

Version 2.5

Updated "Author's Note" and "Important Info" section. Also fixed the FAQ up a bit.

Version 2.3

Added 2 parts to the "Important Info" section.

Version 2.25

Added info for accessing the courses and getting the items (Look in Course Information or Frequently Asked Questions).

Version 2.2

Added "GameShark Codes" section and updated "Frequently Asked Questions" section.

Version 2.0

Added 4 new tips/tricks and made more minor changes.

Version 1.9

Added "? Photos" to the Important Info section, made minor changes, and updated "Author's Note".

Version 1.8

Added "Item Reactions" section, fixed spelling errors, added a trick in the "Tips/Tricks" section, added "Author's Note" at the end of this section.

Version 1.5

Added "Frequently Asked Questions" section and finished "Course Information" section.

Version 1.3

Move some stuff around again and made some changes. Added info for the Volcano and River courses in the "Course Information" section.

Version 1.2

Added "Pokemon Locations" section, made some corrections, updated "Tips/Tricks" section and "Important Info" section. Moved some information around and added info for the Beach and Tunnel stages.

Version 1.0

First version of the guide.

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2) IMPORTANT INFORMATION
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This section contains various information about the game.

Controls

NOTE: For using items, make sure that the camera isn't focused.

Control Stick - Moves your view.

Start Button - Pauses the game.

R Button - Press and hold to use the Dash Engine and make Zero-One move faster.

Z Button - Press and hold to focus your camera. If you set the Z button to

Switch, press it once to focus and press it again to back to the normal view.

A Button - (When focused) Takes a picture.

A Button - Throws Pokemon Food.

B Button - Throws a Pester Ball.

C-Down - Plays a tune from the Poke Flute.

C-Up - Moves your view to the front.

C-Right - Moves your view to the right.

C-Left - Moves your view to the left.

Photo Scoring

This part explains how you get scored on your pictures.

Size - How close the Pokemon is. The closer it is in the picture, the more points you can get. And the farther it is, the less points.

Pose - What action the Pokemon is doing. Try out different items on different Pokemon to get them to perform some actions. Certain poses will get you more points than others will.

Technique - If you center the Pokemon in the photo, Prof. Oak will double the total score.

Other PKMN - You'll get extra points if you manage to get more of the same Pokemon in the picture. So getting two Butterfrees in a photo will get you more points than if there was just one.

Special - You'll have to do certain things in a course to get a chance at getting a special action. A Special will usually get you more points than a Pose.

Items

This part tells you what items there are and what they do.

NOTE: To find out how to get the items, look for the locations in the "Frequently Asked Questions" section.

Pokemon Food - Use this apple-type food to get lure Pokemon to certain areas. Try taking a shot right before or after they eat it when they have a happy expression/pose. Also try hitting a Pokemon with it and watch what happens.

Pester Ball - This item mainly forces Pokemon out of hiding. Hitting Pokemon with this can cause them to do special things. Most of the time, this item will have the same effect as hitting a Pokemon with Pokemon Food.

Poke Flute - This one can play 3 different tunes, but all of them have the same effect on a Pokemon (except for Snorlax, Vileplume, Graveler, and Jynx). Some Pokemon will do special actions if they hear its melody.

Dash Engine - Press and hold R, and Zero-One will travel faster. Very useful

if you're in the course to reach a certain area. You can also use it to catch up to Pokemon that move too quickly.

Great Poses

Here are some suggested ideas for a good pose.

(Submitted By: G Dog 14 7)

Course #1 - Beach

1. When both Pichus are on the stomps, play the Poke Flute so that they are using their Thundershock attack.
2. When you see Meowth on the cliff knock him down with a Pester Ball. Then hit him with a Pester Ball again so he makes a mean face.

Course #2 - Tunnel

1. Get a picture of any 6 Electrodes exploding.

Course #3 - Volcano

1. At the end when Growlithe and Arcanine come out, throw Pokemon Food so they gather together.

Course #4 - River

1. Knock the 1st and 3rd Bulbasaur down with a Pester Ball and use Pokemon Food to bring the one out of the log. Use more Food to get all 3 to come together.
2. Make all 3 Poliwags come out at the same time with Pester Balls. Then throw Pokemon Food into the river, and they jump out one after the other with stars behind them.
3. Hit a Psyduck with a Pester Ball and then it will start jumping out of the river.

Course #5 - Cave

1. If you save all 3 Jigglypuffs, you will see them near the end singing/dancing. So hit them with Pester Balls so that they make mean faces.

Course #6 - Valley

1. Hit both Geodudes to make Graveler fall down. And then Sandslash comes out. Play the Poke Flute so he looks at you and marches in place or dances.
2. Take pictures of all 3 Staryus so they follow you, and they go into the whirlpool. Then 3 Starmies will appear.
3. At beginning knock as many Squirtles as you can onto the shore. Then play the Poke Flute so they stare at you and march in place.
4. Knock Mankey down with a Squirtle so he falls down next to switch. Instead of using a Pester Ball on him, throw Pokemon Food at him so hits it away. For this you may have to be fast to catch it just right.

(Submitted By: bmaragato)

Course #4 - River

Close-up of 3 Poliwags:

At the beginning, keep throwing Pester Balls at the 3 Poliwags so they get together. Now comes the hardest part: hit one of them with a pester ball so it faints. When the others run, hit them with Pokemon Food. When the one that you hit wakes up and runs to the river, it's time to snap. You will have to get all the 3 in a single shot. But when you're going to hit them with Pokemon Food and Pester Balls they can't jump to the river, or you won't get a high scoring shot.

Great 3 Metapods:

When you see 4 Metapods hanging from the tree, hit the last of them and make them stop Zero-One. Look backwards and hit the 3 Metapods so that they fall. Center the camera at the one that is really near you, and get the other two as well.

Slowbro Close-up:

When you see the first Slowpoke, throw Pokemon Food from far away at the spot he goes fishing and evolves to Slowbro. Try to lure him to that spot from the far as you can. Then turn backwards so the vehicle slows down. When you hear him evolving, face him and take lots of shots. You will be close enough for 4,500 points.

Course #6 - Valley

Get 3 Sandshrews:

Hit the Geodude hanging on the wall with a pester ball so he falls. The tremor he causes makes a Sandshrew pop out. Quickly lure him near the next Geodude. Make the other Geodude fall, and another Sandshrew pops out again. Now repeat the same thing for the third one. Now lure all the 3 Sandshrews near you and snap them!

----- Master Shots -----

This part tells you the maximum amount of points you can get for a Pokemon. I don't have many at the moment, so submissions would be helpful.

(Submitted By: jrd)

#25 - Pikachu (in the Cave)
Special: 2000 (Flying Pikachu)
Size: 1000: 1000
Technique: 2x
Total: 8000

It's incredibly difficult because you not only have to hit the Zubat with Pikachu, but you also have to turn around so the Zero-One slows down so you catch Pikachu as he flies through the crevice on Articuno. I personally think "Pikachu on a Stump" Thundershocking looks better.

#56 - Mankey
Size: 1000
Pose: 1200 (Woah, Mankey got blasted!)
Technique: 2x
Total: 4400 Points
Difficult because getting size 1000 is hard when Mankey is being bowled backwards away from you!

#144 Articuno, #145 Zapdos, and #145 Moltres
Size: 1000
Pose: 1350
Technique: 2x
Total: 4700 each
Difficult, because you have to line up a perfect shot as they burst from the egg (Zapdos, Articuno), or as it's pulling its wings in so it will fit for the 1000 pose (Moltres).

----- Photo Specials -----

This part tells you what specials you can get in your photos.

Course #1 - Beach

"Surfing Pikachu" - When you see the surfboard, use Pokemon Food to lure Pikachu to it. If you can do it right, he'll hop on the board and do flips.

"Pikachu on a Stump" - When you reach the first patch of tall grass, Pidgey and Meowth will come out. Hit Meowth with a Pester Ball so he falls down on the rails. Now Zero-One will stop when it hits him. Keep throwing Pester Balls into the tall grass until Scyther pops out. Two Pichachus will run out and get on the stumps. Play the Poke Flute, and both of them will do a thunder attack!

"Gust-using Pidgey" - Near the end of the level, Meowth is standing by a nest. Two Pidgeys will fly in and use Gust on Meowth. If you hit both of the Pidgeys before they reached the nest, they won't attack Meowth.

Course #2 - Tunnel

"Pikachu on a Ball" - At the beginning of the level, take a picture of Pikachu. He will run off. Now take another shot of him. When the Electrode rolls near him, he will get on it.

Course #3 - Volcano

"Fighting Magmar" - A bit after the egg there are two Magmars. Toss Pokemon Food right between them. They should both try to get it at the same time and end up using their fire attack on each other.

Course #4 - River

"Speed Pikachu" - Right before the gate is Pikachu hiding behind the wood structure. Hit him with an item when it comes out. He will run around very quickly, so this picture might be hard to get it right.

Course #5 - Cave

"Balloon Pikachu" - When you see Pikachu being held by Zubat, hit Zubat with a Pester Ball. He'll go right up, and Pikachu will ride down in balloons. This one is very difficult get, so you will probably have to try this multiple times..

"Jigglypuff on Stage" - You can do three things for this. When you see Koffing attack Jigglypuff, hit Koffing with an item. Now another Koffing and Jigglypuff will come out. Do the same. And again, another pair will appear. Now near the end of the course you'll hear a Jigglypuff sing and the other two dance. If you want to hear just the singing, save one of the Jigglypuffs.

"Flying Pikachu" - Do the same thing you did for "Balloon Pikachu". Then Pikachu will walk over to the egg. Crack the egg using the Poke Flute. Continue on through the stage, but keep looking behind you until you see Articuno with Pikachu riding on its back. Now start getting shots of this. Make sure that the picture counts as a Pikachu and not Articuno!

Course #6 - Valley

"Graveler's Group Dance" - When you reach the first waterfall, look to your left to see 3 Gravelers on the wall. Play the Poke Flute, and they'll jump down and dance. Make sure you get most of them in the shot because otherwise it won't count.

Course #7 - Rainbow Cloud

"Hidden Pokemon Mew" - Destroy Mew's barrier with Pokemon Food or Pester Balls. When he doesn't have his shield anymore, just take a picture of him!

? Photos

This part tells what pictures you take that appear as a "?". Some of these pictures might be good for a sticker.

All Courses

PKMN Sign - Before you meet up with Prof. Oak in the Valley, each picture you take of a PKMN Sign will appear as a "?".

Course #1 - Beach

#113 Chansey - When you see Chansey as a ball, get a shot of it.

#144 Snorlax - Take a picture of Snorlax when he is just sleeping on the ground.

Course #2 - Tunnel

Zapdos Egg - Just get a picture of the Zapdos Egg.

#50 Diglett - This one is sorta hard to get. When you see Diglett, take a picture of it when you see a bit of him sticking out. He'll do this right before he comes out of the ground.

#81 Magnemite - Focus your camera when you encounter the three Magnemites. They will emit a wave and turn into a different color. Getting a picture of that will be a "?".

#93 Haunter - Take a picture of the flying creature that looks like Koffing. Even though the camera can't identify it, you will be able to see Haunter after it's developed.

Course #3 - Volcano

Moltres Egg - Do the same as the Zapdos one.

Course #4 - River

#45 Vileplume - Take a photo of Vileplume when it is still in the ground.

#137 Porygon - Another hard photo. Get a picture of the little thing that's moving on the wall.

Course #5 - Cave

Articuno Egg - Care to take a guess?

Course #6 - Valley

None

Course #7 - Rainbow Cloud

#151 Mew - (Submitted By: cgalli) Just take a photo of Mew while its shield is still up.

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3) FREQUENTLY ASKED QUESTIONS
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This section answers the common questions about the game.

Q: How many Pokemon are in Snap?

A: There are only 63 Pokemon. If you want to see all 151, you'll have to wait until Pokemon Stadium is released here which will be around March 2000.

Q: How do I get the Pokemon into a good pose?

A: Experiment. Use Pokemon Food, Pester Balls, and the Poke Flute and watch how it reacts. Some Pokemon might not do anything if you use those items on

them.

Q: What does the "?" mean when I take a picture?

A: It means that the camera does not know what the Pokemon/object is. And when you take any picture like that (except for Haunter), you won't be able to get it graded.

Q: How do I get Pokemon Food, Pester Balls, Poke Flute, and the Dash Engine?

A: I found out how you get the items and here's how.

Pokemon Food - Get at least a total of 24,000 points.

Pester Ball - Get at least a total of 72,500 points.

Poke Flute - After meeting Prof. Oak in the Valley, get a picture of at least one PKMN sign.

Dash Engine - Meet up with Prof. Oak in the Valley course.

From what I've read, you have to get a certain amount of total points. Don't worry about it, Prof. Oak will tell how much you need to get.

Q: Is there any way to stop Zero-One?

A: The only way it can stop is if it there's a Pokemon on the ground right in front of it. Otherwise, it will keep on moving. But if you have a GameShark, you can use the codes in this FAQ to do it.

Q: Do you get anything for beating the Challenge Scores?

A: I read at the PokeMasters web site that you get nothing for beating them.

Q: I'm having trouble hitting the Valley switch. What do I do?

A: When the Squirtle is directly lined up with the Mankey on the hill, hit it with a Pester Ball. Squirtle should go up the hill and hit Mankey. Now when you first see Mankey lined up with the switch, hit him with a Pester Ball. That should work.

Q: I'm also having trouble finding [Insert Pokemon Name Here].

A: If you having a problem finding a certain Pokemon, look in the FAQ first or e-mail me about it.

Q: How do I get pictures of Magnemite?

A: Use Pokemon Food to keep them busy. Then take a picture of him.

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4) COURSE INFORMATION
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This section includes information for all of the courses.

Course #1 - Beach

Access Course - Tunnel:

Take pictures of at least 6 different Pokemon. Then Tunnel will appear in the Course menu.

PKMN Sign - Kingler Rock:

Near the surfboard by Pikachu, there's a group of strange rocks. Once the vehicle gets lined up between the two tall rocks, take a photo of the "head".

Pokemon:

#12 Butterfree - There are a lot of these in the course. For a good shot, snap a picture of the two above Snorlax.

#16 Pidgey - These guys are all over the place. Get the Photo Special for

Pidgey to get a great shot. You can also get 3 Pidgeys in a picture if you keep looking behind you at the start.

#25 Pikachu - Pikachu appears 3 times here. The first one is near the surfboard, and the other two appears after you get Scyther out. Look in the Photo Specials for more info.

#52 Meowth - The best Meowth for a picture is the one on the hill. Play the Poke Flute to make him dance. When you pass by him, he'll jump over you a bit. Also try hitting him with a Pester Ball. He might then roll down the hill. When he gets back up, he'll give you mean look.

#84 Doduo - A good time for a picture is when he pops out at the beginning of the level. If you miss, retry the course. Use the Dash Engine to make it easier.

#113 Chansey - Near Eevee is a pink ball. Hit the ball with an item, and Chansey will appear. To get a good shot, play the Poke Flute to make it dance.

#115 Kangaskhan - Kangaskhan is near the end of the level. Throw Pokemon Food at it, and he'll turn around. Then it will do some poses you can get.

#123 Scyther - Probably the hardest one in the level. Read the "Pikachu on a Stump" Photo Special to see how to get him.

#129 Magikarp - To find it, just throw items into the water. Then you should eventually see it. It's hard to get a good shot because Magikarp will move quickly.

#131 Lapras - If you keep looking to the right of level, you should see Lapras coming in and out of the water. I think if you take all of a picture of all of the Lapras early in the level, you'll see more up close later.

#133 Eevee - Easy one to spot. Eevee is chasing a pink ball right before the Kangaskhan.

#143 Snorlax - It's hard to miss this tub of a Pokemon. If you just try to take a picture of him on the ground, it won't count as Snorlax. So either throw a Pester Ball to make him scratch his stomach, or play the Poke Flute to make him wake up and dance.

Course #2 - Tunnel

Access Course - Volcano:

Near the end of the level, there's an Electrode in front of some rocks. Throw an item at it to make him explode. The explosion will move the rocks out of the way.

PKMN Sign - Pinsir Shadow:

You need the Pokemon Food and Poke Flute for this. When you reach the giant egg, toss some food by it so Pikachu will go near it. Now play the Poke Flute, and Pikachu will shock the egg and blow it up. Zapdos will pop out and power up the generator. Near the end of next area is a projector. A shadow that looks like Pinsir will appear on the wall. Take a picture of it.

Pokemon:

#14 Kakuna - In the first cave section, Kakunas will come down. If you're lucky enough, you can get an up-close shot with some other Kakunas in it.

#25 Pikachu - Pikachu will appear 3 times here. One is right at the beginning, another near the Zapdos egg, and the final one is by the Diglett.

#41 Zubat - It's hard to get a good shot of Zubat. Each time one of the gates open, he will fly out. If you can't get a good one now, wait until you reach the Cave.

#50 Diglett - You can see him right by the 3rd Pikachu.

#51 Dugtrio - To see Dugtrio, keep taking pictures of Diglett. Each time you do, Pikachu will move to where Diglett will come out. Keep repeating this until Dugtrio appears.

#81 Magnemite - If you try to take a picture of them, they will change so that the shots won't work. So you need to use Pokemon Food to get pictures.

#82 Magnetron - This one is slightly hard to get. Try to use the items to lure them to each other. If you managed to get all 3 together, they'll form Magnetron.

#92 Haunter - Around some parts of the level, there are flying things that look somewhat like Koffings. Take a picture of it. Even though the camera says "?", it will show Haunter when they are developed.

#101 Electrode - Easy to find. Try throwing items at them to make them explode. You'll get extra points if you get a shot of that.

#125 Electabuzz - They are all over the place, but the problem is getting a good shot. Free Zapdos so that he will power up the machine. Then when you go to the next section, the Electabuzzes will do some sort of dance.

#129 Magikarp - There's a little pool after the egg. If wait long enough, Magikarp will jump out of it.

#145 Zapdos - Lure Pikachu near the egg, and play the Poke Flute. He will shock the egg and break it. For a good shot, take a picture of Zapdos as soon as breaks out of the egg.

Course #3 - Volcano

Access Course - River:

Get pictures of at least 22 different Pokemon. Then River will appear in the Course menu.

PKMN Sign - Koffing Smoke:

This one is right at the beginning. When you see a volcano with purple smoke coming out of it, toss a few Pester Balls in it. A bunch of smoke will come out, some of it will take a form that looks like Koffing.

Pokemon:

#4 Charmander - Don't bother getting a shot of the first Charmander you see. Instead, wait until you reach the egg. See the trick "Charmander: The Gathering" to see how to get 6 Charmanders in one shot.

#5 Charmeleon - There are two ways in this level to see a Charmeleon. When you see Magmar and Charmander, throw some food between them. If Charmander tries to eat it, Magmar will attack him. Then Charmander will evolve. The other one is near the end of the level walking/running around a pool of lava.

#6 Charizard - Near the end, you'll see Charmeleon around a pool of lava. Hit him with an item so he falls into the pool. Then Charizard will pop out. Because of his great size, you'll need to get a picture right before you enter the gate. Throw Pokemon Food at him to get a cool Flamethrower attack!

#37 Vulpix - After the Rapidashes are some Vulpixes. Drop some Pokemon Food in front of them for a good pose and expression. Also use Pester Balls to make them faint. This also gets you a good shot.

#58 Growlithe - When you see the Charmeleon near the lava, look to your right to see three mini-volcanoes. Toss a Pester Ball in them, and a Growlithe can come out. If you're lucky enough to get all three Growlithes, try to get them into a group shot.

#59 Arcanine - You might not be able to see this Pokemon. Do the same thing you did to get Growlithe. If you're lucky, Arcanine might come out of one. If it doesn't retry the level.

#78 Rapidash - You can find Rapidashes at the start. Hit them with Pokemon Food or Pester Balls to get them into a good pose for a photo.

#126 Magmar - Like with Charmander, don't bother with the first one. Right after the egg there will be two Magmars. Look in the "Photo Specials" for a special shot.

#129 Magikarp - I know you are wondering how there can be a fish in a volcano. When you see the mini-volcanoes, look down to see a small crevice of water. Toss Pokemon Food into it, and Magikarp will jump out.

#146 Moltres - This one is obvious. When you see the egg, hit it with an item to make it fall into the lava. Then Moltres will come out.

Course #4 - River

Access Course - Cave:

Right behind the switch, there's a strange thing moving on the wall. Throw a Pester Ball at it, and Porygon will burst out. He'll then land on the switch.

PKMN Sign - Cubone Tree:

You need the Poke Flute. Go through the stage until you see the top of Vileplume in the ground. Play the Poke Flute to make him come out. Look right above Vileplume and take a photo of the Cubone-like statue.

Pokemon:

#1 Bulbasaur - The two Bulbasaur are hiding in the tree stumps. Hit them with Pester Balls to make them come out. If you throw one into the log, another one will come out. Give them Pokemon Food so they do flips.

#11 Metapod - The Metapods are hanging from the trees, so use Pester Balls to make them come down. Since they are fairly close together, it's easy to get group shots.

#25 Pikachu - Pikachu is hiding behind the wood structure at the end. Look in the "Photo Specials" to see how get Speed Pikachu.

#45 Vileplume - Look to your right after you see the first Slowpoke. You should see strange gas in the air. This gas is coming from Vileplume. Use the Poke Flute to make it come out. Vileplume will also start dancing when you do this.

#54 Psyduck - Right after the Metapods, there is a Psyduck swimming around. Just knock him out with an item. Now toss Pokemon Food into the water, and a Psyduck should come out and some sort of pose.

#60 Poliwag - At the beginning, there's a Poliwag hiding behind the brush. Hit it with a Pester Ball so it goes to the next Poliwag. Now hit them so they go the next one. Hit them yet again, and they'll go into the water. For a little while, the three Poliwags will jump in and out of the water. Use that to get your picture.

#79 Slowpoke - There are two Slowpokes right after the Bulbasaur. Give them food, and take a picture of them when they're eating.

#80 Slowbro - This one takes some work. When you see a Slowpoke, use Pokemon Food to lure it over to the empty circle. Then it'll drop its tail into the water, and a Shellder will attach itself to it. Give it more food so it will turn around. You must do this as early as you can or you won't get a good shot.

#90 Shellder - These guys aren't hard miss. In certain areas of the stage, they will pop out of the water and fly around a bit. Because a lot come out at once, you can get bonus points for the same Pokemon.

#91 Cloyster - Near the end of the level, a couple of Cloysters will come out with the Shelders. Try to get a close-up shot as soon as you can because they move quickly.

#129 Magikarp - Just keep tossing Pester Balls and Pokemon Food into the water, and you should eventually see it.

#137 Porygon - Look to your right after the Psyduck part. There are two strange things on the walls. Toss Pester Balls at them, and Porygon will pop out! Hit them again to make them lose their camouflage. Now use Pokemon Food to get them together for a good picture.

Course #5 - Cave

Access Course - Valley:

Get a photo of at least 40 different Pokemon. Then Valley will appear in the Course menu.

PKMN Sign - Mewtwo Constellation:

If you look to the left of Weepinbell, there's a group of crystals. Take a snapshot of the large one. When you go back to Prof. Oak, the picture will show Mewtwo!

Pokemon:

#1 Bulbasaur - There's one Bulbasaur at the beginning, but wait until a little later so you can get three in one shot.

#25 Pikachu - This one takes some effort. After the Weepinbell, you will see Zubat pick up Pikachu. If you're lucky enough to hit Zubat with a Pester Ball, Pikachu will float down using balloons. Then he runs to the egg. Play the Poke Flute to shatter the egg. Now keep looking back, and you should see Pikachu riding Articuno.

#39 Jigglypuff - You'll see up to three Jigglypuffs being attacked by Koffings. Hit the Koffing to save it. Try to save all three Jigglypuffs. If

you do, you can see the trio singing/dancing near the end of the level.

#41 Zubat - There are Zubats all over the place, so you shouldn't have a problem getting a picture.

#70 Weepinbell - An easy one to find. It will be moving around a little pool of water. If you wait at the right time, you can get a close-up picture.

#71 Victreebel - When you see the Weepinbell, hit it will an item to knock it into the water. Then Victreebel will come out. Since Victreebel is large, you won't have to worry about the size that much.

#88 Grimer - If you look to your left at the start of the level, there are two Grimers in small caves. Take a picture of at least one so a bit later you can get a closer shot.

#89 Muk - If you took a picture of at least one of the Grimers at the start, you'll see it near the three Bulbasaur's. Hit Grimer three times with a Pester Ball to make it evolve to a Muk.

#109 Koffing - Easy to find. You'll see up to three Koffings, each one attacking a Jigglypuff. Use the Dash Engine to get a closer shot.

#124 Jynx - The Jynxes are right by the egg. Use the Poke Flute to make them sing.

#129 Magikarp - Right before the Weepinbell is a small pool of water. Throw some items into it, and a Magikarp should jump out.

#132 Ditto - Look close at the Bulbasaur's eyes, and you'll notice they are really tiny. Hit the Bulbasaur with a Pester Ball to make it turn into a Ditto.

#144 Articuno - When you see the two Jynxes, play the Poke Flute to make them shatter the egg. Then Articuno will come out and fly around for a bit.

Course #6 - Valley

Access Course - Rainbow Cloud:

Before the switch, there's a big hill with Mankey on it. And right at the bottom are a couple of Squirtles. Hit one of the Squirtles with a Pester Ball so it goes up the hill and collides with Mankey. Then when you go near the switch hit Mankey, and he should fall onto the switch. Prof. Oak will tell you get photos of the 6 PKMN Signs. Once you do that, you can visit Rainbow Cloud.

PKMN Sign - Mt. Dugtrio:

This one is obvious. Just look straight ahead at the beginning of the level and take a picture of them!

Pokemon:

#7 Squirtle - At the beginning of the level, look at the water. You will see strange things floating. Hit them with a Pester Ball to make jump out. If you do it correctly, it will go on land, and Squirtle will appear.

#27 Sandshrew - If you knock down one of the Geodudes at the start, a Sandshrew will come out. Use Pokemon Food to get a good pose.

#28 Sandslash - There's only one in the level. Knock down the Graveler to make Sandslash reappear. You'll have to do that quickly to get a good shot!

#56 Mankey - Mankeys are scattered throughout the level. To get a close-up shot, look at the Access Level above.

#74 Geodude - Near the start, there are Geodudes hanging from the wall. Use Pester Balls to make them fall down.

#75 Graveler - There's one Graveler near the beginning. Knock down the Geodudes quickly to make it fall down. If you look to your left at the waterfall, there are three Gravelers on the wall. Use the Poke Flute to get them down and make them dance.

#118 Goldeen - The Goldeens are hiding underwater, so use items to make them come out. Sometimes you might see them, and sometimes you won't.

#120 Staryu - The Staryus are a bit after the waterfall. It'll be difficult to get a good photo because you can't really get them up-close.

#121 Starmie - When you see a Staryu, get a picture of it. Then it will move around you in a circle. Then when you reach the whirlpool, Staryu will get sucked into it. And Starmie will come out. Get the picture as soon as you can because it won't be there for long.

#129 Magikarp - Like Goldeen, use items to make them come out of the water.

#130 Gyarados - When you see the Magikarp jumping in and out of the water at the start, throw Pester Balls near where it was. If you do it right, Magikarp will jump towards Mankey and get thrown far away. Magikarp will land near the three Gravelers. Hit it again to make it move to the waterfall. Then Gyarados will come out. Hit Gyarados with an item to make him do a special attack!

#147 Dratini - There is a Dratini jumping in and out of the water near the whirlpool. The pose won't be much of a problem to get, but the size might.

#149 Dragonite - Toss 4 Pester Balls into the middle of the whirlpool. Then Dragonite will come out and fly forward. Get a picture when you first see him because it will be hard when he begins moving.

Course #7 - Rainbow Cloud

PKMN Sign - None

Pokemon:

#151 Mew - When you first see Mew, it will move back and forth in front of you. Toss either three Pokemon Food or Pester Balls to destroy the first barrier. Then Mew will create a yellow shield and move in a different pattern. Hit it with three items to destroy it. Now Mew will chase after his barrier. If you manage to hit him, Mew will spin around. Get a picture of that. If you didn't hit Mew, he will get his shield again. This time hit it with one item. Now it will repeat the same thing again.

=====
5) ITEM REACTIONS
=====

This section tells what Pokemon are affected by what and what they do.

NOTES:

I'm not sure if all of these reactions are 100% correct. So if you find an error, tell me.

The reactions might be different depending on what did before you encounter that Pokemon.

Here's how I'll do this section:

#0 - Name

Pokemon Food - Eat: What the Pokemon does when they eat the Food.

Pokemon Food - Hit: What the Pokemon does when they get hit with the Food.

Pester Ball: What the Pokemon does when it gets hit by a Pester Ball.

Poke Flute: How the Pokemon reacts to the sound of the Poke Flute.

#1 - Bulbasaur

Pokemon Food - Eat: Does a flip.

Pokemon Food - Hit: Freezes for a few seconds.

Pester Ball: Goes into the air and lands on its side. If you do this in the Cave, they turn into Dittos.

Poke Flute: Stares at you and marches in place.

#4 - Charmander

Pokemon Food - Eat: Starts jumping.

Pokemon Food - Hit: Waves arms and says "Char!".

Pester Ball: Faints and falls to the ground.

Poke Flute: Stares at you and marches in place.

#5 - Charmeleon

Pokemon Food - Eat: None

Pokemon Food - Hit: Jumps backwards.

Pester Ball: Jumps backwards and falls to the ground.

Poke Flute: None

#6 - Charizard

Pokemon Food - Eat: None

Pokemon Food - Hit: Does his Flamethrower attack on you.

Pester Ball: Spins around and then does the Flamethrower attack.

Poke Flute: None

#7 - Squirtle

Pokemon Food - Eat: Jumps and says "Squirtle!".

Pokemon Food - Hit: Wiggles and touches its head.

Pester Ball: Says "Squirt..." and then falls on the ground.

Poke Flute: Stares at you and marches in place.

#11 - Metapod

Pokemon Food - Eat: None

Pokemon Food - Hit: None

Pester Ball: Lowers down from the tree. Hit it again to make it go up to the tree.

Poke Flute: None

#12 - Butterfree

Pokemon Food - Eat: None

Pokemon Food - Hit: None

Pester Ball: None

Poke Flute: None

#14 - Kakuna

Pokemon Food - Eat: None

Pokemon Food - Hit: None

Pester Ball: None

Poke Flute: None

#16 - Pidgey

Pokemon Food - Eat: None

Pokemon Food - Hit: Moves down a bit.

Pester Ball: Moves down a bit.

Poke Flute: None

#25 - Pikachu

Pokemon Food - Eat: Says "Pika! Pika!" and does a flip.

Pokemon Food - Hit: Falls to the ground.

Pester Ball: Falls to the ground.

Poke Flute: Says "Pikachu!" and does a thunder attack.

#27 - Sandshrew

Pokemon Food - Eat: Jumps into the air.

Pokemon Food - Hit: Falls back a bit.

Pester Ball: Falls to the ground and shakes a little.

Poke Flute: None

#28 - Sandslash

Pokemon Food - Eat: Jumps high into the air.

Pokemon Food - Hit: Puts its head down and uses its claws as a shield.

Pester Ball: Lands on its spiky back.

Poke Flute: None

#37 - Vulpix

Pokemon Food - Eat: Has a happy face and makes a sound.

Pokemon Food - Hit: Moves back a little.

Pester Ball: Falls to the ground on its side.

Poke Flute: None

#39 - Jigglypuff

Pokemon Food - Eat: None

Pokemon Food - Hit: Stares at you with a mean look.

Pester Ball: Stares at you with a mean look.

Poke Flute: If singing, it will do the same as the other two.

#41 - Zubat

Pokemon Food - Eat: None

Pokemon Food - Hit: None

Pester Ball: None

Poke Flute: None

#45 - Vileplume

Pokemon Food - Eat: None

Pokemon Food - Hit: None

Pester Ball: When in the ground, the top will bounce a little.

Poke Flute: Jumps out of the ground and begins dancing.

#50 - Diglett

Pokemon Food - Eat: None

Pokemon Food - Hit: None

Pester Ball: None

Poke Flute: None

#51 - Dugtrio

Pokemon Food - Eat: None

Pokemon Food - Hit: None

Pester Ball: None

Poke Flute: None

#52 - Meowth

Pokemon Food - Eat: Sits on the ground and eats it.

Pokemon Food - Hit: Falls backwards a bit.

Pester Ball: Falls to the ground.

Poke Flute: Dances.

#54 - Psyduck

Pokemon Food - Eat: None

Pokemon Food - Hit: Falls and sinks into the water.

Pester Ball: Falls and sinks into the water.

Poke Flute: None

#56 - Mankey

Pokemon Food - Eat: None

Pokemon Food - Hit: Wacks the Food far away.

Pester Ball: Tumbles backwards and never gets back up.

Poke Flute: None

#58 - Growlithe

Pokemon Food - Eat: Barks.

Pokemon Food - Hit: Lands on the ground and growls.

Pester Ball: Lands on the ground and growls.

Poke Flute: Stares at you and marches in place.

#59 - Arcanine

Pokemon Food - Eat: Sniffs the food and howls.

Pokemon Food - Hit: Jumps a little and growls.

Pester Ball: Jumps a little and growls.

Poke Flute: Stares at you and marches in place.

#60 - Poliwag

Pokemon Food - Eat: None

Pokemon Food - Hit: Falls to the ground.

Pester Ball: Falls to the ground.

Poke Flute: None

#70 - Weepinbell

Pokemon Food - Eat: None

Pokemon Food - Hit: Falls to the ground.

Pester Ball: Falls to the ground.

Poke Flute: None

#71 - Victreebel

Pokemon Food - Eat: None

Pokemon Food - Hit: Falls to the ground.

Pester Ball: Falls to the ground.

Poke Flute: None

#74 - Geodude

Pokemon Food - Eat: None

Pokemon Food - Hit: None

Pester Ball: Falls off the wall.

Poke Flute: None

#75 - Graveler

Pokemon Food - Eat: None

Pokemon Food - Hit: None

Pester Ball: None

Poke Flute: Dances. This only applies to the three Gravelers.

#78 - Rapidash

Pokemon Food - Eat: Neighs...

Pokemon Food - Hit: Neighs...

Pester Ball: And neighs some more...

Poke Flute: None

#79 - Slowpoke

Pokemon Food - Eat: Just shakes a little bit.

Pokemon Food - Hit: None

Pester Ball: None

Poke Flute: Stares at you and marches in place.

#80 - Slowbro

Pokemon Food - Eat: Eats it.

Pokemon Food - Hit: Shakes a bit.

Pester Ball: Shakes a little more.

Poke Flute: Stares at you and marches in place.

#81 - Magnemite

Pokemon Food - Eat: Says something, but I have no idea what.

Pokemon Food - Hit: Shakes.

Pester Ball: Shakes.

Poke Flute: None

#82 - Magnetron

Pokemon Food - Eat: Eats it.

Pokemon Food - Hit: None

Pester Ball: None

Poke Flute: None

#84 - Doduo

Pokemon Food - Eat: None

Pokemon Food - Hit: Falls to the ground.

Pester Ball: Falls to the ground.

Poke Flute: None

#88 - Grimer

Pokemon Food - Eat: Eats it.

Pokemon Food - Hit: Says "Grimer!".

Pester Ball: Says "Grimer!".

Poke Flute: None

#89 - Muk

Pokemon Food - Eat: None

Pokemon Food - Hit: Says "Muk!".

Pester Ball: Says "Muk!".

Poke Flute: None

#90 - Shellder

Pokemon Food - Eat: None

Pokemon Food - Hit: Spins around.

Pester Ball: Spins around.

Poke Flute: None

#91 - Cloyster

Pokemon Food - Eat: None
Pokemon Food - Hit: Spins around.
Pester Ball: Spins around.
Poke Flute: None

#93 - Haunter

Pokemon Food - Eat: None
Pokemon Food - Hit: None
Pester Ball: None
Poke Flute: None

#101 - Electrode

Pokemon Food - Eat: None
Pokemon Food - Hit: Explodes.
Pester Ball: Explodes.
Poke Flute: None

#109 - Koffing

Pokemon Food - Eat: None
Pokemon Food - Hit: Disappears forever.
Pester Ball: Disappears forever.
Poke Flute: Dances.

#113 - Chansey

Pokemon Food - Eat: Jumps and says "Chansey!".
Pokemon Food - Hit: Bounces a little.
Pester Ball: Bounces a little.
Poke Flute: Dances.

#115 - Kangaskhan

Pokemon Food - Eat: None
Pokemon Food - Hit: Turns around and gives you a mean pose.
Pester Ball: Turns around and gives you a mean pose.
Poke Flute: None

#118 - Goldeen

Pokemon Food - Eat: ???
Pokemon Food - Hit: ???
Pester Ball: ???
Poke Flute: ???

#120 - Staryu

Pokemon Food - Eat: None
Pokemon Food - Hit: Flies away.
Pester Ball: Flies away.
Poke Flute: None

#121 - Starmie

Pokemon Food - Eat: ???
Pokemon Food - Hit: ???
Pester Ball: ???
Poke Flute: ???

#123 - Scyther

Pokemon Food - Eat: ???
Pokemon Food - Hit: ???
Pester Ball: ???
Poke Flute: ???

#124 - Jynx

Pokemon Food - Eat: None

Pokemon Food - Hit: None

Pester Ball: None

Poke Flute: Starts to dance and sing.

#125 - Electabuzz

Pokemon Food - Eat: Eats it.

Pokemon Food - Hit: Falls back a bit / powers up the machine.

Pester Ball: Falls down and says "Electabuzz!" when it gets back up / powers up a machine.

Poke Flute: None

#126 - Magmar

Pokemon Food - Eat: Eats it.

Pokemon Food - Hit: Falls back a bit.

Pester Ball: Falls to the ground on its side.

Poke Flute: Stares at you and marches in place.

#129 - Magikarp

Pokemon Food - Eat: ???

Pokemon Food - Hit: ???

Pester Ball: ???

Poke Flute: ???

#130 - Gyarados

Pokemon Food - Eat: None

Pokemon Food - Hit: Moves around and does a spitting attack.

Pester Ball: Moves around and does a spitting attack.

Poke Flute: None

#131 - Lapras

Pokemon Food - Eat: None

Pokemon Food - Hit: ???

Pester Ball: ???

Poke Flute: None

#132 - Ditto

Pokemon Food - Eat: Says "Ditto!" and does a small jump.

Pokemon Food - Hit: Says "Ditto!".

Pester Ball: Says "Ditto..." and then it flattens itself.

Poke Flute: None

#133 - Eevee

Pokemon Food - Eat: Jumps around happily.

Pokemon Food - Hit: Shakes.

Pester Ball: Shakes.

Poke Flute: Does the usual march in place thing.

#137 - Porygon

Pokemon Food - Eat: Jumps and then eats it.

Pokemon Food - Hit: Shakes.

Pester Ball: Comes out of the wall / loses camouflage / shakes a little more.

Poke Flute: None

#143 - Snorlax

Pokemon Food - Eat: None

Pokemon Food - Hit: Moves a tiny bit.

Pester Ball: Scratches its stomach.

Poke Flute: Wakes up and dances.

#144 - Articuno
Pokemon Food - Eat: None
Pokemon Food - Hit: None
Pester Ball: None
Poke Flute: None

#145 - Zapdos
Pokemon Food - Eat: None
Pokemon Food - Hit: None
Pester Ball: None
Poke Flute: None

#146 - Moltres
Pokemon Food - Eat: None
Pokemon Food - Hit: None
Pester Ball: None
Poke Flute: None

#147 - Dratini
Pokemon Food - Eat: ???
Pokemon Food - Hit: ???
Pester Ball: ???
Poke Flute: ???

#149 - Dragonite
Pokemon Food - Eat: None
Pokemon Food - Hit: None
Pester Ball: None
Poke Flute: None

#151 - Mew
Pokemon Food - Eat: None
Pokemon Food - Hit: Damages barrier or causes Mew to spin.
Pester Ball: Damages barrier or causes Mew to spin.
Poke Flute: None

=====
6) POKEMON LOCATIONS
=====

If you don't want to look through the Course Information, here is where you can find what Pokemon.

- #1 Bulbasaur: River & 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, & Cave
- #27 Sandshrew: Valley
- #28 Sandslash: Valley
- #37 Vulpix: Volcano
- #39 Jigglypuff: Cave
- #41 Zubat: Tunnel & 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 Poliwhg: 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: Beach, Tunnel, Volcano, River, Cave, & Valley
#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

=====
7) TIPS / TRICKS
=====

If you have any tips/tricks for this section, e-mail me!

Hidden Course

Access "Rainbow Cloud"

Near the end of the Valley course, hit a Squirtle so it runs into Mankey on the hill. Now Mankey will stand near the switch. Use a Pester Ball on him from the front, and he'll land on it. The gate will open, and Prof. Oak will be there. He'll tell you to get pictures of the 6 PKMN Signs. Do that and Rainbow Cloud will appear in the Course menu!

Pokemon Tricks

Hidden Dratini

By: lismanaaron30

Instead of having to go through the whole course to reach the Dratini, keep tossing items into the water. You should eventually see Dratini come out and do a flip.

Snorlax and the Poke Flute

Here is why there are three tunes for the Poke Flute. Go up to Snorlax and play one of them so he dances. Now try another one, and he'll do a different dance. And the third tune will make him do another one. This can also be done with Vileplume, Graveler, and Jynx.

Microphone Glitch

In the Cave course, save one of the Jigglypuffs. While it's still in the air, hit it with a Pester Ball. And now it will show Jigglypuff holding a microphone even though it's not supposed to!

Charizard's Flamethrower

By: TvSmFnR

When you get Charizard to appear, throw Pokemon Food at it and watch it attack.

Death of a Duck

By: TvSmFnR

Try throwing items at Psyduck, and it will sink into the water.

Charmander: The Gathering

When you see the Moltres egg, don't hit it. Instead, try to move Zero-One to the left side of the track. You should see 2 Charmanders. Toss some Pokemon Food for them, and they will call up to 4 more Charmanders to come. Keep using Food to get them closer to you. Now play the Poke Flute to make them march in place. These should make great shots!

Dancing Meowth

Try playing the Poke Flute when you see a Meowth on the Beach and watch it dance.

Bulbasaur In A Cave?

When you see the Bulbasaur in the cave, look really close at their eyes. Does something seem wrong? Throw a Pester Ball at them to reveal their true form...Dittos!

Thundershock Pikachu

Whenever you see a Pikachu, try playing the Poke Flute. Sometimes he might do a thunder attack!

Exploding Electrodes

When you throw a Pester Ball or Pokemon Food at Electrodes that are still, they will explode.

Misc. Tips / Tricks

Music Change

In the Tunnel course, free Zapdos from its egg so he powers up the generator. Now when you go to the next section, the music will be slightly different.

Picture Help

Power up the generator in the Tunnel course by freeing Zapdos. Or hit an Electabuzz in the next section. When you do either of these, it will make one of those pictures on the wall appear. These two pictures actually contain a hint (if you think about it)! Here they are:

Pikachu/Dugtrio - Get a picture of Diglett and follow Pikachu. Keep repeating, and you'll eventually see Dugtrio.

Magnemite/Pokemon Food - Use Pokemon Food to bring the three Magnemites together into a Magnetron.

Breaking The Egg

Here's how to break the eggs for the 3 legendary birds.

Zapdos (Tunnel) - As soon as you see the 2nd Pikachu, throw Pokemon Food so it goes near the egg. Now play the Poke Flute, and Pikachu will shock the egg.

Moltres (Volcano) - When you see the egg, just throw Pokemon Food or a Pester Ball, and it will fall into the lava. Then Moltres will fly out!

Articuno (Cave) - When you reach the 2 Jynxes, play the Poke Flute. They will start singing, and the egg will shatter.

Challenge Score Tips

By: Kevin Barrington

Here are some tips on how to beat the Challenge Scores.

All: Try to get at least 1 picture of each Pokemon.

Beach: Take about 45 pictures of "Surfing Pikachu".

Tunnel: Take about 45 pictures of "Pikachu on a Ball".

Volcano: Get about 45 pictures of the 6 Charmanders.

River: Get 45 shots of an up-close Bulbasaur.

Cave: Get another 45 shots of Victreebel.

Mew Close-ups

By: William Toledo

When you meet Mew, throw Pester Balls at the barrier. After it breaks, hit Mew with a Pester Ball. It should face you and make a great close-up picture!

Take another picture when Mew is floating to its barrier; this should get you 10,000 points!

8) GAMESHARK CODES

This section contains codes used for the GameShark cheating device. Credit goes to the GSCCC and N64 Code Center for them!

NOTE: You must use the Diddy Kong Racing keycode to run GS for Snap.

----- Misc. Codes -----

Enable Code (Must Be On) - DE000400 0000 + F103D8A0 2400

Have All Courses - 810C2212 0006

Have Pokemon Food - 803AE51F 0001

Have Pokemon Food and Pester Ball - 803AE51F 0002

Have Pokemon Food, Pester Ball, and Poke Flute - 803AE51F 0004

Rapid-Fire Apples and Pester Balls - 80382CB7 0000

Press L Button To Pull Mew Closer To Camera (See Note 1) -
D00489E1 0020 + 8118C890 4300

Always Have 65535 Types Of Pokemon When Multiplying For The Score 1 -
8024A1DB FFFF

Hide First Digit In Roll Of Film - 80388F5A 009D

Press L For Point Modifier For Size (See Note 2) -
D00489E1 00?? + 81232E52 ????

Stop Codes

NOTE: For these codes, press Start to start moving again.

Press L To Stop On Beach Course - D00489E1 0020 + 802020F5 0001
Press L To Stop On Tunnel Course - D00489E1 0020 + 801DDC55 0001
Press L To Stop On Volcano Course - D00489E1 0020 + 801FC5C5 0001
Press L To Stop On River Course - D00489E1 0020 + 801EF96D 0001
Press L To Stop On Cave Course - D00489E1 0020 + 80202225 0001
Press L To Stop On Valley Course - D00489E1 0020 + 801D9ABD 0001

Notes

#1: Use the code, then when you get Mew out of his barrier, hold the L button and he should be right at the side of you!

#2: With this code, you must press and hold the L Button from the time it says 'How's The Size?' and then after it shows your 'Total' has gone up, let go of the L Button.

=====
9) CREDITS
=====

This section is here to recognize people, sites, etc. who have contributed to this FAQ.

Submitted Tips/Tricks/Codes:

TvSmFnR
William Toledo
Kevin Barrington
GSCCC (www.cmgsccc.com)
N64 Code Center (www.n64cc.com)

Submitted/Corrected Misc. Things:

Gobi
jrd (Robbie De Arras)
G Dog 14 7
bmaragato
cgalli

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10) CONTACT / LEGAL INFORMATION
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