

Pokemon Snap FAQ

by antdocevil

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Pokemon Snap FAQ
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Pokemon Snap (US and Japan)

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NOTE: Pokemon are rated in terms of difficulty.
 * is easy, ** is fairly challenging,
 *** is hard, and **** is near impossible.

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- (1) Getting Hard to Find Pokemon

Chansey - Beach

REQUIREMENTS: Pester Ball

Difficulty: *

Chansey is easy to find. When you see the Eevee chasing the large pink puff, hit the puff with a Pester Ball. It will open up and Chansey will be inside. TIP-Play the Poke-flute to get extra points from Chansey.

Scyther - Beach

REQUIREMENTS: Pester Ball

Difficulty: *

When you see the Meowth chasing a Pidgey out of a heap of tall grass, begin throwing Pester Balls into the tall grass. If you get lucky, a Scyther will jump out.

Zapdos - Tunnel

REQUIREMENTS: Apples, Poke-flute

Difficulty: **

In the room with the egg and the Pikachu, lure the Pikachu to the egg with apples. When the Pikachu is close to it, play the Poke-flute. Pikachu will get excited and start zapping everything around it, the egg will hatch and Zapdos will fly out.

Dugtrio - Tunnel - deathmeister@webtv.net

REQUIREMENTS: -

Difficulty: *

If you take a picture of Dugtrio, it'll pop up elsewhere. take a picture of it again, then a horde of Digletts appears and evolves. You have to take a few pictures of it.

Magnemite - Tunnel

REQUIREMENTS: Apples

Difficulty: *

Magnemite is easy to see, but every time you try to take a picture, it sends light waves to the camera and it darkens your picture. It doesn't even count as a Magnemite. If you toss an apple close to it, it begins to eat it, take a picture. It is too busy eating to notice.

Magneton - Tunnel - ChocCW@aol.com

REQUIREMENTS: Apples

Difficulty: **

When you see the three Magnemites, lure them all together with apples. They will join up and evolve into Magneton.

Charizard - Volcano

REQUIREMENTS: Apples or Pester Balls

Difficulty: *

At the end of the level, when you see a Charmeleon circling around a pool of lava, knock it in with an apple or Pester Ball. It falls in and evolves.

Moltres - Volcano

REQUIREMENTS: Apples or Pester Balls

Difficulty: *

When an egg is blocking your path, hit it with an apple or Pester Ball. It will fall into the lava and hatch. Moltres will fly out.

Growlithe/Arcanine - Volcano

REQUIREMENTS: Pester Balls

Difficulty: **

Near the end of the level, look to the right. You will see three mini-volcanoes. Toss a Pester Ball into each of them and either an Arcanine or Growlithe will pop out. It seems that it is random which one will come out. Can anyone tell me a sure way to get just Arcanines or Growlithes?

Vileplume - River

REQUIREMENTS: Poke-flute

Difficulty: *

When you see a red plant thing giving off smoke on the right side, play the Poke-flute. Vileplume will jump up and dance.

Slowbro - River

REQUIREMENTS: Apples

Difficulty: **

When you see a Slowpoke on the left side of the shore, lure it to the big dirt patch near the Shellder sign. Slowpoke will turn around and put its tail in the water. A Shellder will bite it and Slowpoke will evolve into Slowbro.

Cloyster - River - Seph8@aol.com

REQUIREMENTS: Pester Ball

Difficulty: *

In the second half of River, you should see a Psyduck running around some rocks on the left. When the boat starts to turn to the right, throw Pester Balls into the river. A Cloyster may pop up in front of you. [I even managed to make 2 Cloysters pop up, so it is in that general area.] (Just for info, there are many Magikarp in the water as well in the entire area.)

Porygon - River

REQUIREMENTS: Pester Ball

Difficulty: **

On the right side of the level, near the end, on the walls, you might see a little thing on the walls go up and down. Hit it with a Pester Ball and you will find that it is a Porygon. Hit it again to take

off its camouflage.

Muk - Cave - AMC7321@aol.com

REQUIREMENTS: Pester Ball

Difficulty: *

Hit a Grimer three or four times with a Pester Ball to make it evolve into Muk. The last Grimer is the easiest one to hit.

Victreebel - Cave

REQUIREMENTS: Pester Ball or Apples

Difficulty: *

When you see a Weepinbell walking around a pool of water in the Caverns, hit it with an apple or Pester Ball so it falls in. It will evolve into Victreebel.

Ditto - Cave

REQUIREMENTS: Pester Ball

Difficulty: *

When you see all of those Bulbasaur in the beginning of the level, hit them with a Pester Ball and they will change back to their original form--Ditto.

Articuno - Cave

REQUIREMENTS: Poke-flute

Difficulty: *

Near the end of the level you will find two Jynxes looking at a metal-looking egg. Get near the egg and play the Poke-flute. It will hatch, and Articuno will fly around.

Graveler - Valley

REQUIREMENTS: Poke-flute

Difficulty: *

Gravelers aren't hard to find, but you can never get a good picture of them, they're always on the walls. When you get to the part where you see three of them in a triangle on the left wall, play the Poke-flute to get them to dance for you.

Goldeen - Valley

REQUIREMENTS: Pester Balls

Difficulty: *

Goldeen can be found by throwing Pester Balls into the river you are traveling in, just keep throwing until one jumps up.

Starmie - Valley

REQUIREMENTS: None
Difficulty: *

When you see the Staryus coming up out of the water and looking at you, take a picture of one and it will circle around you. Let it do that until you get to the whirlpool. It will be sucked in and evolve into Starmie.

Gyarados - Valley

REQUIREMENTS: Pester Balls
Difficulty: ***

This one's tricky. In the beginning of the level, there is a Magikarp jumping in and out of the water. Hit it onto shore with a Pester Ball and the Mankey will hit it far away. Shortly after that, near the waterfall on the left side of the river, you will find that same Magikarp flopping around on the land. Hit it again with a Pester Ball and it will flop its way into the waterfall and evolve into Gyarados.

Dragonite - Valley

REQUIREMENTS: Pester Balls
Difficulty: **

At the whirlpool, throw in 3 or 4 Pester Balls. You will know if you hit the whirlpool because it flashes when hit. If you did that, a Dragonite will appear.

Mew - Rainbow Cloud

REQUIREMENTS: Pester Balls or Apples
Difficulty: **

Strategy 1:

Mew is the only Pokemon on Rainbow Cloud, but getting a good picture is a bit tricky. You need to keep hitting its shield until it breaks and it needs to chase its shield. If you hit it with a Pester Ball or apple while it's chasing its shield, it will spin around and look back at you. If you can hit Mew while close, and it looks at you, you could get up to 10000 points or more. My best picture of Mew got me 10020.

Strategy 2 (deathmeister@webtv.net):

After blowing its shield, try to predict what side it will come out of. Then just keep whacking it with Pester Balls (I think using the speed-up item helps too) until it's right in front of you. I got a score of 9360 this way ^_^

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(2) Level Switches

TUNNEL SWITCH: Pop the Electrode at the end of the stage with an apple and it'll clear the way.

RIVER SWITCH: You'll see the switch near the end of the level on your right. If you look very carefully you can see that a piece of the hill behind the switch moves. Nail that moving part with a Pester Ball.

VALLEY SWITCH: This one's hard. Near the end of the level on the right, you'll see three Squirtles. Two of them skid away in their shells and one is left behind. You need to throw a Pester Ball at that Squirtle when it's aligned with the Mankey at the top of the hill. It should roll up the hill and hit that Mankey down next to the switch. Then hit the Mankey that fell down with a Pester Ball.

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(3) Getting to Mew Stage

What you need to do is to take pictures of landforms of things that look like Pokemon. There is one on every stage except Mew Stage. After you have pictures of all six, and you've shown them to Dr. Okido (Professor Oak) then Mew Stage will be unlocked.

Kingler - Beach

Difficulty: **

Look backwards near the beginning of the stage, just after the Pikachu. It's kind of on the right. It is a rock formation with moss growing on it.

Pinsir - Tunnel

Difficulty: **

Get Zapdos hatched, and it will power the power plant. In the next room, a spotlight will be showing on what looks like some rocks and poles. Take a picture of the wall the light is shining on. Pinsir!
(If you don't know how to get Zapdos out, look in Section 1)

Koffing - Volcano

Difficulty: **

At the beginning of the level, where you see the Rapidashes and the volcano, throw a Pester Ball at the purple smoke. The Pester Ball should explode. If the camera "locks on" to the purple smoke, take a picture. Kinda looks like

Koffing, huh?

Cubone - River

Difficulty: **

Right near the Vileplume is a tree that is Cubone. You can't take a picture of it because Vileplume's smoke is in the way. Play the Poke-flute so Vileplume will stop giving off smoke and begin dancing. Then you can get a clear shot of the Cubone tree.

Mewtwo - Cave

Difficulty: *

When you are starting to get close to the end of the level, look back and you should see some stars inside the caverns that are sparkling. Take a picture of the biggest one. It doesn't look like much now, but on film it shows up as Mewtwo.

Dugtrio - Valley

Difficulty: *

This one's easy. Just take a picture of the Dugtrio statue at the beginning of the stage. It's right there in front of you.

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(4) Special Shots

NOTE: Special Shots are rated in terms of difficulty.

* is easy, ** is fairly challenging,
*** is hard, and **** is near impossible.

Special 1 - Gust-using Pidgey - Beach

Difficulty: *

REQUIREMENTS: None

Special Points: 500

Snap the angry Pidgey that's using the Gust attack on a Meowth.

Special 2 - Surfing Pikachu - Beach

Difficulty: *

REQUIREMENTS: Apples

Special Points: 1000

Lure the Pikachu onto the surfboard using apples and snap it when it's posing.

Special 3 - Pikachu on a Stump - Beach

Difficulty: *

REQUIREMENTS: Pester Balls

Special Points: 1300

Use Pester Balls to get the Scyther out of the tall grass and two Pikachus will run out and somersault on the stumps nearby. (Use the Poke-Flute for something extra)

Special 4 - Pikachu on a Ball - Tunnel

Difficulty: *

REQUIREMENTS: None

Special Points: 600

Snap the Pikachu at the beginning of the level a couple of times until it gets near the rolling Electrode. It'll jump on it and run like it's on a treadmill.

Special 5 - Fighting Magmar - Volcano

Difficulty: *

REQUIREMENTS: Apples

Special Points: 800

Toss an apple between the Charmander and Magmar and they'll fight over it. Snap a picture of Magmar breathing fire.

Special 6 - Speed Pikachu - River

Difficulty: *

REQUIREMENTS: None

Special Points: 800

Snap a picture of the Pikachu on top of the tree trunk and it'll get hyper and start running around. Snap it.

Special 7 - Jigglypuff on Stage - Cave

Difficulty: **

REQUIREMENTS: Pester Balls

Special Points: 500

When you see a Koffing chasing a Jigglypuff, nail the Koffing with a Pester Ball. They're pretty tough to hit, so don't worry if you miss. Hit the Koffing and you'll see that Jigglypuff again at the end of the level singing. Save two and Jigglypuff gets a dancer. Save three and you get Special number 8.

Special 8 - Jigglypuff Trio on Stage - Cave

Difficulty: ***

REQUIREMENTS: Pester Balls

Special Points: 1200

Nail the three Koffings chasing after the Jigglypuffs and they will dance and sing for you. It's hard to hit the last one.

Special 9 - Balloon Pikachu - Cave

Difficulty: ***

REQUIREMENTS: Apples or Pester Balls

Special Points: 1600

Hit the Zubat carrying the Pikachu and Pikachu will float back down using balloons. Get a picture of that and score some nice points. It's really hard to hit the Zubat, though.

Special 10 - Flying Pikachu - Cave

Difficulty: ****

REQUIREMENTS: Apples (or Pester Balls) and the Poke-Flute

Special Points: 2000

Probably the hardest one. You first need to free the Pikachu from Zubat's grasp, then when Pikachu rushes over to the egg of Articuno, play the Poke-Flute. It looks like Articuno flies away, but look behind you and snap a picture of Pikachu riding Articuno! (You must snap Pikachu for this to work, not Articuno)

Special 11 - Graveler Group Dance - Valley

Difficulty: *

REQUIREMENTS: Poke-Flute

Special Points: 500

Three Gravelers are on the side of a rock in a triangular shape. Play the flute for them and they'll do a dance for you.

Special 12 - The Rare Pokemon MEW - Rainbow Cloud

Difficulty: *

REQUIREMENTS: Pester Balls or Apples

Special Points: 2500

In the Rainbow Cloud you'll find Mew, but in an annoying shield that guards you from taking a picture of it. Hit Mew with a Pester Ball or Pokemon Food to weaken it. Hit Mew many times to get the shield off. Take a picture of Mew for 2500, but a really good pic can get you more than 10000!

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(5) Entire List of Pokemon
(and where to find them)

#1 - Bulbasaur - River and Cave
#4 - Charmander - Volcano
#5 - Charmeleon - Volcano
#6 - Charizard - Volcano
#7 - Squirtle - Valley
#11 - Metapod - River
#12 - Butterfree - Beach
#14 - Kakuna - Tunnel
#16 - Pidgey - Beach
#25 - Pikachu - Beach, Tunnel, River and Cave
#27 - Sandshrew - Valley
#28 - Sandslash - Valley
#37 - Vulpix - Volcano
#39 - Jigglypuff - Cave
#41 - Zubat - Tunnel and Cave
#45 - Vileplume - River
#50 - Diglett - Tunnel
#51 - Dugtrio - Tunnel
#52 - Meowth - Beach
#54 - Psyduck - River
#56 - Mankey - Valley
#58 - Growlithe - Volcano
#59 - Arcanine - Volcano
#60 - Poliwhag - River
#70 - Weepinbell - Cave
#71 - Victreebel - Cave
#74 - Geodude - Valley
#75 - Graveler - Valley
#78 - Rapidash - Volcano
#79 - Slowpoke - River
#80 - Slowbro - River
#81 - Magnemite - Tunnel
#82 - Magnetron - Tunnel
#84 - Doduo - Beach
#88 - Grimer - Cave
#89 - Muk - Cave
#90 - Shellder - River
#91 - Cloyster - River
#93 - Haunter - Tunnel
#101 - Electrode - Tunnel
#109 - Koffing - Cave
#113 - Chansey - Beach
#115 - Kangaskhan - Beach
#118 - Goldeen - Valley
#120 - Staryu - Valley
#121 - Starmie - Valley
#123 - Scyther - Beach
#124 - Jynx - Cave
#125 - Electabuzz - Tunnel
#126 - Magmar - Volcano
#129 - Magikarp - All Levels except Rainbow Cloud
#130 - Gyarados - Valley
#131 - Lapras - Beach
#132 - Ditto - Cave
#133 - Eevee - Beach
#137 - Porygon - River
#143 - Snorlax - Beach
#144 - Articuno - Cave

#145 - Zapdos - Tunnel
#146 - Moltres - Volcano
#147 - Dratini - Valley
#149 - Dragonite - Valley
#151 - Mew - Rainbow Cloud

63 Total Pokemon

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(6) Hints and Tips

A word about cheats: There are none! As soon as the first GameShark or other cheats come in, they'll be here.

Remember, photos are everything in this game. Hit the Pokemon with something to get them to do things. The more interesting the Pokemon are the better.

The flute is useful in many different places. Experiment with it.

Sometimes things happen before you get there. Use the dash engine to get things moving.

GET THE APPLES: 24,000 Points

GET PESTER BALLS: 72,500 Points

GET THE POKE-FLUTE (Update): Dash Engine and 130,000 Points

1ST ENDING: When you go to the Mew pic and take even 1 picture of Mew (it can be the crappiest picture ever), Oak will thank you for getting a picture of Mew and the 1st ending will run. The ending will show 6 or 7 (I didn't count) random pictures that you took and show them as a background while the staff is running in front of it.
(Thanks Seph8@aol.com)

2ND ENDING: If you manage to capture pictures of all 63 Pokemon, Professor Oak will congratulate you by giving you a long speech about the history of the Island, etc. You will then be treated to a special "film" ending, with more of your pictures running from right to left, and the staff rolling in front of it.
(Thanks Seph8@aol.com)

CHALLENGE SCORE CHALLENGE: After you get the first ending above, Professor Oak will tell you about a "CHALLENGE SCORE" challenge. What you need to do is take pictures of as many different Pokemon as you can (The score is composed by number of pictures taken times number of unique Pokemon captured.) The challenge score for the first 6 levels is 1,510,000 [which is difficult but beatable; I beat the 1st level easily], while the Mew stage challenge score is only 420,000.

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(7) Rumors

THIRD ENDING: You get the third ending after beating all of the Challenge Scores.

(Confirmed FALSE by Sixtoman@aol.com, RSpeak2@aol.com and SteveHaywood@email.msn.com)

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(8) Full Japanese to English Menu Translations

Start Menu (Title Screen)

Choice 1: New Game

Choice 2: Continue Game

Choice 3: Printer Pictures

These are the four pictures you choose that will be printed when you take your cartridge to a certain convenience store.

Choice 4: Option Menu

Option Menu

Option 1: Screen Adjust

Option 2: Not really sure, I think it is a toggle between Stereo and Mono sound modes.

Option 3: Toggle between Holding Z for camera mode or tapping Z once.

Option 4: Toggle between "Throttle Controls" and "Classic Control" for the analog stick. ("Throttle Control"=Hitting down on the analog stick makes the camera aim go up and vice-versa.)

Dr. Okido Menu (Professor Oak Menu)

Choice 1: Select Level to begin taking pictures.

Choice 2: Pokemon Report

Choice 3: Pokemon Album

Choice 4: Save and Quit

Menu 1: Save? A:Yes B:No

Menu 2: Quit? A:No B:Yes

Level Select Menu

Level 1: Beach

Level 2: Tunnel

Level 3: Volcano

Level 4: River

Level 5: Cave

Level 6: Valley

Level 7: Rainbow Cloud

Last Choice: Previous Menu

Pokemon Report Menu

Choice 1: PokeDex

PokeDex Choice 1: Choose Photo to View

PokeDex Choice 2: Sort by --

Column 1: Number

Column 2: Name

Column 3: Level where picture taken

Column 4: By Dr. Okido's rating

Choice 2: Best Picture

Choice 1: Show Picture Stats

Choice 3: Pokemon Signs (See "Getting to Mew Stage")

Choice 1: See Pokemon Sign pictures up-close

Choice 4: Back to Dr. Okido Menu

Pokemon Album Menu

Choice 1: Open Album

Choice 1: See album pictures up-close

Choice 1: Tells about picture

Choice 2: Name your picture (English available!!)

Choice 3: Delete Picture

A:Yes B:No

Choice 2: Move Pictures around in Album

Choice 3: Delete Picture

A:Yes B:No

Choice 2: Back to Dr. Okido Menu

Pause Menu (Hit Start while in Game)

Choice 1 (Blue): Resume Game

Choice 2 (Yellow): Back to Dr. Okido Menu

Choice 3 (Red): Restart Course

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(9) Changes since last version

0.01 FAQ Introduced

0.02 Fixed some spelling errors, added Magneton,
added "How to get to Mew Stage"

1.0 Added "Menu Translations" with help from ChocCW@aol.com

1.1 Added Dugtrio and Mew Strategy 2. Both from deathmeister@webtv.net

1.2 Added Muk. Thanks AMC7321@aol.com Added "Entire List of Pokemon"

1.3 Had Graveler marked as Golem, changed that. Added "Legal Stuff"
since I found someone who ripped off my FAQ.

2.0 Changed "Stun Bombs" to "Pester Balls" to accommodate the US
version owners. Added "Hints and Tips"

2.5 Seph8@aol.com contributed immensely by pointing out a few spelling
and grammatical errors, and also submitted a few items to be put
in the "Hints and Tips" section. Thanks Seph8!

2.6 Gee, remind me never to use Word to edit the FAQ. It caused some

major text alignment problems in v2.5.

- 3.0 Added "Special Shots" I finally got the US version so now I know what everything is in English. Changed "Level 1" to "Beach", "Level 2" to "Tunnel", etc.
- 3.5 Added a couple little bits to the FAQ, nothing major. Added "Rumors"
- 4.0 Added "Level Switches"
- 4.1 Minor Update
- 4.2 Rumor update, Hints and Tips update

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(10) Acknowledgments

Thanks to Nintendo for making such a beautifully detailed and amazingly fun title for the N64.

Thanks to Seph8@aol.com for pointing out errors and submitting "Ending 1", "Ending 2" and "Challenge Score Challenge"

Thanks to ChocCW@aol.com for helping with Magnetron and the Menu Translations.

Thanks to deathmeister@webtv.net for Dugtrio and Mew strategy 2.

Thanks to AMC7321@aol.com for Muk.

Thanks to the "South Park: Bigger, Longer, Uncut" Soundtrack. Without it, I would not be able to sit here long enough to type this thing up. (Especially track 17! DVDA RULES!) :)

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(11) Legal Stuff

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