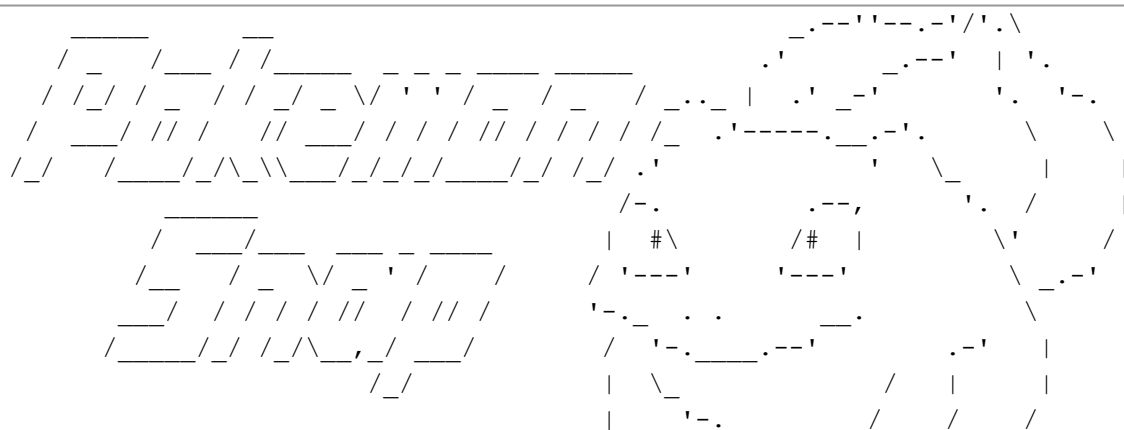


Pokemon Snap FAQ/Walkthrough

by Coffee

Updated to v1.31 on Nov 25, 2002



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|           FAQ/Walkthrough || Version 1.31 || November 25, 2002           |  
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|           http://www.geocities.com/coffeefaqs                                       |  
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Version 1.31 (11/25/2002):

- Formatting changes
- Updated website URL

Version 1.3 (03/09/2001):

- Spellchecked everything
- Added a few new high scores

Version 1.2 (03/31/2000):

- A lot of new and better strategies added, including one for Mew!
- Moved my best scores into a new section
- Added a sweet ASCII picture of Bulbasaur to the title. By the way, you can find more PokéASCII art at <http://www.angelfire.com/mi/mgonzalez/>

Version 1.1 (01/29/2000):

- Switched to a new alias, Coffee
- Better strategy for Meowth, brought to you by Dragonox24@aol.com
- Added a few more of my best scores

ITEM - Either an apple or a Pester Ball

Instead of doing a traditional walkthrough, I made this section...it just works better with Pokémon Snap. This section covers everything about the individual Pokémon...like their location, description, and how to get the best shot. DO NOT e-mail me saying you got a better score than me. But please DO e-mail me if you found a better strategy for getting a picture. [NOTE: I removed my own best scores from this section and put them into a section of their own.]

#001 - BULBASAUR

Where: River, Cave

Description: Some sort of reptile-dinosaur Pokémon with a bulb on it's back. I didn't realize how cute he was until I saw him in this game.

Best Shot: Near the beginning of the River, there's a tree stump and a hollow log at the left. Look above that tree stump, there's something green there! Throw a Pester Ball at it to knock the Bulbasaur down to the right. Then throw a few apples to the area beside the entrance to the hollow log. Another Bulbasaur will come out. Take a great close-up picture of the Bulbasaur eating the apples and try to get the other Bulbasaur in the background for some extra points. Make sure the Bulbasaur is eating the apples, Oak loves that. "He looks happy!".

#004 - CHARMANDER

Where: Volcano

Description: An orange dinosaur with a flame at the top of its tail. It looks very cute when they gather in a group and dance.

Best shot: When you get to the big Moltres egg in the Volcano course, don't hit it with an object. Just let it stop the Zero-One. Now look to the left and you'll see a few Charmanders. Throw apples at them...and they'll call their other Charmander friends to come join in. There's a total of six Charmanders! You can have up to SIX Charmanders right in front of you! When they're all in place and fit on the screen, play the Pokéflute to make them dance. Cute! This is one of my favorite shots :)

#005 - CHARMELEON

Where: Volcano

Description: The evolved form of Charmander. He's has a dark red color, bigger eyes, and looks meaner than Charmander.

Best shot: At the very end of the stage, you'll see a Charmeleon going around a pool of lava. There's no cool tricks here. Just wait until it gets close enough to you, and take your best shot. Make sure he completely fits in the frame! If you throw an apple in front of him, he might stop and roar into the air. A picture of him roaring gets you 1200 points for pose.

#006 - CHARIZARD

Where: Volcano

Description: The evolved form of Charmeleon. He's got back the bright orange color and grew some nice wings. Very, very big.

Best shot: At the end of the stage you'll find a Charmeleon going around a pool of lava. When he's at the right position, hit him with an item to knock him into the pool of lava. Ta da! A HUGE Charizard pops out! Very cool looking. Throw another item at him. He will spin around, face you, and breath fire. Take a shot of him breathing fire. Try to get the whole thing in the frame (including the wings).

#007 - SQUIRTLE

Where: Valley

Description: A small cute blue turtle that likes to hide in it's shell. Also likes to stay in groups with other Squirtles.

Best Shot: There's a few Squirtle's near the end of the Valley... but those are way too far away to get a decent score. It took me a while before I found out how to get a good picture. At the very beginning of the Valley, there are some Squirtles in their shells floating in front of you. Hit the left one with a Pester Ball to bounce it onto the land. He comes out of his shell. Now use apples to lure him close to you and snap away! For even more points, hit two (or maybe even 3) of them onto the land and get a nice group picture!

#011 - METAPOD

Where: River

Description: Evolved form of Caterpie. He's an ugly green cocoon that hangs around in the trees...waiting to evolve into Butterfree.

Best Shot: After you pass by the two Slowpokes, you get to a place under a big tree. There are Metapods hanging from the branches! Hit the *last* one with a Pester Ball so make him drop down, then run into him to stop your vehicle. Hit the other three Metapods with Pester Balls to make them all drop down. Take a picture of the one right in front of you (yes know it's too big to fit in the screen, but Oak doesn't really mind). Don't forget to get the two other Metapods in the background, they could get you 600 extra points!

#012 - BUTTERFREE

Where: Beach

Description: As you can tell from it's name, it's a butterfly. He has a purple body and big wings. Usually found flying in groups.

Best Shot: The Beach is filled with Butterfrees flying above your head. The best pictures can be taken when you get to the bridge. Focus on one of them and try to get a picture of him fully spreading his wings. If possible, try to get some other Butterfree in the picture too. People tend to ignore Butterfree since there's so many of him... but he can be worth just as much points as a Snorlax.

#014 - KAKUNA

Where: Tunnel

Description: A yellow cocoon with big mean-looking eyes. It hangs from the ceiling in groups...waiting to evolve into Beedrill.

Best Shot: At the back of the first room of the Tunnel, there are some Kakunas hanging from the ceiling. But they're on the ceiling, you can't get good points like that!! They drop down each time an electrode blows up, allowing you to get some really close-up shots. Even better, throw an apple at the Electrode near the Kakunas to make them all fall down... you can get a close-up shot AND a group shot in one pic!

#016 - PIDGEY

Where: Beach

Description: Well...he's a bird. Nothing more to say about him. Just a plump, juicy, mouth-wateringly delicious bird. Umm, yeah.

Best Shot: Near the end of the stage, look to the right to see two Pidgeys using a gust attack on a Meowth. It's impossible to get a close up shot of these Pidgeys while they're doing the gust, but that doesn't really matter. Just get a shot of it as close as you possibly can be. You'll get a 500 point bonus for special..."Gust-using Pidgey". Here's another good shot: Right before the one I mentioned above, look behind you and Pidgey will be flying towards you. He's huge!

#025 - PIKACHU

Where: Beach, Tunnel, River, Cave

Description: If there was a single Pokémon to represent all Pokémon, Pikachu would be it. He's a yellow mouse with a lightning-bolt tail.

Best Shot: There's a whole bunch of Special Pikachu pictures throughout the game, but the very best one is in the Beach. After you pass by the Meowth on the little hill, there's some bushes at the left with some grass and leaves being tossed around above it. Throw a few Pester Balls into the bushes until a Scyther pops out. At the other side of the bushes two Pikachus will come out and go stand on the two stumps. This is already a really great pic. To top it all off, play the Pokéflute to make them both do thundershocks! Get a snap of *both* of them on the stumps with lightning bolts coming out. It's "Pikachu on a Stump". Beautiful!

#027 - SANDSHREW

Where: Valley

Description: He looks like some sort of yellow mole that burrows underground. Nothing spectacular.

Best Shot: Near the beginning of the Valley right after the first turn of the River, there's a mountain at the right with some Geodudes stuck to the wall. Hit a Geodude with a Pester Ball to make him fall off... the ground will shake from the Geodude's fall and a Sandshrew pops out! Lure him as close as possible with the apples. Try to get a shot while he's eating. You can also get a nice group shot by knocking off all the Geodudes from the mountain and getting them together with apples. I haven't been able to get 3 of them together with a good size, but 2 is good enough!

#028 - SANDSLASH

Where: Valley

Description: The evolved form of Sandshrew. He has smoother skin and brown spikes on his back. He also has long claws, perfect for digging.

Best Shot: When you're at the part where the Geodudes are at your right side, you will see this Pokémon in front of you... But he goes back into the ground when you get close. Hmm...he doesn't want you to get his picture. On the wall above that area, 2 Geodudes hang on the wall. Hit them both with a Pester Ball to make a Graveler fall down. The impact of the Graveler will make the Sandshrew pop out again. Nice pose! It's hard to get close to him since you're probably already moving away when the Graveler comes down. You need to knock both of the Geodudes down as fast as possible to get a close shot. Give him an apple to make him jump up and down.

#037 - VULPIX

Where: Volcano

Description: A very cute red fox with a nice bushy tail. He's one of my favorites. I think he's cuter than Pikachu, but that's just my opinion.

Best Shot: After you pass the Rapidash part in the Volcano, you'll get to some pretty Vulpix. These things are a bitch to get since they're usually facing away from you (nice bushy tail, by the way). Use apples to get the two of them together and as close as possible. Make sure they're facing you and take the picture.

#039 - JIGGLYPUFF

Where: Cave

Description: The queen of cute. It's a pink ball with ears and huge blue eyes. Jigglypuff is neither male nor female, it is concentrated evil.

Best Shot: After you pass the area with the three Bulbasaur/Dittos on the ledge, you will see a Jigglypuff being chased by a Koffing (don't ask me why). Hit the Koffing with a Pester Ball to make it disappear. After that, look to the light at the right to see another Jigglypuff being chased by a Koffing. Hit the Koffing with a Pester Ball again. Now use the accelerator to speed to the area around the pool of water. At the left is yet another Jigglypuff being chased by a Koffing. Hit the Koffing with a Pester Ball (it's kinda hard since he's far away). Near the end of the stage, you will see your 3 Jigglypuffs singing on stage (there will be 2 if you saved 2, and 1 if you saved 1). Snap it! You get a big bonus (1200) because this is the "Jigglypuff Trio"!

#041 - ZUBAT

Where: Tunnel, Cave

Description: Zubat is a bat that's usually found in caves and dark places. He moves quickly so it's hard to get a picture of him.

Best Shot: The best shots of Zubat are found in the Tunnel. You can get a group picture in the Cave, but their way too small to get decent points. In the Tunnel, there are some big metal doors that open when you get close to them. Right after the door opens, the Zubat will be right there flying towards you. It's hard to get him centered since he's flying like mad. Just take a lot of shots and pick the best (the biggest and centered) to show to Professor Oak.

#045 - VILEPLUME

Where: River

Description: A big mushroom with arms and legs. He has a dark purple body and a red "hat". Smoke comes out of his head.

Best Shot: When you get to the part of the River with the first Slowpoke at the left, look to the right to see a weird red thing with smoke coming out of it. This is a Vileplume. Play the pokéflute to make him get up and dance. Each song on the pokéflute makes him to a different dance! You can't get very close to him, but just get a shot of him as close as you can be. (by the way, you can get a picture of the pokémon sign here)

#050 - DIGLETT

Where: Tunnel

Description: This one is cute. It's a small brown weird-creature that burrows underground. He's friends with Pikachu.

Best Shot: After the room with the big egg in the Tunnel, there will be

a Pikachu at the left with a Diglett popping out once in a while. There's no tricks here, just get as close as possible to the Diglett and take your pictures. The very best time is the split second after he pops out since he's a bit bigger.

#051 - DUGTRIO

Where: Tunnel

Description: The evolved form of Diglett. It basically looks like three Digletts stuck together and with a meaner face.

Best Shot: After the room with the big egg in the Tunnel, there will be a Pikachu at the left with a Diglett popping out once in a while. Take a shot of Diglett. Pikachu will go further away with Diglett. Get another shot of Diglett and they will move even further away. Continue like this and Diglett will eventually evolve into Dugtrio. At first only 1 Dugtrio pops out, then 2 Dugtrios pop out, then 3 Dugtrios pop out! Great shot! It's best to start getting shots of Diglett right after the metal door opens so you have lots of time to get Dugtrio pics.

#052 - MEOWTH

Where: Beach

Description: A light yellow cat that walks on two feet. He has black ears, big eyes, and likes to piss off the Pidgeys.

Best Shot: There's a lot of good pictures of Meowth you can take at the beach, but here's the one that got me the most points: After you pass by the Snorlax, you will see a Meowth on a ledge in front of you. Hit him with a Pester Ball to knock him down. You'll see him on the other side of that ledge. Play the Pokéflute to make him dance after he gets up. Any shot of Meowth dancing gets you 1200 points for pose! It's hard to get a close up of him while making the whole thing fit on the screen since he jumps so much. Just take a lot of shots and show the best one to Oak. (submitted by Dragonox24@aol.com)

#054 - PSYDUCK

Where: River

Description: This is another one of my favorites. Psyduck is basically a fat yellow duck.

Best Shot: There's a lot of ways to get a good shot of Psyduck. For the first one, use the accelerator (R button) at the part with the Slowpokes and you will see a Psyduck coming towards you before you reach the Metapod part...get a good close up shot of him. For another good shot, hit the last Metapod and use it to stop your vehicle. Look to the left to see another Psyduck. Hit him with an apple to, umm, drown him. After a few seconds, he'll start jumping out of the water. Get a picture of him in the air. It's not as close at the first shot, but you get a good score for the pose.

#056 - MANKEY

Where: Valley

Description: He's a cross between a pig and a monkey. He always looks angry and jumps up and down a lot.

Best Shot: There's a whole bunch of these at the beginning of the stage, but most of them are too far away to get a good shot. Near the end of the Valley, you'll find three Squirtles. Two of them will run away, leaving one behind that will hide in his shell. When you're at the right angle, hit the shell with a Pester Ball so it slides up the mountain and hits the Mankey at the top. At the other side of the hill you'll see the Mankey again beside a red switch. Nice chance for a close-up, snap away! (by the way, you can hit this Mankey with a Pester Ball to make him hit the switch and get to Oak's secret place).

#058 - GROWLITHE

Where: Volcano

Description: This is the closest you're going to get to a dog Pokémon. He's small, orange, and has black stripes.

Best Shot: At the end of the course (near the place with the Charameleon), look to the right and you will see three craters with lava in them. Toss a Pester Ball into one of them and a Growlithe will come out (sometimes an Arcanine will come out, it seems to be random). Lure him as close as possible with the apples and try to get close-up shot. You can also try throwing Pester Balls into all three craters to try and get three Growlithes for a nice group shot.

#059 - ARCANINE

Where: Volcano

Description: The evolved form of Growlithe. He's much bigger and has nice looking hair. He looks really beautiful in polygons.

Best Shot: At the end of the course (same place as above...) look to the right and you will see three craters with lava in them. Toss a Pester Ball into a crater and an Arcanine pops out (sometimes it's a Growlithe). The best shot is when Arcanine is shaking his lava off, Oak really likes that. You can also try throwing Pester Balls into all three craters to try and get three Arcanines for a nice group shot. You'll need a lot of luck to get Arcanines from all three craters.

#060 - POLIWAG

Where: River

Description: This is a small blue tadpole with a big flat tail. Strangely, he has the Dreamcast swirl on his belly :)

Best Shot: At the very beginning of the River, look to the right and you can barely see a Poliwig hiding behind the bushes. Hit him with a Pester Ball and he will go down the hill to join another Poliwig. Hit them both with Pester Balls and they'll go join yet another Poliwig at the top of the hill. Three Poliwigs! Hit them all one more time and they will go running downhill and jump into the water. While they're running, speed up to get in front of them and get a really close-up shot of all three just before they jump into the water. Really nice! They will continue to jump in and out of the water for a while, but those pics aren't nearly as good as the close-up.

#070 - WEEPINBELL

Where: Cave

Description: A big yellow plant that looks like an upside-down bag with eyes. He looks kinda ugly if you ask me.

Best Shot: After you pass through the place with the Koffings chasing the Jigglypuffs, you will get to a big Weepinbell going around a little pond. Just wait until it's close enough and facing you, then take your best shot. Easy, isn't it? It's made even easier since your vehicle seems to slow down a bit at this part.

#071 - VICTREEBELL

Where: Cave

Description: The evolved form of Weepinbell. He looks almost the same, except he's bigger and he's not "upside-down" anymore.

Best Shot: After you pass through the place with Koffings chasing Jigglypuffs, you will find a Weepinbell going around a small pool of water. When the Weepinbell is between you and the water, hit it with a pester ball to knock it into the water. It evolves into Victreebell! Take a whole bunch of shots and pick the one that has most of it in the frame (it's hard because of those tentacle things).

#074 - GEODUDE

Where: Valley

Description: He has a brown rock for a head and two big arms sticking out of it. He's usually found sticking to walls of mountains.

Best Shot: After you pass the part where the Magikarp was jumping up and down, you'll see a lot of these hanging on the walls to the right. Hit them with pester balls to make them fall down for a good shot (but the Sandshrews might be blocking them). If you look straight ahead at this part, you'll see two more Geodude. You can knock them both down from the for an even closer shot!

#075 - GRAVELER

Where: Valley

Description: The evolved form of Geodude. He's a lot bigger and has a darker brown color. Also likes to walls of mountains.

Best Shot: After you go through a long "rapid waters" part, you will get to a waterfall. Look to the opposite side of the waterfall and you will see three gravelers stuck to the wall. Play the pokéflute. The three Gravelers will jump off and do a cute group dance. They do a different dance for each of the three different Pokéflute songs. Get a shot of him as close as possible with the other two Gravelers in the background. You get a "Special" bonus for this because it's the "Graveler Group Dance".

#078 - RAPIDASH

Where: Volcano

Description: A very nice looking white horse. He has flames for his mane and tail. Damn this Pokémon looks good...

Best Shot: At the very beginning of the Volcano, a group of absolutely gorgeous Rapidash come galloping towards you. Hit the first one with an apple to make him "neigh". Get a shot of him neighing for some good extra points for pose...also try to get the other two Rapidash in the background. Make sure he completely fits in the picture!

#079 - SLOWPOKE

Where: River

Description: A slow-moving pink Pokémon that looks like a hippo. He has a long tail used for fishing for clams...

Best Shot: This one is very easy to get a good shot of. After you pass through the place with the Polywags, these things will be watching you at the left side. Lure them as close as possible with the apples, then snap! No problem, eh?

#080 - SLOWBRO

Where: River

Description: The evolved form of Slowpoke. He stands on his two legs and has a big shell stuck to his tail.

Best Shot: After you pass through the place with the Polywags, some Slowpokes will be at the left side of the River. As soon as you can see the first one, throw some apples to the land at the right of him (your right, not his). Keep throwing apples to make him go to the little

circle of dirt (near the sign of Shellder). Since he's such a slow Pokémon, it'll take him a while to get there. When he's in place, he'll slooowly turn around and put his tail in the water. A Cloyster will attach to his tail... and in a flash of light, he evolves into Slowbro! Use the Pokéflute to make him face you and take the picture. You need to do the above steps quickly so you'll be close to him when he evolves.

#081 - MAGNEMITE

Where: Tunnel

Description: A small metal ball with one big eye on it and magnets sticking out of the two sides.

Best Shot: Near the end of the Tunnel course (right after you exit the tunnel), you will see three Magnemites. If you try getting a picture of one, it will screw up your camera (must be those damn magnets). Throw an apple at one to get it distracted, then snap it. But make sure the three Magnemites don't get too close together or they'll turn into a Magnetron. You link two of them together and they'll still be considered as Magnemites.

#082 - MAGNETON

Where: Tunnel

Description: This is the result of Satoshi Tajiri running out of ideas. It's basically three Magnemites stuck together. Nothing more.

Best Shot: Near the end of the Tunnel course (right after you exit the tunnel), you will find three Magnemites. Throw apples in the middle of them to make them all go to the apple and connect to each other... forming a single Magnetron! It's tough to get a picture of them facing you. Use apples to make them face you then take the picture. [Note: Magnetron will not be considered 'centered' if you focus in the center of the three Magnemites].

#084 - DODUO

Where: Beach

Description: A big brown ostrich Pokémon with two heads (each with its own brain, I might add). He runs around like he's drunk :P

Best Shot: At the very start of the stage, a Doduo will pop out from the left and run across the screen. He's only there for a split-second, so you need to be ready with the camera and take the shot right when he appears. You can get an even better shot by hitting him with a Pester Ball at this time. Estimate the right time and throw it before he even appears to hit him. He will seemingly drop dead on the floor... take a picture of him like this! Strangely, it's worth even more than the running Doduo!

#088 - GRIMER

Where: Cave

Description: A light purple blob that is capable of nothing but sticking his hands up all day. Humph!

Best Shot: At the beginning of the stage, there are two Grimers on the ledges at your left. Although they're really too far away to get the big points, take pictures of both of them. In the next room, you'll see a Grimer on the ledge beside the ledge with the Bulbasaur/Dittos. Really close! But it's hard to get him to face the right way. There's also another Grimer at the other side.

#089 - MUK

Where: Cave

Description: The evolved form of Grimer. He looks almost the same, but he's a darker purple and he's bigger.

Best Shot: At the beginning of the stage, there are two Grimers on the ledges at the left. Take pictures of both of them. In the next room, you'll see another Grimer on the ledge beside the ledge with the Bulbasaur/Dittos. Throw a bunch of Pester Balls at this guy until he evolves into a Muk. Snap him!

#090 - SHELLDER

Where: River

Description: A purple clam with two eyes inside. Also has a tongue sticking out. He pops out of the water and floats in the air.

Best Shot: I spent a lot of time on finding out how to get a good shot for this particular Pokémon. Listen up: You MUST be using the accelerator (R button) from the VERY BEGINNING and DON'T STOP using it! Near the beginning of the stage, face the left side to make the Zero-One go closer to the left. As much as possible, try to stay at the left side of the river. When you reach the Shellder sign (right after the Slowpoke), some Shellders will pop out, fly around a bit, then come down. Keep your camera focused forward (not up or down) and take a picture of the Shellders when they're coming down. They should be pretty close to you. Make sure it's centered with the other Shellders in the background for the highest possible score. [NOTE: If you bought the game, you would have gotten a free sheet of stickers. That Shellder picture is amazing! How the hell did they get so CLOSE!?!]

#091 - CLOYSTER

Where: River

Description: The evolved form of Shellder. He looks much meaner with his spiky body. He can also float in the air.

Best Shot: At many places in the River, a group of Shellders will pop out of the water and hover in the air. Take a few pictures of them and a Cloyster will come out and float in the air. Cool! Take a picture of it when it's close to you and be sure it's facing you.

#093 - HAUNTER

Where: Tunnel

Description: To the naked eye, it appears to be a purple ball of light. But his true form is only revealed when captured on film.

Best Shot: In a few places in the Tunnel, you will see a bright purple light going around in a circle in the air. There's only one thing you can do with it...snap it! This is actually a Haunter. Remember in the Game Boy game? You can't identify ghosts unless you have the "Silph Scope". Since you don't have the Silph Scope, you can't see the Haunter normally. Don't worry though, it'll show up as a Haunter when the film is developed. Take the picture when you're as close as possible...and take a lot of pictures. You don't know which way it's facing, so you should just check it out when it's developed and show the best picture to Professor Oak.

#101 - ELECTRODE

Where: Tunnel

Description: He looks just like a Pokéball with eyes and a mouth. He can self-destruct if he gets pissed off.

Best Shot: Electrodes at the beginning of this level are like sand at a beach...they're everywhere, you can't miss them. It's easy to get a good close-up shot of it, but the real points come from an EXPLODING Electrode! Throw an apple at an Electrode that's not moving to get him pumped up and explode. The best shot is when he's completely white and about to blow up. As usual, make sure the whole thing fits in the picture.

#109 - KOFFING

Where: Cave

Description: A purple ball with a poison sign on it. Poison gas comes out of his body. Like to chase Jigglypuff for some reason...Koffing!

Best Shot: After you pass the room with the three Bulbasaur/Dittos on the ledge, you will see a Koffing chasing a Jigglypuff. He will disappear if you hit him with a Pester Ball. The best shot is when he spits out smoke *just* after you hit him with a Pester Ball. There are also two other Koffings in the area, but it's hard to get good shots of them. It's possible to get REALLY close up with this guy...just make

sure he completely fits in the screen.

#113 - CHANSEY

Where: Beach

Description: This is one of my favorites (...stop laughing). He's a fat pink ball with arms and legs that carries an egg in his pouch.

Best Shot: Somewhere in the middle of the Beach course, you will find an Eevee chasing after a pink ball. This pink ball is actually a Chansey! Hit that pink ball with an apple to make it transform into it's normal form. Cute cute cute! Use the apples to make him face you if needed. Then play the Pokéflute to make him dance. Good Lord this thing is cute. Snap him (her?), and make sure the whole thing fits in the picture.

#115 - KANGASKHAN

Where: Beach

Description: A scary looking Pokémon that gets pissed if he gets hit with an item. He carries a baby Kangaskhan in his pouch.

Best Shot: Kangaskhan is found near the end of the stage. You'll see him on a little hill at the right...looking at the ocean. You can't get a good score if you get a picture of his back! Throw an item at him to make him run towards you and roar. This would be a good pic alone, getting you up to 4000 points. But if you play the Pokéflute, you can make him dance after he roars to get an extra 50 points for pose. Not too much better, but every point counts!

#118 - GOLDEEN

Where: Valley

Description: A very beautiful orange and white fish. I mean, it WOULD look beautiful if you got a chance to see it well.

Best Shot: Out of the 63 Pokémon in this game, this is the one I found last. At the beginning parts of the valley (or at the end), throw apples or pester balls into the water. Sometimes a Magikarp pops out, sometimes it's a Dratini, and sometimes it's a Goldeen! You have to be quick though, it jumps in and out of the water like lightning! It's VERY hard to get a close-up picture of him...actually it's hard to get a picture of him at all :P

#120 - STARYU

Where: Valley

Description: A big orange starfish. It has a red jewel at it's front. Can be found floating in the air.

Best Shot: After you pass by the waterfall in the Valley, a Starmie pops out of the water and floats in the air for a while. Take a *centered* picture of him and he'll come close to you (take this picture too). Further in the Valley, you'll find two more Staryus...do the same thing with them. At this point all three of them are spinning around you like mad. Get the timing right and try to get a picture of all three of them together as they whiz by. Make sure he's facing you!

#121 - STARMIE

Where: Valley

Description: The evolved form of Staryu. It's purple this time and has more "arms". Also a lot bigger than Starmie. Star you, star me...

Best Shot: In the middle part of the Valley course, some Staryu will pop out of the water and float in the air. Snap them and they will start spinning around you really really quickly. Try to get all three of them to spin around you. Near the end of the course, the Staryus will go into the whirlpool...and evolve into Starmies! The Starmies move really quickly and usually don't face you. You might need to use the accelerator to get a shot of their 'face'. They move REALLY fast like Staryus so it's hard to get a good shot. Take a whole bunch of pictures and show the best one to Oak.

#123 - SCYTHER

Where: Beach

Description: A big green mantis-thing with long claws and wings. It can usually be found hiding in grassy places.

Best Shot: After you pass by the Meowth on the little hill, you will come to some bushes with grass and leaves being tossed around above it. As if something was going on in those bushes (hehehe...). Throw a bunch of Pester Balls into those bushes until a Scyther pops out. It takes a lot of pester balls sometimes. Take a shot when he's slashing his claws...this is a "fighting pose" (gets you 1300 points for pose).

#124 - JYNX

Where: Cave

Description: This is my 2nd most hated Pokémon (after Mr. Mime). It's like an opera-singer with a red dress and orange hair. Really ugly ;(

Best Shot: Near the end of the Cave course, there are two Jinxes gathered around the crystal egg. Play the Pokéflute to make them both sing (by the way, this breaks open the crystal egg). Hmm...it's still hard to take a picture of their face. Right after you pass the first one, turn around and snap him singing and dancing. Prof. Oak likes it best when they dance to the 3rd pokéflute song.

#125 - ELECTABUZZ

Where: Tunnel

Description: A yellow Pokémon that walks on two legs like a person. It has black stripes on his body and always keeps its arms raised.

Best shot: From the very beginning, hold the R button to use the accelerator. You will bump into an Electrode near the entrance to the cave and stop for a while. You should see an Electrode walking right towards you! Take a shot of him when he's big enough (but not so big that he can't fit on the screen). (Special note: His name is ELECTABUZZ, not Electrabuzz).

#126 - MAGMAR

Where: Volcano

Description: Let's see...it has the beak of a duck, flames on his head and tail, and spikes on his back. It tends to fight with other Magmar.

Best Shot: After you pass the Moltres egg, there will be two Magmars on the platform to the right. Throw an apple between the two of them to make them start attacking each other. Cool! You *could* get a shot of both of them fighting each other, but it's better if you focus on one of them and try to get a close up shot that takes up the whole frame. This shot gets you mega-points...over 6000!

#129 - MAGIKARP

Where: Beach, Tunnel, River, Cave, Valley

Description: An orange fish that can be found in any level by throwing and object into the water. He really sucks ass...until he evolves...

Best Shot: Magikarp can be found in every level by throwing an item into the water. If you're quick enough, you can get a good clear shot of him that way. But here's another way: At the beginning of the valley, you will see Magikarp splashing up and down in the distance. Hit it with a pester ball to make it go to the Mankey, who will hit it over the mountain. Later in the level, you will meet the Magikarp again at the opposite side of the waterfall. This is as close as you'll get to him, take a picture when you're as close as possible.

#130 - GYARADOS

Where: Valley

Description: A beautifully rendered blue dragon that usually has his mouth open. Who would have thought that Magikarp could become this!

Best Shot: This guy is pretty hard to find...I had to look in another

guide to find out how to get him :P At the start of the valley, you'll see a Magikarp splashing up and down in the distance. Hit it with a Pester Ball (kinda hard to do) and it will bounce off to the Manky behind it, who will in turn throw it far far away. Later in the stage where the 3 Gravelers are (after you go through the rapid part), you will find the Magikarp again (at the opposite side of the waterfall). Hit it again with a pester ball and it will bounce off to the waterfall. SPLASH! Gyarados pops out! Snap a whole bunch of pictures of him and get one that shows as much of his body as possible. Really really nice :)

#131 - LAPRAS

Where: Beach

Description: A peaceful-looking blue dragon that lives in the water. He seems to have a saddle on his back.

Best Shot: A lot of Lapras can be found in the ocean to the right, but they're usually too far away to get good points. But there is a way to get a close shot... After you pass by the first Pikachu (near the surfboard), look to the right and you'll see a Lapras come up. Get a picture of him. After you pass by the Snorlax, look to the right again and take pictures of the two Lapras there. Before you get to Kangaskhan, look to the right again and you will see a close up Lapras with two smaller ones in the background. Great pic, snap it! [NOTE: This close-up Lapras only appears if you got pics of the other 3].

#132 - DITTO

Where: Cave

Description: This is just a smooth pink blob with eyes and a mouth. It has the ability to look like any Pokémon...

Best Shot: At the beginning of the Cave, you'll see a few Bulbasaur on the ledge at the left. Their eyes are much smaller than the Bulbasaur in the River course...and that's because they're not really Bulbasaur, they're Dittos in disguise! Throw a Pester Ball at them to turn them back into Dittos. Use Apples to lure them close to you for a nice big pic. If possible, you should try to turn them all into Dittos and get a group shot, but that's pretty hard since you're moving pretty fast.

#133 - EEVEE

Where: Beach

Description: Looks like a brown fox with a beard and a bushy tail. Not an ugly beard, a cute one. He looks very playful jumping around.

Best Shot: At about the middle part of the Beach course, you will find an Eevee playing around with a pink ball. Hit the pink ball with an apple to turn it into a Chansey. Make sure Eevee is at a good position, then snap him. For the absolute best results, hit Chansey when it is beside the rock at the back...Eevee will be right beside the track so

you can get a close up shot of him. A nice pose is when he's jumping...
Oak likes that.

#137 - PORYGON

Where: River

Description: Some sort of blocky creature. His true colors are pink and light blue, but he has the ability to blend with the surroundings...

Best Shot: After you pass the Psyduck in the River course, look to your right and you'll see some kind of weird rock moving up and down on the walls. Hit this thing with a Pester Ball to make it jump out, revealing a Porygon (you can hit it a few more times to return it to its original color but I don't think it makes any difference). Get him in a good position and take your picture. You can also hit two of those 'weird rocks' and get a shot of them together.

#143 - SNORLAX

Where: Beach

Description: He's a super-fat green cat. Really, really fat. He's usually sleeping, but there is a way to wake him up...

Best Shot: You'll see this fat cat sleeping in the Beach. He's so big that you can't miss him. Actually, he's so big you might not recognize him (he looks like a green breathing boulder). There are two ways to wake him up. The first way is by throwing Pester Balls at him. He will get annoyed, wave at you, then go back to sleep. The second way is by playing the Pokéflute. This will make him dance for a while. Both ways will get you good points. I prefer throwing Pester Balls. (but the dancing Snorlax is so CUTE!!!). If you use a Pokéflute, Snorlax has a different cute dance for each of the 3 songs. Prof. Oak likes the 3rd song.

#144 - ARTICUNO

Where: Cave

Description: The 1st of the 3 mythical bird Pokémon. He's colored blue with eagle-type wings and a long majestic tail.

Best Shot: Near the end of the Cave you will find a big crystal egg with two Jinxes around it. Play the Pokéflute to make the Jinxes sing, and their song will break open the crystal egg. Articuno flies out! Just like with all the mythical bird Pokémon, be sure to get a shot of him as close as possible while making sure the whole thing fits in the frame. Just take a whole bunch of pictures and pick the very best one to show to Professor Oak. You get 1350 points for pose if you get a shot of him while the egg is in the air and there's cool blue lights all around.

#145 - ZAPDOS

Where: Tunnel

Description: The 2nd of the 3 mythical bird Pokémon. He's colored yellow like lightning with wings and a tail shaped like electric sparks.

Best Shot: In the Tunnel you will get to a room with a big egg in it and a Pikachu nearby. Throw apples to lure Pikachu towards the egg, then play the Pokéflute to make him do a thundershock. The thundershock will hit the egg, making it hatch and a Zapdos will come out. Now take a bunch of pictures like crazy. Hopefully one of them will be good. The best shot is the one right after the egg hatches when Zapdos has a lot of sparks and stuff around him.

#146 - MOLTRES

Where: Volcano

Description: The 3rd of the 3 mythical bird Pokémon. He's colored orange with wings and a tail made of flames.

Best Shot: The Moltres is supposed to be a rare and hard to find Pokémon...but in this game it's right in the middle of the road! When you get to a huge egg in the middle of the road, knock it away using a Pester Ball or an apple. When it falls into the lava, it will hatch and Moltres comes out. He'll get a little farther away, then fly right above your head. Try to get a shot as big as possible with the whole thing fitting in the frame. You get extra points for pose if you get a shot when embers come out of his wings.

#147 - DRATINI

Where: Valley

Description: A cute dragon-type thing that lives in the water. He looks like a blue snake with a nose. He jumps in and out of the water quickly.

Best Shot: This Pokémon can be found just like Magikarp and Goldeen, throw apples or pester balls into the water in the Valley. Sometimes a Magikarp will pop out, sometimes a Goldeen will pop out, and sometimes it will be a Dratini. It only appears for about a second, so be quick to get a shot. It's hard to get the whole thing in the screen and get it centered since it's so long and thin.

#149 - DRAGONITE

Where: Valley

Description: The evolved form of Dratini. He's a goofy-looking orange dragon with green wings and flies.

Best Shot: Near the end of the Valley, you will find a whirlpool in the water. Throw a bunch of Pester Balls in it to make a beautifully

rendered Dragonite fly out. He'll fly in the air and do some kind of weird dance in front of you. It's rather disturbing. Anyway, take a lot of shots of him and pick the one that looks best. A nice shot is when he's opening his mouth and pointing at you.

#151 - MEW

Where: Rainbow Cloud

Description: This is the worlds rarest Pokémon. So rare that some claim it to be an illusion. Looks like a white mouse that flies gracefully.

Best Shot: This is the only Pokémon found in the Rainbow Cloud. You can't miss him (really, it's impossible not to see him...I mean, unless you're blind or something). There's no real environment in the Rainbow Cloud, so you should press C-up to be sure you're facing forward. Here's how to get a good picture of Mew: At first, he'll be in a blue bubble going left and right in front of you. Hit him with a Pester Ball (don't be in a hurry, get the timing right). After three hits, he'll go into a yellow bubble. Hit him with Pester Balls three more times and he'll be out. He either comes from the left or right side of the screen and heads towards his bubble (it seems to be random). You can already get a good shot of him while he's heading towards his bubble. To get an even BETTER shot...hit him with another Pester Ball on his way to the bubble. He'll stop, spin around, and face you. Snap like crazy! Great points here, any picture of him at all gets you a bonus of 2500! **UPDATE** There's a way to get an even CLOSER shot of him! Hit him with pester balls MULTIPLE TIMES so that he gets really really close to you. Take your best shot, but make sure that whole thing, including the tail, fits in the frame. I think it's possible to get up to 10000 points like this!

3) B E S T S C O R E S

All of the scores here were obtained using the strategies in the "Pokémon" section. All of the scores here are my own personal records. DO NOT e-mail me saying you got a better score than me UNLESS you have a better strategy to go with it. Thank you!

#	Name	Spec	Size	Pose	Tech	Same	Total
001	Bulbasaur	--	990	1200	x2	520	4900
004	Charmander	--	740	1000	x2	1490	4970
005	Charmeleon	--	860	1200	x2	--	4120
006	Charizard	--	840	1250	x2	--	4180
007	Squirtle	--	1000	1000	x2	630	4630
011	Metapod	--	860	1000	x2	680	4260
012	Butterfree	--	810	1000	x2	210	3830
014	Kakuna	--	810	1000	x2	490	4110
016	Pidgey	500	340	1250	x2	270	4450
025	Pikachu	--	450	1300	x2	340	6440
027	Sandshrew	--	1000	1000	x2	620	4620
028	Sandslash	--	960	1400	x2	--	4720

037	Vulpix	--	400	1000	x2	520	3570
039	Jigglypuff	1200	310	1400	x2	560	6380
041	Zubat	--	930	1000	x2	--	3860
049	Vileplume	--	830	1200	x2	--	4060
050	Diglett	--	620	1000	x2	--	3240
051	Dugtrio	--	980	1000	x2	510	4470
052	Meowth	--	1000	1200	x2	--	4400
054	Psyduck	--	840	750	x2	--	3180
056	Mankey	--	1000	1000	x2	--	4000
058	Growlithe	--	490	1300	x2	--	3580
059	Arcanine	--	1000	1200	x2	--	4400
060	Polywag	--	850	1000	x2	--	3700
070	Weepinbell	--	950	750	x2	--	3400
071	Victreebell	--	980	800	x2	--	3560
074	Geodude	--	990	1000	x2	--	3980
075	Graveler	500	970	900	x2	410	5150
078	Rapidash	--	980	1200	x2	260	4500
079	Slowpoke	--	1000	1000	x2	--	4000
080	Slowbro	--	1000	1300	x2	--	4600
081	Magnemite	--	750	800	x2	--	3100
082	Magneton	--	850	900	x2	--	3500
084	Doduo	--	700	1300	x2	--	4000
088	Grimer	--	1000	1000	x2	--	4000
089	Muk	--	980	1000	x2	--	3960
090	Shellder	--	460	1000	x2	580	3500
091	Cloyster	--	740	1000	x2	--	3480
093	Haunter	--	1000	1000	x2	--	4000
101	Electrode	--	1000	1200	x2	--	4400
109	Koffing	--	1000	800	x2	--	3600
113	Chansey	--	1000	1200	x2	--	4400
115	Kangaskhan	--	1000	1050	x2	--	4100
118	Goldeen	--	680	1000	x2	--	3360
120	Staryu	--	300	1000	x2	490	3090
121	Starmie	--	660	700	x2	--	2720
123	Scyther	--	370	1300	x2	--	3340
124	Jynx	--	990	1200	x2	--	4380
125	Electabuzz	--	1000	1000	x2	--	4000
126	Magmar	800	750	1200	x2	590	6050
129	Magikarp	--	970	1000	x2	--	3940
130	Gyarados	--	870	1000	x2	--	3740
131	Lapras	--	490	1000	x2	--	2980
132	Ditto	--	440	1150	x2	400	3580
133	Eevee	--	680	1250	x2	--	3860
137	Porygon	--	730	1000	x2	390	3850
143	Snorlax	--	750	1200	x2	--	3900
144	Articuno	--	910	1350	x2	--	4520
145	Zapdos	--	980	1350	x2	--	4660
146	Moltres	--	960	1350	x2	--	4620
147	Dratini	--	850	800	x2	--	3780
149	Dragonite	--	970	1300	x2	--	4340
151	Mew	2500	820	1500	x2	--	9640

-- TOTAL SCORE: 263,040 --

This section will cover everything about the individual courses, like a description, the Pokémon in that course, how to unlock that course, and the secret sign.

COURSE 1: BEACH

Description: In this course, the Zero-One moves along on a railroad track along the seashore. Here you'll find mostly basic and common Pokémon like Pidgey and Butterfree and Pikachu.

Pokémon: Butterfree, Pidgey, Pikachu, Meowth, Doduo, Chansey, Kangaskhan, Scyther, Magikarp, Lapras, Eevee, Snorlax

Unlock: How do you unlock this stage? What a dumb question...it's accessible at the very start of the game!

Pokémon Sign: After you pass the Pikachu near the beginning of the stage, look left and you'll see a moss covered group of rocks shaped like a Kingler. This is the Pokémon Sign, snap!

COURSE 2: TUNNEL

Description: This course used to be a power plant run by people, but it's been long abandoned. The Pokémon you'll find here are mostly electric type like Electabuzz and Electrode.

Pokémon: Kakuna, Pikachu, Zubat, Diglett, Dugtrio, Magnemite, Magnetron, Haunter, Electrode, Electabuzz, Magikarp, Zapdos

Unlock: To unlock this stage, take pictures of 6 different kinds of Pokémon in the beach.

Pokémon Sign: When you get to the second Pikachu, throw apples to lead him beside the egg. Play the Pokéflute to make Pikachu do a thunder shock. The egg hatches and Zapdos comes out! Later near the end of the stage, there's a shadow that looks like a Pincer on a blue wall. Snap!

COURSE 3: VOLCANO

Description: This place is inside the crater of a volcano. Obviously, most of the Pokémon you'll find here are of the fire type like Charmander, Vulpix and Magmar.

Pokémon: Charmander, Charmeleon, Charizard, Vulpix, Growlithe, Arcanine, Rapidash, Magmar, Magikarp, Moltres

Unlock: At the end of the Tunnel where you find the Magnemites, look right and you'll see an Electrode. Hit him with an apple to make him explode, opening up a new passage.

Pokémon Sign: At the beginning of the course, look left to see a crater spitting out purple smoke. That's odd...Throw a few Pester Balls into it and a cloud that looks like Koffing will come out. Be quick and snap!

COURSE 4: RIVER

Description: In this course, the Zero-One moves along on the river. Most of the Pokémon here are water or plant type like Polywag, Slowpoke and Shellder.

Pokémon: Bulbasaur, Metapod, Pikachu, Vileplume, Psyduck, Polywag, Slowpoke, Slowbro, Shellder, Cloyster, Magikarp

Unlock: In the 3 other stages, take pictures of 22 different types of Pokémon.

Pokémon Sign: When you get to the first Slowpoke, look right and you'll see a Vileplume with smoke coming out of it. Play the Pokéflute to make the Vileplume dance and stop smoking. Behind the smoke is a big rock that looks like Cubone. Snap!

COURSE 5: CAVE

Description: In this course, the Zero-One hovers using its "dual jetpacks". The Pokémon here are mostly the...umm...cave Pokémon I guess. Actually, a lot of ugly Pokémon are here like Grimer and Jinx.

Pokémon: Bulbasaur, Pikachu, Jigglypuff, Zubat, Weepinbell, Victreebell, Grimer, Muk, Koffing, Jinx, Magikarp, Ditto, Articuno

Unlock: Near the end of the River course, there's a red switch at the right side and a weird rock moving around on the wall. Hit the rock with a pester ball to turn it into Porygon and hit the switch.

Pokémon Sign: When you get to the Weepinbell going around the pool, look left and you'll see some weird shiny crystals. Snap it. It will look like a Mewtwo in the final pictures.

COURSE 6: VALLEY

Description: This is another River course, like course #4, but it's in a valley. Again, you'll find a lot of water Pokémon in this level, as well as some land Pokémon.

Pokémon: Squirtle, Sandshrew, Sandslash, Mankey, Geodude, Graveler, Goldeen, Staryu, Starmie, Magikarp, Gyarados, Dratini, Dragonite

Unlock: To unlock this course, take pictures of at least 40 different kinds of Pokémon in the other 5 courses.

Pokémon Sign: This is an easy one. At the very beginning of the level, look straight in front of you and you'll see some hills shaped like a huge Dugtrio. What are you waitin' for? Snap!

COURSE 7: RAINBOW CLOUD

Description: This is the secret course found in the clouds. Check out the sky and you'll see the constellations of other Pokémon. There's only one Pokémon here, and it's the rarest of them all...MEW!

Pokémon: Mew

Unlock: First you must find Professor Oak's secret lab. Near the end of the Valley, you'll see a group of three Squirtles. Two of them will run away, leaving one behind who will hide in his shell. When you're in the right position, hit the shell with a Pester Ball to make it hit the Mankey on the top of the hill. The Mankey will be standing at the other side of the hill beside a red switch. Hit him again with the Pester Ball to make him fall on the switch. The gate will open, revealing Oak's secret lab. He wants you to get pictures of the 6 secret signs. There's one in each level...get them all and you'll open up the Rainbow Cloud!

5) F R E Q U E N T L Y A S K E D Q U E S T I O N S

Q: What is Pokémon?

A: Oh God, you must be living in a cave or something! Either that or you're reading this in the year 2002 or later. :P Pokémon started out as a Game Boy game in Japan in 1995 (created by Satoshi Tajiri). It stands for "Pocket Monsters". The Game Boy was almost considered dead at the time, but the Japanese loved Pokémon so much that it revived the Game Boy! It quickly evolved into a TV show, collectable card game, movie, and took over every form of entertainment known to man. Pokémon was brought to the US in 1998 and quickly took over the minds of every boy and girl. This "Pokémon Phenomenon" will die down some day...I predict that Pokémon will be forgotten by the year 2002.

Q: Why didn't Nintendo put all 151 Pokémon in the game?

A: Well, this game was actually a sort of experiment. Nintendo didn't want to spend too much time on making a game that might not even sell ("A picture taking game? What a dumb idea!"). Wouldn't you be cautious if you ventured into an all new genre like that? But I still wish they put a Clefairy in the game :)

Q: Is there a Pokémon Snap 2 in the works?

A: As far as I know, Nintendo is not working on a sequel to Pokémon Snap. But considering that it was the best selling N64 game of 1999, it might actually happen. Every time I play this game I think of how much better it could have been. If there will ever be a sequel, it probably won't be for the N64 since it's already standing on its last legs :(And if it's not for the N64, there probably never will be another "picture taking" game since memory cards can't hold the huge amounts of data that's needed.

Q: Why is the Pokémon Snap cartridge so heavy?

A: It's probably because Pokémon Snap uses a lot of EEPROM to save the data for the pictures. Cartridge games need a special chip to save data, and Pokémon Snap has a lot of data to save...so the cartridge is heavier than other N64 games. That's my theory. But what do I know anyway. Next question...

Q: How do you do that trick with the letter 'e'?

A: Heh, I get this question a lot. To make an é, hold ALT and type 130. Personally, I think it's a useless waste of time. But it does look pretty neat :)

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| 6) O T H E R   F E A T U R E S           |  
'-----'
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= = = POKÉMON ALBUM = = =

If you've played the game enough and you've seemingly got all the best picture of all the Pokémon, there's no way you could save pictures with a lower score in the Pokémon Report. Found a funny pic of Eevee but can't save it because it has a low score? You can save it in the Pokémon Album!

Saving a picture in the Pokémon Album is just like showing a picture to Professor Oak. When selecting which picture to show to Oak, there's another button that says "Album Mark". Pick this and put a mark on the pictures you want to save in the album. When you go to Prof. Oak, the pictures will be saved.

To view the album, go to "PKMN Album" on the laboratory screen [you can only do this if you saved pictures in the album]. Now you can enlarge the photos, arrange them in any order you like, or delete the ones you don't want anymore. You see some information about the photo by selecting "Check". You can even add personal comments to each photo! Up to 60 pictures can be saved in the album...even pictures that don't show any Pokémon!

= = = POKÉMON GALLERY / SNAP STATION = = =

You can save up to four of your favorite pictures in the Pokémon Gallery. The Gallery can be accessed from the main screen (by selecting "gallery" of course). You can only go there after you got pictures of four Pokémon in the game. You can pick pictures from the PKMN Report or Album to save in the Gallery.

But what's the use of this Gallery? You can bring your game pak to the nearest "Pokémon Snap Station" (usually found at Blockbuster Video, visit www.pokemon.com or call 1-800-859-4521 for locations) and print out some stickers!

Purchase a prepaid card at the counter. Even this card is collectable: there's a card Pikachu, Jigglypuff, Bulbasaur, Charmander, and Squirtle. Insert the game pak and prepaid card into the appropriate slots in the

Snap Station. Now follow the directions on the Snap Station. When you're all set, select the Print option and press the A button.

You get a total of 16 stickers (four stickers of each of the four pictures). REALLY NICE high-quality stickers! But beware, the shape of the sticker is a "rounded rectangle" and you'll lose some stuff at the extreme sides of the picture.

= = = CHALLENGE SCORES = = =

After you take a picture of Mew and watch the ending credits, you will open up a new feature: A 'Challenge Mode'. This is a cheap feature Nintendo added to extend the game's life. Each course is given a challenge score set by other Pokémon trainers. You need to play through those stages and get a better score.

This is how the score is computed: After you finish the level, the computer automatically gets the total score of all the photos combined. Then that score is multiplied by the number of Pokémon you got a shot of in that course. The result is the final score.

The best strategy for getting high scores is the get at least one picture of every Pokémon in the course, and get a whole crapload of pictures of the best shots. Don't waste film on pictures of crappy Pokémon, save it for the big time scoring photos.

You don't get any prize or reward for beating all the challenge scores, just the warm satisfaction of knowing that you beat absolutely everything in the game. You can always go back to the course to try getting a better score! See? Nintendo can add a few hours of gameplay to a game with just a few lines of programming code ;)

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| 7) C R E D I T S   &   I N F O                               |  
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Special thanks to...

- Nintendo for making Pokémon Snap and Pokémon
- Gamefaqs.com for posting all my FAQ's. This is my 7th so far.
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