

Hey You, Pikachu! FAQ/Walkthrough

by Wish

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Hey You, Pikachu!! FAQ v 1.5, December 11th, 2000

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----- VERSIONS:

1.5 (Dec 11th, 2000) - Added a few questions to the Q&A section. Corrected a few things in the walkthrough, item list, and in the Pokemon list. Added walkthroughs for most of Pikachu's Play Days. Small update to the Author's notes and credits.

1.0 (Dec 5th, 2000) - First Edition. Wrote Introduction, basic game premise, Listed Main characters, human and Pokemon Also listed common voice commands and items. Wrote How to Play. Wrote Q&A section. Walkthrough coverage of the 'training' levels (Pikachu's Discovery Days). Authors Note, Credits, Final Words and Copyright info also written.

Further versions will be released as time permits.

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Chapter 1 =====

FIRST THINGS FIRST:

This is my first FAQ. I'm writing it because no one else has and I took pity on the other older siblings who might be asked to help younger children play this game. It will probably never be a comprehensive guide. I don't know if I'll ever find out every single little thing about this game, and I doubt that I really want to. I'm just trying to help out the people who are utterly stuck on a crucial part of the game and need help, not people who want to know every single place where you can find a certain flower, or fruit. Also, if you're viewing this on

Main Characters (Human)

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Professor Oak - You'll be seeing a whole lot of the good Professor in this game. He's your guide and teacher as you get to know that most infamous of pokemon: Pikachu. Oak will often call you, or pop up on your screen with little reminders or messages about things that you and Pikachu can do together.

Mom - Mom is kind of a non-entity in this game. She tells you when it's time to get up, makes you snacks, cleans your room while you're out on adventures, and shows up in the little pictures between levels, but other than that, there's not much to say about Mom.

You - Your character is an average, Pokemon-loving boy of undetermined age (probably about 6 to 11). You're basically playing as Ash, the main character from the Pokemon TV Series and Pokemon Red and Blue (notice the hat and jacket hanging on the hooks inside the bedroom), even though the game never comes right out and says it.

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Main Characters (Pokemon)

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Pikachu (#25) - The lightning rat comes first, of course. It's his game. Pikachu is the yellow puffball that'll you'll have to befriend in this game. It's not that hard, as the little critter seems to be fairly friendly naturally, but it can also be very, very stubborn and hard-headed. The good news is that it's so adorable that you'll forget all your frustrations after watching it play with some of the props around the various stages. It will also learn to preform tasks and use it's electric powers to manipulate objects throughout the game. Pikachu is the only Pokemon that you'll directly influence with your voice in this game. Other Pokemon will show up and take part in the mini-games, but they remain independent. In 'natural' Pokemon evolution, Pikachu evolves into Raichu (#26) (doesn't happen in the game, sorry!) and comes from the 'newly discovered' (thanks to Pokemon Gold and Silver) baby form Pichu (#172).

Bulbasaur (#1) - This plant-type Pokemon loves to cook. To bad he's so bad at it. Bulbasaur will show up in no less than three picnic games through the various levels of Pikachu interaction. You might recognize him from an earlier Pokemon game, Pokemon Snap.

Venusaur (#3) - This huge plant-type Pokemon is the evolved form of Bulbasaur, and acts as a kind of tribal chief/master of ceremonies over the Pinata Party. He divvies out the prizes and keeps everything straight.

Charmander (#4) - This little fire-type pokemon often help Pikachu taste-test Bulbasaur's cooking (poor guy). He also shows up in other

levels of the game, usually in the background. Another Pokemon Snap veteran.

Squirtle (#7) - Another victim.. err.. taste tester.. for Bulbasaur. This water-type Pokemon also hangs out in the background of various levels AND helps bring home the missing Poliwhags in a later level. Yet another Pokemon Snap character.

Magnamite (#81) - Hailing from Pokemon Snap, this electric-type pokemon is mostly delegated to step and fetch tasks for Bulbasaur (The plant-types are running the whole Pokemon world. It's true!) during the picnic. It can be seen drifting up and down the shores of the river on some of the fishing games, however.

Oddish (#43) - This plant-type Pokemon can be found on the Field Trips sleeping the day away underground. Watering them can make them wake up!

Gloom (#44) - Sometimes, the odd Oddish will decide to evolve. This plant-type Pokemon is the result. Found in the Field Trip levels.

Poliwhag (#60) - Water-type Pokemon. You and Pikachu must find five of these little guys and return them to their protective Poliwrath guardian in at least two levels. These cute little Pokemon were featured in Pokemon Snap.

Poliwhirl (#61) - Water/Ice-type. Catch it in the Olivine fishing game after you get the lucky hook.

Poliwrath (#62) - Water/Ice-type Pokemon. Poliwrath takes care of the Poliwhags. Return them all and you'll get a prize!

Caterpie (#10) - Bug-type Pokemon. You and Pikachu can prove how responsible you are by taking care of five little Caterpie critters for a day. Make sure you feed rosebuds to the ones that get hungry!

Butterfree (#12) - Bug-type Pokemon. Butterfree is usually responsible for taking care of the Caterpie, but when it needs a day off, it calls you and Pikachu to fill in. Butterfree is the third evolved form of Caterpie and also holds the Pinata during the Pinata Party. You might have noticed them in Pokemon Snap as well.

Haunter (93) - This ghost-type Pokemon hangs out in the background on two different levels and stalks the lake in one of the later (and more difficult) games. While Pikachu can easily drive it away with a Thundershock, it's still pretty annoying.

Slopoke (#79) - This guy keeps to himself in the background of several different levels. Featured in Pokemon Snap.

Lapras (#131) - This Pokemon takes you to Celedon after you complete the Pinata Party successfully. Hangs around in the background in one of the fishing stages. Yet another Pokemon Snap star.

Abra (#63) - A psychic-type that runs a store on at least two different levels filled with random items. Use Pika Points to buy useful things.

Togepi (#175) - Buy the Togepi egg in Abra's shop after finding it in the second Pokemon Picnic level. You can hatch the egg, but Togepi

stays with Abra. Stinks, hun?

Magikarp (#129) - One of the first kinds of water-types you catch in the fishing game. Pokemon Snap cast member.

Krabby (#98) - Catch this water-type Pokemon in the fishing game.

Goldeen (#118) - Fishing game Pokemon. Also in Pokemon Snap.

Seaking (#119) - Another fishing game water-type.

Horsea (#116) - Gotta fish 'em all!

Staryu (#120) - This Pokemon falls for it, hook, line, and sinker. (little fishing humor there... Ehehehe... Okay, I know it wasn't funny.) Yet another Pokemon Snap character.

Starmie (#121) - Fishing game. Catch this Pokemon after you buy the lucky hook.

Dratini (#147) - My personal favorite in the whole game. (So adorable!!) Catch it at the Orche fishing hole with the lucky hook.

Chapter 2 =====

How to Play:

As noted above, the primary controls in this game are voice commands. The microphone that comes with the game enables you to talk directly to Pikachu, who then carries out your instructions, thus completing the tasks in each level, and earning the reward at the end.. At least, this is how it SHOULD work. In reality, talking to Pikachu can be a little frustrating if you don't remember the correct commands. (Okay, so it's a LOT frustrating) It's also important to speak clearly and distinctly into the microphone, especially when using Pokemon names. If something isn't working, keep your cool, don't shout, and repeat the command exactly as it appears on the screen.

There are four basic buttons that you'll have to use to interact with Pikachu. Start, A, B, and the Z trigger. If you don't know what these buttons are, then god help you. The Start button brings up your PokeHelper and Toolbox. It also pauses the game. The A button lets you pick up items and move forward through Professor Oak's explanations. The B button gives you information about objects that the hand cursor points to. The Z trigger allows you talk to Pikachu. Hold it down for the length of the command, and when you're finished talking, release to send the message to Pikachu.

For extra credit, the top and bottom C buttons are used to switch between viewing modes later in the game. The bottom C button engages the 'View Mode' which allows you to look up and down using the control stick. The top C button puts you in 'Pikachu View Mode' which keeps you trained on Pikachu where ever it goes.

There are two icons at the bottom of your screen when you're out on your own. The one on the left looks like a heart that switches with a small lightning bolt, and the one on the right looks like the profile of a child wearing a ball cap. The left icon shows how happy Pikachu is and

how much electrical energy Pikachu has left by the lighted level. When Pikachu is as happy as possible, the heart will be brightly illuminated and Pikachu will be quick to follow your commands. When it's not happy, it'll ignore you, or even yell at you when you call it. The right icon just shows when you're forming a speech bubble to send to Pikachu.

If you're in doubt about any of these controls, the game itself will teach you exactly how they all work. Speaking of such training.. On to the walkthrough!!

Chapter 3 =====

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WALKTHROUGH!

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This walkthrough is not complete. I haven't got conclusive evidence of exactly how to beat the higher levels, but I'm working on it. If you'd like to help me out, point out my mistakes, or send in tips that you've discovered to be helpful, just email me and I'll add your name to the acknowledgements at the end. And now, without further ado:

-----===== Part One - Pikachu's Discovery Days =====-----

Most of the first few scenes are cinematic. You won't be able to control anything, just move through the steps. You start in your own bedroom, with your mom telling you to wake up. It's time to see Professor Oak to take your test.

Your mom reminds you to take your PokeHelper (looks like a yellow Pokedex) so you can talk to Professor Oak. Then, Mom wishes you good luck and you're off to Viridian Forest to meet the Prof!

* Viridian Forest Edge *

Here is where you get to meet Pikachu. Professor Oak explains how to use the Z trigger to talk to Pikachu. Your first job.. Get that rat to notice you! Hold down the Z trigger and say 'Pikachu!' into the microphone, then release the trigger. Pikachu will hear you calling it and perk up, curious and puzzled. It doesn't know where the noise is coming from so, you have to do it again.

You'll have to call out to Pikachu at least five times before it looks towards you. Anything you say will work, so far as I can tell. Just babble to your heart's content. (If you find something that Pikachu will NOT respond to, please email and tell me!) When you finally get Pikachu's attention, it will look at you for a moment, then turn around and leave. That's it for your Pikachu-related activities that day.

Oak will tell you you've done a good job and send you home to get some rest so you can come back and try again tomorrow.

* Bedroom *

When you get home, Mom will ask about your day, and then you'll go to bed. This is the first save point in the game.

The next morning, Professor Oak will call you and tell you to come with him to Viridian Forest to meet the same Pikachu again. Run along now!

*Entrance to Viridian Forest *

The first thing you'll see is the sleeping Pikachu. It's your job to wake him up! Just saying it's name should do the trick. When Pikachu wakes up, Oak will show you the Pikachu signs that pop up on your screen when Pikachu wants to talk to you and explains them. Say 'Hello' to Pikachu, as instructed.

Now Pikachu will start to play some simple games with you. First, it will pull out a multi-colored beach ball and hold it up so you can use the PokeHelper to look at the ball's description. Words in the description written in red are phrases that Pikachu knows. Say 'Throw it!' to Pikachu, and the rat will throw it to you! (The ball vanishes, but don't worry.. it'll be back later). Pikachu finds this vastly amusing.

Then, Pikachu will look up at the sky, apparently enthralled by something you can't see. Call Pikachu's name twice to get it's attention, then ask 'What's up there?' Pikachu will do a weird little mime of what it sees (I think it's a bird, but I'm not entirely sure). Professor Oak isn't any help either, he just assumes you know what Pikachu is trying to tell you. Hmmph. Smug old know-it-all.

Next, Pikachu will bring out an apple. Guess the name (say 'apple' of course, duh..) and Pikachu will happily eat it. If it doesn't understand what you're saying, it'll still eat the apple. Pikachu wins either way. Such is the way of the world.

Now the day is over and it's time for good-byes. Say 'Good bye, Pikachu,' as instructed. Pikachu will start to walk away slowly, glancing over its shoulder at you every few steps. When it does this, say 'See you later!' to witness a delighted Pikachu.

* Bedroom *

Save and sleep, just like the day before.

In the morning, when you wake up, you'll have a little yellow stalker waiting for you at the sliding glass door. Pikachu apparently surfed the Internet all night, tracked you down and showed up at your house, intending to make you its love slave!! Run! Run while you still

have the chance! Oh the humanity!! Err.. Just kidding, parents, don't snatch the game out of your children's hands.

Pikachu will be waiting for you at the door, however, much to the delight of your Mom, who wistfully wishes that such an adorable ball of fluff would obsess over (*ACHEM!!*).. I mean.. ummm.. befriend her. Then, having imparted her approval upon the Pikachu Project, she sends you out to play.

===== Ochre Woods - Pokemon Picnic!! Part 1 =====

Pikachu leads you to the entrance of Ochre Woods ('Ochre' meaning 'Where the Pokemon hide the bodies.' No, no, I'm NOT serious. Please don't sue me.).

Pikachu's friend Bulbasaur is waiting there, getting together a lovely picnic for all its friends! Bulbasaur will ask Pikachu to gather some of the ingredients for the main course (It's a random recipe) while you and Pikachu play in the woods.

Icons of the different ingredients Bulbasaur requires (There's usually three) will appear over the 'saurian's head as it gives the grocery list to Pikachu, who draws each item on a sketch pad for future reference. Pay close attention to this list when Bulbasaur gives it, because Pikachu's drawings are pretty hard to make out most of the time.

With that task over, it's time to play in the woods! Don't pick up any ticks!

* Deep in Ochre Woods *

Here the ground is absolutely littered with various foodstuffs. (Looks like an exploded Farmer's Market, really.) Have Pikachu pick up the items on Bulbasaur's list and call Magnamite to take them to the master chef. The key to winning this game is to get two of one ingredient. It doesn't seem to matter which. For example: if the list says to get onion, carrot, and wild herb, sending two carrots would be enough to make the stew come out properly. Also, if you can't find one of the three ingredients, sending double helpings of the other two will cover for the lack (For example, when making stew, which contains onion, carrot and wild herb, if you can't find a wild herb, send it two onions and two carrots). Pikachu will try to tempt you into picking up it's favorite woodland food, the acorn, but don't give in. This holds true for all three Pokemon Picnic areas.

If you're having a hard time getting Pikachu to pick up items, try saying the name of the item while the hand cursor is pointing at it. Also try 'take this' while standing next to an object. That's a phrase that you'll use after you've learned how to pick things up, but it sometimes works here as well.

Don't let Pikachu go to sleep. If it lays down and starts to snore, wake it up by talking to it, or it'll be confused for the rest of the day. It's really frustrating. This holds true for all the levels.

After you get four ingredient (any four ingredients) or time runs out, it's time for the taste-test! Charmander helps out, the poor slob. Unless you've got your four correct ingredients, the results are disastrous. Bulbasaur doesn't seem to be much of a cook unless you improve on his own grocery list. And don't feel bad if you can't finish this one 'just right. I think this particular Pokemon Picnic is the hardest of all, since you can't pick up items or use View Mode. If you get it right (oh happy day!) Pikachu will do a delightful little dance. Professor Oak will calculate your score, and it's time to go home.

* Front Yard *

Pikachu will follow you home to say good bye. Say 'See you later!' I think just saying 'good-bye' makes Pikachu mad. If you make it mad anyway, don't worry about it. You've got the critter hooked now.

* Bedroom *

Save and sleep. Nothing new.

Next morning.. see!! What'd I tell you? It's back! Go on outside for another fun adventure!

====Springleaf Field - Field Trip! Part 1=====

This adventure seems to be there just for the fun of it. Follow Pikachu around as it inspects the world around it. Play guessing games with Pikachu and tell it to 'taste it' or 'smell it' if it picks up berries or a nice flower. You can also tell Pikachu to 'throw it' if it's something that isn't good to eat. One of the cutest things Pikachu does is play with the little leaf whistle you might find on the ground. Tell Pikachu to 'play it' if it's confused about what to do with the thing.

There are several weird blue radish-like plants with green leaves all around the field. Some of these are just strange vegetables, but OTHERS are actually the Pokemon Oddish in disguise. You can tell the difference from afar by watching the leaves of the plant closely. True Oddish plants will quiver and shift a little every now and then.

Charmander shows up on this stage, and yells a hello to Pikachu, but it's up high and Pikachu can't reach its friend. After a little while, Charmander will go away again. Mysterious.

After awhile, Prof. Oak will tell you it's time to go home. What a fun day with Pikachu!

* Front Yard/Bedroom *

Time to say good-bye. Only don't actually say good-bye, say 'See you later.' Pikachu says a happy goodbye and runs back to the wild.

Now it's time for the save and sleep shuffle. Yehaw! Wake up in the morning to find Pikachu ready to whisk you off to play again.

=====
Viridian Forest - Caring for Caterpie! Part 1
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Today, you and Pikachu prove how responsible you are by taking care of five small Caterpie for one of the local Butterfree. These baby bug-types are a breeze to watch, except when they get hungry! Pikachu will play happily with the Caterpie (This is probably one of the more adorable moments in the game. Pikachu is a great babysitter who'll go to great lengths to entertain its charges. It dances for them, twirls around and makes itself dizzy for them, even sings them to sleep. So cute!) You can also watch Pikachu play with the assundry items laying about, as you did in the Field Trip.

When one of the Caterpie get hungry, it'll start to turn blue and bounce up and down. And when that happens, there's only one solution. A rosebud snack! Pikachu will find the rosebud bush on its own, but you have to help it get those high rosebuds down to its level. Tell Pikachu to use its 'Thunder Bolt' attack. Be sure you use the right one, as Thunder and Thunder Shock won't do jack-diddley.

After Pikachu gets the rosebud, it'll feed the flower to the Caterpie (which has probably turned red since you left and might be yowling with hunger). Then, things will settle down.. until another Caterpie gets the munchies. Then it's the same thing all over again. Expect to feed two Caterpie before Butterfree gets back. If you satisfy both the little nippers, you'll receive a beautiful (and valuable) ruby as an award. Fail, and you'll only get a balloon.

Once Butterfree gets back, it'll be time to pack up and make for home.

* Front Yard/Bedroom *

Same old same old. Say Sayonora, save, and secure some shut-eye.

The next morning, when you look outside, Pikachu's got an ice cream cone on it's head!! Actually, it's a fishing lure and hook. Today, you and Pikachu'll be heading over to the Ochre Woods Fishing Hole to catch some water-type Pokemon.

=====
Ochre Woods - Gone Fishing! Part 1
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This introduction to the fine art of fly fishing is pretty easy. Pikachu, as usual, does all the work. You're just there for moral support and suggestions.

Pikachu will cast out the line without any prompting from you. As Pikachu reels in the line, some kind of water-type Pokemon will probably take the bait. When it does, tell Pikachu to 'Reel it in!' or 'Pull!' The only exception to this rule is when it's a really big one (by big, I mean, Pikachu-sized or larger). In those cases, tell Pikachu to 'Hold on!' until it can yank the monster closer to the shore, THEN say 'reel

it in!'. It's tricky and takes practice, but landing one of those beasties sure feels good!

The game will keep a record of your catches, how many you have and how long each fish is. The point is to catch bigger fish than those on your current record, of course. Oh, the game mentions something about finding a better hook than the one you have now, but I haven't located it yet. If anyone has any info on this, please email me!

After a few casts (I got in about 6 the first time around) Prof. Oak will tell you to get yourself on back to the house.

* Front Yard/Bedroom *

Say your good byes. Do I really need to go over this again?

The next morning, there's something new. Prof. Oak calls to give you a neat new thing - The Toolbox!! This handy lunch-box-like contraption holds your PokeHelper, snacks, items, and all kinds of good stuff! You'll be using it quite a lot, so make sure you get the commands down.

Then, Oak will tell you to find Pikachu out in Viridian Forest. Mom packs you a cupcake and some treats and tells you to share your lunch with Pikachu. Then you're off!

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===== Viridian Forest - Toolbox Training =====

* Viridian Forest *

Oak opens up the gate to Viridian Forest for you. Pikachu comes running in from the forest, obviously delighted to see you, even if it's on the other side of a wall of briars. Then the game lets you practice moving around on your own, and finding Pikachu when it walks out of your line of vision (You've been moved out of Pikachu View Mode and into Normal Mode, meaning that now you can move around without having to face towards Pikachu).

Greet Pikachu with a 'Hello.' When you have its attention, Professor Oak will suggest that you share your cupcake with Pikachu. The only problem is that you're on one side of the thorn barrier and Pikachu is on the other. Pikachu will call you over to the left and use one of it's attacks to cut a path through the briars. What a smart little rat it is!

Take the cupcake out of the Toolbox. Pikachu will take it from you and look at it for a moment. Then... it'll use Thundershock to make you drop the toolbox! Then, Pikachu will pick up the toolbox and make a break for it! That ungrateful little sparkplug rodent! After that Pikachu!!!

Chase Pikachu into the next field and try to corner it. Each time you get close, it'll get angry and shock you again, but you can't give up. Corner the little beastie three times, and it'll give a really powerful charge that'll white everything out for a moment. When you come too (the crazed critter knocked you out!), Pikachu will be running towards the deep forest and you'll be in hot pursuit.

Now you're in the deep woods. You round a corner to find that Pikachu has laid out a feast for the five Caterpie you babysat before! The Caterpie will chow down, then scatter, leaving you alone with an abashed Pikachu. It's obvious that Pikachu feels sorry for taking the Toolbox, and returns the item, along with its pretty beach ball as a means of apology.

You take pity on the repentant little monster and invite it to come and live at your house, with Prof. Oak's blessing. You actually have to say 'Stay at my house' when the moment comes.

You'll bring Pikachu back home, and Mom will be thrilled about the idea, of course. Take Pikachu back to your room, save, and go to sleep.

The next day, Prof.. Oak will call again and show you how to get to any of the adventures you've just completed (Pikachu's Discovery Days) AND to a set of new adventures (Pikachu's Play Days). You'll now have a chance to try out new activities and get better at some of the older ones as well. Congratulations!

* Fishing After Training *

Pikachu's Discovery Days contain the only Fishing Game areas in the entire game. If you wanna fish, you gotta do it here. There are three fishing areas (one you can't unlock until you've unlocked Pikachu's Daring Days. More about that later). All follow the same rules as the first fishing game. Get to be really good at them, and you'll have a chance to win Fishing Flags (or posters) to hang on your wall. (A short note: Fishing is the closest you'll come to actually 'catching' any of the other Pokemon in the game, and it offers the widest range of Pokemon to see, even if they are all water/ice/dragon-types)

The 'special' fishing Pokemon (the last one on each list) can only be caught with the blue fishing gear, which shows up in Abra's shop in Springleaf Field (Field Trip, Part Two). Getting Pikachu to buy it is tough, so just keep trying if it picks the wrong thing.

Now, on to the specific areas, in order of appearance:

XXXXXX Ochre XXXXXX

Unlocked: After the Training Course
Pokemon Spotted: Magikarp, Goldeen, Krabby, Seaking, Dratini

XXXXXX Olivine XXXXX

Unlocked: After the Training Course
Pokemon Spotted: Magikarp, Goldeen, Krabby, Seaking, Horsea, Poliwhirl

XXXXXX Celedon XXXXXX

Unlocked: After the Pikachu's Daring Days are unlocked. (Win the Pinata Party game)
Pokemon Spotted: Magikarp, Krabby, Starmi, Staryu, Horsea, Seadra, Tentacool, Tentacruel (?? Unverified)

-----===== Part Two - Pikachu's Play Days =====

XXXXXXXXXXXXXXXXXX Bedroom/Front Yard XXXXXXXXXXXXXXXXXXXX

Now that Pikachu has come to live with you, you get to actually explore your own house! Well, your room and the front yard, at least. Apparently, you keep your mother in your desk drawer or something, since the front door of the house leads right into your room and there aren't any doors that go to anywhere else in the house.

First, the bedroom. This is where you 'wake up' every morning after a save. Once Pikachu comes to live with you, it takes over your bed, although you'll occasionally wake up to find the little critter snoozing on your shelves, on the pillow in front of the TV, on your desk, on the floor.... Just like a cat, give it an inch, and it'll take up the whole room.

You've got a pretty cool room. Nice bed, pots for indoor plants, a desk, shelves, a cabinet for all your stuff, and a TV, complete with Nintendo 64 system (What else?). As your adventures with Pikachu progress, you collect various knickknacks and assundries that show up on your shelves and all around your room. Some of these items are fruit, some of them are flowers, some of them are rewards, and some of them are toys. If you want to pick up things and play with them, go ahead. Don't worry, Mom comes through and tidies up your room while you're gone, so everything'll be right back in the same place when you return.

There's not really much to do in your room, so Pikachu won't want to stay there long. The only game that you can play in your room is the Pokemon Quiz Time game on your Nintendo 64, and Pikachu gets bored with that pretty quickly. If you want to play it, just say 'Pikachu! Quiz time!' and it'll turn on the N64 for you.

Out in the front yard, there's even less to do, even after you gather enough flowers and vegetables to make a proper garden (I'm not sure exactly how it's done yet). While Pikachu likes playing out here more than indoors, it'll get bored fairly quickly with out some wide-open spaces to explore. Luckily, being free to roam about your own house means that you've opened the next set of adventures, so we'll get on to those right now.

===== Ochre Woods - Pokemon Picnic! Part 2 =====

This area is fundamentally the same as the first Pokemon Picnic, only larger. Also, this time around, you'll have much greater freedom of movement, which makes this level a breeze.

Just as before, Pikachu takes you to Ochre Woods. Ochre, as I mentioned before, means 'Pokemon Litter Box.' Don't step in anything! (What a lame joke. Oh well.)

Bulbasaur is waiting with its list of ingredients. Watch the icons over Bulbasaur's head carefully, as Pikachu's little drawings are hard to make out, especially concerning mushrooms. Now you're off to gather up the makings of a fine meal on the go.

The key to this, and the next Pokemon Picnic, is Abra's Shop. This little merchant Pokemon is without a doubt, nearly the only way to win this level. Here's how you use this handy little boon. If you don't have Abra's shop, go to the cave across the stream and try to lure Pikachu over there. Once Pikachu investigates, it'll find a Togepi egg and call you to come look at it. Then, when you take a peek, Abra will show up, then take the egg from Pikachu using Teleport. The shop should be open now.

First things first, scour the level for all the ingredients you can find right away and put them all in your toolbox. I recommend not giving them to Pikachu as you find them, because it's easy to forget what you've already done. Now, if my experience holds true, you've probably got only three ingredients in your box, maybe four if you're lucky, but chances are that you're still looking around for one more herb.

Here is where Abra comes in. Go over to the log bridge next to the tree on its own little raised platform and cross the bridge. You should see a cave with a yellow sign over the mouth. The sign will have two Pokeballs and a picture of Abra's face. This is the shop. Call to Pikachu, and once its crossed the bridge to answer you, go into the shop. Buy whatever you want. It doesn't matter.

Now, when you leave, there'll be an entirely new set of vegetables and mushrooms scattered on the ground. It's a bonanza! Gather up what you're missing, and hand them to Pikachu one by one. A few times I've ended up with five of a particular ingredient using this trick.

Once you send in four ingredients, Bulbasaur will call everyone in for lunch. Yummy! You've made.. whatever it is! Huzzah!

===== Springleaf Field - Field Trip! Part 2 =====

This fun field trip has a purpose and a plan in Pikachu's Play Days. (At last!) This time, you'll be deeper in to Springleaf and the area will look a little different. The first time you play this level, you'll get a little cinema scene with Pikachu and an Oddish. Pikachu will use a small orange watering can to 'wake up' the Oddish, thus giving you your quest for this level. Find the Oddish, wake them up, and hope that they turn into Glooms.

There's several parts to this particular task. First things first, you're going to need a new watering can. The one you receive at the beginning of the level is only good for one more 'serving' of water. There might be a way to get Pikachu to fill it up for you again, but I haven't deciphered it yet. The way you get the new watering can is through Abra's shop. There's one inside the tree at the very top of the hill. It pops up in the inventory there randomly. The large watering can is blue and holds 40 'servings' of water.

Even if you can't get the new watering can, you can track down at least one more Oddish before the level is over. The way you can tell the

actual Oddish from the deformed vegetables scattering the field is that the Oddish will occasionally rustle their leaves, if you watch them long enough. Use your hand cursor to point to a moving Oddish, and tell Pikachu 'Oddish!' Pikachu will look for the Oddish you're pointing to, and, if your guess was right, it'll become happy and ask for the watering can so it can wake the Oddish up. Hold out the can and Pikachu will come to get it. You can get pretty close to the Oddish, but don't get too close, or it'll jump up and run away before Pikachu can water it.. and the little electric rat doesn't like THAT at all.

If you were wrong in your guess, you'll get a little sign that says it was a 'strange radish.' Then, Pikachu might get mad and fry the radish, or just ignore it. In either case, you'll have to try again.

Hopefully, when the Oddish wakes up, it'll evolve into a Gloom. This is the purpose of the level, to make one of the Oddish evolve. Why? It makes the sparkplug happy, of course!

While you're on this level, don't forget to pick flowers and berries to store in your collection. Flowers that you collect for the first time will show up in your room for you and Pikachu to enjoy every day!

===== Olivine Lake - Little Lost Poliwhag, Part One =====

This quest opens up the first truly new area that you'll have seen yet: The Olivine Lake/Marsh area. The whole thing is basically a series of piers that link together small bits of island. It's very maze-like. When you get to the lake, Prof. Oak will tell you to be careful and not fall into the water. Don't worry about that. It's basically impossible (I've tried to run into the water several times and it hasn't worked yet. What kind of game would this be if you could fall in the water and drown?? Anyway). You'll also find out about the five lost Poliwhags who are under the care of a Poliwhath who lives here. You and Pikachu undertake the task of gathering up the little nippers to get 'em back to their Mum.. Err.. Dad.. err.. whatever the Poliwhath is. Why? Because there's nothing else to do in Olivine. At all.

The only way to find the Poliwhags is to get out there in the maze and track 'em down. It's pretty easy, just wait for the hand cursor to pop up somewhere, use the B button to make sure it's a Poliwhag, then, with the hand cursor still pointing, tell Pikachu 'Poliwhag!' Pikachu will look around for the baby Pokemon, and hopefully, will notice it. Then, the Poliwhag will come bouncing over and fall in line behind Pikachu. Rinse and repeat until you find all five. If you happen to see Squirtle while you're wandering around, don't get too close unless you've got all the Poliwhags. Going to see Squirtle signifies the end of the 'day' and you'll be sent home no matter if you're ready or not.

If you succeed, Squirtle will give you a silver coin for your good deed. Good job!! If not, you'll still get some kind of prize, but it might not be the silver coin.

===== Cobalt Beach - Pokemon Pinata Party!! =====

It's a beach party!!! Hurray! This is one of the most difficult mini-games of all because it relies solely on your ability to command Pikachu vocally. This game... whew.. We (that's myself and my sibling testing team) came dangerously close to teaching Pikachu a few new words while trying to win this one. Four letter type words.

The basic idea is to direct a blindfolded Pikachu to the Pinata that Butterfree is holding. This sounds easier to do than it actually is. You will use commands such as 'Wrong way!' 'Straight ahead!' 'Further Left!' 'Further Right!' and 'There!' to tell Pikachu where to go and when to swing. You and Pikachu will have to break open the Pinata two times out of three to 'beat' the mini-game, win the harmonica, and open up the Treasure Hunt.

Even though this is hard, there are several tricks that will make it a little easier to reach your goal. First, move around the ring to make sure that Pikachu is going in the right direction. Don't plant yourself in one place and yell orders from there. If it looks like Pikachu is getting close, scoot around for a fresh angle to make sure it hasn't veered off to the right. Second, and this is very important, REMEMBER TO USE THE RIGHT PHRASES. Screaming 'No!! Noooooo!! Not there, the OTHER way!' won't do you any good. Use your commands calmly and with good enunciation. If it doesn't work the first time, give the command again. Third, and this is pretty obvious, know your right from your left. If you're facing Pikachu and you need to tell it to turn, remember that the directions are backwards. It's stupid and simple, but that's just a little reminder. Pikachu doesn't know which way YOUR left is, it only knows which way it's left is.

If you're successful, you'll get the harmonica from Venusaur. Pikachu will play the harmonica on the beach, and that will summon Lapras, who will then transport you and Pikachu to the Treasure Island. Inbetween, you and Pikachu will camp out in the woods, where you'll have to tell Pikachu to scare off a pesky Haunter with Thunder Bolt. Then, you'll be on the beach of the island, ready to hunt down treasure!!

===== Celedon Island - Treasure Hunt! Part One =====

The premise of this level is simple. Find the treasure!! It's all about the treasure chests, baby.

Basically, there are several buried treasure chests all around the island. Calling attention to one of them with the hand cursor and 'Pikachu!' 'Treasure!' will cause Pikachu to dig it up. Each treasure chest has a sign that tells you what Pikachu has to do to open up the chest. On this level, it's mostly variations on Pikachu's electric powers (Thunder Bolt, Thunder Shock, and Thunder). Give Pikachu the commands when it asks you what to do, and you'll get the treasure inside!

On this level, most of the treasures aren't all that great, but this is just practice for the NEXT treasure hunt in Pikachu's Daring Days (Which you've opened now). Collect everything you can, and go home happy!

===== Pikachu's Playground =====

After all of this excitement, you'll go home, save, and sleep. When you wake up, Oak will have a message for you. It's time for you to learn two new view options that'll help you communicate with Pikachu: The C Button Views. The down C button is your First Person View, which will allow you to look up in the air, or down at your feet. This will help you to be more specific in your item selections with the hand cursor. The up C button is the Pikachu View, an option that keeps you faced towards Pikachu all the time (This is the view that was enforced on you during Pikachu's Play Days. Use sparingly). You'll get a small demo in your room, but then it's on to some heavy-duty training in view usage. For this training, Oak will take you to Pikachu's Playground.

During this part, Oak will give you instructions on what to tell Pikachu. Most of this is very simple. Point to the object in question and say 'There.' So easy. The only part that is difficult is the apple on the other side of the gorge, but it's very easy when you know what you're doing. When Oak asks you to tell Pikachu to bring you the apple, send Pikachu to the small mound of dirt (hard to miss, there's only one) and it'll go through a cave that'll take it to the other side, where it can use Thunder Bolt and knock down the apple. Yay! All finished!

===== Megaphone Game =====

This is a random event that happens from time to time throughout the game. Pikachu will run away with your Pokehelper and you'll be required to use a Megaphone to call the miniature static electricity generator back to your side.

The first time this happens, your mom will wake you up with the bad news that Pikachu has run away. Then, Prof. Oak will call, and seeing your distress, send you the Megaphone. Then, you'll go out into the fields to find Pikachu. When you track it down (this is automatic, don't worry about actually finding Pikachu), you have to use the Megaphone to 'shoot' speech bubbles at Pikachu, who will be traipsing around with the Pokehelper on it's head. As in the first time when you had to get Pikachu's attention, what you say doesn't matter at all. I use 'Pika' myself, because it's quick and easy to say. Use the control stick to aim the Megaphone and the Z button to talk, just like always. If you 'hit' Pikachu with your speech bubbles three times, it'll bring back the Pokehelper. Too bad it never comes within throttling range. ;)

(Coming Soon (when I get around to it): Pikachu's Daring Days)

Chapter 4 =====

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This list is anything but complete. I'm listing some of the most used commands and a few of the special ones that relate to certain levels or areas. Here's a little suggestion when using voice commands: If Pikachu isn't responding, try to break up the command into two commands. For example instead of saying 'Pikachu, Thunder Shock!' all at once, try 'Pikachu!' THEN say 'Thunder Shock!' Also, saying the name of an item or Pokemon will cause Pikachu to look for it. (List of items down below!)

- 'Pikachu!'
- 'Hello!'
- 'Good morning!'
- 'Good bye!'
- 'Wake up!'
- 'See you tomorrow!'
- 'Over here!'
- 'Taste it'
- 'Smell it'
- 'Throw it'
- 'Eat it'
- 'Play it'
- 'Take this'
- 'That'
- 'Thunder!'
- 'Thunder Shock!'
- 'Thunder Bolt!'
- 'Quiz Time!'
- 'What's up there?'
- 'You're so cute!'
- 'Cute!'
- 'Cool!'
- 'Good job!'
- 'Yes!'
- 'No'
- 'Sure'
- 'OK'
- 'Further right'
- 'Further left'
- 'Straight ahead'
- 'Wrong way'
- 'Swing!'
- 'There!'
- 'Stop!'
- 'Pull!'
- 'Reel it in'
- 'Hang in there'
- 'Tag, you're it!'
- 'Dance!'
- 'Open Sesame!'
- 'Stay at my house'

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Hey You Pikachu! has a HUGE number of items that everyone's favorite Pokemon can play with. I doubt that this list is complete, since I find something new almost every time I play the game. I'll keep adding things as I find them. Once you get the Toolbox, collecting items during adventures will give you Pikachu Points, which equal money in Abra's shop, so gather up things that look valuable.

- ***Ball - Bounces. Good for throwing.
- ***Acorn - A Pikachu treat when cooked with Thunder Bolt.
- ***Apple - Usually sour until cooked with Thunder Bolt
- ***Raspberry - Sweet and yummy. A Pikachu favorite.
- ***Strawberry - Tart and tasty. Beloved by Pikachu.
- ***Banana - Rare and scrumptious! The peels are slippery, though!!
- ***Cupcake - A delicious goody for Pikachu.
- ***Hook - Used for fishing.
- ***Watering Can - Comes in two versions, Big and Small. Water Field Trip Oddishes with it.
- ***Harmonica - Win this when you break open at least two pinatas at the pinata party. Pikachu can play it and call Lapras to get to Celedon Island for the treasure hunt!
- ***Leaf Whistle - Get Pikachu to play it (totally adorable!)
- ***Bolt - A part from a dismembered Magnimite. (Actually, it's probably not, but since you find them in those weird hidden caves during the picnic along with assundry magnets, it brought to mind a 'Secret Magnimite Burial Ground). Pikachu loves it, for some reason.
- ***Magnet - A Pikachu treasure. I guess that electric-types just like magnets. Don't ask me why.
- ***Lightbulb - It lights up when Pikachu holds it! Isn't that cute? Collect it on Pikachu's Playground while training with Prof. Oak.
- ***Megaphone - Use this to call Pikachu when it is far away.
- ***Ruby - Valuable gem. Get it for babysitting the Caterpie.
- ***Sapphire - Valuable gem. Location: ?
- ***Yellow Gem - Valuable. Location: ?
- ***Gold coin - Valuable. Location: Treasure hunt?
- ***Silver Coin - Valuable. Get it for rescuing the Poliwag in Little Lost Poliwag, Part One
- ***Copper Coin - Valuable. Find it at the Treasure Hunt, Parts One and Two.
- ***Chocolate Coin - Yummy and cool. Not worth much.
- ***Toy Sword - Hiyah!! It's a neatsword! Find it at the Treasure Hunt, Part Two.
- ***Balloon - A prize for watching the Caterpie if you don't feed them all before Butterfree comes back. Also found in Abra's store.
- ***Pokedisk - Frissbeeeeeeeee!! Buy it in Abra's store and it'll end up in your front yard.
- ***Bottle Cap Ring - Utterly worthless. Don't throw it on the ground, you'll be accused of littering.
- ***Spiny Shell - Weird. Pikachu doesn't really like it. When it grows on trees, a well placed Thunder Bolt will turn it into a roasted chestnut! (Chestnuts roating on an open Pikachu...) Worth about 800 Pika points.
- ***Feather - It floats very well!
- ***Marble - A gift from Pikachu. How nice! Comes in red, yellow and blue.
- ***Togepi Egg - Will it hatch? Who knows? Find it at Abra's shop.
- ***Lily - A flower. Collect it for your garden.
- ***Stink Plant - Pikachu hates the smell, but it's good when cooked.
- ***Bluebell - Makes Pikachu sneeze. Collect it in Springleaf Field for your garden.

***Daffodil - Pretty yellow flower. Pikachu, the narcissist, loves it. Collect it in the Caring for Caterpie levels to add it to the planters at your house.

***Daisy - Cute white flower. Another Caring for Caterpie flower for your house.

Tulip - Pink flower found on the Caring for Caterpie level.

***Sunflower - Same color as Pikachu! Collect it in Springleaf Field to put it in a pot in your room.

***Sweet Potato - A Bulbasaur ingredient. Pikachu doesn't like it un-cooked. Collect during picnics to add to your garden. Use Thunder Bolt to make it all nice and yummy for Pikachu.

***Onion - A Bulbasaur ingredient. Pikachu doesn't like it un-cooked. Collect during picnics to add to your garden.

***Cabbage - A Bulbasaur ingredient. Pikachu doesn't like it un-cooked. Collect during picnics to add to your garden.

***Carrot - A Bulbasaur ingredient. Pikachu likes it's color, but not the raw taste. Collect during picnics to add to your garden.

***Corn - A Bulbasaur ingredient. Pikachu doesn't like it un-cooked. Collect during picnics to add to your garden. Tell Pikachu to use Thunder Bolt on it, and it turns into a tub of popcorn! How cute!

*Wild Herb - A Bulbasaur ingredient. Pikachu doesn't like it un-cooked.

***Radish - A Bulbasaur ingredient. Pikachu doesn't like it un-cooked. Collect during picnics to add to your garden.

***Jumbo Mushroom - A Bulbasaur ingredient. Pikachu doesn't like it un-cooked.

***Pumpkin - A Bulbasaur ingredient. Pikachu doesn't like it un-cooked. Collect during picnics to add to your garden.

***Truffle Top - A Bulbasaur ingredient. Pikachu doesn't like it un-cooked. Collect during picnics, and you'll get a row growing in your yard.

***Charcoal - Leftovers from a Pikachu temper tantrum. Garbage.

Chapter 5 ===== -----

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Questions and Answers!

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These are some questions that I had. I managed to eke out some answers for myself. If you have questions, I probably WON'T have time to answer them personally, but I'll try to put the answers I find in future FAQ updates.

1. Who made this game?

Ambrella, Nintendo, Creatures Inc., and Game Freak. Mad props go to them for making such a cool little game.

2. How many Pokemon are in this game?

Not all of them, that's for sure. I've only seen 26 myself at the time of this writing. I know there are more, simply because I haven't caught every possible water-type Pokemon in the fishing games.

3. Can I capture/talk to other Pokemon besides Pikachu?

Sadly, no. Most of the other Pokemon won't even get close to you, much less let you capture them. You don't have any Pokeballs anyway, so it's a moot point. All your speech bubbles go directly to Pikachu, so there's no chance to directly speak to the other Pokemon either. Pikachu can sometimes talk to them for you, however.

4. Wait a minute! I heard that you could get a Togepi egg in this game! You mean I can't keep Togepi even if I get the egg?

Again, no. The Togepi egg hatches inside Abra's shop and the Pokemon itself stays right there. Bummer.

5. This *\$#@#! electric rat won't do what I want it to!!! Help!

When in doubt, make SURE you're holding down the Z button, and speak in simpler phrases. The VRE (Voice Recognition Engine) is really good, but it can still misunderstand words that seem perfectly clear to the speaker. Break commands up into smaller pieces. Say 'Pikachu!' to get the critter's attention, THEN say the command, 'Thunder shock!' Try not to shout. It doesn't help. The more excited and frustrated people get, the faster they tend to speak. Slow down and pronounce each word carefully. Besides, if you shout at the game too much, other people will think you're nuts. :)

Also, use the hand cursor and the B button to look at the descriptions of objects. They usually contain key phrases in red that help you use the object in question. If that doesn't help, go back to the simple phrases 'Yes.' 'No.' 'Take this.' 'Taste it.' 'Smell it' 'Play it.' 'Pull.' 'Over here.' Use the name of the object or Pokemon you're trying to get Pikachu to focus its attention on. Just speaking the name of most objects will cause Pikachu to look for it.

6. Pikachu is showing me something, but I don't know why!

Relax. Most of the time, Pikachu shows you things just to be playful. It wants you to name the object, then suggest what it should do with the thing. Use the B button to get the name of the item, then use the direct commands like 'Throw it,' or 'Taste it.' to give Pikachu suggestions on what to do with it.

Sometimes Pikachu shows you things that are important to finishing the task that's vital to the stage. The most notable example is the Pokemon Picnic, when Pikachu will show you little drawings of the ingredients on Bulbasaur's list. Most of those weird little pictures aren't always helpful, but sometimes they can jog your memory. Again, B button will help figure such things out.

7. Hey.. what are these little floaty clouds on the Adventure maps?

Those are areas that you haven't unlocked yet. Having problems with a particular quest? That one might be the reason why the new areas haven't opened up yet. If you think you've beaten everything and there's still little clouds in your way, go back to all the adventures and look

for things that you might have missed before.

8. AAAAAAAAAAAHHH!! I woke up and Pikachu wasn't there any more!!

Yes, it can happen. Sometimes in the later levels, if you do badly on an adventure, Pikachu will get annoyed, run off, and won't be there in your room the next morning, AND it'll take your Pokehelper with it!! Little scamp. Then you'll have to play the Megaphone game to get Pikachu to return the Pokehelper. Fortunately, you actually get the Megaphone the first time Pikachu runs away, so from then on, you always have a way to call Pikachu back.

9. Oh cool.. there's a little N64 in my room here! Can I play on it?

Absolutely! After Pikachu comes to live with you, you can play a little quiz game on your N64. It's a Pokemon naming game, which means that you'd better know how those names are pronounced, or you're dead meat! There are ten questions and you have ten seconds to answer each one. You don't get a prize if you win, just the satisfaction of making Pikachu happy. To play the game, just tell Pikachu that it's 'Quiz time!' and it'll turn on the game for you.

10. How do I beat the game?

To be honest.. I don't know. I don't know if there IS such a thing as 'beating the game.' Hey You Pikachu is really more like a virtual pet than any kind of contest or RPG. It's fun because you like hanging out with Pikachu, not because you're trying for the highest score. At least, that's what my understanding of the game is. But, since I haven't completed all the areas of the game, I can't say for sure. As soon as I have, I'll let you know.

11. Are there any cheat codes for this game?

I'm reading the message board as I type this and I'm seeing some people who claim they have 'codes' for Hey You Pikachu that make Pikachu do weird things. I haven't seen a single one work yet. Most of these guys are just yanking your chain. Don't get all worked up over someone who says that speaking code words from other popular games will make Pikachu bow down and worship you and stuff like that. It's just silly. I won't believe it until I can see one work with my own two eyes.

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Mysteries and Questions Still Unanswered

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Where can I find the yellow jewel?

Are there any levels/games beyond Pikachu's Daring Days?

How can I get to the fort up on Celedon Island?

Is there any purpose to the pool of water in the front yard?

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Final Words/Review

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Basically, this game is for children. Don't think differently for a moment (not that games for children are BAD things, but don't pick this up thinking that it'll be the next Forsaken or something). If you're under the age of 10 or so, you will probably miss the point. The point is (for those who missed it) to watch, talk to, and be amused by Pikachu, currently the world's most famous sparkplug rodent. If that prospect doesn't thrill you, then don't buy this game. Don't even rent it. It'll be frustrating and boring to you. If you're transported into the heavenly realms by the mere thought of talking to Pikachu, you'll probably like this game. My younger siblings love it.

The controls are hard to master, the music is repetitive, and the graphics are less than beautiful. Keep in mind that the original Japanese version was released in 1998, BEFORE the Expansion Pack. There's nothing to blow you away here other than the VRE. Even so, the character animation and voice-overs are great, and the concept is very popular, so don't be surprised if you see this on some young whipper-snappers' gift lists. Still, it's a pricey little nugget with the microphone and all, so think twice before you buy. There's always Pokemon Puzzle League.

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Credits/Thanks

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-Thanks/Credit goes to Adam Einhorn (cainedna@earthlink.net) for writing the FAQ for the Japanese game. I didn't actually copy anything from him, but I did get some ideas about what to include in this file from his format.

-Thanks goes to my younger sibs who messed around with the game and told me about the weird little things they discovered.

-Thanks to www.gamefaqs.com, of course. This is a great site with more information than you could shake a 40-foot pole at. May their hit count always be numerous and may their banner ads never go un-clicked.

-Thanks to the people who emailed me with suggestions, tips, or corrections (animemaster31@hotmail.com, tina@foogrll.com, ffeagle@alltel.net and roku17@hotmail.com). I was able to figure out lots of this on my own, but I still appreciate the feedback!

-Thanks to my cousin Darkstorm (raiu@geocities.com) who proof-read this sucker for me. (He's got several Breath of Fire FAQs around gamefaqs.com. Check them out, it's a cool name and he writes very cool

FAQs)

-Thanks to you for reading my FAQ! I worked hard on this sucker and I'm glad that it's helped someone. :)

-Thanks to Ambrella, Nintendo, Creatures Inc. and Game Freak for giving me one more way to keep by siblings out of my hair for an afternoon or two!! (Blessed peace. Ahhh..)

If you're waiting for the shameless site-plug.. Here it is, I guess.

<http://www.crosswinds.net/~negai>

There's nothing there but this FAQ, so don't get your hopes up too much. :)

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