

# Pokémon Snap FAQ/Walkthrough

by SayainPrince

Updated to v1.0 on Feb 25, 2006

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2. Introduction	[INTRO]
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Pokemon Snap, released in America in 1999, was the Pokemon series' first

shot at the world of 3D gaming. However, it wasn't an RPG, or even an action game. What fans got, was a game where you had the goal of taking pictures for points, as you ride around an island filled with Pokemon. And although this game kind of came as a surprise, to some of us, like myself, it was a pretty fun experience. Although I doubt there are too many fans of Pokemon Snap left today, I thought this would be an easy and fun project for myself (to make a FAQ on it.) And so, about a week later, the FAQ is here for you to view.

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=====
\          /
 \        /  3. Controls  \
  \      /                \
   \    /                  \  =[CONTR]=
    \  /                    \
     \ /                    \
=====

```

- A -----> Throw an Apple (When Aquired)  
(Take Picture when looking through Camera)
- B -----> Throw a Pester Ball (When Aquired)
- C-Up -----> No Use
- C-Right -----> No Use
- C-Down -----> Play Poke Flute (When Aquired)
- C-Left -----> No Use
- Z -----> Look Through Camera
- L -----> No Use
- R -----> No Use
- Start -----> Pause
- Control Stick -----> Change View
- D-Pad -----> No Use

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(
=====
\          /  4. Scoring  \
  \      /                \
   \    /                  \  =[SCORE]=
    \  /                    \
     \ /                    \
=====

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After you finish a course, either by reaching the exit gate, or by running out of film, you will be brought back to Oak's Lab. You'll get to choose one of each Pokemon you got, to show Oak, here. He will then grade them, based on five categories: Special, Size, Pose, Technique, and Same Pkmn. However, if you get too low a score on either Size, or Pose, the rest of the categories are voided - Any points you would have gotten from them are not given. Below is a breakdown of the different categories.

```

.----- .----- .----- .----- .-----
| Special | + | Size | + | Pose | x | Technique | + | Same Pkmn |
'-----' '-----' '-----' '-----' '-----'

```

Special: Only certain Pokemon can get this, and only while in certain poses. The number here is fixed. For example, Surfing Pikachu is worth 1,000 points.

Size: For size, you are graded between 1 and 1000. You're score will lower not only if you shot a Pokemon from too far away, but if you shoot them from being up too close. The idea, is to make them as big as possible, while still getting their entire body in the photo.

Pose: Pose generally varies from Pokemon to Pokemon. The rule you must

follow for all of them, is to never take pictures of their backs. Besides that, a Pokemon doing something special, such as eating an apple or dancing, will score extra. Some pokemon, that do not have any special reactions, can give 1,000 points by a normal picture.

Technique: Technique is simple. Try to keep the Pokemon you are taking a picture of in the center of the photo. If it is in the center, your score will be multiplied by two.

Same Pkmn: This is a bonus added on to the final score. You get an amount of points, depending on how many of the same type of pokemon are in your shot, and how big they are. There is no set way to tell how many points you will get, but it can range from as little as ten (By having just the corner of a pokemon in the photo) to more than 1,500 (by having a grouping of jumping charmanders, for example.)

Now, let's see an example in action. Let's say, that I took a picture of Pikachu on a Ball (which has a value of 600 Points, for Special) and I got it right up close. Let's say I wasn't careful though, so it was off-center. There were no other Pikachu's around. Scoring would look like this:

```

.----- .----- .----- .----- .-----
|  600  | + |  900  | + |1,000 | x |    1    | + |    0    |
'-----' '-----' '-----' '-----' '-----'

```

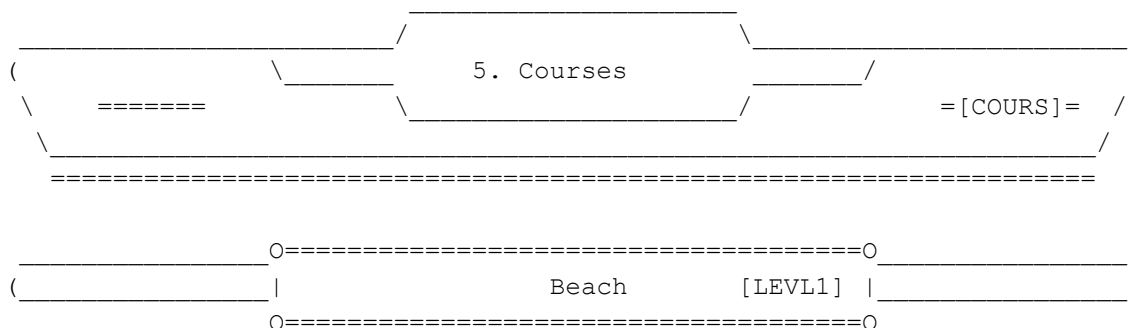
I would end up with 2,500 Points. Now, one more example. This time, let's say that I took a picture of a pair of normal, non-special Butterfree's. Let's also say that this time, I got them right in the center of the screen, but they weren't up that close. Scoring could look like something like the following:

```

.----- .----- .----- .----- .-----
|    0    | + |  450  | + |  750  | x |    2    | + |   200  |
'-----' '-----' '-----' '-----' '-----'

```

In this scenario, I would end up with 2,150 points. And it's as simple as that. Though, if you are having any trouble understanding, you don't have to worry. Just take good pictures, and you're scores will reflect that.



Level Description: "What a sunny beach. It looks great! I should get some awesome shots there!"

	By Name	By Number
	=====	=====
Pokemon:	Butterfree	(#012) Butterfree
	Chansey	(#016) Pidgey
	Doduo	(#025) Pikachu

Eevee	(#052)	Meowth
Khangaskhan	(#084)	Doduo
Lapras	(#113)	Chansey
Magikarp	(#115)	Khangaskhan
Meowth	(#123)	Scyther
Pidgey	(#129)	Magikarp
Pikachu	(#131)	Lapras
Scyther	(#133)	Eevee
Snorlax	(#143)	Snorlax

Pokemon Sign: Kingler Rock

```

_____O=====O_____
(_____|_____Tunnel [LEVL2] |_____)
_____O=====O_____

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Level Description: "There used to be a Power Plant in this long, dark tunnel. I can't wait to check it out!"

	By Name	By Number
	=====	=====
Pokemon:	Diglett	(#014) Kakuna
	Dugtrio	(#025) Pikachu
	Electabuzz	(#041) Zubat
	Electrode	(#050) Diglett
	Haunter	(#051) Dugtrio
	Kakuna	(#081) Magnemite
	Magikarp	(#082) Magnetron
	Magnemite	(#093) Haunter
	Magnetron	(#101) Electrode
	Pikachu	(#125) Electabuzz
	Zapdos	(#129) Magikarp
	Zubat	(#145) Zapdos

Pokemon Sign: Pinsir Shadow

```

_____O=====O_____
(_____|_____Volcano [LEVL3] |_____)
_____O=====O_____

```

Level Description: "The boiling magma here makes this place very hot. I am sweating already!"

	By Name	By Number
	=====	=====
Pokemon:	Arcanine	(#004) Charmander
	Charmander	(#005) Charmealton
	Charmealton	(#006) Charizard
	Charizard	(#037) Vulpix
	Growlithe	(#058) Growlithe
	Magikarp	(#059) Arcanine
	Magmar	(#078) Rapidash
	Moltres	(#126) Magmar
	Rapidash	(#129) Magikarp
	Vulpix	(#146) Moltres

Pokemon Sign: Koffing Smoke

```

_____O=====O_____

```

( \_\_\_\_\_ | River [LEVL4] | \_\_\_\_\_ )  
O=====O

Level Description: "The river here is flowing gently. Someone might be hiding nearby..."

	By Name	By Number
	=====	=====
Pokemon:	Bulbasaur	(#001) Bulbasaur
	Cloyster	(#011) Metapod
	Magikarp	(#025) Pikachu
	Metapod	(#045) Vileplume
	Pikachu	(#054) Psyduck
	Poliwag	(#060) Poliwag
	Porygon	(#079) Slowpoke
	Psyduck	(#080) Slowbro
	Shellder	(#090) Shellder
	Slowbro	(#091) Cloyster
	Slowpoke	(#129) Magikarp
	Vileplume	(#137) Porygon

Pokemon Sign: Cubone Tree

\_\_\_\_\_ O=====O \_\_\_\_\_  
( \_\_\_\_\_ | Cave [LEVL5] | \_\_\_\_\_ )  
O=====O

Level Description: "This is a scary-looking cave. I bet if I listen carefully, I'll hear lots of strange noises."

	By Name	By Number
	=====	=====
Pokemon:	Articuno	(#001) Bulbasaur
	Bulbasaur	(#025) Pikachu
	Ditto	(#039) Jigglypuff
	Grimer	(#041) Zubat
	Jigglypuff	(#070) Weepinbell
	Jynx	(#071) Victreebell
	Koffing	(#088) Grimer
	Magikarp	(#089) Muk
	Muk	(#109) Koffing
	Pikachu	(#124) Jynx
	Victreebell	(#129) Magikarp
	Weepinbell	(#132) Ditto
	Zubat	(#144) Articuno

Pokemon Sign: Constellation Mewtwo

\_\_\_\_\_ O=====O \_\_\_\_\_  
( \_\_\_\_\_ | Valley [LEVL6] | \_\_\_\_\_ )  
O=====O

Level Description: "This river is rapid! I'll have to concentrate hard, or I could miss a good shot!"

	By Name	By Number
	=====	=====
Pokemon:	Dragonite	(#007) Squirtle
	Dratini	(#027) Sandshrew
	Geodude	(#028) Sandslash

Goldeen (#056) Mankey  
 Graveller (#074) Geodude  
 Gyrados (#075) Graveller  
 Magikarp (#118) Goldeen  
 Mankey (#120) Staryu  
 Sandshrew (#121) Starmie  
 Sandslash (#129) Magikarp  
 Squirtle (#130) Gyrados  
 Starmie (#147) Dratini  
 Staryu (#149) Dragonite

Pokemon Sign: Mt. Dugtrio

```

    _____O=====O_____
   (           |           Rainbow Cloud  [LEVL7] |           )
    _____O=====O_____
  
```

Level Description: "This is a secret course... In that case, I should find the rarest Pokemon!"

	By Name	By Number
	=====	=====
Pokemon:	Mew	(#151) Mew

Pokemon Sign: (None)

```

    _____/_____/_____/_____/_____
   (           \_____ 6. Items _____/           )
   \           /_____=[ITEMS]=_____/\           /
   _____/_____/_____/_____/_____
   =====
  
```

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Item: APPLE  
 Button: A  
 Use: Throw it at or near a Pokemon to have an effect, which can vary depending on the pokemon. Sometimes you can knock them over by hitting them with it, or lure them to a new location by making a path of apples.  
 Unlock: Score 14,000 points in the Pokemon Report.

-----

Item: PESTER BALL  
 Button: B  
 Use: Throw it at or near a Pokemon to have an effect, which can vary depending on the pokemon. Sometimes you can knock them over by hitting them with it, or lure them to a new location by making a path of apples.  
 Unlock: Score 75,000 points in the Pokemon Report.

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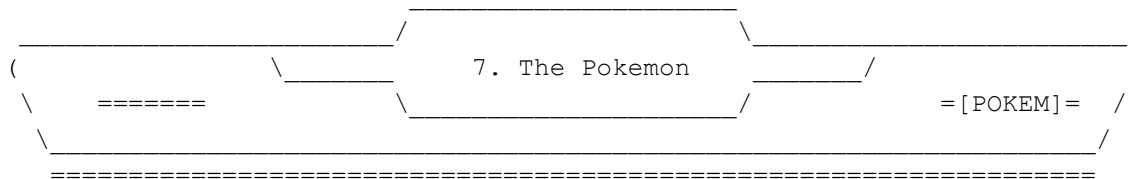
Item: POKE FLUTE  
 Button: C-Down  
 Use: Playing music can result in many different things. Some Pokemon will dance, some will wake up. Pikachu, specifically, will do a thundershock when he hears music.  
 Unlock: Take a picture of a Pokemon Sign after Oak tells you to.

-----

Item: DASH ENGINE  
 Button: R  
 Use: You can use this to speed up the pace of the zero one. Besides

going faster, you can also use this to hit or avoid hitting some pokemon (like the Electrode or the Electabuzz in the Tunnel course.) You can also use it to get close-ups on some pokemon you normally wouldn't be able to.

Unlock: Score 175,000 points in the Pokemon Report.



[ #1 ]---[ BULBASAUR ]-----

Levels: River, Cave

Bonus Poses: \*\* Happy Face \*\* (1,200 Pts)  
Get a picture of it eating an apple.

Max Score: 5,380 Pts

Best Shot: At the beginning of the River course, look to your left. Hit the Bulbasaur on top of the stump with a Pester Ball, and throw an Apple in front of the log on the ground - Another Bulbasaur will come out. Lure them both close to you with Apples, and then take a close-up of one of them eating the apple, while the other is either eating an apple, or standing next to him.

[ #4 ]---[ CHARMANDER ]-----

Levels: Volcano

Max Score: 5,730 Pts

Best Shot: When you get to the Moltres egg, look to the left, and ignore the egg for now, so that you stop. Toss an apple to the Charmander on the ground, and let him eat it. He will call two more Charmanders from over the cliff. Feed them a few more apples, and soon, you will have six Charmanders! Lure them all to the edge of the platform, so that they are close to you, and take a picture of the one in the center, as it eats an apple you toss.

[ #5 ]---[ CHARMEALON ]-----

Levels: Volcano

Bonus Poses: \*\* Fainted \*\* (8,00 Pts)  
Hit it with a Pester Ball, and take a picture before it gets up.

Max Score: 4,400 Pts



Best Shot: When you reach the exit of the stage, look to your left, to see a Charmealon walking around a lava pool. Wait for him to get close to you, and take a close-up of him.

[ #6 ]---[ CHARIZARD ]-----

Levels: Volcano

Bonus Poses: \*\* What a Flame \*\* (1,250 Pts)  
When Charizard comes out of the lava, and stops roaring, hit him with a Pester Ball. When he stops spinning, he will use his Flamethrower attack.

Max Score: 4,380 Pts

Best Shot: Right before the exit gate, on the left, is a Charmealon walking around a lava pit. Hit him with an apple or a Pester Ball to knock him in, causing him to Evolve into a Charizard. Throw a Pester Ball at the Charizard, and it will spin around, and face you. Then, it will use its Flamethrower attack. Take the picture while the fire is coming out.

[ #7 ]---[ SQUIRTLE ]-----

Levels: Valley

Max Score: 5,260 Pts

Best Shot: At the beginning of the Valley course, look into the water. You'll see three shells moving along, at a slight angle to the left. Wait until they align themselves with the shore, and hit them with Pester Balls, one by one to the ground. They will come out of their shells. Lure one of them to the edge of the shore, and get a close-up, with the other two in the background.

[ #11 ]---[ METAPOD ]-----

Levels: River

Max Score: 4,470 Pts

Best Shot: When you are under the tree holding all of the Metapods, wait until you are just under the second Metapod, and hit the fourth one with a Pester Ball. Then, wait to get stopped by it. Turn around, and hit the other three with Pester Balls, then hit the fourth one with one again, so that it goes back up into the tree. As you start moving again, turn around, and get a group shot of the three hanging Metapods.

[ #12 ]---[ BUTTERFREE ]-----

Levels: Beach

Max Score: 4,960 Pts

Best Shot: There are two main methods that seem to work here. You can either go for the first one of these that you see - Just past the surfboard - and go for a close-up when it comes over the track. You can also aim for a close-up of the pair near the Snorlax. They generally don't get as close, but you will get a bonus because there are two of them.

[ #14 ]---[ KAKUNA ]-----

Levels: Tunnel

Max Score: 4,540 Pts

Best Shot: When you first enter the actual tunnel, there are three Electrodes along the wall on the right. Hit the third one with an apple, and four Kakunas will fall from the ceiling. Try and get the center one from close up, with the others surrounding it.

[ #16 ]---[ PIDGEY ]-----

Levels: Beach

Special Poses: \*\* Gust-using Pidgey\*\* (500 Pts)  
Near the end of the beach level, before the you reach final lake, there's a nest on the right. If you do not hit the Pidgeys as they approach from the left, they will use Gust on the Meowth.

Bonus Poses: \*\* Screeching \*\* (1,250 Pts)  
While using its Gust attack, the Pidgeys will make a screeching noise. Take the picture of them before they stop.

Max Score: 5,100 Pts

Best Shot: Play through the level, until you reach the Pidgey's nest near the exit. Don't bother the Meowth or Pidgey's here, and when the Pidgeys reach the Meowth, they will both use their Gust attack. Take a picture of one of them, while they are still screeching, with the other in the picture next to them.

[ #25 ]---[ PIKACHU ]-----

Levels: Beach, Tunnel, River

Special Poses: \*\* Surfing Pikachu \*\* (1,000 Pts)  
In the beach level, toss apples in front of the first Pikachu you see, on the right side

of the road, just at the start. Set up a trail of apples to the surfboard. When he reaches it, he will jump onto it, and pose. Take the picture.

**\*\* Pikachu on a Ball \*\*** (600 Pts)

At the start of the Tunnel level, photograph the pikachu on the right. He'll run a bit, then stop. Photograph him two more times, and he will jump onto a rolling Electrode. Take the picture.

**\*\* Pikachu on a Stump \*\*** (1,300 Pts)

When you reach the area of the beach, where there is rustling of leaves in the flowers, on the left, start throwing Pester Balls. If you manage to hit the right spot, a Scyther will fly out, and two Pikachu's will run out as well, and start doing flips on the logs to the right of the flowers. Take a picture when they reach the logs.

**\*\* Speed Pikachu \*\*** (800 Pts)

Past the hidden switch, in the River Course, on the left, is a Pikachu on a log. Hit him with a Pester Ball, and he will begin running really fast. Take the picture, with Pikachu and the yellow trail of stars following him.

**\*\* Balloon Pikachu \*\*** (1,600 Pts)

In the Cave level, when you first enter the room with the Articuno egg, you'll see a Zubat flying around, with a Pikachu in its hands. If you can hit it with a Pester Ball, Pikachu will float down to safety, by holding a bundle of balloons. Take a picture of him in the air.

Bonus Poses:

**\*\* Lively \*\*** (1,250 Pts)

Photograph Surfing Pikachu, while he is holding his arms out, or flipping.

**\*\* Zaps Even Me \*\*** (1,300 Pts)

Play the Poke Flute in front of a Pikachu, and it will use it's Thunder attack. Take the picture as it gets struck by lightning.

Note: This one doesn't work on Surfing Pikachu, Pikachu on a ball, or the Pikachu in the River Course.

Max Score:

8,000 Pts

Best Shot:

When you reach the area with the flowers and grass on your left, throw Pester Balls in, until a Scyther comes out - Hopefully, as soon as possible. When you pass the flower field, look to your left. Two Pikachus will be getting on tree stumps. Play the Poke Flute so that they use their Thunder attacks, then capture both of them in a picture together.

[ #27 ]---[ SANDSHREW ]-----

Levels: Valley

Bonus Poses: \*\* About to Pop up \*\* (1,350 Pts)  
At the first turn, knock any of the Geodudes off of the cliff, with a Pester Ball, and a Sandshrew will jump out of the ground. Snap them before they land.

\*\* Jolly \*\* (1,000 Pts)  
Throw an apple near a Sandshrew, and it will start jumping up and down. Take a picture of it while it's in the air.

Max Score: 4,990 Pts

Best Shot: On the first turn in the river, there are Geodudes on the cliff to your right. Knock the first one off by hitting it with a Pester Ball, when you are directly in front of it. A Sandshrew will jump out of the ground. Lure it to the left, below the second Geodude, by using apples. Now, knock this Geodude off the wall, with another Pesterball, to make another Sandshrew jump out of the ground. Take a photo of the second one, before it lands, with the first one next to it.

[ #28 ]---[ SANDSLASH ]-----

Levels: Valley

Max Score: 4,800 Pts

Bonus Poses: \*\* About to go Underground \*\* (850 Pts)  
When you reach the spot after the first turn, with two Geodude's on a wall, knock them both off with Pester Balls. A Graveller will fall from above, and a Sandslash will pop up. Wait for him to jup in the air, and turn upside down. Take a picture before he digs underground.

\*\* About to Pop up \*\* (1,400 Pts)  
After knocking the Geodudes - and Ultimately the Graveller - off the wall, the Sandslash will jump out of the ground. Take a picture before it lands.

\*\* Happy \*\* (1,050 Pts)  
Toss an apple in front of the Sandslash, and it will begin jumping up and down. Take a picture of it while it's in the air.

Best Shot: After the first turn, before you reach the rapids, look to your left. Knock the two Geodudes that are here, off the wall with Pester Balls. This will cause the Graveller that's farther up to fall as well. When he

hits the ground, a Sandslash will jump up. Hopefully, you've knocked the Graveler down fast enough, so that you are still next to the Sandslash. Take a picture of him while he is in the air, before hitting the ground.

[ #37 ]---[ VULPIX ]-----

Levels: Volcano

Bonus Poses: \*\* Thrown a Pester Ball \*\* (800 Pts)  
Hit it with a Pester Ball, and take a picture before it gets up.

Bonus Poses: \*\* Happy \*\* (1,000 Pts)  
Get two Vulpixes close together, by luring them with Apples, and then throw an apple near both of them. They will start clapping - Take a picture of one of them.

Max Score: 5,020 Pts

Best Shot: Just past the Rapidashes in the beginning of the stage, there's a Vulpix on the left side of the path. Lure it along the road, in front of you, with Apples. Once you pass the rocky area, there will be two more Vulpixes. Lure them all together, and they will begin jumping and clapping. Take a picture of one of them with the other two next to him.

[ #39 ]---[ JIGGLYPUFF ]-----

Levels: Cave

Special Poses: \*\* Jigglypuff on Stage \*\* (500 Pts)  
Throughout the cave level, you will see as many as three Jigglypuffs being stalked by Koffing (Whether you hit one with an apple, will determine if the next appears.) At the end of the level, to the right, is a stage. If you saved one or two Jigglypuffs, they will be here

\*\* Jigglypuff Trio on Stage \*\* (1,200 Pts)  
During the level, if you are able to hit all three Koffings, saving all Jigglypuffs, all three will be on the stage at the exit of the level.

Bonus Poses: \*\* Singing Cheerfully \*\* (1,400 Pts)  
Save the first of the three Jigglypuffs, and it will be singing on the stage near the exit. Take a picture of that one.

Max Score: 6,480 Pts

Best Shot: Just after you leave the room with the three Bulbasaur on the right, you'll see a Koffing and a Jigglypuff ahead. When you get closer,

hit the Koffing with an apple to free the Jigglypuff. Immediately look to your right after that, to see another pair entering the cave. Hit this Koffing as well. The third, and final pair is a bit further ahead. They will be coming from the left, where the Mewtwo constellation is. Hit this Koffing as well. After that, you can play the level as you normally would until the end. On the right will be three Jigglypuffs on stage. Take a picture of the one in the middle, singing, with the other two next to her.

[ #41 ]---[ ZUBAT ]-----

Levels: Tunnel, Cave

Max Score: 4,330 Pts

Best Shot: There are two spots that you can get great shots of Zubats. Either in the tunnel, wait until you pass through a steel door, and get a shot of a Zubat coming at you from the other side, or in the Cave. If you go for the one in the Cave, you'll have to use the Dash Engine at the start, until two Zubats fly past you. Doing this, you will be very close to them, and you can get a close-up.

[ #45 ]---[ VILEPLUME ]-----

Levels: River

Bonus Poses: \*\* Pokemon Dance \*\* (1,000 Pts)  
Just in front of the Cubone Pokemon sign, is a large flower on the ground. Play the Poke Flute, to cause it to jump up, revealing a Vileplume. Take a photo of it while it dances.

\*\* Rockin' \*\* (1,200 Pts)  
Play the Poke Fute once to make it do the Pokemon Dance, but then play the flute again, and it will begin flipping. Take a picture of of it while it's in the air.

Max Score: 4,620 Pts

Best Shot: Just past the ledge at the beginning, where all of the Poliwhags are, is a Vileplume, on the right - Stuck in the ground. Play the Poke Flute to wake him up, and then play it again to make him do another dance. Take a picture of him doing his second dance.

[ #50 ]---[ DIGLETT ]-----

Levels: Tunnel

Bonus Poses: \*\* Trying to go Underground \*\* (1,000 Pts)  
Digletts naturally go underground at times.

Simply take a picture of it as it's head is staring to go under.

Max Score: 3,880 Pts

Best Shot: As soon as you enter the third room of the tunnel. He and the Pikachu will run away a bit. Take another picture, and they will move even farther away. Use the Dash Engine if you have it, to catch up with them fast, and take a close up in front of the Diglett.

[ #51 ]---[ DUGTRIO ]-----

Levels: Tunnel

Max Score: 4,780 Pts

Best Shot: In the third room of the cave, take a picture of the Diglett on your right, so that he moves. Do this a couple more times, and he will remerge as a Dugtrio! Take a picture of it, and it will move again, and two Dugtrios will come out. Get them both in the same picture, and then three Dugtrios will come up at the same time. Take a group shot. Note: you have to start taking pictures of the Digletts as soon as you enter, or you will have already passed the first of the three Dugtrios, when they pop up.

[ #52 ]---[ MEOWTH ]-----

Levels: Beach

Bonus Poses: \*\* Dancing Meowth \*\* (1,200 Pts)  
Before you reach the Pidgey Nest at the end of the beach level, look up to your right, to find two Pidgey's in the air. Hit them both with Pester Balls, and when you reach the nest, Meowth will be dancing. Alternatively, knock the first Meowth in the level, off of the hill it is on with a Pester Ball, and play the Poke Flute.

\*\* Pretty Funny \*\* (1,200 Pts)  
Hit Meowth with a Pester Ball, and photograph him while he's on the ground.

Max Score: 4,400 Pts

Best Shot: Just past the Snorlax, is a hill, with a Meowth on top of it. Hit it with a Pester Ball, to knock it down. When you pass around the hill, it will be on the ground. Wait for it to get up, and play the Poke Flute. It will start to dance. Get a close-up of it while it's dancing.

[ #54 ]---[ PSYDUCK ]-----

Levels: River

Bonus Poses: \*\* About to Fall \*\* (1,000 Pts)  
Hit either of the Psyducks in the level, with an Apple, and they will jump up, and fall back into the water, before sinking. Take a picture of them while they are in the air.

\*\* Nice Jump \*\* (1,000 Pts)  
When you hit either of the Psyducks in the level with an Apple or a Pester Ball, they will sink into the water. After that, any time you throw a Pester Ball or an Apple at the water, only Psyducks may pop out. Take a picture of one in the air.

\*\* What a Jump! \*\* (1,200 Pts)  
Once you have a Psyduck sunk, start throwing Apples at the water. Occasionally, a Psyduck will jump out. Rarely, a sparkling Psyduck will jump out. Take a picture of it while it is in the air.

Max Score: 4,400 Pts

Best Shot: To get the best shot, you have to have the Dash Engine. Use it from the start of the level, and just before you reach the bunch of hanging Metapods, you'll see a Psyduck swimming towards you. Hit him with an apple, and wait for him to drown. After that, start throwing Apples at the water, until he jumps out again. Take a picture of him in the air.

[ #56 ]---[ MANKEY ]-----

Levels: Valley

Bonus Poses: \*\* Blasted \*\* (1,250 Pts)  
Just before the set of rapids, there is a cliff on your left, with a Mankey on it. Hit him with a Pester Ball and take a picture of him in the air, to get this bonus.

Bonus Poses: \*\* Mankey in the Sky \*\* (1,250 Pts)  
Near the end of the level, hit the third Squirle shell with a Pester Ball, so that it goes up the mountain, and knocks the Mankey off. As your turn around the mountain, you will see the Mankey on the ground. Hit it with a Pester Ball, and take a picture before it hits the ground.

Max Score: 4,500 Pts

Best Shot: At the end of the level, you will find three Squirtles on the mountain to your right. Two of them will slide away, but the third will stay in his shell. Hit him with a Pester Ball,



when him and the Mankey at the top of the mountain are aligned. The Mankey will roll down the other side of the mountain. When you turn around the bend, you'll see it. Wait until you are really close to it, and it jumps at you, then hit it with a Pester Ball. Take the picture just as the ball explodes, but before the Mankey is knocked back.

[ #58 ]---[ GROWLITHE ]-----

Levels: Volcano

Max Score: 4,710 Pts

Best Shot: Near the end of the Volcano level, just past the two Magmars, on the right, are three lava pits. If you throw a Pester Ball into one of them, either a Growlithe or an Arcanaine will come out (It is random; Growlithes are more common.) Wait for it to land on the ground, and toss an apple in front of it. It will start standing on its hind legs. Take a picture of him when he's doing this.

[ #59 ]---[ ARCANINE ]-----

Levels: Volcano

Bonus Poses: **\*\* So Many Embers \*\*** (1,200 Pts)  
After Arcanine comes out of the lava pits, he will hit the ground, and he'll shake some pieces of fire off him. Take a picture of him with the flames still in the air around him.

Max Score: 5,170 Pts

Best Shot: Near the end of the Volcano level, just past the two Magmars, on the right, are three lava pits. If you throw a Pester Ball into one of them, either a Growlithe or an Arcanaine will come out (It is random; Growlithes are more common.) Wait until he hits the ground, and take the picture, just as he shakes the specs of lava of himself.

[ #60 ]---[ POLIWAG ]-----

Levels: River

Bonus Poses: **\*\* Nice Jump \*\*** (1,000 Pts)  
At the start of the level, look to your right. On the cliffside, behind the bushes, are three Poliwags, Throw Pester Balls at them, and they will run. Keep throwing Pester Balls, until they jump in the water. Then, they will begin jumping in and out of the water for a little while - They may also come out again later, if you throw an apple in the water. Get a picture of them while jumping.

Max Score: 5,130 Pts

Best Shot: At the start of the level, look to the right, to the grassy cliff. You should see a few Poliwargs behind the grass. Toss Pester Ballas at them, as you move along, causing them to run forward, until they jump in the water ahead. Use the Dash Engine, and try to get a group shot of them, just as they jump for the water.

[ #70 ]---[ WEEPINBELL ]-----

Levels: Cave

Max Score: 4,000 Pts

Best Shot: In the third room of the cave, the one with the Koffings, there is a small pond you will pass, with a Weepinbell circling it. Try to get a close-up, as it reaches the side of the pond you are on. Using the Dash Engine can make this a little easier for you.

[ #71 ]---[ VICTREEBELL ]-----

Levels: Cave

Bonus Poses: \*\* About to Leap Out \*\* (1,300 Pts)  
After you knock the Weepinbell into the water, it will emerge as a Victreebell. Take a picture of it as it is rising out.

Max Score: 4,600 Pts

Best Shot: Play through the level, until you reach the Weepinbell circling the pond. Wait until it is between you and the pond, and hit it with an Apple, or a Pesterball. It will sink into the water, but a few seconds later, Victreebell will pop out! Take a picture of it, just as it is rising out, and try to get close-ups if possible.

[ #74 ]---[ GEODUDE ]-----

Levels: Valley

Max Score: 4,000 Pts

Best Shot: After the first turn, just before you reach the rapids, look to the cliff on your left. There are two Geodudes on the wall. Knock the second one off with a Pester Ball, when you are in front of him. When he hits the ground, wait for him to put his hands up in the air, and then take a close-up.

[ #75 ]---[ GRAVELLER ]-----

Levels: Valley

Special Poses: \*\* Graveller's Group Dance \*\* (500 Pts)  
After the set of harsh rapids, just past where the first Graveller was, on the wall, are three Gravelers on the cliff to your left. Start playing the Poke Flute, and they will dance. Take a picture containing all three of the Gravelers dancing, to get this bonus.

Bonus Poses: \*\* It Fell \*\* (1,200 Pts)  
After the first turn, when you are approaching the first drop, look to your left. Knock both Geodude's off the wall, with Pester Balls, and the Graveller will fall as well. Simply take a picture of him to get the bonus.

Max Score: 5,900 Pts

Best Shot: Once you reach the bottom of the harsh rapids, just after where the two Geodudes were, look to your left. There will be three Gravelers on the wall. Play the Poke Flute, and not only will they all fall down, they will begin dancing! Wait for the right moment, and take a group shot of them, while they're dancing. Note: If you play the Poke Flute twice, they will spin. This can be done, to allow you to move forward a bit, and get them from another angle, without them dancing out of your view.

[ #78 ]---[ RAPIDASH ]-----

Levels: Volcano

Bonus Poses: \*\* It's Neighing \*\* (1,200 Pts)  
Throw an apple right in front of a Rapidash, without hitting it, and it will get on its hind legs, and make a "neighing" sound. Take a picture of it before it stops making the sound, and puts its legs down.

Max Score: 5,170 Pts

Best Shot: As soon as the level starts, a Rapidash will begin running towards you, from ahead. Wait for it to get close, and toss an apple on the ground in front of it. The Rapidash will stop dead in its tracks, and get on its hind legs. Take a close-up of it while its like this.

[ #79 ]---[ SLOWPOKE ]-----

Levels: Valley

Bonus Poses: \*\* About to Fish \*\* (1,000 Pts)  
Find a Slowpoke, near a sign with a picture of a Shellder on it. Throw apples to lure the Slowpoke the patch of dirt in front of the sign. It will stick it's tail in the water.

Take a picture before he evolves.

Max Score: 4,400 Pts

Best Shot: Ahead, from the start of the level, on the left side of the river, is a Slowpoke next to a sign with a picture of a Shellder on it. Throw Apples, to lure him to the patch of dirt in front of the sign. When he reaches it, he'll turn around, and dip his tail into the river. Take a close-up of him, even if it's from his backside - In this photo it doesn't matter if you get his backside.

[ #80 ]---[ SLOWBRO ]-----

Levels: River

Max Score: 4,600 Pts

Best Shot: Ahead from the start of the level, on the left side of the river, are a couple of Slowpokes. Lure either of them, to the sign with a picture of a Shellder on it, with Apples. When they reach the patch of dirt below the sign, they will stick their tail into the water. A few seconds later, a Shellder will jump onto their tail, and they will evolve into a Slowbro. If you can, get a close-up right there. If not, play the Poke Flute so that they face you, and then take the picture.

[ #81 ]---[ MAGNEMITE ]-----

Levels: Tunnel

Bonus Poses: \*\* Happy \*\* (1,000 Pts)  
Throw an Apple in front of one of the Magnemites, and take a picture of him while he is eating it.

Max Score: 4,260 Pts

Best Shot: Near the end of the tunnel course, there are three Magnemites in the air. Toss an apple between two of them, but away from the third one. The two will connect. Take a close-up of them, with the third one in the background. Note: If there's no apples, they will set up a forciefield of sorts, and you won't be able to get a picture of them.

[ #82 ]---[ MAGNETON ]-----

Levels: Tunnel

Max Score: 4,000 Pts

Best Shot: Near the end of the tunnel course, there are three Magnemites in the air. Toss an apple

in the center of the group, so that all three of them go for it. They will connect, and form a Magnetron! Throw another apple, so that their forcefield doesn't go up, and take a picture.

[ #84 ]---[ DODUO ]-----

Levels: Beach

Bonus Poses: \*\* Fainted \*\* (1,300 Pts)  
Hit it with a Pester Ball, and take a picture before it gets up.

\*\* About to Wake up \*\* (1,300 Pts)  
Hit it with a Pester Ball, but wait until it jumps up, and then take a picture, before it lands on the ground.

Max Score: 4,600 Pts

Best Shot: At the start of the Beach level, just past the Pidgeys, is a path to the left. Just before you reach it, a Doduo will jump out and cross the tracks. Hit him with a Pester Ball, take a picture of him while he's on the ground.

[ #88 ]---[ GRIMER ]-----

Levels: Cave

Max Score: 4,300 Pts

Best Shot: In the first room of the cave, loook to the ledges on the left side of the room. On two of them, there are Grimers. If you take a picture of each of them, another one will be on a ledge to the left of the next room - This one will be much closer, as well. Take a picture of it.

[ #89 ]---[ MUK ]-----

Levels: Cave

Max Score: 4,000 Pts

Best Shot: Take a picture of both of the Grimers on the left side of the first room, so that another one appears in the second room. When you reach the second room, start throwing Pester Balls at the Grimer. After about five hits, or so, the Grimer will evolve into a Muk. Take a picture of it, when you pass the front of it.

[ #90 ]---[ SHELLDER ]-----

Levels: River

Max Score: 4,400 Pts

Best Shot: Use the Dash Engine at the start of the level, and don't stop using it. When you near the first sign of a Shellder, go into aiming mode, and wait. Three Shelders will jump out of the water. Take a group shot of them, on their way down.

[ #91 ]---[ CLOYSTER ]-----

Levels: River

Max Score: 4,580 Pts

Best Shot: When you pass out from under the tree holding the Metapods, occasionally, a Cloyster will jump out of the water (along with a Shellder or two.) At times, you'll even get two Cloysters at once! It seems to be random, though. If you are lucky, take a picture of one Cloyster, as it turns to face you, with the other in the background.

[ #93 ]---[ HAUNTER ]-----

Levels: Tunnel

Max Score: 4,000 Pts

Best Shot: Both near the exit door of the second room, and the entrance to the third room, in the cave, there are floating purple circles. They don't look like anything now, but aim at the center of them, and take a bunch of pictures, and when you check them in Oak's Lab, they will appear as Haunters. Choose the one that is the biggest, while still in the center of the picture, and facing the camera.

[ #101 ]---[ ELECTRODE ]-----

Levels: Tunnel

Bonus Poses: \*\* Exploded \*\*  
Throw an Apple at it, and it will explode.  
Take a picture, while it is lit up.

Max Score: 5,150 Pts

Best Shot: Wait patiently at the start of the level, without using the Dash Engine. An Electrode will roll by, and onto a hill. Once it reaches the top, it will turn white, and explode. Get a picture of it, while it is completely white and is expanding beyond it's normal size - Just before it explodes.

[ #109 ]---[ KOFFING ]-----

Levels: Cave

Max Score: 4,400 Pts

Best Shot: When you enter the third room of the cave, you will see a Koffing and a Jigglypuff coming towards you from the left. Use the Dash Engine to get close if you have to - And you can get an extreme close-up here - and then hit Koffing with a Pester Ball. As soon as you hit him, take a picture, before he falls down, making the size attribute on your picture go down.

[ #113 ]---[ CHANSEY ]-----

Levels: Beach

Bonus Poses: \*\* Funny \*\* (1,000 Pts)  
Toss an apple at the "ball" that the Eevee is chasing around. It will pop up, and reveal itself as a Chansey. Toss an apple in front of it, and it will begin tossing its egg in the air. Take a picture of it without the egg.

\*\* Jolly \*\* (1,200 Pts)  
Hit the ball with an apple, and Chansey will pop up, just like in the Funny Pose. Play the Poke Flute, and it will start jumping up and down. Take a picture of it in the air.

Max Score: 4,400 Pts

Best Shot: When you reach an area, with an Eevee chasing a pink ball around some rocks, throw an Apple at the pink ball. A Chansey will pop up. When the Chansey is out, play the Poke Flute, so that it starts jumping up and down. Take a picture of it while it's in the air.

[ #115 ]---[ KHANGASKHAN ]-----

Levels: Beach

Bonus Poses: \*\* Angry \*\* (1,000 Pts)  
Hit him with a Apple or Pester Ball, and he will approach you, and roar, while sticking his head forward. Take a picture.

\*\* Interesting \*\* (1,050 Pts)  
Hit him with a Apple or Pester Ball, so he will approach you, and roar. When he is done, play the Poke Flute, and he will dance. Take a picture of this.

Max Score: 4,100 Pts

Best Shot: Just past where the second Doduo will run across the track, look to your right, as you pass the rocky terrain. You'll see a Khangaskhan with its back to you. Throw an Apple or a Pester Ball at it, and it will come up to you and roar. When it finishes,

use the Poke Flute, and then take a picture of it while it dances.

[ #118 ]---[ GOLDEEN ]-----

Levels: Valley

Bonus Poses: \*\* Good Splash \*\* (1,000 Pts)  
Take the picture, as Goldeen as it is coming down from the air.

\*\* What a Splash! \*\* (1,200 Pts)  
Occasionally, when a Goldeen jumps out of the water, it will be trailing with sparkles. Take a picture of a Goldeen like this.

Max Score: 4,400 Pts

Best Shot: AS you move along the Valley, keep throwing Apples into the water, until a Goldeen pops out - It may take a while, as there are lots of Magikarps and a few Dratinis in there as well. When you see it, use the Dash Engine to get close to it, if you aren't already close, and then take a picture of it, as it is falling back to the water.

[ #120 ]---[ STARYU ]-----

Levels: Valley

Max Score: 3,730 Pts

Best Shot: At the bottom of the rapids, just as you reach the waterfall, a Staryu will float in the air ahead. Take a picture of its front side, and it will begin circling you. A little ahead, as you go down the river, another Staryu will appear. Take a picture of him as well, and you will have two Staryus circling you. Just as you turn the corner from there, you will find the third and final Stary in the air. Take a picture of him as well, to have all three of them circling you. Try to take a picture of the group as they circle you. This is very hard to do. If you can't seem to do it, you can get another, slightly easier shot of them, as you approach the whirlpool. The three of them will immediately fly towards it. Get a picture of them as they are leaving.

[ #121 ]---[ STARMIE ]-----

Levels: Valley

Max Score: 4,380 Pts

Best Shot: As you go along the river, you will come across three Staryus. Take a picture of all three of their front sides, and then wait



until you reach the area with a whirlpool in it. All three of the Staryus will dive into the whirlpool, and come out of it as Starmies! They'll be going really fast, so try to be facing towards the left of the whirlpool from the start. Try to get a shot from as close as possible, as they fly by, heading towards the mountain.

[ #123 ]---[ SCYTHER ]-----

Levels: Beach

Bonus Poses: \*\* Fighting Pose \*\* (1,300 Pts)  
Throw Pester Balls at tall grass, that has leaves rustling around. Scyther will jump into the ait, and begin flexing his blades. Take a picture while it's arms are still flexing.

Max Score: 4,260 Pts

Best Shot: When you reach the grass and flower field, just past the hill Meowth is on, keep start throwing Pester Balls into the far-side of the field, until Scyther comes out. Then, if you have it, use the Dash Engine, to get close to him, before he flies off. Take a close-up of him, as he is stretching one of his blades out.

[ #123 ]---[ JYNX ]-----

Levels: Cave

Bonus Poses: \*\* Jolly Dance \*\* (1,200 Pts)  
When you reach the two Jynxes surrounding an Ice Egg, play the Poke Flute, and they will dance. Play it two more times, and they will begin doing a different dance. Take a picture of them while they are clapping their hands to this dance.

Max Score: 4,400 Pts

Best Shot: After you pass the Weepinbell, you will enter a new room. On the ground, is an Ice Egg. Start playing the Poke Flute, and as you get closer to the egg, the two Jynxes next to it will wake up. Switch to the third song, and they will start clapping while dancing. When you pass the first Jynx, turn around, and get a close-up of it dancing.

[ #125 ]---[ ELECTABUZZ ]-----

Levels: Tunnel

Bonus Poses: \*\* Angry \*\* (1,000 Pts)  
Hit one of the ones near the ned of the level, against the wall on the right, with an Apple.

They will punch the ground. Take a picture.

Max Score: 5,280 Pts

Best Shot: Use the Dash Engine from the moment the level starts. You will pass the first Electrode safely, but you'll hit the second one, and get held up. Wait for the Electabuzz ahead to walk toward you, and just get a normal close-up of him.

[ #126 ]---[ MAGMAR ]-----

Levels: Volcano

Special Poses: \*\* Fighting Magmar \*\* (800 Pts)  
When you reach the area, just past the Moltres Egg, with two Magmar's on your right, lure them together with apples. When there is only one left, they will either use Flamethrower on each other, or one will eat the apple while the other uses Flamethrower. Both of these shots get the bonus.

Bonus Poses: \*\* Looks Hot \*\* (1,200 Pts)  
When you reach the point on the path, where there's a Charmander, and a Magmar on the island to your left, toss an Apple between them. Magmar will use his Flamethrower attack on the Charmander. Take a picture of him before the flame settles.

\*\* Unstable \*\* (800 Pts)  
Get the two Magmars to fight, and take a picture of one of them being burned, before they fall down.

\*\* Dizzy \*\* (1,000 Pts)  
Past the Moltres eggs, are two Magmars, on the right. Hit one with a Pester Ball, and take a picture before they fall down.

Max Score: 6,710 Pts

Best Shot: Just past the Moltres egg, there are two Magmars on your right. Toss an Apple between the two, so that they both go for it. Take a picture of them as they use their flame attacks on each other.

[ #129 ]---[ MAGIKARP ]-----

Levels: Beach, Tunnel, Volcano, River, Cave, Valley

Bonus Poses: \*\* Good Splash \*\* (1,000 Pts)  
Take the picture, as Magikarp is coming down from the air.

\*\* It Splashed \*\* (800 Pts)  
Take the picture before Magikarp starts

coming down from the air.

**\*\* What a Splash! \*\*** (1,200 Pts)

Occasionally, when a Magikarp jumps out of the water, it will be trailing with sparkles. Take a picture of a Magikarp like this.

Max Score: 4,400 Pts

Best Shot: The best levels to get a picture of a Magikarp in, are the River and the Valley, due to the whole course being covered in water. Toss Apples in the water, through the whole trip, until a Magikarp jumps out. When he does, use the Dash Engine to get close, if you aren't already and take the picture as Magikarp falls back to the water. You'll get more points if it is sparkling.

[ #130 ]---[ GYRADOS ]-----

Levels: Valley

Bonus Poses: **\*\* Just Showed its Face \*\*** (1,000 Pts)

As soon as the Gyrados sticks its head out of the waterfall, take a picture, before its head extends all the way out.

**\*\* How Powerful \*\*** (1,350 Pts)

After Gyrados sticks his head out, wait for him to spit water mist from his mouth. Take a picture containing him and the mist.

Max Score: 4,680 Pts

Best Shot: At the start of the level, you'll see a Magikarp jumping in and out of the water, near the first turn. When you get closer to where it was jumping, toss a Pester Ball into where it was, and it will flop onto the shore, and get kicked away by Mankey. Now, you have a bit of a break. Play until you get past the rapids, and look to the shore on the left. You will see the Magikarp again. Hit it off the shore with a Pester Ball, and it will go back into the water. Look at the nearby waterfall, and the Magikarp will make its triumphant return as a Gyrados, coming out of the falls! Wait for the Gyrados to extend its head out, and spit out the water spray, and take the picture of the face surrounded by the mist.

[ #131 ]---[ LAPRAS ]-----

Levels: Beach

Bonus Poses: **\*\* Relaxed \*\*** (1,000 Pts)

All Laprases get this bonus.

Max Score: 3,430 Pts

Best Shot: Look at the sea, after passing the surfboard. Wait until you see a Lapras come up, and take a picture of it. Look to the right again, when you reach the flower garden that the Scyther is in. Take pictures of any Laprases that come out of the water - There can be as many as three. Look again, as you cross the bridge, and take a picture of one, if it comes up. Finally, if you took all the previous pictures, in the water near the Khangaskhan, there will be an extremely close Lapras. Take a picture of it, with any other Laprases there in the background.

[ #132 ]---[ DITTO ]-----

Levels: Cave

Bonus Poses: \*\* Happy \*\* (1,150 Pts)  
Hit one of the Bulbasaur that the Ditto is impersonating, and they will show their true state. After that, throw an Apple to them. Take a picture of them eating the Apple.

Max Score: 4,940 Pts

Best Shot: In the second room of the cave, there are three "Bulbasaur" on the ledge to your right. When you approach, hit them each with a Pester Ball, and they will each transform into a Ditto! Lure them all together with Apples, and then throw another apple near them to get them to face you. When they are all together, and facing the right way, take a group shot.

[ #133 ]---[ EEVEE ]-----

Levels: Beach

Bonus Poses: \*\* Happy \*\* (1,250 Pts)  
Toss an apple in front of Eevee, and when it starts sniffing it, take the picture. Alternatively, hit the Chansey it is chasing with an Apple, so that it stops rolling, and Eevee will start jumping. Take a picture of it while it's in the air.

Max Score: 4,500 Pts

Best Shot: As soon as you turn the corner, leading to the rocks that Eevee is chasing Chansey around, get ready to throw an apple. Wait for Chansey to pass the front of one of the rocks, and when it does, hit it with an Apple. This will cause Eevee to stop, and start jumping up and down. Take a close-up of it while it's in the air.

[ #137 ]---[ PORYGON ]-----

Levels: River

\*\* Jolly \*\* (1,000 Pts)

After hitting one of the Porygons hidden in the walls with a Pester Ball, toss an Apple to them, and take a picture as they eat it.

Max Score: 5,610 Pts

Best Shot: After you pass by the tree that holds all of the Metapods, look to your right. You'll see a strange bump moving on the wall. Hit it with a Pester Ball, and a Porygon will jump out (Note: It will be camouflaged, but you can see its normal colors by hitting it with another Pester Ball; This doesn't affect the points you receive.) Throw an Apple to his left, and then hit the next hidden Porygon on the stone wall. Lure them together with an Apple, and take the picture of both of them eating it.

[ #143 ]---[ SNORLAX ]-----

Levels: Beach

Bonus Poses: \*\* Scratching Its Tummy \*\* (1,300 Pts)

Without playing the Poke Flute, hit Snorlax with a Pester Ball. For a few seconds, he will prop his head up, and scratch himself. Take a picture before he falls asleep again.

Max Score: 4,040 Pts

Best Shot: When you reach the Snorlax, who will be on the right side of the road, play the Poke Flute. Snorlax will get up and do a little dance. Let the music keep playing, until you are directly in front of him. When you are in front of him, take a close-up shot of his whole body.

[ #144 ]---[ ARTICUNO ]-----

Levels: Cave

Bonus Poses: \*\* How Beautiful! \*\* (1,350 Pts)

When you get close to the egg, play the Poke Flute so that the Jynxes hatch the egg. Take a picture of Articuno as soon as the egg hatches, before the blue auro goes away.

Max Score: 4,700 Pts

Best Shot: When you get close to the egg, play the Poke Flute so that the Jynxes sing. The egg will float into the air, freeing Articuno. Take the picture just as he hatches, while the

blue auro and sparkles are still around him.

[ #145 ]---[ ZAPDOS ]-----

Levels: Tunnel

Bonus Poses: \*\* Thunder Jolt \*\* (1,350 Pts)  
Lure the Pikachu near the yellow egg with apples, and then play the Poke Flute. The egg will hatch, with an explosion of electricity. Take a picture of Zapdos surrounded by this electricity.

Max Score: 4,700 Pts

Best Shot: When you reach the second room of the cave, you'll see a Pikachu, and a large egg. Lure the Pikachu to the egg with Apples, and then play the Poke Flute, to cause Pikachu to hatch the egg with his Thunder attack. A Zapdos will fly into the air from the inside of the egg. Take a picture of him in the air, while he's using his Thundershock attack.

[ #146 ]---[ MOLTRES ]-----

Levels: Volcano

Bonus Poses: \*\* Wonderful Pose \*\* (1,350 Pts)  
After knocking it's egg into the lava, wait for it to fly into the air, and spread it's wings. Get it while it's wings are spread.

Max Score: 4,700 Pts

Best Shot: Play normally, until you hit an egg in the middle of the road. Hit it with an Apple or a Pester Ball to knock it into the lava, and a Moltres will fly out! Take a picture of it when it reaches its peak in the sky, and it spreads its wings.

[ #147 ]---[ DRATINI ]-----

Levels: Valley

Bonus Poses: \*\* It's Jumping \*\* (1,000 Pts)  
Hit the water with an Apple or a Pester Ball, and a Dratini may pop out. If it is the common kind (no sparkles) then it will get this bonus.

\*\* What an Amazing Jump! \*\* (1,200 Pts)  
Hit the water with an Apple or a Pester Ball, and a Dratini may pop out. If it is the rare kind (sparkling) then it will get this bonus.

Max Score: 4,400 Pts

Best Shot: Tossing a Pester Ball or an Apple at the water, in the Valley level, always has a

chance of getting a Dratini to pop out. Doing so in the water near the whirlpool, will get you a Dratini almost every time. So, when you reach that area, throw two Apples into the water, near each other. Try to get a picture of the first Dratini that pops up, from up close, while it is doing a flip, with the second one in the background. You'll get more points if it is sparkling.

[ #149 ]---[ DRAGONITE ]-----

Levels: Valley

Max Score: 4,400 Pts

Best Shot: Play through the level, until you reach the area with a whirlpool. Toss four Pester Balls into it, and a Dragonite will come flying out of the center of it. Take a close-up of it, while it is bending over hovering in the air.

[ #151 ]---[ MEW ]-----

Levels: Rainbow Cloud

Special Poses: \*\* Rare Pokemon Mew \*\* (2,500 Pts)  
All pictures of Mew get this pose.

Bonus Poses: \*\* Perfect \*\* (1,500 Pts)  
Smash Mew's forcefield, and then hit him with Apples, so he start's spinning. Wait for him to stop, then move closer a bit, and hit him again. Keep doing this, until you stop getting closer to him. Then, aim with the camera, and wait for him to stop spinning. When he does, photograph him.

\*\* Spnning \*\* (1,250 Pts)  
If you use the same method as you do to get the Perfect bonus, but you don't wait for him to finish spinning, you'll get this bonus.

Max Score: 10,000Pts

Best Shot: At the start of the level, you won't see anything. However, wait a bit, and Mew will fly towards you in a blue bubble. When he reaches you, he will float back and forth. Hit his bubble with a Pester Ball, and he will be knocked away - but he will come back soon. Hit him twice more, an his blue bubble will shatter. Next, he will fly at you with a yellow bubble. This time you must aim more carefully, as he won't stop when he reaches you - He will just fly by. Hit him three more times, and his yellow bubble will shatter like his blue one. You'll now hear him on either your left or right, outside of his bubble. Find him, and hit him with an Apple, to cause him to spin, and move slightly

closer to you. Keep doing this to draw him closer until he is right in front of you, and then wait for him to stop spinning, before you take a picture. Note: If he makes it back to his bubble one it is shattered, he will set up a yellow force-field again, but this one will only take one hit to break open.

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===== / 8. Pokemon Signs / ===== )  
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KINGLER ROCK - Beach  
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"Isn't it amazing that a simple rock like this turned out to be a PKMN sign? If you look at it from this angle, it looks like Kingler. I will call this 'Kingler Rock!'"

To the left of where the surfboard is, there's a collection of rocks. Look at them through your camera, as you move, and wait for the rocks to align, with eachother, so that they look like a Kingler. The cursor of the camera will turn re at this time as well.

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PINSIR SHADOW - Tunell  
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"It was very clever of you to activate the generator with Zapdos's electric shock. This shadow looks like Pinsir... I will call this the 'Pinsir Shadow!'"

In the second room of the cave, there's a Pikachu and a large egg. Lure the Pikachu to the egg with Apples, then play the Poke Flute. A Zapdos will fly out, and charge the generator in the room. Near the exit of the room after that, past the two Electabuzzes, will be a light on the wall, with a shadow of a Pinsir on it. Take a picture of the wall itself.

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KOFFING SMOKE - Volcano  
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"You hit it with a Pester Ball? Ha, ha, ha! This smoke looks like Koffing. I will call this 'Koffing Smoke!'"

At the start of the level, throw a Pester Ball into the volcano crater on your left, and look at the smoke. After it rises a bit, the smoke will form into a Koffing. Take a picture of that puff of smoke.

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CUBONE TREE - River  
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"The tree looked dim because of Vileplume's powder. Hmm... It looks like Cubone. I will call this the 'Cubone Tree!'"

Past the wall the Poliwhags are on, to the right, is a Vileplume on the ground. Play the Poke Flute, so that it wakes up, and then look at the large tree in the background of where it was. Take a picture of the



tree once the smoke from the Vileplume's powder disappears.

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CONSTELLATION MEWTWO - Cave  
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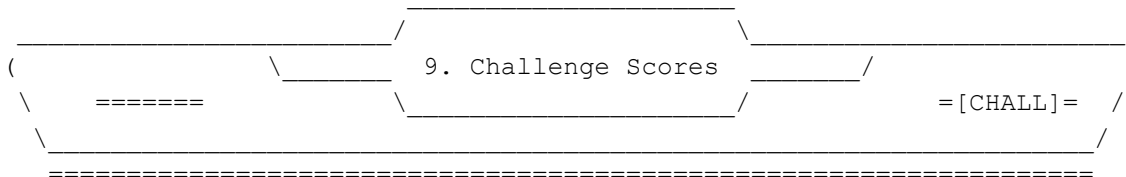
"I had no idea what this was all about until I saw your picture. I think this looks like Mewtwo! Could this be the constellation called Mewtwo?"

In the cave, to the left of where the Weepinbell is - And where the third pair of Jigglypuffs and Koffings come from - you'll see stars. Take a picture of any of the stars. Although you can't see anything now, when developed, they will show a picture of Mewtwo.

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MT. DUGTRIO - Valley  
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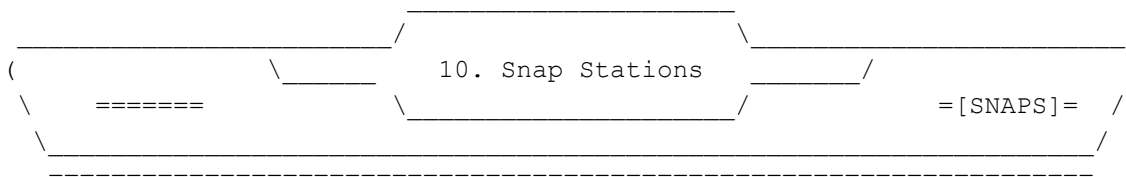
This mountain looks like a Pokemon... This is it! This is the PKMN sign! Is this Diglett...? No, it's Dugtrio! I will call this 'Mt. Dugtrio!'"

From the very start of the level, you can see three mountains in the distance. Wait until you get closer to the first bend in the river, and take a picture of one of the mountains with a face on them. If you need a further description, they are behind the Mankey that is in the sand.



After you make it to the Rainbow Cloud stage, and take a picture of Mew, the credits will roll. After the credits, continue your game again, and go to the course selection screen. Choose a course, and they'll now be keeping track of Challenge Scores (set by the game) and you're hi-scores. You don't get anything for beating all the scores, but it can be fun. Your scores are based on how many different Pokemon you take pictures of, how many pokemon pictures you got in all, and the quality of the pictures you took. The challenge scores for the stages are as follows:

- Beach - 1,510,000 Pts
- Tunell - 1,510,000 Pts
- Volcano - 1,510,000 Pts
- River - 1,510,000 Pts
- Cave - 1,510,000 Pts
- Valley - 1,510,000 Pts
- Rainbow Cloud - 420,000 Pts



When Pokemon Snap first made its debut, you could find "Pokemon Snap Stations" in all the local Blockbusters, and possibly other stores. These things, would allow you to insert your Pokemon Snap game cartridge,

and then but a card for three dollars, that would allow you to print four of your pictures, on a sheet of paper. You would then be able to peel them out, and use them as stickers - There would be four of each kind of sticker. Furthermore, you would be allowed to keep the card that you bought, as a souvenir (there were several different pictures on the face of the cards.) They are quite rare today however, and should you happen to stumble upon one, there is an even smaller chance that the store will be selling the cards required to use the machine.

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  \      11. Credits      /
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  /      =[CREDS]=      /
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- SayainPrince: This is me, I wrote the guide.
- Coffee: I got the "Perfect Scores" from his guide. I also checked his "Best Shot" strategies, to see if I missed anything, and if I did, I tested his strategy to see if it worked better.
- Pokemon Snap: Level and Pokemon Sign descriptions are quoted directly from the game.

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