



The OFFICIAL Safari Guide from the pros at **NINTENDO POWER**

POKÉMON Snap

OFFICIAL

Nintendo®

PLAYER'S
GUIDE





THE PAPARAZZI

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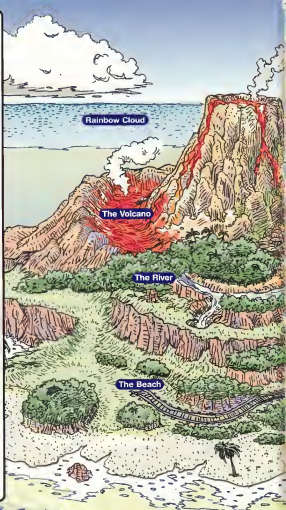
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POKÉMON Snap



The Cave

The Valley

The Tunnel

WELCOME TO POKÉMON ISLAND!

Although your mission appears basic, it's anything but—tracking down and photographing each of the Pokémon living on Pokémon Island will require ingenuity and great reflexes. Luckily, you'll have all the help you need as you aspire to be a master photographer. Let Nintendo Power be your safari guide as we take you through every area, show you every secret and root out even the most elusive Pokémon. With all the maps, tips and field reports a photographer could want, you'll have no trouble cataloging every last one of the island's wild creatures!



POKÉMON SNAP CONTENTS

Finding your way around this guide is a lot less complicated than navigating the wild environments of Pokémon Island! If a particular Pokémon eludes you, be sure to check the Field Guide in the back for individual reports.

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THE BEACH

You'll learn the ins and outs of professional Pokémon photography on the sun-swept beaches of the island, where crowds of Pokémon have come to enjoy the sea breeze.



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THE TUNNEL

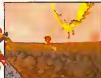
As you make your way inland, you'll find an old power plant in a wide tunnel. You'll see plenty of Electric-types, which love the high voltage area.



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THE VOLCANO

Things heat up as you enter the crater of the island's lone volcano, where Fire-types frolic on a super-heated landscape.



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THE RIVER

You'll see tons of Water- and Grass-types amid the lush tropical foliage of this beautiful wandering waterway.



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THE CAVE

A branch of the river empties into an underground cavern, and you'll have to adjust your eyes to the dim light if you hope to snap any of the cave-dwelling Pokémon.



51

THE VALLEY

When you emerge into sunlight you'll be pleased to find yourself on another river, but this one runs a lot faster than your earlier cruise and is packed with all sorts of Pokémon.



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RAINBOW CLOUD

If you can impress the Professor with your photography skills, you'll find the way to a magical cloud over the island where you'll go in search of a Pokémon so rare that it's believed to be merely a legend.



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POKÉMON ISLAND FIELD GUIDE

For your viewing pleasure, we've included a full Field Guide with everything you could want to know about every Pokémon in the game: inside information on the creatures' habits, which items will make them react, and the areas they're found in are all included, along with index information to help you find exactly what page they're on. The Field Guide also doubles as a photo album, where you can place stickers of your best shots of each character.



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Something to Shoot For

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PHOTOGRAPHER WANTED



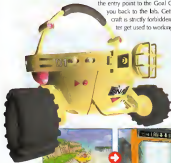
Perhaps you've heard of me. My name is Professor Oak. I have devoted much of my life to studying Pokémon. After researching many professional photographers, I was particularly impressed with Todd's work and decided to bring him to the island to assist me in the completion of the definitive Pokémon Report. Pokémon Island is home to many species of wild Pokémon, and its isolation makes it a perfect natural environment for observing their behavior. Island is the ideal choice for the job—Pokémon Trainers would just try to catch the Pokémon, thereby upsetting the island's balance. With Todd's photographs to complement my research on each Pokémon, the Report will finally be finished!



The ZERO-ONE

YOUR PASSPORT TO THE ISLAND'S INTERIOR

As Todd, you'll be traveling in one of the Professor's latest inventions, the ZERO-ONE safari vehicle. Able to accelerate itself to a number of different environments by using wheels, inflatable pontoons and jet thrusters, the ZERO-ONE will follow a set path from the entry point to the Goal Gate that sends you back to the lab. Getting out of the craft is strictly forbidden, so you'd better get used to working the controls!



At first you'll be at the mercy of the ZERO-ONE's propulsion, but after you receive the Dash Engine you'll be able to accelerate whenever you want.



Your vehicle keeps moving forward until it reaches the Goal Gate, but that doesn't mean you're without control. Once you reach the Goal, you can move from side to side to improve your angles.



The ZERO-ONE's sensor will stop the vehicle a split second before it collides with a Pokémon. After a few seconds, your trip will resume.





HOW TO SNAP PICTURES

BASIC

Operating your camera is as simple as pointing and shooting, but you may need to practice the basics before you become an expert Pokémon photographer. Remember that a photographer's greatest assets may be the eyes and reflexes, so stay alert!

Using the Controller



C BUTTONS

Watch All the Angles



Use the C Buttons to look around quickly (left C and right C shift the view 90 degrees, and top C points the camera forward).

CONTROL STICK

Look Around



The Control Stick lets you look wherever you desire and moves the ZEROS-ONE from side to side on every level after the Beach.

Z BUTTON

Zoom In



Pressing the Z Button zooms your camera in and brings up an aiming sight that beeps and turns red when you're on target.



A BUTTON

Snap the Picture!



Items

Pokémon Food

A BUTTON



Certain creatures will become happy while eating, while others can be lured to specific areas with these treats.

Pester Ball

B BUTTON



Use these balls full of noxious gas to flush hiding creatures out into the open or to knock a Pokémon out cold.

Poké Flute

BOTTOM C



Playing one of the three Poké Flute songs will have different effects on Pokémon, depending on their musical tastes.

Dash Engine

R BUTTON

The Dash Engine enables you to race ahead in levels to get those perfect shots that just don't wait around.

Take Your Best Shot

SIZE

Professor Oak wants you to get up close and personal with the island's diverse group of Pokémon, either through precise maneuvering or careful use of items. The bigger the creature appears in your frame the better, but bear in mind that it is possible to get too close. A picture that crops out parts of the Pokémon's body won't score as high as a score as a slightly smaller, full-body shot.



POSE

Your pose score will depend on what the Pokémon is doing when you snap its portrait and what angle you capture it from. Often a frontal shot will garner you high points, but sometimes a profile does the job better. In these shots of Rapidash, the shot from the front makes the Fire-type look small and without detail, while the profile provides a striking image as it gallops past.



TECHNIQUE

In order to get the technical bonus to double your score, you must keep the Pokémon in the center of your frame. The easiest way to do this is to rely on your finder, the center target that appears when you press Z to zoom in. When the finder blinks red and beeps, take your shot! The Magnetron is an exception, since you must aim at the center space to get the whole creature in view.



SAME POKÉMON

Whenever you get a chance to get multiple Pokémon of the same species together in a single shot, take it. You always want to keep your main subject in the center of the frame, but any other Pokémon that appear will pad your score nicely. The size of each additional Pokémon will make the difference between a good and a great bonus—the more space they take up in the background, the more points you'll grab.





HOW TO SNAP **ADVANCED** PICTURES

Anyone can cue a camera shutter, but to be a truly professional photographer you'll need to master the technical aspects of taking shots in the field. Don't be afraid to try many different methods, because there's more than one way to snap a Pokémon!

Catch the Action

Snapping a Pokémon while it's doing something out of the ordinary is always better than taking a picture while it's just standing there. Your items will help you out here—the Pokémon on the island will fight, eat, dance, roar, jump for joy and even give you a piece of their mind if properly motivated. You never know what a Pokémon's reaction might be!



Keep Snapping!

Many Pokémon move so quickly that it's hard to get a good picture of them. The solution to this problem is to take lots of pictures while the creature is in your view. Keep tracking it with the Control Stick and press the Z Button as fast as you can to take lots of pictures in a short amount of time. You may be surprised to find a couple of great shots when you head to the lab to develop your roll of film.



Water-types are especially difficult to catch on film. If you know where one is going to appear, start taking pictures early.



Special reactions like Pikachu's electric display are particularly hard to snap, so take many shots during the fireworks.

Helpful Items

POKéMON FOOD



EARNED AT 24,000 POINTS

What Pokémon could resist such a delectable snack? Many Pokémon will react happily to these treats, and often the Professor will give high points for creatures in the midst of a meal. You can also use Pokémon Food to lead Pokémon to specific areas or just to get a creature's attention.



PESTER BALL



EARNED AT 72,500 POINTS

Whatever kind of repellent Professor Oak liked these little balls with, it does the trick. You can use Pester Balls to knock many Pokémon out cold, and they are also useful devices for flushing creatures out into the open. Shy Pokémon hide in shrubs and grass, inside logs and within crates, so throw everywhere!



POKé FLUTE



EARNED AT 130,000 POINTS

Music is a language that knows no species, and you'll find that many Pokémon can't help but be affected by it. The Poké Flute will cause all sorts of creatures to get their grooves on—some will boogie, some will do a mesmerized march and others will exhibit one of their special abilities. The three different songs may well produce different reactions in Pokémon, so try them all.



The Poké Flute has every specific effect on Pokémon. This "Electric Shuffle" probably wouldn't be especially popular at a crowded disco.

You may get higher points for different dances. Play DJ with the separate songs and see which one gets them rocking and rolling!



Speed Control

It would be nice to have all day to take pictures, but the ZERO-ONE keeps moving you along. Once you earn the Dash Engine in the Professor's secret cave, you'll be able to accelerate to catch some new shots. Slowing down is a different story, though. Using the C Buttons to face forward, then sideways, then backward will slow your progress slightly and allow you to try a variety of angles while you search for that perfect shot.



The ZERO-ONE's sensor will halt you on the track if it encounters an obstacle, so make the most of the static opportunity and line up some good shots. If you can avoid it, don't badge the object—like this Moltres egg—until you've got some prime snaps.



You'll miss out on many unique shots unless you use the Dash Engine to zip forward and head some Pokémon off at the proverbial pass.

Don't forget that some events will occur after you've passed by an area. Use the C Buttons to keep looking behind you for action shots!



Say What?

Sometimes you'll think that you've taken a great picture, only to have Professor Oak disagree and hand out less than satisfactory point totals. You can take whatever pictures you want for your own Album, but remember that you need to conform to the Professor's standards when taking shots for the Pokémon Report. If your Pokémon isn't centered (like the Charizard below) or is facing away (like the Moltres), you won't be rewarded.



LEGEND



POKÉMON ICON

Individual symbols indicate where that particular Pokémon appears on the island. Be aware that just because there is only one icon doesn't mean there is only one Pokémon.



HIGH SCORE SNAP

Pictures marked with this icon are examples of high-point winners. You can achieve most of them through good technical skills and the prudent use of your arsenal of tools.



ITEMS

Items that elicit reactions from a Pokémon will appear as a color-coded next to the Pokémon's name. In some cases, the highlighted items will merely bring the Pokémon into view.



SPECIAL SHOTS

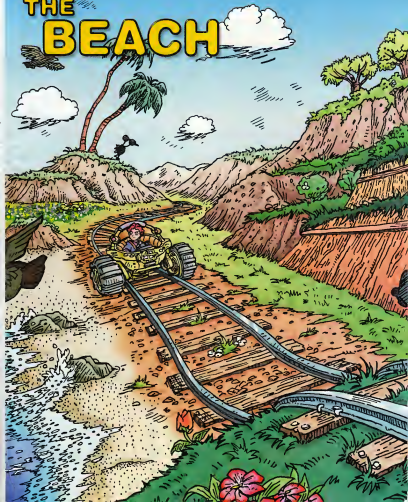
Throughout the game you may witness Pokémon in the midst of very rare or special displays. When you do, snap as fast as you can. The Professor will give extra points for these shots.



POKÉMON SIGN

Exclamation points indicate areas where the scenery looks like a Pokémon. For more information on these special "Pokémon Signs," be sure to check out page 71.

THE BEACH





THE BEACH

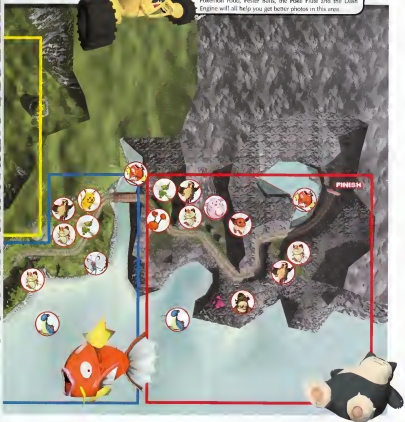
Slap on sunblock and take the lens cap off your camera! You'll be riding in the ZERO-ONE across the Beach, where Pokémon play on the sand, sneak through the grass and soak up the sun. Look carefully. Some Pokémon are harder to spot than others.

Field Report

- ☐ Pidgey.....
- ☐ Doduo.....
- ☐ Pikachu.....
- ☐ Butterfree.....
- ☐ Lapras.....
- ☐ Snorlax.....
- ☐ Meowth.....
- ☐ Magikarp.....
- ☐ Eevee.....
- ☐ Chansey.....
- ☐ Kangaskhan.....
- ☐ Scyther.....



Equipped at first with only a camera, you won't have the photo gear you'll use later to lure Pokémon closer or chase them out of hiding. During your early rides through the Beach, just snap all the shots possible to earn Pokémon Report points. After one or two passes, you should have enough photos to continue past the Beach. Remember to return when you have more photo gear: Pokémon Food, Pester Balls, the Poké Flute and the Dash Engine will all help you get better photos in this area.



PIDGEY

Poké Aloha

Three Pidgy flutter up to the ZERO-ONE as soon as you hit the Beach Zoom for a straight-on shot, and you'll get an easy close-up of at least one facing you. To capture all three face-forward, switch to rear view. Watch as they change direction and follow the ZERO-ONE. They'll soon get upset, and you'll catch a rare shot of the Pidgy screaming for good pose points. What's upsetting them? You'll find out what's ruffling their feathers when you cross paths with Pidgy three more times on the Beach.



SIZE: 110
POSE: 1,200
TECHNIQUE: x2
SAME: KMN: 0N
TOTAL: 4,530

DODUO

Sooner or Later

Until you get the Dash Engine, you'll have to admire Doduo from a distance. This twin-voiced Pokémon bounds across your path now and once more later. Even without the Dash Engine, well-pitched Pokémon food or Pester Balls will knock Doduo off its feet. That will give you more time to wheel up to it. Then snap Doduo while it's out cold or just wailing up to earn the best pose points.



SIZE: 100
POSE: 1,300

TECHNIQUE: x2
TOTAL: 4,200



PIKACHU

Watt a Poser!

This won't be the first time on Pokémon Island that you will see Pikachu. Sitting on the sand near the track, this Electric-type Pokémon looks cute and docile. Once you have the Pokémon Food and Pester Balls, you can get a variety of poses from Pikachu for more pose points. When you have the Poké Flute, return to the Beach and play a tune for Pikachu. It will shock the air with electricity, which scores good pose points. For even more points in addition to pose points, try a special Surfing Pikachu shot.



SURFING PIKACHU



To capture this special shot, you must throw Pokémon Food in a tantalizing line from Pikachu to the surfboard. Pikachu will happily pounce from one piece of food to the next until it's sitting on the board. To get the best close-up of Surfing Pikachu, you'll need to hurl Pokémon Food from a distance to get it to the board in time.



SPECIAL 1,000
SIZE 500

POSE 1,250
TECHNIQUE x2

TOTAL 5,500

BUTTERFREE

Free Spirits

Butterfree wing around the Beach here and at two more locations. With so many photo ops, you'll find it easy to score high with either great close-ups or multiple Butterfree shots, but scoring high on both is tricky. Take a shot just to get Butterfree in the Pokémon Report. Later, return with the Dash Engine to speed to better spots for finessing your Butterfree photos.



LAPRAS

The Truth is Out There

Pokémon Island is a fantastic place to observe rare Pokémon, including the beautiful blue Lapras, which have been hunted to near-extinction. Fortunately for the Lapras, you've come to their island sanctuary only to shoot them for the Pokémon Report and your personal Album. At the beginning of the Beach run, you'll see a lone Lapras in the watery distance. Snap it to prove that you're shooting photos and nothing more. If you keep an eye on the ocean during your ride along the Beach and take photos whenever you spot a Lapras, you'll soon earn your private moment with these graceful creatures.



SNORLAX



Zoom in on ZZZZ?

Until you have a Pester Ball or Poké Flute, you won't be able to snap Snorlax. And until then, photos will show only a snoring mound that won't register as a Pokémon in your report. You need to wake up Snorlax. Pester it, and you can catch Snorlax:

waking, falling asleep and scratching its stomach. Play one of the three Poké Flute tunes to snap Snorlax dancing in three different ways. The third tune gets Snorlax dancing in a style that scores the best pose points of all.



SIZE: 710
POSE: 1,290
TECHNIQUE: x2
TOTAL: 3,960



SIZE: 100
POSE: 1,000
TECHNIQUE: x2
TOTAL: 3,960

MEOWTH



Catatonic Crisis

Meowth make mischief all over the Beach. The first time you pass one, it yowls down from a rock mound. Knock out this Meowth with a Pester Ball to make it fall to the ground for some great photo ops. You can get the best pose from this Meowth by making it dance with a Poké Flute. Farther along the Beach, you'll see two more Meowth chasing Pidgy and a fourth being chased by vengeful Pidgy. Rescue it, and you can snap the last Meowth dancing—without help from a Poké Flute.



SCYTHYER



Pain in the Grass

You might think that the rustling in this field of grass is a Meowth chasing another Pidgey. But something else is stirring—or stirring—up the grass. You'll need to wait until you have Poster Balls to drive this hidden Pokémon into the open. Aim for where the grass is getting thrown into the air, and poster the traveling spot until Scyther screams into the air. That lightning sound is a great pose-point opportunity. Scyther flies away quickly, so get a good face shot before it escapes to greener pastures.



PIKACHU ON A STUMP

If you get Scyther flying, the grassy shake-up will startle out a special bonus shot. Two Pikachu will run out from behind the grass and come toward you down the fallen lengths of two tree trunks. These Pikachu will jump onto tree stumps and perform backflips. Try to get both Pikachu in the photo for a multiple Pokémon score. And to spark even more points, play the Poké Flute to catch this dynamic duo in an electric display.



SPECIAL: 1,300
SIZE: 150
POSE: 1,300

TECHNIQUE: x2
SAME POKÉMON 350

TOTAL: 6,430



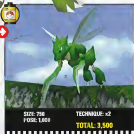
Getting a close-up is hard, since the ZERO-ONE often passes the stumps before the Pikachu have climbed onto them. If you have the Dash Engines, try to accelerate into the nearby Meowth. The safety brakes will activate, buying time for the Pikachu to get into place.



SIZE: 150
POSE: 1,300
TECHNIQUE: x2
TOTAL: 2,920

TH

BEACH



SIZE: 750
POSE: 1,000

TECHNIQUE: x2

TOTAL: 3,500

MAGIKARP



Slippery Subject

The bridge is the first of two Beach spots where you'll stir up good close-ups of Magikarp by flinging Poster Balls or Pokémon Food into the water, though lots of long shots to the shoreline scare up smaller photo ops. On later landscapes you'll get even closer, but snap it now for the Pokémon Report. Press the A Button as fast as possible—one of the photos should capture the quick Magikarp in mid-flip. You might even aim splash pose points.



LAPRAS



Wave from a Distance

If you've taken lots of photos of distant Lapras along the Beach, they should be coming closer after each sighting. If so, this final shot will be the best, with a single Lapras emerging from the nearby bay and two more in the background. Shoot the Lapras in a relaxed state to earn high pose points.

SIZE: 488
POSE: 1,800
TECHNIQUE: x2
SAME PRIMA: 410
TOTAL: 3,370



EEVEE



Round and Round

Eevee has the potential to evolve into a large elemental Pokémon, but this one is happy to stay small and play games among the beach rocks. The furball will chase a strange pink ball around some rocks until you stop its game. Borking it with Pokémon Food and Pester Balls stops Eevee, but it resumes its chase after a moment. The only way to get a high-scoring shot is by making the pink ball stop, and then this small Pokémon will start hopping happily for great pose points.



CHANSEY



Tickled Pink

Tucked into a ball and rolling around three rocks, Chansey won't stop until you pelt it with a Pester Ball or Pokémon Food. Time your throws to hit Chansey as it passes between the second and third rocks. Then you'll get a good close-up of both Chansey and Eevee. Snap this pink Pokémon when it throws its egg-like object into the air for good pose points. If you have the Poké Flute, Chansey will dance for even better pose points.

SIZE: 1,800
POSE: 1,200
TECHNIQUE: x2
TOTAL: 4,400



KANGASKHAN



Pouch Parent

Turned toward the ocean and protecting its young, Kangaskhan won't face you until it is pelted with Pokémon Food or a Peeler Ball. Then the protective Pokémon will roar and rush at the ZERO-ONE in an angry pose. You'll get even more points if you play the Poké Flute and catch Kangaskhan in a better mood.



SIZE: 1,000
POSE: 1,000

TECHNIQUE: x2
TOTAL: 4,000



PIDGEY ATTACK

As the ZERO-ONE comes up the final stretch, two Pidgey will soar above you and fly right to attack a Meowth, which has angred them once and for all by getting too close to a nest. Keep your zoom focused on the Pidgey as they dive-bomb Meowth. Then you can snap a special shot of the airborne Pokémon unleashing a Whirlwind attack. Snap them screeching, too, for maximum pose points.



SPECIAL SHOT
SIZE: 200
POSE: 1,250

TECHNIQUE: x2
SAME POSE: 200

TOTAL: 4,350



BOUND BEYOND THE BEACH SNAP SIX POKÉMON

Professor Oak won't let you take the ZERO-ONE to the next stage unless you shoot at least six Pokémon from the Beach. This should be easy as an ocean breeze if you snap all the Pokémon in sight.



Meowth have wreaked havoc across the Beach, but you can save this one by bonking both Pidgey with Pokémon Food or Peeler Balls. If you do, the rescued Meowth will dance, which scores good pose points.



BEACH GALLERY

REAR VIEW



DON'T SNEAK UP ON ME!



PLAYER'S GUIDE HIGH SCORE

SIZE: 199
POSE: 1,258
TECHNIQUE: 42
8-BALL: 128
TOTAL: 5,100



A POCKETFUL



It looks like Disney's cartoon men who put an egg in the handy pocket. If only it were possible to take this Pokémon with you to the supermarket, it would be a lot easier!



KIRBY?



ELECTRIC BUTTERFREE?



That can't be a Butterfree sailing down the lightning in a Thunderstorm attack, can it? Normally the Flying-type steers clear of anything electric, so what are those fireworks for?

PANORAMA MONTAGE



It's amazing what a photographer can do with a little creativity! Using a bunch of shots that cover a wide area of the beach allowed us to develop this charming scene, which makes it look as though there are a group of Pikachus enjoying a sunlit picnic while a pair of Dodus have a race in the sand.

WHO AM I?

Sometimes perplexing mysteries develop along with the pictures. These close-ups are a bit too close—see if you can figure out which Pokémon we were aiming at.



THE TUNNEL



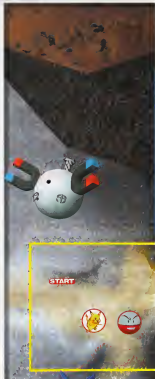


THE TUNNEL

Prepare for an eerie experience. You're going underground into a dark, derelict power plant that's far from empty. This strange Pokémon ecosystem should have its full share of mysteries hidden among the abandoned machinery.

Field Report

- ☐ **Pikachu** 
- ☐ **Electrode** 
- ☐ **Electabuzz** 
- ☐ **Kakuna** 
- ☐ **Zubat** 
- ☐ **Zapdos** 
- ☐ **Magikarp** 
- ☐ **Haunter** 
- ☐ **Diglett** 
- ☐ **Dugtrio** 
- ☐ **Magnemite** 
- ☐ **Magneton** 





You'll be packing only a camera during your first pass through the Tunnel, and you'll witness lots in this habitat that will make you wish for extra gear. After several passes, you'll earn Pokémon food, which will help you set up some new Pokémon shots. But you'll need to return later with more gear if you want to solve all of the Tunnel's mysteries.



PIKACHU

Rolling Thunder

Pikachu seems camera shy, but just one photo will snap the Electric-type Pokémon out of its calm, after which it will run a short distance. Take another photo, then Pikachu will leap onto the first rolling Electrode. No extra camera gear is required to capture this special shot, but to freeze the most points from this photo, you'll need the Dash Engine to rush ahead of the Electrode and look backward at a Pikachu that gets close enough to give you static cling.

PIKACHU ON A BALL



ELECTRODE



Burst of Anger

A mysterious scene unravels as the ZERO-ONE begins to enter the first cave. Two Electrode roll toward you, one of them chased by an Electabuzz. One rolls to the side and explodes; the second rolls back into the cave before exploding. Catch one of these Electrode in mid-explosion for prime pose points. You'll also find three more inside the cave. You can make them blow up by pelting them with Pester Balls or Pokémon Food.



ELECTABUZZ



Seeing Red

You can get decent pose points from this fierce Electabuzz by stunning it with Pester Balls or Pokémon Food, but you'll be able to snap it only from the back. To take a great face-front photo, wait until Electabuzz is out of your path before stunning it. Then squeeze past it and turn around. The Dash Engine makes this maneuver much easier. You'll see more Electabuzz, but none from this close.



KAKUNA



Hanging by a Thread

Kakuna are hanging around in the Electrode cavern not doing much of anything. They descend on threads each time an Electrode explodes, providing you a great opportunity to grab a close snap for good size and pose points. It's possible to get lots of Kakuna in one shot, but you'll sacrifice a high size score.



ZUBAT



Stealth Pilot

A single Zubat flies straight at the ZERO-ONE when the first vault door in the Tunnel slides open. To get a good shot of Zubat, don't try to follow its swift path by turning around or moving your camera. Keep focused on a fixed angle and press the shutter button as quickly as you can. At least one exposure should land a large shot of the Flying-type Pokémon.





HAUNTER



Purple Peephole Eater

Two strange purple orbs whirl in circles on each side of the second vault door. One does crazy turns near a Zapdos clue carved into the cave wall. The other circles around a hunk of abandoned equipment. Both are mini-manifestations of the ghostly Pokémon known as Haunter. If you take pictures of the orbs, you'll be able to see the real Haunter in all its purple glory once you leave the Tunnel to examine your snapshots.



The first Haunter you snap offers great close-up shots, but its wild course makes recreating shots difficult. The second Haunter is much easier to shoot. It circles the same path again and again. Whenever one you choose, snap your shot just as the purple orb grows brighter—and nearer to you.



MAGIKARP



Fresh Catch

You probably snapped a good Magikarp photo back on the Beach. Here you can improve your Magikarp score as you drive by this small pool in the Tunnel. You don't even need to fling Pokémon Food or Poster Balls into the drink. Just once, it will flip-flop from the water all on its own. Don't forget to try to snap Magikarp with a splash for extra pose points.



ZUBAT



Two-Bat

If you focus on Magikarp, you'll miss the Zubat that flies past when the second vault door opens. Use the same strategy as the first. Fix on an angle. Snap as many shots as you can.



SIZE: 970
POSE: 1,000
TECHNIQUE: x2
TOTAL: 3,940

DIGLETT**Triple-Header**

You can get Diglett to move into a closer position if you take one shot of the tunneling Pokémon. That will make Diglett go underground again and emerge in a second spot. Snap it again to get Diglett to move to a third spot. Snap it just starting to go back underground for great pose points.

**DUGTRIO****Three's a Crowd**

After you snap Diglett in the third spot, it will tunnel underground. But its kin Pokémon, the Dugtrio, will pop up nearby. Take a photo to make it reappear in a second location surrounded by more Dugtrio. Take another photo to be rewarded with a close-up of the Dugtrio clan that will reap the best size and pose points.

**ELECTABUZZ****Shock Troops**

Two Electabuzz wait near two dark video screens. If Zapdos is powering the generator in the previous cavern, these screens will light up with Pokémon clues. You can light them yourself by throwing Pester Balls or

Pokémon Food at each Electabuzz, which will then beat the ground with electric shocks. It's a good photo pose that also energizes the nearby screens. For the best pose points, let Zapdos do its work only then will you have a chance to feed the Electabuzz.

SIZE: 130
POSE: 1,900
TECHNIQUE: x2
SAME PICTURE: 540
TOTAL: 4,200



SIZE: 470
POSE: 1,300
TECHNIQUE: x2
SAME PICTURE: 130
TOTAL: 4,030

MAGNEMITE**Get Your Flux in a Row**

These three Magnemite don't want their picture taken, and they'll magnetize themselves to screw up your focus. Pester Balls spin these Pokémon around, but you won't be able to score a photo unless you lure them with the Pokémon Food. Even then, snap quickly. Try to lure all three Magnemite into one shot before they join together to become Magnetron.



MAGNETON



Farewell Photo

If lured together with Pokémon Food, the three Magnetite bond together to become a Magneon. It's also a camera-shy Pokémon, but it will turn and face you directly. If you set up this shot quickly enough, you'll score a Magneon close-up just before you leave the Tunnel.

500 MG
POSS: 1,800
TECHNIQUE x2
TOTAL: 3,720



BLAST PAST THE TUNNEL BOMB ELECTRODE!

Just as the ZERO-ONE nears the end of the Tunnel, look at the lone Electrode sitting in a red-hot cave to your right. Until you have the Pester Balls or Pokémon Food, you'll have to wonder what secret is behind its perma-smile. If you strike the Electrode once, the Pokémon will self-destruct, causing an explosion that opens up a secret route to the Volcano. Now you're cooking!





TUNNEL GALLERY

PLAYER'S GUIDE HIGH SCORE

SIZE: 1,100
POSE: 1,200
TECHNIQUE: x2
SAME: 1,000 x10
TOTAL: 5,200



DUGTRIO TRIO



PHONE BOOTH



GOT THE TIME?



A SCREW LOOSE

It's tough to tell whether this is a Magnetar or the corner of a full-fledged Magnetar, but one thing's for sure—it needs a lot of work with a screwdriver.



AFTER YOU

This Diglett and Porygon seem to be having a one-on-one match, but it's wonderful when wild Pokémon put aside their differences and just get along!



ELECTRODE MONTAGE



NAME THE SPOT

How well do you know the geography of Pokémon Island? Spend a little time watching the scenery instead of the Pokémon to name these places.

1



2



3



4



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THE VOLCANO






THE VOLCANO

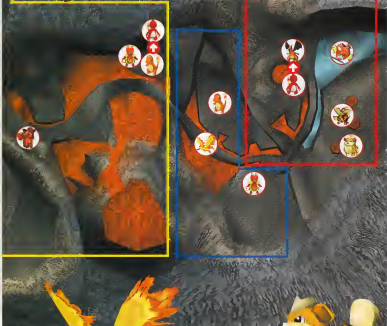
Things are really starting to heat up! The volcanic rubble around the streams of molten lava is home to most of the island's Fire-type Pokémon, so you'd better keep your eyes open if you want to get these hot shots!

Field Report

- ☐ **Rapidash**.....
- ☐ **Vulpix**.....
- ☐ **Magmar**.....
- ☐ **Charmander**.....
- ☐ **Charmeleon**.....
- ☐ **Moltres**.....
- ☐ **Growlithe**.....
- ☐ **Arcanine**.....
- ☐ **Magikarp**.....
- ☐ **Charizard**.....



Smoking sulfur craters, lava pools and encrusted rock don't seem very inviting, but the volcanic environment is paradise to fiery Pokémon. Charmander are quite common here, and though they appear relatively harmless, there's no telling what might happen if they get too steamed. A herd of Rapidash make their home by the lava, as well as a number of Magmar and Vulpix. Other Pokémon are much rarer—Growlithe and Arcanine have been spotted howling near the lips of some craters, and a single Molten egg slumbers in the sweltering heat.



RAPIDASH



Follow the Herd

You can start the Rapidash with a Poké Ball if you choose, but it won't garner you many points. Pokémon Food will get a much better reaction, as the nervous creatures will rear up on their hind legs and paw the air in a dramatic display. Wait for the first Rapidash to charge past you, then toss a piece of Pokémon Food as two more round the corner, if you can get a shot of the pair rearing up in unison, you'll take in the points.



SIZE: 870
FOOD: 1,200
TECHNIQUE: x2
GAME / KMP: 590
TOTAL: 4,750

VULPIX



So Happy Together

Vulpix are extremely shy—if you don't bait them with Pokémon Food they'll flee from your vehicle and face the wall until you've gone by. There's a Vulpix dodging by itself to the left of the path, and if you can lead it ahead with a trail of Pokémon Food, you'll reunite it with two others. A snapshot of all three of them rejoicing over their meal is your best bet for a high score.



SIZE: 700
FOOD: 1,000
TECHNIQUE: x2
GAME / KMP: 320
TOTAL: 3,000



CHARMANDER



Too Hot to Handle

As you pass the Vulpix, you'll spot a pair of far-off Pokémon to the left of the ZERO-ONE. It's pretty tough to take a good close-up shot of this Charmander, but never fear—there are more of them just around a bend in the road, and you'll have plenty more chances for good shots. You can try to lure this one closer to the road, but an enemy loss may attract the attention of a nearby Magmar if the two squabble over the same piece of food; you'll be in for some fireworks!



CHARMELEON



Playing with Fire

After the Magmar's Flame Thrower attack knocks the Charmander out, it'll evolve into a Charmeleon in a brilliant blast of light. The surprised Magmar will lool over in a faint, leaving you to snap a bunch of pictures of the newly-evolved Pokémon. You can lure the Charmeleon close to the road with Pokémon Food, but you may not want to bother—there will be another chance to get a better shot of the creature a little deeper into the Volcano.



MAGMAR



Hot Stuff

The Magmar can also be lured to the edge of the lava pool, but you'll have to be extra careful not to throw Pokémon Food anywhere near the Charmander if you want to avoid the ensuing fiery fracas. Once again, while there are a number of funny and interesting shots you can take here, you may want to put them in your Album since there'll be an opportunity to get a Magmar portrait worth more points a touch further down the twisting volcano pathway.

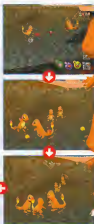


CHARMANDER



Group Photo

The ZERO-ONE is on a crash course with a giant egg, but don't worry about it since the sensors on the front of the vehicle will bring it to a grinding halt before the collision. As it happens, this is the perfect place to take a breather, because the pile of Charmander to the left are looking hungry. A well-thrown piece of Pokémon Food will draw them right up next to the path, but not before they've called some of their family in for the meal. Use the food to bring all six Charmander as close as possible, and catch them leaping for joy for extra points. Take your time—until the egg moves, you aren't going anywhere.



MOLTRES



Firebird

When you're ready, throw a Proter Ball or a piece of Pokémon Food at the egg blocking the path to knock it into the lava. After a second, a Moltres will appear in a spray of hot magma, so start shooting the second it breaks the surface! As it climbs into the sky, it'll turn around and pose for a moment, spreading its flaming wings and screeching to the heavens. Snap a picture here without clipping its wings for a high score.



SIZE: 948
POSE: 1,398
TECHNIQUE: x2
TOTAL: 4,580



MAGMAR



Two's Company

The pair of Magmar on the right are much closer than the first one you spotted in the Volcano, and there's plenty of time to take multiple shots of them. You'll get bonus points every time you get both of them in the frame, so experiment with various angles and distances to see how they interact with one another. Try knocking them both out with Poster Bulk or playing a tune to watch them do the Magmar shuffle. Whatever you do, be sure to keep one of them in the center of the frame or you'll lose the chance to double your score.



MAGMAR'S FIGHT

Magmar get along fine as long as there's nothing to fight over, but if they both spot a piece of Professor Food, watch out! The two fire-breathers will let each other have it, knocking themselves out in their greed and giving you a chance to shoot one of the Professor's special photos. Make sure they're both nearby before you throw the food, and once they start fighting, position them both in the frame at the same time and keep snapping!



SPECIAL BUB
SIZE: 100
POSE: 1,200

TECHNIQUE: x2
SAME / XMM: 600

TOTAL: 8,400



GROWLITHE

Rings of Fire

As you approach the final stretch of the path, you'll see three circular craters bubbling on the right. If you can manage to lolt a Pester Ball into the lava, you may see a Growlithe spring out of the molten depths. You'll get special pose points if you catch it shaking the embers from its fur, and you'll rack up even more if you can lure a few of them close together using Pokémon food and catch one of them doing a fiery wiggle.



SIZE: 579
POSS: 1,300
TECHNIQUE: 42
SAME POKÉ: 589
TOTAL: 4,240



ARCANINE

Hot Under the Collar

There's neither rhyme nor reason to the appearance of Arcanine—they will randomly appear instead of Growlithe when you toss Pester Balls into the craters, so keep trying the level until one lunges out at you. Your photographic goals are the same as with the Growlithe—if you get tons of embers in the picture you'll get more points than if it's just standing or howling.



MAGIKARP

Fresh Fish

At the last turn of the course you'll spot an inlet of water running close to the right side of the path. Although you'd never expect the superheated waters to hold any Pokémon, several Magikarp are hiding in the natural jacuzzi. Throw a Pester Ball or some Pokémon food at the water's surface and immediately zoom in with your camera—you'll need especially fast reflexes to catch this Pokémon in midloop.



CHARMELEON

Second Sighting

If you could get only macroscopic pictures of the first Charmeleon's battle with the Magna, now's your chance to improve your point total. This Charmeleon runs laps around a bubbling pool of magna, and the ZERO-ONE will pass within

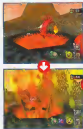
mere feet of it. These Pokémon look particularly impressive when they're roaring, so wait until it feels loose to snap your shot!



CHARIZARD

Steaming Mad

Once you've snapped a good Charmeleon picture, wait until it's between you and the crater then let fly with a Pester Ball or a piece of Pokémon Food. The impact should send the little Fire-type into the cauldron of lava, and you'd better shield your eyes, because it's going to come out angry! Its transformation complete, a massive Charizard will loom out of the lava, roaring at the top of its lungs. If you let it with Pokémon Food or a Pester Ball, it will spew flames all over the ZERO-ONE. If you can take the heat, get some frontal shots of this fiery display for top points. Clipping the wings a little won't hurt your score any.



HOP IN THE RIVER!

PHOTOGRAPH 22 POKÉMON

Once you've catalogued 22 different kinds of Pokémon for Professor Oak's report, he'll open the way to the next course, a river journey. Keep searching the first three levels until you have enough!



VOLCANO GALLERY

CHARMED CHARMANDER



Seeing this many Charmander together may not be so special, but how did we manage to get their undivided attention? Maybe they just like watching humans the way we like watching Pokémon.

PLAYER'S GUIDE HIGH SCORE

SPECIAL: 800
SOS: 1,000
POSE: 1,200
TECHNIQUE: x2
SAME POKEMON: 710
TOTAL: 2,710



BYE, MOLTRES!



Even for different Pokémon, pairings such as sweet sorrow look like Charmander is just as sad to see the rare Moltres flap over the horizon as we were.



MANE ATTRACTION



CAN I PLAY TOO?



BLESS YOU!



PANORAMA MONTAGE



WHO AM I?

This batch of extreme close-ups ought to test your eye. You'd think that the Pokémon in question were practically sitting on the hood of the ZERO ONE, wouldn't you?

1



2



3

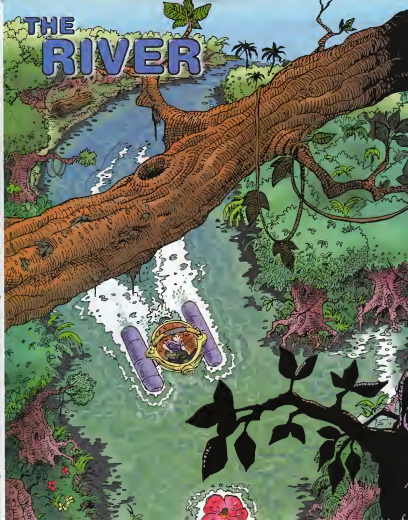


4



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THE RIVER















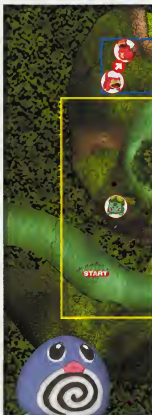


THE RIVER

After spending so much time traversing the inferno, it'll feel nice to cool your heels in the gentle flow of the River. Pokémon frolic in the trees and bushes lining the shore, and leaping Water-types are a common sight.

Field Report

- ☐ Poliwag 
- ☐ Bulbasaur 
- ☐ Shellder 
- ☐ Vileplume 
- ☐ Slowpoke 
- ☐ Slowbro 
- ☐ Psyduck 
- ☐ Metapod 
- ☐ Porygon 
- ☐ Cloyster 
- ☐ Magikarp 
- ☐ Pikachu 



POLIWAG



C'mon Out!

The first Pokémon you'll spot on the riverbank are three Poliwhag jumping in the bushes. You can try to get a shot here, but their erratic movement in and out of the brush makes it impossible to get a clear look. Instead, hit the Poliwhag with Preter Balls to flush them into the river, then keep shooting until you get a picture of all three jumping out of the water.



BULBASAUUR



Bump on a Log

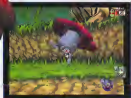
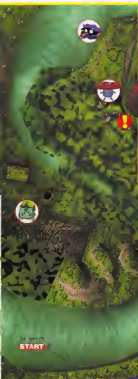
Across the river from the Poliwhag's haunt, there's a fallen log bracketed by two stumps. This wood-strewn area is home to three Bulbasaur that need to be convinced to come out and play. Throw Preter Balls to knock the barely visible ones off their stumps—you can smoke the third out of the fallen log with another cloud of gas. Once they're in view, try to draw the poisonous creatures together by throwing pieces of Pokémon food into a clearing. It'll take perfect throws and exceptional timing to get all three in one shot—because of their big bodies, a large picture with two of them in the frame might serve you better than trying for the whole group. You'll get more pose points if they're jumping or rocking side to side with happiness.



VILEPLUME

Hop and Bop

You may have noticed a nondescript plant sluggishly releasing Poison Powder into the air. It's a Vileplume, and you won't be able to get its picture until you've received the Poké Flute. The Vileplume can't say no to a lulling beat, so once you start playing you'll see all the latest Grass-type dance moves. Remember that there are three different songs to play on your Poké Flute, so experiment to see which one gets the Vileplume to rock out!



SHELLDER

See Shells

These Water-type Pokémon are most frequently found near the Shellder signs on the left side of the riverbank, but they'll pop up in a few other places as well. You'll earn good points by getting a few of them in the same shot. Try to catch them in the act of narg out of the water or diving back in. To snap extreme close-ups like this one, you'll have to have the Dash Engine. Use it to accelerate toward the Shellder sign and be ready with your camera.



PSYDUCK



Dunk the Duck

The chilly river water soothes Psyduck's splitting headache, but you'll have to give it another ache if you hope to get big points. The Psyduck appear in the channel before the Metapod colony and in the nearby stump garden, so try knocking one in the head with an item to make it sink below the surface. After it's underwater, throw Pokémon Food or Pester Balls into the river to make the Psyduck loop out. It may backflip or jump and cry, but a spinning leap will score the highest.

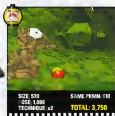


PORYGON



Hiding Out

As you pass the stump-littered area where the second Psyduck makes its rounds, look hard at the clearing on the right. You should see a pair of snouts, one sticking out from the bushes and the other from the adjacent rock wall. Awn well with Pester Balls and two Porygon should spring onto the swampbank. Lure them both together with a piece of Pokémon Food—two happy Porygon in the shot is your best bet. Pester Balls will make them shed their camouflage, but the shining Porygon won't pad your score any.



SHELLDER



Air Show



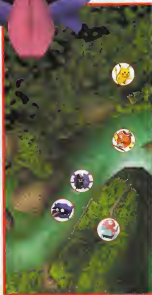
Whether or not you see Shellder or Cloyster on this stretch of the River is random, but if you do catch three Shellder floating out of the water at the same time, try to snap a good group photo. Even the Dash Engine won't help you match the potential of the earlier spot, so take this shot only if you missed the first one.

CLOYSTER



Going Up?

You may have to travel the River a number of times before you spot more than one Cloyster rising into the air, but be patient—the more similar Pokémon you catch in the frame, the better. The Cloyster move more slowly than the creatures they evolved from, so you should be able to draw pretty close even without the Dash Engine. Although Pester Balls and Pokémon Food make Cloyster spin, the best pose comes when they're rising from the water.



MAGIKARP



Fish Wish

You've probably gotten used to seeing Magikarp surface out of nearly every body of water on the island, and the River is no different. Magikarp swim along the length of the waterway, keeping skyward when you toss Pokémon Food or Pester Balls into the River. Bear in mind that if there are Poliwhirl or Psyduck underwater, the Magikarp will not appear.

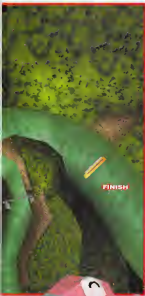


PIKACHU



Hello Again

It's another Pikachu! These shocking Pokémon seem to pop up everywhere, don't they? This Pikachu is playing hide-and-seek on an old log across from the fork in the river, but even if you catch it with its head up you won't get much of a picture. Instead, focus on the area near the log after you get a single shot and see what happens.



SPEED PIKACHU



You can coax Pikachu off the log in a couple of ways: by throwing an item at it or by simply taking its picture. Whatever you do, be ready, because the creature will come tearing out from inside the log at a high speed. The Professor would love a shot of Speed Pikachu, so take the first picture from far away; then focus on the log opening and fire away!



SPECIAL: 500
SIZE: 500

POSE: 100
TECHNIQUE: 42

TOTAL: 4,370



GO OVER THE FALLS FIND A THIRD PORYGON

You'll spot the red button on the right bank before the river fork. All you have to do to trip it is throw a Poison Ball to flush the Porygon hiding in the rock wall into the open.





RIVER GALLERY

PLAYER'S
GUIDE
HIGH SCORE

SIZE: 1,000
POISE: 1,000
TECHNIQUE: x2
SAME POINT: 100
TOTAL: 5,000



SNOOZIN' IN THE RIVER



Ah, there's nothing quite so relaxing as a quick nap while floating on your back in a gentle river current. Maybe the next and relaxation will put the Psyduck's silly head

POLIWAG PARTY



Look out below! With this many excited Water-types jumping out of the water, it's no wonder there aren't more boat tours on this River. You'd need to take along a Polar Underbel!

DON'T EAT ME! HAVE A BITE



HEY! NO DIVING!



CONNECT THE POKÉMON

As Pokémon veterans know, things are not always as they seem in the world of these unpredictable creatures. See if you can tell which shots are related.

1



A



2



B



3



C

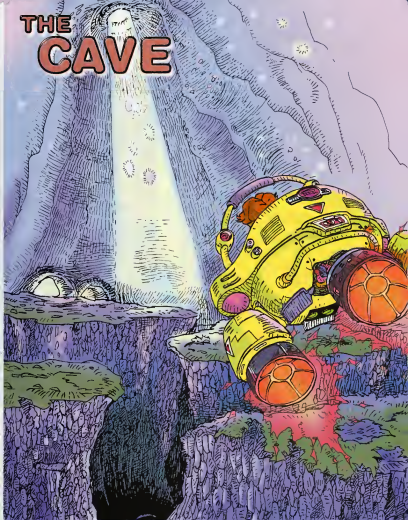


PANORAMA MONTAGE



Since you don't have a wide-angle lens, you have to improvise. By carefully arranging these six shots, we were able to insert an impossible scene: a group of four camouflageed Porygon frantically hopping on the bank of the River. Try using your imagination to see what montages you can come up with!

THE CAVE



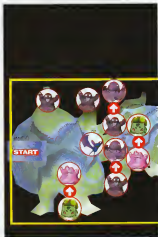


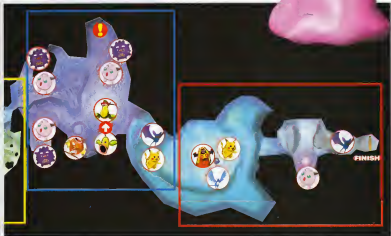
THE CAVE

The River forks into a vast subterranean waterfall, but the ZERO-ONE's jet thrusters will keep you hovering above danger. Watch for underground-dwelling Pokémon in the dark nooks and crannies of this enormous cavern.

Field Report

- ☐ Zubat.....
- ☐ Grimer.....
- ☐ Bulbasaur.....
- ☐ Ditto.....
- ☐ Muk.....
- ☐ Jigglypuff.....
- ☐ Koffing.....
- ☐ Magikarp.....
- ☐ Weepinbell.....
- ☐ Victreebel.....
- ☐ Pikachu.....
- ☐ Jynx.....
- ☐ Articuno.....





Strip on your pith helmets, because it's time to go cave exploring! The hollowed-out caverns are a world unto themselves, with deep fissures and ominous pools of water where above-ground drainage has collected. It should come as no surprise that such a murky environment would attract poisonous Pokémon like Gloom, Zubat and Weepinbell, but at least one Jigglypuff has also been seen floating through the stalactites. Things aren't always as they seem in the Cave, so be ready for anything.



ZUBAT



Go Batty

Zubat flock near where the waterfall empties into the cavern. They roost in crevices along the rock walls and generally appear in pairs, so you'll have plenty of chances to get good close-ups with multiple Zubat in the frame. If you can manage to take three good shots of Zubat here, three of them will appear together near the exit.



GRIMER



Down and Dirty

As you descend farther into the Cave you should notice some movement from the darkened hollows on the far wall. There's a Grimer in each depression, but from this distance you won't be able to get a decent photograph. Take a picture of each one anyway—getting them on film will cause two more to appear just over the first ridge in the cave. These two will be much closer, allowing you to take as many close-ups as you need and also pelt them with Pokémon Food and Pester Balls to catch some good reaction shots. The Pokémon Food will just rile the Grimer up, but three Pester Balls will push it over the edge and start a sloppy transformation as it evolves.



BULBASAU



Three of a Kind?

Normally you wouldn't expect to see the Grass-type Bulbasaur in this underground area, and in this case your suspicions would be accurate. If you look closely at their eyes and listen to their cries, you can tell that the Bulbasaur are actually masquerading Ditto. While they're in disguise, though, your photos will be judged as Bulbasaur, so use Pokémon Food to lure them together so you can get a high score for the group lunch.



DITTO



Undercover!

Even a Ditto can't keep up its concentration when hit with a Pecker Ball—nailing the “Bulbasaur” on the ledges will cause these pink Pokémon to drop the disguise and show themselves in their true form. Throw as accurately as you can to make all three transform, then toss Pokémon Food near the close edge to bring them as near as possible for a shot of all three eating. Ditto bounce in elastic glee at the sight of snacks, so snap as they stretch!



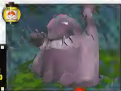
SIZE: 140
/ OSE: 150
TECHNIQUE: x2
SAME / KMN: 530
TOTAL: 4,170

MUK



Nasty Surprise

Be sure to take pictures of the first Grimer you see to make more appear over the ledge. Unlike the first two, the second pair of Grimer are well within Pecker Ball range. The one below and to your right is closer, but either Grimer will do. Sneak the poisonous creature with three Pecker Balls to make a Muk ooze to life in an explosion of muddy sludge. The Muk won't react very strongly to either Pokémon Food or Pecker Balls, so just concentrate on getting a large, full-face shot before moving on.



SIZE: 170
POSE: 160
TECHNIQUE: x2
TOTAL: 3,540



JIGGLYPUFF

A Little Help?

Normally a happy creature, Jigglypuff is anything but after wandering into a seedy area of the Cave. The Koffing following this shy Pokémon will pursue it right up to your camera, so be sure to take a full-frame picture as they approach. Once you've snapped a decent shot, it's time to be a good Samaritan. Best the Koffing with Pokémon Food or a Pester Ball to make it fall out of the air and abandon its pursuit. After you free the first Jigglypuff, look around for two others in need of rescue.



KOFFING

Ahem...

If you continue to save the three Jigglypuff you'll have three chances to take pictures of Koffing, but the first one will allow you to get the closest. Use the Dash Engine to move as close as you can to the Koffing, then play the Poké Flute to make it do a poisonous disco dance.



SIZE: 1,000
POSE: 1,200
TECHNIQUE: x2
TOTAL: 4,400



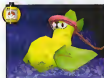
WEEPINBELL

Ring the Bell

A lone Weepinbell constantly circles a small pool of drainage water on the Cave floor, and its slow, predictable movements make it an easy quarry to capture. Wait until it flaps close enough for a big shot and be sure to frame it from the front or side for maximum points. Once you're satisfied, take aim and pop it with Pokémon Food or a Pester Ball to dunk it in the pool.



SIZE: 1,000
POSE: 700
TECHNIQUE: x2
TOTAL: 3,500



VICTREEBEL

Just Add Water

If you line up your shot perfectly, a thrown item will knock the Weepinbell into the pool of water, stunning it and sending it below the surface. The Cave water must be rich in nutrients, because moments later an evolved Victreebel will spring out and hover menacingly in the air. This rare Pokémon won't move from its spot above the pool, so take your time and get a quality picture as it performs its aerial acrobatics.



SIZE: 100
POSE: 100
TECHNIQUE: x2
TOTAL: 3,500



MAGIKARP

Fish food

If you stick to the right as you approach the Weepinbell's pool, you'll see a second puddle. There's little to eat in an aquarium this size, so chucking a piece of Pokémon Food into the water will make a Magikarp perform a sparkling leap. Don't spend too much time on the shot, though—you won't get a large picture, and if you dally you won't be able to save the third kagypuff.



ZUBAT

Bat-Napper

Pay attention to the ledge beyond the cave pool—you may see a Zubat grab an unsuspecting Pichu. Don't waste your time on a picture. As you clear the ledge, aim Pokémon Food or Poster Balls just above the gap as they circle below. It's tough, since the Zubat flies erratically left and right, but keep trying.



BALLOON PIKACHU

If you can manage to hit the Zubat with an item, it'll fly straight up and then release its grip on Pikachu. Don't be afraid for the Electric-type Pokémon's safety—after a brief free fall, Pikachu will deploy an emergency measure of tethered balloons and begin floating toward the safety of the cavern floor. Professor Oak will give you a bonus of 1,600 points for this rare photo, so wait until Pikachu is as close as possible and then take your shot.



SPECIAL: 1,600
SIZE: 880
POSE: 800
TECHNIQUE: 32
TOTAL: 6,560

JYNX

Ice to See You

When you first see the two Jynx wading in the pool surrounding an enormous icy egg, they're too busy washing their hair to pay you much heed. They'll perk up in a hurry, however, if you play a quick tune on your Poké Flute. The Jynx's hypnotic dance will cause the ice egg to shatter, but try to ignore it for the moment—turn around and snap a big shot of one of the Jynx dancing. If you try to get both Jynx in the picture at once, they'll be small and poorly defined, so don't waste your time.



SIZE: 1,000
POSE: 1,200
TECHNIQUE: x2

TOTAL: 4,400

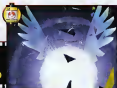
**ARTICUNO**

Chilly Reception

Using your Poké Flute will make the Jynx start to shake the ice egg, which will subsequently trigger the Articuno's magnificent birth from it. There's ample time to take big shots of the rare bird as it takes flight, but you'll have to be in the most points if you snap it erupting from the egg itself. Focus in and start shooting as soon as you cue the Poké Flute.



SIZE: 300
POSE: 1,300
TECHNIQUE: x2
TOTAL: 4,500



FLYING PIKACHU



If you free Pikachu from the Zubat's clutches, it will descend onto the Cave floor and trot over to the ice egg. Wake up the Articuno with the Poké Flute and keep watching behind you as the bird flies away. Sparkling lights will alert you as the Articuno turns back and flies the lost Pikachu to safety. This shot is worth a hefty 2,000-point Special bonus, so make sure Pikachu's well-centered!



SPECIAL: 2,000
SIZE: 250

POSE: 1,000
TECHNIQUE: x2

TOTAL: 6,500



JIGGLYPUFF ON STAGE



Any Jigglypuff you've rescued from Koffing will show up near the exit, and your bonus will rise accordingly if you've managed to save all three. The best shot will be of one singing and the other two dancing, but for humor's sake, try playing your Poké Flute as accompaniment to see how Jigglypuff reacts!



SPECIAL LOW
SIZE 320
POSE 1,400

TECHNIQUE x2
SAME PGMN 550
TOTAL: 6,420



ZUBAT



Another At-Bat

If you managed to get three shots of a Zubat in the earlier section of the Cave, three of the poisonous Pokémon will come flapping toward the ZERO-ONE in unison right before the exit. Wait until the lead Zubat is as close as possible before taking your shot, and make sure that the other two are visible behind it in order to earn maximum points.



GET OUT FROM UNDER PHOTOGRAPH 40 POKÉMON

Once you've photographed 40 different Pokémon for the Pokémon Report, Professor Oak will open up a new pathway from the laboratory to the wild, white-water river of the Valley.



CAVE GALLERY

PLAYER'S GUIDE HIGH SCORE

SPECIAL: 2,000
SOL: 1,000
/ GSE: 1,000
TECHNIQUE: x2
TOTAL: 8,000



PLAY CATCH



Jynx may be shrouded in mystery, but that doesn't mean they can't enjoy a little fun and games every once in a while. This shot gives new meaning to the phrase: "playing with your foot!"

DITTO CONVENTION



These Ditto seem to be eyeing the camera like it was another Pokémon they could transform into. The one at the back probably thought it'd be in the Cave all day—it packed a snack.

THEY'RE PLAYING OUR SONG!



FEED ME!

LENS FLARE



PANORAMA MONTAGE



WHO AM I?

We've gotten up close and personal with these four Pokémon—they're the hardest batch yet! You may have an idea on the first two, but three and four are stummers!



Illustrations by: 1. Hironori 2. Shigeyuki 3. Hironori

THE VALLEY





THE VALLEY

Don't drop your camera in the river rapids! As you speed through this sunny Valley, snap fast to capture all the lessons during this crash course in Pokémon evolution. Watch your back when Magikarp makes its big change.

Field Report

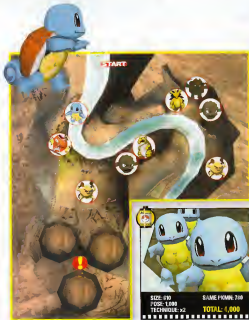
- ☐ Squirtle.....
- ☐ Magikarp.....
- ☐ Mankey.....
- ☐ Geodude.....
- ☐ Sandshrew.....
- ☐ Graveler.....
- ☐ Sandslash.....
- ☐ Gyarados.....
- ☐ Staryu.....
- ☐ Dragonite.....
- ☐ Starmie.....
- ☐ Dratini.....
- ☐ Goldeen.....





While the ZERO-ONE goes down the Valley river, be ready for lots of sudden photo ops. You won't ever have as much time as you'd like to set up those tricky shots. Search high and low on the riverbanks, but don't neglect the river itself! Water-type Pokémon, like Dratini and Goldenee, are hidden under the waves and can be chased up with Pester Balls and Pokémon Food. The web of life is complex in the Valley, so try to connect all the points to see the full picture.





SQUIRTLE

Shell-Shocked

Watch for the brown Squirtle shells that emerge and float in front of the ZERO-ONE, then bomb each one with a Pester Ball. If you angle your shots right, a few shells should ricochet out of the water and onto the shore. Use the left shore—you'll get more Squirtle. Once they're on land, you'll score the highest pose points from them by snapping their expression when you throw them Pokémon Food.



MAGIKARP

Out of Sight...

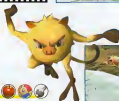
You can startle several Water-type Pokémon from most of the river with Pester Balls and Pokémon Food, but the first bend holds an energetic Magikarp that quiets down as you approach. If you pester it, the Magikarp will flop onto the right riverbank.



MANKEY

...Out of Mind

The first Mankey you spot seems cuckoo for photo ops, but it's really waiting for you to startle a Magikarp out of the river with a Pester Ball. That Magikarp will flop way over to the Mankey, which will throw it high over the hills. You'll soon see that Magikarp again.





GEODUDE



Get Ready to Rock...

With its back to you, this rock-clinging Pokémon doesn't make for good pose points. Blast Geodude with Pester Balls to make it lose its grip and fall to the ground. Take a photo just after it bounces once for the highest pose points. Stick around—the last three Geodude reveal a buried secret. The Sandshrew.



SIZE: 118
POSE: 1,000
TECHNIQUE: x2
TOTAL: 3,820

SANDSHREW



...And Roll

Three of these shy Pokémon will dive into the dirt as the ZERO-ONE approaches, but if you pester a Geodude, one Sandshrew will spin back up from underground. Though the Pester Ball knocks Sandshrew silly, you'll get the best pose points when it sees Pokémon Food and leaps for joy. With great timing, you can get three Sandshrew to pop up and appear in the same photo.



SIZE: 680
POSE: 1,000
TECHNIQUE: x2
TOTAL: 4,100



GRAVELER



Supersize It!

This huge Pokémon evolves from Geodude, and the first Graveler you see is clinging to the cliff with two of them. If you make both Geodude fall with Pester Balls, Graveler will also drop. Snap Graveler when it first crashes face-first into the ground for the best pose points.



SANDSLASH



Shrew Two

After you've made the two Geodude and the Graveler fall, a Sandlash will pop up from underground. It is the evolved form of the Sandshrew you met across the river. You'll get good pose points if you throw it Pokémon Food, but for the best pose, snap Sandlash after it fully emerges and before it spins to a full stop. Throw your Pester Balls at the Geodude early to get a great close-up of Sandlash.



SIZE: 176
POSE: 1,400
TECHNIQUE: x2
TOTAL: 4,540

GRAVELER

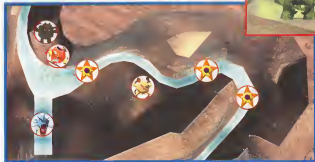
Rock Concert

All the Pester Balls in the world won't bring these three Graveler down from their high spots on the rock. Snapping them with their backs to the camera scores low points. But a tune from the Poké Flute will make them drop to the ground, where you'll have a great head-on shot of at least one Graveler. And you'll also be able to snap a photo of the special Graveler's Dance shot for bonus points.



GRAVELER'S GROUP DANCE

If you start jamming early, playing the Poké Flute places you around the band, you won't need to wait to get this special shot. The Graveler will be dancing when you first see them. Focus on a close-up of just one for high stars and pose points, and you can easily get at least one other in the background for extras points.



MAGIKARP

What a Pest!

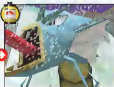
Pokémon food and Pester Balls will scare up Magikarp along much of the river. Sometimes one will jump up in a sparkling splash for high pose points. But if you swatted the Magikarp to Ninley at the start of the Valley, you'll find that Magikarp here. Throw a Pester Ball and watch



GYARADOS

Pokémon Payback

If you pester the beached Magikarp, it will flip across the river into the waterfall, where the floundering Pokémon will evolve into the bigger, bolder and badder Gyarados. It will roar out of the waterfall and spew water like a geyser. Throw a Pester Ball, then snap its stunned expression. You'll score even higher pose points if you snap it spewing in fury.



SIZE: 120
POSE: 1,384
TECHNIQUE: x2
TOTAL: 4,340



STARYU

Don't Get Dizzy

You'll see three Staryu along the rapids. Each one will fly away unless you snap it. Take a quick picture, then wait for the Staryu to slowly approach you to snap a good close-up. After its slow approach, it will spin around you very quickly as it follows you. A multiple Pokémon snap is difficult.



SIZE: 510
POSE: 390
TECHNIQUE: x2
TOTAL: 2,520



MANKEY

Fuzzy Mannequin

As you rift the rapids, you'll see a Mankey on a far-off right edge. Don't bust your brain trying to figure why it's there. The hyper fuzzball is beyond the reach of Pokémon Food and Pester Balls, and it doesn't dance to the Poke Flute. Consider it a pleasant distraction.



DRAGONITE**Whirlpool Wonder One**

The whirlpool at the bottom of the rapids is strong, but don't worry about being sucked into the vortex. You'll continue down the river, and you'll have only a few moments to snap great photos around the whirlpool. You can snap Dragonite only after hurling four Power Balls into the whirlpool, which will flush each time it's hit. Dragonite will launch from the water, hovering for a few seconds. Snap this rare Pokémon after it spreads its wings and begins floating overhead for the best pose points.



SIZE: 150
POSE: 1,200
TECHNIQUE: s2
TOTAL: 4,300

STARMIE**Hey, Yu! Who, Mie?**

The Staryu that you snap while coming down the rapids will follow you to the whirlpool, where they'll submerge themselves and evolve into Starmie. Then the swift Pokémon will fly into the balls as soon as they burst from the pool. Have your camera focused above the pool before Staryu evolves so you'll be ready to snap Starmie when it hovers briefly before flying away.



SIZE: 1,000
POSE: 1,000
TECHNIQUE: s2
TOTAL: 4,000



SIZE: 150
POSE: 100
TECHNIQUE: s2
TOTAL: 3,410

DRATINI**Persistence Pays**

These sleek Pokémon can be found in much of the river. You'll always be certain to find one near the whirlpool, too. In whatever spot you're searching, throw Pokémon Food or Power Balls to startle Dratini out of the water. For the best close-up, search for Dratini on the river near the beginning and end of the Valley.

**SQUIRTLE****Home Run Hit**

The three Squirtle near the end of the Valley look like they'll make a great photo. But two withdraw into their shells, zoom up a rocky hill and almost hit a Monkey. If you throw a Power Ball at the remaining Squirtle and line up the shot correctly, the shell will race up the hill and blast Monkey off its perch.



MANKEY

Eye to Eye

If you shot Squattle up the hill and blasted Mankey, the furry Pokémon will fall down the other side of the hill and be waiting for you to round the bend. Mankey's hopping mad and looking for a fight. It's a great close-up shot, but you'll get an even better pose if you knock Mankey off its feet with a Pester Ball. Snap quickly or see your close-up size score drop.



GOLDEEN

River Rarity

This Pokémon is a hard catch. Near the beginning and end of the Valley, throw Pester Balls and Pokémon Food to startle Goldeen from the depths. You're more likely to scare up a Magikarp, but be ready to photograph Goldeen if it decides to make an appearance. Snapping Goldeen doing a sparkie splash scores high pose points.



OPEN THE STRANGE GATE BLAST MANKEY!

When you smack Mankey off its high hill perch, it will fall near a red button on the right riverbank. If you shoot a Pester Ball at Mankey, it will fall backward onto the button if you line up the shot correctly. The button will open a gigantic metal gate that blocks an alternate river path leading to a hidden lake—and a surprise mission from Professor Oak!





VALLEY GALLERY

PLAYER'S
GUIDE
HIGH SCORE

SPECIAL: 500
SIZE: 1,000
POSE: 1,000
TECHNIQUE: 47
SUM: KMN: 500
TOTAL: 5,000



SURPRISE!



BACK TO FRONT



FEED AT YOUR OWN RISK!



CONNECT THE POKÉMON

Three eggs... and three of the rarest Pokémon if you're well travelled, you should have no trouble connecting these Flying-types to their original housing.

1



A



2



B



3



C



THE SANDSHREW 500



All right, so it'll never compare to the Daytona 500, but watching these Sandshrews race for Pokémon Food as fast as their little legs can take them is definitely entertaining.

SQUIRTLE JAMBOREE



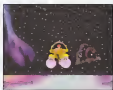
Getting all four of these Squirtle out of the river and onto the bank was difficult, but it all became worth it when we threw them some Pokémon Food and watched them jump for joy.





RAINBOW CLOUD

During my travels around Pokémon Island, I've come across several areas that resemble Pokémon. If you can manage to find these areas, I would appreciate your taking some pictures for the Pokémon Report.



Find All Six Pokémon Signs!

THE BEACH

Many rocks spread out over the high tide line of the beach look pretty innocent, but when you view them from exactly the right angle they come together to look like a Kingler.



THE RIVER

The Paras Powder sitting out of the Village obscures the scenery, but when it starts dripping in response to your Poké Flute, the shape of a Colosso will slowly become visible.



THE TUNNEL

You may have noticed a collection of ank markings in the old Power Plant. In the dark it's worthless, but if you get Zapdos to turn on the power, a spotlight will illuminate a Pory's shadow.



THE CAVE

If you turned around near the Weirpool's pool you probably saw a constellation of glowing objects on the far wall. Snap a few shots—developing your pictures will reveal Mesprit.



THE VOLCANO

At the very beginning of the level you'll see some Rapaahs lingering around a smoking crater. Toss a Peck or Bellowside so they'll be back at a cloud of smoke that resembles Koffing.



THE VALLEY

As the ZERO-ONE touches down at the entry to the Valley's white water, look at the horizon. The mountains there have a distinct rounded shape, and closer inspection reveals Dugtrio.



MEW

The Rarest of All

If you take pictures of all six Pokémon signs, the professor will create a path to the Rainbow Cloud, home of the rarest Pokémon of them all, Mew. You'll have plenty of time to try to snap a good shot of this elusive creature, but it will take all the skills you've learned to impress the Professor. Try to ignore the majesty of the constellations and concentrate on a portrait of Mew!

SPECIAL: 2,500
SIZE: 500
POSS: 1,500
TECHNIQUE: x1
TOTAL: 5,500



Mew will first appear in a blue electric shell that looks like a Pory. Mew will appear in a blue electric shell that looks like a Pory. Mew will appear in a blue electric shell that looks like a Pory.

After the third direct hit, Mew will shed the blue electricity and appear in a yellow shell. This time Mew will be much harder to hit, since it appears out of nowhere and moves quickly off the screen to your right or left, but keep at it.

The yellow shell will rupture after three more hits, leaving Mew open to be photographed. You can take a shot as Mew flies as after it's shell, but the pictures will be small, and a shot from the rear won't count many points from the Professor.

Hit Mew with an Iron while it's out in the open will cause it to spin in space then face you for a few seconds before disappearing. Hit it a couple of times, then zoom in and get a close-up!



POKÉMON ISLAND FIELD GUIDE

Before you head out into the wild with your camera, consult this handy Field Guide to all the Pokémon on Pokémon Island. Knowing your subject can help you take perfect pictures of it, especially if the Pokémon is hiding and needs a little coaxing to bring it out into plain sight.

Dozens of Pokémon populate Pokémon Island. Many of them will be curious about you, and they'll come right up to the ZERO-ONE. But others are more elusive and must be enticed out. The Pokémon Island Field Guide will help you find—and get to know—all the Pokémon. Once you learn about their preferred habitats, defining characteristics and behavioral quirks, you'll be certain to catch them all in your zoom lens.

Get to know your Pokémon by sight. When you enter a new part of Pokémon Island, you'll be fully prepared to spot your subject in the wild.

Learn more about a Pokémon's habits, special abilities or manner of movement with this quick profile. Equipped with this information, you may have an easier time encouraging your subject to make great poses.

#25 **PIKACHU**

BEACH
TUNNEL
RIVER
CAVE

POKÉMON PROFILE

This Electric-type Pokémon has been spotted in a number of the island environments, often showing up in the most unlikely of places. Naturally friendly with other Pokémon, it is nonetheless capable of releasing powerful Thunderbolts.

GET IT
 HERE!

STAMP
 HERE!

STAMP
 HERE!

When the picture for Pokémon Food, a Pester Ball or the Poké Flute is colored in, it means that the item will attract the attention of the Pokémon. The colored item will usually affect it on all levels, but consult the Pokémon's listings on each level for specific details.

Most of the island's Pokémon live in only one level, but some Pokémon have adapted to several habitats. Find them quickly with these location listings.

Create stamps from your favorite Pokémon gallery shots and place them here. For details about where to print your best pics, go to our website at www.nintendo.com.

A Color Key to the Types

For quick reference, use the colors to the right to identify a Pokémon's type. A Fire-type Pokémon, like Charmeleon, for example, has an orange-colored card. Cards for dual-type Pokémon, like Bulbasaur, show only the color of the Pokémon's first type. As you see, its card shows only the Grass color of its Grass-and-Poison type.

	BUG		GHOST		NORMAL
	DRAGON		GRASS		ROCK
	ELECTRIC		GROUND		WATER
	FIGHTING		ICE		
	FIRE		POISON		

#1 BULBASAUR

RIVER
CAVE



POKÉMON PROFILE

A hybrid of plant life and toxins, the Bulbasaur is categorized as a Grass-and-Poison-type Pokémon. Frequently spotted hiding in the underbrush near rivers, this Pokémon may need to be flushed out into view with Pokémon Food or Pester Balls.

STAMP
HERE!

STAMP
HERE!

STAMP
HERE!

#4 CHARMANDER

VOLCANO



POKÉMON PROFILE

This small creature is a common sight in the hot depths of the Volcano, and although it's occasionally spotted on its own, it frequently gathers in packs. If this Pokémon comes in contact with fire, it'll evolve into Charmeleon.

STAMP
HERE!

STAMP
HERE!

STAMP
HERE!

#5 CHARMELEON

VOLCANO



POKÉMON PROFILE

This Fire-type is slightly more aggressive than the Charmander; it evolves from. Like Charmander, Charmeleon is also at home in the blazing heat. It's typically very territorial, often seen protecting a favorite lava pool with deafening roars.

STAMP
HERE!

STAMP
HERE!

STAMP
HERE!

#6 CHARIZARD

VOLCANO



POKÉMON PROFILE

More contact with intense heat will provoke Charmeleon to evolve into Charizard, a dual Fire-and-Flying-type Pokémon. Since it sports muscular wings, fiery breath and a short temper, it's wise to give an angry Charizard a wide berth.

STAMP
HERE!

STAMP
HERE!

STAMP
HERE!

#7 SQUIRTLE



VALLEY

**POKÉMON PROFILE**

This shy Water-type is often visible only as a shell floating in the island's rapids, but a Pester Ball or piece of Pokémon Food will coax it onto shore. Music or Pokémon Food will cause the creature to lose its inhibitions in a hurry.

STAMP
HERE!STAMP
HERE!STAMP
HERE!

#11 METAPOD



RIVER

**POKÉMON PROFILE**

Metopense in the safety of high canopies over the River, a Metapod colony is easy to spot. Though it ordinarily hangs still as statues, Pester Balls will cause the Bug-type to descend on a gossamer thread and dangle just above the water surface.

STAMP
HERE!STAMP
HERE!STAMP
HERE!

#12 BUTTERFREE



BEACH

**POKÉMON PROFILE**

After spending time maturing in its hardened shell, Metapod eventually evolves into the multicolored Butterfree. This creature spreads its wings and enjoys its new-found mobility by fluttering around the sunny island shoreline.

STAMP
HERE!STAMP
HERE!STAMP
HERE!

#14 KAKUNA



TUNNEL

**POKÉMON PROFILE**

Although the inert Kakuna hangs in a similar manner to Metapod, it prefers the darkness of underground areas to the sunny river. Classified as a dual Bug-and-Poison-type, it clings invisibly to rock ceilings and descends only when it is shaken loose.

STAMP
HERE!STAMP
HERE!STAMP
HERE!

#16 PIDGEY

BEACH



POKÉMON PROFILE

Pidgey makes its home on the beaches of Pokémon Island, and although it is often spotted flying peacefully around in small flocks, it also has a temper. This Normal-and-Flying-type has been known to unleash Whirlwind attacks if its nest is threatened.

STAMP
HERE!

STAMP
HERE!

STAMP
HERE!

#25 PIKACHU

BEACH
TUNNEL
RIVER
CAVE



POKÉMON PROFILE

This Electric-type Pokémon has been spotted in a number of the island environments, often showing up in the most unlikely of places. Naturally friendly with other Pokémon, it is nonetheless capable of releasing powerful Thunderbolts.

STAMP
HERE!

STAMP
HERE!

STAMP
HERE!

#27 SANDSHREW

VALLEY



POKÉMON PROFILE

Since this Ground-type Pokémon is small, Sandshrew defends itself by avoiding conflicts. Showing its face only when it feels shock tremors on the surface above it, Sandshrew can always escape danger by burrowing quickly back underground.

STAMP
HERE!

STAMP
HERE!

STAMP
HERE!

#28 SANDSLASH

VALLEY



POKÉMON PROFILE

An evolved form of the smaller Sandshrew, Sandslash is a much more formidable sight. Although it's equipped with larger claws for slashing and digging, the Ground-type is even slier than the Sandshrew and will go underground at the first hint of danger.

STAMP
HERE!

STAMP
HERE!

STAMP
HERE!

#37 VULPIX

VOLCANO



POKÉMON PROFILE

This fire-type Pokémon is so shy that the slightest provocation will cause it to face a wall until it feels safe again. It becomes delighted at the sight of Pokémon food, though, and will forget its fright in seconds at the prospect of snacks.

STAMP
HERE!STAMP
HERE!STAMP
HERE!

#39 JIGGLYPUFF

CAVE



POKÉMON PROFILE

Though naturally reclusive, the Normal-type Jigglypuff is a born singing star. It dwells in the depths of the island's huge Cave, and if it's in the mood, it's been known to take advantage of the underground acoustics and give a concert.

STAMP
HERE!STAMP
HERE!STAMP
HERE!

#41 ZUBAT

TUNNEL
CAVE

POKÉMON PROFILE

The stalky Zubat doesn't have any eyes, but this Poison-and-Flying-type Pokémon still finds its way around with internal radar. Never venturing out from underground, this creature has been spotted roosting in the Cave and the Tunnel.

STAMP
HERE!STAMP
HERE!STAMP
HERE!

#45 VILEPLUME

RIVER



POKÉMON PROFILE

Known to reside in the fertile areas around the River, the Vileplume is often mistaken for another shrub. It can be identified by the Poison Powder that sifts from the top of its head, and only music has the power to rouse it from the ground.

STAMP
HERE!STAMP
HERE!STAMP
HERE!

#50 DIGLETT

TUNNEL



POKÉMON PROFILE

Diglett is a Ground-type Pokémon that travels underground, leaving tracks of upturned earth behind it. The small Pokémon pops its head in and out of the ground at high speed and has been known to work in large groups to preserve forests.

STAMP
HERE!

STAMP
HERE!

STAMP
HERE!

#51 DUGTRIO

TUNNEL



POKÉMON PROFILE

Dugtrio evolves from a group of three Diglett that band together for life. Slightly more aggressive than its unevolved cousin, Dugtrio is often spotted trying to intimidate viewers by roaring out of the ground at close range and leveling an angry stare.

STAMP
HERE!

STAMP
HERE!

STAMP
HERE!

#52 MEOWTH

BEACH



POKÉMON PROFILE

Meowth is commonly seen lurking in the dunes and high grasses of the Beach. It is a constant nuisance to the Pidgy population, chasing the adults and trying to invade their nests, but this Normal-type Pokémon is more meow than bite.

STAMP
HERE!

STAMP
HERE!

STAMP
HERE!

#54 PSYDUCK

RIVER



POKÉMON PROFILE

Native to the River, Psyduck is just as likely to be diving beneath the water's surface as floating atop it. A Pester Ball or a piece of Pokémon Food is often all it takes to get this Water-type to leap out from underwater with a loud cry.

STAMP
HERE!

STAMP
HERE!

STAMP
HERE!



#56 MANKEY



VALLEY

**POKÉMON PROFILE**

When the fuzzy Mankey is in a foul mood, this Fighting-type Pokémon thrashes around, and calming it down again is nearly impossible. It makes its home on the craggy ground bordering the Valley waterway and often shrieks angrily.

STAMP
HERE!STAMP
HERE!STAMP
HERE!

#58 GROWLITHE



VOLCANO

**POKÉMON PROFILE**

The puppy-like Growlithe is best suited to the fiery environment of the Volcano. It generally hides deep within lava craters but can be flushed out with a Pester Ball. Once out in the open, it will bark happily when offered Pokémon Food.

STAMP
HERE!STAMP
HERE!STAMP
HERE!

#59 ARCANINE



VOLCANO

**POKÉMON PROFILE**

The next evolution of the smaller Growlithe, this Fire-type Pokémon is a majestic sight to behold. It can withstand unbelievably high temperatures and, like the Growlithe, enjoys lava baths. Catching sight of one of these creatures is very rare.

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#60 POLIWAG



RIVER

**POKÉMON PROFILE**

Although it is exuberant by nature, Poliwag tends to keep close to cover on land. If startled from the bushes on the riverbank, the Water-type will plunge into the safety of the water. Once immersed, it'll perform all kinds of acrobatics.

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#70 WEEPINBELL



CAVE



POKÉMON PROFILE

The Grass-and-Poison-type Weepinbell draws its nourishment from the mildly toxic pools of water that collect in the depths of the island's Cave. It can be knocked off balance by a Poster Ball or Pokémon Food, and if it lands in the water, it'll evolve.

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#71 VICTREEBEL



CAVE



POKÉMON PROFILE

Dunking a Weepinbell all the way underwater will cue it to evolve into the imposing Victreebel. This evolution is much larger than its relative and travels upside down so that it can lure insects into its yawning mouth and trap them inside.

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#74 GEODUDE



VALLEY



POKÉMON PROFILE

Commonly known to inhabit the rocky landscape of Pokémon Island's Valley, Geodude clutches tightly to rock walls to camouflage itself. If startled, it will fall to earth with a ground-shaking thud and retreat back to its perch as soon as possible.

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#75 GRAVELER



VALLEY



POKÉMON PROFILE

The Graveler is an evolved form of Geodude, as can be seen from its massive rock body and habit of impersonating boulders high up on rock walls. This mighty creature has an unlikely affection for a lively piece of Poké Flute music.

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#78 RAPIDASH

VOLCANO



POKÉMON PROFILE

This Fire-type Pokémon has a blazing mane and fiery hooves, and it can withstand intense heat. Rapidash gallops along the Volcano's cooled, hardened lava flows, and the speedy Pokémon may rear up if approached by strangers.

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#79 SLOWPOKE

RIVER



POKÉMON PROFILE

This pudgy Pokémon is categorized as a Water-and-Psychic-type. It loafs on the banks of the River, reacting sluggishly to passersby, though it will happily amble over to a good piece of Pokémon Food or cool off its tail in the water.

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#80 SLOWBRO

RIVER



POKÉMON PROFILE

Slowpoke dunks its tail into the water and fishes for a Shellder when it evolves into this Water-and-Psychic-type. The two join to become Slowbro, which looks like it should be in biting pain from its new buddy, but it remains just as sluggish as ever.

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#81 MAGNEMITE

TUNNEL



POKÉMON PROFILE

This small Electric-type Pokémon floats through the air and is attracted to magnetic waves and electric activity. Though it moves slowly, Magnetite is camera shy and can avoid being photographed with lightning-fast reflexes.

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#82 MAGNETON

TUNNEL



POKÉMON PROFILE

Three Magnetite join together when evolving into Magneton. Despite its combined weight, Magneton still floats through the air with ease. This Electric-type Pokémon emits a strange noise as it travels through the darkness of the Tunnel.

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#84 DODUO

BEACH



POKÉMON PROFILE

This double-headed Pokémon never quite gets off the ground as it runs around the shores of the Beach. Classified as a Normal-and-flying-type Pokémon, Doduo speeds in zany loops across the sand, gabbling all the way.

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#88 GRIMER

CAVE



POKÉMON PROFILE

This Poison-type Pokémon mysteriously hides in the upper ledges and corners of the Cave. It oozes a long with its arms in the air, always unrolling out refreshing new toxins, which can help the swaying Grimer evolve into the larger Muk.

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#89 MUK

CAVE



POKÉMON PROFILE

The larger, evolved form of Grimer, Muk is a Poison-type Pokémon that is even more toxic. It has a horrible stench. Muk stays among its own kind and is often seen near groups of Grimer throughout the darkness of the Cave.

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#90 SHELLDER



RIVER



POKÉMON PROFILE

Until it gets older, this Water-type Pokémon must rely on its tough shell for protection. Shellder can be found along the River, enjoying its watery currents or leaping into the air above the flow. Shellder sometimes travel in small groups.

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#91 CLOYSTER



RIVER



POKÉMON PROFILE

Cloyster evolves from Shellder, becoming a dual Water-and-Ice-type Pokémon, with a shell tough enough to withstand even the strongest forces. Cloyster also dwells in the River's water currents and floats through the air with slow grace.

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#93 HAUNTER



TUNNEL



POKÉMON PROFILE

Thought to be from another dimension, this combination Ghost-and-Poison-type Pokémon has an eerie presence, often invisible in its true form to the human eye. Its motivations are largely unknown, and it can be seen lurking inside the Tunnel.

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#101 ELECTRODE



TUNNEL



POKÉMON PROFILE

Electrode takes its time rolling around and enjoys the quiet peace of the Tunnel with others of its own kind. This Electric-type Pokémon can blow itself up at will and may do so if it feels like it is threatened by intruders.

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#109 **KOFFING**

CAVE



POKÉMON PROFILE

This Poison-type Pokémon stores gases in its body and likes to release its toxins as it flies through the air inside the Cave. Koffing can pursue its prey relentlessly, often with the same stonish smile on its face as it puffs over toward

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#113 **CHANSEY**

BEACH



POKÉMON PROFILE

The prized Chansey, classified as a Normal-type Pokémon, is valued for its ability to bring a happiness. Chansey nurtures an egg-like item in a pouch, and it seems to always have an irresistible happiness that spreads to others around it

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#115 **KANGASKHAN**

BEACH



POKÉMON PROFILE

This Normal-type Pokémon protects its child in a front pouch. Nearly extinct, Kangaskhan is protective of its young. It will roar and rush at those that it feels are threatening its territory, though it also has a fun-loving personality at times

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#118 **GOLDEEN**

VALLEY



POKÉMON PROFILE

Though Goldeen spends much of its time underwater along the River, this Water-type Pokémon can suddenly rise from the water current to display its dazzling display of patterns or the sharp single horn that protrudes from its head

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#120 STARYU

VALLEY



POKÉMON PROFILE

This Water-type Pokémon leaps and flies from the water with ease. Staryu lives beneath the fast-flowing river rapids in the Valley and is a curious Pokémon, approaching others carefully but bearing a quick retreat just as often.

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#121 STARMIE

VALLEY



POKÉMON PROFILE

Starmie evolves from Staryu, becoming a dual Water-and-Psychic-type Pokémon and gaining twice as many arms. With its gem-like center, Starmie is a flashy figure as it cuts through the sky or swims through the Valley river.

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#123 SCYTHER

BEACH



POKÉMON PROFILE

This rare Bug-and-Flying-type Pokémon has razor-sharp arms and dwells among the thick grasses on the Beach, hiding from view and slashing up the greenery as it quickly roves around. It can be a fierce vision to behold when it flies through the air.

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#124 JYNX

CAVE



POKÉMON PROFILE

Jynx is an odd dual Ice-and-Psychic-type Pokémon that seems to have mysterious rituals. Found in the deepest sanctuary of the Cave, Jynx often remains in a relaxed state but can be provoked into a strange but excited whirling dance.

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#125 ELECTABUZZ



TUNNEL



POKÉMON PROFILE

Though this Electric-type Pokémon is drawn to energy sources, Electabuzz is a high generator itself and can harness electrical energy out of its fur. When Electabuzz sees the color red, it chases the offending color relentlessly.

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#126 MAGMAR



VOLCANO



POKÉMON PROFILE

With skin that glows from intense heat, this Fire-type Pokémon can spout a gush of hot flame from its mouth. The aggressive Magmar can be a little greedy, and it sometimes tries to take food away from other Pokémon in the Volcano.

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#129 MAGIKARP



BEACH
TUNNEL
RIVER
CAVE
VALLEY



POKÉMON PROFILE

Until this Water-type Pokémon evolves, Magikarp does little more than swim and flop around. Its body is extremely hard, made entirely of bones and scales. Though a smaller Pokémon, Magikarp evolves to the gigantic Gyarados.

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#130 GYARADOS



VALLEY



POKÉMON PROFILE

After evolving from Magikarp, this Water-and-Flying-type Pokémon becomes coated with scales that are harder than steel. It has a mighty and huge presence, and Gyarados also has a terrifying water attack that it uses frequently.

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#131 LAPRAS

BEACH



POKÉMON PROFILE

Hunted to near-extinction, the gentle Lapras is among the rarest Pokémon. It is perhaps too gentle for its own good, though this Water-and-Ice-type Pokémon can plunge into the watery depths and hide there for long periods of time.

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#132 DITTO

CAVE



POKÉMON PROFILE

Among the strangest Pokémon, Ditto is still classified as a Normal-type Pokémon. When mature, Ditto develops perfect control over its body cells and can alter them to change into any Pokémon, taking on its look and characteristics.

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#133 EEEVEE

BEACH



POKÉMON PROFILE

Eevee is a small and mischievous Normal-type Pokémon that plays among the rocks found along the beach, looking for other Pokémon to play with. The cute Eevee loves to chomp down Pokémon food, and it enjoys the sound of happy music.

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#137 PORYGON

RIVER



POKÉMON PROFILE

Another rare but Normal-type Pokémon, Porygon is composed of packed computer data that gives it its crystalline shape. It can alter its surface, and along the River, the Pokémon may take on green and earthy hues.

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#143 SNORLAX



BEACH



POKÉMON PROFILE

Snorlax is among the heaviest Pokémon and weighs 1,000 pounds. This Normal-type Pokémon almost always sleeps and is difficult to wake, though a tune from a Poké Flute will get Snorlax on its feet and in the mood for a little dancing.

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#144 ARTICUNO



CAVE



POKÉMON PROFILE

Among the rarest Pokémon of all, Articuno is an Ice-and-Flying-type Pokémon that is considered a mythical creature. It hatches from a giant egg in a brilliant display of flying prowess but soon flies off in search of more private regions.

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#145 ZAPDOS



TUNNEL



POKÉMON PROFILE

Also extremely rare and thought to be a mythical Pokémon, the Zapdos is an Electric-and-Flying-type Pokémon that lives part of its life in a brightly-patterned egg. Zapdos can generate massive amounts of crackling energy from its body.

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#146 MOLTRES



VOLCANO



POKÉMON PROFILE

This fire-and-flying-type Pokémon quickly vanishes from view if seen, so Moltres has come to be considered a mythical Pokémon. It soars through the air with stately presence and flames trailing behind its flight path.

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#147 DRATINI



VALLEY



POKÉMON PROFILE

This Dragon-type Pokémon speeds through the fast currents of the Valley river, and its sneaky body can race up from the water and hang suspended for a moment while twisting in midair before it plunges back into the current.

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#149 DRAGONITE



VALLEY



POKÉMON PROFILE

Dragonite is related to the Dratini, but it looks much different with its larger body, not to mention its arms, legs and wings. This Dragon-and-Flying-type Pokémon is equally at home beneath the waves and in the Valley air.

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Something to shoot for

Listed below you'll find the highest scores our crack team of Pokémon experts could earn. If you want a challenge, try to match them, but be warned: These scores are extremely hard to reach, so don't get discouraged if they seem impossible.

High Score

Arcanine	5,170	★ Grimer
Articuno	4,700	Growlthe
Bulbasaur	5,380	Gyarados
Butterfree	4,960	★ Haunter
Charney	4,400	Jigglypuff
Charizard	4,380	Jynx
Charmander	5,730	Kakuna
Charmeleon	4,400	★ Kangaskhan
Cloyster	4,580	Koffing
Diglett	3,880	Lapras
Ditto	4,940	Magikarp
Doduo	4,600	Magmar
Dragonite	4,400	★ Magnemite
Dratini	4,400	★ Magnetron
Dugtrio	4,780	Mankey
Eevee	4,500	Meowth
Electabuzz	5,280	Metapod
Electrode	5,150	Moltres
Geodude	4,000	★ Muk
Goldene	4,400	Pidgey
Graveler	5,900	Pikachu

High Score

4,300	Poliwhg
4,710	Porygon
4,680	Psyduck
4,000	Rapidash
6,480	Sandslash
4,400	★ Sandslash
4,540	Scyther
4,100	Shellder
4,000	Slowbro
3,430	Slowpoke
4,400	Snorlax
6,710	Squirtle
4,280	Staryu
4,000	Staryu
4,500	Victreebel
4,400	Vileplume
4,470	Vulpix
4,700	Weepinbell
4,000	Zapdos
5,100	Zubat
8,000	

High Score

5,130
5,610
4,400
5,170
4,990
4,800
4,260
4,400
4,600
4,400
4,400
5,260
4,380
3,730
4,600
4,620
5,020
4,000
4,700
4,330

GET THE BIG PICTURE



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