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Hey you pikachu ending

I've beaten that most (and I still cant get Mimi to get out of the tissues >.<) and I don't think there's an ending. Oh yes, Pikachu_Mom, the avatar who anja?The statement below is falseThe above claim is true bulbapedia, a community-driven Pokémon encyclopedia. Hey You, Píkϕachu!·a Hey You, Pikachu! {{name2}}} [[File:|boxart2}}}]] 250px]] {{{caption2}}} {{name3}}} [[File:|{{boxart3}}|250px]] {{{caption3}}} Rating CERO: N / A ESRB: E ACB: N / A OFLC: N / A PEGI: N / A GRAC: N / A GSRR: N / A Release Dates Japan: December 12, 1998 North America: November 6, 2000 Australia: N/A Europe: N/A South Korea: N/A Hong Kong: N/A Taiwan: N/The Japanese boxart Japanese boxart of Hey You, Pikachu! [[File:|250px]] {{{captioncaption2}}} [[File:|250px]] {{{captioncaption}}} StrategyWiki learn more about this topic: Hey You, Pikachu! You, Pikachu! Is ϕ a Nintendo 64 spin-off game. The Voice Recognition Unit, a special microphone for the Nintendo 64, is included. With the help of voice recognition software, the game interprets the player's commands and allows one to communicate verbally with Pikachu. The player asks Professor Oak to test out a new invention called The PokéHelper, which allows one to talk about any Pokémon present. The player goes to a fenced field viridian forest and first meet the Pikachu that will be the partner of the game. The whole game takes place in the area between Pewter City and Viridian City, according to the in-game maps. There are three difficulty levels, each available in a different location in the house that offers 17 stages that can be replayed and one stage that can be played once in a saved file. The player interactions around the world are limited to picking up items, the Megaphone, once obtained to knock fruits out of trees, which contain elements of Pikachu, and control Pikachu's general behavior via vocal commands. The game is one of two that uses the Nintendo 64's Voice Recognition Unit and understands 200 words, including ThunderShock, Thunderbolt, and Thunder. Booth The first time you can really talk to your favorite Pokémon. Tag along with Pikachu as they go through their daily routine, taking field trips, fishing and having picnics, becoming better friends day by day. The more you talk, the closer you get to friends. Talk into the microphone, watch pikachu react. Your voice travels to Pikachu via the N64 Voice Recognition Unit and microphone-both. Pal around Pikachu - together you can collect cooking ingredients, fish your favorite water pokémon, and even hunt buried treasure on a desert island. Talk to Pikachu using a variety of keywords and phrases. Friendship based on communication, and there is plenty to talk about! Characters People The playful Mother (playful mother) Professor Oak Pokémon Levels Pikachu's Discovery Days The beginner level, which can be selected from the sliding door of the player's bedroom. It represents the childish doodle of the areas of the game, finished wax crayons, and background music with a remix of the Pokémon Red and Blue title theme. This is the only area where the three fishing places can be selected and played. The available seats at this level are: Viridian Forest Ochre Woods Ochre Fishing Spot Springleaf Field Cobalt Fishing Spot Olivine Fishing Spot Pikachu's Play Days An intermediate level that appears at the front gate of the playful house in the front yard of the house. It represents a relatively detailed outline of the areas of the game, finished coloring pencils, and background music from a tropical remix of the Pokémon Red and Blue title theme as well. The available pitches at this level are: Ochre Woods Springleaf Field Cobalt Coast Cobalt Island Lake Olivine Pikachu on Daring Days Map at Daring Days level The heaviest level, which appears on the side gate of the player's house in front of yard. It represents an extremely detailed map of the areas of the game, and background music is a fanfare-like remix of the Pokémon Red and Blue title theme. Professor Oak's secret training can be chosen by telling Pikachu the name on the map. The places available at this level are: Viridian Forest Ochre Woods Springleaf Field Cobalt Island Lake Olivine Professor Oak's Secret Training Mission types The Pokémon Picnic In these missions, which take place in Ochre Woods, the player and Pikachu must collect ingredients for Bulbasaur meals and send them to Bulbasaur to call Magnemite above. Bulbasaur calls for three components, but one ingredient must be duplicated, with a total of four components being magnemite in order for the mission to be completed. The Togepi Pokémon Egg can also be found and hatched through repeated visits to the two shops of the game. Abra's store is located in an area only accessible from the second Pokémon Picnic mission. The only reward to see the reaction of Pikachu and his friends is that the different dishes Bulbasaur serves, you are not successful. Caring For Caterpie In these missions, which take place in Viridian Forest, the player and Pikachu must supervise one to five Caterpie, depending on how many of them evolved from Metapod to preliminary Caring For Caterpie missions. To complete the mission type, you can finish by pikachu distracting caterpie and feeding them when you're hungry. The Caterpie will evolve metapod once fed enough times, and the Metapod will turn into Butterfree once enough time has passed. At the end of the day, Butterfree comes back and Pikachu with rubies, marbles, balloons or colored jewelry. Field Trip In these missions, which take place at Springleaf Field, the player and Pikachu should just have fun for a day. Pikachu finds, greets and water Oddish, Gloom and Vileplume here. Charmander is also sometimes seen on his first mission, and Diglett sometimes tries to travel to Pikachu on the third mission. The second mission takes place in an area where one of Abra's stores is located. While watering Oddish and the gloom that they evolve, there is a unique Oddish that only grows larger over time until at least ten times Pikachu's size on the third Field Trip mission. Another strange phenomenon is the strange radish and stinking radish that Pikachu sometimes bugs oddish and gloom. He went fishing! In these missions, the player and Pikachu can go to three places and start fishing for Pokémon from the water. The Pokémon are caught in different sizes, and each fishing site contains different Pokémon, including rare even like Dratini. There are other Pokémon milling from the water, and they look at Pikachu fish, also depending on the places of choice. Professor Oak sometimes comments on the lake when the player leaves at the end of the day, mentioning rare catches on the spot. If Pikachu will take a large Pokémon, he will be rewarded with a fishing flag to take him home. Little Lost Poliwhag In these missions, which take place at Lake Olivine, the player and Pikachu must collect five lost Poliwhags and bring them home safe and sound. The first Little Lost Poliwhag mission allows the player to meet Squirtle, who brings all the found Poliwhag home to his mother and rewards Pikachu with a silver coin, a marble, a balloon or a colorful jewel. The second mission location is home to Poliwhag's mother, Poliwhirl, and a naughty Haunter who may be shocked away from scare the Poliwhag with an electrical attack. In piñata game This mission, found on the Cobalt Coast, is only part of it, but can be replayed normally compared to other missions. Pikachu is invited to a piñata party held by Venusaur, and all his friends want to help him to smack the Poké Ball containing rewards open. If Pikachu successfully opens the Poké Ball several times, Venusaur will reward it with the accordion that draws Lapras over to the ferry from Pikachu and the player to Cobalt Island. In these quests, which take place on Cobalt Island, the player and Pikachu must explore a small island full of buried treasure. Slowpoke suns on a cliff near the coast, and Lapras is sometimes seen swimming around the island, watching the treasure hunt. The treasure chests that Pikachu can dig and then open can be read by reading the sign with them and repeating the order to Pikachu. One of the prizes that can be won from a large treasure chest is toy sword, which decorates the main characters bedroom from then on. Items Ball Cupcake Fishing Hook Accordion Lucky Hook Megaphone PokéHelper Watering Can Watering Bucket Flying Acorn Regional Differences The English edition, when the player talks, a bubble can be seen that indicates that the player's voice is detected by the microphone. In the Japanese release, the bubble will only appear if the player is talking directly to Pikachu. All Pokémon except Pikachu, Caterpie, and Butterfree have different tombs between versions. This is because their names match the anime dubs. In the US edition, shoes outside the player's room are missing. In Japan, it's customary to take off shoes before walking into a building or home. In the U.S. it is common to walk into buildings or homes with shoes still. The Nintendo 64 in the Japanese version includes a Super Nintendo, it was recorded in the English edition to replace the Nintendo 64 game. The fishing rod received by the player differs between both editions. The onigiri (riceball) in the Toolbox in the player's room varies from a cupcake to the English edition. The eggplant in the garden varies level from corn to English edition. It also means the original Japanese version doesn't get that Pikachu to popcorn when the corn is shocked. In viridian forest: The player can find cattails instead of horsetails in the English edition. At Springleaf Field, morning glory changes to Bluebell. The models are the same, but the textures have changed. In the English edition, when the microphone is not connected, the Microphone Box is animated, making it easier for the player to get his attention. The Suikiwari mini-game on the Cobalt Coast changes to a Pinata smashing mini-game in the English edition. When Pikachu loses the Japanese version, get a soda can be pulled tab, the English version gets a glass cap ring instead. Staff Main article: Staff Hey You, Pikachu! Trivia The Japanese name for the game, the game genki dechū ϕ is a pun on the order of the game. Although the game has not acquired a direct sequel, Pokémon Channel seems to be an unofficial sequel, as it is a virtual pet simulation game in which the player is raised in Pikachu. Pokémon Dash may also be an indirect sequel, as Pikachu is similar to Channel: sometimes it starts laughing when it's stroked, among other things. It is not known whether Pikachu and/or the player have the same character. PokéPark Wii: Pikachu's Adventure and its sequel PokéPark 2: Wonders Beyond both seem to have other indirect sequels – although the gameplay procession differs significantly from the virtual pet aspects of Hey You, Pikachu! and Channel, the core of the protagonist is a Pikachu, and intended for younger fans of Pokémon Similar. According to in-game maps, there is water northeast of Viridian Forest, where Cobalt Coast and Cobalt Island are located. A cluster of houses representing Pewter City can only be seen in the drawing of Pikachu's Discovery Days. After completing Professor Oak's Training, if players say: Professor Oak's Training on the Daring Days map of the game selects a generally selectable area in the lower left corner of the map and the Professor Oak's Training game is loaded. On the title screen, the garden features plants that are not available in the game. There are several Pokémon books in the bedroom with Pokémon pictures on the cover. The Pokémon Quiz minigame is a Nintendo 64 cartridge, and oddly enough several copies of the game can be seen on the console. One of the copies is probably the Shadow Pokémon Quiz minigame, but the others are unknown. Certain objects move when the player talks like a player in the bedroom. Contrary to popular belief, Sony or PlayStation does not cause Pikachu anger. However, calling it an electric rat will. Objects and elements can be moved by using the megaphone element speech bubble. Pokémon react to the megaphone, often running away from noise. This is the first Pokémon game to contain Pokémon from the next generation. Ash Ketchum's dress can be seen hanging from a coatrack in the bedroom. Pikachu uses his hat to cover his eyes in The Piñata Game. The game's internal files contain an unused area called Entryway. Pikachu always carries a pink purse, and the words Macro Test appear at the top of the screen. [1] References ^ Hey You Pikachu! - TCRF

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