. Locate 1 pearl gold 1x1 plate with 1x1 upright side stud sticking up. Rotate it so that its side stud faces to the left. Place it on top of the leftmost column on the front row.

64. Locate 1 light bluish gray 1x4 plate. Place it centered vertically on top of the leftmost column. Locate 1 pearl gold 1x1 round plate with open stud. Place it on the 2nd row from the back of the 2nd column from the left.

65. Let's make a small sub-build. Locate 1 light bluish gray 1x2 plate with 2x4 upright side studs. Place it horizontally in front of you, so that its side studs face to the back.

66. Locate 1 black 1x1 half circle short brick with side stud. Place it on the right column of the ppp so that its side stud faces to the front. Locate 2 medium nougat 3x3 corner plates. Take the first one and rotate it so that its shape resembles an H in Braille. Place its rightmost column of the front row to the left of the ppp. Take the second one and place it on top of the ppp in the same orientation.

67. Locate 1 green 1x2 rounded plate with open studs. Place it vertically under the 2 back rows of the leftmost column of the sub-build. Locate 1 black 1x3 rounded plate with open studs. Rotate it horizontally. Place its middle column in front of the ppp, so that it overhangs to the left by 1 column.

68. Rotate the sub-build 180 degrees in the horizontal plane, so that its 2x4 side studs face to the front. Locate 2 black 1x2 slope tiles. Take the first one and attach it horizontally to the 2 leftmost columns of the bottom row of front-facing side studs, so that it slopes upwards. Take the second one and attach it to the right of the ppp, so that it also slopes upwards.

Group 13 – Audio jack (continued)

69. Locate 1 light bluish gray 1x2 slope tile with the text “SELECT” printed in dark blue on one side. Note that this tile slopes more steeply than previous 1x2 slope tiles we’ve used. It resembles a steep ramp. Rotate it horizontally upright so that its antistuds face to the back and it slopes to the right. Attach it above the ppp. Locate 1 light bluish gray 1x2 slope tile with the text “START” printed in dark blue on one side. This is the steeper kind of 1x2 slope tile we just placed. Rotate it horizontally upright so that its antistuds face to the back and it slopes to the right. Attach it to the left of the ppp. Since both pieces are identical and the only thing that distinguishes them is the print, ask a sighted friend to make sure that they are placed in the correct position.

70. The sub-build is complete. Place its rightmost column on top of the first 3 rows from the front of the rightmost column of the audio jack connector build.

71.1 Let’s make a small sub-build. Locate 1 light bluish gray 1x2 plate with 2x4 upright side studs. Place it vertically in front of you, so that its side studs face to the right. Locate 1 black 1x3 rounded plate with open studs. Rotate it vertically. Place its 2 front rows on top of the ppp, so that it overhangs to the back by 1 row.

71.2 Locate 1 reddish brown 1x3 plate. Place it vertically on top of the ppp.

71.3 Locate 1 light bluish gray 2x3 plate. Rotate it vertically. Place its rightmost column on top of the ppp, so that it overhangs to the left by 1 column.

71.4 The sub-build is complete. Place its overhanging column on top of the first 3 rows from the front of the rightmost column of the audio jack connector build.

72. Rotate the build 180 degrees on the horizontal plane. Locate 1 pearl gold 1x1 round plate with hollow stud. Place it on the back row of the rightmost column. Locate 1 medium nougat 2x2 corner plate. Rotate it so that its studs resemble a J in Braille. Place its rightmost column in front of the ppp.

73. Locate 1 light bluish gray 1x4 plate. Place it horizontally on the 3rd to the 7th columns from the left of the 2nd row from the front.

74. Locate 1 light bluish gray 1x2 brick. Place it horizontally on the 1st and 2nd columns from the left of the front row. Locate 1 light bluish gray 1x3 arch. Place it horizontally to the right of the ppp.

75. Locate 1 light bluish gray 1x4 tile. Place it centered vertically on the 2nd column from the left, so that it has no overhang. Locate 1 light bluish gray 2x4 tile with a dark bluish gray headphones icon and the text "PHONES". Rotate it horizontally. Place it to the right of the 2 front rows of the ppp. Ask a sighted friend to make sure that it is placed in the correct orientation.

76. The audio jack connector build is complete. Place its front row centered horizontally on top of the front row of the Game Boy build.

Group 14 – Game Boy

77.1 Let's make a small sub-build. Locate 1 red 2x4 brick. Place it horizontally in front of you. Locate 1 pearl gold 1x1 round plate with open stud. Place it under the leftmost column of the back row of the ppp.

77.2 Locate 1 dark bluish gray 1x2 plate with 1x2 upright side studs sticking up. Place it horizontally to the right of the ppp, so that its side studs face to the back.

77.3 The sub-build is complete. Place its front row on the 1st to the 4th columns from the left of the 8th row from the front of the Game Boy build.

78.1 Let's make a small sub-build. Locate 1 light bluish gray 1x2 plate with 2x4 upright side studs. Place it horizontally in front of you so that its side studs face to the front. Locate 1 green 1x3 brick. Rotate it vertically. Place its front row on top of the leftmost column of the ppp.

78.2 Locate 2 black 1x2 slope tiles. Take the first one and attach it to the 2 leftmost columns of the bottom row of the front-facing side studs, so that it slopes upwards. Take the second one and attach it to the right of the ppp, so that it slopes upwards too.

78.3 Locate 2 light bluish gray 1x2 steeper slope tiles. Attach the first one horizontally above the ppp, so that it slopes to the right. Take the second one and attach it horizontally to the left of the ppp, so that it slopes to the right too.

78.4 The sub-build is complete. Place the 2 rows of the 1x3 brick overhanging to the back on top of the 5th and 6th rows from the front of the 4th column from the left of the Game Boy build, to the front of the rightmost column of the red 2x4 brick from the previous step.

79. Locate 1 dark bluish gray 1x2 plate with 1x2 upright side studs sticking up. Rotate it vertically so that its side studs face to the right. Place it on top of the 5th and 6th rows from the front of the 5th column from the left, to the right of the back 2 studs of the 1x3 brick from the previous step. Locate 1 red 1x2 plate with vertical clip on short end. Rotate it vertically so that its clip is to the back. Place it behind the ppp, so that its clip overhangs to the back. Locate 1 black 1x3 rounded plate with open studs. Rotate it vertically. Place its 2 back rows on top of the ppp.

80.1 Let's make a small sub-build. Stack 2 light bluish gray 1x2 plates horizontally.

80.2 Locate 1 light bluish gray 1x2 plate with 1x2 upright side antistuds in the middle. Place it horizontally on top of the ppps, with the upright side studs at the right.

80.3 Place 1 green 1x2 rounded plate with open studs vertically upright on the 1x2 upright side studs of the ppp.

80.4 The small sub-build is complete. Rotate it so the vertically 1x2 part is at the right, and the 1x2 rounded plate is horizontally at the left. Place its leftmost stud on the back stud of a 1x3 rounded plate located on the 9th row from the front of the 5th column from the left. There will be the higher part of 1x4 horizontal studs to its left. The vertical 2x1 part will extend to the right. There will be a 1x1 gap underneath the sub-build's second stud. The back stud of its vertical part will be the sub-build's only connection point.

81. Locate 1 light bluish gray 1x6 tile with the text "Nintendo GAME BOY" in dark blue. Place it horizontally on the left of the 9th row from the front. The top edge of the ppp delineates the location of where the screen will be added later.

82.1 Let's make a sub-build for the D-pad. Locate 1 black 3x3 cross. Flip it upside down. Locate 1 pearl gold 1x1 round plate with open stud. Flip it upside down and attach it to the center of the ppp.

82.2 Locate 4 black 1x1 round plates. Flip them upside down and attach them to the free anti-studs of the 3x3 cross.

82.3 Locate 1 light aqua 2x2 round tile with open stud. Flip it upside down and attach it to the center of the sub-build.

82.4 The D-pad sub-build is complete. Flip it right-side up. Place its center on top of the 1x2 double axle connector (which is easy to identify since it is made out of flexible rubber) located on the 6th row from the front of the 2nd column from the left. Be careful, since at this point the D-pad will not be attached to anything and it will just be "floating" and not attached to the rest of the build.

83. Let's add some pieces to secure the D-pad in place. Locate 1 light bluish gray 2x2 tile. Place its back row on top of the 3rd and 4th columns from the left of the 8th row from the front. Locate 1 light bluish gray 1x4 tile. Rotate it vertically. Place it on the 2nd to the 5th rows from the front of the leftmost column.

84. Locate 2 light bluish gray 2x2 corner tiles. Take the first one and rotate it so that its shape resembles an F in Braille. Place its back row on top of the 1st and 2nd column from the left of the 8th row from the front. Take the second one and rotate it so that its shape resembles a J in Braille. Place its front row on the 3rd and 4th columns from the left of the 5th row from the front. The pieces of the previous and of the current step should secure the D-pad in place, giving it fun tactile feedback when pressing it in different directions.

Group 15 – A and B buttons module

85. Put the Game Boy build to the side for now. Let's make a sub-build for the A and B buttons module of the Game Boy. Locate 1 light bluish gray 2x2 plate. Place it in front of you. Locate 1 light bluish gray 1x2 plate. Place it centered vertically under the rightmost column of the ppp.

86. Locate 1 light bluish gray 1x2 plate with horizontal clip on short end. Place it vertically to the left of the ppp, so that its clip faces to the front.

87. Locate 1 light bluish gray 2x2 brick. Place it on top of the sub-build.

88.1 Let's make 2 identical sub-builds for the buttons. Locate 1 white tea plate with hollow stud (it resembles a 2x2 round tile with hollow stud, but much smaller). Place it in front of you. Locate 1 pearl gold 1x1 round plate with open stud. Place it on top of the ppp.

88.2 Locate 1 magenta 1x1 round brick. Place it on top of the ppp.

88.3 Locate 1 light bluish gray 2x2x1 2/3 brick with hole. Rotate it upright so that its antistuds face to the front and its hole faces upwards and downwards. Slide its hole onto the sub-build.

88.4 Locate 1 magenta kufi (which resembles a button) and attach it to the stud in the hole of the sub-build.

88.5 Rotate the sub-build upright so that its antistuds face downwards and its button faces to the back.

88.6 The first button sub-build is complete. Place its rightmost column on top of the leftmost column of the A and B buttons module, so that it overhangs to the left by 1 column. Build a second button sub-build by repeating steps 88.1 to 88.5. Place its rightmost column under the overhanging column of the other button sub-build.

Group 16 – A and B buttons module (continued)

89.1 Let's make a small sub-build. Locate 1 light bluish gray 2x2 corner plate. Rotate it so that its studs resemble an H in Braille. Locate 1 light bluish gray 1x2 plate with horizontal clip on short end. Place it centered vertically on the leftmost column of the ppp, so that its clip faces to the front.

89.2 Locate 1 dark bluish gray 1x1 plate with 1x1 side stud hanging down. Place it to the right of the front row of the ppp, so that its side stud faces to the right.

89.3 The sub-build is complete. Place its leftmost column on top of the rightmost column of the A and B buttons module.

90.1 Let's make a small sub-build. Locate 1 light bluish gray 2x2 corner plate. Rotate it so that its studs resemble a J in Braille. Locate 1 light bluish gray 1x2 plate with horizontal clip on short end. Place it centered vertically on the rightmost column of the ppp, so that its clip faces to the front.

90.2 Locate 1 light bluish gray 1x2 plate. Place it centered vertically on top of the ppp.

90.3 Locate 1 yellow 1x1 round tile. Place it on the leftmost column of the front row.

90.4 The sub-build is complete. Place its rightmost column on top of the leftmost column of the A and B buttons module.

91. Locate 1 reddish brown 1x1 short brick. Place it on the 2nd column from the left of the front row (we are counting the 1x1 round tile). Locate 2 light bluish gray 1x2 bricks. Take the first one and rotate it horizontally. Place its leftmost column on the rightmost column of the front row, so that it overhangs to the right by 1 column. Take the second one and rotate it vertically. Place its front row to the left of the ppp.

92. Locate 1 light bluish gray 1x3 plate. Place it horizontally on the right of the back row. Locate 1 green 1x6 plate. Place it horizontally on the right of the front row.

93. Locate 1 white small rubber band. Attach it around the 3 front-facing clips, so that it forms a triangle.

94. Rotate the A and B buttons module 180 degrees on the horizontal plane, so that its buttons face to the front and it is horizontal. Locate 1 light bluish gray 1x1 brick with an A in dark blue printed on it. Place it on the rightmost column of the front row, so that its print faces to the front. Ask a sighted friend to make sure that the brick is oriented properly.

95. Locate 1 light bluish gray 1x4 tile. Place it horizontally on the left of the back row. Locate 1 light bluish gray 2x2 corner tile. Rotate it so that its shape resembles a D in Braille. Place its back row to the right of the ppp.

96. Locate 1 light bluish gray 1x4 brick. Place it centered horizontally underneath of the front row.

97. The A and B buttons module is complete. Flip it 90 degrees from front to back. Then, rotate it 90 degrees clockwise, so that the antistuds of the ppp face to the left and the yellow 1x1 round tile is to the front and facing to the right. Place the module on top of the Game Boy build, so that said yellow 1x1 round tile is to the left of the 2L bar with stop ring located on the 2nd column from the right of the 4th row from the front. Then, push the module to the left so that it attaches properly to the Game Boy.

Group 17 – Speaker

98. Let's make a sub-build for the Game Boy's speaker. Locate 1 light bluish gray 3x3 round corner plate. Place it in front of you, so that its curved edge faces to the right and to the front. Locate 1 light bluish gray 3x3 round corner plate with 2x2 curved cutout. Place it along the curved edge of the ppp.

99. Locate 1 yellow 1x2 rounded plate with open studs. Rotate it vertically. Place its front row on the 2nd column from the left of the sub-build, so that it overhangs to the back by 1 row. Locate 1 pearl gold 1x1 round plate with open stud. Place it under the overhang of the ppp.

100. Locate 1 yellow 1x2 rounded plate with open studs. Place it vertically on the 2 back rows of the leftmost column.

101. Locate 1 black 2x2 round tile with stud. Place its left column on top of the ppp. Locate 1 pearl gold 1x1 round plate with open stud. Place it to the back of the rightmost column of the ppp.

102. Locate 1 light bluish gray 4x4 round corner tile with a B in dark blue and speaker pattern in dark bluish gray. Place it on top of the sub-build, so that their curved edges are aligned.

103. Locate 2 light bluish gray 1x1 plates. Take the first one and place it under the rightmost column of the back row. Take the second one and place it under the ppp.

104. The speaker build is complete. Place it on top of the Game boy build so that its curved edge is aligned with the Game Boy's front right curved corner.

Group 18 – Game Boy body

105.1 Let's make a small sub-build for the Game Boy's front left curved corner. Locate 2 light bluish gray 1x2 plates. Take the first one and place it vertically in front of you. Take the second one and place it vertically on top of the ppp.

105.2 Locate 2 light bluish gray 1x2 curved slope bricks with stud. Take the first one and rotate it horizontally, so that it slopes to the right. Place its rightmost column on top of the front row of the sub-build. Take the second one and place it to the back of the ppp. The sub-build should have an overhang to the left of 1 column.

105.3 The sub-build is complete. Rotate it so that its antistuds face to the right and it slopes to the front. Rotate the Game Boy build 90 degrees counterclockwise, so that the audio jack faces to the right. Attach the overhang of the sub-build to the rightmost column of front-facing side studs of the Game Boy build. The slopes should give the Game Boy's corner its round finishing.

106. Locate 1 pearl gold 1x1 round plate with open stud. Attach it to the bottom of the 2nd column from the right of the front-facing side studs. Locate 1 green 1x6 plate. Attach it horizontally to the left of the ppp.

107. Locate 1 light bluish gray 1x8 tile. Attach it centered horizontally to the bottom row of front-facing side studs.

108. Rotate the Game Boy build 90 degrees clockwise, so that the audio jack faces to the front. Locate 2 dark bluish gray tires. Insert them into the diagonal gaps located in the center behind the audio jack. These simulate the Game Boy's select and start buttons.

Book 1, bag 4 (plus 1 lenticular Game Boy screen with the Nintendo logo)

Group 19 – Screen

109.1 Let's make a small sub-build. Locate 1 light bluish gray 1x4 plate. Place it vertically in front of you. Locate 1 dark bluish gray 1x2 plate with handle on short end. Place it vertically on top of the 2 front rows of the ppp, so that its handle faces to the front.

109.2 Locate 1 green 1x3 plate. Place it vertically behind the ppp, so that it overhangs to the back by 1 row. Locate 1 black 1x2 inverted curve slope. Rotate it vertically, so that it slopes to the back. Place its front row under the overhang of the ppp.

109.3 Locate 1 light bluish gray 1x2 ingot tile. Rotate it vertically. Place its back row on top of the back row of the ppp. Locate 1 light bluish gray 1x4 tile. Place it vertically in front of the ppp.

109.4 The small sub-build is complete. Attach its front-facing handle to the back-facing vertical clip located on the 5th column from the left, behind the Nintendo GAME BOY tile that delineates where the screen will be added later. Do not confuse it with any of the other 2 vertical clips located on the 4th and 6th columns from the left, which are also lower.

110. Let's make a build for the back part of the Game Boy edge. Place 1 light bluish gray 1x6 plate in front of you.

111. Locate 2 light bluish gray 2x2 corner plates. Take the first one and rotate it so that its studs resemble a D in Braille. Place its back row on the 2 leftmost columns of the ppp. Take the second one and rotate it so that its studs resemble an F in Braille. Place it to the right of the ppp. This should result in an overhanging row to the front.

112. Locate 1 reddish brown 1x4 rounded plate with 2 open studs. Rotate it horizontally. Place its 2 center columns under the overhang of the previous step.

113. Locate 2 pearl gold 1x1 round plates with open studs. Place them on the leftmost and rightmost columns of the ppp.

114. Locate 1 light bluish gray 2x2 plate. Place its back row on the 2 rightmost columns of the back row, so that it overhangs to the front by 1 row.

115. Locate 1 dark bluish gray 1x2 plate. Place it centered horizontally under the overhang of the ppp.

116. Locate 1 light bluish gray 1x1 tile. Place it on the rightmost column of the back row. Locate 1 light bluish gray 1x8 tile with the text "OFF-ON" printed in dark bluish gray. Place it horizontally to the left of the ppp, so that it overhangs to the left by 3 columns. Locate 1 dark bluish gray 1x6 tile with the text "DOT MATRIX WITH STEREO" printed in light bluish gray. Place it horizontally in front of the ppp, so that it is flush with its left edge. Locate 1 dark bluish gray 1x3 tile with the text "SOUND" printed in light bluish gray. Place it to the right of the ppp. Ask a sighted friend to make sure that the printed pieces are oriented correctly.

Group 19 – Screen (continued)

117. Flip the build upside down, from front to back and rotate it 180 degrees on the horizontal plane, so that the 1x4 rounded plate is at the front in the middle. Locate 1 light bluish gray 1x2 brick with 2 holes. Flip it upside down. Place it vertically on the 3rd column from the right, so that its holes face to the left and right.

118. Locate 1 light bluish gray 3L technic pin. Attach its short end to the back hole of the ppp, so that its 2L side is free to the right. Locate 1 dark bluish gray 1x1 brick with hole. Rotate it so that its antistud faces to the front and its hole faces to the left and right. Attach it to the ppp, so that the pin overhangs to the right by 1L.

119. Locate 2 tan 2L bars with stop ring. Take the first one and insert it into the open stud located on the 3rd column from the left of the front row. Take the second one and insert it into the open stud located on the 7th column from the left of the front row.

120.1 Let's make a small sub-build. Locate 1 light bluish gray 2x2 plate. Place it in front of you.

120.2 Locate 1 light bluish gray 2x3 plate with 1x1 cutout. Rotate it horizontally so that its cutout is to the front. Place its leftmost column on top of the rightmost column of the ppp, so that it overhangs to the right by 2 columns.

120.3 Locate 1 light bluish gray 1x4 plate. Rotate it horizontally. Place its 2 leftmost columns under the 2 columns from the right of the back row. Locate 1 reddish brown 1x4 rounded plate with 2 open studs. Place it horizontally in front of the ppp.

120.4 The small sub-build is complete. Attach it by inserting the 2 open studs on the front row into the 2 bars located on the 3rd and 7th columns from the left of the front row of the build.

121.1 Let's make a small sub-build. Locate 1 light bluish gray 1x2 plate with 2x2 upright studs. Place it horizontally in front of you, so that its side studs face to the front. Locate 1 black 1x2 tile. Place it horizontally on top of the ppp.

121.2 Locate 1 black 1x3 rounded plate with open studs. Rotate it horizontally upright, so that its antistuds face to the back. Attach its rightmost column to the leftmost column of the bottom row of the front-facing side studs, so that it overhangs to the left by 2 columns.

121.3 The small sub-build is complete. Rotate it 90 degrees from front to back, so that its side studs are facing upwards. Attach it by inserting the open stud of the leftmost column of the front row into the bar located on the 7th column from the left of the front row.

122. Locate 2 pearl gold 1x1 round plates with open studs. Place them on top of the 3rd and 5th columns from the left of the front row.

123. Locate 1 dark bluish gray 1x1 plate with 1x2 side studs hanging down. Place it on the leftmost column of the front row, so that its side studs face to the left. Locate 1 light bluish gray 1x1 plate with 1x2 side studs hanging down. Place it behind the ppp, so that its side studs face to the left.

124. Locate 1 light bluish gray 1x1 plate with 1x2 side studs hanging down. Place it on the rightmost column of the back row, so that its side studs face to the right. Locate 1 dark bluish gray 1x2 plate with 2x2 side studs hanging down. Place it vertically in front of the ppp, so that its side studs face to the right and it overhangs to the front by 1 row.

125. Locate 1 light bluish gray 2x2 tile with studs on edge. Rotate it so that its studs are on the left column. Place it centered vertically on the 2 leftmost columns of the build. Locate 1 light bluish gray 2x3 tile. Place it horizontally to the right of the ppp. Locate 1 light bluish gray 2x2 tile. Place it to the right of the ppp. Locate 1 light bluish gray 2x2 tile with studs on edge. Rotate it so that its studs are on the right column. Place it to the right of the ppp. Locate 1 light bluish gray 1x1 plate. Place it in front of the right column of the ppp.

126. The back part of the Game Boy edge build is complete. Rotate it 180 degrees on the horizontal plane. Then, rotate it 180 degrees from front to back. Place its back row centered horizontally on the back row of the Game Boy build.

Group 21 – Screen (continued)

127. Let's make a build for the Game Boy screen. Locate 1 dark bluish gray 1x6x6 window frame. Place it horizontally in front of you, so that the indents where the glass snaps in are at the corners of the piece at the front. Locate 1 trans-clear 1x6x6 window. Attach it to the front of the ppp.

128. Locate 1 dark bluish gray 1x1 plate. Place it on top of the rightmost column. Locate 1 dark bluish gray 1x3 brick. Place it horizontally to the left of the ppp.

129. Locate 1 dark bluish gray 2x2 plate with 1x2 side studs. Rotate it so that its side studs face to the back. Place its front row to the left of the ppp, so that it overhangs to the back by 1 row. Locate 1 dark bluish gray 1x2 plate. Place it centered horizontally on top of the front row of the ppp. Locate 1 dark bluish gray 2x2 plate. Place its front row on top of the ppp.

130. Locate 1 dark bluish gray 1x2x1 2/3 curved slope brick. Rotate it horizontally so that it slopes to the right. Place its leftmost column on top of the rightmost column of the front row.

131. Locate 1 dark bluish gray 1x1x5 brick. Place it under the ppp. Locate 1 dark bluish gray 1x1 plate. Place it under the ppp.

132.1 Let's make a small sub-build. Locate 2 dark bluish gray 1x1x1 2/3 bricks with side studs. Take the first one and place it in front of you, so that its side studs face to the right. Take the second one and place it on top of the ppp, so that its side studs face to the left.

132.2 Locate 1 dark bluish gray 1x1 plate. Place it on top of the ppp.

132.3 Locate 1 dark bluish gray 1x1 brick with a red dot and the text "BATTERY" printed in white. Place it on top of the ppp. Ask a sighted friend to make sure the piece is oriented correctly. Locate 1 dark bluish gray 1x1 tile. Place it on top of the ppp.

132.4 The small sub-build is complete. Flip it 90 degrees counterclockwise on the vertical plane, so that its antistud faces to the right. Attach it to the bottom of the screen build, so that it is flush with its right edge. The tile should be at the left.

133. Locate 2 dark bluish gray 1x1 plates. Take the first one and place it under the leftmost column of the screen build. Take the second one and place it under the ppp.

134. The screen build is complete. Flip it 90 degrees from front to back. Rotate it 90 degrees clockwise on the horizontal plane. Place it centered horizontally on top of the Game Boy build, so that its front edge is in front of the 2nd row from the back.

Group 21 – Game Boy body

135. Rotate the Game Boy 90 degrees counterclockwise on the horizontal plane. Locate 1 light bluish gray 2x2 plate. Rotate it upright, so that its antistuds face to the back. Attach its top row to the 2 leftmost columns of side-studs at the front left of the build. Locate 1 light bluish gray 2x2 corner plate. Rotate it upright, so that its antistuds face to the back and its studs resemble an F in Braille. Place it to the right of the ppp. Locate 1 light bluish gray 1x2 plate with wheel holder on long edge. Rotate it horizontally upright, so that its antistuds face to the back and its wheel holder faces down. Locate 1 black 12 tooth technic gear. Attach it to the wheel holder of the ppp, so that its flat face faces upwards. Attach the 1x2 plate to the right of the top row of the ppp. Locate 1 light bluish gray 1x10 plate. Rotate it horizontally upright, so that its antistuds face to the back. Place it to the right of the ppp.

136. Locate 1 light bluish gray 1x8 tile. Rotate it horizontally upright, so that its antistuds face to the back. Attach it at the right of the top row of front-facing side studs. Locate 1 light bluish gray 1x8 tile with the text "CONTRAST" printed in dark bluish gray. Attach it horizontally to the left of the ppp. Ask a sighted friend to make sure that the piece is oriented properly. Locate 1 light bluish gray 2x2 corner tile. Rotate it upright, so that its antistuds face to the back and its shape resembles an H in Braille. Place its top row to the left of the ppp. Locate 1 light bluish gray 1x1 tile. Attach it to the right of the bottom row of the ppp.

137. Rotate the Game Boy build 180 degrees on the horizontal plane. Locate 1 light bluish gray 2x3 plate. Rotate it horizontally upright, so that its antistuds face to the back. Attach it to the 3 rightmost columns of side studs at the front right of the build. Locate 1 light bluish gray 2x2 corner plate. Rotate it upright, so that its antistuds face to the back and its studs resemble a D in Braille. Place it to the left of the ppp. Locate 1 light bluish gray 1x2 plate with wheel holder on long edge. Rotate it horizontally upright, so that its antistuds face to the back and its wheel holder faces down. Locate 1 black 12 tooth technic gear. Attach it to the wheel holder of the ppp, so that its flat face faces upwards. Attach the 1x2 plate to the left of the top row of the ppp.

138. Locate 1 light bluish gray 1x3x2 inverted arch. Rotate it horizontally upright, so that its antistuds face to the front and its curved edge faces to the right and to the back. Insert it into the Game Boy so that its antistuds are to the left of the ppp.

139. Locate 1 light bluish gray 2x2 corner tile. Rotate it upright so that its antistuds face to the back and its shape resembles a J in Braille. Attach its rightmost column to the rightmost column of front-facing side studs. Locate 1 light bluish gray 1x2 ingot tile. Attach it horizontally upright to the left of the bottom row of the ppp. Locate 1 light bluish gray 1x4 tile with the text "EXT. CONNECTOR" printed in dark bluish gray. Attach it centered horizontally upright above the ppp. Locate 1 light bluish gray 1x8 tile with the text "VOL." and a small triangle printed in dark bluish gray. Attach it horizontally upright to the left of the ppp. Ask a sighted friend to make sure that the printed pieces are oriented correctly.

140. Rotate the Game Boy 90 degrees counterclockwise on the horizontal plane. Stand it up by flipping it 90 degrees from front to back. Rotate it 180 degrees on the horizontal plane, so that its screen faces to the back. We can now insert the lenticular screen. You can do so by removing the front-facing 6x8 tile. Carefully pull the built bar to the front. Insert the lenticular screen so that its printed face faces to the front. Then, reverse the process: push the built bar to the back to fix the lenticular screen in place and reattach the 6x8 tile. Ask a sighted friend to make sure that the lenticular screen is oriented correctly. You can choose between three of them: the first one with the Nintendo logo pattern (just some text with the word "Nintendo" on top of a yellowish-green background, characteristic of the Game Boy screen; the lenticular effect makes the text move from the top to the bottom of the screen), the second one with a scene of Super Mario Land, and the last one with a scene of The Legend of Zelda Link's Awakening (both of the latter were described before).

Book 1, bag 5

Group 23 – Game Boy stand

1. Locate 1 black 6x8 plate. Place it vertically in front of you. Locate 1 black 2x2x3 slope. Place it on the 2 back rows of the 2 rightmost columns of the ppp, so that it slopes to the back.

2. Locate 3 black 2x2x3 slopes. Take the first one and place it symmetrically to the front of the ppp. Take the remaining 2 and place them symmetrically on the left.

3. Locate 1 black 2x6 tile. Place it horizontally on top of the 4 black 2x2x3 slopes, so that it is centered horizontally and vertically.

4. Locate 2 black 2x4 tiles. Take the first one and place it vertically on the 2 leftmost columns of the first 4 rows from the front. Take the second and place it symmetrically on the right. Locate 1 black 2x2 tile with pin. Place it centered horizontally on the 2 front rows, between the ppps.

5. The Game Boy stand is complete. You can rest the Game Boy on top of it, by placing the hole located on its bottom on top of the stand's pin.

Group 24 – The Legend of Zelda cartridge

1. Locate 1 dark bluish gray 3x4 plate with locking dual fingers. Place it horizontally in front of you, so that its locking fingers face to the front. Locate 1 pearl gold 1x2 grille tile. Place it centered horizontally on the front row of the ppp.

2. Locate 2 pearl gold 1x2 grille tiles. Take the first one and place it horizontally to the left of the ppp, so that it overhangs to the left by 1 column. Take the second one and place it symmetrically on the right.

3. Locate 2 dark bluish gray 1x4 plates. Take the first one and rotate it vertically. Place its 2nd row from the front under the overhang of the ppp. Take the second one and place it symmetrically to the left. Locate 2 dark green 1x2 plates. Take the first one and rotate it vertically. Place it on the 2 back rows of the ppp. Take the second one and place it symmetrically on the right.

4. Locate 1 black 2x3 plate. Rotate it vertically. Place its 2 front rows to the left of the ppp, so that it overhangs to the back by 1 row. Locate 1 light bluish gray 1x1 round plate with open stud. Place it to the left of the front row of the ppp. Locate 1 black 1x1 plate. Place it to the left of the ppp. Locate 1 dark green 1x2 plate. Place it vertically to the back of the ppp, so that it overhangs to the back by 1 row.

5. Locate 2 dark bluish gray 2x2 plates with 1x2 side studs. Take the first one and rotate it so that its side studs face to the left. Place its front right stud under the overhang of the ppp. Take the second one and place it symmetrically on the right. Locate 1 dark bluish gray 2x2 plate. Place it between the ppps, so that it is flush with their back edges.

6. Locate 1 black 1x2 plate. Rotate it vertically. Place its front row on the 2nd column from the left of the back row, so that it overhangs to the back by 1 row. Locate 1 dark green 1x4 plate. Rotate it vertically. Place its 2 back rows to the right of the ppp.

Group 25 – The Legend of Zelda cartridge (continued)

7.1 Let's make a small sub-build. Locate 1 dark bluish gray 2x6 plate with 1x4 upright side studs. Place it horizontally in front of you so that its side studs face to the back. Locate 2 dark bluish gray 1x1 plates. Place them on the back row, on the leftmost and rightmost columns.

7.2 Locate 2 pearl gold 1x1 plates. Place them in front of the ppps.

7.3 The sub-build is complete. Place the 2nd and 3rd columns from the left of the front row under the overhanging row to the back of the cartridge build.

8. Locate 1 light bluish gray 2x2 round tile with silver lines and bolts pattern. Place it on the 2nd and 3rd rows from the back of the 2nd and 3rd columns from the right. This tile represents the internal battery that some Game Boy cartridges had, which was used to keep the internal clock in the game and save your progress.

9. Locate 1 dark bluish gray 6x6 tile. Place it centered horizontally on top of the first 6 rows from the front, so that there 2 studded rows at the back.

10. We need to apply sticker 2 (a rectangular pearl gold background with the logo of The Legend of Zelda, where the text "THE LEGEND OF" is written in small letters on the top right corner and the word "ZELDA" is written in large red letters at the center, with a sword going across the Z and with a shield behind it) to the ppp. Ask a sighted friend to make sure that the sticker is applied and oriented correctly.

11. Locate 1 dark bluish gray 2x6 tile with the "Nintendo GAME BOY" text in light bluish gray. Place it centered horizontally on the 2 back rows. Ask a sighted friend to make sure that the tile is oriented correctly.

12. Locate 2 dark bluish gray 1x8 tiles. Take the first one and attach it to the side studs on the right face of the cartridge, so that it is centered and it has no overhang. Take the second one and place it symmetrically on the left.

13. Locate 1 dark bluish gray 1x6 tile. Attach it to the side studs on the back face of the cartridge, so that it is flush to its left edge.

14. The cartridge is complete. If you wish, you can insert it into the cartridge of the Game Boy by rotating it 180 degrees in the horizontal plane and standing it upright by flipping it 90 degrees from front to back. However, feel free to choose which cartridge you want to insert and which cartridge you want to display on the cartridge stand of the Game Boy!

We are done with the set! You can proudly display your Game Boy on its stand, together with the accompanying cartridges. This will make a great decoration piece for any room.

At the end of the instruction booklet, you will find the set's inventory, an invitation to share feedback, and an image of a real Game Boy.

Congratulations on finishing building "Game Boy"! This was a dense set. Feel proud of your achievement. Thank you so much for building this set.

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