

Nintendo

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Pokémon Snap™

INSTRUCTION BOOKLET

NINTENDO 64

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® SYSTEM, GAME PAK OR ACCESSORY.

Original Nintendo Seal of Quality ™

This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

Thank you for selecting the Pokémon Snap™ 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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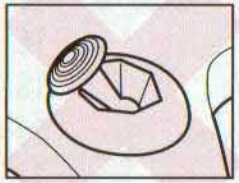
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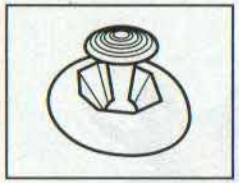
THE NINTENDO 64 CONTROLLER

Control Stick Function
The Nintendo 64 Control Stick uses an analogue system to read the angles and directions of its movement. This allows precision 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 centre position (as shown in the picture on the left) then press START while holding down 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.



Holding the Nintendo 64 Controller
While playing the Pokémon Snap game, we recommend you use the hand positions shown on the 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. Place your left index finger on the Z Button on the back of the controller.

Connecting the Nintendo 64 Controller
To play this game, you must connect a controller to Socket One, located on the front panel of the Control Deck.

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.

This game is designed for one player, so only one controller is needed.



N64 Rumble Pak™
This game is compatible with the Rumble Pak™ accessory. Before using it, make sure to read the Rumble Pak accessory instruction booklet carefully. Make sure that the Control Deck is OFF when inserting the Rumble Pak accessory.

A Letter from Professor Oak

One day, a talented young photographer named Todd received an interesting letter from Professor Oak, the famous Pokémon researcher...



Dear Todd,

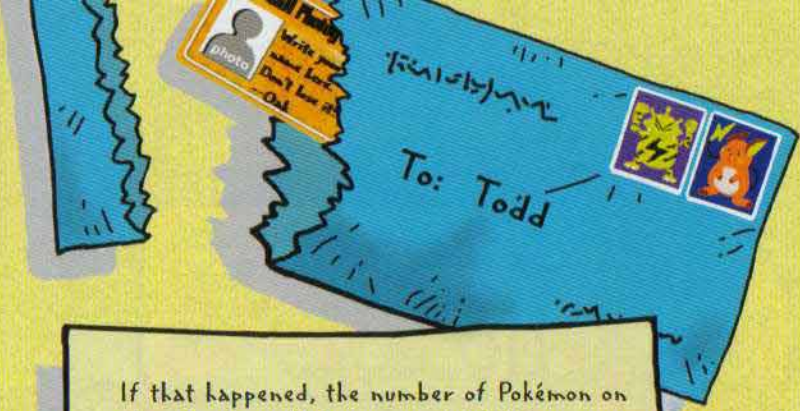
My name is Professor Oak, and I research Pokémon. I have heard of your excellent work as a photographer and would like your assistance in my research.

I am currently doing research on Pokémon Island. Wild Pokémon are the only creatures who live on this island, making it the perfect place to study Pokémon in their natural habitat.

I have thought of asking Pokémon trainers to help me, but I am afraid they would become too interested in catching the Pokémon on the island.

POKÉMON LABORATORY

Professor Oak
The great Pokémon researcher who lives in Pallet Town. Recently he has been busy researching Pokémon Island.



If that happened, the number of Pokémon on the island would decrease, and Pokémon Island would lose its value.

Instead, I would like for you to take pictures of the Pokémon in their natural setting. Your pictures would help me complete my PKMN Report.

I am looking forward to working with you. Please come to my Laboratory right away. I'll be waiting for you!

--Professor Oak



Todd
A young photographer who chases after any Pokémon he sees. His camera skills are top notch!

Welcome to Pokémon Island!



Ah! I've been waiting for you, Todd. Ride in the ZERO-ONE vehicle I've developed and take pictures of the Pokémon on the island. I can't wait for our finished Report!

What is Pokémon Island?
Pokémon Island was once inhabited by both humans and Pokémon, but now only Pokémon live there. Although not all types of Pokémon live on the island, many different types can be found. Because an island such as this is so rare, catching Pokémon here is strictly prohibited!

ZERO-ONE Vehicle
An all-purpose, automated machine developed by Professor Oak for use in researching Pokémon Island. It includes a safety feature which applies the brakes when you are about to collide with a Pokémon.

Starting the Game



This information is very important! Please be sure to read this manual thoroughly before starting your game!

Switch On!

The first time you play Pokémon Snap, select "New Game." Each time after that, you can simply select "Continue."



Title Screen

Enter Your Name

You must first enter your name so that I can print out a PKMN Photographer's Card for you. Without this card, you won't be admitted to Pokémon Island. When you're done, select "End."



Name Entry Screen

Ending the Game

When you are ready to end your game, be sure to come to my Laboratory and select "Save." This way, all the pictures you have taken will be saved to your Game Pak. Then the next time you play, you can simply select "Continue." If you select "New Game," all the pictures you have taken will be erased. Also, do not turn your Control Deck OFF while playing, or you will lose some very important pictures!



Professor Oak's Laboratory



About the Options



Options Screen

• Screen Adjust

If the screen appears off-centre, use this option to adjust it. To reset it to its original position, press START.

• Sound Settings

Use this setting to adjust the music and other sounds in the game. If you select "Stereo," be sure to check that the cable is properly connected to your television.

• Z Button Settings

Use the Z Button to focus your camera. If you set this option to "Hold," hold the Z Button to focus and let go to return it to normal. If you choose "Switch," press the Z Button once to focus and a second time to return it to normal. (See my explanation on page 10 for more details.)

• Control Stick Settings

Use the Control Stick to look around. When you want to look left or right, just tilt your Control Stick in that direction. However, the controls you use to look up and down are different...





When you want to look up, tilt your Control Stick down.

Reverse Setting

When you want to look down, tilt your Control Stick up.

Normal Setting

When using this setting, tilt your Control Stick up to look up, and tilt it down to look down.

Choose whichever setting is easier for you!



See page 22 for my explanation of the Gallery.

Using the Controller

This is the Controller, or you could say, your camera. You may find that it's even easier to use than a real camera!



On the menu screens, press the A Button to confirm selections and press the B Button to cancel.

Buttons for Taking Pictures

Control Stick
Pay attention to your surroundings. Be sure to look all around!

Z Button
If you see a Pokémon, grab your camera...

Press & Hold

A Button
...and click your shutter!



Can you get this shot?



CLICK!

That's how these shots were taken. See, it's easy!

Buttons for Using Items

You can't use items while focusing your camera.

A Throw Pokémon Food

B Throw Pester Ball

Play the Poké Flute

I will explain these items in more detail on page 20.

Looking Around Quickly

You can look around more quickly using the C Buttons than you can by using the Control Stick. To look behind you, press the C◁ or C▷ Button twice. Press the C△ Button to face forward again.



Can you get this shot?

The Flow of the Game



Now you're ready to start a new game. Let's see how good of a photographer you really are!

Taking Pokémon Pictures!

1. Go to Courses

When you start your game, you must first come to my Laboratory. Select "Go to Course" and press the Ⓐ Button.



Laboratory

2. Select a Course

Select the course you want to take. At first you can only choose the Beach, but as you proceed through the game, you will get to go on a variety of courses.



Course Select Screen

3. Get Started

Hop in the ZERO-ONE vehicle and get ready to snap!





START!

4. Finding Pokémon

Once the ZERO-ONE vehicle begins moving, start looking for Pokémon. Using the Control Stick to take a good look at your surroundings is the key.

5. Focus Your Camera

You'll soon find Pikachu™. When you do, press the Z Button to focus your camera. The ZERO-ONE vehicle won't stop moving, so you'll have to be quick, or you'll miss your chance!

6. Taking Pictures

When you think, "That's the shot!" press the Ⓐ Button to click your shutter. When the Target Sensor in the centre of the screen turns red, it's time to take your shot!



Go to page 14.

Trying Again Is Simple, Too!
If you press START to pause the game, you can immediately leave the course or try it again from the beginning.





Oh! It's Pikachu!



C'mon, look this way...



Focus Sensor

The Focus Sensor only appears when your camera is focused.



7. Keep Taking Pictures

If you pay attention to your surroundings, you can take pictures of a variety of Pokémon. You can take 60 pictures with each roll of film, so keep snapping those shots!





NEW and ?

When a Pokémon that is not in your Report (see page 17) gets caught by your Focus Sensor, the word "NEW" will be displayed on the screen. When a "?" appears on the screen, it means that your Focus Sensor can't identify it.

8. Reaching the Goal Gate

When you reach the Goal Gate, you've finished the course. Now you're ready to select your pictures on the Camera Check screen.



Choose the Pictures You'll Show to the Professor.

1. Camera Check

You can only show me one picture for each type of Pokémon—I'm a very busy man, you know! Select only the best shots and mark them with the Prof. Oak's Mark.







2. Selecting Pictures

When you select the Prof. Oak's Mark, you will see six of your pictures at a time. Use the Control Stick to scroll through all of your pictures. Choose a picture and press the A Button to see only pictures of that type of Pokémon. First, let's take a look at pictures of Pikachu.



3. Comparing Pictures of Pokémon

Use the Control Stick to scroll through only pictures of Pikachu and skip the others. When you find a picture you like, press the A Button to select "To Prof. Oak." You will then be taken back to the screen that shows all of your pictures. If you want to return to this screen without selecting a picture, press the B Button.



Compare Pictures with the Z Button

Pokémon you have already shown me will appear in the left part of the screen. Press the Z Button to compare your pictures.



4. Did You Check 'Em All?

The picture you select will get the Prof. Oak's Mark, and the other Pikachu photos will turn dark. Make sure to check all the pictures that are still bright!

Proceed to the Professor Oak's Check screen (see page 16).



Did you check all the pictures you took? Pictures that are still bright are Pokémon you haven't checked yet. Don't forget to look at them!



Professor Oak's Check and Report

Wow, you've taken a lot of pictures, haven't you? Well, let's check to see if they'll help me with my PKMN Report.



Shoot for High-Scoring Pictures!

I will give points to the pictures with a Prof. Oak's Mark on them and record the pictures I've checked in the Report. If you take a new picture of a Pokémon that has already been recorded, I'll check to see which is better. Bring me new pictures as often as you like!



The Secrets to High Scores!

- **Size** The bigger they are, the better your score.
- **Pose** Catch 'em in an active pose.
- **Technique** Make sure they're in the center of the picture.
- **Other PKMN** Try to catch 'em with other Pokémon of the same type.





The Pokémon is big and active.



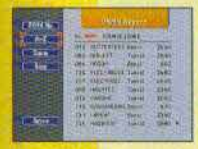
Your Pictures Are Recorded in the Report.

The pictures I have checked are recorded in the PKMN Report. If you select "PKMN Report" in the Laboratory, you can see them at any time. Keep bringing me new pictures of Pokémon, and let's finish the PKMN Report!



Look for the hints written right on the cover of the PKMN Report. Think of these as things you should do first. Don't miss them!

PKMN Report



You can display Pokémon in either alphabetical or course order.



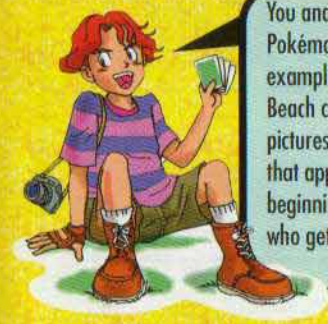
You can view the recorded pictures any time you want.

Best Shot



Your Best Shot is the picture you got the most points with.





You and a friend can take pictures of the same Pokémon and compete for the highest score. For example, take the Beach course and snap pictures of the Pidgey that appear at the beginning, then see who gets the best score!



Making an Album

How's it going? You're taking lots of pictures now. But I bet there are pictures that you still like, even though you don't get many points for them. You can save those photos in your Album!

Saving Your Favorite Photos in an Album

You can save photos that you don't include in the PKMN Report into an Album. To save a picture in your Album, select "Album Mark" on the Camera Check screen and mark the picture you want to save.


Camera Check Screen

Viewing the Album

To view your Album, select "PKMN Album" in the Laboratory. If you haven't saved any photos in your Album on the Camera Check screen, you won't be able to select "PKMN Album" in the Laboratory.





You can save up to 60 pictures in your Album. You can also save pictures that don't show any Pokémon!

Arranging Your Album


PKMN Album

Select Enlarge



Enlarge
Select a photo to enlarge it.

Arrange
Arrange the photos in your Album in any order you like.



Delete
You can delete pictures you no longer want. Make sure you really don't want the photo anymore because once you delete it, you can't get it back!

Check
Get details on which course you took the picture on and more!

Comment
Add comments to your pictures.

Delete

Adding Comments to Pictures

You can add comments about each photo, such as the date it was taken and the name of the photographer.









You could even make a comic book with your photos!



Useful Items



These are special items that I've developed. It's too soon to give them to a beginner like you, but once you proceed through the game a bit, I'll let you use them.

A Button — Pokémon Food



This apple-shaped food that I've developed is a favorite of Pokémon. You can make them really happy by throwing it beside them.



B Button — Pester Ball



These Pester Balls have bug-repellent spray in them. Use them to force Pokémon that are hiding in the grass out into the open.





Oak's Advice



- Reduce ZERO-ONE's speed.

When you look behind you, the ZERO-ONE vehicle will move at a slower pace. You can't get good pictures if you are always looking straight ahead.

- Go through the same course many times.

It's impossible to get all of the good shots there are in a course on your first try. You need to go through each course many times. Also, you should try going back through all the courses each time you get a new item.

C Button — Poké Flute



Each time you press the C Button, you can play a different song on the flute. Some Pokémon will respond to the songs, giving you a great photo opportunity.



If you use items in suspicious-looking places, the Pokémon may do unexpected things.

About the Gallery

Once you've saved a lot of photos in the PKMN Report and PKMN Album, you can arrange photos you're particularly fond of in the Gallery.

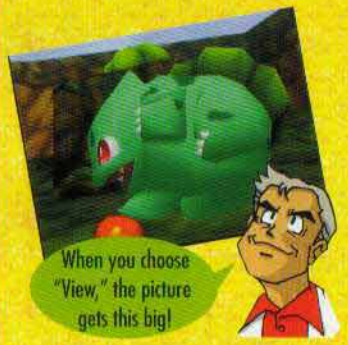


Choose Your Four Best Shots!

If you select "Gallery" on the Title screen, you will proceed to the Gallery screen. Here you can arrange your four favourite shots from among the many pictures you've taken. This is very useful when you want to show your work to your friends.



Gallery Screen





When choosing photos for the gallery, you can pick ones from both the PKMN Report and the PKMN Album. You can arrange the photos and enlarge them for viewing.



- You can't access the Gallery until you have recorded pictures of at least four Pokémon in the PKMN Report.
- Once you have finished choosing your pictures, be sure to select "Save" and press the A Button. Don't forget!

Pokémon Snap Station

Print the pictures you have saved in your Gallery!

With Pokémon Snap, you can print out your pictures at Pokémon Snap Stations!



First, on the Gallery screen, select the four pictures you would like to print and then Save. Next, bring your Pokémon Snap Game Pak to the nearest Pokémon Snap Station. Visit http://**www.nintendo.com.au** or call **190-224-1001** for locations.

Purchase a prepaid card at the counter. Insert your Game Pak and prepaid card into the appropriate slots in the Pokémon Snap Station. (Follow the directions on the Pokémon Snap Station.)

Select the Print option and press the A Button.

When you are done, press the "Finish" Button on the Pokémon Snap Station, then remove your Game Pak.



Each time you print, you will receive four stickers of each of the four photos in your Gallery. You can print any picture you like, but pictures of a Pokémon centered in the middle of the picture will print best. Collect and trade stickers with your friends!



Can you be the first to catch 'em on film?

CAUTION

This Nintendo game is not designed for use with any attachment, "back-up" or game altering device. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device or attachment carefully to avoid bending, breaking or damaging the connectors and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact your local authorized Nintendo distributor.

- **NINTENDO HELPLINE** **190 224 1001**
  (LEGION CALL RATE AT 95 CENTS PER MINUTE)

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To receive this warranty service, contact Nintendo's Head Office.

The undertaking to repair or replace the product will not apply if the (GAME PAK) has been damaged, after sale to the original consumer/purchaser, by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

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- **NINTENDO HELPLINE** **190 224 1001**

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