

Nintendo Gateway 64 - Executive Summary

Game Title	Pokémon Snap™
Manufacturer	Nintendo of America Inc.
Trademark Information	©1995, 1996, 1998 Nintendo/Creatures/GAME FREAK; © 1999 Nintendo/HAL Laboratory, Inc.
Category	Adventure

Game Description

Capture the wild Pokémon of Pokémon Island...on film! Tour the island, snapping pictures of Pokémon in their natural habitat. The often shy Pokémon may not readily pose for the camera unless enticed with Pokémon Food, Pester Balls or the Poké Flute. Only the best shots will do, so sharpen your photography skills and get ready to SNAP!

Controller Functions

Control Stick:	Look around
Control Pad:	Not used
A Button:	Throw food, +Z take a picture
B Button:	Throw pester balls
Z Button:	Focus camera
L Button:	Not used
R Button:	Not used
Up C Button:	Look forward
Down C Button:	Play Poké Flute
Right C Button:	Look right. To look behind you, press twice quickly.
Left C Button:	Look left. To look behind you, press twice quickly.
Start:	Pause

Tips and Tricks

- Get closer. Make sure all of the Pokemon is in the frame. If part of a Pokemon is cut off, it will lower the score.
- Portraits are better. Try to get a photo of Pokemon from the front.
- Try different things to get a unique reaction from a Pokemon. Some Pokemon may dance to music, others just want food. Look at each of the Pokemon for its best pose.
- Center your picture. If any part of the Pokemon is in the middle of the frame, Professor Oak will double your score.
- Two's company. Players will get bonus points if more than one of the same Pokemon are in the frame. The bigger the other Pokemon are, and the better their poses, the more points given.

