

INSTRUCTION BOOKLET

POKÉMON Snap

TM



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

This official 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.

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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.



This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or comments about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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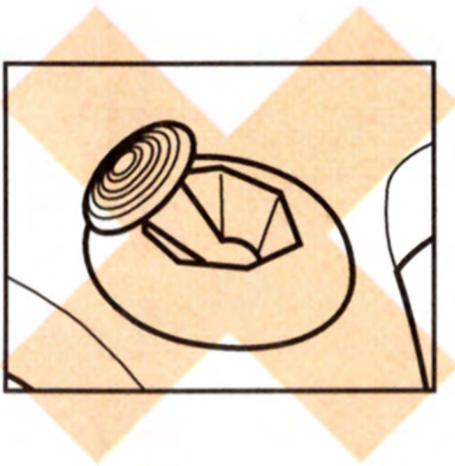


The Nintendo® 64 Controller

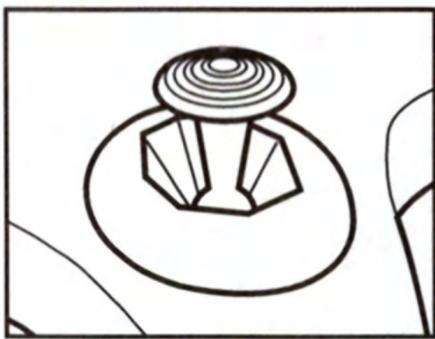
Control Stick Function

The Nintendo 64 Control Stick uses an analog 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 center 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. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair CenterSM.



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.

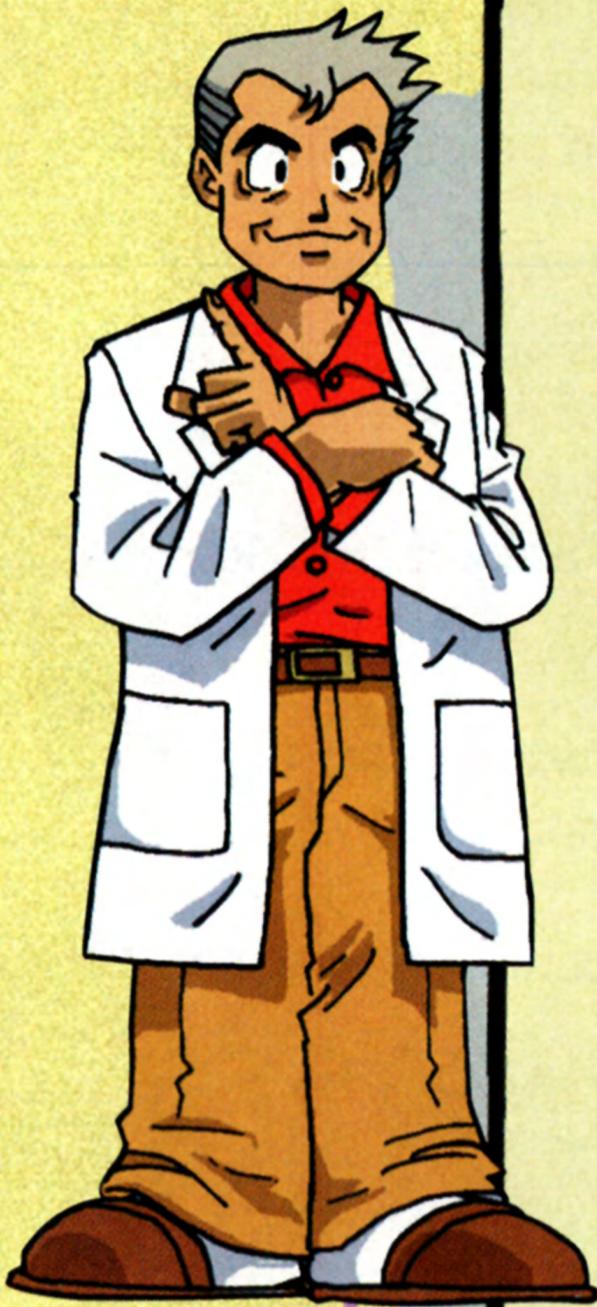
This game is designed for one player, so only one controller is needed.





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.



[[Illegible Japanese text]]

To: Todd



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

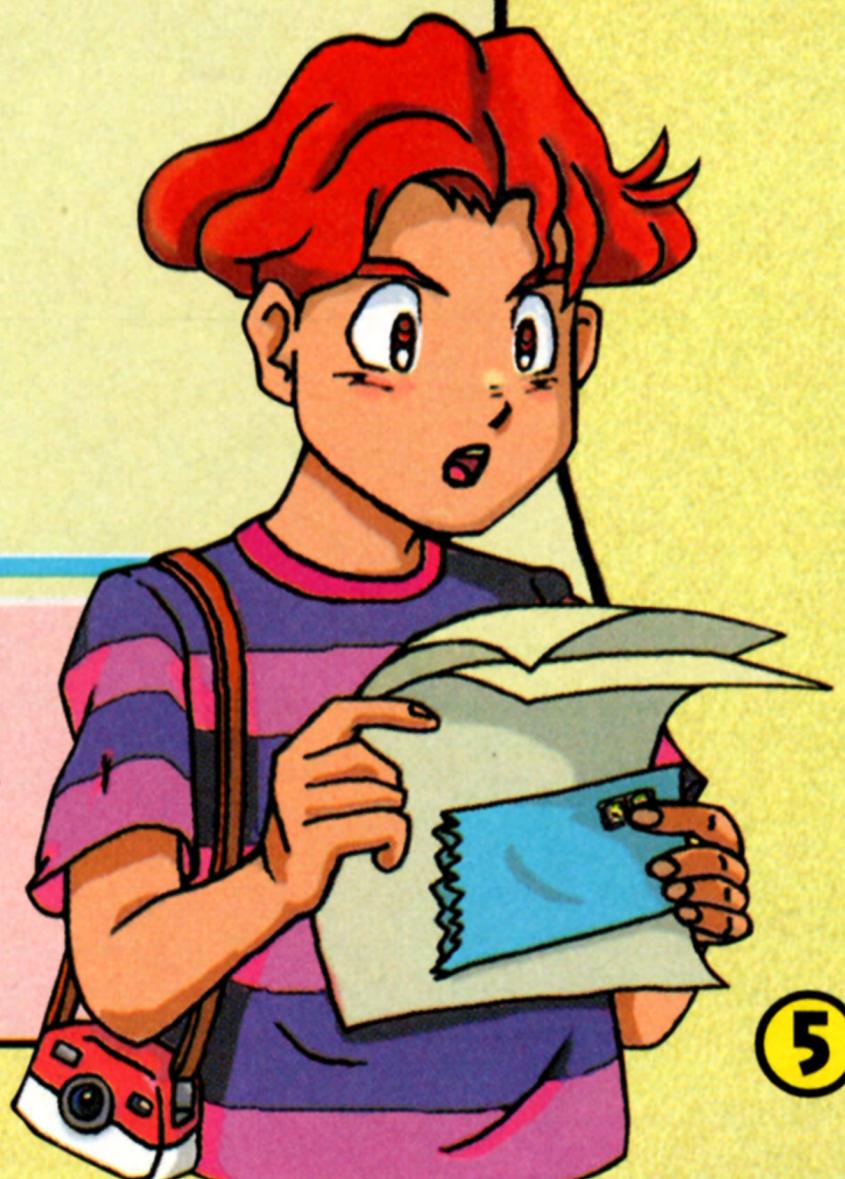
Instead, I would like for you to take pictures of the Pokémon in their natural setting. Your pictures would help me complete my PKMN Report.

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!

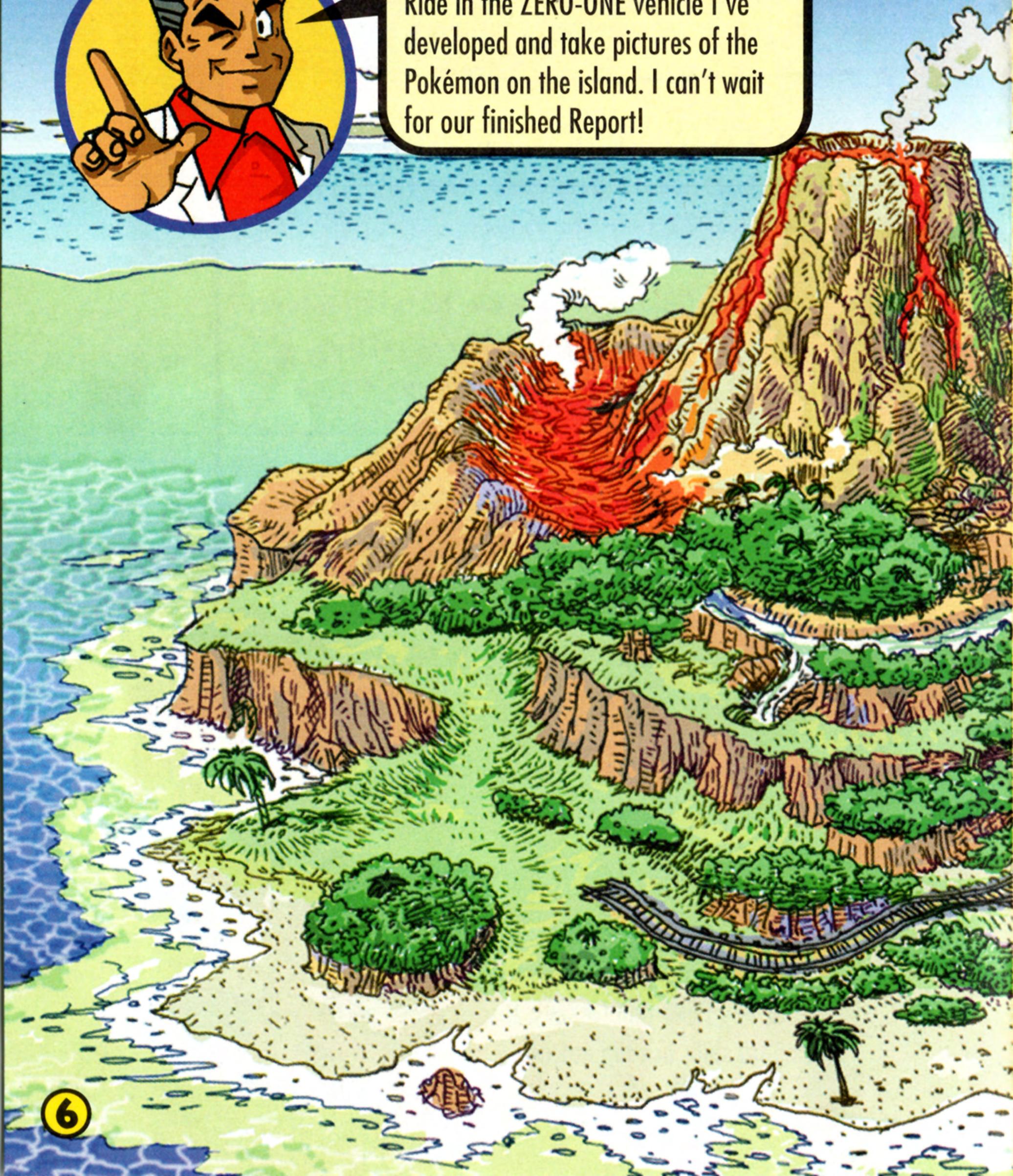




Welcome to Pokémon Island!



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!

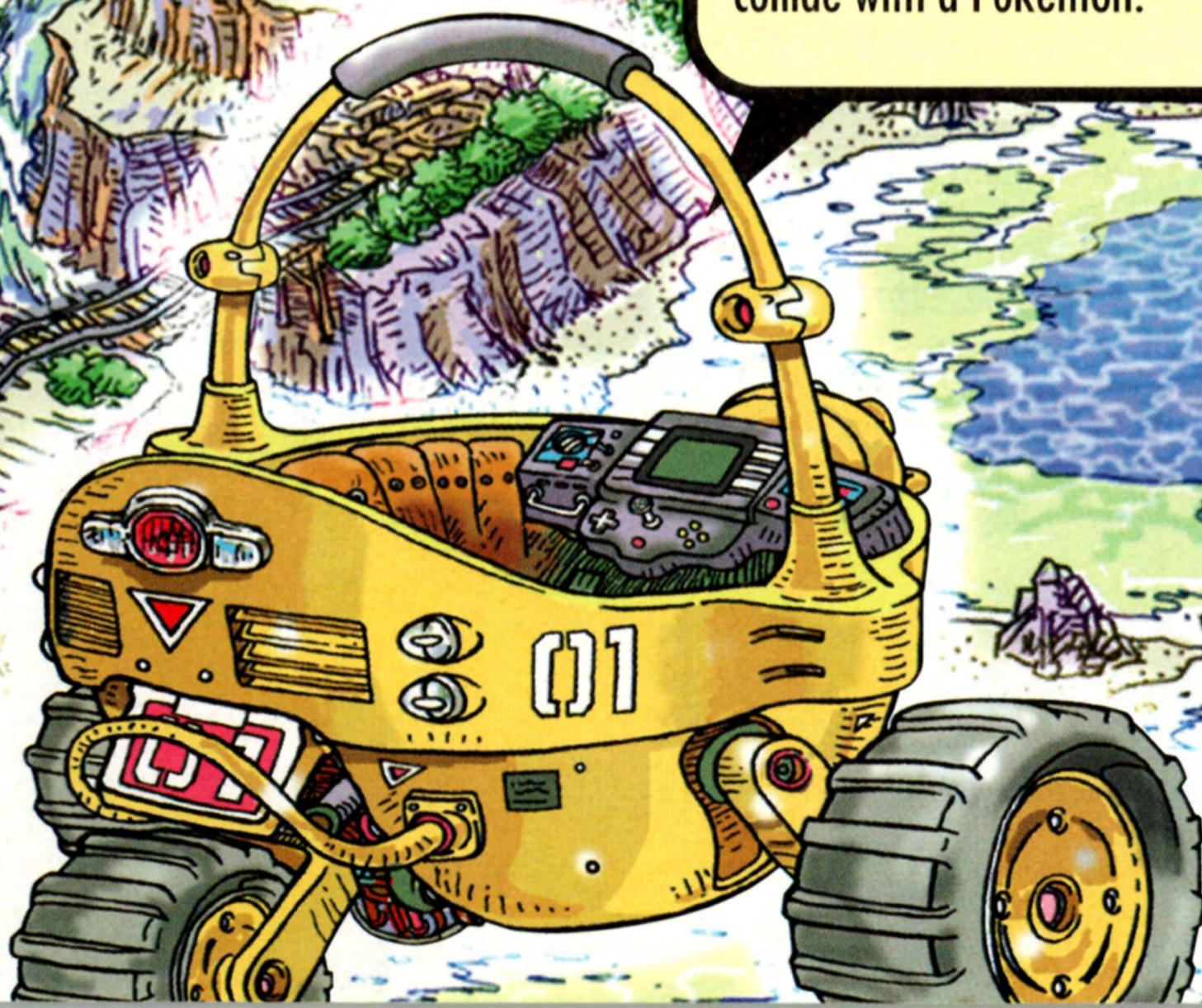


What is Pokémon Island?

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.





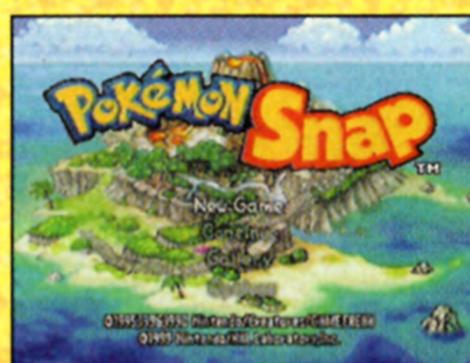
Starting the Game

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



Switch On!

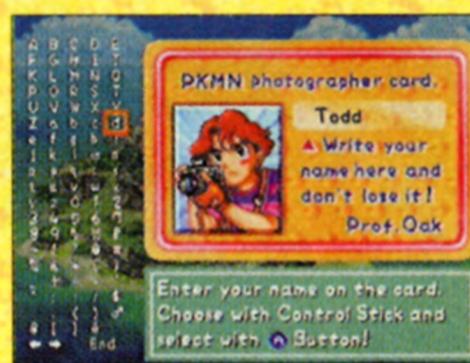
The first time you play Pokémon Snap, select "New Game." Each time after that, you can simply select "Continue."



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



Professor Oak's Laboratory

Can you get this shot?

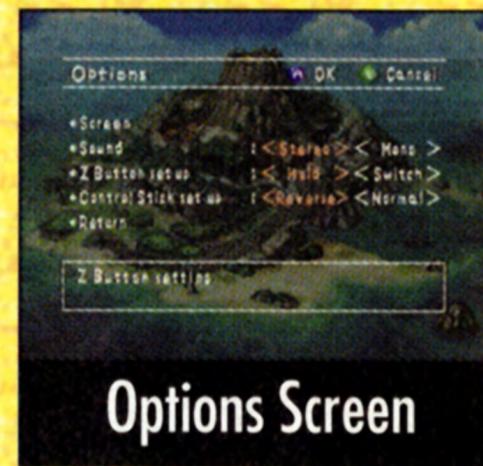


turn your Control Deck OFF while playing, or you will lose some very important pictures!

About the Options

- Screen Adjust

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



Options Screen

- Sound Settings

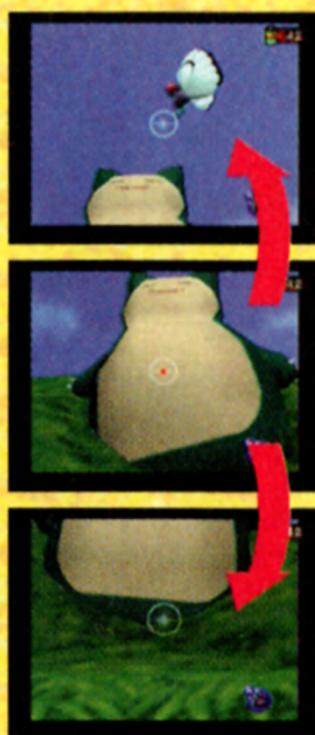
Use this setting to adjust the music and other sounds in the game. If you select "Stereo," be sure to check that the cable is properly connected to your television.

- 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.

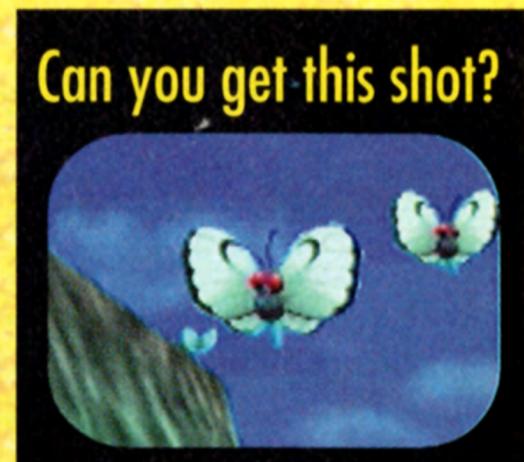
Reverse Setting



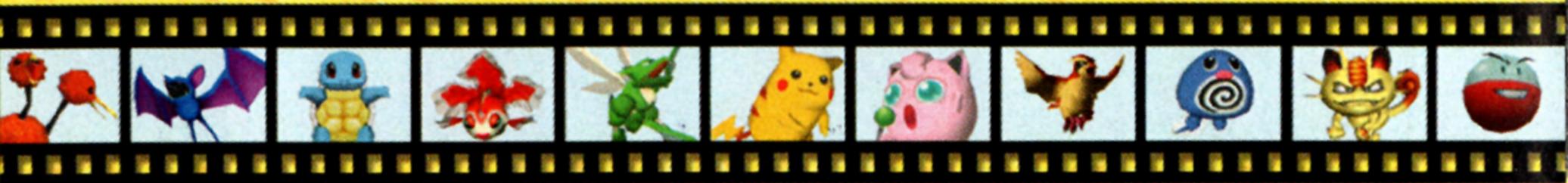
When you want to look down, tilt your Control Stick up.

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!

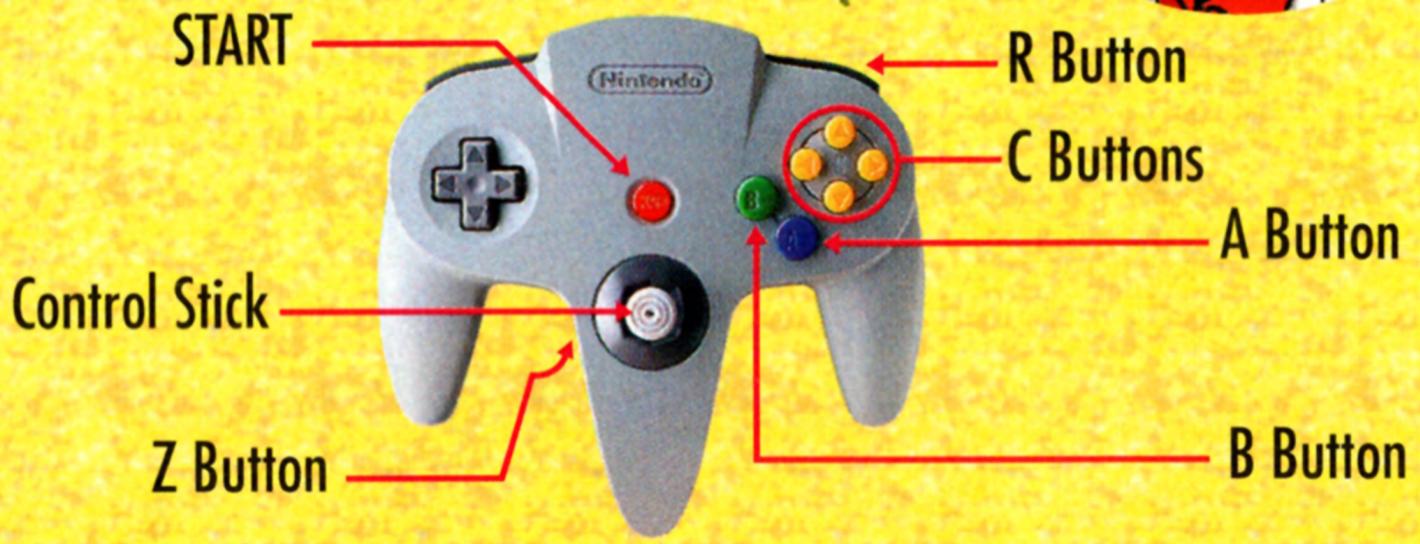


See page 22 for my explanation of the Gallery.



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



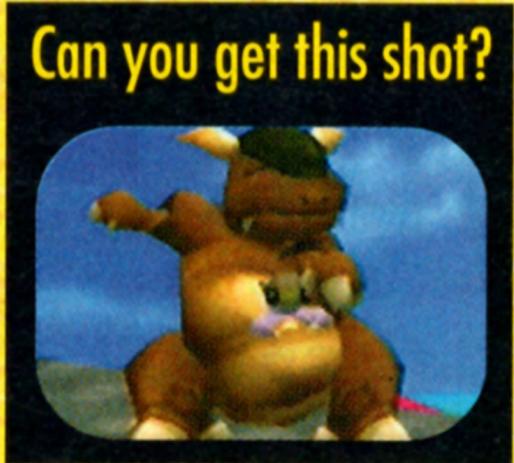
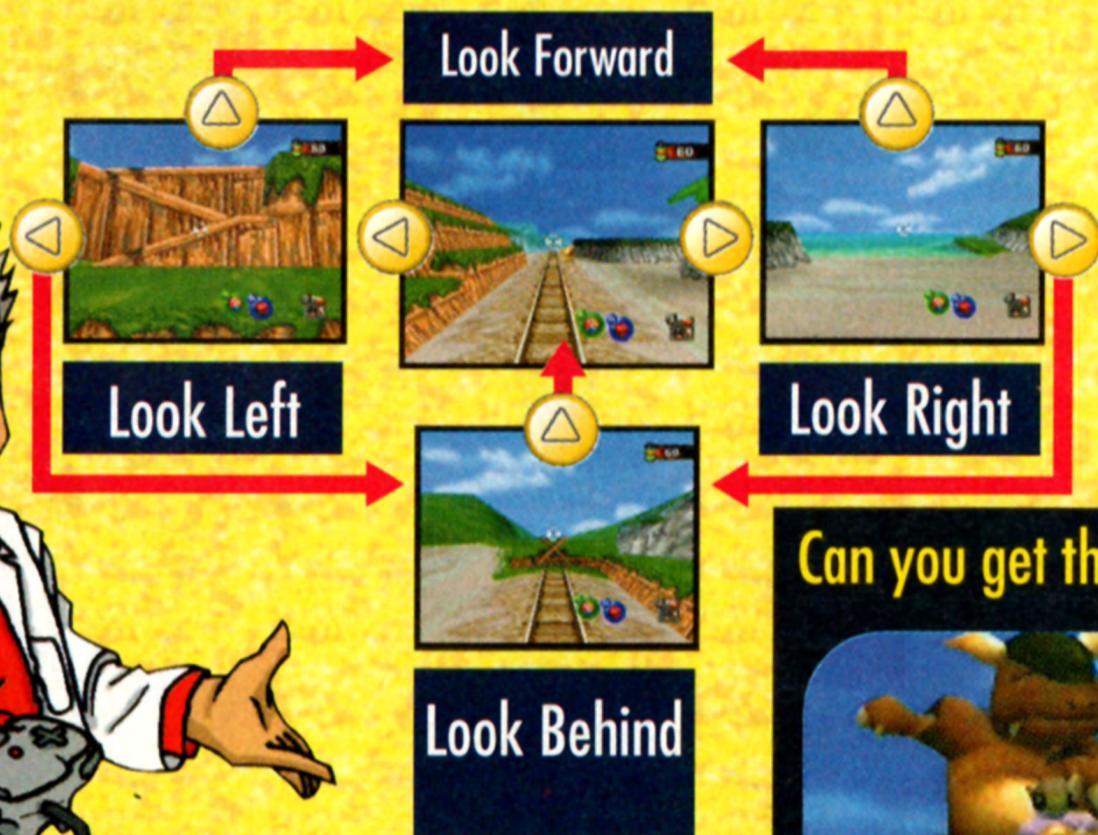
△ Play the Poké Flute

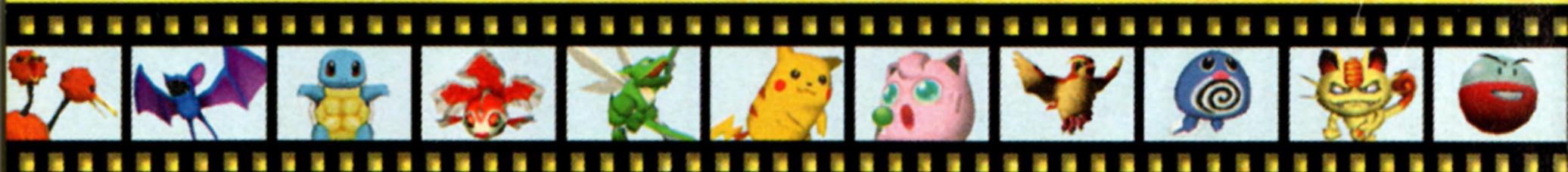


I will explain these items in more detail on page 20.

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.





The Flow of the Game

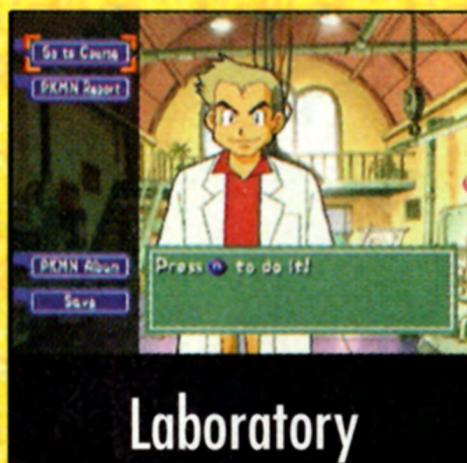
Now you're ready to start a new game. Let's see how good of a photographer you really are!



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 **A** Button.



Laboratory

2. Select a Course

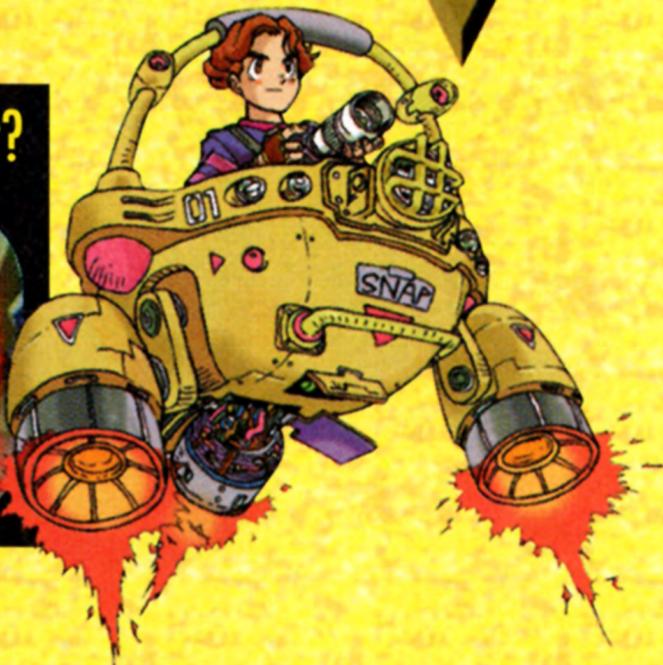
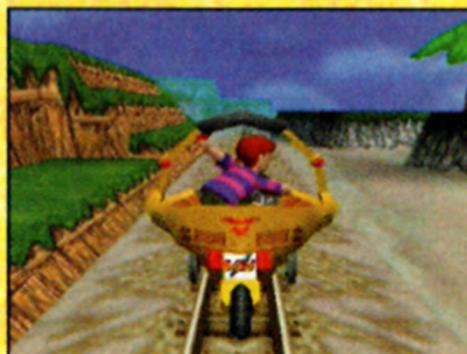
Select the course you want to take. At first you can only choose the Beach, but as you proceed through the game, you will get to go on a variety of courses.



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

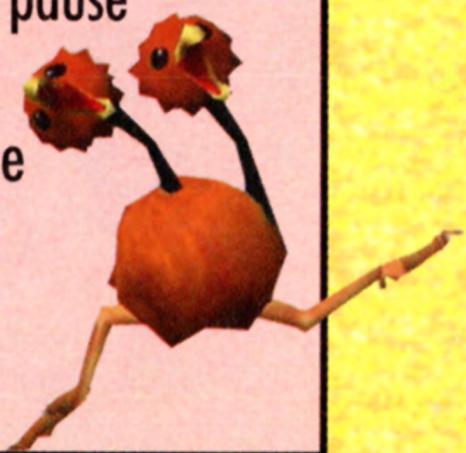
You'll soon find Pikachu™. When you do, press the Z Button to focus your camera. The ZERO-ONE vehicle won't stop moving, so you'll have to be quick, or you'll miss your chance!

6. Taking Pictures

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



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.



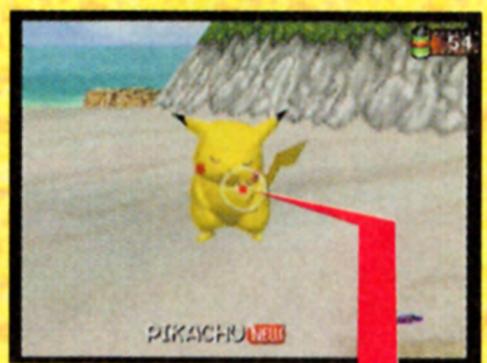
Go to page 14.



Oh! It's Pikachu!



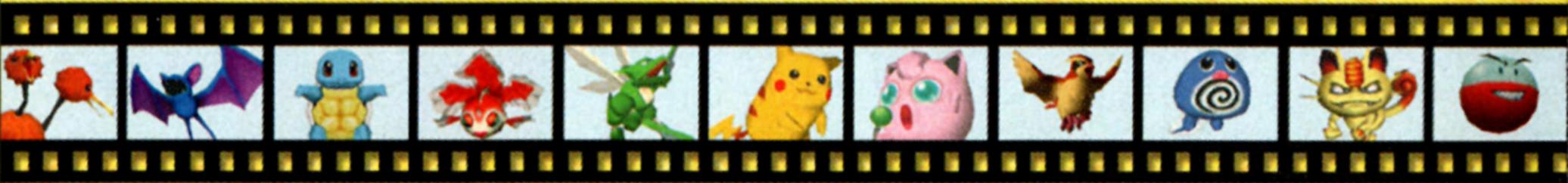
C'mon, look this way...



Focus Sensor

The Focus Sensor only appears when your camera is focused.





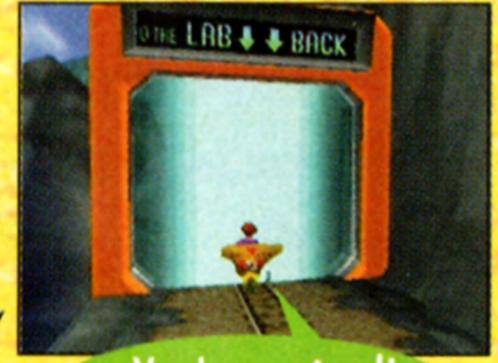
7. Keep Taking Pictures

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.

Remaining Film



You've arrived!

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. 



Camera Check Screen



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.

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!

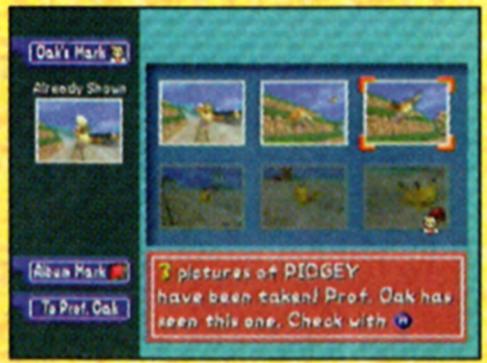
Did you check all the pictures you took? Pictures that are still bright are Pokémon you haven't checked yet. Don't forget to look at them!



Which photo will you show to the Professor?



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.



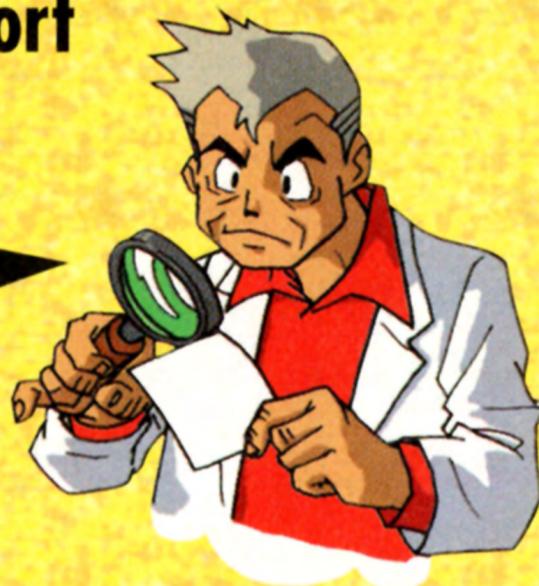
Proceed to the Professor Oak's Check screen (see page 16).





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!

To move through scores quickly...

Last time	PIKACHU	This time
910	Size	1000
800	Pose	150
x2	Technique	x2
2420	Total	2500

Well done. This picture is much better than the last one.

Press the **B** Button.

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.



Wonderful!

Can you get this shot?

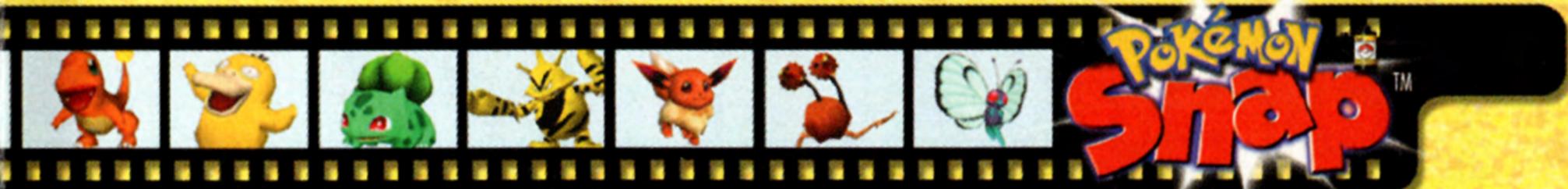


The Pokémon is big and active.



It's not so good.





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

PKMN No.	NAME	COURSE	SCORE
012	BUTTERFREE	Beach	2440
050	DISLETT	Tunnel	2500
084	DOODOO	Beach	600
125	ELECTABUZZ	Tunnel	2480
101	ELECTRODE	Tunnel	4400
042	HAILINTER	Tunnel	2240
014	KAKUNA	Tunnel	2000
115	KANGASKHAN	Beach	510
121	LAPRAS	Beach	2240
124	MAGIKARP	Tunnel	2880

You can display Pokémon in either alphabetical or course order.

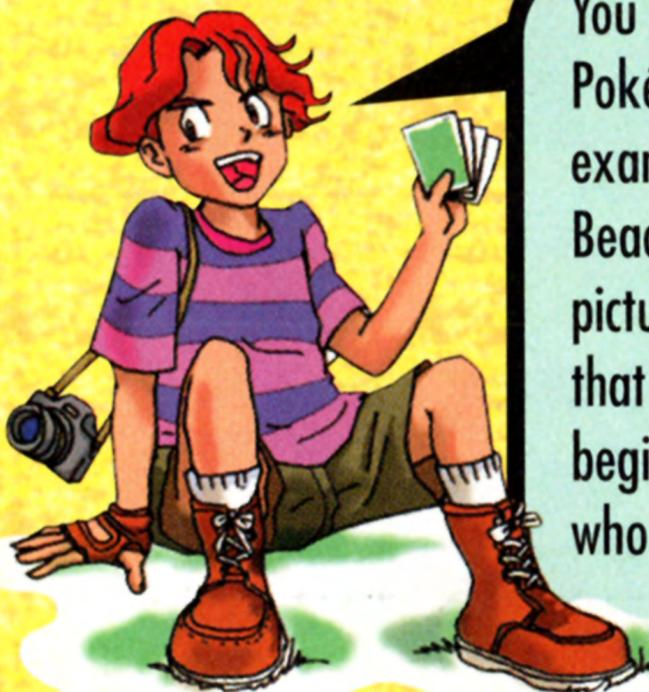
Course	Photo by	Score
Beach	Todd	2700

You can view the recorded pictures any time you want.

Best Shot

Course	Tunnel
Photo by	Todd
Score	4360

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

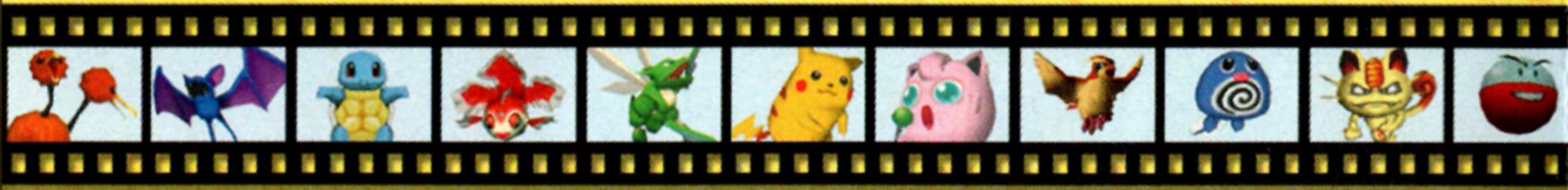


You and a friend can take pictures of the same Pokémon and compete for the highest score. For example, take the Beach course and snap pictures of the Pidgey that appear at the beginning, then see who gets the best score!

Can you get this shot?



4820 Pts



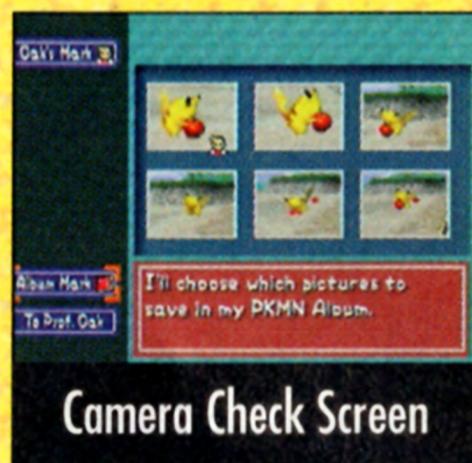
Making an Album

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!



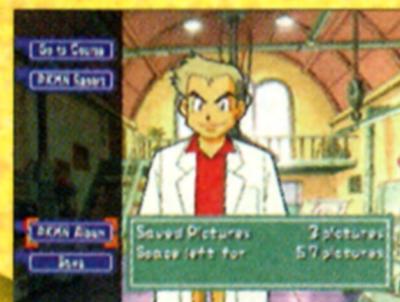
Saving Your Favorite Photos in an Album

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.



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.



Can you get this shot?



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



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

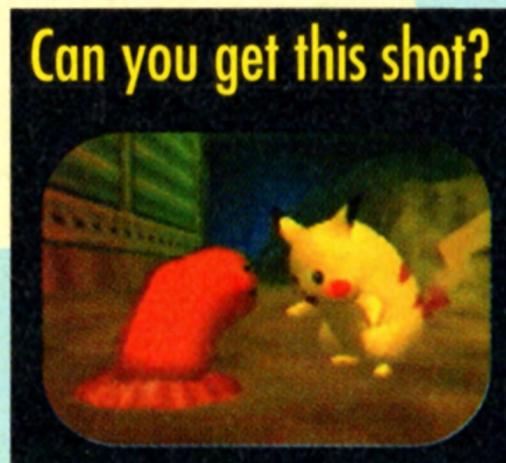
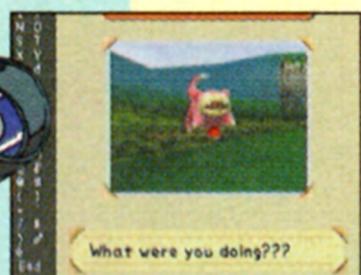
Add comments to your pictures.

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

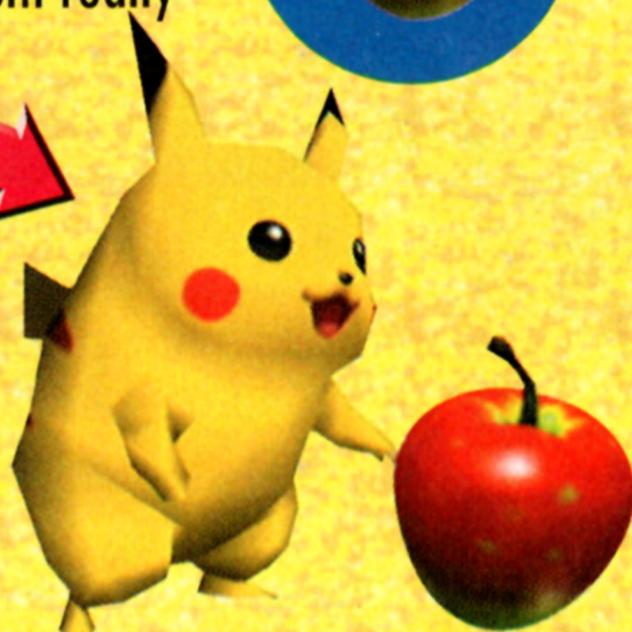
These are special items that I've developed. It's too soon to give them to a beginner like you, but once you proceed through the game a bit, I'll let you use them.



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.



Can you get this shot?





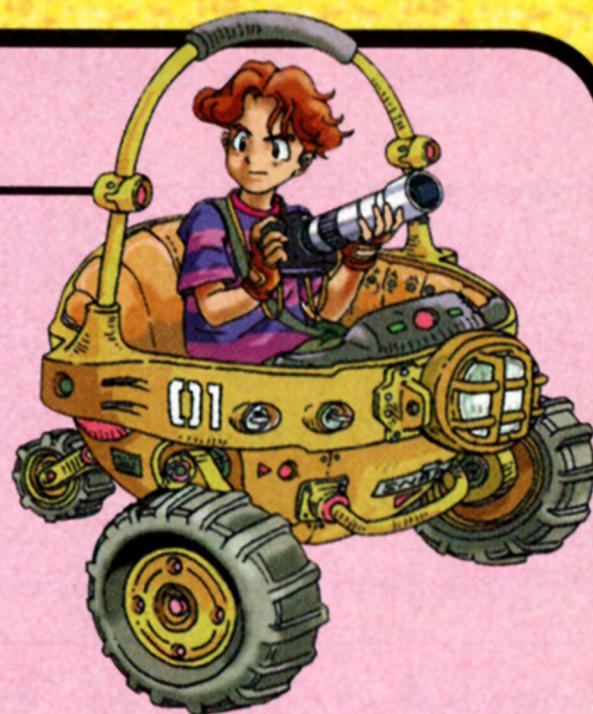
Oak's Advice

- **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.



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.

Can you get this shot?





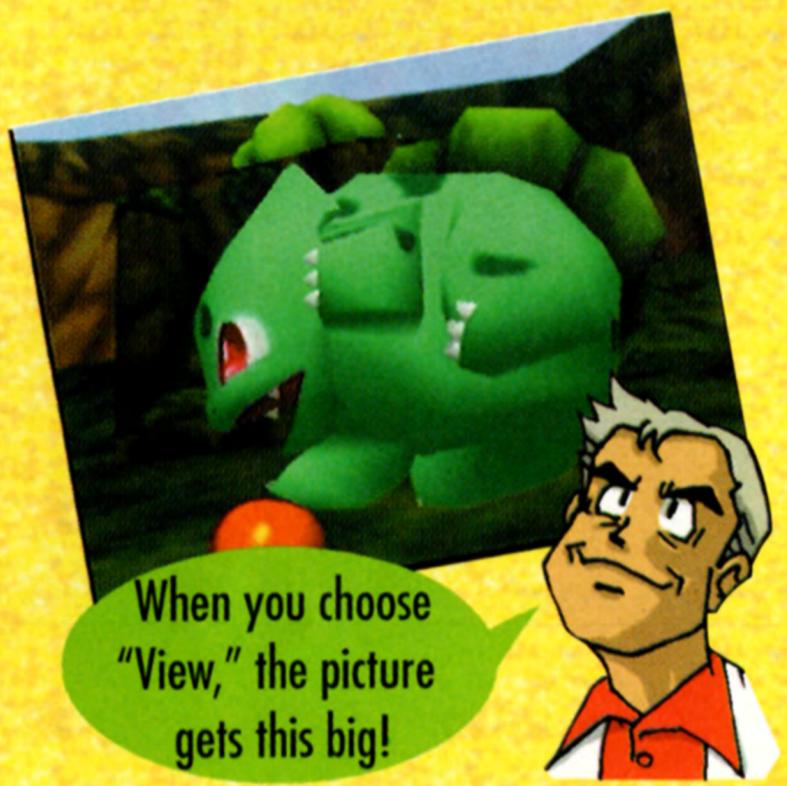
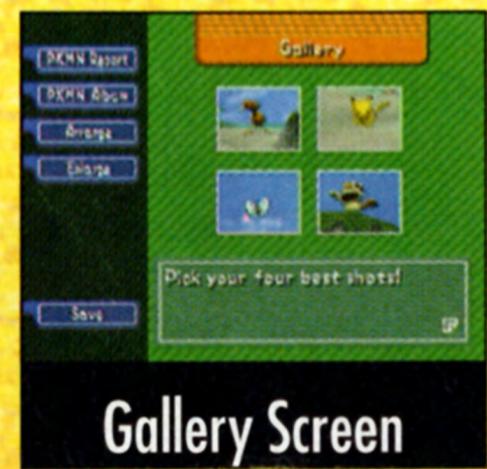
About the Gallery

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 favorite shots from among the many pictures you've taken. This is very useful when you want to show your work to your friends.



When you choose "View," the picture gets this big!

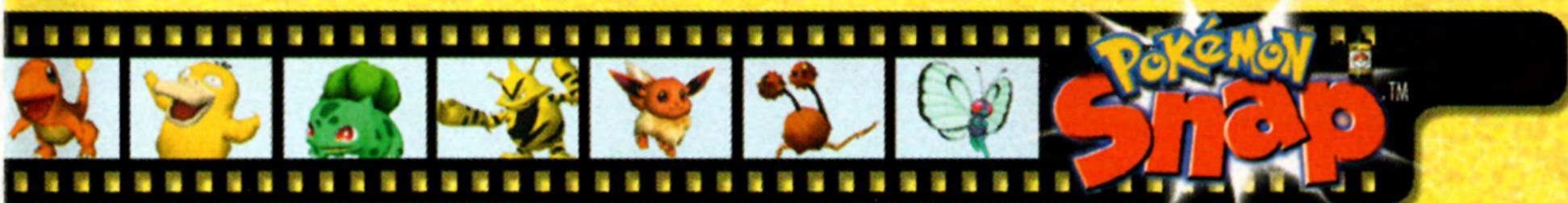


When choosing photos for the gallery, you can pick ones from both the PKMN Report and the PKMN Album. You can arrange the photos and enlarge them for viewing.

- 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!

Can you get this shot?





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!



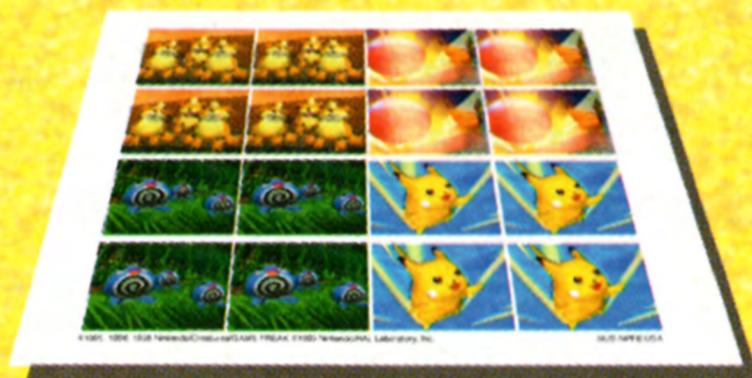
First, on the Gallery screen, select the four pictures you would like to print and then Save. Next, bring your Pokémon Snap Game Pak to the nearest Pokémon Snap Station. Visit pokemon.com or call 1-800-859-4521 for locations.

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?



IMPORTANT:

Rev. B

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For further information or assistance, please contact:

Nintendo Consumer Assistance Hotline

1-800-255-3700 (U.S. and Canada)

Or your local authorized Nintendo retailer.

WARRANTY AND SERVICE INFORMATION: Rev. K

You may need only simple instructions to correct a problem with your product. Call the Consumer Assistance Hotline at 1-800-255-3700 rather than going to your retailer. Hours of operation are 6 a.m. to 9 p.m., Pacific Time, Monday - Saturday, and 6 a.m. to 7 p.m., Pacific Time, on Sundays (times subject to change). If the problem cannot be solved over the telephone, you will be offered express factory service through Nintendo or referred to the nearest NINTENDO AUTHORIZED REPAIR CENTERSM. Please do not send any products to Nintendo without calling us first.

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Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective hardware product or component, free of charge. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

GAME PAK & ACCESSORY WARRANTY

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Please call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting assistance and/or referral to the nearest NINTENDO AUTHORIZED REPAIR CENTER. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location. Please do not send any products to Nintendo without calling us first.

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NEED HELP WITH INSTALLATION,
MAINTENANCE, OR SERVICE?



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