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INSTRUCTION BOOKLET

Hey You, Pikachu!™

NINTENDO 64

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Thank you for selecting the Hey You, Pikachu!™ Game Pak for the Nintendo® 64 system.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Keep this instruction booklet and warranty information in a safe place for future reference.

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The Nintendo® 64 Controller

The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows subtle control that is not possible using the conventional + Control Pad.



When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.

If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.

The Control Stick is a precision instrument—make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair Center℠.

Holding the Controller



While playing Hey You, Pikachu!, we recommend you use the hand positions shown at left. By holding the controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access the A, B or C Buttons.

Connecting the Controller

To play this game, you must connect a controller to Socket One, located on the front panel of the Control Deck.

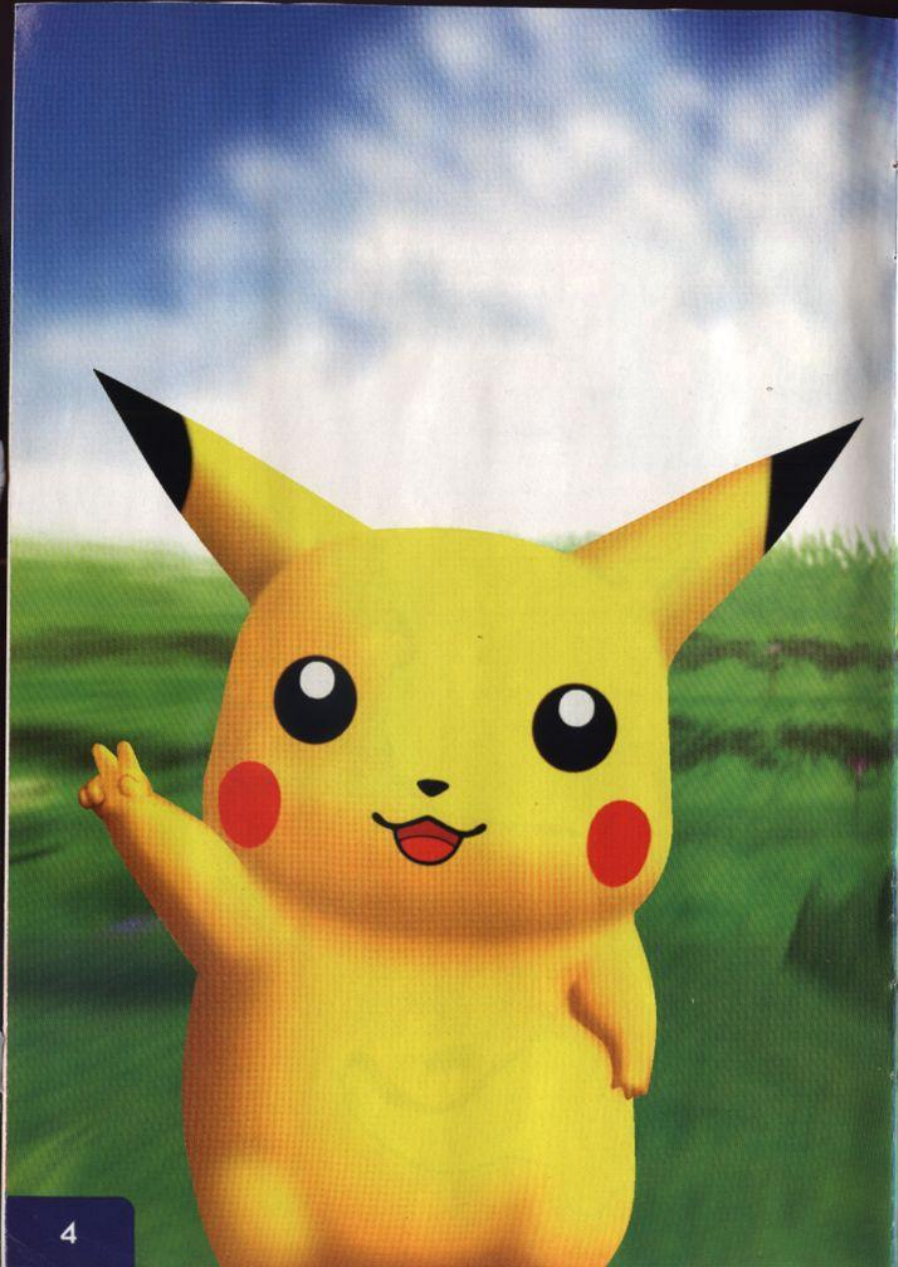


Next, connect the VRU to the appropriate socket. For more information, please consult the N64 Voice Recognition Unit Instruction Booklet.

If you change the connection during the game, you will need to either press RESET or turn the power OFF to make the connection active.

Connecting the Microphone

This game is compatible with the microphone accessory. Before using it, be sure to read the N64 VRU instruction booklet carefully. Make sure that the Control Deck is turned OFF when inserting the microphone accessory.



Meet the Professor



Allow me to introduce myself. I am Professor Oak, and I'm a Pokémon researcher. Maybe you've heard of me. How would you like to be friends with a Pokémon?

Lately, I've been busy working on a portable computer I call the PokéHelper. It will let people communicate with Pokémon. In fact, I recently finished a prototype of the PokéHelper, and I'm looking for someone to help me test it.

I was thinking that you might be just the person to give it a try and possibly get to be friends with a Pokémon, but first I need to test you to make sure you can use the PokéHelper. I've already sent it to your house. Go ahead and try it. If you pass my test, I'll let you keep the PokéHelper for a while.

How about it? Are you ready to begin?

Before You Begin



1. Connecting the N64 VRU



Insert a Controller into the Player 1 controller socket (the one on the far left). Insert the N64 VRU into Socket 4 (the one on the far right). Does it look like the picture on the left?

NOTE: Please read the included NINTENDO 64 VRU Instruction Booklet carefully.

2. Connecting the Microphone



Attach the controller strap to your Controller as explained in the Nintendo 64 VRU Instruction Booklet, and attach the microphone to the microphone clip.

3. Holding the Controller



It is recommended that you hold your Controller as shown in the picture on the left while playing Hey You, Pikachu!





Using the Controller

Top



L Button
Microphone Switch (just like the Z Button)

START
Press to start the game

Control Stick
Move
Make selections

A Button
Read conversation text
Pick up items

B Button
Help Button
Press for hints and advice
(see page 15)



The Z Button is your microphone switch. Don't forget!

Bottom



Z Button
Microphone Switch
Hold this Button when you want to speak to Pikachu
Hold it only while speaking

There are a variety of other controls besides these. I will teach them to you as you play, so pay attention.



Talking to Pikachu



I see you passed my test. Have you spoken to Pikachu much? Let me give you a little advice about talking to Pikachu.

Like all Pokémon and most animals, Pikachu is easily confused by long sentences, so say words one at a time. Also, Pikachu may not always listen the first time you say a word. It is very important to first get Pikachu's attention by calling its name. Once you have Pikachu's attention, then you can talk to it.

As you play, Professor Oak will teach you special words that Pikachu understands. Try to use these words since Pikachu knows them best. Just like when talking to animals, you may have to say a word several times before Pikachu will understand what you mean. Be sure you are patient and speak clearly. If you still have trouble, the following tips may help you communicate better with Pikachu.



Tips for Talking to Pikachu

- Press and hold the Z Button before you start talking.
- Release the Z Button after you finish talking.
- Get Pikachu's attention before giving it instructions. If Pikachu is busy running around or playing with something, it might not listen to you.
- Say words that Pikachu understands. (Words shown in red in the game.)
- Say words one at a time. Try not to say long sentences, unless you're instructed to.
- Speak clearly and pronounce words properly. Pikachu understands standard English best.
- Play in a quiet area. If there is too much background noise, Pikachu might get confused.



Did you see a bubble appear as you spoke to Pikachu? If a bubble doesn't appear, try speaking a little louder. If things just don't seem to go right, see page 15.



Meet the Characters

These are some of the characters you'll meet in Hey You, Pikachu! Keep your eyes open for others!



Pikachu

- Mouse Pokémon
- Height: 1' 8"
- You'll first meet Pikachu in Viridian Forest
- Pikachu listens to you, communicates with you, and plays with you

Professor Oak



- Pokémon Researcher
- He recently invented the PokéHelper
- Professor Oak has asked to use you as a test subject in his latest research project
- Listen to Professor Oak's advice. He'll give you important hints.

Mom



- The main character's mother
- She talks to you when you leave the house and come back home
- She loves Pikachu

Getting Started



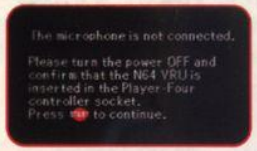
So, are you ready?
OK, then. It's finally time to meet Pikachu!



Playing for the First Time

Insert your Hey You, Pikachu! Game Pak into your N64 Control Deck and turn the power ON.

Press START on the Title Screen. The first time you play, you will see a screen like the one shown on the left. In Hey You, Pikachu!, you can save two different game files at one time. Choose the file you wish to use and press the A Button.



!

If the screen on the left appears, turn the power OFF and confirm that the N64 VRU is connected properly.



Continuing Your Game

If you choose Continue on the Title Screen, the screen on the left will appear. Choose the file you wish to play and press the A Button.

!

If you want to start again from the beginning, choose New Game. However, any game saved to that file will be erased, so be careful.



Warning About Saving Your Game

If you press the A Button when the screen on the left is shown, the game will begin saving your data. Do not turn the power OFF or remove your Controller or the N64 VRU while data is being saved.

Viewing the Game Screen



If you look carefully at the screen, you'll find a number of hints that will help make the game more fun.



Normal Game Screen

Message Bar

Professor Oak's hints will be displayed here.

Speech Sign

This sign appears when Pikachu wants to speak to you.

Pikachu Icons

Pikachu's Mood

Pikachu's Electric Power



Microphone Icons



Normal



When holding the Z (L) Button



Your voice is being heard properly



Your voice is too quiet or there is too much other noise



The microphone can't be used



The VRU is not connected

PokéHelper Screens

Status



See how many Pika Points you have and how many times you've spoken to Pikachu.

Days



See the number of days that you have spent with Pikachu since you first met.

Settings



Change the volume for music and sound effects or set the sound to Stereo or Mono.

A World of Fun



Now I'll show you some of the places where you and Pikachu can play together!



Olivine Lake



This lake is always wrapped in fog. One could easily get lost here. Rumor has it that Haunter™ can sometimes be seen near its shores.

Viridian Forest

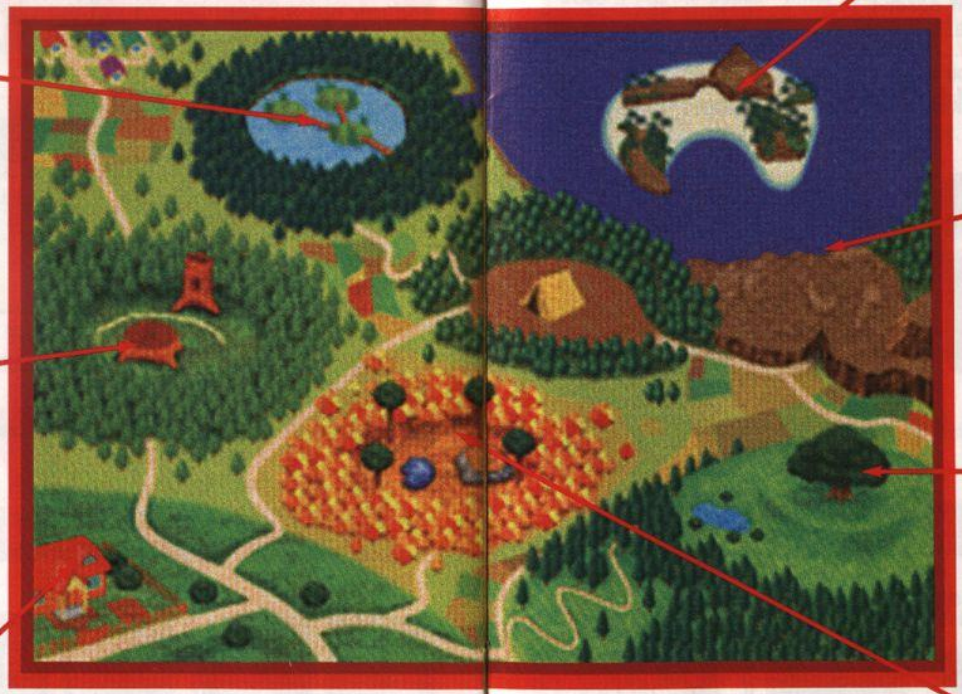


This is where you'll meet Pikachu. I think Pikachu lives in the area.

Home



This is where you'll spend your nights. You'll leave home each day to go play with Pikachu. Of course, you can play in your room or in the yard if you'd like.



Cobalt Island



Old stories tell of pirate treasure buried all over this island. It's a great place for a treasure hunt.

Cobalt Coast



The best way to journey to Cobalt Island is from this shore, but there's no boat here. You'll have to find a way to cross the sea.

Springleaf Field



Pikachu often goes for walks in this field. This is the kind of place that Oddish™ would like.

Ochre Woods



A lot of the plants that grow in this forest can be eaten, so it's the perfect place for a picnic. You may even find one of your favorite Pokemon in the area...

Listen to Professor Oak

When Pikachu doesn't listen...

Pikachu is a wild Pokémon. There will be times when it wants to talk and times when it doesn't.

If Pikachu just doesn't listen, or if you see Pikachu acting like it shows in the screens below, wait a little while before talking to it. Here's what happens when you do...



Pikachu is busy moving around. Even if it hears your voice, it might not pay attention to you.



When Pikachu is focused on something else, it might not even listen to what you are saying.

Look! The Speech Signs appeared!



Speech Signs appeared on the left and right sides of the screen. Once these signs appear, you can talk to Pikachu, so get the microphone ready to talk.

I wonder if you can become true friends with Pikachu? I'll give you some hints for having fun with Pikachu.

When Pikachu doesn't recognize your words...

Does a bubble appear when you speak to Pikachu? If you don't see a bubble, be sure to check the following:

Check 1 Are you holding the Z or L Button as you speak? If not, Pikachu won't hear a word you say.

Check 2 Are you speaking quietly, or is the microphone too far from your mouth? It's important to speak clearly to Pikachu. Don't be shy. Also, be sure the microphone isn't too far away.

Check 3 Are the microphone and Controller connected as explained in this Instruction Booklet? Confirm that everything is connected properly.

Check 4 See my tips on page 8. You can also ask someone at home for help.

Using the Help Button (B Button)

Use this Button to get information about different items. The more you use it, the more fun you'll have.

For instance, point to an apple with the cursor and press the B Button.



Look! There's an explanation for the apple! Pay attention to words in red. These are words that Pikachu knows very well.

Special Features





Now let me introduce some features I'll be adding to the PokéHelper.

The PokéHelper Toolbox

This Toolbox can hold the PokéHelper, as well as other items and food. Take it with you whenever you go out to play.



Three Camera Modes

1 Normal Mode

Use the Control Stick to move through areas and see the things you want to see.



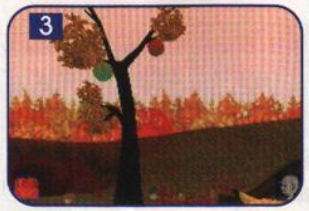
2 Pikachu Mode

In this mode, the camera will always focus on Pikachu. Even if you move away, you will always face Pikachu.



3 View Mode

Use this mode to stand in place and turn in any direction you like. This mode is useful for looking high into the trees and sky, or at the items on the ground by your feet.





I'm still developing the PokéHelper, so I'll be adding some of these modes and teaching you how to use them as you play.

A Few Words Pikachu Knows





Below is a sample of what I've learned from my research. I'll give you more tips as you play. Watch for words in red, since Pikachu knows these words. Also, check the quick start card for more words to try.

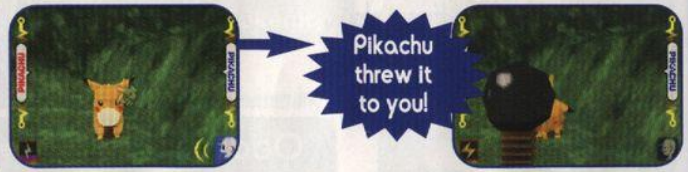
When Pikachu is holding food...

Tell Pikachu to "eat it"



When Pikachu is holding something...

Tell Pikachu to "throw it"



At times, you may have to scold Pikachu...

Tell Pikachu to "stop that"



If you say "electric XXX"





Pikachu's Friends

There are many other Pokémon besides Pikachu. Have you met them yet?



Bulbasaur™ - Seed Pokémon

Height: 2′ 4″ Weight: 15 lbs.
It is often in Ochre Woods. It is known to hold picnics on occasion.

Squirtle™ - Tiny Turtle Pokémon

Height: 1′ 8″ Weight: 20 lbs.
It can be seen in many different places.
It gets along very well with Pikachu.





Oddish™ - Weed Pokémon

Height: 1′ 8″ Weight: 12 lbs.
It is mostly found in Springleaf Field.

Poliwag™ - Tadpole Pokémon

Height: 2′ 0″ Weight: 27 lbs.
It is said to be lost in Olivine Lake.





There are other Pokémon besides these. It will be fun to see just how many you can find.

Pokémon Found at Fishing Holes



Let me introduce some of the Pokémon you can catch when you go fishing with Pikachu.





Magikarp™ - Fish Pokémon

Size: 2′ 11″ Weight: 22 lbs.
These can be caught at a number of fishing holes. These Pokémon are known for being weak.

Goldeen™ - Goldfish Pokémon

Height: 2′0″ Weight: 33 lbs.
These Pokemon are beautiful when swimming.
They can be caught anywhere.





Krabby™ - River Crab Pokémon

Height: 1′4″ Weight: 14 lbs.
These are often caught near the sea.
Some stories even tell of giant Krabby.

Apparently, there are a number of other Pokémon that can be caught. The sizes shown above match those in the Pokédex, but it seems the sizes of the Pokémon that can be caught may vary. There seems to be a special trick to catching very large Pokémon.



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