

Pokemon Snap FAQ

by marshmallow

Updated to v0.9 on Aug 22, 1999

An important note from marshmallow:

This FAQ can only appear on the following sites

- GameFaqS <www.gamefaqs.com>
- Cheat Code Central <www.cheatcc.com>
- GameSages <www.gamesages.com>

Why? Because those are the only three sites that can keep my FAQs updated. GameFAQs gets away with murder, though, on account of the fact I send my FAQs there myself. Gamesages is GameFAQs sister site, so they share information. Cheat Code Central is great, because they always seem to have the most updated version without me having to tell them. Great job, guys and gals.

This warning also appears in the legal section. I just hate it when people have outdated versions of my FAQs, because I get loads (e.g. 100+) of e-mails telling me to "update my FAQ" even though it IS updated, or they ask a question that has been answered in the new versions, or make additions that are already there, etc., etc. I've had problems with this with other FAQs, and I'm taking steps (e.g. this note) to put an end to it!

Here are a few "do's" and "don'ts". Webmasters! Take note...

WEBMASTERS -- DO NOT:

Post this FAQ on your site directly. The only sites that this rule DOES NOT apply to are GameFaqS, GameSages, and Cheat Code Central, as shown above.

WEBMASTERS -- DO:

If you are a webmaster of a site that wants to post this FAQ, what do you do? As you read above, you can not post it directly. Instead, link to the page at www.gamefaqs.com that lists all the FAQs for this game. Why GameFaqS? Because I said so. To clear up some confusion, you can not link to the URL if it ends in ".txt" or ".doc", you just can't use that. If it ends in anything else, such as the page where it lists all the FAQs for a game, you can link to THAT, but not to the actual FAQ. I'm only repeating myself, but I had to because some people have to be told something twice. If you have any questions on linking, notify me. To answer the most common question I'll get, you can not link to any GameFAQs URL that ends in ".txt" or ".doc" because it's in GameFAQs' legal section. So there.

I truly and sincerely apologize to the readers who have to scroll through this text to get to the actual FAQ, but I'm sure you can understand my situation and would do the same if you were in my shoes. Now go on and enjoy the FAQ for whatever perverse reasons you came here for :p

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Another new thing: I have changed my primary e-mail address to marshmallow@nintendomail.com. So send e-mails there! I still accept mail to my Hotmail account (m_mallow@hotmail.com), but I don't check it as regularly as my new one. So there.

Oh, on another note, this is the first version! :) If you haven't noticed, I've changed many of the ways I format it when compared to previous FAQs. Overall, I think it makes it look cleaner, easier to read, more professional, and it helps to make sure everyone reads the most updated versions. We'll have to see how it works out...

2) INTRODUCTION

One thing that Nintendo absolutely never does, under any circumstances, is "follow the crowd." You will simply never see them do this. They will either create new genres entirely (Zelda, Mario), create an entire new gaming dimension (Mario 64), or breath new air into old, stale genres (Mario Kart, Pokemon, Mario Party, Smash Brothers). Pokemon Snap is definitely not your run-of-the-mill game, and is more evidence of Nintendo's highly original ideas!

In short, Dr. Oak has told you to go to an island full of Pokemon and take as many photographs as you can! To ensure the little guys don't hurt you, a large vehicle, the "Zero-One", will transport you through the levels, on rails (e.g. a set path). As you go by, you can watch the Pokemon in their little worlds and snap pictures. Sounds pretty retarded and strange, doesn't it? Yeah, that's what I thought at first, too. It's very addictive and very fun, which makes up for its lack of difficulty. The best part of the game, you ask? Seeing Pokemon in 3D! Haha, Pikachu will never be the same again. Switching to another topic entirely, I hope they make a 3D, real-time combat Pokemon for the launch title of the "Dolphin." That would be just too sweet! Oops, sorry about that, when I start to ramble on, I have a hard time stopping. :p

3) BASIC GAMEPLAY MECHANICS

This has been covered in countless other FAQs...but I shall do it again to make this guide more complete.

----- CONTROLS -----

Throwing Pokemon Food:

Press "A" and you will toss "Pokemon Food!" What is the food, exactly? Well, no one knows for sure, but it resembles an apple, so throughout the FAQ I will refer to it as "apple." Heavy stuff, I know. With this, you can lure Pokemon to different places, and make many different things happen. You get the apple after you get a lot of points.

Throwing Pester Bombs:

Press "B" and you can throw a "Pester Bomb!" This has dozens upon dozens of uses! You can make Pokemon irritated and do strange things, you can make them attack each other, or, most of the time, flush them out of their hiding places. Very useful. You can get the pester bombs after you get a LOT of points.

C Up, C Left, C Right:
Look around quickly.

Analog Stick:
Move camera/view slowly.

"R" Button:
Once you get the "Dash Engine", hold "R" to go really fast! You get the engine after completing all six main levels <Beach, Tunnel, Volcano, River, Cave, and Valley>.

Pokeflute:
Press "C Down" and you will play the "Pokeflute", stolen from the Gameboy game. It can make some Pokemon dance, others will sing, and others will do a special attack. Try it out on all of them! You get this after finding the first Pokemon sign.

A little note:
For the Pokeflute, Dash Engine, Pester Bombs, Apples, etc., you will need to earn a certain amount of points to receive them (Dr. Oak will explain this). How do you get points? Well, what do you know, I have a sub-section about that as well...

----- EARNING POINTS -----

These are the main factors that Dr. Oak grades you on when you hand him a picture -- he's very picky, so you had better keep these in mind when taking a photo!

SPECIAL:
Only applies to a few rare Pokemon...if they're doing something special (how appropriate) you get more points.

SIZE:
The closer the Pokemon is to the camera, the more points you earn.

POSE:
You had better hope the Pokemon in question is facing the camera, otherwise you get no points. If the said Pokemon is doing some kind of special pose, then you net mega bonus points.

TECHNIQUE:
Your victim should be in the center of the screen. If it's off to the side, you won't get anything. If it is centered, the total will be multiplied by two.

FRIENDS:
If there are Pokemon of the same species in the background, you get bonus points (the amount depending on how close they are and how many).

4) POKEMON TO KNOW

If you've never played the Pokemon for Gameboy (for shame!!) or are a bit rusty, here's a description of all the Pokemon you will find IN THE GAME. There are only 63 out of the 150 (since this was an "experimental project"), so there won't be a ton here. Don't say I'm doing this to

take up space, because I would have had to point this out in the walkthrough anyways, so why not make this section?

#1 - Bulbasaur:

A blue reptile like creature with a bush growing on its back. Its cuteness is only rivaled by that of Squirtle and Pikachu. "Bulba. Bulbsaur!"

#2 - Charmander:

An adorable, orange, mini-dinosaur creature -- the tip of its tail is on fire. "Char, char!"

#3 - Charmeleon:

The evolved form of Charmander, it is similar in appearance, except it seems more "tough" and has some muscles, it is not as cute. "Char-mellllleon."

#4 - Charizard:

The final form of Charmander, it is a large dragon creature with wings.

#5 - Squirtle:

A blue turtle with disturbingly dis-proportionate eyes, it walks around on its hind-legs. Its cuteness is only exceeded by that of Pikachu. "Squir-tell?"

#6 - Metapod:

A green/blue cocoon that hangs from trees.

#7 - Butterfree:

A cute, big eyed butterfly that constantly giggles. It hangs out in groups.

#8 - Kakuna:

A yellow cocoon with eyes, it hangs from the ceiling of certain caverns.

#9 - Pidgey:

A brown/tan colored bird that flies in flocks.

#10 - Pikachu:

The mascot of all that is Pokemon, Pikachu is probably the most disgustingly cute thing I've ever seen in my entire life. "Pika...?"

#11 - Sandshrew:

An armadillo-type creature with big blue eyes. He looks soft and plushy, perfect for Nintendo to leech off of girls who like to go shopping.

#12 - Sandslash:

A more powerful Sandshrew, it has spikes on its back and is very muscular.

#13 - Vulpix:

A red, fox like creature with huge blue eyes and many tails curled up in a bunch.

#14 - Jigglypuff:

A pink puffball that flies around and sings sickening songs that make "Barney and Friends" seem satanic in nature.

#15 - Zubat:

A fast, agile blue bat that is hard to capture on film.

#16 - Vileplume:

A walking, talking mushroom that likes to dance.

#17 - Diglett:

A cute, brown, worm like creature with a pink nose (?) that lives underground.

#18 - Dugtrio:

The evolved form of Diglett is very tough and mean looking.

#19 - Meowth:

The yellow cat with a New York accent returns to scream and yell, "Meowth, that's right!"

#20 - Psyduck:

The little yellow duck that can't seem to get rid of its headaches, Psyduck is as psychotic as he is in the cartoon, and sounds the same. "Psyyyyduckkkk?"

#21 - Mankey:

A furry pig that jumps up and down in place.

#22 - Growlithe:

A puppy-dog, basically.

#23 - Arcanine:

A monstrous dog with huge tufts of fur around its neck and large paws.

#24 - Poliwag:

A walking tadpole with a bull's-eye on its belly.

#25 - Weepinbell:

A floating plant that resembles a tube.

#26 - Victreebell:

Same as the above, except larger and a darker shade of green.

#27 - Geodude:

A muscular rock creature, it climbs on rocks and walls. "Dude! Dude! Geo! Geodude!"

#28 - Graveler:

A titanic boulder with large hands, it hangs on walls and then crashes to the ground in a cloud of sand.

#29 - Rapidash:

A beautifully animated pony with flames for a mane and tail, it also has a single horn in its forehead.

#30 - Slowpoke:

A pink hippo-type creature, it is pathetically slow, hence the name.

#31 - Slowbro:

The advanced form of Slowpoke, Slowbro has a huge clam eating its tail.

#32 - Magnemite:

A ball with single eye, magnets on the side, and screw heads coming out of its face, they float around all day.

#33 - Magnetron:

Three magnemites joined together.

#34 - Doduo:

An ostrich creature with two heads, it is very fleet-footed.

#35 - Grimer:

An organism consisting entirely of slime.

#36 - Muk:

Evolved from Grimer, Muk is powerful and quite large.

#37 - Shellder:

A clam with a long tongue, it flies out of the water and floats around for awhile.

#38 - Cloyster:

Evolved form of Shellder, Cloyster is very menacing with its huge spikes and dark grin. Very cool looking.

#39 - Haunter:

Rather disappointing, it is just a shadow with hands and eyes.

#40 - Electrode:

A red/white ball with a large grin. Don't make it angry or it will explode!

#41 - Koffing:

A purple ball with holes all over its body, it floats around and secretes a nasty gas.

#42 - Chansey:

Another cute Pokemon, Chansey is a large pink ball that hops around while carrying an egg. "Chanseeeeeeyyy!"

#43 - Kangaskahn:

A menacing kangaroo-type creature, it carries its young in its pouch at all times.

#44 - Goldeen:

A little fish that jumps out of the water from time to time.

#45 - Staryu:

A star with a red eye in the center, the eye changes colors when the Staryu is excited.

#46 - Starmie:

Pretty rare, the Starmie moves at blinding speeds, and is almost impossible to get a good shot with.

#47 - Scyther:

A green insectoid creature that has large claws, it can fly.

#48 - Jynx:

This ugly duckling never turned into a swam. It has blonde hair, black skin, and pink lips.

#49 - Electabuzz:

A yellow creature with black stripes all over its body, it walks very slowly and usually faces away from you.

#50 - Magmar:

An interesting duck-faced creature with claws all over the place, it lives near magma lakes. I think he's pretty neat looking!

#51 - Magikarp:

A golden colored fish that hops out of the water occasionally. Note the sound it makes...that's what sound a fish makes when out of water! These guys at HAL did their homework...

#52 - Gyarados:

My all time favorite Pokemon, it is simply gigantic and is a spectacular sight to see in this game.

#53 - Lapras:

A docile, dragon sorta Pokemon that lives out in the water. Cool looking.

#54 - Ditto:

A blob resembling a grimer, but more "polished." It can transform into any Pokemon it comes in contact with

#55 - Eevee:

A fox creature that is easily frightened.

#56 - Porygon:

An enigma that resembles whatever type of terrain it lives on.

#57 - Snorlax:

Instead of using the kitty litter the way it was intended, this cat ate the kitty litter. All of it.

#58 - Articuno:

A beautiful blue bird that lives near ice areas.

#59 - Zapdos:

Hatch this egg and take about 10 pictures of Zapdos emerging in all of its glory -- then look at them later. Some of those shots are rather impressive.

#60 - Moltres:

The last legendary bird, Moltres is fiery red and shakes off magma every once and awhile.

#61 - Dratini:

A very smooth, big eyed, blue, cute eel that lives in the water. Get an up close shot of this one and look at how nice it is.

#62 - Dragonite:

The dopiest Pokemon if there ever was one. His constant "Duh huhs" and "D'ohs!" makes this scene feel like a bad Disney cartoon. Wait, they all are bad...A big orange dragon that flies.

#63 - Mew:

The final Pokemon to film, it doesn't exactly take a rocket scientist to locate him. Just me. Found in the secret level.

5) POKEMON SNAP WALKTHROUGH

These strategies assume you have all the items (Apples, Pokeflute, Pester Bombs, etc.).


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////////////////////////////////// BEACH ENVIRONMENT \//////////////////////////////////
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Pokemon to snap: Pidgey, Doduo, Pikachu, Butterfree, Lapras, Snorlax, Meowth, Scyther, Magikarp, Chansey, Eevee, and Kangaskhan (12 total)

----- BASIC SMACK -----

This area will have some general information about snapping all the simple Pokemon, where to look and when, etc.

Pidgey:

These can be found at the start of the level, the middle, and the very end. For the best shot, go to the very end where the two Pidgeys are going to use a wind attack on Meowth <see below>. When you get there, they will be above the track and moving away from you...use the Dash Engine, and you can be in front of them, and then turn around and get a REALLY close up shot of both of them.

Doduo:

At the start, he will leap out of a blind corner and run off. Predict the second he will be in the center and snap your camera, you can get up to 3000 points. This takes practice. He will run around for the rest of the level, but the shot won't be as close as at the start/middle of the stage.

Pikachu:

Found at the start, there are also two hidden ones.

Butterfree:

These little insects are flying around all over the level. The absolute best place to get a picture of this is on the bridge that goes over the water. Use the Dash Engine all the way there and you can find up to four Butterfree there at once.

Lapras:

At the start, after Pikachu, look to your right, to the ocean. Eventually, he will pop his head up. Snap his picture. Shortly after Snorlax, you can see the ocean again, and if you snapped Lapras photo, two will appear -- snap the one closest to you. When you cross the bridge, another will appear in the distance, ONLY IF YOU SNAPPED THE OTHERS. Finally, at the very end where Kangaskhan is, all three will pop their heads up, allowing you to net MAJOR points.

Snorlax:

This giant sleeping cat can only be photographed when he's awake. If you toss a Pester Bomb at him, he'll scratch himself. If you play the Pokeflute, he'll dance. Pick which one you like and snap it.

Meowth:

Pretty much found all over the place, it's easy to get a good shot of him. At the end of the level, after the Kangaskhan, some Pidgeys will use their wind attacks to scare away a Meowth -- snap the Meowth when he's twirling around, Dr. Oak likes that.

Scyther:

Shortly after the Snorlax, there will be a big copse, overflowing with flowers and grass, and you will see several leaves being disturbed. Keep

tossing Pester Balls in there, and if you can hit where the leaves shoot up, Scyther will fly up, do a little slash attack, and fly away. Snap his slash for a good pose.

Magikarp:

When you pass over the water with the bridge, hurl apples/pester bombs into the river and one will jump out.

Eevee:

After the copse with Scyther, you will find some large boulders with Eevee running around. Play the Pokeflute to make him jump, this makes for the best pose.

Chansey:

The pink ball that Eevee is pushing around is actually Chansey. Throw an apple/pester bomb at the ball and it will transform into it. Play the Pokeflute to make it dance a happy dance :p

Kangaskhan:

Found near the end, it's pretty hard to miss. The problem is, its facing away, so you can't get any points that way. Throw an apple at it and watch it run at you! Do this from far away so you by the time you get there he will be near the road, allowing you to get a good shot. The best pose is when he's roaring at you (his mouth is open and his eyes bug out).

----- BIG TIME POINTS -----

"Big Time Points" is exactly what you think it is. This part will point out some neat tricks on getting really good photos. Very cool stuff here!

Cowabunga Pikachu:

The Pikachu at the start of the level is actually a great surfer. Throw apples in front of it and lead it to the surfboard, where it will jump up and down excitedly. This nets you around 5,000 points.

Meowth, That's Right:

Immediately after the Snorlax, but before the Scyther copse, you will see a Meowth sitting on top of a ledge. Hurl a Pester Bomb at it, then wait for the Zero-One to go around the ledge, and you will see Meowth sitting on the ground. When he gets up, he'll stand on one leg, open his mouth very wide, and make himself look really big. Snap this! Mega points.

Ultimate Pikachu:

There are also two other Pikachus in the level, but they're hidden well. Flush out Scyther from the copse (see above) and two Pikachus will come out and sit on the tree stumps. Play the Pokeflute, and they will do the thundershock move. Snap this! You will get points for the fact that there are two Pikachus in one shot, points for the electrical attack, and points for their platform, the stumps. This can get you anywhere from 6,000 to 6,500 points. Yowza!

----- GETTING THE NEXT LEVEL -----

Unlocking the next level isn't so tough; just take pictures of six different species of Pokemon.

Each level has a natural object that looks like a Pokemon of some sort; this is a "Pokemon Sign." If you take pictures of each sign in each world, you can open up a secret level! However, you can only identify it once you complete all six, main levels. So, here we go...

From the start, pass the Pikachu, and look to your left. Keep looking...you will see some big rocks with algae on them, when you try to focus on the center you will get a red dot as if you were snapping a Pokemon! Snap this rock, it is "Kingler's Rock."

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////////////////////////////////// TUNNEL ENVIRONMENT \\//////////////////////////////////  
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Pokemon to snap: Pikachu, Electrode, Electabuzz, Kakuna, Zapdos, Magikarp, Zubat, Haunter, Diglett, Dugtrio, Magnemite, and Magnetron (12 total)

----- BASIC SMACK -----

Pikachu:

At the start, near the Zapdos egg, and at the end with the Diglett. Why does he want to play with Diglett? He just scares Pikachu..."Pika? PIKA!!"

Electrode:

In the first caverns and at the outside. By themselves, they're not worth very many points. However, throw an item at them, and they will explode. Get a shot of them exploding, and you'll get major points.

Electabuzz:

Located at the start, they are difficult to get a good snap of because they are almost always facing away from you. Use the Dash Engine to get in front of them, then snap their face. At the end, in the cavern with the Diglett, there are a few, you can get some decent poses by throwing items at them. They'll pound the ground and do an electric attack.

Kakuna:

In the first cavern, these will come down in hordes. Use the Dash Engine to get an up-close shot of one (e.g. it takes up the entire frame) for BIG TIME points. Don't worry about getting others in the shot.

Zapdos:

In the cavern with the big egg, lead Pikachu to it with apples, then play the Pokeflute, and his electric attack will shatter the egg. For the best points, snap Zapdos the second he emerges. The photo should show a lot of electricity, some egg shells flying at the edge, and two yellow wings emerging. Besides being nice to look at, they give you tons of points (3,000+).

Magikarp:

In the cavern with the Zapdos egg, there is a pool of water near the metal door that leads to the next room. Watch the pool, and Magikarp will jump out. This is probably the best place in the game to get a Magikarp frame, since he's so close to you.

----- BIG TIME POINTS -----

Charmander Frat Party:

Instead of blowing the Moltres egg into the hot lava, allow it to stop your craft completely. Look to your left to find two Charmanders running around. Throw apples there to get them together, and one will call his friends ("Char! Char!"), and four other Charmanders will come running from the above cliff, fall down, and join the party. Lure them close to you, and use the Pokeflute to make them stop running around. This can net you 5,000 points!!

It's A Doggy-Style Day:

At the three craters, make a dog appear from each. Either three Arcanines or three Growlithes (not mixed). Lure them together with apples, and presto, instant points (brought to you by Followers).

----- GETTING THE NEXT LEVEL -----

Take pictures of 22 different species of Pokemon.

----- THE SECRET SIGN -----

At the beginning of the level is a large crater, expelling clouds of ash. Throw some pester bombs into it, and it will emit a strange looking cloud -- photograph these, it is "Koffing's Kloud."

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////////////////////////////////// RIVER ENVIRONMENT \\//////////////////////////////////  
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Pokemon to snap: Poliwhg, Bulbasaur, Slowpoke, Slowbro, Vileplume, Shellder, Metapod, Psyduck, Porygon, Cloyster, Magikarp, and Pikachu (12 total)

----- BASIC SMACK -----

Poliwhg:

At the very beginning of the level, to the right, is a large hill with foliage blocking the view, but you can just see the tips of some blue creatures. Throw pester bombs up there, use the Dash Engine, and you can get a really good close-up of the Poliwhgs coming down the hill. Throughout the rest of the level they will follow you, so if you missed the close-up, you can still get shots, but not as good.

Bulbasaur:

Also at the start, but to the left. There will be a tree stump with a green tuft on top, throw a pester bomb at it and it will fall down, revealing Bulbasaur. Also toss a pester bomb into the side of the log near it (the black part), and another Bulbasaur will come out. Get a close up shot of the one from the lowered log, with the one from the tree stump in the background. "Bulba! Bulbasaur!"

Slowpoke:

Pretty hard to miss. Lure them closer to the water with apples, and take a shot of them while they are on their hind-legs.

Slowbro:

Near both Slowpokes, there is a circle of dirt. Lure the Slowbros there

with apples, but do it from far away, because as their name implies, they are slow. When they get on the circle, they will fish for Cloysters with their tail. They get bitten, and they transform into Slowbro! Play the Pokeflute to make them do a great pose. If you do this too late, you will be too far away to get a decent shot. Remember that when you look backwards, the Zero-One goes slower!

Vileplume:

In between the two Slowpokes, on the right side, is a strange object in the ground emitting some kind of gas. Play the Pokeflute and it makes the object fly up to reveal Vileplume, the plant-Pokemon! If you play the last song in the list, it will do backflips -- worth more points than just it dancing.

Shellders:

Easy enough to find, but getting a shot is difficult because they always appear so far away. Use the Dash-Engine for good effects.

Metapod:

Around the middle of the level, you will go under a canopy of trees, and you can see Metapods up there. When you hit them with a Pester Ball, they come down and block your path. Make the fourth one block your path, so now you are stopped. Look behind you and make the other three come down, and take a picture of the one closest to you, with the other two in the shot as well.

Magikarp:

Throw items into the water at the start, and hey, there it is.

Psyduck:

Floating around after the middle, Psyduck is hard to capture because of his erratic movements. Hit him with an apple, then he will sink down, and until the end, will jump up from the water and scream some kind of word I've never heard..."Syah!!" Take a picture when he is in mid-air for a good pose.

Porygon:

Appearing near the very end, you will notice very strange markings on the right walls that are moving. Throw a pester ball at it, and Porygon will pop out. A few apples here and there, and presto, muchos puntos.

Cloyster:

Only appearing a few times, Cloyster will leap out of the water and glide around for roughly ten seconds, then disappear. Snap the photo when he is high in the air.

Pikachu:

At the very end of the level, peering out of the wooden structure every other moment.

----- BIG TIME POINTS -----

Ritalin Enhanced Pikachu:

At the end of the level, hit Pikachu with either an apple or a pester bomb, and it will jump out of the wooden structure and run around really fast. If you get it snapped, you can get some good points.

----- GETTING THE NEXT LEVEL -----

The last Porygon you find will be on the same ledge as a switch, throw a pester ball at it to reveal Porygon, and it will land on the switch,

Pokemon to snap: Squirtle, Magikarp, Goldeen, Dratini, Sandslash, Sandshrew, Geodude, Graveler, Mankey, Gyarados, Starmie, and Staryu (12 total)

The best level of the game in my opinion...cool music, great visuals, a variety of Pokemon, and it has Gyarados! What else could you possibly ask for?!

----- BASIC SMACK -----

Squirtle:

There are three at the end, but they are too far away. At the start of the level, you will see some brownish colored objects in the water. Use pester bombs on them, and they will bounce away and on to the shore, revealing to you that they were the shells of Squirtles! Don't worry about getting two in a shot, just get a single one really close to you. A good way to do this is to hit them with an apple (not a pester bomb -- it will knock them out).

Magikarp:

A few will pop out here and there, and if you keep tossing items into the water, you should get more.

Goldeen:

Throw items into the water and they will pop up sometimes. Be fast! They only appear for a few split-seconds.

Dratini:

The best looking "small-fry-fish" Pokemon, just toss items into the water and you can get good close ups of this guy. I like his smooth skin...it owns my soul <sob, sob>.

Sandshrew:

At the start of the level, throw pester bombs at the Geodudes, and when they fall and smash into the ground, the shockwaves will cause a Sandshrew to pop out, another adorable Pokemon for your collection. The closer, the better.

Sandslash:

Only one appears, and it disappears when you get close. To get a good close-up shot, go to the area with the two Geodudes and a single Graveler (which is, of course, where it appears in the first place). Quickly knock off both Geodudes, which will cause Graveler to fall, which will cause Sandslash to come up. The faster you do this, the closer you can get to Sandslash. The closer, the more points (up to 4,000).

Geodude:

There are five in the level: three on the first ridge, two by the first Graveler. Knock them off with pester bombs, and they will face you for several seconds. The best place to get a shot is by the Graveler, since Sandshrews won't block you.

Graveler:

There are four Gravelers -- one at the start, three near the Gyarados Waterfall. For the first one, knock off both Geodudes with pester bombs and their combined shockwaves will knock off this heavy guy. Capture the moment he smashes into the ground and knocks up dust -- that's a good point-getting pose.

Mankey:

Basically everywhere. The best snap to get of him is at the end when activating the level switch (see, "Getting To the Next Level" below).

Starmie:

Shortly after the Gyarados Waterfall, Starmies will come out of the water. Getting a good shot is difficult, because they spin around so much. Remember: the jewel in the center is their eye, so if you see no jewel, its BACK IS TO YOU!

Staryu:

When you take a picture of Starmie, it will circle around you very quickly. When you reach the vortex, it will be sucked in, and Staryu will (surprise, surprise) pop out. BE QUICK! Staryu is the most difficult Pokemon in the game to get a decent shot of, it will only be on screen for about three seconds, and he moves FAST.

Dragonite:

When you reach the vortex, keep throwing pester balls into it (the vortex will flash white when you do). After a few, Dragonite will pop out and fly away. The best pose is when he does the "splits" with his legs and opens his mouth. Argh...talk about retarded.

Gyarados:

This takes a lot of work, but it's worth it! At the start of the level, there is a Magikarp that keeps jumping out of the water. Keep throwing pester balls near it, and it will be flung towards the shore with the Mankey, and the furry rodent will hurl the fish far, far away. Roughly 45 seconds later when your each the three Gravelers, Magikarp will land on the shore. Toss it a pester bomb, and it will bounce across the river and into the waterfall. With a climatic introduction, Gyarados will BURST out of the waterfall as drops of water pour off his head and he roars his strange war-cry and the camera shows you his high-polygon head. <sniff> It's so beautiful. :P

----- BIG TIME POINTS -----

Graveler's Limbo Party <pronounced, "parr-r-taay">:

When you see the three Gravelers in front of Gyarados Waterfall, play the Pokeflute and watch them dance! You can get any where from 3500 to 4000 points off of this!

Gyarados Close-up:

I haven't seen this mentioned any where else, but when in the river areas (e.g. this entire stage), you can go to the left or right, depending on what direction you face. For example, if you are going between the three Gravelers and Gyarados Waterfall, if you face the waterfall, you will go in THAT direction and AWAY from the Gravelers, and vice verse if you face the Gravelers. Due to this, you can get very nice close ups of Gyarados when he emerges from the falls.

Notice -- the "trick" doesn't work when your camera is zoomed in.

----- GETTING THE NEXT LEVEL -----

After the vortex, you will see a high hill with a Mankey standing proudly on top, and three Squirtles at the bottom. When you get near them, two will pop their head/arms in their shell and bolt up the hill, almost hitting the Mankey -- leaving one Squirtle left. He will look at you, the up towards the hill, then pop his head/legs in so only his shell remains. When his shell and the Mankey are lined up, toss a pester

//////////////////// POKEMON SCORES CHALLENGE \\\\\\\\\\\\\\\\\\\\\\\
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After finding all 63 Pokemon and watching the ending credits, Dr. Oak will inform you off the POKEMON SCORES CHALLENGE. Basically, each stage now has a CHALLENGE SCORE set by other Pokemon trainers (I wager they were from testers at NOA/NCL). Basically, everytime you take a picture, the CPU will pre-determine, on the fly, how much it is worth, and will add them all up at the end, then multiply that number by the amount of species you photographed.

Example:

I set up a shot with Pikachu so each frame is basically worth 4,000 points. I snap this frame 10 times.

$$4,000 * 10 = 40,000 \text{ points}$$

When I finish the level, I have taken pictures of only two different kinds of species. The extra one I took was worth 1000 points.

$$40,000 + 1000 = 41,000 * 2 = 82,000 \text{ points for the entire level.}$$

So here's advice for beating the scores.

- Get the best shots and take as many snaps as you are physically capable.

- Take, AT THE VERY LEAST, one snap of each species in a level.

A good example would be the Beach level -- at the start you can set up Pikachu on the surfboard. Get about 20 shots of that, then maybe 20 shots later of two Pikachus on a stump while using thunderbolt, then everything in the level, etc., etc., it comes out to quite a bit of points.

LEVEL	CHALLENGE SCORE	MY HIGH SCORE
! Beach !	1,510,000	2,253,240
! Tunnel !	1,510,000	1,718,400
! Volcano !	1,510,000	1,984,590
! River !	1,510,000	1,516,410
! Cave !	1,510,000	1,825,300
! Valley !	1,510,000	1,912,400
! Rainbow !	420,000	434,890

I honestly didn't put much time into getting really good scores, so don't e-mail me bragging how you can beat my ass to a bloody stump.

In my opinion, beating the high-score for the Rainbow Island was the hardest thing of the game. You had to have a good eye to get the best shots of Mew consistently, and you had to do it very quickly. That was something pretty fun to do!

And lastly, you do not get anything for beating the challenge scores, just the knowledge that this game has almost zero replay value after you beat it about three times. Lucky thing I rented it beforehand and read some reviews :p

6) CREDITS

Companies

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Nintendo/HAL: They made this highly unique game. I have the feeling this won't be the last of the picture taking games...I bet they'll have future ones with 20+ levels and all 150 Pokemon! I just hope they don't get too carried away, I like fighting them better than snapping pictures.

Internet Sites

= = = = =

GameFaqs <www.gamefaqs.com>: They have all 30+ of my FAQs -- I believe this is around my 35th. They also have thousands of other FAQs, so if you can't get help there, you're in trouble.

Official Pokemon Site <www.pokemon.com>: They have a great "Online Pokedex" for the Gameboy game -- with full screen, colored pictures from the cartoon...very nice. But, the polygonal versions look so much more impressive...<sigh>.

People

= = = = =

MetroidMoo <MetroidMoo@aol.com>: I got most of the level-information from his FAQ. Very good job.

Adil <adil@bumihiway.com.my>: Many, many nice tricks for getting really high scores. Excellent FAQ, I suggest you check it out (it's also at GameFaqs, of course).

7) LEGAL SECTION

<this also appears at the very start of this FAQ>

This FAQ can only appear on the following sites

- GameFaqs <www.gamefaqs.com>
- Cheat Code Central <www.cheatcc.com>
- GameSages <www.gamesages.com>

Why? Because those are the only three sites that can keep my FAQs updated. GameFAQs gets away with murder, though, on account of the fact I send my FAQs there myself. Gamesages is GameFAQs sister site, so they share information. Cheat Code Central is great, because they always seem to have the most updated version without me having to tell them. Great

job, guys and gals.

Here are a few "do's" and "don'ts". Webmasters! Take note...

WEBMASTERS -- DO NOT:

Post this FAQ on your site directly. The only sites that this rule DOES NOT apply to are GameFaqs, GameSages, and Cheat Code Central, as shown above.

WEBMASTERS -- DO:

If you are a webmaster of a site that wants to post this FAQ, what do you do? As you read above, you can not post it directly. Instead, link to the page at www.gamefaqs.com that lists all the FAQs for this game. Why GameFaqs? Because I said so. To clear up some confusion, you can not link to the URL if it ends in ".txt" or ".doc", you just can't use that. If it ends in anything else, such as the page where it lists all the FAQs for a game, you can link to THAT, but not to the actual FAQ. I'm only repeating myself, but I had to because some people have to be told something twice. If you have any questions on linking, notify me. To answer the most common question I'll get, you can not link to any GameFAQs URL that ends in ".txt" or ".doc" because it's in GameFAQs' legal section. So there.

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8) CONTACT INFORMATION

Before asking any questions or making any comments, make sure you are viewing the most updated version of this FAQ. The most updated version, along with the other 35+ of my FAQs, can be found at: www.gamefaqs.com.

Feel free to contact the insane author of this FAQ, marshmallow, with any e-mail, corrections, adorations, admonitions, praise, damnation, condemnation, or death threats at: marshmallow@nintendomail.com. I still accept mail sent to m_mallow@hotmail.com, but I don't check it as regularly as my primary, Nintendonext account.

If you asked what you think was a good question, but didn't get a response, it might be because Hotmail can not send my message to you. Some servers I've had trouble sending messages to in the past include: AOL, jun0. Supposedly, this has been fixed with Nintendomail.

I also have ICQ, but after changing my number, I only allow special people to be on my list.

Note that I only check my e-mail every other few decades, so please be patient. If you don't receive any replies within a few weeks, it's safe

to say you asked a very idiotic question.

All good things must come to an end...
Which is why you'll see more of me as time goes on...

Muahahaha...

- marshmallow -

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