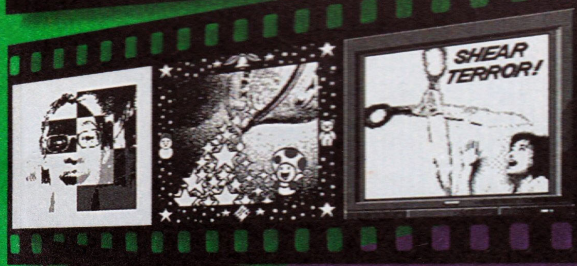
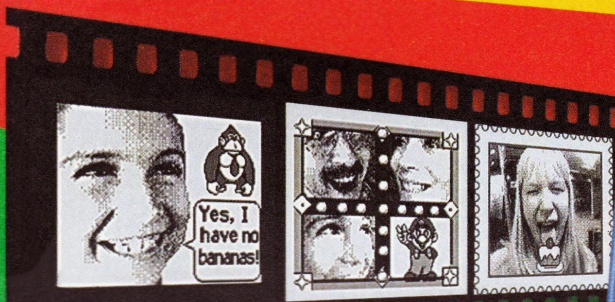
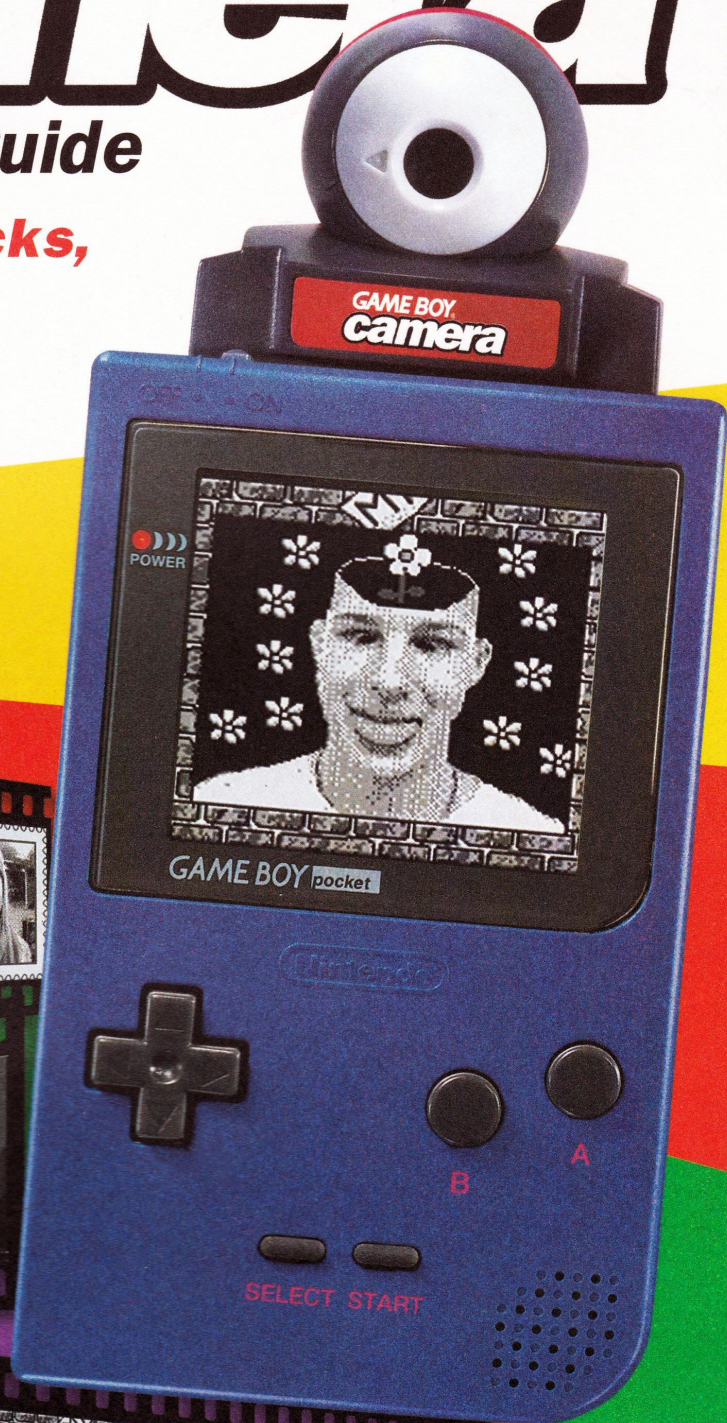


The **OFFICIAL** Guide from the pros at **NINTENDO POWER**

GAME BOY[®] **camera**

Funtography Guide

*100-plus Pics, Tricks,
Tips and Projects*





PUBLISHER

M. Arakawa

ASSOCIATE PUBLISHER

Yoshio Tsuboike

EDITOR IN CHIEF

Leslie Swan

EDITOR/WRITER

Jason Leung

PRODUCTION COORDINATORS

Jessica Joffe

Nancy Ramsey

ART DIRECTOR

Kim Logan

DESIGNERS

Jim Catechi

Carol Walter

CONTENT LAYOUT

Work House Co., Ltd.

Jumpin' Jack Yushi

Toru Nakagawa

V Design, Inc.

Yoshi Orimo

Sonja Morris

ILLUSTRATOR

Jason Leung

CONTRIBUTING

ILLUSTRATORS

Kyle Hunter

Work House Co., Ltd.

DESIGN/PREPRESS

SUPERVISOR

Jay Wergin

ELECTRONIC PREPRESS

Jonathan Dachs

Lisa Robinson

Steven Rossan

David Waterworth

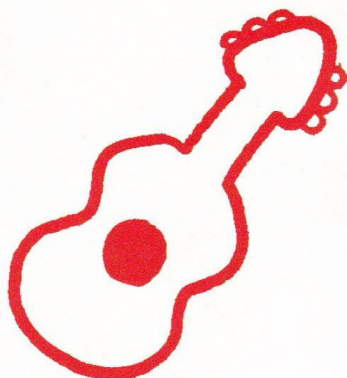
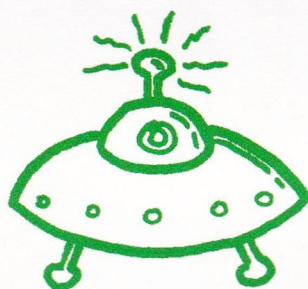
Van Williams

PREPRESS ASSISTANT

Todd Dymnt

Special thanks to all our photogenic models

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GAME BOY®



camera

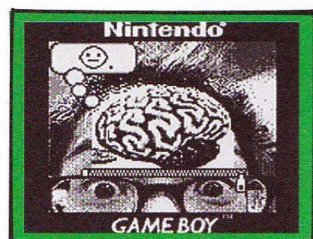
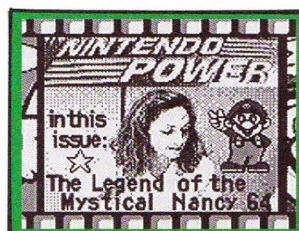
FUNTOGRAPHY

GUIDE



IT LOOKS LIKE A TOY, but for a plaything the Game Boy Camera sure is complex. To take

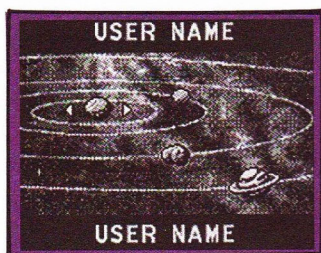
picture-perfect shots, you're going to need some help from Nintendo Power. Thanks to the Game Boy Camera Funtography Guide, you'll learn the tricks of the trade in a flash, and composing, animating, and manipulating pictures will be a snap. Learn the shutterbug secrets by taking a step into the darkroom. The pros at Nintendo Power will light the way.





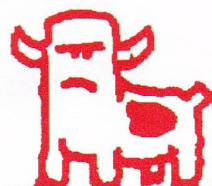
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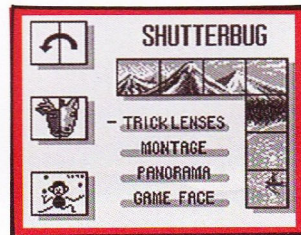
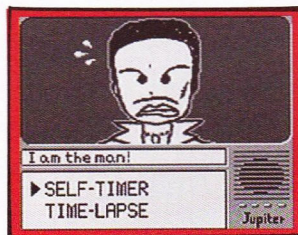
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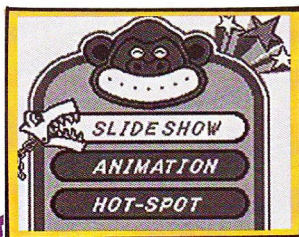
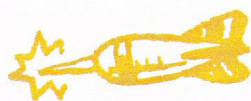
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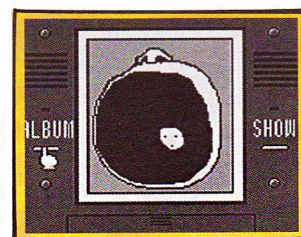


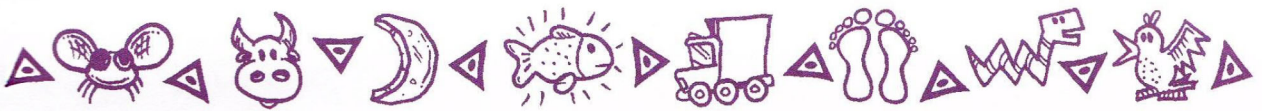
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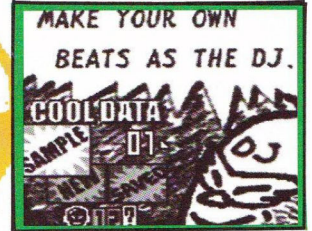
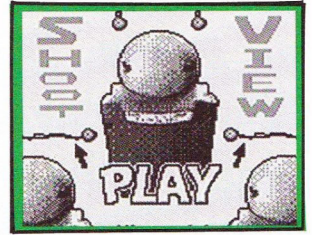
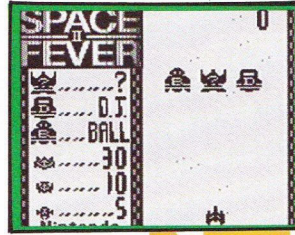
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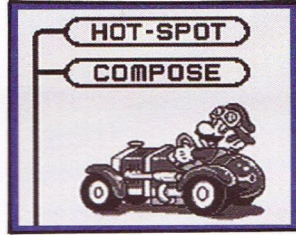
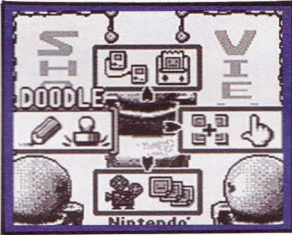
Space Fever II, Ball, Run! Run! Run!

36 MUSIC

DJ: Sample/New/Saved, Game Face
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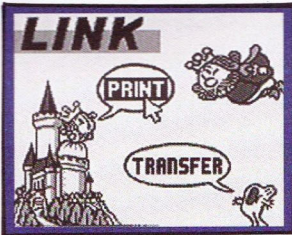


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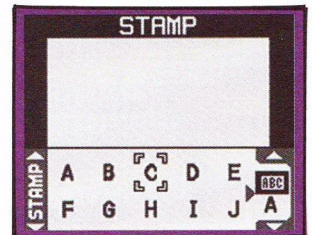
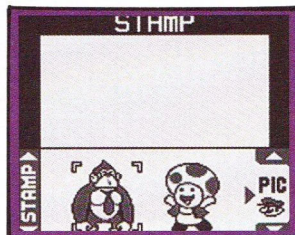
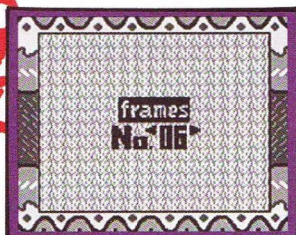
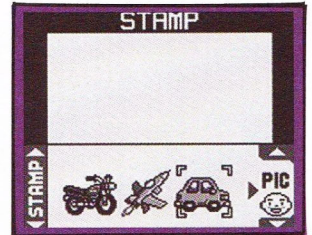


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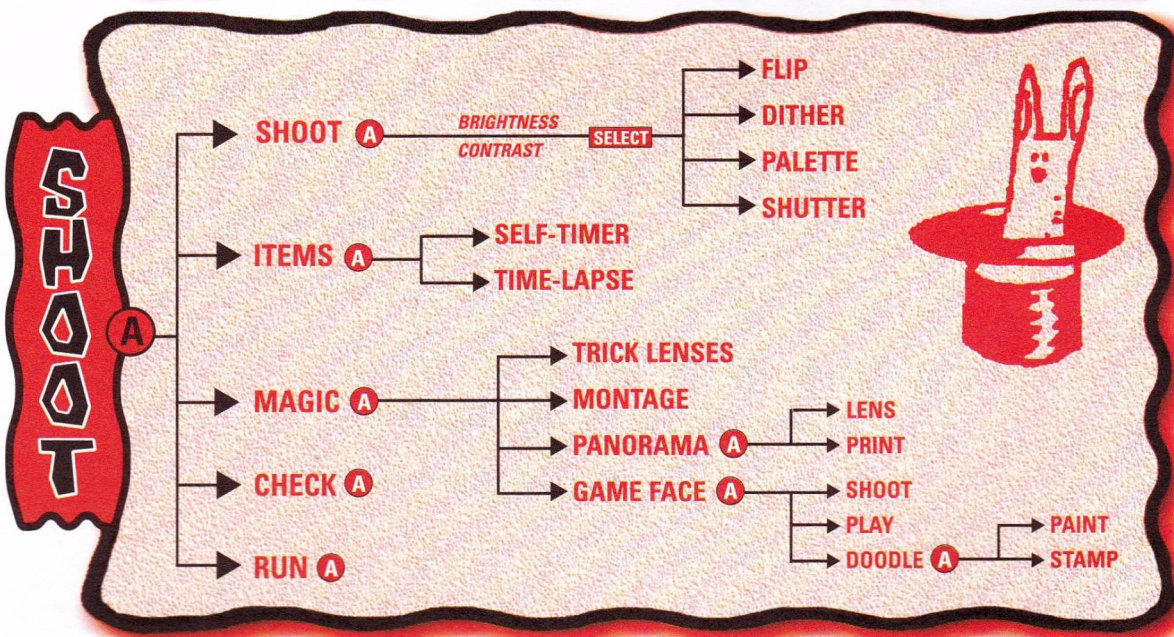
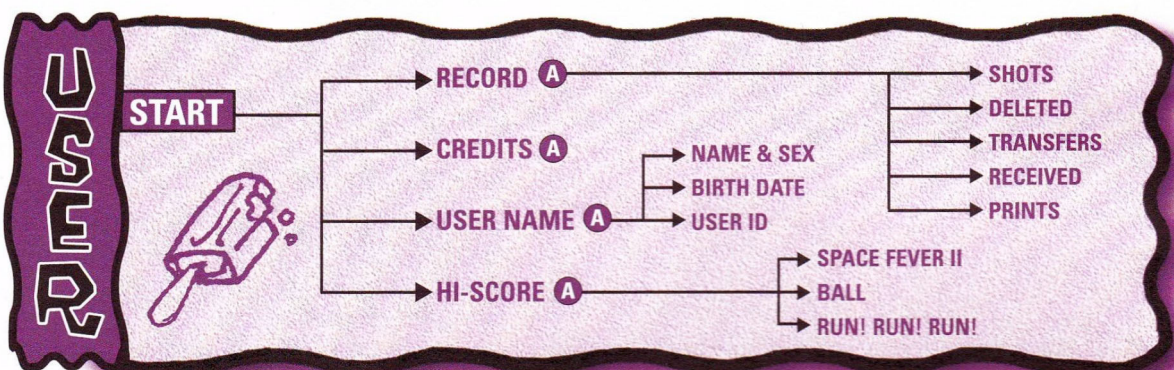


MOVING THROUGH THE LOOKING GLASS

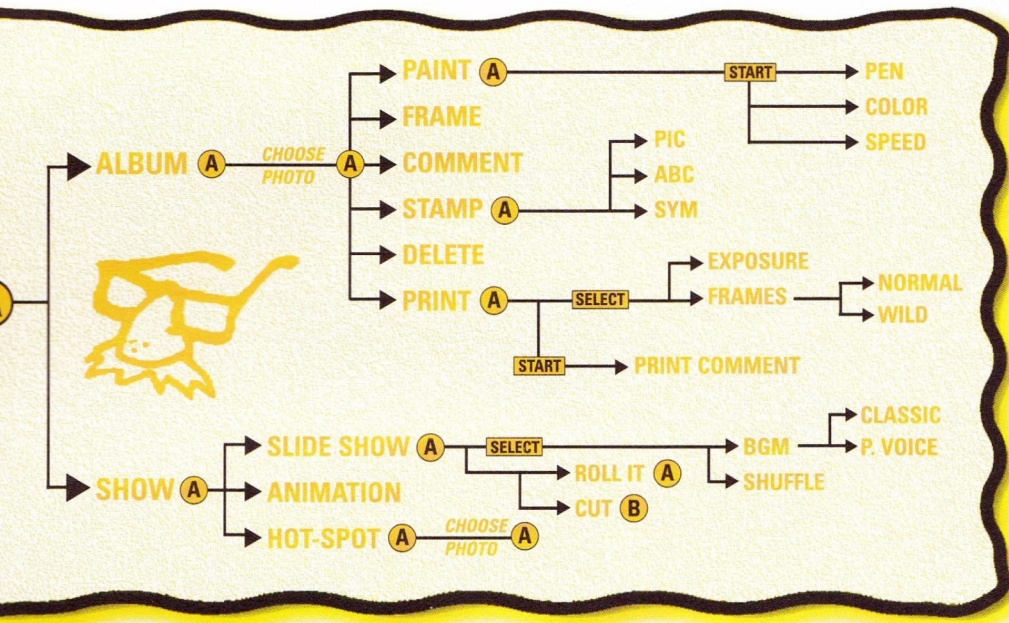
Navigating through the Game Boy Camera's menus can be as difficult as catching bigfoot on film, so use the flowchart below for guidance. While it won't help you snap a picture of Sasquatch, the menu map will help you find the path to the function you're hunting. All paths begin from the main Shoot/View/Play Menu. To access it, press the A, B, or Start Button as soon as Mario greets you on screen after you've switched on the camera. From there, press the Start Button to activate the User Screen, hit the Select Button to access the Studio Menu, or tap the A Button after using the Control Pad to highlight Shoot, View or Play.

PRESS A BUTTON
to CONFIRM SELECTION

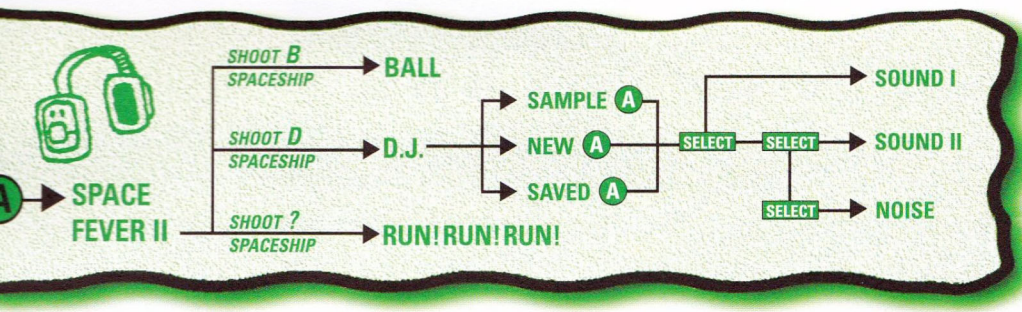
PRESS B BUTTON
to CANCEL or BACKTRACK



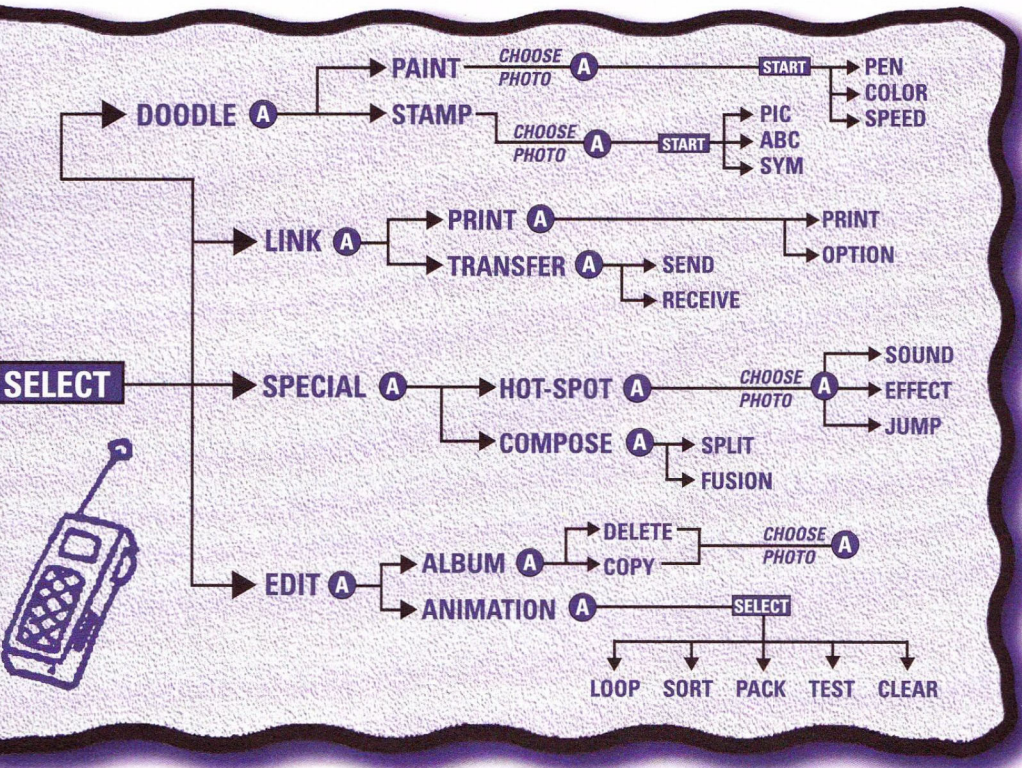
VIEW



PLAY



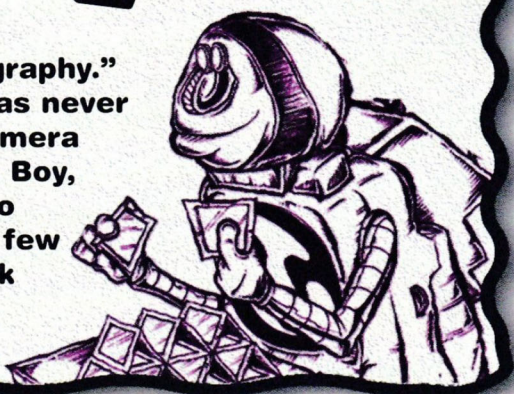
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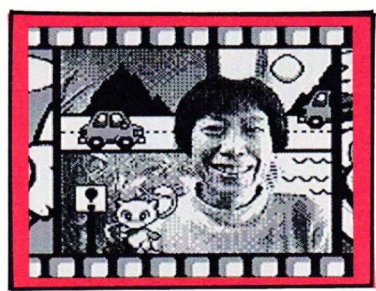
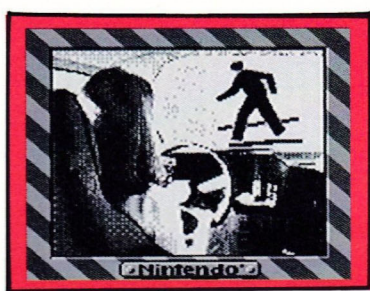
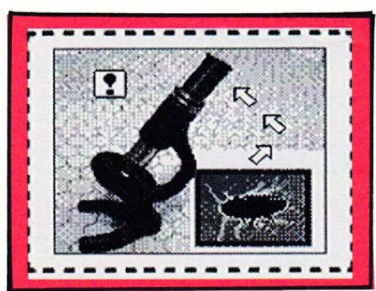
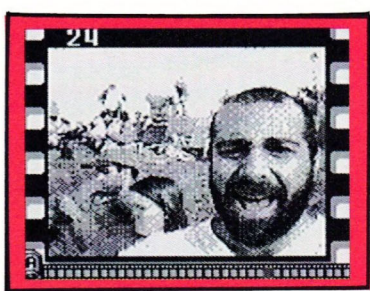
FOCUSING ON FUNTOGRAPHY

Photography plus fun equals "Funtography." That's not to say that photography has never been a blast, but when you plug a camera into a portable arcade like the Game Boy, having fun will be a snap. It will be so easy in fact, that with the press of a few buttons any amateur's photo can look like the work of a pro.




CLOSE-UP ON THE GAME BOY CAMERA

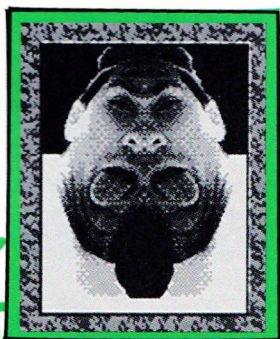
 Lugging around photo equipment and constantly paying for film and development costs can make photography a hassle. With the Game Boy Camera, you'll have a photo studio in the palm of your hand that will extend your photo shoots beyond special occasions. Since you can preview every picture before you add it to your virtual photo album, you'll know that every shot won't be a shot in the dark. And with Nintendo Power's official Game Boy Camera Funtography Guide, you'll know every photo will be flawless.






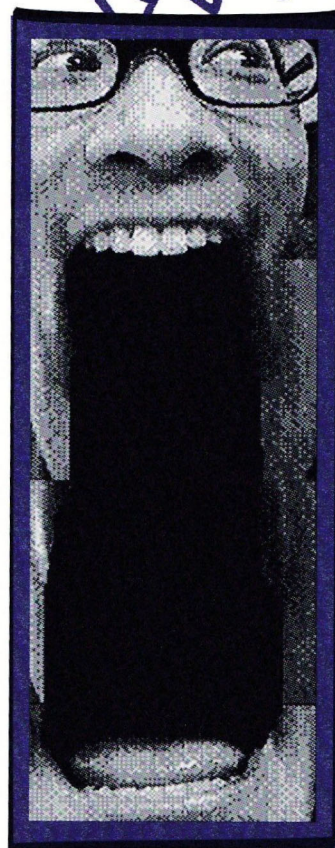
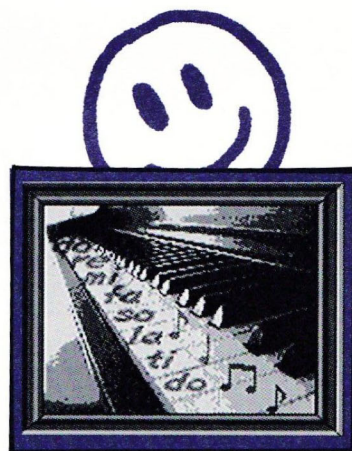
SAY "CHEESE!"

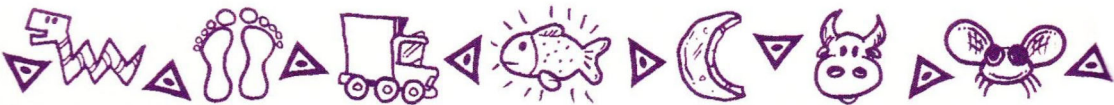
 Smile, because this handbook will unlock many of the Game Boy Camera's mysteries, including composing music, exposing Album B's mystery photos and creating animated sequences. Yet even more reason to smile is that this guide is overflowing with illustrations and examples that you can shoot or base your own pictures on.



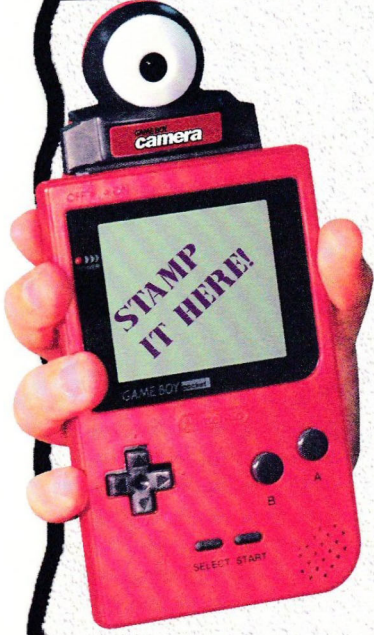
GAMERA SHY OR SLY

 The Game Boy Camera is fun, but it's not a toy, so always look before you shoot. Not all people and places will allow you to use it freely to take snapshots unless you ask permission, say "please" or get written consent from the baseball commissioner. You should also be careful when photographing images from books, magazines or TV shows, because in addition to being photogenic, the material may be copyrighted. At least this guide will provide you with some illustrations that you can shoot worry-free.





USER PAGE



USER NAME

ADDRESS

TELEPHONE NUMBER BIRTH DATE

USER ID

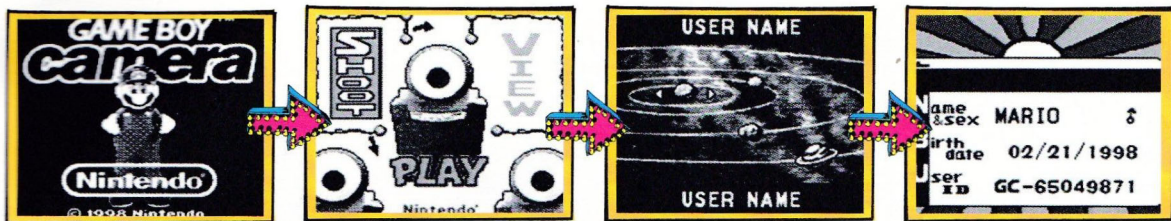
MY FAMILY

STAMP IT HERE!	STAMP IT HERE!	STAMP IT HERE!	STAMP IT HERE!	STAMP IT HERE!

MY FRIENDS

STAMP IT HERE!	STAMP IT HERE!	STAMP IT HERE!	STAMP IT HERE!	STAMP IT HERE!

STAMP IT HERE!	STAMP IT HERE!	STAMP IT HERE!	STAMP IT HERE!	STAMP IT HERE!



REGISTRATION SCREEN

Your camera will store your personal data, so any pictures you trade via the Game Link Cable (see page 43) will bear your stats in Comment Mode (see page 31). To register your name, hit the A, B, or Start Button when Mario appears on screen, then press the Start Button when the Shoot/View/Play Menu pops up. A galaxy map will appear, and by moving the Control Pad to the left or right you can highlight the User Name option, as well as the Record, Hi-Score, and Credits options. Hit the A Button to enter your choice.

RECORD	
SHOTS	0113
DELETED	0116
TRANSFERS	0028
RECEIVED	306907
PRINTS	0030

Record

Not all of the camera's options will be accessible from the get-go. To unlock them, you will have to trade, print or shoot pictures. Consult the Record Screen to check your Funtographic progress.

HI-SCORE	
SPACE FEVERII	00011233
BALL	1018
RUN! RUN! RUN!	15:99

Hi-Score

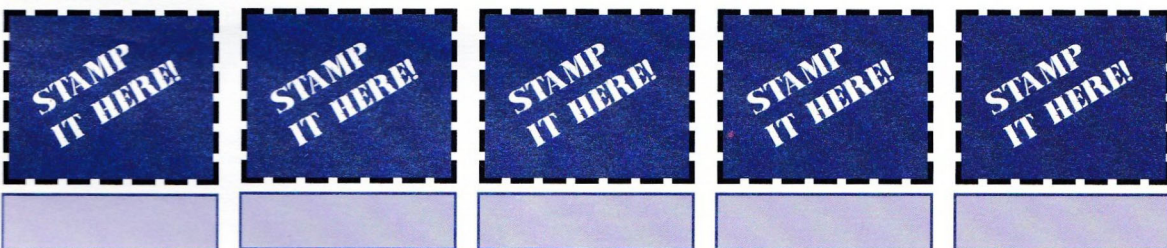
Racking up sizable scores in the camera's arcade games (see chapter 3) can also earn you access to some of the camera's hidden features. Your best records will appear in Hi-Score's hall of fame.



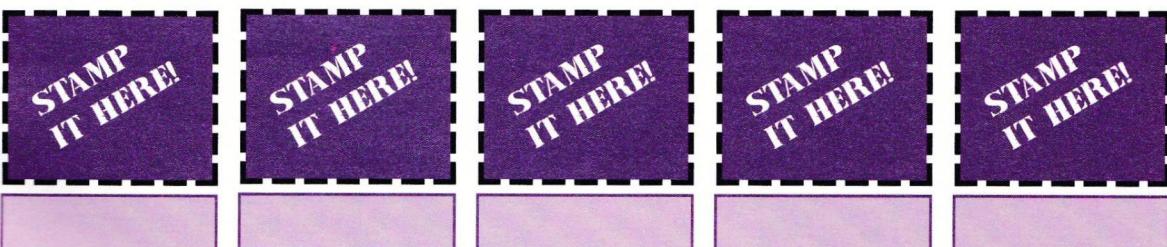
Credits

A dancing man is all you'll see when you first access the Credits. To view the actual credits list along with a more exciting animation sequence, you'll have to fulfill the requirements listed on page 10.

MY PETS



MY FAVORITE THINGS





PIC TRICKS

It may be a camera, but it's still a Nintendo product at heart. And fittingly, it holds secrets only a gamer would expect. But shutterbugs can get in the know, too. With this exposé on the camera's hidden features, Funtographers can be in the darkroom without being left in the dark.



Run! Run! Run!

The Play Mode (see chapter 3) features a hidden track-and-field game, but it won't be afoot until you've stepped up your Space Fever II performance to 2,000 points. With two grand, you'll unlock the new game.



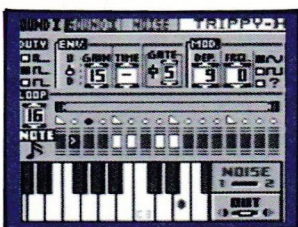
Mirror Stamp

The Stamp Mode (see page 30) will allow you to decorate photos with text and clip art. To flip a stamp over to its mirror image, hold the A Button (for about two seconds) while you're stamping a photo.



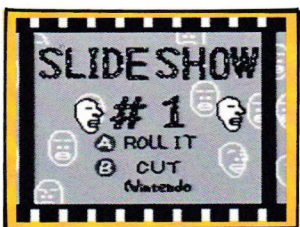
Motor Mouth

When you access the View Screen (see chapter 2), an animation loop depicting a big-mouthed, disembodied head will begin. To vary the animation scene's speed, press Up or Down on the Control Pad.



Sheet Music

DJ Mode (see page 36) can save only one of your musical compositions at a time. To print them out for a rainy day, access the Sound I Screen, push and hold the Start Button, then press A.



Slide Show Speed

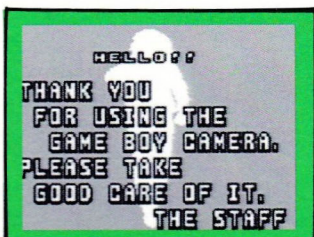
To adjust how fast your camera displays your album photos in Slide Show (see page 32), press Up or Down on the Control Pad while the show is in progress.

Album B Photos

To view a "?" photo in Album B, you must first fulfill the appropriate requirement:

ALBUM B PHOTOS

- photo B-17 → Shoot 60 Pics
- photo B-18 → Delete 60 Pics
- photo B-19 → Transfer 15 Pics
- photo B-20 → Receive 5 Pics from Males
- photo B-21 → Receive 5 Pics from Females
- photo B-22 → Print 30 Pics
- photo B-23 → Score 3,000 Points in Space Fever II
- photo B-24 → Score 5,000 Points in Space Fever II
- photo B-25 → Score 7,000 Points in Space Fever II
- photo B-26 → Score 500 Points in Ball
- photo B-27 → Score 700 Points in Ball
- photo B-28 → Score 1,000 Points in Ball
- photo B-29 → Finish Run! Run! Run! in 17 Seconds
- photo B-30 → Finish Run! Run! Run! in 16 Seconds



Roll Credits

After unlocking Run! Run! Run!, finish the game in less than 22 seconds to earn the right to see who's who behind the camera's development. Otherwise, you'll just see the dancing guy on the Credits Screen.

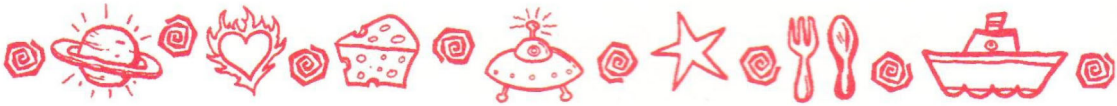
Hello, Printer

If you've also purchased a Game Boy Printer, hold the Feed Button as you turn on the unit to print out Mario's special greeting.

CHAPTER 1

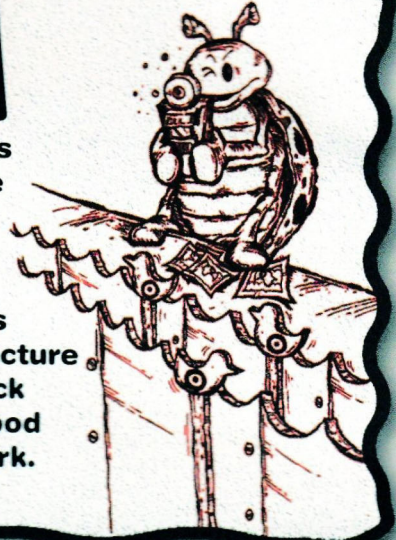
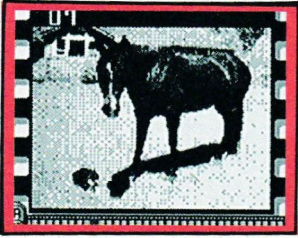
SHOOT






SHOOT

Funtography is photography with an emphasis on fun, and every amateur can easily become a self-assured shutter-bug. Even so, there should be a method to every Funtographer's madness. Shooting a picture will be just a button-click away, but shooting a good one will take a little work.



EYE OF THE BEHOLDER

 Your Game Boy's screen will double as a viewfinder, and it will display whatever the lens ball is focusing on. Once a photo-worthy subject is in your sights, press the A Button to freeze the image on screen. Save the picture to your photo album by pressing the A Button again, or reject it by pressing the B Button.



Exposures
You can save up to 30 pictures at a time, and your camera's "exposure" meter will keep track of how many open photo slots are left. To learn about deleting photos from your album, turn to page 31.



To take a clear, sharp picture, hold your Game Boy Camera firmly or prop it against something sturdy like a book.

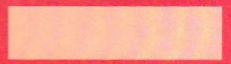


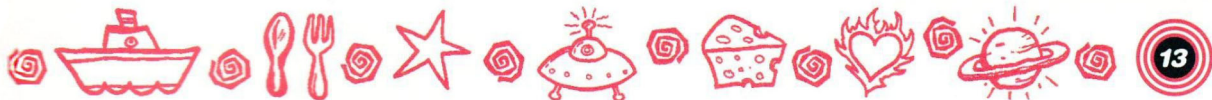
Either that's an "action" shot of a guy sitting still or the photographer has shaky hands. Avoid taking a blurry pic by holding the camera steady.




Self-portrait

Indulge your Funtography skills as well as your ego by snapping a photo of yourself. Experiment with your self-portrait by moving the Game Boy around to blur your image. Once your picture is perfect, add it to your album. If you have a Game Boy Printer, print out your mug shot, then stick it here for posterity.





LIGHTS, CAMERA, ACTION!

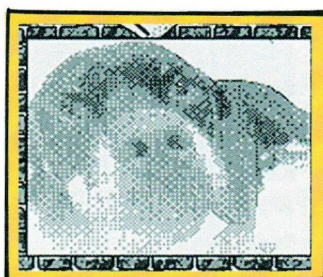
 As with any camera, you'll need good lighting to snap a clear picture. Sunlight or diffused, indoor light will provide the best conditions and will eliminate excessive shadows and harsh glares. For a moodier effect, use low light to cast more shadows. To develop a washed-out-looking photo, place your subject under focused lighting, such as lamplight.



Backlighting
To make your subject appear in silhouette, light it from behind. With backlighting, you can create stark contrasts by shrouding your subject in shadows.




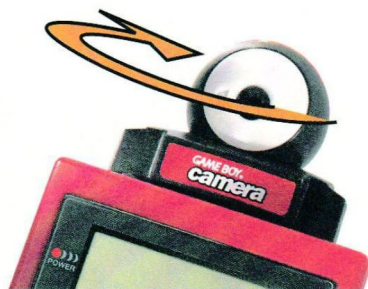
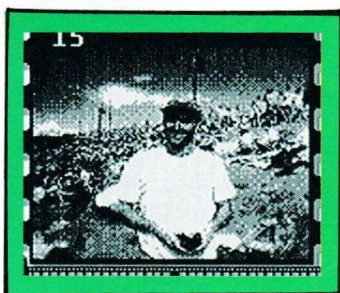
Shed some light on your subject by photographing it under the optimum lighting conditions: natural or evenly-diffused lights.



Too much light on only one area of your subject will make your image look washed-out.

THE ROVING EYE

 The camera's lens ball doesn't always have to stare directly at the photographer. To cast the gaze of the camera eye elsewhere, swivel the ball clockwise away from the screen. The lens ball can swivel a maximum of 180 degrees and will be aimed slightly upward when it's completely turned around. When the eye is placed in the "home" position, it will be aimed slightly downward.



By rotating the ball 180 degrees away from the screen, you can make your Game Boy Camera a periscope of sorts.

Group Photo


STAMP IT HERE!

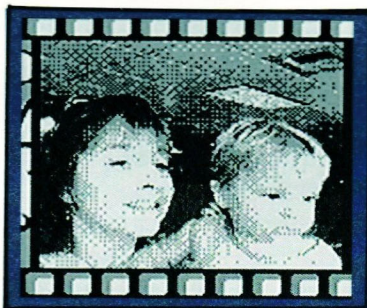
Swivel the lens ball around to take a group picture of your friends. Vary the lighting to make your pals appear shady and ominous or ethereal and hazy. When you've found the right mood, press the A Button to shoot, then print a copy for you and your friends. (For details on printing, see page 29.)



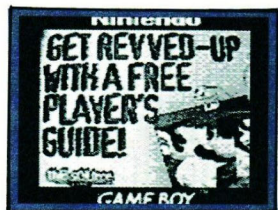


UP CLOSE AND PERSONAL

 The camera's eye is more near-sighted than far-sighted. A full-body shot is about as far away as you can shoot your subject and still retain enough rich detail to keep the image recognizable.

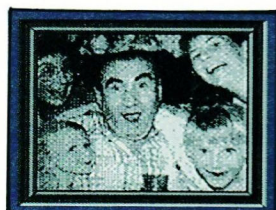


The camera will sharply focus on objects stationed anywhere from an inch to several feet from the lens, but the focus will begin to soften when objects go beyond those limits.



By the Book

You can take close-ups of things like book pages. If a picture says a thousand words, a picture of a word should speak volumes.



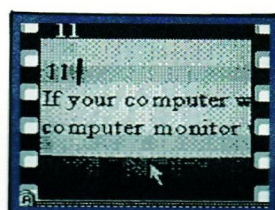
Picture-Perfect

By taking a picture of a picture, you can forever preserve that photo, painting or illustration in your Game Boy Camera's album.



As Seen on TV


Since the camera's pictures are pixelated, photographing something straight off your television screen will look as good as the real thing.

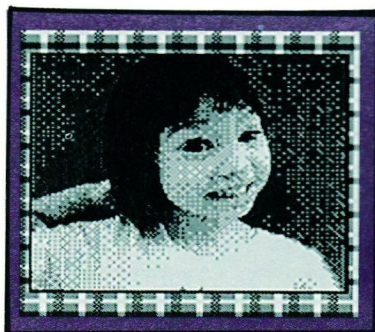


Taking a Byte

If your computer won't let you print something, take a picture of it instead. Images on your computer monitor can be quite photogenic.

GOING THE DISTANCE

 A head-and-shoulders shot of a person will show not only plenty of detail, but good composition as well. To achieve that caught-on-a-security-camera look, photograph your subjects from several feet away.



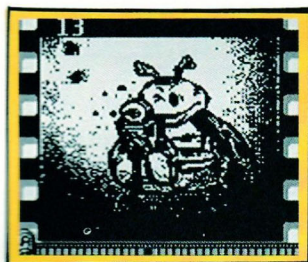
Shooting Stars

Play paparazzi without bothering celebrities by photographing your favorite star off your TV screen. The image you shoot will look like the star waltzed into your viewfinder in person. Plus, with the Montage Mode (see pages 22 and 23), you will be able to mix your face into the picture.

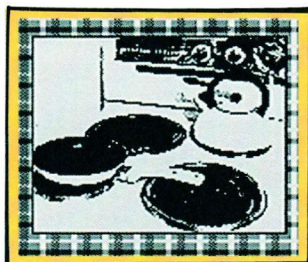
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BRIGHTNESS AND CONTRAST

If the lighting isn't to your liking, you can always adjust the camera's Brightness and Contrast rather than fiddling with lamps or waiting for the sun to shine on a particular spot. The Brightness and Contrast controls appear on the frame of your viewfinder screen. By pressing the Control Pad Left or Right, you can adjust Contrast, and by tapping the Control Pad Up or Down, you can tweak Brightness. Either control will affect the texture and feel of your picture.



By shifting the Contrast control to the right, you can darken your picture's edges and create a look referred to in photography as a "vignette."

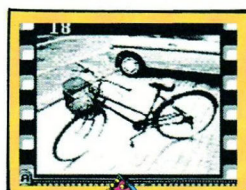


By pushing the Contrast and Brightness controls to their maxes, you can create a stark image that bears the resemblance of a Warhol screen print.



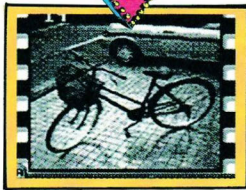
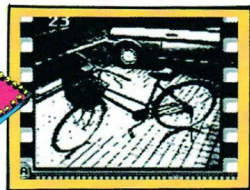
Brightness

Brightness affects the intensity of light. To adjust the Brightness, tap Up or Down on the Control Pad.



Contrast

Contrast affects the difference between light and dark. To adjust the Contrast, tap Left or Right on the Control Pad.

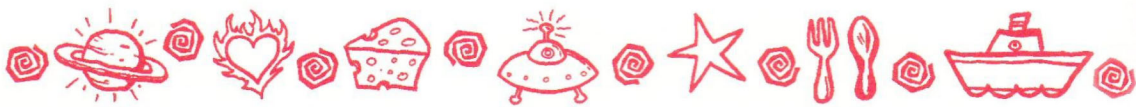


The Great Outdoors


STAMP IT HERE!

Outdoor scenes make for great photos, but you can't always depend on the weather to provide sufficient lighting. The silver lining on any gray, cloudy day is your camera's Brightness and Contrast controls. Tweak them until your pictures look like postcard material, then slap the printout in the space provided.





VIEWFINDER SCREEN OPTIONS

 You can adjust more than just Brightness and Contrast before you take a picture. By pressing the Select Button, you can bring up a menu that features four new options: Flip, Dither, Palette and Shutter. To activate any of the four, press the Control Pad in the direction that corresponds with your choice.



Flip

Enter the Flip option by pressing Up on the Control Pad. In this mode, you'll be able to either turn your subject into its mirror image or flip it upside down (when upside down, your subject will always be depicted as its mirror image). To exit this mode or any other viewfinder screen option, press the Control Pad in the opposite direction you entered it, which, in this case, is down.



Flip Horizontally



Flip Vertically

Dither



On



Off

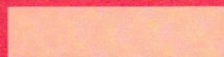
The term "Dither" refers to how your Game Boy conveys color by grouping tiny black, white and gray dots, or pixels, on screen. By pressing Left on the Control Pad, you can activate or deactivate the Dither feature. Normally, Dither is "on" so your black-and-white pictures will convey a full gray scale. By shutting off Dither, you'll increase the contrast, and decrease the subtleties in shading.



Dither Here nor There

By deactivating the Dither function, you'll disable the camera's ability to blend colors. In doing so, your photos will take on a silk-screened-poster appearance. Set Dither to off, then create a pint-sized poster or baby-sized banner for your album.

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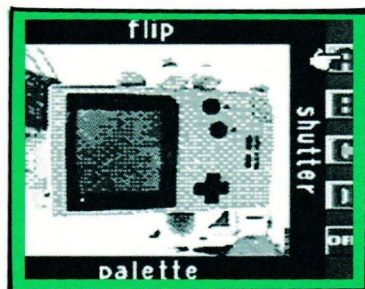
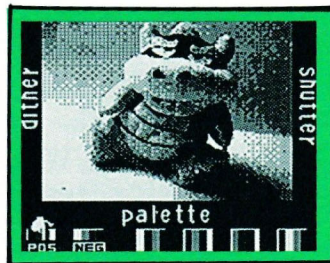
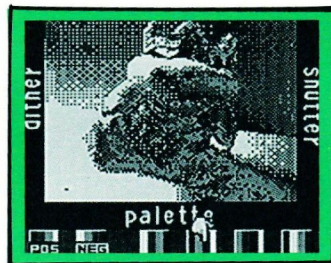
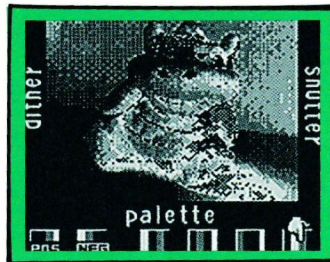
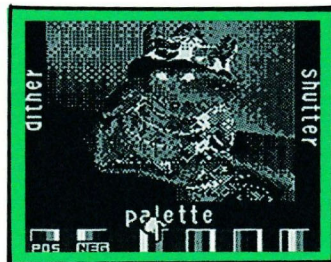
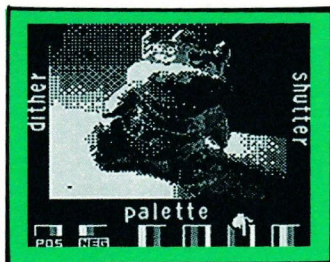


Palette

Press Down on the Control Pad to access the six color Palettes, then move the Control Pad to the left or right to choose one of the color schemes. The first Palette is the Positive one, which is how your pictures normally appear. The second Palette is Negative, which will reverse all colors so black will be white and vice-versa. The remaining four Palettes will interchange shades of the gray scale.



The special Palettes will give your pictures an infrared, night-vision look. If you shift the Contrast completely to the right, then select a special Palette, your pictures can take on a gray-and-black or gray-and-white, two-tone appearance.



Instead of being a point-and-click camera, the Game Boy Camera can be a point-and-squeak or point-and-buzz camera, depending on the Shutter sound effect you choose.

Shutter

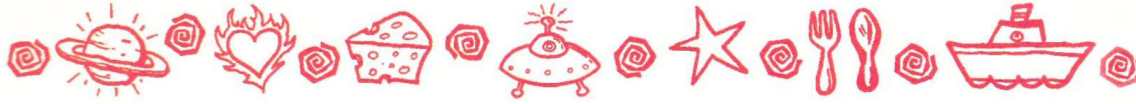
You can't adjust the shutter speed on your camera, so fast-moving objects will always appear as a blur. Here, Shutter refers to the sound your camera makes when you snap a photo. You have four different sound effects to choose from, as well as a mute option.

Shades of You

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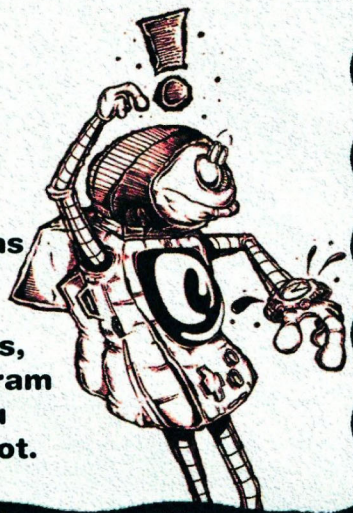
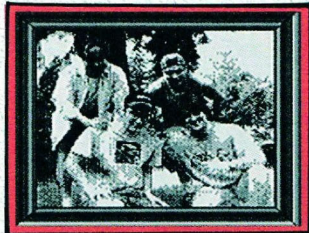
Snap a photo of something you want to experiment on using your camera's special Palettes. Seek out an object or setting that is colorful because the more hues and shades you capture in your viewfinder, the more psychedelic your finished, Palette-altered photo will become.






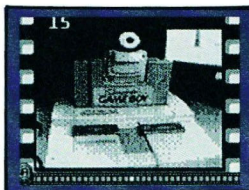
ITEM

The second feature on the "Let's play!" and "Welcome to my parlor!" Shoot Screen is the Items Menu that contains two automatic shooting functions. Through the use of the menu's timers, you will be able to program when and how often you want the camera to shoot.



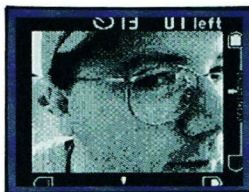
SELF-TIMER

 Sometimes, you won't want your self-portrait to be taken from an arm's length away. With the Self-timer, you can free yourself from manually operating the camera. The mode can give you up to 25 seconds to strike a pose before the camera automatically snaps a photo. Activate the Self-timer Mode, then select your time limit by moving the Control Pad to the left or right. Once you've chosen a time, press the A Button to confirm it. The viewfinder will then appear, and you can compose your picture. Adjust the Brightness, Contrast, Flip, Dither and Palette functions, then press the A Button to begin the countdown.



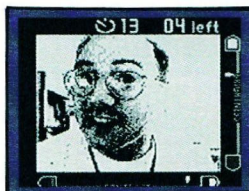
Super Game Boy

The Self-timer works best if you plug your camera into your Super NES via the Super Game Boy. With that setup, your Super Game Boy will act as a tripod, and you can monitor your pose and the timer on a full-size TV screen.



Brightness/Contrast

Before pressing the A Button to start the clock, adjust the Contrast, Brightness and any other visual functions you'd like to tweak.



Let the Countdown Begin

Once you've composed your picture, start the timer and head into the gaze of the lens ball. Watch the timer centered in the top of the viewfinder frame to know when to say "cheese."



This Time, It's Personal


Look, Ma! No hands! Now that you've learned how to use the Self-timer, take a self-portrait where both of your hands appear in the picture, and neither one is captured on "film" touching the A Button.

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TIME-LAPSE

 The Time-lapse function will allow you to assign a time interval to the camera's automatic shooting abilities so your camera will shoot a picture every second, minute, hour or any time in between. Once you've entered the Time-lapse Mode, set the shooting interval by moving the Control Pad to the left or right. After settling on a time, push Down on the Control Pad to select the number of photos you'd like the camera to take. The camera will be able to shoot up to 30 Time-lapse photos per setting, depending on the number of exposures you have left. With a 30-photo max spread over a maximum interval of 60 minutes, your camera can be used for surveillance to monitor a day's worth of activity.



Your Game Boy Camera can monitor the progress of such happenings as a cake rising in the oven or an ice cube melting. Find a safe place to leave your camera, then set the Time-lapse function to keep a cyclopean Game Boy Camera eye on things.



After setting the time interval, choose the number of photos you'd like your camera to shoot, then select Begin.

Cinema Made Simple

Using the Time-lapse function is an easy way to create a short movie sequence. By setting the time interval to a single second, you can fill your album with up to half a minute of rapid, cinematic action.



Catching Some Z's



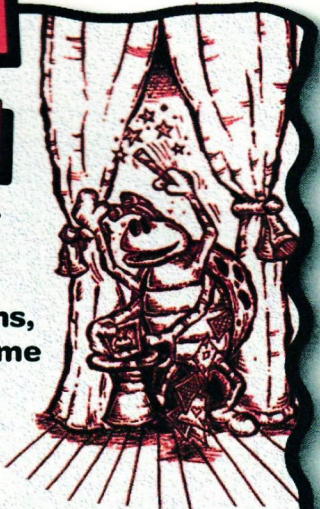
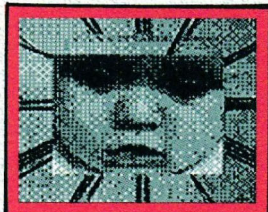
There must be a leak in your ceiling or something because you certainly don't drool when you sleep. To be sure, use the Time-lapse function to photograph yourself as you slumber. By morning, you'll have a record of your tosses and turns and the unmaking of your bed.





MAGIC

The Game Boy Camera has more than a few surprises up its sleeve including Magic Mode's Trick Lenses and composite photo capabilities. With these functions, you'll be able to conjure up some visual wizardry that will help you doctor your photos as you shoot them.



TRICK LENSES

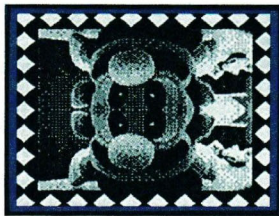
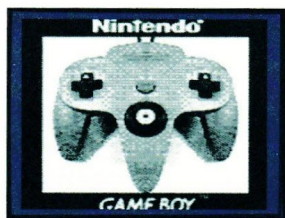
Lens 1

On the lens selection screen, press Left or Right on the Control Pad to scroll through lenses, such as Lens 1, which will mirror half the screen.



Lens 2

Trick Lens 2 will mirror whatever appears on the left half of the screen onto the right half to give images an inkblot-test composition.



Lens 3

The third lens has a similar effect as the first two lenses, except that it will mirror the bottom half of the screen onto the top portion.



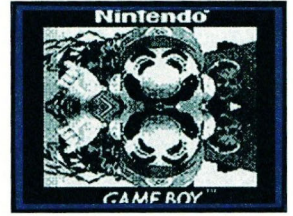
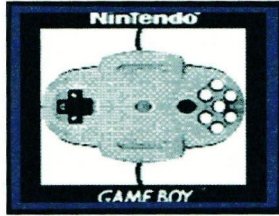
Butterfly Wings

With a little trickery, you can disguise everyday objects into mirrored mutations. The first four trick lenses will turn your subjects into symmetrical compositions like the wings of a butterfly. Find something simple to photograph, then watch it metamorphose via a mirrored lens.

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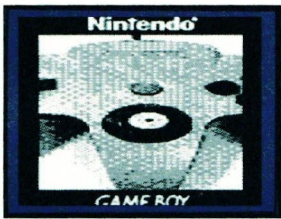
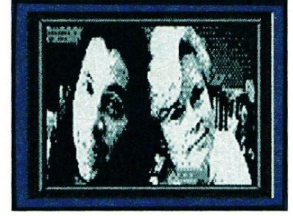
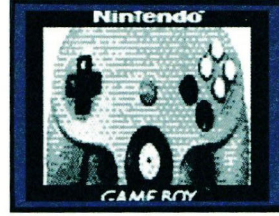
Lens 4

The opposite of Lens 3, Lens 4 will mirror images that appear in the top half of the viewfinder onto the bottom half of it.



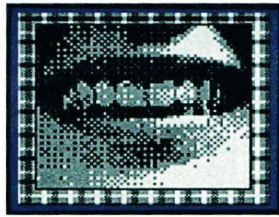
Lens 5

For a slimming effect, try the fifth lens, which will compact things horizontally so your subjects will appear tall and skinny.



Lens 6

To squish your subjects vertically and stretch them out horizontally use Lens 6, which will make your pictures look wide and squat.



Lens 7

Lens 7 is a magnifying lens that will give you a close-up view of your subjects. The only risk is that the image may be blocky.

Lens 8

With the eighth lens, the camera will divide the viewfinder into four squares and shrink the same full-screen image in each area.



Lens 9

Lens 9 will also divide the viewfinder into fourths, but you will be able to fill each square with a different image.



Square Pegs

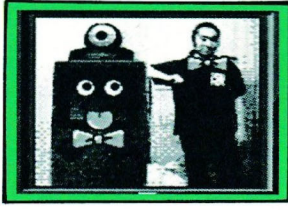
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Lens 9 will allow you to create a composite photo a la Brady Bunch. Round up four willing models, photograph them for each of the screen's quadrants, then vary each area by programming individual visual settings such as Flip, Brightness and Contrast.



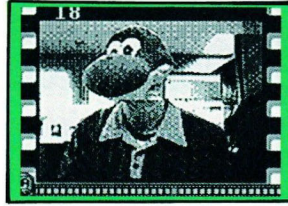
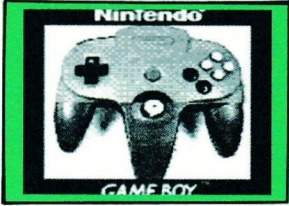


MONTAGE



Lens 1

The Montage Lenses will allow you to fill portions of the screen with separate pictures. With Lens 1, you will be able to shoot different images for the left and right halves of the screen.



Lens 2

Lens 2 will horizontally divide the screen into equal halves, making it the perfect lens for transplanting a snapshot of someone's head onto someone else's body.

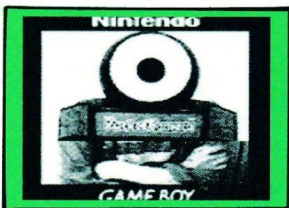
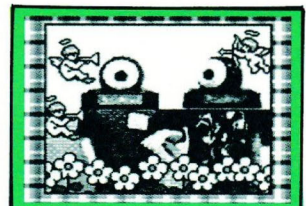
Lens 3

When Lens 3 is on, push the A Button to freeze your subject in the top-left and lower-right quadrants of the screen. Another push will freeze your subject in the remaining squares.



Lens 4

Like Lens 3, the fourth lens will divide your viewfinder into four squares. Moreover, Lens 4 will allow you to fill each quadrant with a separate image.



Lens 5

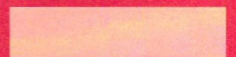
For a variation of Lens 2, use Lens 5. With this lens, the screen will be split horizontally, but the division will be off-center so the top portion takes up two-thirds of the screen.

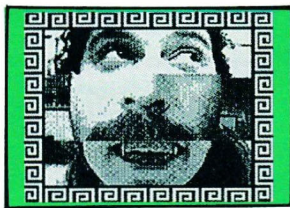


Montage Makeover

Did you ever wonder what you'd look like with someone else's facial features? Give yourself an easy makeover by outfitting your camera with Montage Lens 4, filling each Montage quadrant with a photographed facial portion. Snap photos of your friends or magazine pictures to compose your new look.

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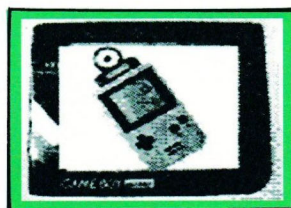


Lens 6

If you want to combine a photo of your eyes with someone else's nose and another person's mouth, activate Lens 6, which will split the screen into horizontal thirds.

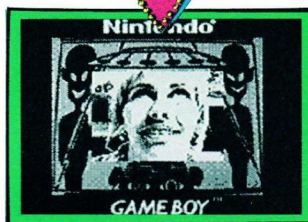
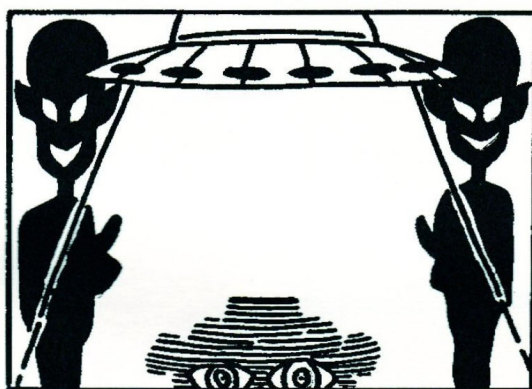
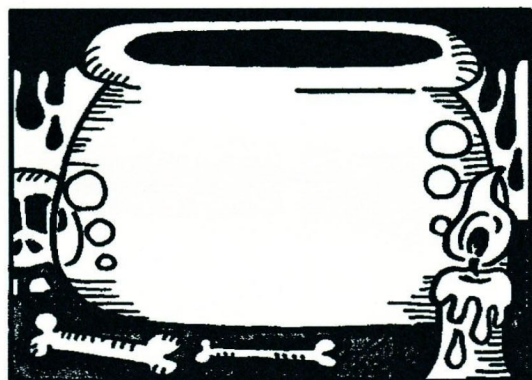
Lens 7

Lens 7 creates a picture box in the middle of the viewfinder. Pressing A once will freeze an image into the exterior frame, and a second click will freeze an image into the central window.



In the Window

The picture within a picture setup of Lens 7 will allow you to plop a picture of your head into a variety of settings. On the left are two illustrations that you can use as frames.



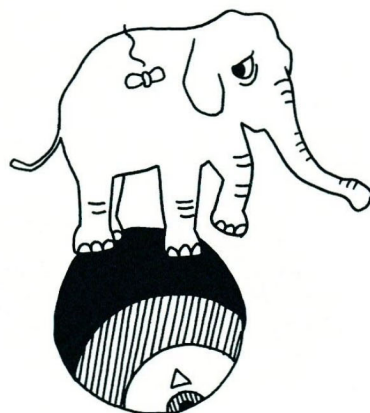
Using Lens 7, snap a photo of one of the frames, then take a picture of your face to fill up the window.

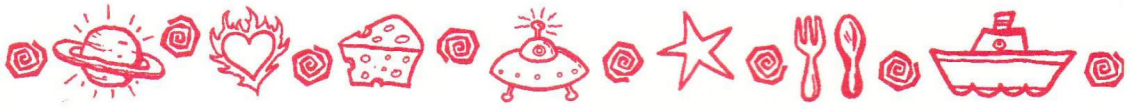
With the Paint feature (see page 29), you'll be able to blend the two pictures together. To find more Montage backgrounds like these, turn to page 53.

I Do Windows

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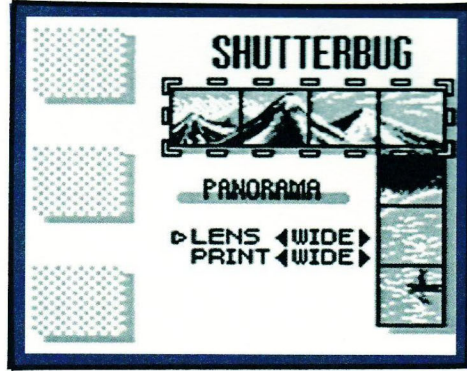
The Montage mode will enable you to put yourself in places you've never been before. Illustrate your own backdrops, then insert your image. Create a frame for Lens 7 or photograph two slices of bread so you can create a Lens 6 sandwich.



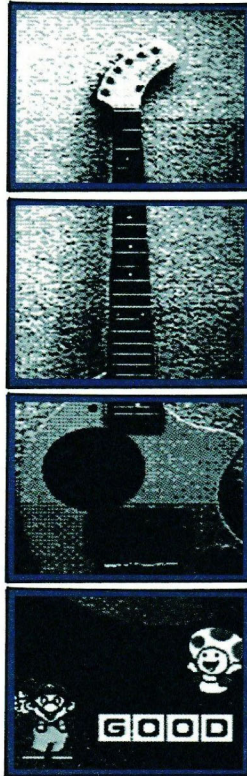


PANORAMA LENSES

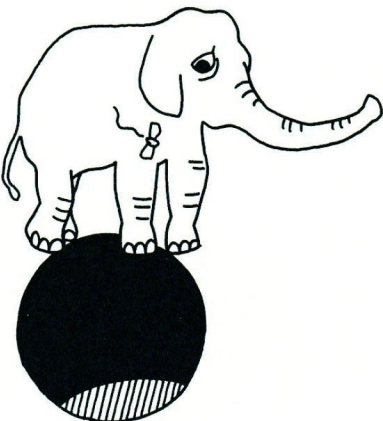
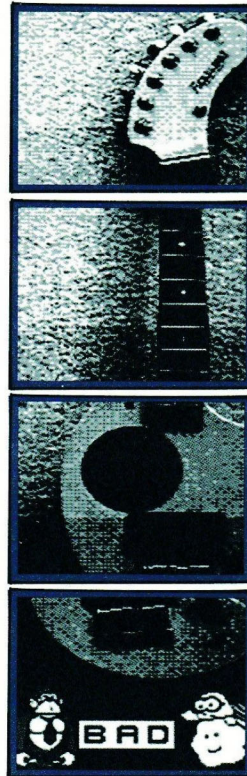
The Panorama feature will enable you to create one long image made out of four photos. To string them together, select whether you want to create a wide, horizontal composition or a tall, vertical composition. Press Left or Right on the Control Pad to toggle between your two lens options, then press the A Button to begin your Panorama shoot.



When photographing the individual sections of your vertical Panorama shot, move your camera parallel to your subject to preserve the same angle and perspective in every picture. To help you line up your consecutive photos, the camera will display the edge of the bordering picture in your viewfinder.



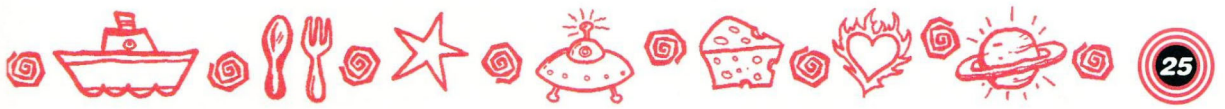
If you want your Panorama pic to have a skewed, patchwork appearance, remain stationary as you pivot your camera vertically. In doing so, your four photos won't line up exactly, but the end result may turn out a more interesting picture chain.



Long, Tall One

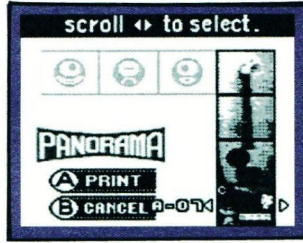
Photograph a person, flagpole, giraffe or anything else lanky enough to fill up four frames of a vertical Panorama picture. Experiment with photographing your subject from different standpoints and angles to vary your composition.





PANORAMA PRINT

Once you've strung together four photos, push Down on the Control Pad to highlight the Print option. Select a wide or tall print, then press the A Button to preview your Panorama picture. To change any of the four Panorama picture segments, highlight the photo you would like to change, then replace it by using the Control Pad to select another photo in your album.



With your Panoramic creation appearing on one screen, you can preview how it will look when you print it.



You can also link together unrelated photos to form a continuous, four-tile Panoramic picture by scrolling through your photo album and grabbing random shots.

GAME FACE: SHOOT

On page 34, you'll discover your camera can also play games and music, and that characters with Funtographed heads inhabit both those modes. To join in the action, use the Game Face option to transplant a picture of your face onto a character.



To drop your animated face onto the DJ and game characters, take four mug shots of yourself in Game Face Mode.

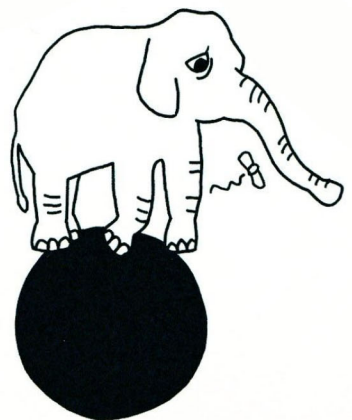


Your chin touches the bottom of the Game Face frame. If it doesn't, your disembodied head will float above the game characters' necks.



The Great Wide Open

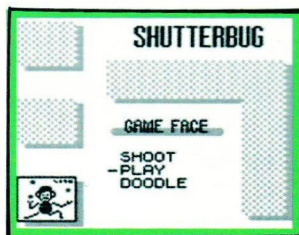
There's a lengthy list of items that could fill a horizontal Panorama. A train? The skyline? A wiener dog? See what Panoramic ideas you can develop.





GAME FACE: PLAY, DOODLE

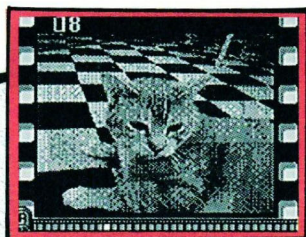
To put on your Game Face, sample the juggling game by activating Play on the Game Face Menu (for game details, see page 35). If you're not happy with how your Game Face appears on the juggler, enter Doodle Mode to add paint or stamps to your likeness (see pages 29 and 30).



To touch up your Game Face, adorn your noggin with stamps and paint using Doodle Mode. Your stamp and paint job won't be restricted to the oval Game Face frame, so you can paint on hair or stamp animal ears onto your creation.



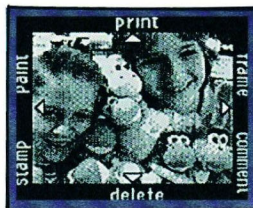
CHECK & RUN



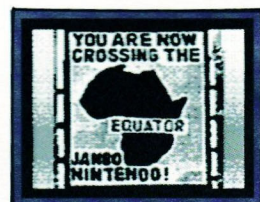
Check mode serves essentially the same function as Album (see page 28). Run, on the other hand, will serve a more curious purpose.

WHY ARE YOU RUNNING?

The Game Boy Camera shares a few things in common with fantasy role-playing games, like an emphasis on trading things (in this case, pictures) to earn enhancements. Even the Shoot Menu, which includes terms like "Magic," is modeled after RPG menus. Also paying tribute to role-playing is Run, which doesn't refer to executing a program, but instead refers to fleeing, a common last resort command used in RPGs.

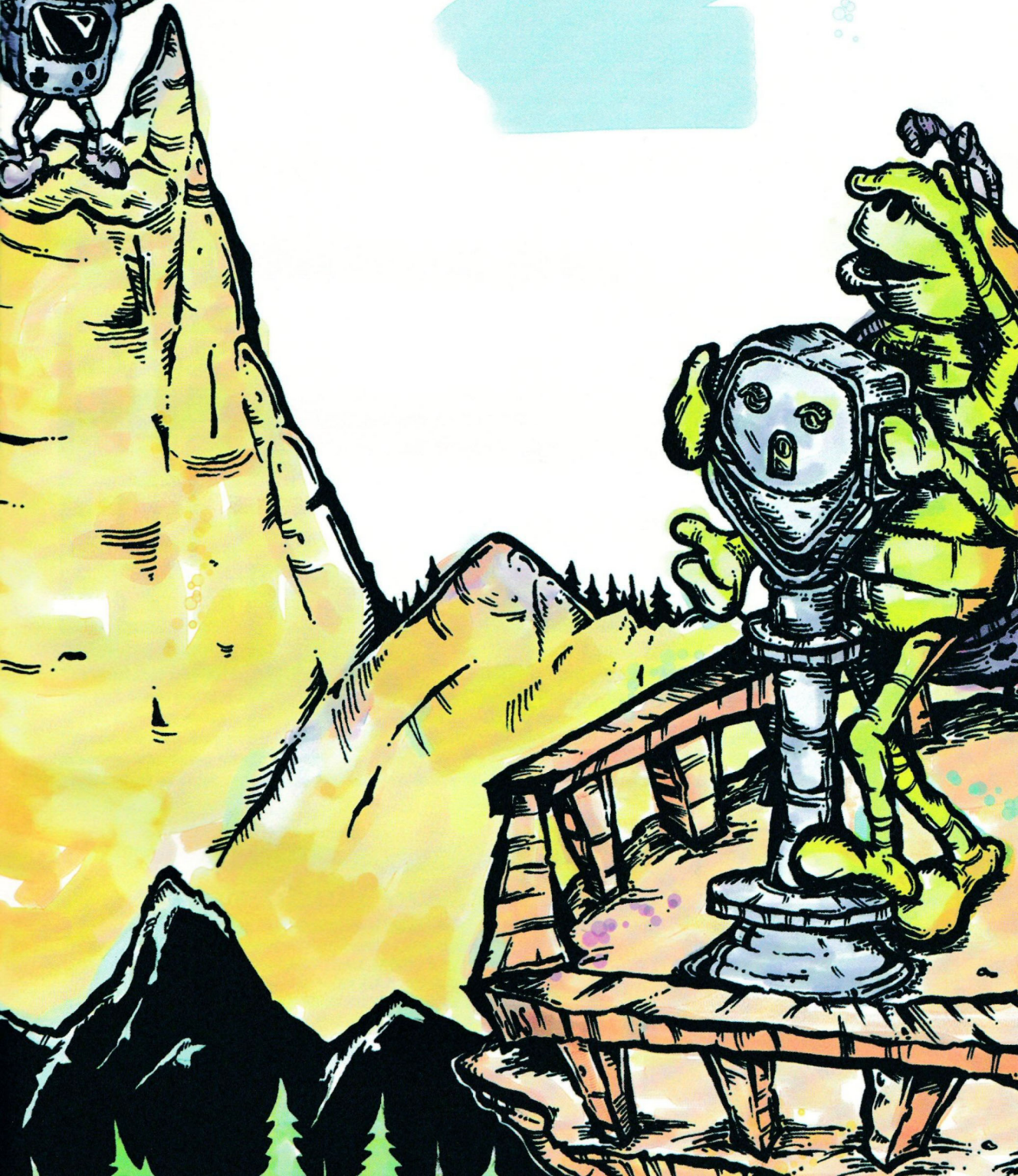


Run is a joke command that has no practical use, but Check does have a function. By pressing Select while in the mode, you'll call up the same menu detailed on page 28.



CHAPTER 2

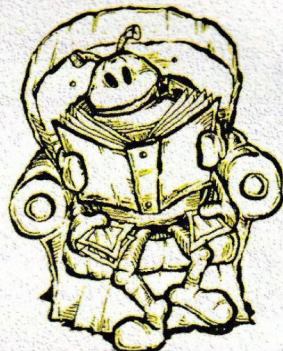
VIEW





ALBUM

To put the finishing touches on your photos, enter Album Mode. Reach it by pressing Right on the Control Pad when you're on the main Shoot/View/Play Menu. Press the A Button to select View, then press the A Button again to select Album.



CHECKING YOUR ALBUM

In Album, you'll be able to take a gander at your photos collected in Album A and the stock photo collection of Album B. Guide the cursor hand to whichever photo you'd like to view or retouch, then press the A Button. Some of Album B's photos will show up only as a question mark, and only after you've fulfilled the requirements charted on page 10 will you be able to unlock the entire gallery.

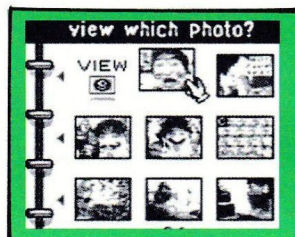
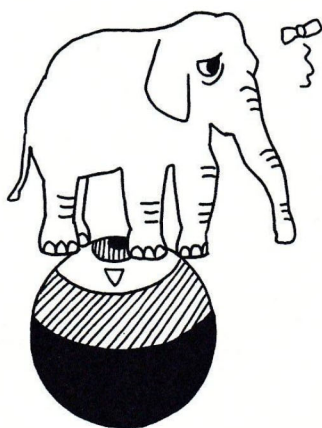
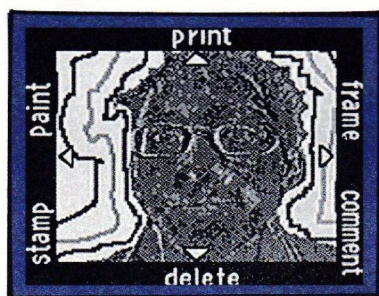


PHOTO FINISHING

Once you've selected a photo to view, press the Select Button to activate your photo-finishing menu, which will bring up the Print and Delete options, as well as the photo-embellishing features of the Paint, Stamp, Frame, and Comment Modes. Activate your choice by pushing the Control Pad toward your option.



Cartoon World

Using Paint Mode, load your Pen with white paint, then brush over one of your photo's backgrounds to remove it. Once it's out of the picture, paint your own backdrop so that your subject is in a new, illustrated environment.





Print

The Game Boy Printer, which is sold separately, will print stickers of your Game Boy Camera snapshots. Select Print to output a hard copy of your photo, then, when Print and Cancel appear on screen, press Select to adjust your print settings. To return to the Print/Cancel option, press B.



EXPOSURE

To darken or lighten your printouts, adjust the Exposure. The changes you make to the Exposure settings won't appear on screen, so you'll have to print your photo to judge the impact.

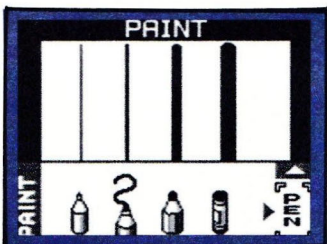
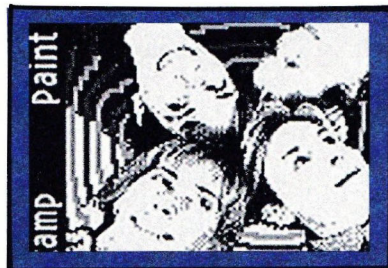


FRAMES

A border will surround your photo when you print it out. To change the frame's look select a Normal border or a Wild, oversized border. Scroll left or right to view your choices.

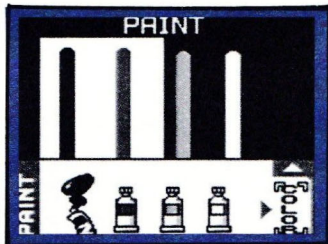
Paint

Add some personal strokes of artistic genius to your masterpieces by pressing Left then Up on the Control Pad to place your cursor on the Paint Button. Once activated, your cursor will leave behind a trail of paint whenever you press the A Button.



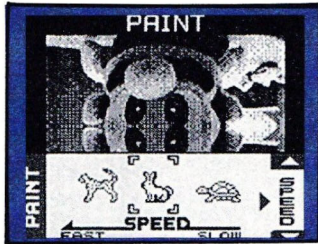
PEN

The quartet of selectable Pen tips will allow you to draw lines of four different weights. The thinnest Pen will be perfect for seamlessly blending Montage photos pixel by pixel.



COLOR

When your cursor is in Paint Mode, press Start, highlight Pen, then press Down on the Control Pad to view the Color Menu's four tubes of paint. Press A to open whichever tube you highlight.



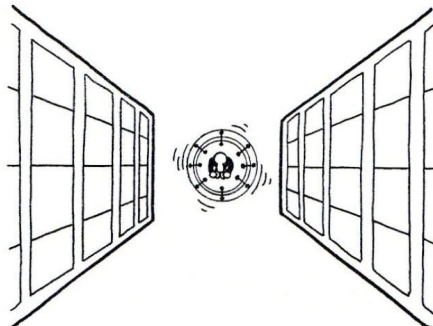
SPEED

Below the Color Menu is the Speed Gauge that will allow you to adjust your cursor's response time. Choose from slow (the turtle icon), moderate (the rabbit), and fast (the cheetah).

A Perfect Blend

STAMP IT HERE!

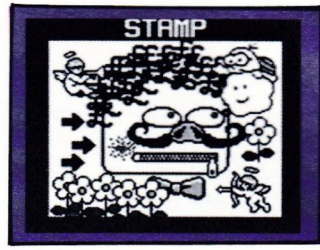
Soften the edges of your Montage compositions with the Paint feature. The smallest Pen running at rabbit speed will give you just enough precision to touch up your photos and blend the separate images together. Convey realistic shading by using dots of color rather than covering large areas with paint.



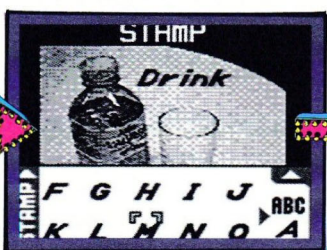
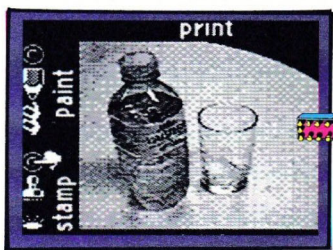


Stamp

The camera's stamp collection features typefaces, characters, cartoony facial features, and clip art for you to use to dress up your pictures. To access the collection, move your cursor to the Stamp Button that sits below the Paint Button, then Press A. Once a stamp appears, press Start to view your stamp choices.



Once you've selected a symbol, video game character or other icon, brand your photo with it by pressing the A Button.

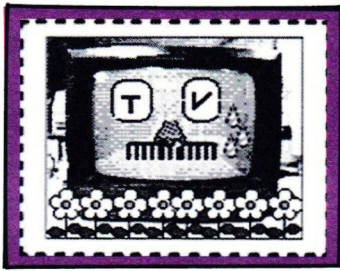


Words will dress up and personalize any picture. In Stamp Mode, move the cursor to the right, then scroll down to choose a font.

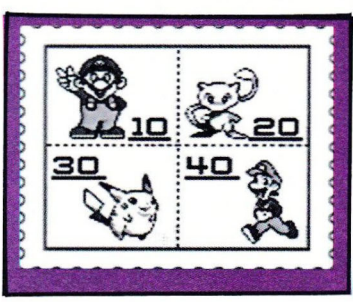
STAMPS OF APPROVAL



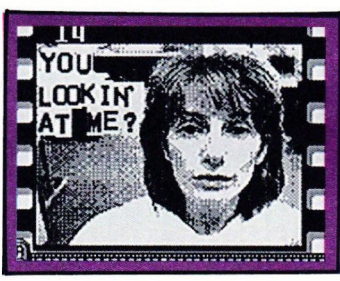
Create new styles for your photo models by putting flowers in their hair or putting money where their mouth is.



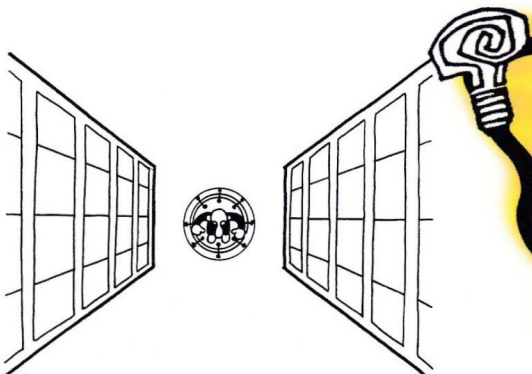
Create new settings or give personalities to otherwise static and undynamic compositions by stamping them.



Stamps are decorative enough that they can stand alone. Blank out a photo, then spruce up the clean slate with stamps or paint.



Each typeface comes in two styles: text with a white background (denoted on the right side of the menu by a rectangle with the letters "ABC") and text with no background.



Business Cards

Brand your self-portrait with a stamp of your name and phone number. Stick the printouts on small cards, then pass them out to your contacts. If you come across another shutterbug with a Game Boy Camera, use your Game Link Cable (see page 43) to make a paperless swap of business cards.





Frame

When you print your pictures or view them in Album Mode, they will appear inside a Frame. Press the Select Button to bring up your photo-finishing options, place your cursor on the Frame Button, then tap the A Button to outfit your photo with a new border. The Game Boy frame is the default, but you'll be able to choose other borders by scrolling left or right through the Frame Screen.

Comment

A picture may say a thousand words, but a short sentence may make the boldest statement. Add a special message to your photos by selecting Comment, then hitting the Start Button to enter up to three lines of nine-character text. To print your picture with its Comment, press Start so the thought bubble appears on the Print/Cancel Screen, then press A.



Exchanging Comments

If you have a Game Link Cable, you can connect two Game Boy Cameras to swap pictures along with their comments (see page 43).

Delete

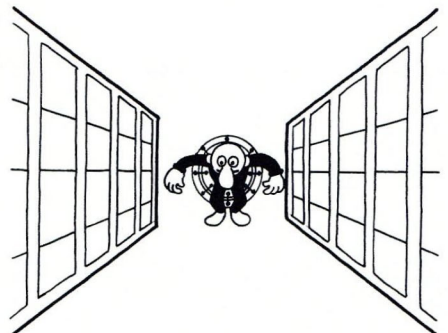
If you want to remove a photo from your album, scrap it by pressing the A Button when your cursor is pointing to the Delete Option. Unlike your photos in Album A, the preprogrammed images in Album B can't be deleted since they are permanently fixed in the camera's photographic memory.



Return to Stamper



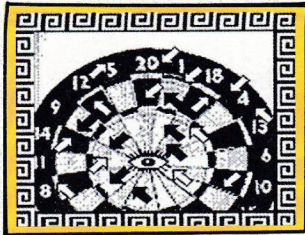
Personalize greeting cards and gift tags with photo stickers. Stamp your photos with a note of well-wishing or the names of the gift-giver and receiver, then use the sticker printout to seal the envelope or present.





SHOW

Draw the curtains to unveil your Funtographic creations in Show Mode, a presentation that will spotlight your personal photo album, Animation creations (see page 48) and interactive Hot-Spot photography (see page 44) through a visual spectacle.



IT'S SHOW TIME!

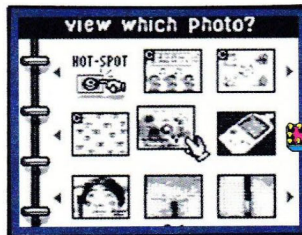
Slide Show



To display Album A photo by photo, roll the Slide Show. The normal settings of the show will display your photos in sequential order accompanied by the song "The Blue Danube." To mix up the photo order or change the background music to sound effects (Photo Voice), press Select on the Roll It/Cut Screen.

Hot-Spot

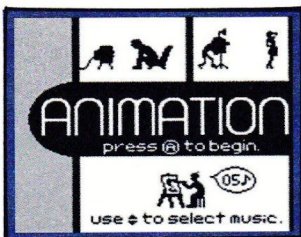
The Hot-Spot Option on the Show Menu will enable you to interact with any of your photos' invisible switches. Each switch allows you to summon other photos on screen or activate special audio and video effects. You'll have to place and program those Hot-Spot switches first, so turn to page 44 to learn how. Once you've embedded them in an image, return to this menu to interact with them.



SEE PAGE 44

If you've placed Hot-Spots in your pictures, this mode will allow you to view those snapshots and activate the hidden triggers you've planted.

Animation



Like Slide Show Mode, Animation will give you the option of choosing the musical accompaniment for your video presentation. You'll be able to score your stop-motion video with a repertoire of 32 musical selections, but first you'll need to edit together your show frame by frame. Flip to the Studio chapter (starting on page 42) to find out how.

SEE PAGE 48

CHAPTER 3

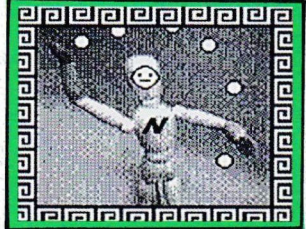
PLAY






ARCADE

Funtography embodies playing games, as well as taking pictures. Activate the Play Screen to send some spaceships flying toward your ship at the bottom of the screen. Using the A Button to fire, select the game you'd like to play by shooting (or not shooting) one of the ships.



SPACE FEVER II

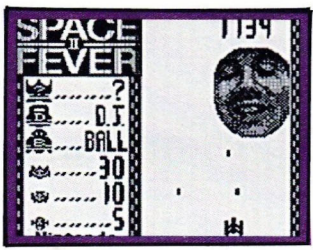
 When you first enter Play Mode, don't shoot the lettered spaceships that hover above you. By letting them safely pass by, you'll start Space Fever II, a Galaxian-style video game. As far as this galactic adventure is concerned, the camera term "point-and-shoot" refers to blasting alien spacecraft rather than snapping photos. If you can dodge the aliens' fire long enough, you could face off with your own Game Face likeness.



BOSS 1

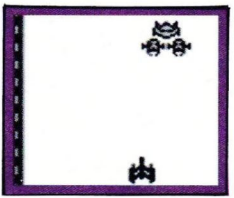
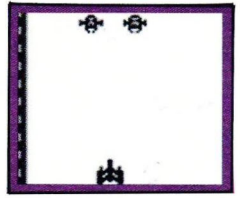


BOSS 2

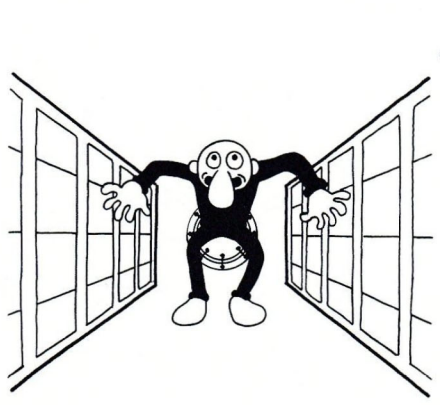


BOSS 3

The third alien head you battle will be an image from your photo collection. Refer to page 25 to review how to create a Game Face.

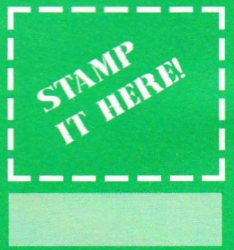


Every other time you shoot, you'll fire two beams at once, so it's a good idea to pace your assaults.



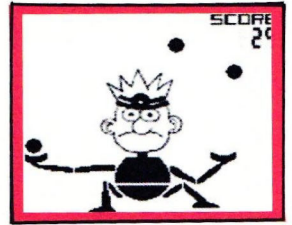
Ready, Willing and Labeled

Your photo stickers can be a creative way of labeling things like on/off switches, video tapes or floppy disks. Your camera's photos will be the perfect size for labeling Game Boy cartridges, so when you're not playing Space Fever II, you can easily identify which other Game Paks are close at hand.



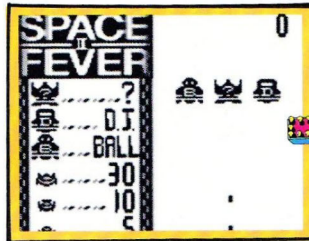
BALL

Shoot the welcome ship marked with a "B" to start the Ball game rolling. Press Left or Right on the Control Pad to select the juggling game's background music, then push Down on the Control Pad to highlight your selection of juggler heads. Face "?" will be the image you've created in Game Face Mode. By pushing the Control Pad from side to side, you can help your customized juggler keep the balls airborne.



RUN! RUN! RUN!

As soon as you've finished Space Fever II with a score of at least 2,000 points, a new ship will join the "B" and "D" ships flying in the Play Screen's welcoming committee. Start the foot race game by blasting the middle ship marked with the question mark. Once you've accessed Run! Run! Run!, you can choose a preprogrammed jogger or one who will sport the look of your personalized Game Face.



HI-SCORE	
SPACE FEVER II	00011233
BALL	1018
RUN! RUN! RUN!	15:99

High scores in any of the three arcade games will unlock hidden features, such as Album B's mystery photos or new options (see page 10). Run! Run! Run! is among those new options, and you can access it only after you've scored 2,000 points in Space Fever II.

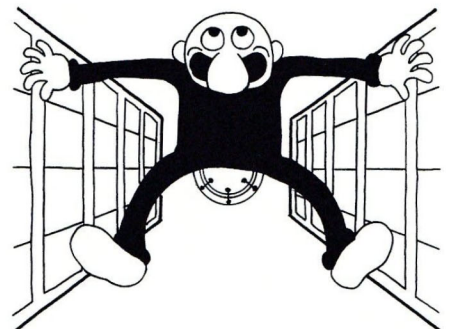


To view the Credits on the planetary Registration Screen, you must first clock in a 22-second finish or better. Even if you don't finish in first place, your time can earn you the right to view the Credits in place of the dancing man who would normally appear.

Run! Run! Shoot!

STAMP
IT HERE!

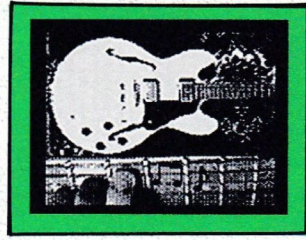
The Run! Run! Run! game will give you a peek of what you'd look like as a virtual track and field star. Document some real-life action at a sporting event. A printout of a photo finish or winning goal will make quite the trophy for an athlete.






MUSIC

Don't think that the Game Boy Camera is for creating visuals only. With DJ Mode, shutterbugs will be doing the jitterbug (and considerably more modern dances) with the electronic sounds they create in their recording/photography studio.



I AM A DJ, I AM WHAT I PLAY

 When you first activate the Play Screen, shoot the spaceship emblazoned with the letter "D" to dock into DJ Mode, where you'll be able to compose a three-track, 16-beat song. For inspiration, you can give a listen to the camera's four sample songs.



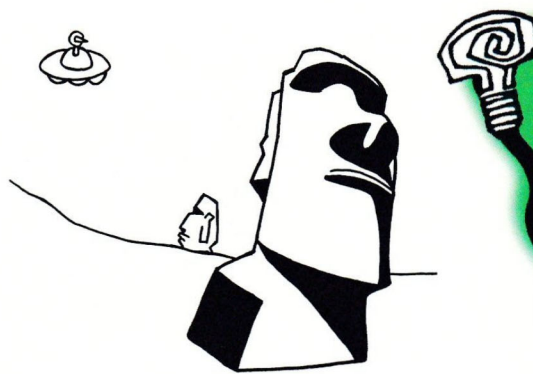
SAMPLE/NEW/SAVED

Press Left or Right on the Control Pad to select the Sample, New or Saved box. You can save only one song at a time, so if you save a New song, you'll automatically erase whatever you've recorded in the Saved file. The four Sample songs, which you can review by selecting their box then scrolling through the song numbers, cannot be erased, but you can alter them and save a new version into your Saved slot.



FACE THE MUSIC

Once you've selected Sample, New or Saved, the tiny face at the bottom of the screen will bounce, prompting you to select your DJ's face. Push Left or Right on the Control Pad to choose the male (1), the female (2), or your Game Face (?).




Posters Posthaste

After you've become a techno prodigy in DJ Mode, print out a tiny poster to promote your foray into music. Announce your upcoming Game Boy rave by recreating your favorite album cover image. Create a name for your virtual band, stamp it onto your pic, then plaster your poster in the space to the right.





BIG BEAT GENERATION

 If you select a Sample song or a Saved ditty you've composed, you'll be able to manipulate the looped jam on the fly. Below is your selection of mixing board controls that you can adjust to fine-tune your tune.

TEMPO

By moving the double-sided, vertical arrow left or right, you can highlight your mixing board's various variables. If your cursor is at the left edge of the screen, press Up or Down on the Control Pad to modify the song's Tempo anywhere from 15 beats per minute to 240 bpm.



SOUND I/SOUND II/NOISE

You can compose your song using three tracks: Sound I (a melody track), Sound II (a bass/counter-melody track), and Noise (a rhythm track). To drop any of them out of the "live" mix, move the cursor arrow so it's below the track you want to mute, then push Up to switch it off.


SCRATCHING

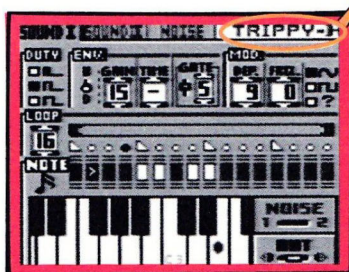
For even more record-scratching sound effects, rapidly press Left on the Control Pad when it's highlighting Tempo, or rapidly press Right when it's highlighting Sound Effects.

SOUND EFFECTS

Press the A Button to scratch on the turntable. To change the Sound Effect of your record, move the cursor below SE, then push Up or Down on the Control Pad to change the noise. The ninth and final effect will play one note from "London Bridges" with every push of the A Button.

PRINTING YOUR MUSIC

 Printing your DJ compositions, one of the camera's handiest tricks, was kept a secret in the Game Boy Camera instruction manual, but the cat's out of the bag along with all other secrets on page 10. To review, print sheet music of your songs by hitting the Select Button when your DJ is on screen, then press and hold the Start Button while pressing A.



```

*****
*          *
*   TRIPPY-H   *
*          *
*****
TEMPO: 120
----- SOUND I -----
NOTE:
E3 : E4 : C2 : C4
F  : F  : D4 : F
F3 : F2 : A2 : D3
A2 : A3 : D4 : F4
DUTY: 11
ENV. : 15, -5
MOD. : 8, 0
LOOP: 16
----- SOUND II -----
NOTE:
C2 : C3 : A2 : G3
C2 : G3 : A3 : C3
C2 : A2 : C3 : G2
C2 : F3 : A3 : D4
WAVE:
[Waveform diagram showing a rising staircase pattern]
ENV. 7
MOD. 4, 1, 7
LOOP: 16
----- NOISE -----
NOTE:
A3 : B4 : A4 : A3
A2 : A4 : G3 : A2
B4 : A4 : A3 : F4
A2 : A3 : C3 : B4
ENV. : 15, -4
LOOP: 16
    
```

CD Stickers

STAMP
IT HERE!

Have you had it up to your ears with friends who borrow your CDs and never return them? Make an impression on their conscience by stickering your CDs or anything else you lend out. Stamp the words "Stolen from" above your picture, slap it on whatever they borrow, then let the guilt trip begin.





DOTS AND LOOPS

To ease you into DJ Mode, try programming in the music from song Sample 1. Below is the transcription for the first song. Once you've followed the step-by-step composition instructions, you'll be able to compare your work to the preprogrammed Sample. If you're on key and the tunes match note for note, you'll be ready to cut a hit song of your own.

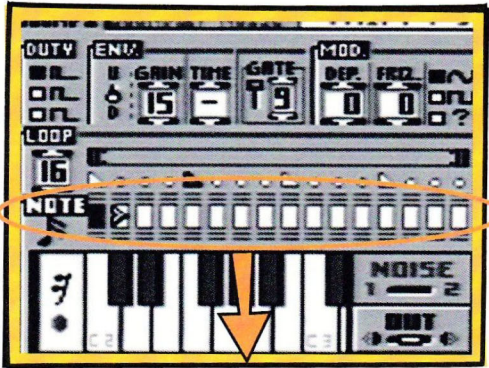


Listen to song Sample 1, then follow the instructions below to program it into a New file. When you're finished, compare the two tracks to judge your musicianship.

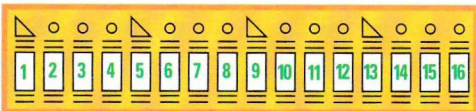
Reading Music

The chart titled Sample Music 1 is how the sheet music for the first song Sample would appear as a printout. The chart below labeled Note Sequence shows the order in which the 16 notes are listed on the printout, so the first note that would play for Sound I (the first track of the song's three layered tracks) would be E3, then E4, C2, C4, and so on. Each of these 16 notes corresponds to one of the sequential numbers appearing in the row of boxes labeled "Beat Chart," which in turn represents the area circled on the screen shot.

SOUND I



BEAT CHART



Each numbered box represents a beat that you can assign a note to.

NOTE SEQUENCE

NOTE:	1	2	3	4
	5	6	7	8
	9	10	11	12
	13	14	15	16

Read the printout's notes from left to right.



SOUND I

NOTE:	E 3	E 4	C 2	C 4
	F	F	D 4	F
	F	F 2	A# 2	D 3
	F 3	A# 3	D 4	F 4

SAMPLE MUSIC 1

* TRIPPY-H *

TEMPO: 120

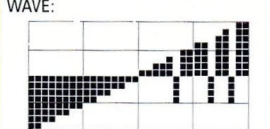
SOUND I

NOTE:	E 3	E 4	C 2	C 4
	F	F	D 4	F
	F	F 2	A# 2	D 3
	F 3	A# 3	D 4	F 4

DUTY: 1L
ENV.: 4, 15, -, 5
MOD.: 9, 0, ~
LOOP: 16

SOUND II

NOTE:	C 2	C 3	A# 2	G 3
	C 2	G 3	A 3	C 3
	C 2	A# 2	C 3	G 2
	C 2	F 3	A# 3	D 4



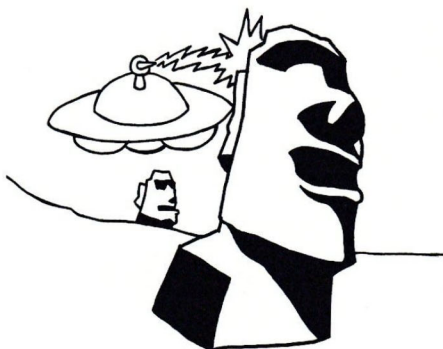
ENV.: 7
MOD.: 4, 1, ?
LOOP: 16

NOISE

NOTE:	A 3'	B 4'	A# 4'	A 3'
	A 2'	A 4'	G 3'	A 2'
	B 4'	A# 4'	A 3'	F 1'
	A 2'	A 3'	C 5'	B 4'

ENV.: 4, 15, -, 4
LOOP: 16

Song Sample 1 should appear like this when printed out.



Cheat Sheet Music

You don't need a musical background to compose catchy tunes in DJ Mode, but it helps. If your musical know-how is a little flat, photograph a piano keyboard or use Paint Mode to draw one. Label each key with a Stamp indicating its note, then stick a copy of your cheat sheet to your Game Boy for reference.





3 **1** **4** **2**

# C2	# D2	# F2	# G2	# A2	# C3	# D3	# F3	# G3	# A3	# C4	# D4	# F4	# G4	# A4							
C2	D2	E2	F2	G2	A2	B2	C3	D3	E3	F3	G3	A3	B3	C4	D4	E4	F4	G4	A4	B4	C5

DJ Mode's scale covers three octaves, soaring to a high C. With this chart, you can find where notes such as E3, E4, C2, C4 and others fall on the piano keyboard. For song Sample 1, the first four notes of the composition have been pointed out on the ivories.

SAMPLE MUSIC 1

Sound I

```

*****
*          TRIPPY-H          *
*          *                  *
*****
TEMPO: 120
-----
NOTE: E3
      ?      ?      ?
      ?      ?      ?
      F3     A#3    D4
-----
DUTY: 1L
ENV.  : 1, 15, -, 5
MOD.  : 9, 0, ~
LOOP : 16
-----
NOTE: C2  C3  A#2  G3
      C2  G3  A3  C3
      C2  A#2 C3  G2
      C2  F3  A#3  D4
WAVE:
-----
ENV. : 7
MOD. : 4, 1, ?
LOOP : 16
-----
NOTE: A 3'  B 4'  A# 4'  A 3'
      A 2'  A 4'  G 3'  A 2'
      B 4'  A# 4'  A 3'  ? 1
      A 2'  A 3'  C 5'  B 4'
ENV. : 1, 15, -, 4
LOOP : 16
  
```

Program in the first note for Sound I by using the Control Pad to highlight the first box in the row of 16. While holding the A Button, move the Control Pad sideways to place the cursor on the piano key that you want to hear during the particular beat, which in this case is key E3 for beat one. Release the A Button once your cursor is on your key of choice, then repeat the process, plugging in the song's remaining notes.

If you want to program an interval of silence, select the leftmost key, or "rest." This will make the box that represents its beat remain white, while any beat with a note assigned to it will appear black. Once you've programmed all of the notes for Sound I, move the cursor to highlight the Duty, Envelope, Modulation and Loop controls, then hold the A Button to adjust their settings.

ENVELOPE **MODULATION**

DUTY **ENV.** **MOD.**

LOOP **EEP**

Note E3

SOUND CONTROLS

To modify the sound of your song, adjust the track's Duty (tone), Envelope (EQ), Modulation (pitch), and Loop (meter).

Wish You Were Here



STAMP IT HERE!

You may never go on world tour playing your DJ tunes to stadiums full of adoring listeners, but that's not to say you'll never go places. When you do, bring your camera to photograph the different places you visit, then decorate your suitcase with postcard stickers of your travels.



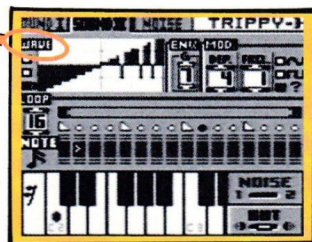


Sound II

Hit Select to switch from Sound I to the Sound II Screen. Sound II is the second music track that will play during your three-layered composition. Program the notes and tweak the sound controls according to the transcription of song Sample 1 on the previous page.

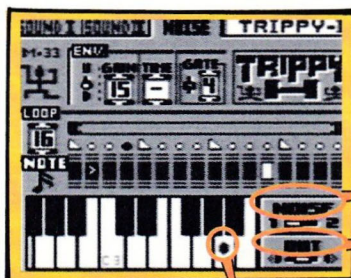
WAVE

To customize the waveform, which regulates the variance in Sound II's overall pitch, highlight the lowest of the three Wave boxes, press and hold the A Button, then press Right on the Control Pad to highlight a column of the wave chart. While still holding the A Button, press Up or Down on the Control Pad to change the wave's shape.



Noise

Press Select again to get the Noise track. For this percussion track, you'll have two sound banks to draw from—Noise 1 and Noise 2. Normally, a note will use the Noise 1 effects, but you can change it to Noise 2 by pressing Up or Down on the Control Pad while holding A when you're programming a note. The superscript number that appears by your sheet music's cluster of Noise notes will indicate which effect you're using.



Hold Start, then press Left or Right on the Control Pad to program which speaker (if you're using headphones) you want a particular sound to resonate from.

NOISE

OUT

NOTE: A3¹

SAMPLE SOUNDTRACKS

* TRIPPY-H *

TEMPO: 90

SOUND I

NOTE:
D#3 : D#3 : ♯ : A#2
D#3 : D#3 : F 3 : ♯
C#3 : C#3 : ♯ : A#2
G#3 : G#3 : ♯ : D#3

DUTY : 1L
ENV. : 1, 15, 5, 5
MOD. : 10, 0, 1, 1
LOOP : 16

SOUND II

NOTE:
D#3 : ♯ : A#2 : ♯
D#3 : ♯ : A#2 : ♯
♯ : ♯ : ♯ : ♯
F#3 : F#3 : F#3 : ♯

WAVE:

ENV. : 8
MOD. : 1, 25, ~
LOOP : 16

NOISE

NOTE:
A 2¹ : ♯ 1 : C 5¹ : ♯ 1
F 4¹ : ♯ 1 : C 5¹ : ♯ 1
G 4¹ : ♯ 1 : C 5¹ : ♯ 1
D 3¹ : C 5¹ : G 2¹ : E 2¹

ENV. : 1, 15, 7, 5
LOOP : 16

* TRIPPY-H *

TEMPO: 175

SOUND I

NOTE:
C 4 : ♯ : ♯ : ♯
D 4 : ♯ : C 4 : ♯
G 3 : ♯ : B 3 : ♯
D 4 : ♯ : C 4 : ♯

DUTY : 1L
ENV. : 1, 15, 7, 4
MOD. : 0, 0, ~
LOOP : 16

SOUND II

NOTE:
B 2 : ♯ : A 2 : ♯
C 3 : ♯ : F 2 : ♯
C 3 : ♯ : F 3 : ♯
C 3 : ♯ : G 2 : ♯

WAVE:

ENV. : 9
MOD. : 0, 0, ?
LOOP : 16

NOISE

NOTE:
A 2¹ : ♯ 1 : ♯ 1 : ♯ 1
A 3¹ : ♯ 1 : A 3¹ : ♯ 1
A 2¹ : ♯ 1 : ♯ 1 : ♯ 1
A 3¹ : ♯ 1 : ♯ 1 : ♯ 1

ENV. : 1, 15, 7, 6
LOOP : 16

* TRIPPY-H *

TEMPO: 120

SOUND I

NOTE:
G 4 : ♯ : G 4 : G 4
♯ : C 2 : G 2 : ♯
C 5 : G 2 : C 2 : ♯
F 4 : F 4 : ♯ : G 4

DUTY : 1L
ENV. : 4, 9, 7, 6
MOD. : 5, 40, 1, 1
LOOP : 16

SOUND II

NOTE:
G 2 : G 2 : ♯ : G 2
C 2 : C 2 : C 2 : C 2
♯ : D 2 : ♯ : D 2
G 2 : ♯ : G 2 : ♯

WAVE:

ENV. : 8
MOD. : 50, 45, ?
LOOP : 16

NOISE

NOTE:
G 3¹ : ♯ 1 : F 2¹ : ♯ 1
A 2¹ : ♯ 1 : G 2¹ : B 2¹
G 3¹ : C 5¹ : B 4¹ : C 5¹
A 4¹ : C 5¹ : G 4¹ : C 5¹

ENV. : 1, 15, 3, 6
LOOP : 16

* TRIPPY-H *

TEMPO: 155

SOUND I

NOTE:
C 3 : ♯ : C 3 : ♯
G 2 : D 3 : ♯ : ♯
G 2 : ♯ : C 3 : ♯
♯ : ♯ : ♯ : C 2 : D 2

DUTY : 1L
ENV. : 1, 15, 7, 9
MOD. : 16, 30, ~
LOOP : 16

SOUND II

NOTE:
C 2 : D 2 : ♯ : ♯
C 2 : C 2 : ♯ : ♯
C 3 : D 3 : F 4 : C 3
C 2 : D#2 : ♯ : ♯

WAVE: **
ENV. : 9
MOD. : 16, 75, ~
LOOP : 16

NOISE

NOTE:
D 3¹ : ♯ 1 : C#4¹ : ♯ 1
F 3¹ : ♯ 1 : E 3¹ : A 3¹
F 3¹ : E 3¹ : G 3¹ : ♯ 1
A 3¹ : ♯ 1 : F 4¹ : C#4¹

ENV. : 1, 15, -, 7
LOOP : 16

CHAPTER 4

STUDIO






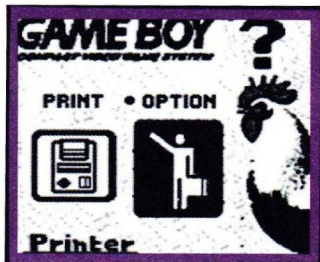
LINK

Step into the Studio to focus on some new Funtography developments by pressing Select on the Shoot/View/Play Menu. Four new options will appear, and if you have a Game Link Cable, press Up on the Control Pad, then A to access the Link function.

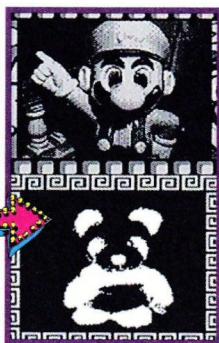
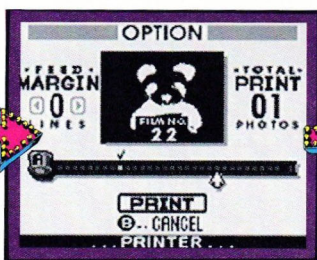
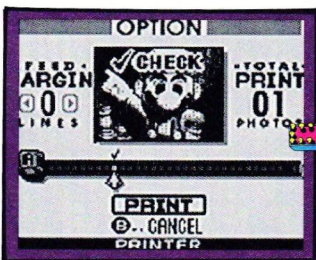


PRINT OPTION

 When you activate the Link Screen, a scene depicting a castle and a flying king will appear. Press Up to highlight Print, then press the A Button to view the Print Menu's features. The first choice, Print, works as described on page 29, while the second, Option, is an altogether new function that will broaden your printing abilities (or, more accurately, lengthen them).



Move the cursor dot to Option, then press the A Button to enter a multiple print mode that will enable you to churn out a series of connected photos in one printout.



Press Left or Right on the Control Pad to change the distance between your prints. Select 0 if you want no space between your prints, then move the cursor down to the film reel to scroll left or right through your photos. Press the A Button to place a check mark next to your photo for printout.




Secret Snapshots

Photos B19, B20, and B21 will appear in Album B only after you've used the Link function to transfer a few photos. Check page 10 to see how much swapping you'll need to shoot for, then place the printed fruits of your labor here.





TRANSFER

 To transfer pictures from one Game Boy Camera to another, connect two Game Boy Cameras using the Game Boy Printer's Game Link Cable as an interface. Both users must select Transfer on the Link Screen, and one must highlight Send while the other picks Receive.

Guide the cursor through the sender's album to choose which picture you want to transfer to the receiver.

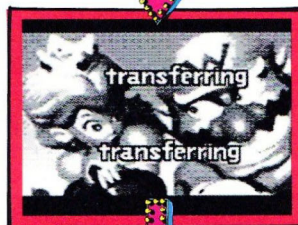
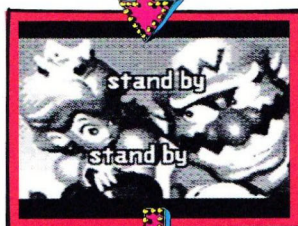
Press the A Button to view a full-screen version of your choice, then hit A again to send the photo or B to cancel.

In a few seconds, the chosen photo will disappear from the sender's album and reappear in the receiver's album.



When all goes well in Transfer's transit, both cameras will display "good." Trade often, because numerous transactions can uncover hidden photos in Album B (for specific requirements, consult page 10).

SENDER'S SCREEN



RECEIVER'S SCREEN

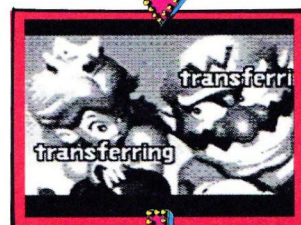


Photo Exchange

STAMP
IT HERE!

Link up with a fellow shutterbug who has a Game Boy Camera. Swap photos, then view the transferred photo in Comment Mode to see the name and gender of the sender. Alter your new photo in Stamp or Paint Mode, then place your personalized printout in the space provided.






SPECIAL

To perform post-production work on your photos, press the Select Button while the Shoot/

View/Play Menu is on screen. Press Right on the Control Pad, then hit the A Button to enter Special Mode where you'll be able to link or blend your individual photos together.



HOT-SPOT IS THE COOL PLACE

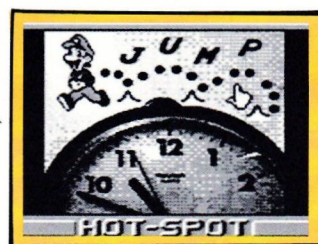
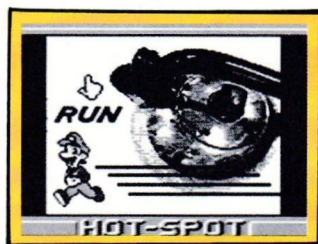
 In Hot-Spot Mode, you'll be able to equip your photos with invisible switches that can trigger special effects. Much like the items that you would click on in a web page, the Hot-Spot triggers that you embed in your photos will activate certain effects, such as a sound, fade transition or visual wipe. You can also program a Hot-Spot to make another photo appear on screen, and by placing triggers in that picture, you can build a chain of interactive photos that snakes throughout your photo album.



Five Hot-Spots will appear at the bottom of the screen. Place each one on your picture, then assign its special effects.



Once you've placed your Hot-Spots, access the Hot-Spot feature in the View Menu to test them out.



Hot to Trot

With Hot-Spot's Jump feature, you can link a photo to another photo, which in turn can contain a Hot-Spot linking the picture to yet another. Build a photo chain linking multiple routes to create a virtual maze. Photograph subjects like hallways, doors, and intersections to use as Hot-Spot backdrops.

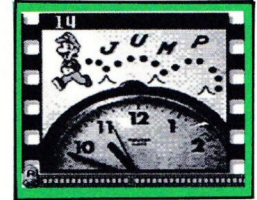
STAMP
IT HERE!



COOKING UP A HOT-SPOT

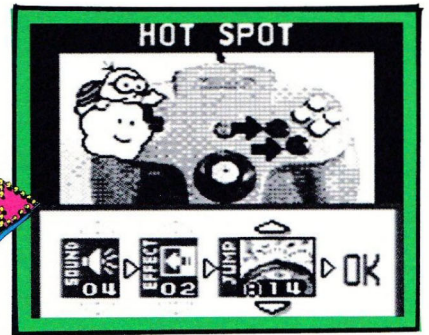
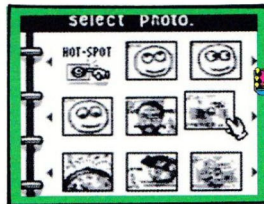
Selecting Photos

When you first enter the Hot-Spot Programming Mode, Album A will appear on screen. Though you won't be able to plant a trigger in Album B (to get around that obstacle, use Copy from page 48), you'll be able to scan your personal photo collection in Album A to find a Hot-Spot candidate.



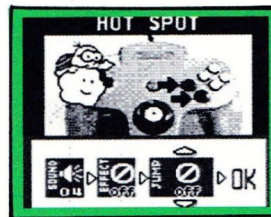
Planting Hot-Spots

You can place up to five Hot-Spots per photo. By pressing the A Button to select a photo from your album, you'll make five smiling lens balls appear at the bottom of the picture. Point to one of these Hot-Spots with your cursor, then press the A Button. You'll now be able to steer the Hot-Spot around your picture. After you've found a suitable parking place for the trigger, press the A Button.



Setting the Effects

A menu will pop up once you've planted a Hot-Spot. This menu will allow you to program what you want your Hot-Spot to activate when a viewer clicks on the hidden switch. Move the cursor to access the submenus that will allow your trigger to activate noises (Sound), transitional fade or wipe visuals (Effect), and other pictures to appear on screen (Jump). Once you've highlighted a menu, push Up or Down on the Control Pad to scroll through the selection of Sound, Effect or Jump options.



After you've embedded and programmed your Hot-Spots, test out their effects by going to the Hot-Spot feature in View (as described on page 32). In this mode, the Hot-Spots will no longer be visible, but the spots where you've embedded triggers will trip hidden switches.

A Hot Deal


STAMP
IT HERE!

Make a game by linking photos with the Hot-Spot feature. Using the heart, spade, diamond and club symbols from Stamp Mode, turn your album's 30 photo slots into a deck of 30 cards. Chain the deck together using multiple Jump Hot-Spots, then try your luck at virtual "Go Fish!"



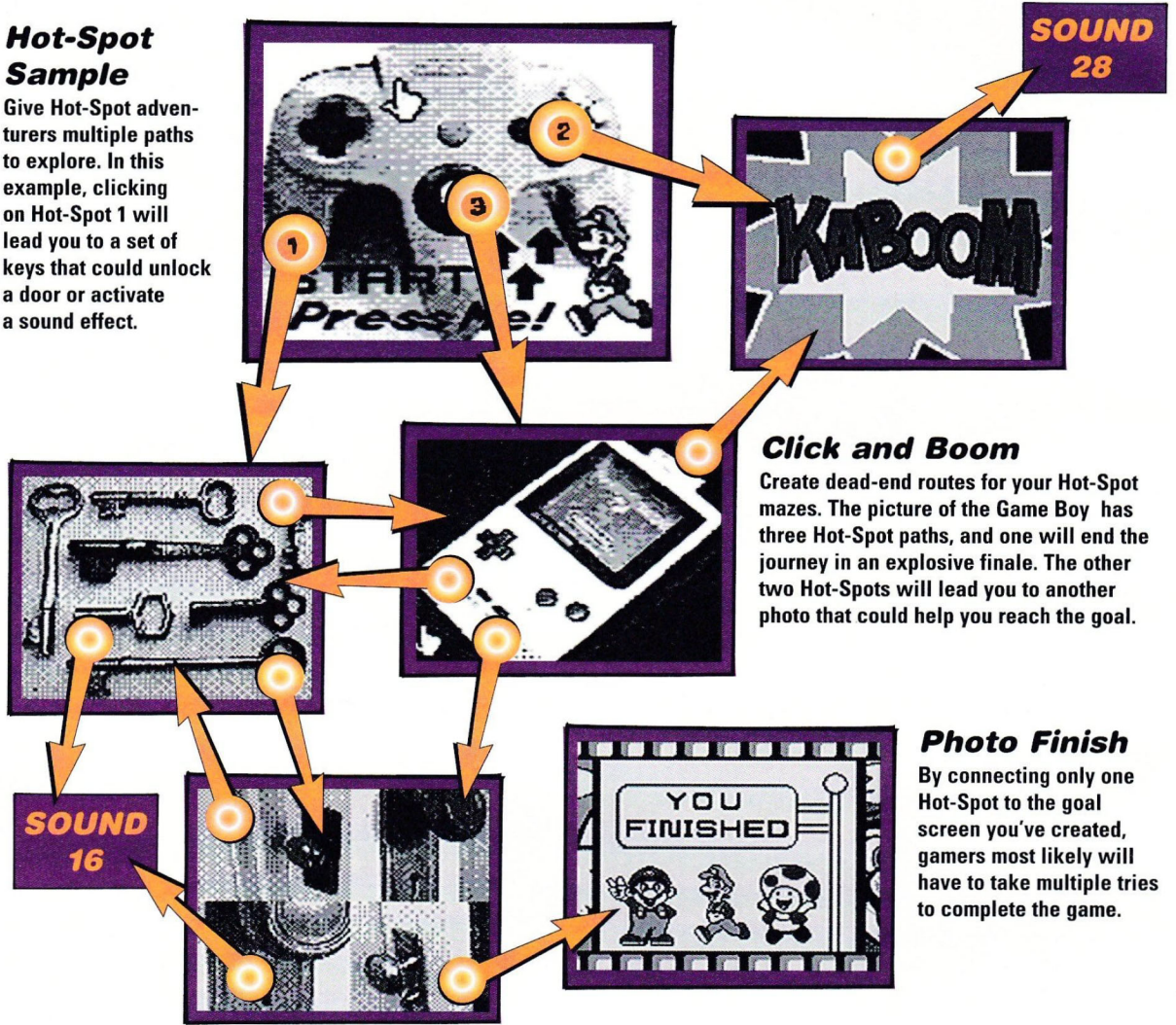


SEE SPOT RUN

 In this flowchart that maps out photos linked by Hot-Spots, the user must enter one of the doors and navigate through the network of pictures to reach Mario. Create your own Hot-Spot adventures by photographing a branching sequence of storytelling images that lead to different outcomes, depending on the Hot-Spot route traveled.

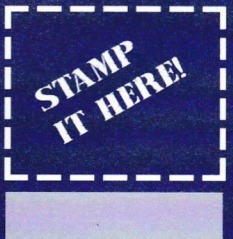
Hot-Spot Sample

Give Hot-Spot adventurers multiple paths to explore. In this example, clicking on Hot-Spot 1 will lead you to a set of keys that could unlock a door or activate a sound effect.




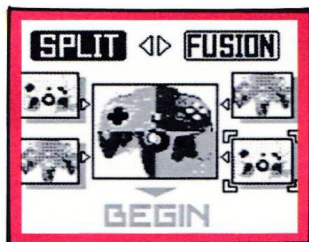
Split Parade

If your snapshots are strong in composition, each quadrant of the picture area will contain a striking visual element. Whether the quadrant achieves its impact by being cluttered or barren, its effect will change when you remove it from its context. Judge for yourself by using Split to combine four different photos.



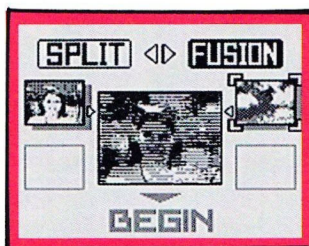
COMPOSE

 The second function in the Special Menu is Compose. Using its two features, Split and Fusion, you will be able to merge your album photos together into a new image.



Split

Unlike Montage Mode, Split won't let you blend your source photos as you shoot them. Instead, you'll be able to draw from your existing photos to fill each quadrant of the screen with a picture portion. Highlight one of the quadrant boxes, then hold the A Button while pushing Up or Down on the Control Pad to scroll through your photo selections.



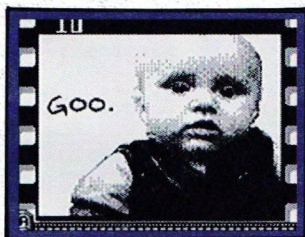
Fusion

By choosing the Fusion Option, you'll access a blending function that will mix two of your album's photos into one composite image. Use the same method you used for selecting Split Mode pictures to select Fusion pictures. Once you've singled out a pair of photos, highlight "Begin." With Fusion activated, the mode will divide the pictures into narrow, horizontal strips and weave them into a single image.



DOODLE

In Studio's Doodle Menu, you'll be able to apply Stamps or Paint to your photos. These two decorating options will work like the Stamp and Paint options you find when you press the A Button while viewing a snapshot. If you need a refresher course, turn to pages 29 and 30.



Cool Fusion

STAMP
IT HERE!

What do you get when you cross a dog with a cat? Find out by fusing together a photo of each animal. Use the Fusion function to cross-breed animals or try mutating your face with someone else's. Place your sticker photo in the space to the left, then see if others can identify the dual origins of the hybrid.






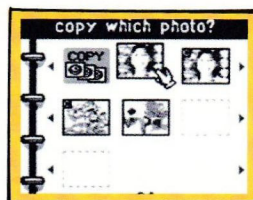
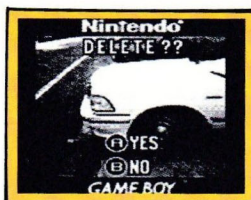
EDIT

To enter the cutting room where you can scrap unwanted photos, develop reprints or splice snapshots into Animation sequences, hit the Select Button on the Shoot/View/Play Menu, then activate Edit Mode by pressing Down on the Control Pad.




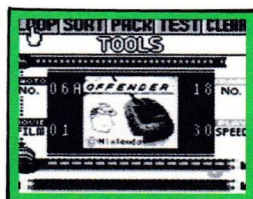
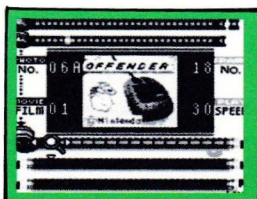
DELETE AND COPY

 By selecting Album when the dalmatian appears on the Edit Menu, you'll access Album A while your camera is in Delete Mode. If you would rather duplicate a photo than delete it, press the A Button while the cursor is pointing to the Delete box in the upper-left corner of your album. Once activated, Copy Mode will enable you to reproduce Album A photos. Moreover, you'll be able to put copies of Album B photos into Album A so you can doctor them with paint, stamps or other tricks.



ANIMATION

 If you press Down on the Control Pad when you're on the dalmatian screen, you'll unleash Animation. With this mode, budding Spielbergs and Tarantinos will have their chance to edit photos into silent movies that they can premiere in View's Animation Mode. Revisit the Shoot function to fill your album with the still frames you want to splice into a movie, then hop back into the director's chair to edit your blockbuster.



The Opening Reel

To make your Animation sequences look more authentic, create a logo for your makeshift, make-believe movie studio. Like MGM has its lion, your studio can be represented by your own majestic image. Once you've stamped your studio's name onto your logo, use it as the first frame in your flick.

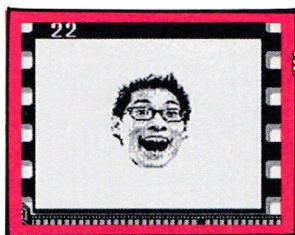
STAMP
IT HERE!



FRAME BY FRAME

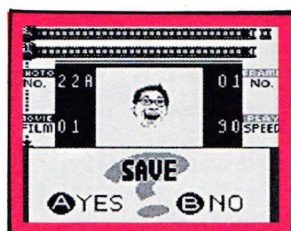
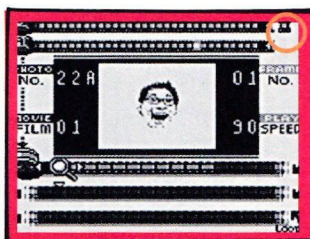
Calling the Shots

The still frames for your Animation sequence can come from Album A or B, and your movie reel can fit up to 47 different still frames. If you're having trouble working out a script, photograph the cartoon still frames that appear in the lower corners of this book's pages.



Moving Pictures

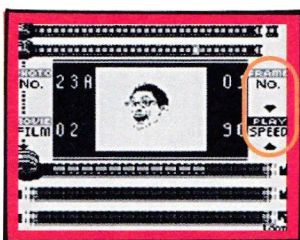
Place the magnifying-glass cursor on the film reel's first frame (below the picture screen), then hold the A Button as you move the cursor up to Reel A or Reel B to scroll through the selectable Animation frames. Release the A Button when you've found the frame you want to splice into your movie. Repeat the process to add your next still on the next empty frame of your movie reel.



If you insert the wrong frame into your movie reel, remove the pic by selecting the frame that sits alone in the upper-right corner of the screen. When every frame of your production is picture-perfect, press B to access the Save Screen.

Ending Production

After saving your movie, use the Control Pad to move the magnifying glass up to the Frame Option. Press the A Button to access it, then press Left or Right on the Control Pad to cycle through the decorative border choices. Directly below the Frame Option is the Speed Option. Adjust it to vary how fast your movie will run.

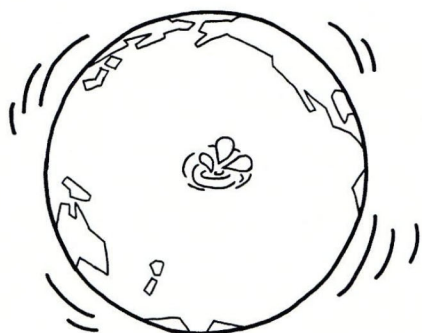


When you screen your Animation sequence, it will appear inside a picture Frame. View the border selections by activating the Frame Menu, then press A when you've made your choice.

The Final Reel

**STAMP
IT HERE!**

If you produce a linear Animation sequence, rather than a cyclical, looped one, end it in style. Stamp and paint a grand finale frame with a list of credits or the words "The end." If your production looks like blockbuster material, print out the still frames and stick each one to an index card to create a flip book.





TOOLS OF THE TRADE

To access the Tools Menu, hit the Select Button. Five editing functions will appear at the top of the screen, and you will be able to use them to produce your cinematic masterpiece.

Sort

To dump all of your photos onto the film reel in the order they appear in Album A, choose Sort. If you've shot your movie in sequence, and no unnecessary frames appear in your album, Sort will be an especially quick way to spool your entire movie onto the film reel.

Pack

You can leave blank spaces between your pictures just in case you need to insert another frame. Even though blank frames may be interspersed with ones occupied by pictures, the movie will run as if there are no empty slots at all. With Pack, you can automatically close all gaps to give yourself more room to add onto your movie sequence.

Test

To view your movie before you've actually finished producing it, activate Test to run through your "dailies" in a sneak preview.

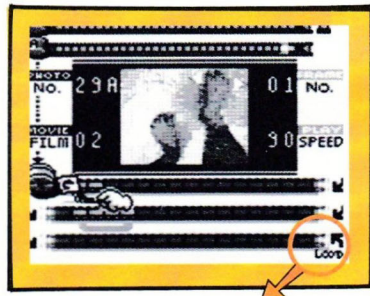
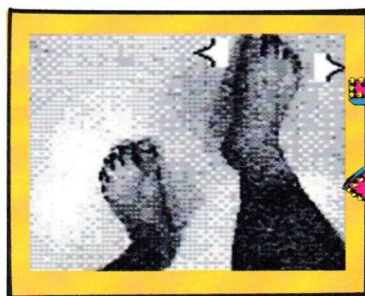
Loop

Loop will help you conserve space in your 47-frame reel by enabling you to create repeating sequences within those forty-odd picture slots. For example, to insert a scene of someone walking ten paces, splice together a shot of one foot stepping forward and one of the other, then let Loop do the rest of the work.



Clear

If you want to start from ground zero, use Clear to remove all pictures from the movie reel.

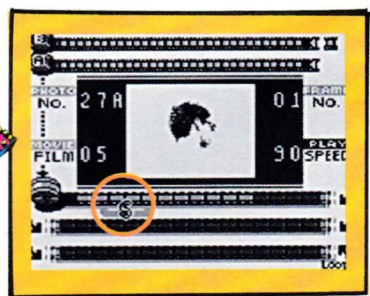
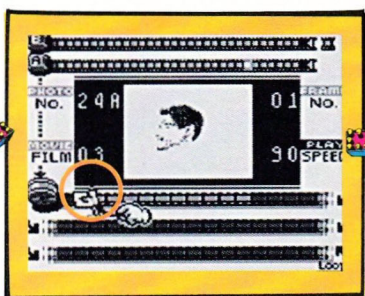
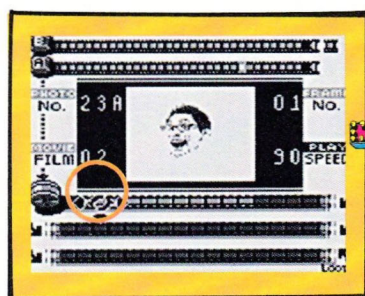


Creating a Loop

Press A to activate the Loop icon. Hit A again to place the Loop at the frame of the first step. Once you've stretched the loop to the second step, press A once more. Tap Up or Down on the Control Pad to select the number of looping cycles, which in this case would be five. When the movie plays and reaches the loop, it will rerun the cycle five times before moving on to the movie's next frames. The sequence below illustrates how a loop is created.

Loop/End

Press the A Button when your cursor is in the lower-right corner of the screen to switch the final frame to "Loop" if you want your entire sequence to replay endlessly. Switch the frame to "End" if you want the movie to play through one time only.



CHAPTER 5

PROJECTS





PROJECTS


Lights! Camera! Action! Once you've mastered Funtography, your first photo assignment will be to undertake the Project chapter's



interactive camera games and activities. You'll find pictures to photograph and ideas to focus on, so give each one your best shot.



TRAIL OF CLUES

 Lead your friends on a wild, Funtographic goose chase. Begin the game by giving the players a photo of a location. At that locale, leave a printout of their next destination. Continue building the trail of photos, and have the sleuths follow the clues until they uncover your hiding place.

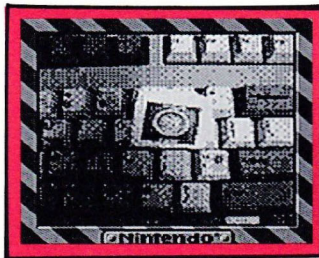

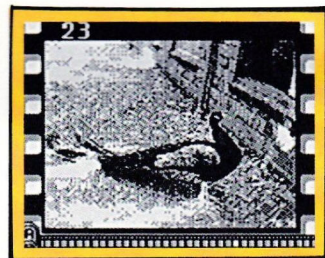
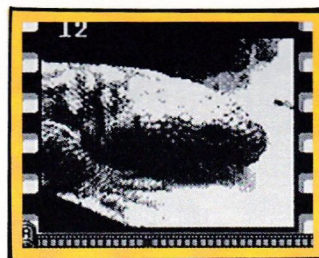



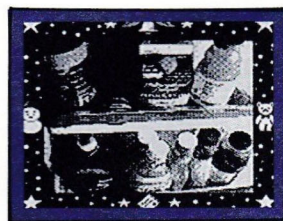
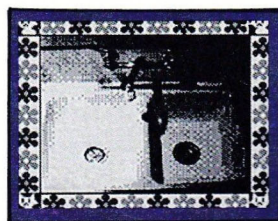
PHOTO SAFARI!

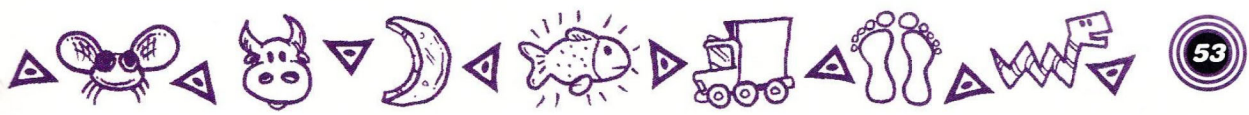
 Armed with your Game Boy Camera, head to a zoo, farm or pet store to shoot animals the humane way—Funtography-style. Set your sights on as many different species as possible, then fill the Comment section with each animal's stats and taxonomy. To create your own creatures, cross-breed your Funtographic pets using Fusion or Split.



SCAVENGER HUNT

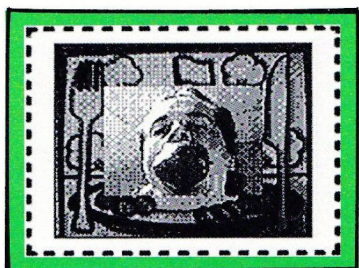
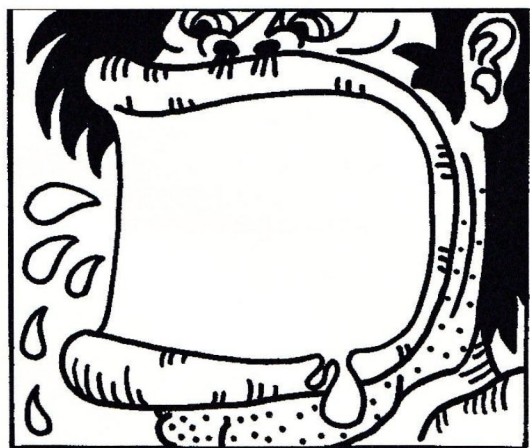
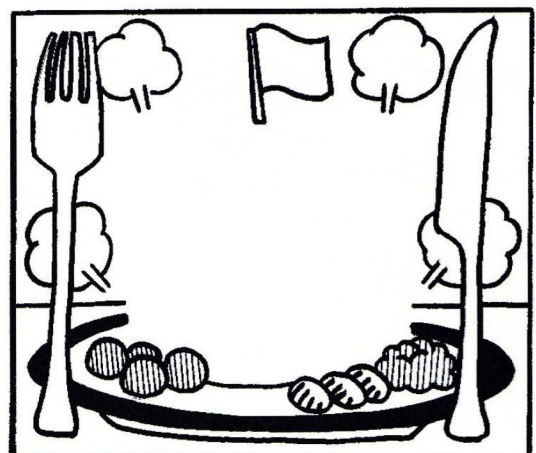
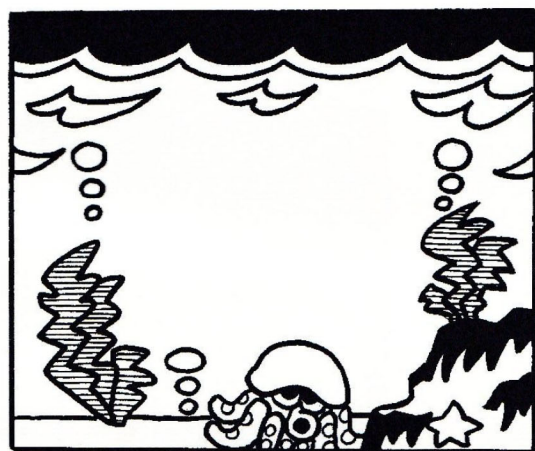
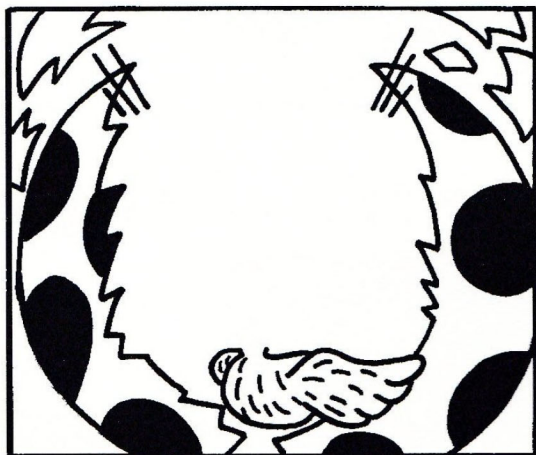
 Send friends on a photo scavenger hunt. Rather than having them lug actual items back to home base, have them take snapshots of items on the master list. For a bigger challenge, require your hunters to take specific types of shots, such as a Panorama of a limousine or a Montage of a cat and dog.





MONTAGE MAYHEM

Page 23 introduced a couple of strange places you could peek your Montaged head into. Pictured below are a few more backdrops that can shoulder the burden of supporting your Funtographed noggin. Using Montage Lens 7, shoot these backgrounds or illustrate your own frames, like a jack-in-the-box or basketball hoop to dunk your melon into.



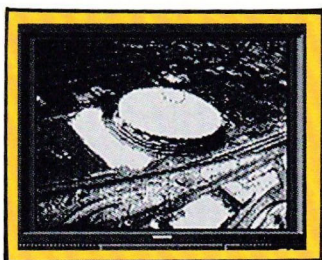


SECURITY CAMERA



☺ What exactly goes on when you're not around? Set up your Game Boy Camera in a discreet corner of your home, then activate the Time-lapse function to find out. When you return, spy the pictures you've accumulated to see if you've caught your house pets lounging on your furniture, an intruder going through your stuff, or elves pulling an all-nighter making shoes in your living room.

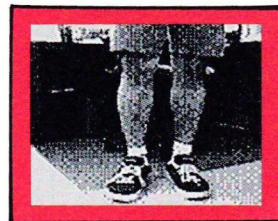
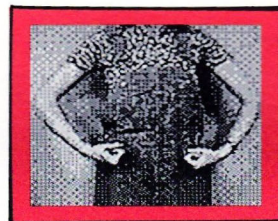
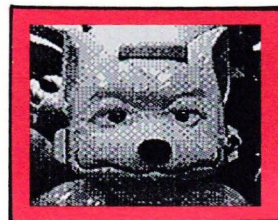
PHOTO JOURNAL



🚗 Chances are, you don't have a photographic memory. With the Game Boy Camera in the picture, the odds will be in your favor, so preserve your memories by shooting pictures for a photo diary. Use the Comment feature to recount the details behind the snapshot, then put them in a journal to illustrate your memoirs.

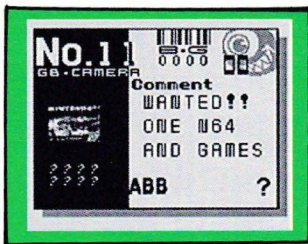
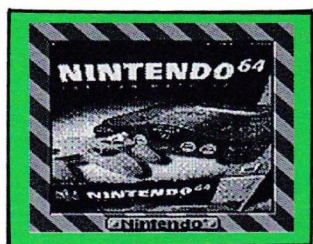
FRANKENSTEIN'S MONSTER

👤 Patch together your own monstrous mix of random body parts by photographing the arms, legs, faces, and torsos of different people. Print out the pieces, then, on a dark and stormy night, madly assemble your photos into one person while shouting out "It's alive! It's alive!" Or, maybe not. Funtography, after all, is not supposed to be a science.




WISH LIST

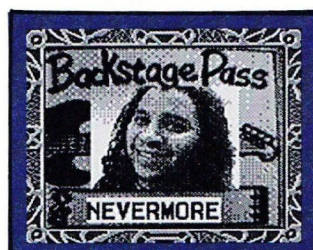
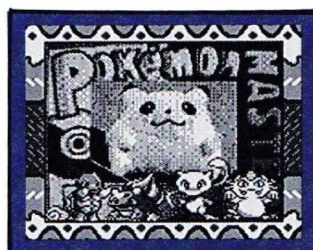
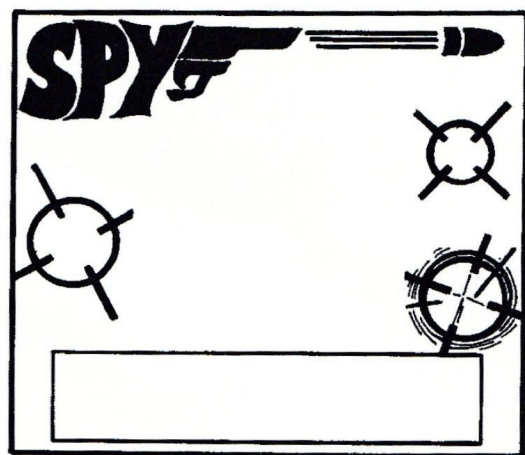
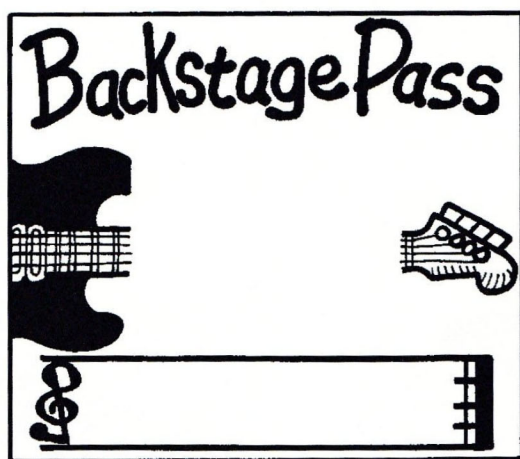
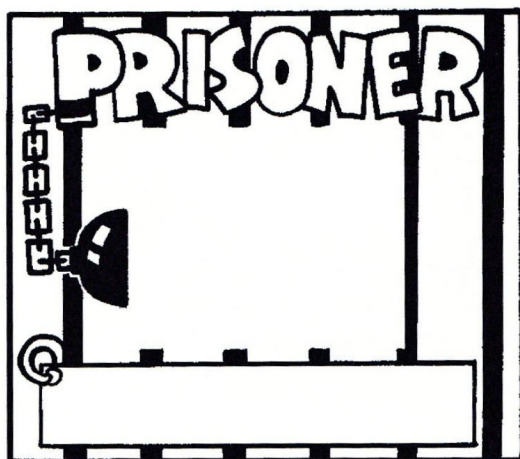
😊 Tired of getting the wrong gifts? Let people know exactly what you want by printing out a photo wish list, then stick it where gift-givers will be sure to see it (on their fridge, phone, forehead—whatever's within reach).






ID CARD

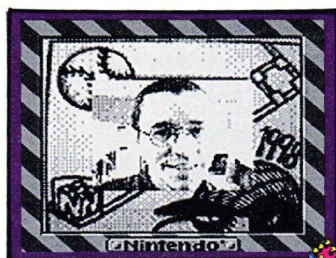
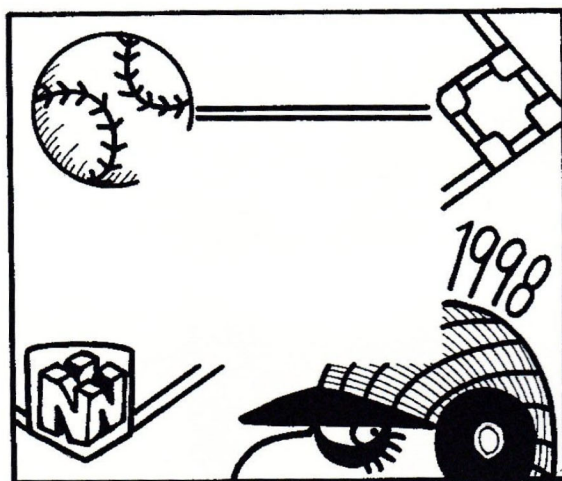
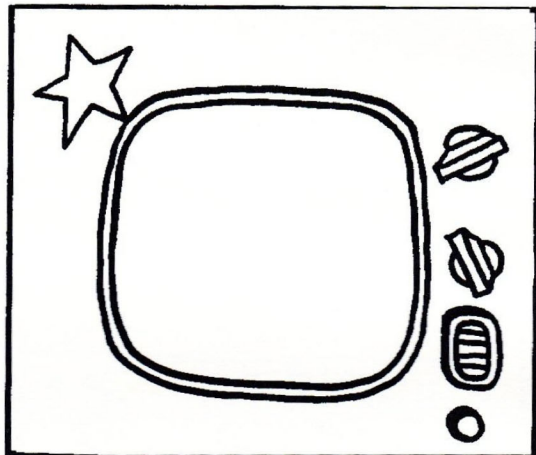
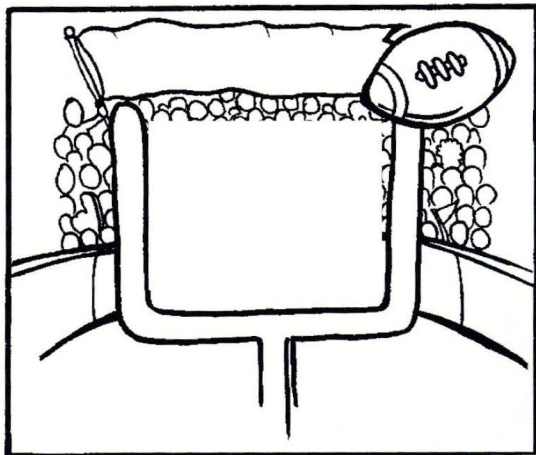
 Montage Mode is perfect for creating personalized ID cards. Using Montage Lens 7, place your face in the picture window and fill the surrounding area with your credentials. To take on a new identity, photograph the sample cards below or illustrate your own.





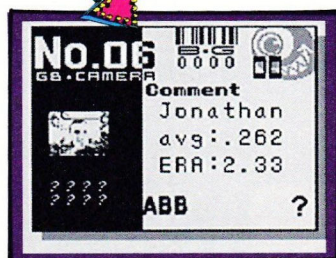
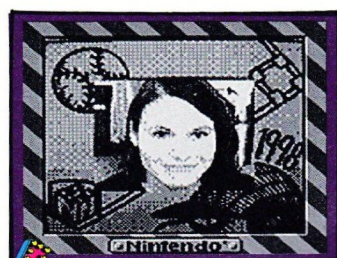
TRADING AND GREETING CARDS

 Why use the photo sticker booth at the mall when your Game Boy Camera can do the same job at home? Using Montage Lens 7, shoot one of these frames, then add a special note to your pic with Comment Mode. The pictured frames are there to inspire you, so if they set off a flashbulb in your head, draw out your bright ideas using the examples as a template.



Baseball Cards

Use your camera to trade and collect virtual baseball cards. Shoot the baseball frame in Montage Mode, then snap a pic of yourself for the inner picture window. Use Comment Mode to enter your baseball stats, then use the Game Link Cable to trade your cards with other Funtographers.





VIDEO FUNTOGRAPHY



 To turn the Game Boy Camera into a video camera, hook it up to your TV using the Super Game Boy. Insert the video plug of your Super NES A/V cable into your VCR's video input and plug any stereo receiver with a microphone jack into the VCR's audio inputs. Hook a mic into the receiver, set your camera to Shoot Mode, then hit the Record button on your VCR. Since the camera takes about a half-second to display the current image, your audio won't quite sync up with the video, but it will all be in keeping with the low-budget charm of your lo-fi video cam.




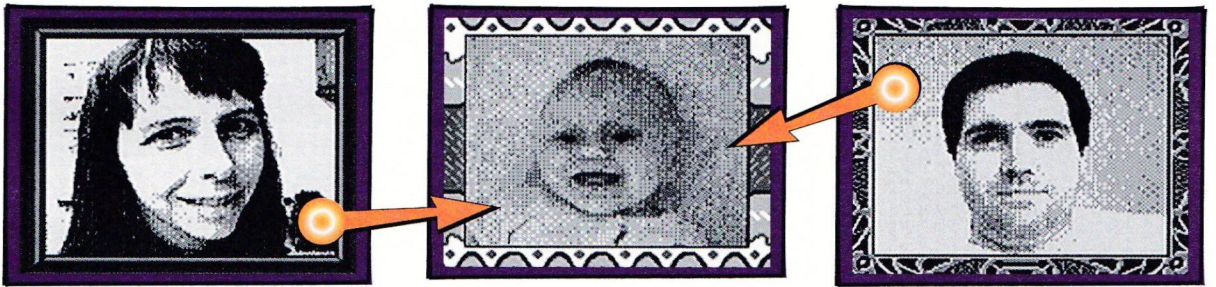
PHOTO TAG

 Put a Funtographic spin on the game of tag by making whoever is "it" the target of your photo shoot. As "it" tries to escape being captured on film, each pursuer, armed with a camera, must snap as many pics of "it" as possible. The dogged photographer with the most photos of "it" will win the game, as well as a place among the paparazzi.




FAMILY TREE

 Snap portraits of your family and relatives, then arrange the printouts into a family tree. Or, to keep the tree pocket-sized, string together your family ties using Hot-Spot links. On each photo, stamp relative terms such as "mother," "father" and "son," then embed a Hot-Spot that will link the picture to the appropriate portrait.



BUTTONS

 Make a statement in both fashion and politics by accessorizing with photo stickers. Create Funtographs of yourself stamped with phrases near and dear to you such as "Recycle," "I love Nintendo," "Peace on earth," "Nintendo rules," "Save the whales," "Nintendo is the sunshine of my life," etc. Print them out and wear them with pride, or label others with a sticker button (it can make a handy "kick me" sign, too).



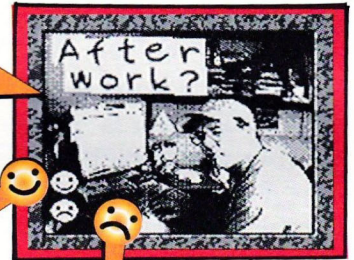
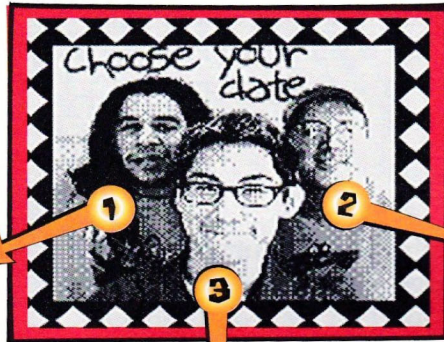


HOT-SPOT PLOT

Do you always make the right decisions? Put your judgment in the hot seat with a Hot-Spot scenario. By linking together a series of yes/no and if-then situations with Hot-Spots, you can present dilemmas that lead to different Funtographic conclusions. Use the scenario below as a guide for your own storyboard that could investigate what kind of friend you are or what you might do if you won the lottery. The outcomes are endless, and limited only by your scruples.

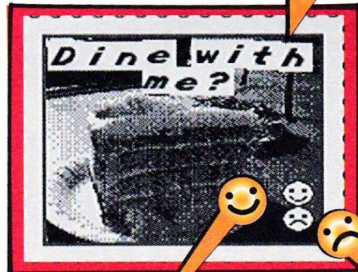
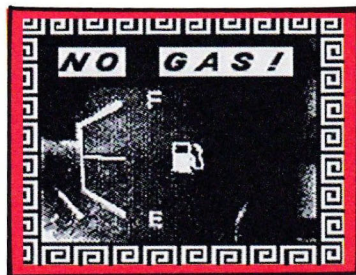
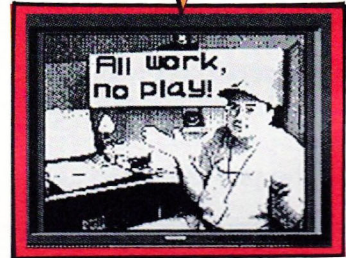
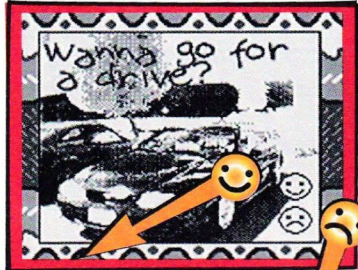
The Dating Game

Your scenarios can contain up to five Hot-Spots. In this scenario, suitors can journey through three different paths.



Mr. Unavailable

What a tease! Create routes that lead to dead ends like the ineligible bachelor above. If you want to give players a second try, add a Hot-Spot to the dead end to bring them back to the opening picture.

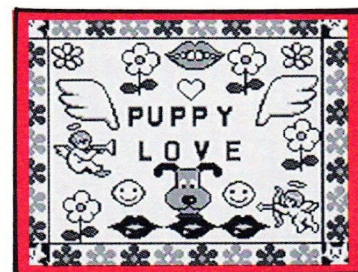


The Right Choice

Place icons on the Hot-Spots so players know where to click. Use happy and sad faces, apply "yes" and "no" text stamps, or create secret detours by leaving your Hot-Spots hidden.

A Perfect Match

They say the way to a man's heart is through his stomach. In this example, the dining option is the only path that will lead to a successful date. For your Hot-Spot scenario, create multiple and circular routes, then link one pathway to the final picture.






COMIC STRIP

Using Animation Mode isn't the only way to tell a Game Boy Camera story. Rather than animating your story, tell the tale through still images in Slide Show Mode. Shoot each scene in order, then add text. To add a comic book feel to your story, create cartoon word balloons for your dialogue using the symbol stamps. Photos B14 and B15 will also help the comic mood by lending a '60s Batman punch to your creation. Once you've written your story, print it out and arrange the stickers like panels in a comic strip.






A YEAR IN THE LIFE

 The world is constantly changing, and while much of it goes unremembered, your camera's eye can take notice. Snap a photo on a daily, weekly, monthly or yearly basis to document the long-term progress of something like a tree, child or construction site. Shoot your pictures from the same vantage point, then compare your subject's growth stages by merging the photos with Fusion.



SAMPLE PHOTO BOOKS

 It always helps if you have a picture to help you remember that place or name dangling at the tip of your tongue. Creating a Game Boy Camera photo book will help you visualize those fleeting memories. Below are two samples you can use to create your own diary or address book. Make copies of the blank entries then paste them into a book, or simply use the samples as a template.

DIARY ENTRY


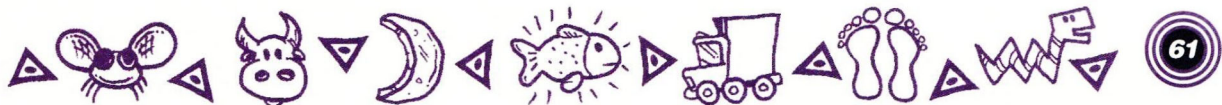
	_____

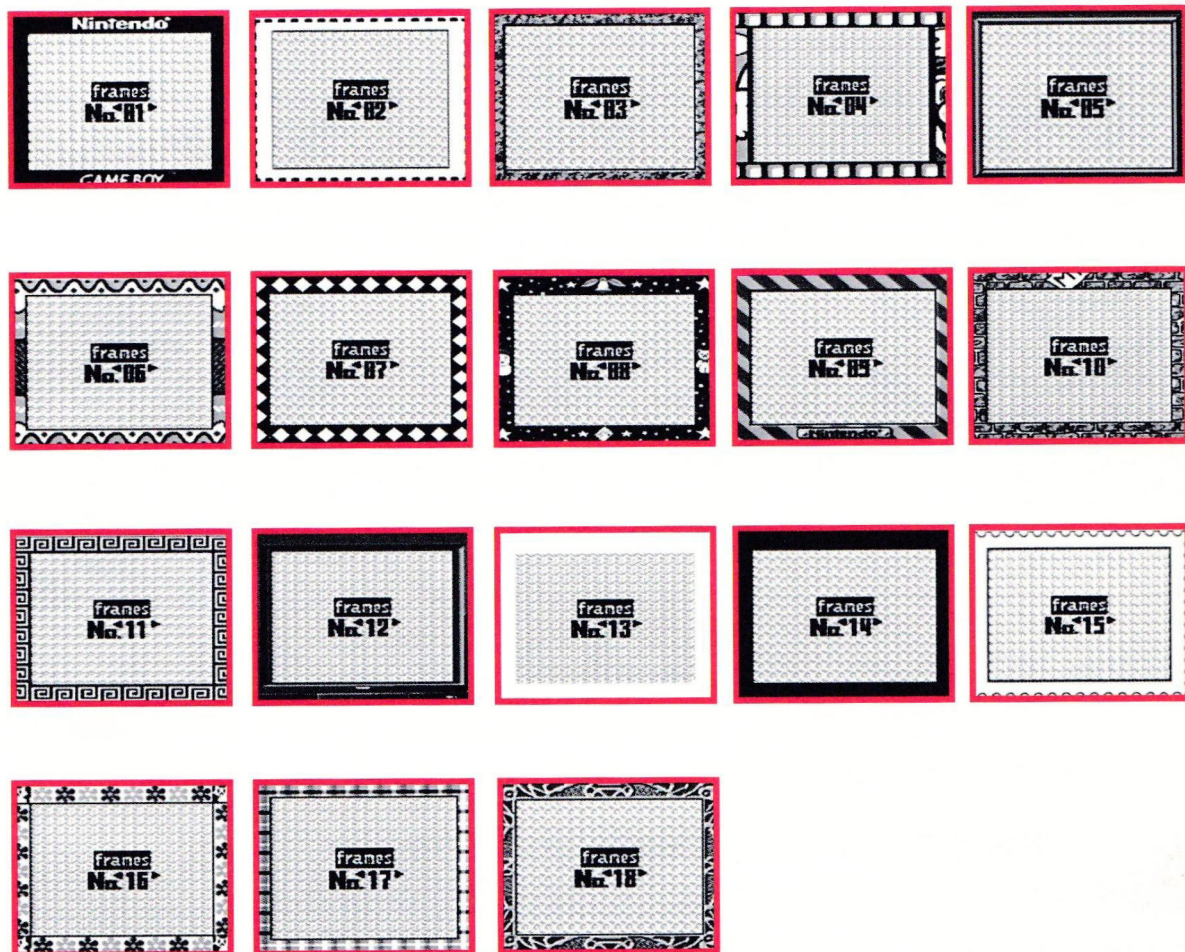
PHOTO ADDRESS BOOK

	NAME _____
	ADDRESS _____
	BIRTH DATE _____
	PHONE _____

	NAME _____
	ADDRESS _____
	BIRTH DATE _____
	PHONE _____



NORMAL FRAME GALLERY



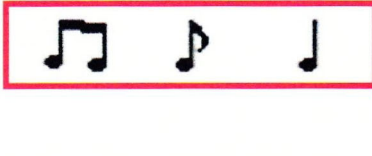
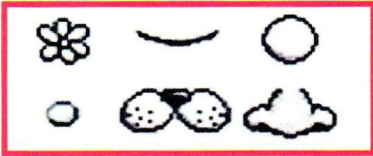
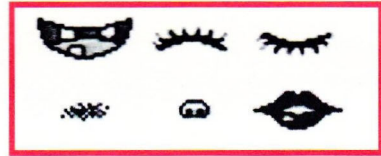
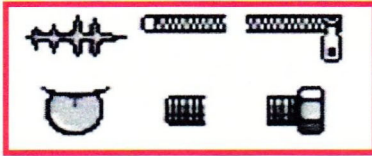
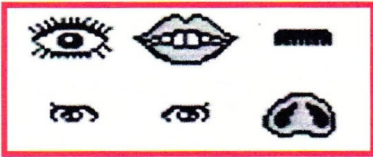
WILD FRAME GALLERY



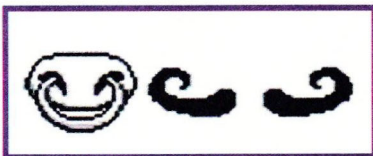
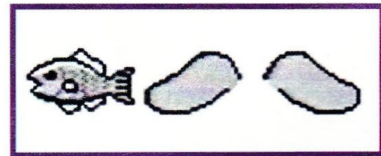
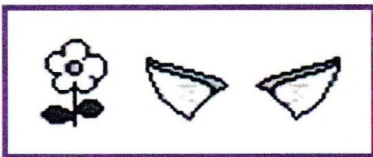


PICTURE STAMP COLLECTION

Facial Features and More



Creature Features and More





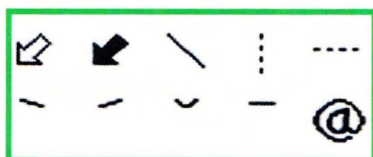
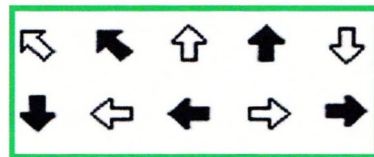
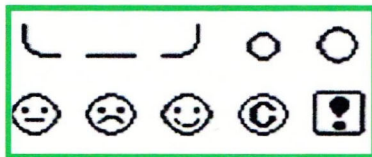
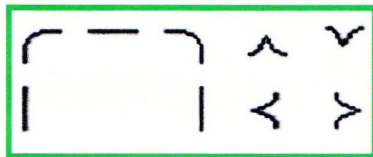
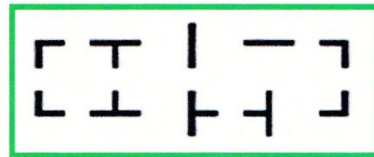
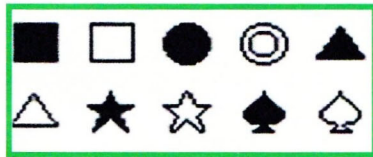
Pokémon



Mario and Friends

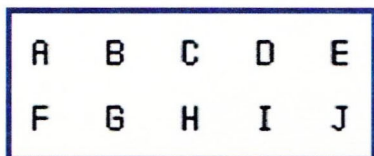
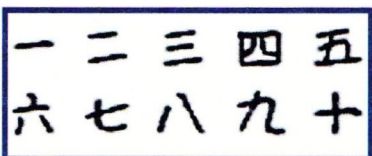
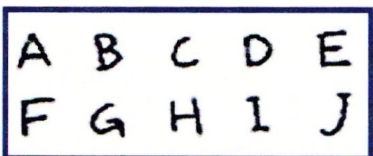
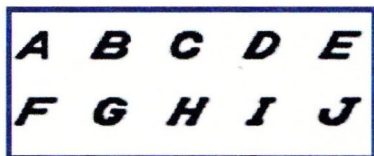
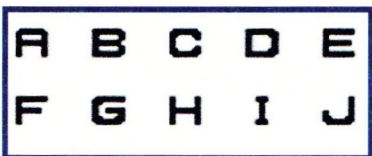
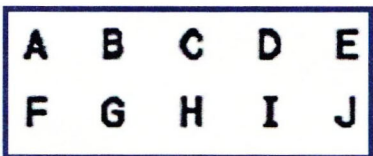


Symbols and Icons



TEXT STAMP SAMPLES

Type Styles





ALBUM B PHOTOS


 Album B features stock photos, but only the first 16 will be readily available. When you first start, the 14 pics shown below with purple frames will appear in Album B only as question marks. To unlock them, you must fulfill the requirements listed on page 10. In the meantime, you'll have 16 backdrops, characters and blank screens ready to fuse or copy to Album A.



Photo B-1



Photo B-2

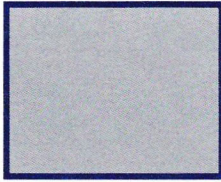


Photo B-3

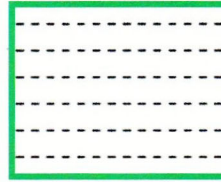


Photo B-4

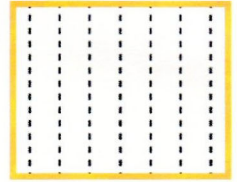


Photo B-5



Photo B-6

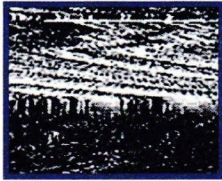


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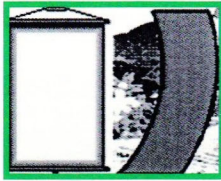


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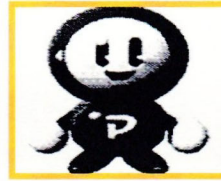


Photo B-9



Photo B-10



Photo B-11



Photo B-12



Photo B-13



Photo B-14



Photo B-15



Photo B-16



Photo B-17



Photo B-18



Photo B-19



Photo B-20



Photo B-21



Photo B-22



Photo B-23



Photo B-24

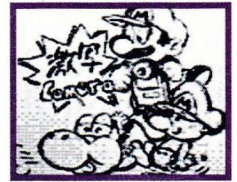


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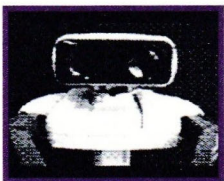


Photo B-26



Photo B-27

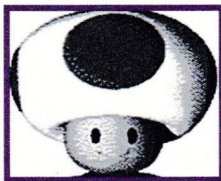


Photo B-28



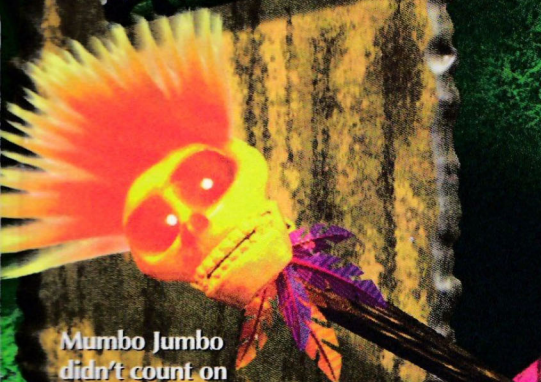
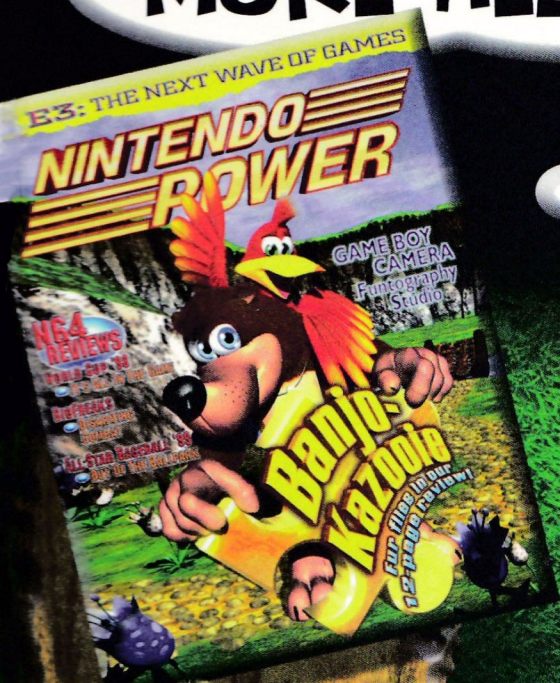
Photo B-29



Photo B-30

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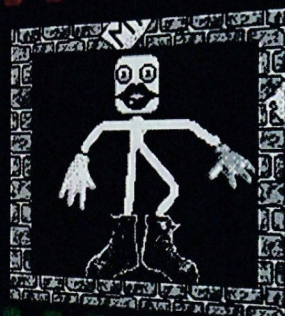
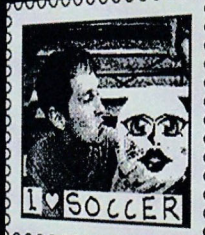
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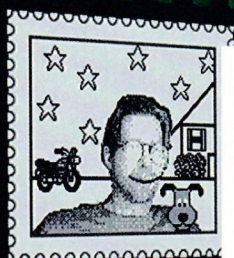
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