

# Pokemon Snap FAQ

by Adil

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THE NO-FRILLS POKEMON SNAP FAQ VERSION 2.0 Date : 21st. APRIL 1999

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POKEMON SNAP (JAPAN)

BACKGROUND & CREDITS:

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I don't know any Japanese and searched high and low for hints and / or translations on the net without much luck.  
However through the help of Beth (Free plug : writer of some excellent guides including the Official Guide To Zelda!)with her menu translations and hints AND my tireless wife Liza who played together till the wee hours of the morning in search of more Pokemons and ways of opening up new levels!

So for those of you who are NOT JAPANESE LITERATE and who have this game but spent nights trying to suss out the REAL AIM of the game - this FAQ's specially for you!

I know my limitations when it comes to the Japanese language so I welcome any help from everyone to make this FAQ even better - just mail me at adil@bumihiway.com.my or icq me at #6118669.

1. UPDATES

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9th April 1999

I figured that I might as well post it without actually completing it for those who have gone far and cannot wait to finish the game. I will plug in the details of the other environments soon. At the moment only the Beach environment is tackled in detail. The guide to open the final environment is at Section 7 below.

10th April 1999 0200 GMT :

I'm adding the names of the individual Pokemons as I find 'em. Also a section is added for the Pokemons that can be found in a particular environment eg. 6.2.2.1. The "go-faster wheels" found in the Rapids level is actually called the "DASH ENGINE". Many thanks to Beth for that.

12th April 1999.0220 GMT :

I think it is infinitely more fun for gamers to actually find the animals themselves -- and most of them are quite easy to locate. So from the Lava Pit Sections onward I will only add tips on locating the harder ones that I have found. I'm pretty sure there are more but this is all that i've found

so far. To have an idea on the size of the game -- if you start from scratch -- it should take you about 3 hours to open up the final environment if you're really quick. But again the charm of this game is not to speed through it but rather relax and soak in the environment -- just like in a real - life safari!

Thanks to Shade8284@aol.com in helping me name some of the Pokemons. It's a nightmare trying to get all their names right! As you can undoubtedly see -- my descriptive powers are somewhat lacking. Eg. Red Uglies in the Lava Pit level?? What on earth is that???

12th April 950GMT : More corrections added with correct names. The Red Uglies are in fact known as Magmars.

13th April 0200 GMT :

More thanks to Shade for his relentless help in the Pokemon names. Vulpix5000@aol.com pointed out that some of my strategies can be improved upon -- and I'd have to agree so I'm all ears for any contributions from anyone.

13th April 1310 GMT :

Version 1.3 is here! A NEW SECTION is added right after Section 5.4 which endeavours to list down ALL the Pokemons found in this game. I have no time to restructure the numberings of this FAQ so at the moment I will maintain my (lazy?) SUBSTANCE OVER FORM format -- I have a day job so time is limited : ( In all likelihood once I'm really satisfied with the content of this FAQ I will actually sit down and do nice Table of Contents with a more systematic Subsections. Till then -- updating new things are more important! DREFLIN@aol.com says there should be 62 Pokemons in the game. Anyone found all? If you have drop me a line and tell me what happens when you do find all. Dremlin has also joined in the fray in naming the Pokemons. Thanks Dude!

Please tell me the Pokemons that I am missing in the NEW SECTION. Cheerz!

Added : a better way of getting good shots of the Lapras in the Beach environment at 6.2.5.4

14th April 1430 GMT : Additional tip by Shade@aol.com at 6.2.5.5 in luring Lapras without any items at all at the Beach environment. After passing the first Pikachu, look towards the Island where Doduo is running about. You can make out the first Lapras. If you manage to successfully focus it (as opposed to wild shots with the focus dot not on the subject) and get a couple of shots -- it will appear again at the next cove. Again get focussed shots of it. At the next cove by Kangaskhan it will appear really close with 2 other friends! Tested & Verified!

Dremlin@aol.com has a tip for getting Slowbros in the River environment. To get Slowbro, throw apples to the right of the 2 Slowpokes to make them go to the brown patch. Once there they will stick their tails in the water to fish out Cloysters which will clamp on the them and turn them Slowbros (See Section 6.5.2.5 ).

Minor amendments : The game seems to suggest a grand total of 63(not 62) Pokemons in the game in which 61 has been indentified with proper names -- the gaps being graciously filled in by Dremlin and Shade. Thanks Dudes! Also corrected : when Diglett appears with friends, they are known as Dugtrio and

not "Diglett and Family" (6.3.2.3.2). Ha! I laugh myself silly at these mistakes I make ... )

20th April 950GMT : My mailserver has been down for a while but now it's back! I will add in all the comments and reviews I got from the dudes and dudettes. There won't be many more updates and this will be officially christened as Version 2.0.

#### New Section 8 : Reviews By Gamers

Paul von Dresky says that in the Rapids Level near the Whirlpool -- knock the Magikarp flopping the land back into the water by throwing apples at it. A Gyrados will then eat it! (6.7.2.7)

Rybread says that in Ice Cavern you can knock the Zubat that has a Pikachu in its clutches. Afterwards a Pikachu on balloons will appear! (6.6.2.6)

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#### 2. THE GAME

=====

You play as Tooru, a master cameraman on board a specialized vehicle that traverses the wild jungles of Pokemon Island. So armed with your camera, quick reflexes and a few items that you will earn along the way - your goal is to take as many beautiful pictures of Pokemons as you can! That basically sums up the game! Like in a real life safari - these furry creatures do not exactly hold a pose for you - so part of the challenge is to lure, attract, knock, frighten, feed and even "kill" in order for you to get a decent close-up. You get 60 exposures of film per location and the objective is for you to get the best shots of any given animal and get them assessed by Dr Okido to earn points.

#### 3. THE CONTROLS & TOOLS

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#### 3.1 IN-GAME CONTROLS

-----  
Start Button : Pause

- brings up Menu Screen: [ Continue Game]  
[ Exit from course ]  
[ Restart the level ]

R Trigger button : Use Dash Engine (secret item that you earn from completing the Rapids level).

C Button : Look Forward / Left / Right in 45 degrees increments

3 D Stick : look around

Z Trigger Button : set up camera

A Button : Take picture

Tools ( you will earn the tools as you progress)

-----  
3.2 TOOLS  
-----

A Button : Use Pokemon Food  
B Button : Use Smoke Bomb  
C Down Button : Use Pokemon Flute  
R Trigger : Use Dash Engine

4. THE GAME SCREENS  
=====

This is self explanatory as you fiddle around for the first time.

-----  
4.1 MAIN MENU SCREEN  
-----

[Start from beginning]  
[Start from a continue]  
[Gallery]  
[Options]

-----  
4.2 COURSE SELECT SCREEN \*  
-----

[Beach]  
[Tunnel]  
[Lava Pit]  
[River]  
[Ice Cave]  
[Rapids]  
[Special Level]

[Return ]

\* courses open as you progress  
-----

#### 4.3 CAMERA CHECK SCREEN

-----  
[Dr. Mark ] : earmark photos to be graded  
[Album Mark] : earmark photos for inclusion in the Pokemon Album  
[To Dr Okido] : to grade the earmarked photos

#### CRITERIA FOR JUDGMENT

Categories Hints

[Special] : you will only earn points here if you successfully lure out a previously unsighted animal  
[Composition]: make sure the focus dot is on the animal and try to keep it CENTRED and UP CLOSE. Also try to make sure they FACE YOU. Butt photos earn very little : )  
[Pose] : when you make the Pokemons do something special :eg. like riding a surfboard  
[Technique]:  
[Companions]: you earn this when you have pictures of the animal's companions in the background. Eg . 2 pikachus, 2 butterflies etc in the same composition.

#### 4.4 DR. OKIDO SCREEN

-----  
[To courses]  
[Pokemon Report]  
  
[Pokemon Album]  
[Record] ie save data

#### 4.5 POKEMON REPORT SCREEN

-----  
[Pokemon Report]  
[Best Shot]  
[Pokemon Signs] \* this appears later in the game  
  
[To Research]

#### 5.0 ALL THE POKEMONS

=====  
I do not repeat any Pokemon species found in earlier levels. I am only listing new Pokemons found in subsequent levels. As at 14th April 1999 a total of 61 Pokemons have been catalogued here out of a reputed 63.

Beach Environment

1. Pidgey
2. Pikachu
3. Meowth
4. Doduo (ostrich)
5. Butterfrees
6. Eevee (fox)
7. Chansey
8. Snorlax (sleeping giant)

9. Scyther (green grass cutter)
10. Lapras (Loch Ness type)
11. Kangaskhan

#### Tunnel Environment

1. Voltorb
2. Electabuzz
3. Kakuna
4. Zubat
5. Magnemite
6. Diglett
7. Dugtrio (Diglett threesome)
8. Haunter
9. Magikarp
10. Zapdos

#### Lava Pit Environment

1. Ponyta
2. Vulpix
3. Magmar
4. Charmander
5. Charmeleon
6. Charizard
7. Arcanine
8. Growlith
9. Moltres

#### River Environment

1. Poliwhg (round and blue)
  2. Slowpoke (pink Pokemons)
  3. Slowbro (variant of Slowpoke)
  4. Bulbasaur (green with turban like appendage)
  5. Shellder (little flying pests which stick their tongues at you)
  6. Red Porygon\*
  7. Green Porygon\*
  8. Psyduck
  9. Metapod (hanging off the trees)
  10. Cloister (big flying ghost)
  11. Vileplume (dancing mushroom)
- \*Do they count as one?

#### Ice Cavern Environment

1. Grimer
2. Ditto
3. Koffing
4. Jigglypuff
5. Weepinbell
6. Victreebel
7. Jynx
8. Articuno (hatched bird)

#### Rapids Environment

1. Squirtle
2. Mankey

3. Geodude
4. Sandshrew
5. Graveler
6. Sandslash
7. Staryu
8. Starmie
9. Dragonite
10. Goldeen
11. Dratini

## 6. THE GUIDE!

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NOTE : This guide will be based on the actual items you have in hand at any given moment. So if you start off with just the camera with no special items, then look at the corresponding sections.

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### 6.1 How To Progress (General)

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There are only 2 ways of progressing to the next level:

1. By earning sufficient points through your graded photos; OR
2. By activating a switch

You can only earmark one photo per species so choose well.

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### 6.2 The Beach

-----

#### 6.2.1 General

-----

Progress Type : Earn enough points. If you don't - repeat ad infinitum until you do. The next level will open automatically. There are no hidden switches.

#### 6.2.1.2 What can be found

-----

Many Pidgeys (birds)  
3 Pikachu (2 hidden)  
2 Doduos (2 headed ostrich)  
1 Eevee (fox)  
5+ Butterfrees (butterflies)  
3 Meowth (cats)  
2 Lapras (Loch ness monsters)  
1 Scyther (hidden)  
1 Snorlax (sleeping giant)  
1 Chansey (hidden)  
1 Kangaskhan

#### 6.2.2 Just Camera

-----

Animals to look out for (in sequence):

1. 3 Pidgeys at the beginning

2. Doduo (2 headed ostrich) flying across from your left
3. Pikachu on your right
4. Butterfrees
5. Meowth on the hill to your right - wait till it pounces for maximum points
6. Meowth running out of bushes chasing after a Pidgey
7. A possible 2 Butterfrees in a single composition near the bridge
8. Another Doduo from the bushes
9. Another Meowth chasing a Pidgey
10. Eevee on your left chasing the white puff (Chansey)
11. Look out on your right for the Lapras (Loch Ness) out in the open sea (random : sometimes 2 will appear)
12. Kangaskhan (monster) that has his back towards you.
13. 2 more Pidgeys and a Meowth.

#### 6.2.3 Camera and apples

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1. Feed Pikachu with the apples for a good close-up
2. Lure Pikachu to the surfboard with the apples. Try luring him in advance by throwing the apples ahead of him so that by the time it you pass the surfboard it'll be there for a good close-up. Can earn 5000-6000 points here!
3. Knock the Meowths to make them dizzy (not much points)
4. Throw apples at Kangaskhan at the end of the level to make it face you. Throw it in advance so that by the time your vehicle reaches that point he will be up close and facing you.

#### 6.2.4 Camera with apples and smoke-bomb

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1. Smoke bomb Snorlax to make him briefly take a peek.
2. Knock Meowth off the hill with the bomb to make it pose to you on the ground.
3. Continuously throw the bomb at the bushes where there grass is flying / scattering in the wind to lure out :
  - a) a Scyther (green grasscutter) and
  - b) 2 Pichachus. For added bonus quickly lure the Pichachus with apples for them to pose on the tree stumps. More points if you can get both Pichachus in the same photo. Easily 6000 points here!
4. Bomb the white puff being chased by Eevee to turn it into Chansey (fat Pokemon with an egg in its pouch)

#### 6.2.5 Camera with apples, smoke-bomb and flute

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1. Play the flute will make the all 3 Pichachus go into an electrical frenzy!
2. Bomb Snorlax to wake it up and immediately play the flute to make him dance for you.
3. Bomb Meowth on the hill as in 6.2.4.2 but this time play the flute to make him dance on the ground instead of its usual prancing.
4. Keep playing the flute to lure the Lapras closer. If you keep doing that and throw the occasional bombs in the sea -- they should appear very close at the cove near Kangaskhan. In fact both Lapras will sway to the tune of the flute. Shockingly close!

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### 6.3 THE TUNNEL

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#### 6.3.1 General



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Progress Type : Activating a switch at the end of the level. Throw the bomb at the lone Voltorb just before the end of the level to make it explode and open up Lava Pit. You need an apple first before you can do this. Keep playing and Dr Okido will eventually give you some. The faster you get decent scores, the faster you get your apples.

#### 6.3.1.2 What can be found

-----

3 Pichachus  
3 Electabuzzs (tigers!)  
3 Recoils / Magnemites (shy floating balls that recoil when u aim the camera)  
Many Voltorbs (rolling red and white balls)  
Many Kakunas (hanging off the ceiling)  
Diglett  
Dugtrio (hidden)  
Zapdos (hidden ie. bird in the egg)  
2 Zubats  
2 Haunters (they look like floating Orbs. Take the pictures and their true form will be revealed.)  
1 Magikarp

#### 6.3.2 Just Camera

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##### 6.3.2.1 Outside

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1. Pikachu on your right. You can make Pikachu play with the Voltorb by taking its photo early. With every shot it will move forward and eventually climb on a Voltorb.
2. 3 Voltorbs.
3. 1 Electabuzz
4. Many Kakunas. You can't get a good shot without the apples.
5. 1 static Voltorb to your left just before the First Door. Easy 4,000 points here.

##### 6.3.2.2 First Door

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1. 1 Zubat. Flying straight at ya!
2. 1 Pikachu
3. 1 Magikarp that flies out of the pond to your right. Good 4,000 points here.
4. 1 Haunter just before the second door.

##### 6.3.2.3 Second Door

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1. 1 Zubat
2. 1 Pikachu playing with 1 Diglett and Dugtrio. Depending on your focus -- you can get Dugtrio to come out.
3. 2 Electabuzzs. Dont bother taking shots cos they're too far away.
4. 1 Voltorb to your right just before the end of the Level
5. 3 Recoils. Again no point without your items.

#### 6.3.3 Camera, apples, smoke bomb and flute

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##### 6.3.3.1 Outside

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1. Close up on a Kakuna -Slow down the first Electtabuzz by throwing apples at it. This enables the Kakunas to slide down from the ceiling for a good close-up. Otherwise it'd be too afraid of the Electtabuzz.

#### 6.3.3.2 First Door

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1. Zapdos (bird) - Lure Pikachu towards the Egg with apples. When it gets close enough, play the Flute to make it go into an electrical frenzy and hatch the egg. This bird will trigger the projection screen at the next room.

#### 6.3.3.3 Second Door

-----  
1. Close-up on the Electtabuzzs - throw apples on their heads to make it face you and get close  
2. Second Pokemon Sign -- Flute required to enable this sign. Look for it on your right just after the 2 Electtabuzzes.  
3. Throw apples at the final Voltorb to open Lava Pit environment.  
4. Throw apples at the Recoils to make them pose for you.

### ----- 6.4 THE LAVA PIT -----

#### 6.4.1 General

-----  
Progress Type : Earn points. No switches.

#### 6.4.1.2 What can be found

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5 Ponytas (flaming horses : 3 coming at you and 2 at the crater)  
3 Vulpix  
3 Magmars  
2 Charmeleons  
At least 8 Charmeleons  
2 Charmanders  
1 Charizard (hidden)  
1 Moltres (majestic-looking bird)  
2 Arcanine (hidden)  
1 Grolith (hidden)

#### 6.4.2 Just Camera

-----  
By the time you get here - you would already have earned your apples.

#### 6.4.3 Camera and apples

-----  
1. Prancing Ponyta -- throw an apple in front of them to make them pause and prance.  
2. Lure the 3 Vulpix together with apples to get a good picture. Dont throw at it -- aim at a location where you want them to congregate.  
3. 1 Charmander & 1 Magmar. Improvise on every visit. Throw apples to make the the Ugly Red Thingie burn the Charmander to turn it into Charmeleon. Or lure the Charmander to the extreme right with food -- it jumps up in elation once fed. Good points for an action photo.  
4. Knock the Charmeleon into the lava pool at the very end of the level. It will turn into a Charizard! Once it does - throw apples at it and it will

spit flames!

#### 6.4.2 Camera, apples, smoke bomb and flute

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1. Pokemon Sign 3#. See Section 7.
2. Get stuck behind the egg that blocks your path. Lure the Charmeleons on your left by throwing apples. You can lure about 10 in all. When they are in a bunch -- lure them towards you with more apples. Knock them on their heads with items and they will start "roaring" at you! And when u get the flute -- repeat the same process and when they are close play the flute. All of them will do a synchronised dance. Very cute!
3. Towards the end of the level you will see three small craters on your right. Smoke bomb each crater (have to be quick) to lure out Grolith and two Arcanines.

#### 6.5 THE RIVER

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##### 6.5.1 General

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Progress Type : Activating a switch. Throw the bomb at hill-side where a sharp pointy nose is visible just behind the switch. A Porygon will burrow out and activate it.

##### 6.5.2 Quick Tips.

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1. Use bombs to chase the Poliwhags (blue creatures with a bullseye symbol on their tummies) on the right bank of the river to go forward. Once they hit the clearing -- throw apples and they will start scurrying towards you and dive into the river. I only managed to get 3 Poliwhags to do so simultaneously but i think 4 is possible.
2. On the left bank -- look for 3 green Bulbasaur : 2 hidden in a trunk (you can just see their tops) and one hiding in a fallen log. Bomb the 2 in the trunk to make them jump out and lure the one in the log with apples. Get all 3 in one good shot and there will be plenty of points.
3. You can make the green Metapods slide down from their perch by throwing bombs at it. Try and make the final Metapod block your path so that you can turn 180 degrees and have time to compose a good group shot of the previous Metapods.
4. 2 Slowpokes (pink creatures) on the left bank. They dont react well to any forms of stimulation. I found that the best points are taken when they stand on their hind legs and moan (yawn?). They do it automatically so dont throw anything! Just wait ..
5. To get Slowbro, throw apples to the right of the 2 Slowpokes to make them go to the brown patch. Once there they will stick their tails in the water to fish out Cloysters which will clamp on the them and turn them Slowbros.
6. With the flute you can make the smoking red plant on your right dance.
7. There are 2 Porygons near the switch -- one green and one brown. The green one is harder to see but it's found at the leafy green banks. Look for a green pointy nose.

#### 6.6 THE ICE CAVE

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##### 6.6.1 General

-----

Progress Type : Earn enough points. If you don't - repeat some of the levels until you do. The next level will open automatically. There are no hidden switches.

#### 6.6.2 Quick Tips

1. The green Bulbasaur turns into Dittos (pink slimer) when you bomb them.
2. You can get a good shot of the Grimers (ash coloured slimers) appearing to your right when you start the stage by using the Dash Engine. You can get real close to the third Grimer
3. Save the 3 Pink Jigglypuffs being chased by the Koffings. Save all three and they will sing to you at the end of the level. Absolutely adorable with their cute voices and all!
4. Knock the Weepinbell (yellow Pokemon that is bouncing around a pool of water) into the pool. It will transform into Victreebel.
5. The Flute will make the two Jynx's dance and hatch Artucino. Don't be too sidetracked by Artucino and forget to take the photos of the 2 Jynx's as well.
6. You can knock the Zubat that has a Pikachu in its clutches. Afterwards a Pikachu on balloons will appear!

### 6.7 THE RAPIDS

#### 6.7.1 General

Progress Type : Activating a switch at the end of the level. You will see 3 Squirtles (shelled pokemons) and a monkey at the top of a hill at the bend just before where the switch is located. The key is to smoke bomb the last Squirtle ie. left most. Wait till it floats by and when it is in the right part of your screen : smoke bomb him to make him scamper up the hill and knock the monkey over. Now bomb the said monkey on the other side and he'll stomp on the switch. Once you clear this level a scene will transpire telling you of the Pokemon Signs. Start on a previous environment and you should be getting the Dash Engine and Flute.

#### 6.7.2 Quick Tips

1. Immediately at the start of the stage bombard the water in front of you with bombs. You will see 3 Squirtles appearing underneath the water's surface. Try to bomb them out of the water either to the left bank or the right bank. Once they're there -- attract them with apples and get them together for a group shot. Try not to hit the apples at them cos it'll make them dizzy and hence gives them less time to pose for you.
2. Knock the 3 Geodudes clinging to the cliff on your right with bombs to make 3 Sandslash come out. Experiment on single shots -- take it when the Sandslash are in mid - air as they burrow out of the ground for good points. Alternatively get them all to burrow out quickly and get a group shot.
2. Knock the 2 clinging Geodudes on the left bank of the river to make the Graveler (Rock-like Pokemon) fall down. Try to take pic of the Graveler as it is falling down for an action shot. A Sandshrew gets bumped out of the ground by this falling Giant so try to quickly lure it with apples to get a decent close-up.
3. You can make the three Gravelers on the left bank drop down from their perch and stomp around in circles by playing the Flute.
4. The tip about the Stars (Starryu) is to take a focussed shot -- if u do corectly - it will spin around in circles and follow you. Do the same for all 3 stars and it will follow you to the whirlpool. All three will emerge

from the pool Purple in colour as Starmie.

5. Continuously bomb the whirlpool to make a Dragonite fly out.

6. On your next excursion to the whirlpool -- concentrate on the water to the left of the whirlpool with more bombs. 3 Dratinis (blue eels) will jump out of the waters.

7. At the whirlpool, knock the Magikarp flopping on the land back into the water by throwing apples at it. A Gyrados will then eat it!

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7.0 THE SPECIAL STAGE : MEW!!  
-----

7.1 General  
-----

Progress Type : Once you clear the Rapids level - you will be told of the Pokemon Signs. It is now that a new sub menu will open under the POKEMON REPORT SCREEN. Find the 6 Pokemon images in the shadows of each level to get to this stage. There is 1 pokemon image per environment. You can only get here once you have all the items ie. apples, smoke-bomb, flute and the Dash Engine.

7.1.2 Where to find the 6 signs  
-----

Beach

After passing the first Pikachu on your right , look to your left and you will see a mossy rock structure which resembles like two curling palms and a head. Focus the middle and take many many shots. Although there are no animals in sight you will find that you can still focus and the subject will be labelled as "New". Get the photo graded and it will automatically be matched to the Pokemon Signs.

Tunnel

Lure the second Pikachu to move forwards towards the egg by using apples. When he gets close enough play the flute and Pikachu's electrical frenzy will hatch the egg. The bird will then fly to the contraption to trigger the projector mechanism. In the next room after passing the two tigers - you will see a projection against the rock wall. Take the photo of the image and get it graded!!

Lava Pit

Ignore the horses and throw smoke bombs into the volcano pit on the left. When done correctly, the wisp of smoke that comes out is the Third Pokemon Sign!

River

Just above the dancing mushroom on your right- you will see a tree overlooking it. Look closely and you will find that the tree resembles the face of another Pokemon. Snap! Snap! Snap!

Ice Cave

Locate the third Jigglypuff that is being chased by a Koffing. You should see something sparkling where they are - take the photo. Lots! It should develop into a ghostly image of another Pokemon!

Rapids

When u start the level - just look forward. In the distance you will see the 3 huge rock structures resembling the faces of more Pokemons.

That's it! This will open the Final Stage where you can take photos of the elusive Mew!!!

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8.0 REVIEW BY GAMERS  
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Rybread : If one has a couple of extra bucks and likes looking at dem pretty pictures, Pokemon Snap is for you. A deep game that should be played over weeks, not killed in a dat. The US release will be worth a rent by anyone, for there is undeniable fun in the game, but lenght is in question. Engine seems solid, with a few exceptions (like when too close is not good). Definitely a rent.

Shaun Davis and Linda Chivington: Pokeman Snap brings all the fun of collecting pokemon as in the Gameboy version, but in a different way. Instead of having to fight for pokemon, you can let your artistic side shine with the chance to take pictures of pokemon with your trusty camera in many different environments. Its so fun to see all the different pokemon react to all your different actions and then trying to get the perfect picture of it. (Trust me, it isn't easy) Also, the game is still very much like an adventure game with the excitement provided whenever you find a new pokemon. If your interested in photography, or just searching for many things and finding secrets, give this game a try. (P.S.: If you're a pokemon fan you already know your going to get the game anyway so who cares.)

Myself & Beth : Another shining example by Nintendo in coming up with ingenious and novel games that no one has thought of before ie. a board game (Mario Party), unique fighting game (Super Smash Bros) and now a photography game. Both sexes will enjoy the game -- it is very tranquil and relaxing at times, and exciting at others. It is so cool when you get to explore new environments and see how the Pokemon you love and hate are depicted as living! On the whole, I recommend this game -- and without a doubt whatsoever : Pokemon fans will love it!!!

9. ABOUT  
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You can find the latest version of this FAQ at  
[www.geocities.com/EnchantedForest/2414/pokemon.html](http://www.geocities.com/EnchantedForest/2414/pokemon.html)

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