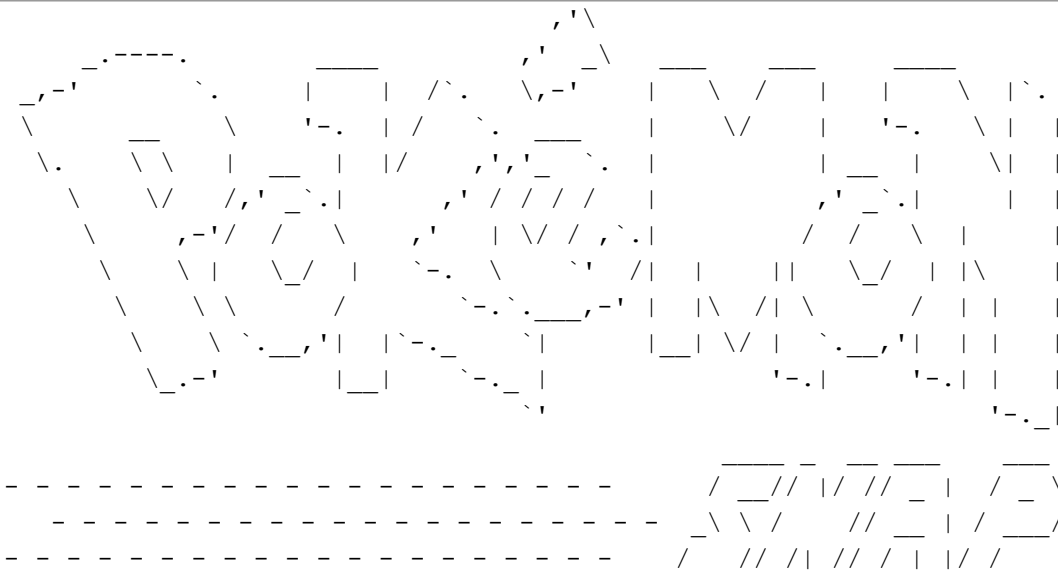


# Pokémon Snap FAQ/Walkthrough

by DomZ Ninja

Updated to v1.0 on Apr 3, 2013



"Catching Pokemon is a Snap!"

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POKEMON SNAP

FAQ/Walkthrough

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Updated: 04/03/13  
Version: 1.0

NOTE: This guide does contain spoilers!

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[1] VERSION HISTORY	[0100]
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FAQ/Walkthrough #22

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Version 1.0 (07/25/07) - FAQ/Walkthrough complete and submitted.

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[2] CONTROLS	[0200]
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Control Stick	Move Camera
D-Pad	N/A
Start	Pause Game
A Button	Throw Apple, Take Shot (When Aiming)
B Button	Throw Pester Ball
L Button	N/A
R Button	N/A
Z Button	Aim with Camera (Hold)
C Up	N/A
C Down	Play PokeFlute
C Left	N/A

-----  
TAKING PICTURES  
-----

Taking pictures is the whole point of the game, but it's not just pointing and clicking. You will be thrown into a level in the first-person view and you won't be able to freely move around. Instead, your vehicle will move across a track that stretches through the entire level. You can move your body around, but that's pretty much it. Hold down Z to view through the camera lens.

Now you can start taking pictures! When looking through the lens of your camera, press A to take a picture. Of course, the goal is to take pictures of Pokemon, so don't waste any shots. You only have a limited amount of shots to take (60), so try not to waste them or the level will abruptly end. While taking pictures of Pokemon, you will have to follow some guidelines to get the best shot, which is described below.

-----  
SCORING  
-----

There are five categories that Professor Oak grades you on. When you finish a level, you'll report back to Oak's lab for evaluation. You will get to choose the pictures you want him to score. Here are what Oak scores your pictures on:

SPECIAL: This is the least important value that Oak will score your pictures  
----- on. In some rare occasions, a Pokemon will strike a special pose or do something out of the norm (like Balloon Pikachu). So I wouldn't really worry about this category too much.

SIZE: Probably the most important category. Your goal is to get the largest  
---- shot of a Pokemon as you can. You don't want the Pokemon in the shot to be microscopic, but you also don't want it in your face while taking the picture. If you can get its entire body (or most of it) in a shot, then you're good. Scores range from 1 to 1000.

POSE: Pose is another important factor in taking pictures. First off, you  
---- must always take a picture of the front of a Pokemon. If you take a picture of their back, then Oak will automatically dismiss the picture. Sometimes Pokemon can strike poses when in certain situations, earning you more points. When you earn items later in the game, test them out on Pokemon to garner different reactions. Even have the Pokemon react with their environment for better shots.

TECHNIQUE: The most obvious category; you usually shouldn't even bother  
----- thinking about this one when taking pictures. All technique is is if the Pokemon is in the center of the picture. You should always

aim to have them in the center. If not, then Oak will dismiss the picture without hesitation. If the Pokemon is in the center of the shot, then your score will be doubled.

SAME PKMN: If you can get more than one of the same Pokemon in the same shot, ----- then you will net some bonus points. If a handful of the same Pokemon are in the center of the picture, then you will get a lot of bonus points (which are added to the end of your score). For example, it is possible in one stage to get a good five or six Charmander in a picture together: that'll get you a lot of points.

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[4] WALKTHROUGH [0400]  
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=====  
BEACH [0401]  
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Challenge Score: 1,510,000

Pokemon Sign: Kingler Rock

Pokemon: Butterfree, Chansey, Doduo, Eevee, Khangaskhan, Lapras, Magikarp, Meowth, Pidgey, Pikachu, Scyther, Snorlax

-----  
At the start of the level, two Pidgeys will fly in front of you. Snap a shot of the two and prepare for a Doduo to leap out from the left. It will run to the right and make a lap around the beach. When you reach the first section of the beach, you will spot a Pikachu hanging around. You can normally take a picture of it, but throw some apples out in front of it. Guide the Pikachu over to the surfboard and it will hop on when close enough. If you take a picture of Pikachu on the surfboard, you will get the bonus "Surfing Pikachu".

A Butterfree is flying about near the palm tree. Also keep an eye out for Lapras in the distance of the ocean. You can't get many closeup shots of Lapras in the game, but try your best to get a decent shot. On some portions of the level, try throwing apples and Pester Balls in the water to hopefully get a Lapras to rise from the deep.

As you roll across the bridge, you will find two Butterfree flying above a Snorlax, who has decided to take a rest in the grass. On your first trip, you cannot take a picture of the sleeping Snorlax (it will appear as a "?" on the film). When you obtain Pester Balls, throw one at the Snorlax to get it out of its slump. When you obtain the PokeFlute, though, play it to have Snorlax jump up and start dancing!

A little farther down the track, you will find a Meowth on top of a large rock. If you want to get a closer shot of it, chuck a Pester Ball to knock it off of the rock. Then you can get a closer shot of Meowth on the ground. Play the PokeFlute to have Meowth start merrily dancing as well.

There is a massive field to the left, and you know something is hidden inside. Well, there is, and that Pokemon happens to be a Scyther. Focus on

the leaves that spring out of the field and throw Pester Balls. If you get a hit, then Scyther will rise out of the tall grass, slice the air with rage, then fly off. It's hard to get a close shot of it, but it is possible. A Meowth will skip out of the field as well; if you hit it with a Pester Ball while it's on the track, he will get knocked out. You will get stuck with the Meowth in the way, giving you more time to try and find Scyther.

There isn't much to the right of the field. You can find some Butterfree in the air and there are some Lapras in the ocean as well. If you managed to get Scyther to come out of hiding, then two Pikachu will run to the far end of the field. The two will jump on the tree stump and start striking poses. If you play the PokeFlute, then the Pikachu will start shooting out lightning bolts. Take a picture during the light show for bonus points.

You will cross another bridge; if you like, you can throw apples and Pester Balls in the water below to try and find a Magikarp. You will approach another patch of tall grass across the bridge. A Doduo will jump out of here, so snap a quick shot. I've heard rumors that you can find another Scyther in this patch, but I have never been successful. You can find a Meowth chasing a Pidgey to the right.

Continue along to find a large group of boulders to the left. An Eevee is chasing a rolled-up Chansey (you cannot take a picture of Chansey in this state). If you throw a Pester Ball or play the PokeFlute, Chansey will spring up for you to take a picture. To the right is a Khangaskhan, whose back is turned to you. Get its attention by throwing an apple or Pester Ball at it.

You will near the end of the course, where two Pidgey will fly overhead. If you let them continue, then they will use Gust on a nearby Meowth. However, if you throw apples or Pester Balls at the Pidgeys, then you will scare them away. As a result, Meowth will be happily dancing nearby. There is another pool of water next to the exit, which can be used to find Magikarp. After that, you will be transported to the exit.

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TUNNEL

[0402]

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Challenge Score: 1,510,000

Pokemon Sign: Pinsir Shadow

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

-----

The level will start at the entrance of the tunnel. You will first encounter a Pikachu next to the start. If you take a picture of it, then it will run away from you. Take two more shots of him and Pikachu will jump on top of a rolling Electrode. Snap a shot of this happening for a bonus. You can also take pictures of the Electrodes when they explode. When you see one glow white, snap a shot of it before detonating.

You will most likely get stuck behind an Electabuzz upon entering the tunnel. If you ever want to stop in the first chamber, hit it with a Pester Ball to have it block your path. Kakuna will descend from the tunnel ceiling. There are rare occasions that a large group of them will descend together; if you see this happens, get a shot of several Kakunas together. I may be wrong, but it looks like that a group of Kakunas will come down every time an Electrode

explodes. To get one to explode, throw an apple or Pester Ball at it.

When you approach the door, it will open and a Zubat will quickly fly overhead. Snap a shot of it, then direct your attention to the Pikachu on the left. If you have the PokeFlute, then you can awaken the legendary bird Zapdos. To do so, lure Pikachu over to the large egg by throwing apples towards it as bait. Once Pikachu is next to the egg, play the PokeFlute to have it start using Thunder. The egg will break open, revealing Zapdos.

Not only does awakening Zapdos give you the opportunity to take some nice pictures of it, but the bird also powers up the power plant ahead, giving you access to the Poke Sign later in the level.

There is a purple floating ball to the left; past the Zapdos egg. When you take a picture of it, the photo will just say "?". However, when you evaluate the pictures, a Haunter will appear instead of the purple ball. So just take a shots of the floating ball to capture Haunter on film. To the right of Haunter is a small pool which is the home to Magikarp.

Another door will open past Haunter; snap a shot of the Zubat that flies out. There's another Haunter to the left, but past him are a Diglett and a Pikachu. Take a shot of the Diglett to have it burrow underground; the Pikachu will run farther away from you. Once the Diglett appears a second time, snap a shot to have the same thing happen again.

Take a picture of Diglett the third time and Pikachu will run farther away. On the fourth time, a Dugtrio will rise from the ground instead of a Diglett. Take a picture of it, and two Dugtrios will appear the next time. Take a photo of the two to make... you guessed it: three Dugtrios appear out of the ground. This is a good opportunity to get a nice picture of Dugtrio -- you can get three in one shot!

On the right side are two Electabuzzes. If you powered up the tunnel, then two screens will appear on the wall. It shows a picture of a happy Magnemite next to an apple. Hmm, a hint anyone? Continue along to spot the Poke Sign; it's impossible to miss if you powered up the tunnel.

You will exit the tunnel past the sign, where you will find some Magnemite and an Electrode to the right. If you have Pester Balls, then throw it at the Electrode. He will explode and blow up the wall behind him, revealing a path to the Volcano.

The Magnemite ahead will create a shield every time you try and take a picture of it. In order to prevent its camera-shyness (is that even a word?), throw an apple on the ground to make them happy; then you can take a shot. Throw some apples in the center of the three Magnemite. When they float next to each other, they will combine to form a Magnetron! Now throw some apples on the ground and get some shots of the Magnetron. The level exit is just past the Magnemites/Magnetron, so that's the end of the Tunnel.

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VOLCANO	[0403]
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Challenge Score: 1,510,000

Pokemon Sign: Koffing Smoke  
Pokemon: Arcanine, Charmander, Charmeleon, Charizard, Growlithe, Magikarp, Magmar, Moltres, Rapidash, Vulpix

-----

The level will start off with you next to a volcano. Several Rapidash will run past you; throw Pester Balls to make them rear back on their hind legs for a nice shot. As you round the bend, you'll spot a Vulpix. If you want, you can lure it towards another pair of Vulpix not too far away. As you continue along, you will find a Magmar and a Charmander on a small piece of land to the left. If you throw an apple between the two, the Magmar will use Flamethrower on the poor lil' Charmander. However, it will evolve into a Charmeleon!

You will come onto a rock bridge with a large egg standing in your path. Ignore it and your vehicle will come to a screeching halt. Look to the left to find a Charmander on a ledge. If you throw an apple over to it, then it'll call some friends over. You can get up to six Charmander together; this is the perfect opportunity to net some major points!

If you knock the egg out of the way with an apple or Pester Ball, it will fall in the lava. However, a Moltres will rise up! Take a picture when it spreads its wings and the magma flies off. Moltres will fly away shortly after, so make sure to snap as many photographs of it as you can!

Past the Moltres are two Magmars. You can take a photo of the two, but they will start to fight if you throw an apple on the ground nearby. Take a photo of one using Flamethrower on the other for some bonus points. You'll also come to a river; you can find Magikarp in here.

To the right of the river are three craters. Throw a Pester Ball in each one to make a Pokemon hop out! Two Growlithes will sprout from two of the craters, and an Arcanine will come out of the third! Make sure to snap a picture when they are shaking the lava off of their fur. It's tricky, but try to get all three out of their craters and snap some shots of them.

On the left side of the path is another small pool of lava and a Charmeleon. The Charmeleon will circle the lava, so knock it in with a well-placed Pester Ball. A Charizard will then rise out of the pool and roar at you. Snap some shots of it before you have to go through the level exit!

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RIVER [0404]  
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Challenge Score: 1,510,000

Pokemon Sign: Cubone Tree

Pokemon: Bulbasaur, Cloyster, Magikarp, Metapod, Pikachu, Poliwhg, Porygon,  
Psyduck, Shellder, Slowbro, Slowpoke, Vileplume

-----

When you first enter the river, you will approach a small hill to the right. There are three Poliwhgs on the hill, so hit them with Pester Balls to have the trio dive into the river. From there, you can take pictures of them jumping out of the water. To the left are some tree stumps home to three Bulbasaur. Knock the two off of the stumps, then lure the other one out with apples.

To the left is a Slowpoke. If you lure it over to the Shellder sign not to

far away using apples, then it will dip his tail into the water. A Shellder will bite its tail, and it'll evolve into a Slowbro. You can also throw apples in the river to have Shelders jump out. There is another Slowpoke that you can do the same trick to. To the right is a Vileplume sleeping in the grass. Play the PokeFlute to wake it; it will then begin to dance. Play some different tunes to make the Vileplume perform different dances.

You'll approach a large tree with some Metapods high up. If you hit one with a Pester Ball, it will lower down to your level. Hit it again to make it retreat to the treetop. After passing four Metapods, you will find a Psyduck swimming around some logs. Hit it with a Pester Ball to make it sink into the water. From now on, the Psyduck will jump out of the water while striking fancy poses.

Look to the right of the Psyduck's swimming pool and you may notice a small triangle sticking out of the wall. Hit it with a Pester Ball to make a camouflaged Porygon appear! Hit it once more to revert it back to its normal color pattern. There is a second Porygon hiding in the rock wall not too far away.

Continue along the river to find a switch. There is a hidden Porygon right next to the switch. If you hit the Porygon, it will step on the switch and open up a secret exit. This exit leads to the Cave level, so hit the Porygon if you wish to enter the Cave.

Make sure to throw some apples in the water to find not only more Shelders, but some Cloysters as well. To the left is a tree stump with a Pikachu on top. Hit the Pikachu with a Pester Ball and it will begin to run really fast. Snap a photo of it to get the bonus "Speed Pikachu". It's really tough to get a shot of the Pikachu, since it runs so darn fast. The Pikachu is the last thing to see in the river, so go through the level exit.

=====  
CAVE [0405]  
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Challenge Score: 1,510,000

Pokemon Sign: Constellation Mewtwo

Pokemon: Articuno, Bulbasaur, Ditto, Grimer, Jigglypuff, Jynx, Koffing,  
Magikarp, Muk, Pikachu, Victreebell, Weepinbell, Zubat

-----  
From the start of the level, you will be slowly descending a waterfall. Some Zubat will fly past you, so take a few photographs of them. Look to the left to spot a Grimer in an alcove; there is a second Grimer to the right as well. Take two pictures of them, then look to the right. There is a Bulbasaur standing on the ledge. Something looks funny. Hit it with a Pester Ball and it'll revert back to its normal form: a Ditto! Continue through the room to enter a second chamber.

There should be a Grimer on the ledge directly below you, so take some close-up shots of it. There are some more "Bulbasaur" on the ledge to the right. You can get some nice Ditto pictures if you crowd them together once hitting them with Pester Balls. At the end of the chamber is another Grimer. Hit it with several Pester Balls and it will evolve into a Muk! Snap some photographs before you exit the chamber. It's pretty hard to get close-up shots of Muk, since you have little time near the Pokemon.



The third chamber is filled with many Pokemon. From the start, you will notice a Jigglypuff getting chased by a Koffing. Hit the Koffing with a Pester Ball to destroy it (but not before taking some pictures of it!). Make sure to destroy the Koffing quickly, since another one will enter the cave to the right. Take out this one as it pursues a second Jigglypuff. A third and final Koffing will appear in this room, so quickly hit it with a Pester Ball. Your job is complete once all three Jigglypuffs are saved.

You can also find some Magikarps in the small pools of water here. As you continue towards the end of the chamber, you will find a Weepinbell circling a pool of water. Similar to the Charmeleon in the Volcano, knock it into the water with a Pester Ball. After a couple seconds, a Victreebell will pop out of the water! Watch it flaunt its stuff and take some photographs of it.

As you descend through the next chamber, you may notice a Zubat with something yellow in its talons. That's a Pikachu! Continuously throw Pester Balls at the Zubat until you score a direct hit. The Zubat will fly away, and Pikachu will float to the ground with some balloons. Where those balloons came from, I have no idea, but take a picture or two of Pikachu for a bonus pose!

Down on the ground is a large icy egg surrounded by two sleeping Jynxes. Play the PokeFlute to wake up the two. They will do a little dance, which breaks open the egg. An Articuno will fly out of the egg, flap its feathers a bit, then fly off. Make sure to play the PokeFlute early, so that the Articuno is already out of its egg once you fly by it. Also make sure to take some photos of a Jynx here.

I have heard some rumors from many people that you can get the Pikachu to hitch a ride on the Articuno's back, but I have never been able to. I'm assuming it's a hoax, but it seems interesting. I could have sworn I've seen pictures of this happening. o\_o

-----  
Here's some info from CheatGnome regarding the paragraph above:

"Ok. I read your Walkthrough and it is very nice! I just wanted to make something clear though that you seemed to be confused about. On the Cave level, it is possible to photograph Pikachu riding Articuno and it's fairly easy.

All you have to do is free Pikachu from Zubat and have it come down on its balloons. Then, use the pokeflute on Articuno's egg. Let it fly out. (You can take pictures of each if you like). Then, once you get into the chamber with the Jigglypuff stage, turn your cart around from where you just came from and you'll see some sparkles. Eventually, Articuno will fly through the opening you just came through and there will be Pikachu riding on it's back. Be sure to take the pictures fast, because you are very close to the gate when this should happen.

Be sure to take pictures of Pikachu not Articuno, you will only get a bonus if you take Pikachu's picture." - Thanks CheatGnome!

-----

As you enter the final section of the Cave, you will spot a lit stage to the right. The number of Jigglypuffs here is determined on how many you saved back in the third chamber. If you saved all three, then you will get an extra bonus. Still, you will get a smaller bonus if you only saved one or two. The level exit is just past the stage.

Challenge Score: 1,510,000

Pokemon Sign: Mt. Dugtrio

Pokemon: Dragonite, Dratini, Geodude, Golden, Graveller, Gyrados, Magikarp,  
Mankey, Sandshrew, Sandslash, Squirtle, Starmie, Staryu

-----

You will head down a river rapid, and three shells will bob in and out of the water. Hit them on shore with a Pester Ball and take a picture of the Squirtles. You may also notice a Magikarp jumping in and out of the water ahead (just in front of a Mankey). When its in the air, hit it with a Pester Ball to knock the fish on shore. The Mankey will kick it over a mountain to a later location in the level.

Pass the Mankey to find two Geodudes hanging on a wall. Knock them down with Pester Balls to make a Sandshrew jump out of the ground! Make sure to take a picture of it coming out of the ground for bonus points. Just past the Sandshrew is a third Geodude. Knock him down to make a second Sandshrew jump out of the ground.

Past the two Sandshrews is another pair of Geodudes on the left side of the rapids. Knock them down to make a Graveller fall down from above. This will cause a Sandslash to jump out from the ground. Like its previous stage, snap a shot of the Sandslash in midair when coming out of the ground.

The rapids here become a bit more fierce, and you will be thrown through the rapids with little time to take pictures. Luckily, there are no Pokemon here. When you reach a waterfall, you will spot three Gravellers on the wall. Play the PokeFlute and they will all drop down and begin dancing! Take some pictures of the Gravellers dancing for a bonus pose!

If you knocked the Magikarp out of the water in the start of the Valley, then it will land next to the Gravellers. Knock it back in the water with a Pester Ball, and it will swim into the waterfall. Instead of a Magikarp this time, a massive Gyrados will stick its nasty head out of the waterfall! Make sure to get a picture of it spitting out water.

Turn around to reach another section of the rapids. As you fly through, you will find two Staryus. If you happen to take a picture of them, they will get angry and follow you. At the end of the rapids is a large whirlpool. The Staryus will fall into the whirlpool, and Starmies will fly out instead! Snap a picture before they quickly fly away.

You can also find a Dragonite in the whirlpool. Throw several Pester Balls in the whirlpool to make a Dragonite fly out. It will pose for a second, then fly away. Throw some apples in the water here to find Dratinis.

Just past the Dragonite is a Squirtle on the land. If you look above, you will also spot a Mankey jumping up and down on the top of a mountain. If you line the Squirtle up with the Mankey (wait for you to be in position) and throw a Pester Ball, the Squirtle will shoot up the mountain. If you lined everything up properly, the Squirtle will knock the Mankey off of the mountain.

The Mankey will now be standing on the ground, acting angry as usual. Hit it with a Pester Ball to knock it backwards, conveniently landing on a switch. Doing so will grant you access to a secret area of the Valley, and you will progress through the game.

You can also take the normal way out of the Valley. Simply take some pictures of the Mankey and continue through the water. Toss some apples and Pester Balls in the water to find Goldeens, Dratinis, and Magikarp. That's really it to the Valley, and you will reach the level exit just past the Mankey.

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RAINBOW CLOUD

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[0407]

Challenge Score: 420,000

Pokemon Sign: None

Pokemon: Mew

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This is a very short course, and you can only find Mew here. At first, Mew will appear in a green shield and float in front of you for several seconds. Hit the shield with an apple or Pester Ball before it disappears. Hit its green shield three times and Mew will return with a yellow shield.

Now Mew will fly right past you without giving you the time to hit it. It's still possible to hit Mew's yellow shield with an apple or Pester Ball though. Hit Mew's yellow shield three times and it will disappear.

Mew will then be seen chasing after its yellow shield. You can snap a shot of its back, but that won't do much. Hit Mew with an apple or a Pester Ball to make it stop. It'll turn towards you, then spin around before disappearing. Mew will then repeat the process with its yellow shield. However, now you only have to hit it once before the shield breaks. Keep repeating this process of breaking Mew's shield and taking pictures of it.

Eventually, the level will end, and you will escape the Rainbow Cloud with Mew still behind. Well, that's really it to Pokemon Snap. You have completed all levels, but there are still Pokemon to take pictures of! Keep gunning for the best scores and keep on snappin'! I'm so lame. >\_>

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[5] POKEMON

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[0500]

NOTE: The Pokemon will be listed by numerical order.

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#1 - BULBASAUR

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Location: River, Cave

Poses: "Happy Face" (1,200 Points)

Snap a shot of a Bulbasaur eating an apple.

Notes: Some Bulbasaur are found on the left side of the entrance to the River. One is standing on a tree stump, whereas others are hiding in the stumps. You can knock the one on top of the tree stump with a well-aimed Pester Balls. Throw apples in front of the other stumps to lure the Bulbasaur out of hiding. You can also find Dittos that are posing as Bulbasaur in the entrance to the Cave. Technically they are Dittos, but if you take a picture of one while in its Bulbasaur form, then it will register as a Bulbasaur.

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#### #4 - CHARMANDER

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Location: Volcano

Poses: None

Notes: The first Charmander is found alongside a Magmar near the start of the Volcano. Some Charmanders can also be found in the middle of the level. When you reach the Moltres egg on the rock bridge, leave it and your vehicle will stop. Look to the left to spot some Charmanders on the ledge. Toss an apple near the Charmander and he will call for some others to join in on the feast. Keep throwing apples and more and more Charmanders will come. You can have up to six Charmanders together, so make sure to take a photo of all six!

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#### #5 - CHARMELEON

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Location: Volcano

Poses: "Fainted" (800 Points)

Hit a Charmeleon with a Pester Ball and take a picture of it while temporarily knocked out.

Notes: The first Charmander in the level can evolve into a Charmeleon. Throw an apple near the Charmander and the Magmar. The two will fight, and the Charmander will be defeated. All of a sudden, it will evolve into a Charmeleon! A second Charmeleon is found at the end of the level, circling around a lava pool.

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#### #6 - CHARIZARD

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Location: Volcano

Poses: "What a Flame" (1,250 Points)

After the Charizard rises from the lava pool, hit it with a Pester Ball. It will use Flamethrower on you, so take a picture while it performs the attack.

Notes: You can make the Charmeleon at the end of the level evolve into a Charizard. When it walks around the pool of lava, wait for it to be between you and the lava. Then throw a Pester Ball at the Charmeleon to knock it into the lava. Seconds later, it will rise from the lava as a Charizard! Make sure to piss it off even more by throwing Pester Balls at it; that's the best way to score mad points!

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#### #7 - SQUIRTLE

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Location: Valley

Poses: None

Notes: At the start of the Valley, you will spot three shells bobbing in the water. Hit them with Pester Balls to knock the Squirtles onto the shore, then snap a photo of them. You can also find a Squirtle at the end of the level.

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#### #11 - METAPOD

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Location: River

Poses: None

Notes: Several Metapods are found hanging in a tree near the middle of the River. Simply throw a Pester Ball at them to have the Metapods lower to the water so you can get a better shot. It's possible to get a group of Metapods together.

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#### #12 - BUTTERFREE

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Location: Beach

Poses: None

Notes: A lone Butterfree is found at the start of the Beach, just past the Pikachu and the surfboard. You can also find two more hovering above the sleeping Snorlax.

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#### #14 - KAKUNA

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Location: Tunnel

Poses: None

Notes: Kakunas can be found just after entering the Tunnel. One will randomly drop to the ground. Throw apples at the Electrodes to make them blow up; when they explode, a group of Kakunas will drop to the ground

together. That's the time to snap a picture of all of them.

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#16 - PIDGEY

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Location: Beach

Poses: "Gust-using Pidgey" (500 Points)

At the end of the Beach level, two Pidgeys will approach their nest and a Meowth nearby. When they use Gust on the poor Meowth, take a photo of them while using the move.

"Screeching" (1,250 Points)

When the Pidgeys use Gust, they will emit a loud screech. Snap a photo when they are making this noise.

Notes: Pidgeys are the first Pokemon you see in the Beach; you can get some nice close-up shots of them here. You can also find two Pidgeys at the end of the level. If you hit them with Pester Balls, they will fly away and leave the Meowth alone. However, if you choose not to, they will attack him and you can get some shots of their poses.

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#25 - PIKACHU

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Location: Beach, Tunnel, River, Cave

Poses: "Surfing Pikachu" (1,000 Points)

In the beginning of the Beach level, throw some apples near Pikachu. Lure him over to the pink surfboard and he will hop one. Take some pictures when he is jumping on the surfboard. Cowabunga!

"Pikachu on a Stump" (1,300 Points)

Once at the large patch of tall grass near the middle of the Beach, throw Pester Balls at the rustling leaves and grass to disturb an angry Scyther. After he flies away, two Pikachu will jump on the two tree stumps past the grass. Take a picture of the two while they are on top of the stumps.

"Pikachu on a Ball" (600 Points)

At the start of the Tunnel, take a picture of the Pikachu to make it run away from you. Do this twice more and he will jump on top of the rolling Electrode. Snap a photo of Pikachu riding the Electrode.

"Speed Pikachu" (800 Points)

Probably the hardest Pikachu pose to get. At the end of the River, toss a Pester Ball at the Pikachu standing on the tree stump far away. He will squeal and start to dash really fast. Snap a photo of the Pikachu while he has speed lines behind him.

"Balloon Pikachu" (1,600 Points)

Near the end of the Cave level (just past the Pokemon Sign), you will find a Zubat flying around with a Pikachu caught in its talons. Hit the Zubat with a Pester Ball to drop the Pikachu. Pikachu will somehow magically sprout balloons out of its ass and it'll float down to the ground. Take a picture of the Pikachu and its balloons.

"Lively" (1,250 Points)

Take a picture of Surfing Pikachu when it is doing a backflip.

"Zaps Even Me" (1,300 Points)

Play the PokeFlute in front of a Pikachu; it'll start to get angry and use Thunder. Take a photo of it using the attack.

Notes: Wow, that's a lot of poses! Pikachu is found in the beginning of the Beach level, and can be used to get the "Surfing Pikachu" pose. You can also find two others if you manage to hit a Scyther hiding in the tall grass. In the Tunnel level, there is a Pikachu in the beginning of the level. There's another one near the end of the level; it is next to the Diglett. A Pikachu can be spotted standing on top of a tall tree stump in the River. Lastly, a Pikachu is being Pokenapped by a mischevous Zubat in the Cave.

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## #27 - SANDSHREW

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Location: Valley

Poses: "About to Pop Up" (1,350 Points)

Near the two Geodudes on the left side of the Valley, knock them both down with Pester Balls. As the second Geodude falls, snap a photo of the ground as the Sandshrew pops up; it's a difficult shot.

"Jolly" (1,000 Points)

Throw an apple next to a Sandshrew to get it excited. Snap a picture of the Sandshrew hopping up and down.

Notes: When you pass the Squirtles and the first Mankey, you will spot two Geodudes high up on the valley wall. Knock them down with Pester Balls to make a Sandshrew pop up out of the ground nearby. When both of the Geodudes are knocked to the ground, a total of two Sandshrews appear. Take a photograph of them both together for bonus points.

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## #28 - SANDSLASH

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Location: Valley

Poses: "About to Pop Up" (1,400 Points)

Past the two Geodudes and the Sandshrews is another pair of Geodudes. Knock them to the ground as well. When both are down on the ground, a Graveller will crash to the ground. Take a photograph of the Sandslash that pops out of the ground immediately after the Graveller lands.

"About to go Underground" (850 Points)

When the Sandshrew jumps out of the ground, it'll turn in midair and land back in the hole that it created. Snap a photo of the Sandslash as it begins to go back underground.

"Happy" (1,050 Points)

Throw an apple next to the Sandslash and take a picture of it when it jumps up in excitement.

Notes: A Sandslash can be found near the entrance to the Valley. After passing the first two Geodudes, you will find another set on the left wall. Knock them to the ground to make a Graveler fall down as well. After all three rock Pokemon are on the ground, a Sandslash will jump in the air, then dive down in the ground. Mere seconds later, it will return to the surface and walk about.

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#37 - VULPIX

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Location: Volcano

Poses: "Thrown a Pester Ball" (800 Points)

Chuck a Pester Ball at a Vulpix and while it's on the ground, take a picture of the Pokemon.

"Happy" (1,000 Points)

Lure two Vulpixes next to each other by using apples as bait. Once a pair is formed, throw an apple between the two of them. As they start to rear up on their hind legs, take a picture of one.

Notes: You can end up joining three Vulpixes together in the entrance to the Volcano. Right past the Rapidashes, you will find a Vulpix running solo. Lure him up the road with apples to eventually reach a small area with two more Vulpixes. Now is a good time to throw some apples and take a photograph of all three celebrating.

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#39 - JIGGLYPUFF

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Location: Cave

Poses: "Jigglypuff on Stage" (500 Points)

If you saved either one or two of the Jigglypuffs throughout the Cave level, then they will be on the rock stage at the end of the level. Take a shot of them for the bonus.

"Jigglypuff Trio on Stage" (1,200 Points)

If you saved all three of the Jigglypuffs throughout the Cave level, then they will be on the rock stage at the end of the level. Take a shot of all three for the bonus.

"Singing Cheerfully" (1,400 Points)

Save only the first Jigglypuff and take a picture of it singing on the stage at the end of the Cave.

Notes: Throughout the Cave level, you will find up to three Jigglypuffs being pursued by Koffings (each Jigglypuff is being chased by one Koffing). Throw an apple or Pester Ball to destroy the Koffing, freeing the Jigglypuff. Every time you save a Jigglypuff, it will be found again at the stage near the end of the level. Save all three Jigglypuffs and take a photograph for a massive bonus!

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#41 - ZUBAT

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Location: Tunnel, Cave

Poses: None

Notes: You can find two Zubats in the Tunnel course. Both are found when you pass through the two doors. Once the door opens, a Zubat will quickly fly overhead, so snap a shot before it gets away. You can find several Zubats throughout the Cave, most commonly near the entrance. You can also spot one that has a Pikachu hostage near the end of the level.

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#45 - VILEPLUME

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Location: River

Poses: "Pokemon Dancer" (1,000 Points)

The Vileplume will be sleeping near the start of the River level (it's blocking the Pokemon Sign). Play the PokeFlute to wake it up, and the Pokemon will start dancing. Take a picture of the Vileplume while it wildly dances.

"Rockin'" (1,200 Points)

Play the second tune on the PokeFlute (just hit C-Down twice) and the Vileplume will start performing backflips. Snap a photo while it is in midair.

Notes: You will find the Vileplume on the right side of the River, just past the gang of Poliwhags. However, it is sleeping and the pollen is blocking the Pokemon Sign. Play the PokeFlute to wake up the Vileplume and you'll be able to take photos of it.

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#50 - DIGLETT

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Location: Tunnel

Poses: "Trying to go Underground" (1,000 Points)

Take a picture of a Diglett as it starts to burrow underground. It will usually rise its head even higher than normal before going under.

Notes: After heading through the second door in the tunnel (past the Zapdos egg), you will find a Pikachu next to a Diglett. You can take a photo of the Diglett here; if you do, then it'll go underground. You can take two more pictures of the Diglett before it disappears and a Dugtrio takes its place.

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#51 - DUGTRIO

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Location: Tunnel

Poses: None

Notes: When you reach the Diglett near the middle of the Tunnel, take a photo to make it hide underground. It will pop up again, so do this two more times to make a Dugtrio appear in its place. Repeat the process of photographing the Dugtrio to eventually make three Dugtrios rise from the ground. Make sure to snap a shot of all three!

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#52 - MEOWTH

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Location: Beach

Poses: "Dancing Meowth" (1,200 Points)

Once you reach the first Meowth on top of the boulder, knock it off with a Pester Ball. When it gets up, play the PokeFlute to have it start dancing. You can also find a dancing Meowth if you scare away the two Pidgeys at the end of the level.

"Pretty Funny" (1,200 Points)

Throw a Pester Ball at a Meowth to knock it to the ground. Get a few pictures while it is dazed and confused for the bonus.

Notes: The first Meowth is found near the middle of the level, on top of a rock. You can knock him down for better pictures. Another one comes skipping out of Scyther's field, same with a third Meowth on the next field. The last Meowth is found at the end of the Beach. It is found near the Pidgeys' nest. You can use either Pester Balls or your PokeFlute to get some good poses of Meowth.

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#54 - PSYDUCK

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Location: River

Poses: "About to Fall" (1,000 Points)

After hitting a Psyduck with an apple or Pester Ball, it will go underwater and start to sporadically jump in and out of the water. Take a shot of it while falling back in the water.

"Nice Jump" (1,000 Points)

After hitting a Psyduck with an apple or Pester Ball, it will go underwater and start to sporadically jump in and out of the water. Take a shot of it while its jumping in the air.

"What a Jump!" (1,200 Points)

After hitting a Psyduck with an apple or Pester Ball, it will go underwater and start to sporadically jump in and out of the water. Sometimes, a Psyduck will jump really high in the air followed by a trail of sparkles. Take a picture when this happens.

Notes: A Psyduck can be found near the end of the River, just past the tree full of Metapods. When it swims around the series of logs, hit it with an apple or Pester Ball. The Psyduck will sink into the water. Now it will jump in and out of the water at random times.

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#56 - MANKEY

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Location: Valley

Poses: "Blasted" (1,250 Points)

There is a Mankey on a small cliff just past the Sandslash. Hit it with a Pester Ball and then take a picture of it.

"Mankey in the Air" (1,250 Points)

At the end of the level, knock the Mankey off of the mountain with the help of a Squirtle. When it lands on the other side of the mountain, hit it with a Pester Ball and snap a shot of the Mankey in midair.

Notes: The first Mankey is seen in the beginning of the level, however you can't get a good shot of it. This guy can be used to knock a Magikarp to the middle of the Valley. You can also find another Mankey on a cliff just past the Sandslash. A third Mankey is found on top of a mountain near the end of the Valley. Use a Squirtle to knock it down, then throw a Pester Ball at it. It will land on a switch, giving you access to a secret area.

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#58 - GROWLITHE

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Location: Volcano

Poses: None

Notes: There are three craters near the end of the Volcano level. Toss a Pester Ball in each one to make either a Growlithe or an Arcanine pop out. There are always two Growlithe and one Arcanine. It's pretty hard to get a Pester Ball in the center, and with that said, it is also difficult to get a close shot of a Growlithe.

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#59 - ARCANINE

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Location: Volcano

Poses: "So Many Embers" (1,200 Points)

When the Arcanine jumps out of the crater, it will stand there before shaking off some embers. Take a photograph of the Arcanine while it is shaking the embers off.

Notes: There are three craters near the end of the Volcano level. Toss a Pester Ball in each one to make either a Growlithe or an Arcanine pop out. There are always two Growlithe and one Arcanine. It's pretty hard to get a Pester Ball in the center, and with that said, it is also difficult to get a close shot of an Arcanine.

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#60 - POLIWAG

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Location: River

Poses: "Nice Jump" (1,000 Points)

There are several Poliwags on a hill at the start of the River. Chuck Pester Balls at each one to have them run away from you. When they reach the end of the hill, the Poliwags will jump off into the water. Now the Poliwags will randomly jump in and out of the water. Take a photo when one is jumping out of the river.

Notes: There are several Poliwags on a hill at the start of the River. Chuck Pester Balls at each one to have them run away from you. When they reach the end of the hill, the Poliwags will jump off into the water. Now the Poliwags will randomly jump in and out of the water. They will continue to jump out of the water, but it's more common if you throw an apple in the water.

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#70 - WEEPINBELL

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Location: Cave

Poses: None

Notes: There is a lone Weepinbell at the end of the third chamber. It circles a pool of water and will occasionally stop to take a breather. It can be difficult to get a close-up shot of the Weepinbell, so try and wait for it to float over to the same side of the pool as you.

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#71 - VICTREEBELL

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Location: Cave

Poses: "About to Leap Out" (1,300 Points)

After knocking the Weepinbell into the pool of water, the water will begin to flash. Snap a photo as the Victreebell rises out of the pool.

Notes: Similar to the Charmeleon in the Volcano level, you can knock the Weepinbell into the pool of water with a Pester Ball. Hit it into the water, then a Victreebell will rise out a couple seconds later. Make sure to take a picture when the Victreebell as it rises out of the pool of water for the best shot.

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#74 - GEODUDE

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Location: Valley

Poses: None

Notes: You can find some Geodudes clinging to the walls near the beginning of the Valley. Just past the first Mankey is a group of three Geodudes.

Knock them down to the ground with a Pester Ball, then take a shot when they are facing you.

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#75 - GRAVELLER

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Location: Valley

Poses: "Graveller's Group Dance" (500 Points)

At the bottom of the first set of rapids is a waterfall and a ledge. Play the PokeFlute here to have three Gravelers drop off of the wall and start dancing. Take a picture of them dancing to the music.

"It Fell" (1,200 Points)

After the first turn in the water, knock the two Geodudes down to the ground with Pester Balls. A Graveler will come crashing down; snap a photograph as it lands on the ground.

Notes: The first Graveler is found near the Sandslash after the first turn. Knock the two Geodudes down to the ground to make a Graveler fall down as well. You can find another set of Gravelers just past the rapids. Play the PokeFlute to have them jump down from the wall and begin to dance in circles.

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#78 - RAPIDASH

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Location: Volcano

Poses: "It's Neighing" (1,200 Points)

Throw an apple directly in front of a Rapidash and it will get on its hind legs and neigh. This can be tricky, since the Rapidashes run very fast. If you hit the Rapidash with an apple, the pose won't work.

Notes: A Rapidash will run past you immediately as you enter the Volcano. Two more will join it and run past you as well. There are some others on the ledge below near the volcano, but they don't produce many good pictures.

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#79 - SLOWPOKE

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Location: River

Poses: "About to Fish" (1,000 Points)

Lure a Slowpoke to the patch of brown ground in front of a Shellder sign. It will stick its tail in the water and fish for a Shellder. Take a picture of it while its tail is in the water.

Notes: You can find two Slowpokes near the entrance of the level. You can either take a picture of them normally, or you can guide them over to the Shellder sign and make them evolve. You can get some nice close shots of Slowpokes here in the River.

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#80 - SLOWBRO

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Location: River

Poses: None

Notes: Throw apples past the Slowpoke to have it walk across the path towards the Shellder sign. Keep baiting it towards the sign and it will stop on a patch of dirt to begin fishing. After fishing for a couple seconds, a Shellder will bite the Slowpoke's tail and it'll evolve. Take some pictures when the Slowpoke turns around.

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#81 - MAGNEMITE

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Location: Tunnel

Poses: "Happy" (1,000 Points)

Throw an apple near a Magnemite and take a picture when it is smiling.

Notes: Three Magnemites are in front of the level exit in the Tunnel. When you try to snap a photo of one, they will raise a shield to mess up your camera. The only way to get a clear shot of a Magnemite is when you throw an apple near it. When the Magnemite floats over towards the apple, take a photo.

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#82 - MAGNETON

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Location: Tunnel

Poses: None

Notes: Use apples to lure the three Magnemites towards each other. When they get close enough, they will bond. Once all three Magnemites fuse together, it will turn into a Magnetron. They can still create a shield to mess up your camera, so use apples to distract them.

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#84 - DODUO

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Location: Beach

Poses: "Fainted" (1,300 Points)

Use a Pester Ball to knock out a Doduo. It will fall to the ground and have a deathly look on its face. Snap a photo when this happens.

"About to Wake Up" (1,300 Points)

After hitting a Doduo with a Pester Ball, wait for it to wake up. When it wakes up, it'll jump up on the ground and start running. Take a picture just as it regains composure.

Notes: The first Doduo is found at the start of the Beach. After passing the Pidgeys, it'll just out in front of you and run to the right. It will eventually come back around when you reach the beach. Another one jumps out of the second patch of tall grass near the middle of the level.

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#88 - GRIMER

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Location: Cave

Poses: None

Notes: You will spot some Grimers on a couple ledges in the first chamber of the Cave. Take a picture of each one to make some Grimers appear in the second chamber. These ones are much closer to you, so take a photo of the one on the ledge below you as soon as you enter the chamber.

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#89 - MUK

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Location: Cave

Poses: None

Notes: Take a photograph of the two Grimers in the first chamber of the Cave. Now two more will appear in the second chamber. Hit one of them with four or five Pester Balls and they will evolve into a Muk! Snap some shots of the Muk before you fly away.

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#90 - SHELLDER

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Location: River

Poses: None

Notes: When you reach the area with the Slowpokes, some Shellders will jump out of the water and flip around. Sometimes a group of them will come out at once. They can be pretty hard to get a close-up picture.

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#91 - CLOYSTER

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Location: River

Poses: None

Notes: Once you pass the Metapod tree and the Psyduck, some Cloysters may leap out of the water and spin around. There are rare occasions where

two Cloysters will jump out at the same time.

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#93 - HAUNTER

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Location: Tunnel

Poses: None

Notes: In the second and third room of the tunnel, you will spot small purple balls that float around in a circle. They may not look like a Pokemon, but it's really a Haunter. Take a shot of the purple ball and it will end up as a picture of a Haunter when you get it evaluated.

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#101 - ELECTRODE

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Location: Tunnel

Poses: "Exploded" (1,000 Points)

Some Electrodes will glow white before exploding. Snap a shot when it is all white, just before it blows up. You can throw apples or Pester Balls at other Electrodes to get them to explode.

Notes: There is an Electrode just outside of the tunnel, and it can be used as a ride for Pikachu if done properly. After, it will roll onto a ledge and explode. There are some other Electrodes inside the first portion of the Tunnel. They will explode if you throw apples or Pester Balls at them. There is one final Electrode at the end of the level. If you cause it to explode, it will open up a path leading to the Volcano level.

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#109 - KOFFING

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Location: Cave

Poses: None

Notes: You can find three Koffings in the third chamber of the Cave. The first one is chasing a Jigglypuff around the area. If you hit it with a Pester Ball, it will deflate, causing a second one to enter the chamber. Repeat the process to make a third one appear. You cannot have all three together, so snap a close-up shot of a Koffing when it is still chasing a Jigglypuff.

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#113 - CHANSEY

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Location: Beach

Poses: "Funny" (1,000 Points)



Lob an apple at the rolled-up Chansey near the end of the level. It will spring up and face you. Chuck another apple in front of the Chansey and it will throw its egg up in the air in excitement. Take a photo when Chansey's egg is in the air.

"Jolly" (1,200 Points)

After throwing an apple at the Chansey, play the PokeFlute. It will begin to hop up and down. Snap a shot of Chansey while it is doing the little dance.

Notes: You will find a Chansey being chased by an Eevee near the end of the Beach. Throw an apple at the rolled-up Chansey to have it revert back to her normal self. It will stand up and face you, so you can try to get it to try one of two poses for you.

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#115 - KANGASKHAN

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Location: Beach

Poses: "Angry" (1,000 Points)

Hit the Kangaskhan with an apple or a Pester Ball to have it turn around and roar at you. Take a photograph when the Kangaskhan is roaring at you.

"Interesting" (1,050 Points)

After throwing an apple or a Pester Ball at the Kangaskhan, it will turn around and roar at you in anger. Start to play the PokeFlute and the Kangaskhan will close its eyes and start to dance. Take a picture of it with the flute playing.

Notes: Across from the Chansey and Eevee is a Kangaskhan, with its back towards you. Get its attention by tossing an apple or Pester Ball at it. You will be able to get a nice shot when it turns around and walks nearby.

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#118 - GOLDEEN

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Location: Valley

Poses: "Good Splash" (1,000 Points)

Throw apples or Pester Balls in the water to hopefully get a Goldeen to come out of the water. Take a photo as it dives back under.

"What a Splash!" (1,200 Points)

Throw apples or Pester Balls in the water to hopefully get a Goldeen to come out of the water. Sometimes, a Goldeen will jump extra high with a trail of sparkles behind. Snap a shot when this happens.

Notes: Goldeens are pretty rare to find in the Valley. They are found in the water throughout the entire course. Normally, they won't jump very high and it'll be more difficult to get a clear shot of them. There are some rare occasions where a shiny Goldeen will jump extra high in the air; that's your opening to take some good photos.

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#120 - STARYU

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Location: Valley

Poses: None

Notes: A total of three Staryus can be found just past the waterfall in the Valley level. Take a picture of one to get it angry; it will start to circle around your vehicle. It's very hard to get a good, close-up picture of a Staryu because they move so damn fast. Try and get a shot when they are spinning around you.

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#121 - STARMIE

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Location: Valley

Poses: None

Notes: If you manage to take a picture of any Staryus, they will start to follow your vehicle as you head down the rapids. When you reach the whirlpool at the bottom, they will fly into it and emerge as Starmies. They will quickly fly out, so it is hard to get a clear shot of them. Again, you have better chances if you get all three to follow you.

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#123 - SCYTHER

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Location: Beach

Poses: "Fighting Pose" (1,300 Points)

Throw Pester Balls in the large field to the left. Make sure to aim for the rustling leaves, and hopefully you will hit the Scyther. If you do, the Scyther will fly above the field and slash the air. Take a picture when it slashes the air with its claws.

Notes: Scythers can be very hard to find in the Beach. When you reach the large field, throw Pester Balls where the leaves are rustling about. Hopefully you will hit a Scyther; it will fly out of the field and buzz away if you do. You can get some extra time to find the Scyther if you knock out the nearby Meowth. If you hit it with a Pester Ball as it crosses the track, your vehicle will stop and you'll have more time to find the Scyther.

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#124 - JYNX

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Location: Cave

Poses: "Jolly Dance" (1,200 Points)

Play the third tune of the PokeFlute (press C-Down three times), and

the Jynxes will begin to spin and clap their hands. Take a picture of one when they are clapping their hands.

Notes: Two Jynxes are found at the end of the Cave level. They are found sleeping in a pool of water, with a large egg in the center. If you play the PokeFlute, they will wake up and hatch the egg.

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#125 - ELECTABUZZ

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Location: Tunnel

Poses: "Angry" (1,000 Points)

Use an apple against an Electabuzz near the end of the Tunnel. It will start to punch the ground in frustration. Snap a picture when it is pummeling the ground.

Notes: The first Electabuzz is found near the entrance to the Tunnel. It will run in front of your vehicle, however you can use the Dash Engine to get in front of it. Two more Electabuzzes are found near the end of the level, to the right of the Diglett sighting. However, they are far away and don't produce many good pictures.

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#126 - MAGMAR

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Location: Volcano

Poses: "Fighting Magmar" (800 Points)

There are two Magmars just past the Moltres Egg on the rock bridge. If you toss an apple towards them, they will fight over it. Take a photo when either one or both of them use Flamethrower.

"Looks Hot" (1,200 Points)

There is a Magmar and a Charmander on a small island near the start of the level. Throw an apple towards the two of them to have Magmar use Flamethrower. Take a picture of it using the attack.

"Unstable" (800 Points)

When you reach the two Magmars, have them use Flamethrower on each other. Snap a photo when they are on the ground.

"Dizzy" (1,000 Points)

Hit a Magmar with a Pester Ball and it will fall to the ground, dazed. Take a photograph when it is on the ground.

Notes: The first Magmar is found on a small platform with a Charmander. The others are just past the Moltres egg. They are a lot closer to the track, so its best to take some close-up shots of them while they are striking some poses.

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#129 - MAGIKARP

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

Poses: "Good Splash" (1,000 Points)

When a Magikarp jumps out of the water, it will fall back in. Take a photo as it is diving back into the water.

"It Splashed" (800 Points)

The Magikarp will flail in the air before coming down into the water, so snap a shot as it is flailing in the air.

"What a Splash!" (1,200 Points)

Sometimes, a Magikarp will jump really high in the air, followed by a trail of sparkles. Take a picture at any time when the Magikarp is in the air for this bonus.

Notes: This son-of-a-gun is found in every single level except Rainbow Cloud! The best place to find Magikarps are the River and Valley, since the whole levels are covered in water. In the other levels, throw an apple in any pool of water to find one.

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#130 - GYRADOS

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Location: Valley

Poses: "Just Showed its Face" (1,000 Points)

Immediately after the Gyrados pops out of the waterfall, take a photo of it. If it sticks its head all the way out, then you will not get the bonus.

"How Powerful" (1,350 Points)

After the Gyrados has stuck its head all the way out of the waterfall, it will spit out a mouthful of water. Take a picture of him spitting out the water.

Notes: The Gyrados can be tricky to get. At the start of the Valley, you will spot a Magikarp jumping just before the first turn. Knock it out of the water with a well-aimed Pester Ball. If done correctly, it will flop towards the nearby Mankey and get kicked over the mountain. Now when you reach the waterfall past the first set of rapids, it'll land on the ground. Hit the Magikarp with another Pester Ball and the fish will bounce into the waterfall. However, a Gyrados will come out of the waterfall instead!

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#131 - LAPRAS

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Location: Beach

Poses: "Relaxed" (1,000 Points)

Simply take a picture of a Lapras. All Lapras will have this pose.

Notes: You can spot a Lapras pretty much anywhere in the ocean in the Beach level. Constantly take a picture of one to make others appear in different locations. They are all really far away, so it can be hard to take a decent picture of a Lapras. I found the best spot to take a

good photograph is the ocean right past the Kangaskhan.

---

#132 - DITTO

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Location: Cave

Poses: "Happy" (1,150 Points)

Hit a Bulbasaur in the Cave to make it revert to its normal form as a Ditto. Then throw an apple their way and take a picture of a happy Ditto next to the apple.

Notes: Dittos are found in the beginning of the Cave, where they are found mimicking Bulbasaur. Hit any Bulbasaur here to make it change back into a Ditto. The second chamber holds three Dittos, so turn them all back to their normal form and get them close together for a nice shot.

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#133 - EEVEE

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Location: Beach

Poses: "Happy" (1,250 Points)

There are two ways to get this pose. The first is to chuck an apple at the Eevee. When it walks over to the apple, take a picture of it. The other way is to hit the Chansey with an apple or Pester Ball. When the Chansey stands up, the Eevee will start jumping in the air. Snap a shot of the Eevee when it's up in the air.

Notes: The Eevee can be found happily chasing the Chansey around near the end of the Beach. The best time to take a picture of it is to hit the Chansey with an apple. Take a close-up photograph of Eevee when it starts to jump up and down.

---

#137 - PORYGON

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Location: River

Poses: "Happy" (1,100 Points)

After finding a hidden Porygon, throw an apple towards the Pokemon. Take a picture of it when it has a happy expression on its face.

Notes: You can find three Porygons near the end of the River. The first two are found across the Psyduck. However, they are hidden in the wall. Look for their beak sticking out of the wall and hit it with a Pester Ball. The Porygon will jump out; there are two found here. The third can be used to activate a switch leading to the Cave. A little farther down the river, hit the lone Porygon to have it land on the switch.

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#143 - SNORLAX

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Location: Beach

Poses: "Scratching Its Tummy" (1,300 Points)

When you come to the sleeping Snorlax in the patch of grass, toss a Pester Ball at it. It will look up, yawn, and scratch its tummy before going back to sleep. Take a picture of the Snorlax when it is scratching its big stomach.

Notes: There is a patch of grass just past the first bridge on the Beach. The Snorlax is here sleeping. The only way to wake it up is to either use Pester Balls or the PokeFlute. When using Pester Balls, it'll scratch its stomach before going back to sleep. If you play the PokeFlute, the Snorlax will jump up and start dancing.

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#144 - ARTICUNO

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Location: Cave

Poses: "How Beautiful" (1,350 Points)

Play the PokeFlute near the Jynxes to have them hatch the egg. When Articuno bursts out, take a picture before it flaps its wings and the sparkles go away.

Notes: The final chamber hosts a big icy egg. It lies in a pool of water next to two Jynxes. Play the PokeFlute to have the Jynxes hatch the egg. The Articuno will flap its wings for several seconds before flying away. Its best to play the PokeFlute before reaching the Jynxes; that way the Articuno will hatch directly in front of you (as opposed to behind you) -- this is the best time to take a picture of it.

---

#145 - ZAPDOS

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Location: Tunnel

Poses: "Thunder Jolt" (1,350 Points)

Use apples to lure the Pikachu over to the yellow egg. Then play the PokeFlute and the Pikachu will use Thunder to hatch the egg. When the egg hatches and Zapdos appears, take a picture of it when the stream of electricity surrounds its body.

Notes: A Pikachu and a yellow egg are found on the left side of the second room. Use apples to get the Pikachu to move next to the egg. When the Pikachu is close enough, play the PokeFlute to have it use Thunder. The egg will hatch, revealing the legendary bird Zapdos. After it hatches, the Zapdos will proceed to power up the rest of the level.

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#146 - MOLTRES

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Location: Volcano

Poses: "Wonderful Pose" (1,350 Points)

Once the Moltres flies out of the lava, wait for it to spread its big wings; some embers will fly off as well. Take a picture when the fire is coming off of its wings.

Notes: The red egg will be blocking your path near the middle of the Volcano. Knock it into the lava with an apple or Pester Ball and a Moltres will rise a second or two later. It will fly above you and screech while spreading its massive wings. Moltres will fly away afterwards. It'll eventually fly over the level exit, then back past you, though the best shot is when it first hatches.

---

#147 - DRATINI

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Location: Valley

Poses: "It's Jumping" (1,000 Points)

Toss some apples or Pester Balls in the water to find a Dratini. When it jumps in the air, snap a photo of it in midair.

"What an Amazing Jump!" (1,200 Points)

There are times where the Dratini will jump even higher than normal and will have a trail of sparkles behind it. Take a photograph when this happens.

Notes: You can find Dratinis pretty much anywhere in the Valley course. Throw either apples or Pester Balls to hopefully find one. They are pretty common here. The best place to find Dratinis is near the whirlpool at the bottom of the rapids. Throw an apple or Pester Ball next to the whirlpool for a surefire way to find a Dratini.

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#149 - DRAGONITE

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Location: Valley

Poses: None

Notes: At the end of the rapids, you will come to a whirlpool on the right side. Chuck several Pester Balls in the middle and a Dragonite will come flying out. It will float above the whirlpool and roar, then fly away. Take a photograph when it is roaring for the best shot.

---

#151 - MEW

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Location: Rainbow Cloud

Poses: "Rare Pokemon Mew" (2,500 Points)

Simply take a picture of Mew for this bonus.

"Perfect" (1,500 Points)

After destroying Mew's shield, you will see it flying away after it.

Hit Mew with an apple or Pester Ball to stop it. It'll turn towards you and spin before disappearing. If you hit Mew with another apple or Pester Ball just after spinning, it will stop again, giving you a closer shot. Then take a picture of Mew when it stops spinning.

"Spinning" (1,250 Points)

After destroying Mew's shield, you will see it flying away after it. Hit Mew with an apple or Pester Ball to stop it. It'll turn towards you and spin before disappearing. Snap a photo of Mew spinning.

Notes: Mew is the only Pokemon you can find in the Rainbow Cloud. It also cannot be found anywhere else. You will first find Mew inside of a green shield; you won't be able to take a picture of it. As Mew floats back and forth, hit its shield with an apple or Pester Ball. Do this twice more and Mew will appear in a yellow shield.

This time, Mew will float by you instead of in front of you. Quickly hit the shield with an apple or Pester Ball. After hitting Mew's yellow shield three times, it will be destroyed. Wait a couple seconds to find Mew chasing after the shield, with its back turned to you. Hit Mew with an apple or Pester Ball to stop it in its tracks. Now you can use your Dash Engine to get a closer shot of Mew (or use more apples and Pester Balls). Repeat this process throughout the whole level to try and get the best picture of Mew possible - you can get up to a whopping 10,000 Points for one picture of Mew!

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[6] POKEMON SIGNS

[0600]

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KINGLER ROCK

Found: Beach

Notes: Kingler Rock is near the entrance to the Beach. When you pass the first Doduo, look to the left to find a moss-covered rock. When you line up with it correctly, take a shot of it to find Kingler Rock. You cannot miss it; it looks just like Kingler.

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PINSIR SHADOW

Found: Tunnel

Notes: If you managed to power up the tunnel with Zapdos, then the sign will be accessible. After passing by the Digletts and Dugtrios, look to the right. A giant projector will project up a shadow of Pinsir. Simply take a picture of the shadow to get the sign on film.

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KOFFING SMOKE



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Found: Volcano

Notes: In the very beginning of the level, there is a volcano that shoots out purple smoke. Throw a Pester Ball in the volcano, and the next smoke that comes out will resemble a Koffing. You will know it's a Koffing because the volcano emits a strange sound.

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CUBONE TREE  
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Found: River

Notes: The Vileplume near the entrance of the River will be emitting cloudy pollen, which blocks the Cubone Tree. Play the PokeFlute to wake up the Vileplume, which makes the pollen go away. Now take a picture of the Cubone Tree, which is directly above the Vileplume.

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CONSTELLATION MEWTWO  
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Found: Cave

Notes: In the third chamber of the Cave, look to the left when approaching the pool of water and the Weepinbell. You will notice some strange sparkling orbs in the distance. Take one or two pictures of it. It may look like just nothing, but the picture will turn out to be a giant Mewtwo constellation.

-----  
MT. DUGTRIO  
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Found: Valley

Notes: This Poke Sign is found in the beginning of the Valley. Simply look straight ahead and you will spot a giant mountain that bears an uncanny resemblance to a Dugtrio. I mean, it is pretty much impossible to miss.

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[7] ITEMS

[0700]

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APPLE  
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Obtained: Score at least 14,000 Points in the Pokemon Report.

Notes: When you press A, you will throw an apple in the direction you are facing. Apples can be used to please Pokemon (most of them) or you can hit them with it to make them angry. Apples can also be used as bait to lure some Pokemon to different areas.

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#### PESTER BALL

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Obtained: Score at least 75,000 Points in the Pokemon Report.

Notes: When you press B, you will throw a Pester Ball in the direction you are facing. Pester Balls are most commonly used to knock out Pokemon or make them angry. Along with apples, Pester Balls can be very useful when trying to find new poses.

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#### POKEFLUTE

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Obtained: Take a picture of a Pokemon Sign.

Notes: When you press C-Down, you will begin to play the PokeFlute. This neat instrument can be used to make some Pokemon dance in excitement. Other Pokemon (like Pikachu) can get angry, and some can be woken up when you play the PokeFlute.

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#### DASH ENGINE

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Obtained: Score at least 175,000 Points in the Pokemon Report.

Notes: When you press and hold R, your vehicle will begin to go faster. The Dash Engine is usually used when you want to get through a section of a course quickly. The Dash Engine can also be used to avoid some Pokemon. For example, you can speed past the Electabuzz in the Tunnel course so you don't get stuck behind him. Overall, a useful tool.

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[8] THANKS/CREDITS

[0800]

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Of course, this guide couldn't have been made without some extra help. Here is a shoutout to everyone who made this FAQ possible:

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You: For reading this FAQ.

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"Light touch my hand, in a dream of Golden Skans, from now on, you can forget our future plans"

- Klaxons

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