New Pokémon Snap

All Pokémon Guide v1.1 by Fayte Fireix

Based on run by Pwndnoob.

Contents

Introduction

Welcome to a *New Pokémon Snap: All Pokémon* speedrun guide! This guide is intended to help anyone interested in speedrunning the All Pokémon category of New Pokémon Snap. It will explain and provide the basics in order to complete a run with beginner & safeties. These notes are based on the the use of the 2.x version of the game.

Credits and Contributions

Additional credit to Pwndnoob for his run inspiring me to learn this game, and the speed running community for the willingness to answer my not-so-bright questions.

Version Notes

V1: Initial notes & formatting
v1.1: More formatting, removed Star-Values from levels where they don't matter to save space & confusion.

Pokémon Snap Discord

Timing, and Ruleset

As per speedrun.com, the rules for New Pokémon Snap: All Pokémon are as follows

- Timing Begins on selecting YES after selecting Language/Voice Over/Character.
- Timing ends once the final green box closes after obtaining the last notebook sticker.
- All 234 Pokémon must appear in the Photodex. This coincides with getting all of the stickers for the notebook.
- All submitted runs require video and audio.
- The Use of turbo/Auto-mashing/automated input controllers or gamepads is prohibited.
- Use of the touchscreen in anyway is prohibited for this speedrun. Runs performed during handheld mode are allowed, but no use of the touchscreen for any reason.

Settings

The Japanese text and no voice overs is faster, the character doesn't really matter. We will be swapping controller sticks & speeds in the first level.

General Information

SD = Skip Dialog by mashing.
CS = Cut scene, non-skippable

[Bracketed Black Text] = Unlocks & Cut scene estimates

Menus will be noted with Yellow tables.

Levels will be noted with BLUE tables.

New Runner / Safety options will be noted with GREEN tables.

Bonking Pokémon refers to hitting them with apples.
Illuminating Pokémon refers to hitting a Pokémon with an Illumina orb.
Luring a Pokémon refers to throwing an apple near the Pokémon to get its attention, and it'll typically run over to the apple.

You want Pokémon in the middle of the photo, doing a pose, with a large size. Size is King. You can get extra points for having other Pokémon in the picture and beautiful backgrounds. We don't want to worry about the "best" photos, but fastest photos with the correct star values and points.

On average, we want to aim for more than 4,000pts and will aim to take the exact quantity of photos we need to progress in Research Levels (RL). Higher research levels will allow us different photo opportunities, different/more Pokémon, and different routes.

Each Pokémon has four (4) different star value photos.

☆| Regular Photo

☆☆| Interaction Photo (Bonking with Apple, etc.)

☆☆☆| Special Interaction (Eating, etc.)

☆☆☆☆| Very Special Interaction

Some photos we take will be of specific star values, which I try to list, this helps ensure that we get enough points on each trip.

When taking photos of Pokémon, things to note are: When taking photos of Pokémon with same star values that we've already taken, we only gain the point difference. However, if it is a new star value, we gain full points, OR if it is an already captured Pokémon, but on a track which we haven't visited before, we also gain full points. There are a few maps we need to reach Research Level 3; so, we aim for very specific star values, which allows us to revisit the level, aim for different star value, and gain the most points for our time. The target star values are listed when required.

When selecting photos that have a same value already submitted, always select the left photo. This stops the animation of putting the new photo into the album.

Your cart will slow down anytime you take a photo, zoom in, look to the sides, or look behind you. You can also "drift" your cart by small degrees by looking left/right, this can be used to avoid Pokémon at times. You can look ahead, left, right, and behind quickly, by using the D-pad on the controller.

We will use auto-select for photos, because we want the best option photos, it's important to take as few photos of Pokémon as possible, so we always get a good photo.

Headings are based on my Splits, with each level being a sub-split.

Tutorial

[CS | 46 seconds]

SD to get camera

[CS | 10 seconds]

SD as quickly as you can, the photos of Vivillon & Pikachu during the tutorial do not count towards your Photodex.

Meganium

Settings – Once you load into Park (Day)
Camera
1.   Camera Speed | 10
2.   Pointer Speed | 7
Buttons
1.   Set #3

Park (Day) [40,000pts]
1. Vivillon | Left at start
2. Grookey | Right-Down: When it smiles
3. Emolga | Front-Fast: Flies in front of you
4. Bidoof| | Right: Looking at you
5. Swanna | Front: Flies in front of you, try to get 2 in the photo
6. Dodrio | Left: When it lands
Safety/New Runner
1. Hoothoot | Front-Up: Hoothoot is sleeping in the tree
7. Wurmple | Right: RNG if it's looking at you, more points if it is.
8. Taillow | Rear: move past the sign, look back and snap while looking at you
9. Comfey | Front: snap when "dancing" before it flies away.
10. Florges | Right: When Professor Mirror talks, D-pad right for the snap

SD photo rating.

[Unlock RL2]

SD until the SCAN tutorial begins, skip tutorial.

Load into Park Day, Quit out immediately.

SD after quitting.

[Unlock Park Night]

Park (Night) [50,000pts]
1. Bouffalant | Right: Close to start
2. Tangrowth |Right: Aim at Tangrowth, scan as you're coming to the bridge, when facing you, scan again, when hands up, no zoom, snap
3. Caterpie | Left-Up: in the tree, scan, when "surprised" snap
4. Murkrow | Right-Up: in the tree
5. Torterra | Left: You want the whole tree in the photo for size points.
6. Pidgeot | Front: snap when it glances towards you
7. Ducklett | Left: As you get to the bridge, look left in the water, scan and snap
8. Pichu | Left: Sleeping with Torterra, make sure it's a Pichu photo.
Safety/New Runner
1. Grookey | Left: Beside Pichu make sure it's a Grookey photo.
9. Pinsir | Front: Take when full frame
10. Hoothoot | Front-Left: when close, scan and snap
11. Combee | Right: scan and snap

12. Scorbunny | Left: Sleeping on top of Torterra, make sure it's a Scorbunny

SD photo rating.

[Unlock RL2, Illumina Spot]

*If you did not unlock RL2, use the Safety for Illumina Spot RL2 instead of the normal.

[CS| 30 seconds]

When you select the Illumina Spot, this is a good time to fill water/etc. if needed.

[CS| 1 minute]

Illumina Spot [1pt]
1. Meganium | Snap 3 while it's illuminated, doesn't matter where. Face forward and relax.

SD photo rating.

[Unlock RL2]

SD the acquisition of the team badge.

[CS | 10 seconds]

SD APPLE tutorial, skip tutorial.

Safety/New Runner
If you're short on RL 2 for Park Night; Select Park Night instead of Illumina Spot
1. Scorbunny | Front-Down: Scan and snap.
Illumina Spot RL2 – Points don't matter
1. Eevee| Front: low chance that Eevee spawns, if it does, snap, then exit & evaluate photos. If an Eevee doesn't show, snap of Meganium and exit the level. You just need a different star value, or better rated photo to progress.

SD photo rating, return to camp

[CS | 15 seconds]

SD Todd intro.

[CS | 15 seconds]

[Unlock new Island & area.]

Volcarona

Jungle (Day) [35,000pts] - We need as many points as we can get: Aiming for RL3
1. Metapod ☆☆ | Left: Just after the fallen tree, bonk and snap
2. Slaking ☆☆ | Left: Bonk Beautifly twice with apples keeping it from stopping the card, and bonk the Slaking, snap.
3. Arbok ☆☆☆| Right: Bonk Arbok, snap when it's hissing, no zoom snap
4. Aipom ☆☆ | Right: Lure Aipom, then bonk and snap.
5. Pikipek ☆☆☆ | Left: throw apple into the hole in the tree & Snap when it's yelling at you.
6. Bounsweet ☆☆ | Left: scan to get it to turn towards you, snap.
7. Liepard ☆☆ | Left: Bonk, snap when it opens its' eyes

Jungle (Day) RL1 (continued)
8. Beautifly ☆☆☆ | Left: Bonk, snap when it's fluttering.
9. Magikarp ☆☆☆ | Left: Lure it, snap when it's eating
10. Quagsire ☆☆ | Left: Bonk, snap

SD photo rating,

[Unlock RL2 & Jungle Night]

If you did not unlock RL2, use the safety listed with Jungle Day RL2 for extra points.

Jungle (Night) [45,000pts]
1. Liepard | Front: Bonk, snap
2. Metapod | Left: Same place as before, no interaction
3. Arbok | Up-Right: Sleeping in a tree
4. Bounsweet | Right-Down: After Arbok, scan, snap
5. Ariados | Front: RNG If it's facing you
6. Toucannon | Up-Right: Sleeping on tree branch
7. Ledian | Behind: Sleeping clinging to a tree. Bonk, snap.
8. Wooper | Behind: As it's amazed by your photography skills
9. Yanmega | Left: Lure, snap while eating
Crystal Bloom | Front: Behind Quagsire
10. Magikarp | Left: Lure, scan, snap while it's jumping
11. Quagsire | Behind-Left: No zoom needed, try to get flower in the photo as well
12. Morelull | Left: Bonk front one, snap while it's fainted

SD photo rating.

[CS| 10 seconds]

SD Illumina Orb

[Unlock Illumina Orb]

Jungle (Day): RL2 [55,000pts] - We need as many points as possible: Aiming for RL3
1. Beautifly ☆☆ | Left: Bonk, snap, Exit
Safety/Beginner
If you need more points for Jungle Day RL2
1. Yanmega | Left: No interaction, snap.

SD photo rating

[Unlock New Island, and DLC]

SD until map selection

Sands (Day) [30,000pts]
1. Skorupi | Left: Throw apple into sand pile, bonk, snap
2. Heliolisk | Left: Lure, snap. Try to get it facing sideways
3. Mandibuzz | Up: Second Mandibuzz flies over, snap
Safety/Beginner Backups
1. Torchic | Front: Lure, when it's cooking apple, snap
4. Hippowdon | Front: Lure into facing you, snap, look away to avoid bonking
To the left of the Hippowdon, scan to make Cacnea roll.

2. Trapinch | Left: Inside the sand, bonk with apple, snap
5. Vivillon | Front: Snap when facing
6. Cacnea | Front: Snap as it's chasing the tumble weed; must have scanned the Cacnea by the Hippowdon
7. Pincir | Right: Inside the sand, bonk it's horns, snap while in air

SD Photo rating,

[Unlock RL2 & Sands Night]

Sands (Night) [30,000pts]
1. Trapinch | Left: Throw apple to lure it, then hit and snap
2. Cacnea | Left: Lure, bonk and snap
3. Skorupi | Front: Bonk, snap
4. Mandibuzz | Right: bonk, snap when angry
5. Lycanroc | Front: Snap when facing
Safety/Beginner
1. Kangaskhan | Left: Across the pond
Crystal Bloom | Right, as you fall down the sands. If you miss it, behind-up after the Minior photo
6. Minior | Left
7. Sandshrew | Left: Lure
8. Onix | Right

SD Photo rating,

[Unlock RL 2, Unlock Illumina Orb]

Sands (Day): RL2 - Points don't matter
1. Flygon | Right: Light up the 3 flowers with Illumina Orbs to stop the sand storm, snap, exit.

SD Photo rating,

[Unlock Volcano]

Volcano [30,000pts] – Need As many points as you can, goal is RL3
1. Altaria ☆☆☆ | Behind: After it hops in the water, Bonk, snap when it's fluttering
2. Tyrantrum ☆☆☆ | Front: bonk, wait until it yells at you, snap
3. Aerodactyl ☆☆/☆ | Front-Up: Bonk, snap. If you miss the apple, still need a snap.
4. Graveler ☆☆ | Behind: Hit with apple (up-left) while it's hanging. Once it falls & faces you, hit with apple, snap.
5. Luxray ☆ | Front: Snap when it's growling.
6. Archeops ☆☆ | Front: When it's glancing towards you, snap.
7. Monferno ☆☆ | Behind: When it stops, bonk, snap.
8. Torkoal ☆☆ | Behind: Immediately after Monferno, look down, bonk, snap
9. Slugma ☆ | Right: bonk twice to keep it from moving away, snap as you get close and it smiles at you.
10. Charmander ☆☆☆ | Left: Illuminate the closest one so it jumps across the gap, as you get closer, Illuminate it again, when celebrating, snap.

SD Photo rating

[Unlock RL 2 & Forest]

Volcano: RL2 [60,000pts] - Need as many points as you can, goal is RL3
1. Altaria ☆ | Front: Sleeping in water
2. Shinx ☆ | Front: When it looks at you surprised, snap
3. Talonflame ☆ | Front-Fast: As it flies by, snap
4. Monferno ☆ | Front-Right: Right after the Talonflame, it jumps down, before it jumps away, snap. If you miss this Monferno, there is another you can snap after Tyrantrum.
5. Archeops ☆ ☆ ☆ ☆ | Left: Lure, bonk, snap OR while it's eating, snap.
6. Aerodactyl ☆/☆ ☆ | Front-Up: If you missed bonk last run, bonk and snap, otherwise, just snap.
7. Tyrantrum ☆ | Front: Sleeping
Lure Charmander (left) closer to Torkoal
8. Graveler ☆ | Right: snap the Idle Graveler
9. Torkoal ☆ ☆ | Left: Lure Torkoal, snap
10. Charmander ☆ ☆ | Left: While it's eating an apple, snap.
11. Slugma ☆ ☆ | Left-Right: Throw Illumina Orb at flower on left, turn right, when Slugma is dancing and glowing, snap.
12. Typhlosion ☆ ☆ ☆ | Left-Down: When its' mane is showing, snap

SD Photo rating

[Unlock Illumina Spot]

[CS] 1 minute]

Illumina Spot [1pts]
1. Volcarona | Front: This is a good bathroom, there is about 2:15 (3:15 total) of down time. When we get to the end of the level, both Volcarona will stop in front of you, we'll throw two apples to drop the flames, then an illumine orb and snap 3 photos

SD Photo rating, SD until Camp unlock

[Unlock Camp]

Wishiwashi

Beach (Day) [30,000pts]
1. Crabrawler | Right: While eating apple, snap.
2. Executor | Left: Lure with apple, while it's eating, snap.
3. Pikachu | Right: As it runs by, snap
4. Bellossom | Left: Throw apple to hit the executor (so he doesn't block us), flute to lure the Bellossoms out, lure them closer with apples, snap
5. Pyukumuku | Right: Lure with apple, while it's hand is out grabbing the apple, snap
ALT PATH - Left
6. Machamp | Left: While it's flexing, snap
7. Octillery | Right: After Machamp, scan to reveal the Stunfisk, throw apples above Stunfisk, you want one to sink & hit the Stunfisk. When it shocks the Octillery, snap.
8. Stunfisk | Left: End of level, scan to make the Stunfisk rise up, snap

SD Photo Rating,

[Unlock RL 2 & Reef]

Reef (Day) [35,000pts]
1. Finneon | Front-Right: RNG – You want a Finneon to get close to the cart for size points. Use scan to stop it if needed, hit with an apple, snap.
2. Sharpedo | Left: Hit with an apple as it starts to swim away, when it's yelling at you, no zoom snap.
3. Wingull | Front
4. Wailord | Front: As it burst out of the water, no zoom, snap.
5. Pelipper | Front: Throw apples into the water, after it eats one, it will celebrate, snap.
6. Machamp | Left
7. Mantine | Right
8. Mareanie | Left: Scan and snap
9. Corsola | Left: Lure with apples, snap

SD Photo Rating,

[Unlock RL 2 & Undersea]

Undersea [35,000pts] – Need as many points as you can get, goal is RL3
1. Luvdisc ☆ | Up-Right
2. Magikarp ☆☆ | Up-Left
3. Corsola ☆☆ | Front: Lure with apples, while eating, snap
4. Finneon ☆☆ | Right: Just on the other side of some seaweed, hit with apple, snap.
Crystal Bloom | Right: Between some seaweed behind Lumineon, bonk Lumineon to get it to move.
5. Lumineon ☆☆ | Front: Bonk and Snap
6. Sharpedo ☆☆ | Front-Down: Hit with apple, when he's yelling at you, snap
7. Wailmer ☆ | Front-Up
8. Frillish ☆☆ | Down-Right: Lure out with apples into a dark cave, while it's eating, snap.
9. Qwilfish ☆☆☆ | Front: When it inflates, snap
10. Tentacruel ☆☆☆ | Front-Up: When you get close, scan, when it's facing you during the spin, snap
11. Mantine ☆ | Up-Left

SD Photo Rating,

[Unlock RL 2 & Illumina Orb]

Undersea: RL2.1 [75,000pts] – Need as many points as you can, goal is RL3
1. Finneon ☆☆☆ | Left: Scan to lock in place, Throw Illumina Orb, while smiling, snap
2. Pelipper ☆☆☆ | Front: While it's diving close to you, snap
3. Luvdisc ☆☆ | Front-Left: Hit the sad Luvdisc with an apple, snap
4. Corsola ☆ | Right: Right after the Luvdisc, on the right side, sleeping in the reef
5. Cradily ☆☆ | Right: Hit the second one with an apple, when it's looking at you snap. DO NOT hit too early, they will get in the way and stop the cart
6. Wailmer ☆☆☆ | Front: When it's yelling at the Octillery/Pyukumuku, snap
7. Qwilfish ☆ | Front-Down: Non-inflated
8. Frillish ☆ | Lure it out with apple, when it's floating to the apple, snap
9. Clawitzer ☆☆☆ | Front: Hit the further Clawitzer with Illumina orb, the losing Clawitzer (Right) will get knocked back, while it's hurt, snap.
After the loser starts to swim away (Bubbles appear), Exit level

SD Photo Rating,

Take the remaining points needed for RL3, divide by 4,000 to get how many photos you should take for next visit to Undersea

Undersea: RL2.2 [75,000pts]
1. Finneon ☆ | Left
2. Pelipper ☆ | Front: Looking around
3. Clawitzer ☆ | Left: As it swims out from the reef, snap. After taking a photo, hit it with an illumine orb
ALT PATH - Left
1. Chinchou ☆ | Left: After it runs into its' home and turns around, snap
4. Tentacruel ☆ | Left
5. Octillery | Front
6. Wailmer | Front
If you need Frillish, Illuminate a few here for snapping later.
2. Lanturn ☆ | Front: First one, As it swims above you, snap
7. Lumineon | Front-Down
8. Clamperl | In the Sand, if you lure a Lumineon close, it can dig up the Clamperl.
9. Frillish ☆☆☆ | Flute, snap while dancing
10. Golisopod ☆ | Front
11. Cradily ☆ | Front: Don't bonk

SD Photo Rating,

[Unlock RL 3 & Illumina Spot]

CS\| 30 seconds

Illumina Spot [1pt]
1. Wishiwashi ☆☆ | Front: Illuminate 4 to cause them to swim away. When Wishiwashi shows up, illuminate with 3 orbs, snap 3 photos. Face forward and relax a few minutes.

SD Photo Rating

Milotic

Elsewhere Forest [40,000pts]
Forest has an aspect of RNG to it, in RL1 we have access to two different seasons: Spring & Summer.
1. Trevenant | Right: Hit with apple, snap as it runs away
2. Espurr | Front-Up: In the tree
3. Kecleon | Front-Up: Hanging off a tree, illuminate, then bonk, snap.
Summer
4. Deerling | Right
5. Shiftry | Left: Hit with Illumina orb, snap
6. Pancham | Left
7. Sawbuck | Front-Left
8. Drampa | Right-Up
9. Unfezant | Left-Behind: Hit with Apple, snap
10. Bewear | Left: As you pass it, it will look at you, snap. Throw an apple for a boost after snap

11. Applin | Right: After you get boosted, play the Flute, one of the apples will move, snap
12. Bulbasaur | Front
13. Lotad | Right: In the water

SD Photo Rating,

[Unlock RL 2 & Illumina Spot]

[CS| 30 seconds]

Illumina Spot [1pt]
1. Milotic | Front: Bonk so it surfaces, throw an Illuminate it 3x, and snap 3 photos. Face forward, and relax.

SD Photo Rating, Unlock RL 2, SD until CS

[CS| 20 seconds]

SD through Turbo function

[CS| 30 seconds]

Steelix

Illumina Spot: RL2 - Points Don't Matter
1. Serperiour | Front-Right: Zoom in, just need a legal picture.
2. Espeon | Front: Right after the Serperiour, on the Island just beyond it, zoom in and snap.
Exit Level

SD Photo Rating

The game gets a lot harder now, we have turbo so everything flies by a bit faster. We want to boost as much as possible.

Jungle (Day): RL2 [55,000pts]
1. Aipom ☆ | Front: As it jumps away
2. Metapod ☆ | Up-Left
3. Arbok ☆☆ | Front: RNG if it's facing you
4. Slaking ☆ | Left: Sleeping
5. Beautifly ☆ | Left: Right above Slaking, facing forward
6. Pikipek ☆☆ | Front: As it flies by
7. Yanmega ☆ | Left
8. Quagsire ☆ | Left: Between trees, after the Beautifly
9. Bounsweet ☆☆☆ | Front: As it rolls across your path
10. Magikarp ☆☆ | Left-Down: Throw an Illumina orb to cause it to jump
11. Toucannon ☆ | Left: In the tree, shaking
12. Liepard ☆ | Left: With the waterfall in the background
Exit level – If you need more points, take the Safety
Safety/Beginner
1. Wooper | Front

SD Photo Rating,

[Unlock RL 3]

Jungle (Day): RL3 [Points Don't Matter]
1. Venusaur | Right: After the Arbok, between the leaves. Just need a legal photo
Exit Level

SD Photo Rating

Snowfields (Day) [25,000pts]
1. Furret | Front-Left: As it runs by you
2. Cubchoo | Left-Behind: Before climbing the hill, turn back. As they run around the tree and look at you, snap
3. Skarmory | Behind: After the Cubchoo, look back. Skarmory flies over you quickly.
Look Right when coming up the hill to drift the cart out of the way of the Mamoswine
4. Swinub | Front: Group of 3 just past the Mamoswine on the right.
5. Mamoswine | Front
6. Snorunt | Front: Quick Snap as you enter the cave
Bonk the Spheal floating with two apples, and look front/left to drift the cart out of the way.
7. Spheal | Behind: Look back at the Spheal and snap
Stop boosting as the Spheal on the right rolls into the water. As soon as it's across your path, start boosting to avoid the Piplup.
Safety/Beginner
1. Beartic | Front: Sleeping

SD Photo Rating,

[Unlock RL 2 & Snowfields Night]

Snowfields (Night) [45,000pts]
1. Mightyena | Front
2. Weavile | Right: tree
3. Snorunt | Left: When they jump down
4. Frosmoth | Right, in the crack, bonk, when facing, snap
Crystal bloom
5. Snom | Right-Up: Scan & Snap
6. Delibird | Front: As it runs by
7. Jinx | Left: Left side, closest to you
8. Vanilluxe | Left: Beside Jinx
9. Piplup | Front
Obama-Skip | After the Piplup, throw apples to hit the Spheal. You want to get them to race before you see the Abomasnow. As you get closer, you want to hit Abomasnow with apples to keep it from chasing the Spheal & blocking you. Take the Braviary photo after moving the Spheal, but before hitting the Abomasnow.
10. Braviary | Front-Up: Just after Piplup
11. Abomasnow | Left
12. Vulpix | Right
13. Mamoswine | Left
Safety/Beginner
If you miss RL2
1. Mightyena ☆| Front

SD Photo Rating

[Unlock RL2]

Snowfields (Day): RL2 [Points Don't Mater]
1. Sandslash Skip
a. Left: Snap photo of Sandslash between the trees, it'll run away
b. Front-Up: On top of one of the hills, the Sandslash will appear again, snap so it runs away.
c. After the Sandslash burrows through the snow, scan to open the path. Exit after you see the cart shift paths, but before you're too far on the path and can't exit.

SD Photo Rating

Cave [35,000pts] - Need as many points as possible; need to unlock RL3 after next visit
1. Joltik ☆☆ | Left
2. Gengar ☆☆☆☆ | Right: Play Flute, Throw Orb, when sticking it's tongue out, snap
3. Glalie ☆☆☆ | Right-Down: Hit with Apples from distance to wake up, throw orb at flower, hit with apple 2 more times to wake, when facing, snap
4. Carbink ☆☆ | Right: Snap while they're freaking out from Glalie
5. Magikarp ☆ | Right: The orb at flower makes them appear
6. Braviary ☆ | Right-Up: Zoom Snap
7. Croagunk ☆ | Behind
8. Noibat ☆ | Left: Throw orbs at Flower
9. Sableye ☆☆☆ | Left: Hiding behind pillars
10. Rampardos ☆☆☆ | Front: When roaring, snap the one further away, make sure to include tail
11. Crobat ☆☆ | Front-Up: When facing
12. Geodude ☆ | Right: When it's hanging out

SD Photo Rating

[Unlock RL2]

Cave: RL2 [55,000pts] - Need as many points as possible; need to unlock RL3
1. Joltik ☆ | Right
2. Gengar ☆ | Right, Plate Flute, Snap
Beginner/Safety
1. Beartic ☆ | Front-Up: At the rim of the cave
3. Glalie ☆☆ | Right, Apple and Snap
4. Drifloon ☆ | Right
5. Clefairy ☆ | Left: Throw orb, snap
6. Croagunk ☆☆ | Behind: Different Star Value from before
7. Mawile ☆☆ | Right
8. Geodude ☆☆ | Immediately Left: Throw orb, snap
9. Crobat ☆☆☆ | Up-Front: Sleeping
10. Carbink ☆☆☆ | Front: Throw and hit with two orbs, when using GLEAM snap
11. Sableye ☆ | Front: Snap as running away
12. Noibat ☆☆ | Front: Apple, snap

2. Vivillon ☆ | Front
13. Rampardos ☆☆ | Right: Apple Twice, snap

SD Photo Rating

[Unlock RL3]

SD Illumina Spot

Illumina Spot | [1pt]
1. Steelix | Right: Chill until the last area, Illuminate three times, Snap 3. If you're late on the photos, you can get "Anti-Steelix Skip" where the game thinks you took a photo so you get the cut scene, BUT doesn't credit you with a valid photo so you can't continue the story until you re-enter & get a valid photo.

[CS | 2min 30seconds]

SD Photo Rating

[CS | 20 seconds]

Meowth

Ruins 1.1
1. Houndoom | Front 2. Eldegoss | Front Crystal Bloom 3. Salandit | Front: On the floor as you enter the hole, hard to see. 4. Noivern | Front 5. Sigilyph | Front 6. Golurk | Right 7. Beheeyem | Left 8. Natu | Left: On the tree root

SD Photo Rating

Ruins 1.2
1. Orb mini-game: If you miss one, retry the level rather than play the whole thing through.

[CS | 1 min]

Lab Level 2 – Dependent on lab background
1. Audino | Left 2. Bunnelby | Left 3. Trash | Right: In fire pit 4. Rattata | Right: in fire pit 5. Sudowoodo | Front 6. Starly |Front 7. Dedenne | Front: On top of the cart 8. Cutiefly | Front: By flowers before the Alternate Route, make sure you zoom in ALT PATH - Right Throw an apple into the attic area, listen for the Meowth yowl 9. Stoutland

10. Eevee (If needed)

Throw another apple into the attic area

11. Meowth| Make sure your Meowth photo counts, both apples have to be thrown for it to show at the top of the ladder. This photo doesn't like to play nice.

SD Photo Rating

Xerneas

Beach (Night) – Points don't matter
1. Zangoose | Front 2. Seviper | Left: where the Bellossom come up during Beach Day; Illuminate the flower & Snap ALT PATH - Left 3. Sandygast | Left: flat in the sand

SD Photo Rating

Park (Day) – Points don't matter
ALT PATH – Left: This path is near the lake area Don't take any photos on the ALT path 1. Scan Snorlax End of Course 1. Shroomish 2. Sylveon

SD Photo Rating

Side Path (Day) – Points don't matter
ALT PATH – Left: As the Dodrio leaves 1. Snorlax EXIT Level before you get too far along the path.

SD Photo Rating

Ruins Illumina Spot (1pt)
1. Xerneas | Xerneas Skip: Boost Through until the end of the level, throw apples into the left or right hole, hit with Illumina orb, spam photos while it's on the pillar. Hope for a legal photo.

SD Photo Rating; SD until CS

[Ending CS: We will continue playing after credits roll, as this is the all Pokémon run.]

SD Through everything they ramble about

Manaphy

Ruins – Points don't matter
1. Jirachi | Front-Up

SD Photo Rating

Illumina Spot – Points don't matter
1. Woobat | Front-Up 2. Chandelure | Left 3. Absol | Illuminate Xerneas' orb, then illuminate Xerneas, Absol will run behind you

4. Umbreon | Right: Between two pillars, cuddling with Natu. Make sure it's Umbreon
Exit Level

SD Photo Rating

[Sticker unlock]

Undersea 3 – Points don't matter
1. Alomomola | Left
ALT PATH - Left
2. Starmie
3. Lugia | MULTI-STEP:
a. After the Starmie, as you descend, illuminate Lanturn.
b. After the Wailord swims by, illuminate Lanturn again, so it can escape the Frillish.
c. Stop dashing, scan for the Alternate path - Right
d. Right | Lugia sleeping

SD Photo Rating

Reef (Evening) [50,000pts]
1. Inkay | Right: Scan, As it jumps out of the water
2. Raichu | Left: Scan, hope it turns around, snap either way
3. Squirtle | Front: Bonk with apple to stop it using bubble beam, snap
4. Wingull | Front: Snap as it bonks into Squirtle
5. Blastoise | Right: Whirlpool – After the Wingull immediately start throwing Illumina orbs into the center of the whirlpool until Blastoise jumps out
Stop Boosting
6. Vivillon | Left: Immediately after the Blastoise, turn 180° and illuminate the flower, snap the Vivillon that comes out on the other side
7. Mantine | Behind
8. Wailord | Right
9. Primarina | Front-Left: As it dives off
10. Vaporeon | Left: Flute, bonk with apples, snap
11. Lapras | Front
12. Drifblim | Left
13. Clamperl | Left
14. Mareanie | Left: Scan, when facing snap

SD Photo Rating, RETRY: RL2

Reef (Evening): RL2 – Points don't matter
1. Manaphy | Need to hit the 2 Illumina flowers before the whirlpool. One on left, one on right. As the right Wailord sinks, you need to snap the Manaphy after the Inkay crosses in front of it. Exit level. Takes practice to get the photo and exit before entering a "new path"

SD Photo Rating

[Sticker Unlock]

Mew

Park (Night) – Points don't matter
1. Shaymin | Right

> 2. Heracross | Left: Scan to make the Pinsir reveal, illuminate Pinsir, as Pinsir turns around, scan and as Heracross falls, snap
>
> ALT PATH – Left
>
> No photos taken on the Alternate Path
>
> 3. Vespiquen | Front
> 4. Foongus | Left-Down

SD Photo Rating

[Sticker Unlock]

Jungle (Night) – Points don't matter
1. Leafeon | Front: Fast
2. Mew | Behind: After Leafeon, play flute, turn back and snap. It can be the pink orb and count.
EXIT LEVEL

SD Photo Rating

Celebi

River (Day) [45,000pts]
1. Metapod | Left: Play flute, snap
2. Sobble | Right
3. Grookey | Right: Make sure it's not Blue-Grookey
4. Feraligatr | Front-Right: As it yells at you from the water
5. Psyduck | Left
6. Aipom | Left: Chasing Psyduck
7. Toucannon| Front: Sitting on a branch
8. Magikarp | Front: Beside the Toucannon
9. Gyarados | Illuminate the flower in the bottom of the waterfall, Lure Magikarp to get them to eat and stop you, scan, and listen for the Gyarados. Try to get (4) Magikarp to jump at the same time to trigger Gyarados.
10. Swampert | Left: Sleeping
11. Beautifly | Front: Bonk for better photo
12. Tropius | Left: Sleeping

Beginner/Safety
1. Vivillon | Each flower you illuminate summons a Vivillon at the end of the level.

SD Photo Rating.

River (Night) [50,000pts]
1. Vivillon | Front
2. Morelull | Left: Play flute, snap
3. Psyduck | Left
4. Beautiful | Front: Hit with Apple, snap
5. Ariados | Left
6. Feraligatr | Front: Sleeping
7. Toucannon | Left: Bonk, Snap when both are yelling
8. Ledian | Behind-Up
9. Wooper | Left-Down: In the water below where you took the Toucannon photo
10. Swampert | Left-Front: In the water, wait for it until it pops up and looks at you

11. Tropius | Front: Don't get the Morelull instead
12. Quagsire | Front: Illumina orb the flower, snap with flower in photo
13. Magikarp | Front: As soon as you come down the last rapid, throw in front of you to get the Magikarp to leap out of the water. This Magikarp doesn't like to play nice.

SD Photo Rating; Retry RL2

| **River (Night) RL2 – Points don't matter** |
| 1. Ursaring \| Left |
| ALT PATH – Right: Bonk the Beautifly |
| 1. Drilbur |
| 2. Cleffa |

SD Photo Rating

| **Forest – Points don't matter** |
| Forest has an aspect of RNG to it, in RL2 we have access to two different seasons: Winter & Fall. |
| If you do not get winter, close software, and relaunch the game and level, repeat until you get winter. |
| WINTER |
1. Gardevoir | Front
2. Ninetales | Right: On the ledge, behind the Sawbucks as you pass it
3. Celebi | Front: Make sure it's a Celebi

SD Photo Rating

[Sticker Unlock]

Ho-oh

| **Badlands (Day) [40,000pts]** |
1. Hippowdon | Left
2. Tepig | Front
3. Crustle | Left
4. Mandibuzz | Right
5. Diglett | Left
6. Scilicobra | Bonk, snap
7. Koffing | Flute to lure it closer
8. Swalot | Right
9. Minior | Front: Collapsed in the ground
10. Lycanroc | Lure and Snap
11. Onix | Behind-Up: Torchic & Onix might be reversed depending on boost, listen for the Onix to show.
12. Torchic | Behind-Down

SD Photo Rating; RL 2

| **Badlands (Day): RL2 – Points don't matter** |
| 1. Salazzle \| Front: Play flute near the bolder to lure it out |

SD Photo Rating

| **Badlands (Night) [50,000pts]** |
| 1. Tyranitar \| Behind |
| 2. Rockruff \| Front |

3. Tepig | Front
4. Mandibuzz | Front-Up: On top of the bolder
5. Crustle | Left
6. Vivillon | Right: Hanging out on the bolder
7. Diglett | Front: Illuminate to get it to pop out of the ground
8. Swalot | Left: Illuminate the flower
9. Scolipede | Front: Snap when it jumps
10. Kangaskhan | Front
11. Lycanroc | Right: Immediately after the Kangaskhan

Setting up for the 4-star photos:
      a. Take a photo of Shinx, Tepig, and Torchic before they run away
      b. Quickly, in the holes, take a photo of Torchic, Tepig, and Shinx before they run away

12. Torchic | Left: As it's celebrating
13. Tepig | Left: As it's celebrating
14. Shinx | Left: As it's celebrating

SD Photo Rating; Retry RL2

Badlands (Night): RL2 – Points don't matter
1. Zeraora | Front: Small
2. Gliscor | Front: Zoom in past the cactus after Zeraora it's hanging upside down.
Exit Level

SD Photo Rating

Volcano – Points don't matter
1. Ho-oh | Has 3 different spots that it can appear
a. Behind: There's a crack in the Volcano that you can see it fly past.
b. Behind: Where the Talonflame passes overhead
c. Left before entering the Volcano above where the Archeops are.
2. Flareon | Front: Sleeping in the Volcano area
3. Charizard | Front: Flying around in front of you.
EXIT Level

SD Photo Rating

[Sticker Unlock]

Full Dex

Snowfields (Night): RL2 – Points don't matter
ALT PATH - Right
1. Crabominable | Front: Illuminate, Illuminate a second time before it hits the tree on the left.
2. Glaceon | Up-Left: It's sleeping in the snow just beyond the trees.
3. Froslass | Snap to unlock ALT Route
ALT PATH - Right
4. Avalugg | Right: As you exit the cave, illuminate the Jinx standing on its back for Suicune.
5. Dewgong | Right: Climbs onto the ice near the Jinx & Avalugg
6. Suicune | Behind-Left: You need to have illuminated the Jinx standing on Avalugg.
7. Aurorus | Front

SD Photo Rating

Cave: RL3 – Points don't matter
1. Pumpkaboo | Left: At the start, it's a far way off 2. Hydreigon | Front ALT PATH - Right 3. Diancie | Once you pass the Geodude, look down & illuminate the Carbink & Mawile. This needs to be done quickly, as you need to also Illuminate the Diancie & play the flute for it. ALT PATH – Left: You must Illuminate Diancie then play the flute. It should do a gleam style move, and then Mawile will let you past on the Left. 4. Jolteon | Front-Down

SD Photo Rating

Cave RL3 – Points don't matter
1. Goodra | Front

SD Photo Rating

[Sticker Unlock]

SD Until the last sticker text box closes