

FROM THE EXPERTS AT

Nintendo®

SPECIAL COLLECTORS' EDITION #1

OFFICIAL MAGAZINE



✓ Pokémon toys 'n' stuff ✓ Level maps ✓ Info on all 150 Pokémon
✓ Official Pokémon League ✓ Training hints ✓ Best multiplayer tips

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POKÉMON

MASTER GUIDE



WIN!
Tons of Pokémon
cards and toys
up for grabs

COMPLETE SOLUTION

- Beat the game
- Bash the bosses
- Ace Poké facts
- Catch 'em all!



Advanced Tips you won't get anywhere else



ALL YOU NEED TO BE A POKÉMON PRO

From the experts at

Nintendo®

OFFICIAL MAGAZINE



POKÉMON

MASTER GUIDE

GAME GUIDE

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- ✓ Every Pokémon problem solved

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Poké Mart

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Feast your eyes on the best Pokémon stuff in the shops.

POKÉMON PRIZES

- ✓ Hundreds of prizes
- ✓ Best Pokémon stuff

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Enter our awesome compos and win the best Pokémon stuff on Planet Nintendo.

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Pokémon Powers
Every Pokémon move and what they do p102

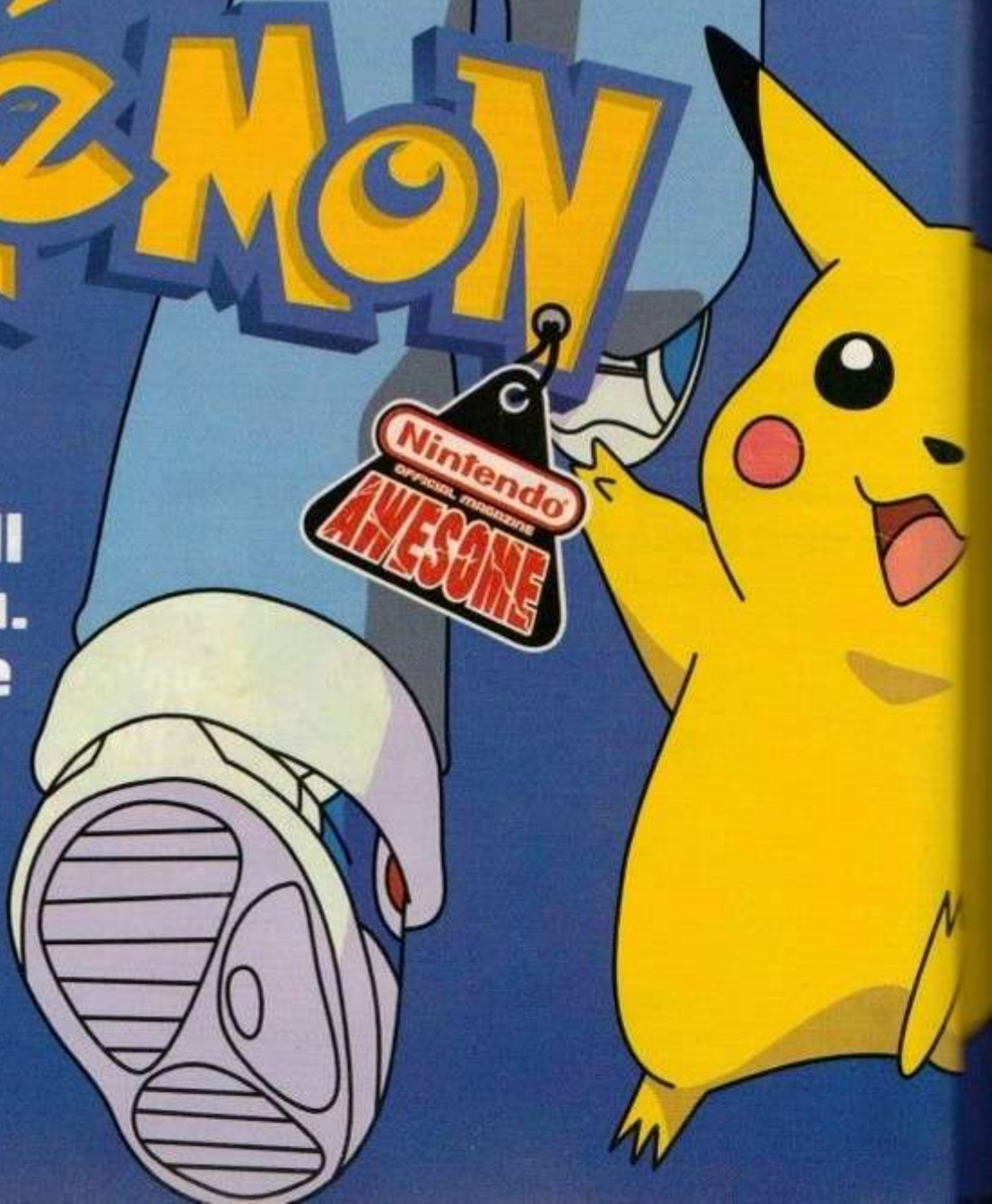


✔ Where to catch 'em all ✔ Finish the quest ✔ Be a Pokémon Master



POKÉMON

The greatest Game Boy adventure of all time lies before you. But if you wanna be a Pokémon Master, you're gonna need some help...



Being a Master

So you wanna be a Pokémon Master, eh? Think you've got what it takes to be one of the best Trainers in the land...?

To be a Pokémon Master, you'll need to complete the adventure, beat all your rivals and catch all 150 Pokémon.

You'll also need a strong squad of vicious Pokémon who can stomp all over Gary, the Elite Four and even your mates.

If you're brave enough to tackle this quest, then you're gonna need some help and advice. And you've come to the right place.

Tips from the top

This guide has been written by the experts at Nintendo Official Magazine, and it contains all the vital info you'll ever need.

We'll show you how to finish the game, train a powerful squad of Pokémon and where to catch all 150 creatures.

You'll find advanced tips that you can't get anywhere else, vital info on every creature, and tons of Poké trivia to share with yer mates.

Take a deep breath, slam Pokémon into yer Game Boy and fire it up. This is gonna be one amazing ride...



▲ Beat the Elite Four to be a Pokémon Master.



▲ We'll show you where to catch 'em all.

Professor Oak

Professor Oak is the game's Pokémon expert, and he's always on hand to give you useful tips.

The Pokémon Prof can be contacted through the PCs you'll find in every city, or by returning to Pallet Town for a visit.

He'll even rate your Pokédex for you during the game, and give you his opinion on your growing Pokémon collection.

Look out for his tips throughout this Pokémon Master Guide, and make sure you listen to his words of wisdom.



▲ Listen to the Prof... he's a Poké genius!

Oak says...

Make sure you read the Trainer's Guide which came free in the box with your copy of Pokémon.

I spent many hard years preparing that essential manual and, if you don't read it from cover to cover, you'll never be a true Pokémon Master.

This guide contains ADVANCED tips for becoming the most fearsome Trainer in the land. But, if you ignore the Poké basics, you'll never get past the first boss.

Look out for my Poké Tips when using this guide, and always listen to what I say. I'm a genius, after all...



Red vs Blue

Pokémon Red and Blue are virtually the same, but there are a few things you should know about the version you don't have.

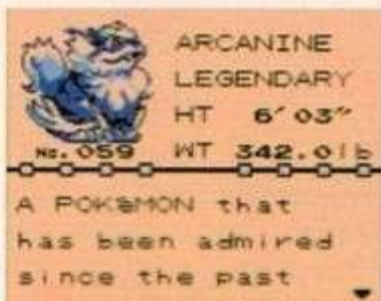
The big difference

The biggest difference is that the Red and Blue carts feature a slightly different selection of Pokémon for you to catch.

No version has an advantage over the other so, if you're a Red owner don't worry, 'cos your Blue mates won't get stronger Pokémon.



▲ You'll only catch wild Vulpix in Pokémon Blue, you know.



▲ If you wanna catch a wild Arcanine, you'd be best buying Pokémon Red.

Oak says...

Each version of Pokémon features 11 unique monsters, beasties who can't be caught on the other cart.

If you want these elusive Pokémon in your squad, you'll have to trade with your mates to get them.

Here's a hint. When you find an area with Pokémon which can only be caught in your version, nab two. You'll then have a Pokémon to trade with your mates, and a second beastie all for yourself.



POKÉMON RED UNIQUE MONSTERS

- PRIMEAPE
- MANKEY
- GROWLITHE
- ARCANINE
- SCYTH
- EKANS
- ARBOK
- ELECTABUZZ
- ODDISH
- GLOOM
- VILEPLUME

POKÉMON BLUE UNIQUE MONSTERS

- SANDSHREW
- SANDSLASH
- MEOWTH
- PERSIAN
- BELLSPROUT
- WEEPINBELL
- VICTREEBEL
- PINSIR
- VULPIX
- NINETALES
- MAGMAR

Hands off!

You may not be able to catch certain Pokémon in your version of the game, but you'll still get to meet 'em in Trainer fights.

Check out the list below for more details. It's worth noting that you will NEVER meet Scyther or Electabuzz in Pokémon Blue, and that Pinsir and Magmar don't appear in Pokémon Red. You'll have to trade if you wanna get a closer look at them.

POKÉMON RED TRAINER FIGHTS ONLY

- MEOWTH
- PERSIAN
- SANDSHREW
- SANDSLASH
- VULPIX
- NINETALES
- BELLSPROUT
- WEEPINBELL
- VICTREEBEL

POKÉMON BLUE TRAINER FIGHTS ONLY

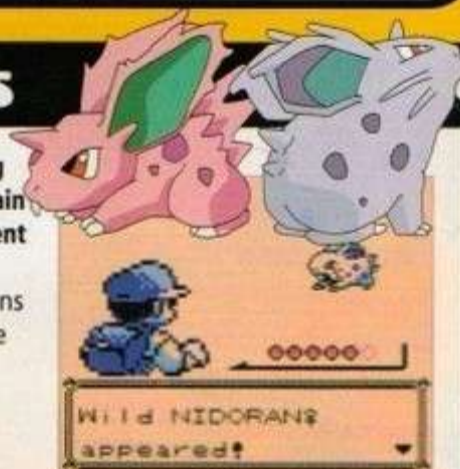
- ARCANINE
- GROWLITHE
- ODDISH
- GLOOM
- VILEPLUME
- MANKEY
- PRIMEAPE
- EKANS
- ARBOK

More or less

When hunting for pocket dwelling beasties, you'll also find that certain species appear more in the different versions of Pokémon.

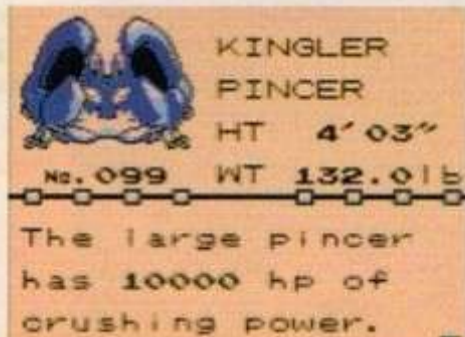
In the Red version, male Nidorans are found all over the place, while more female Nidorans can be found in Pokémon Blue.

In Pokémon Red you'll be pestered by loadsa Weedles and Kakunas, but you'll find more Caterpies and Metapods in Blue.



▲ Looking for a female Nidoran? It's much easier in the Blue version.

Pokémon places



▲ There are loadsa Kinglers in Pokémon Blue.

Another difference between Red and Blue is that some Pokémon appear in different places.

You'll find loads of Krabbys and Kinglers in Seafoam Islands in Pokémon Blue, while Horseas and Seadras lurk there in the Red version.




Use the guide to find where your fave beasts live.

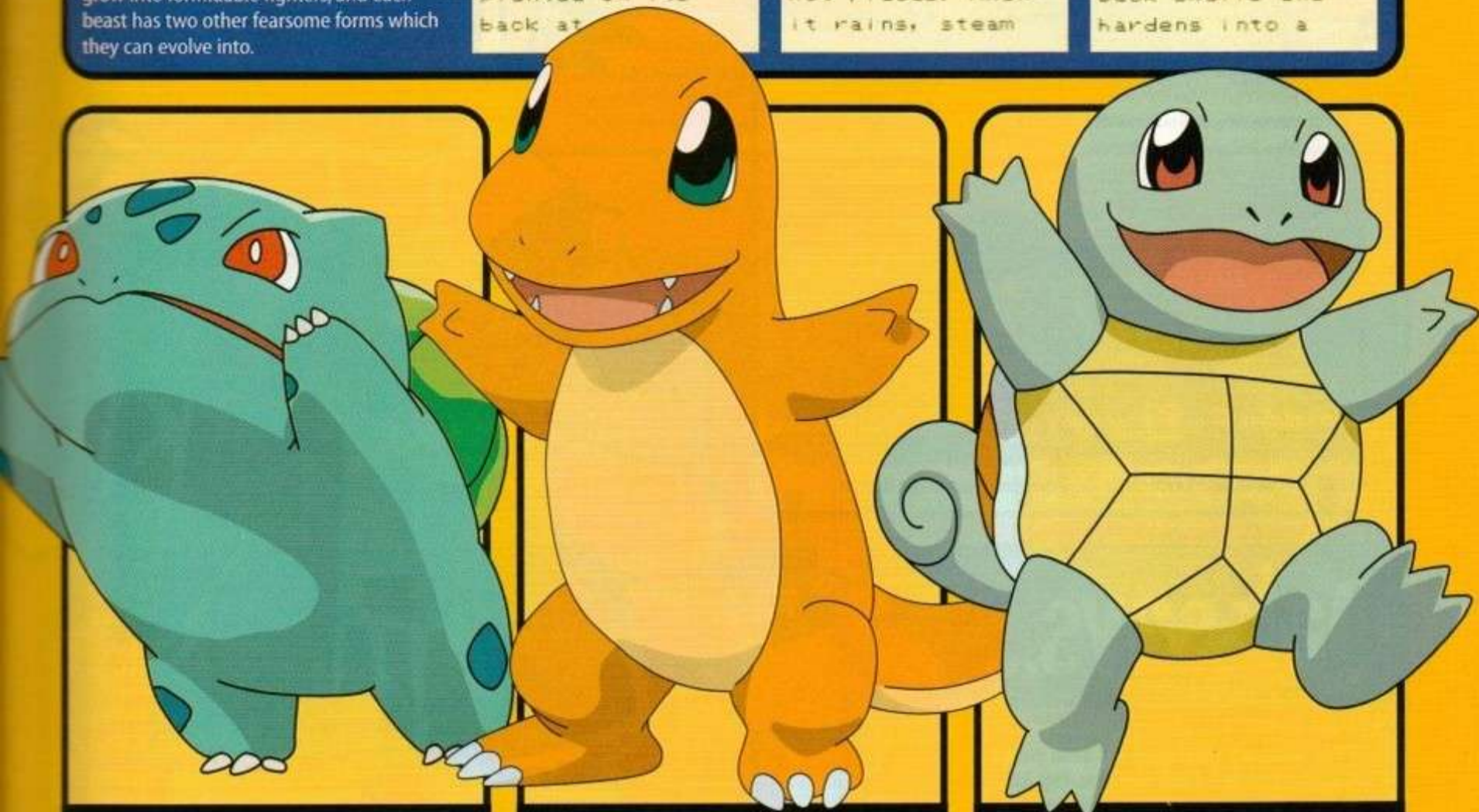
Choosing your Pokémon

One of your first challenges will be to choose between three starting Pokémon in Professor Oak's Lab.

Although each monster has a different range of powers, you can't make a mistake with your starting choice.

All three of Professor Oak's Pokémon will grow into formidable fighters, and each beast has two other fearsome forms which they can evolve into.

BULBASAU  SEED HT 2'04" No. 001 WT 15.0lb A strange seed was planted on its back at	CHARMANDER  LIZARD HT 2'00" No. 004 WT 19.0lb Obviously prefers hot places. When it rains, steam	SQUIRTLE  TINY TURTLE HT 1'08" No. 007 WT 20.0lb After birth, its back swells and hardens into a
--	---	---



Bulbasaur

Although all the starting Pokémon are equally cool, Bulbasaur is the Nintendo Official Magazine choice!

What's so good about Bulbasaur?

- Bulbasaur's Levels rise quicker than the other two, meaning that becomes a rock 'ard fighter and learns new skills quicker.
- Bulbasaur's attacks are strong against the first two Gym Leaders.

What's bad about Bulbasaur?

Little Bulbasaur can only learn one of the five Hidden Machines, that's HM 01, Cut. Squirtle and Charmander can actually learn two, so they're dead useful for taking you through the whole Pokémon adventure.

Bulbasaur hint

Before facing the very first Pokémon Leader, Brock, in Pewter City, make sure Bulbasaur knows the Vine Whip move. It'll turn Brock's Rock Pokémon into rubble!

Charmander

Charmander's a brave choice. His Levels rise slower than the others, so he learns new skills much slower.

What's so good about Charmander?

- As a Fire Pokémon, Charmander can learn the most powerful moves in the game.
- Charmander can learn two of the five Hidden Machines, HM 01, Cut and HM 04, Strength. He'll take you through the whole game.

What's bad about Charmander?

Fiery Charmander is totally rubbish against the first two Gym Leaders, Brock in Pewter City and Misty in Cerulean City. This hot headed Pokémon will need backup from the other creatures you catch.

Charmander hint

If you want this ace lookin' Fire Pokémon, team him up with a Pikachu to make a fearsome squad. When he evolves into Charizard, he's virtually unstoppable.

Squirtle

This lil' cutie's another solid choice, and he'll learn some of the most powerful moves in the game.

What's so good about Squirtle?

- He's effective against Ground Pokémon, so watch him stomp all over Brock's squad.
- He can learn two of the five Hidden Machines. Look forward to HM 03, Surf and HM 04, Strength, two vital moves.

What's bad about Squirtle?

Burly Dragon Pokémon can beat your mate Squirtle with ease, the fiends! This can be a major problem when you face Pokémon Master, Lance, leader of the Elite Four and one of the adventure's final hurdles.

Squirtle hint

When you beat Misty in the Cerulean City gym, give Squirtle her TM 11, Bubble Beam. It's a powerful attack which can be used to defeat certain Pokémon with one swipe.

Fighting and Catching

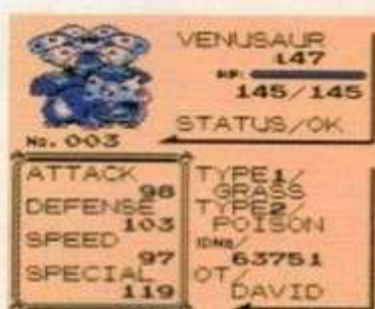
Fighting and catching wild Pokémon are the most important parts of the game. Here's how to be the best.

Fighting Pokémon

As you know, each Pokémon has a particular Type, whether it be Normal, Grass, Ground, Fire or so on.

Pay close attention to the Type of Pokémon you're about to fight. Even your most powerful Pokémon will take a beating if you pit 'em against a Type of creature which is super effective against your beastie.

Some Pokémon have two different Types, such as Kakuna which is a dual Bug/Poison Pokémon. Use these guys to their best advantage.



▲ Build up your Pokémon Levels to stomp all over weak, wild beasties.

▲ Pokémon like Bulbasaur have two Types, and make useful fighters.

Oak says...



The box at the top of the next page shows the best way to catch Pokémon, but here a few rules which you must obey if you wanna catch 'em all. There's nothing worse than finding a creature you want, only to destroy it with a badly timed move.

- Don't use your strongest Pokémon to attack a beast you really want. If the wild Pokémon faints, you can't catch it.
- Don't use Pokémon who are super effective against the creature you wanna catch. Check your battle chart first...
- Don't use poison moves on Pokémon you want to catch. They might end up fainting before a Poké Ball works.
- Always save before battling Pokémon which only appear once in the game, such as Mewtwo and the Legendary Birds. If you don't, you'll live to regret it...
- Always carry a large number of Poké Balls in your backpack. You never know when a rare Pokémon will appear, so be prepared.
- If a Poké Mart sells strong traps such as Ultra Balls, buy them. It means that Pokémon in the surrounding area are harder to catch, and you'll need the most powerful Ball possible.
- Contrary to popular belief, THERE'S ONLY ONE MASTER BALL IN THE GAME! It catches Pokémon every single time, so save it to catch the fearsome Mewtwo.



Gotta catch 'em all!

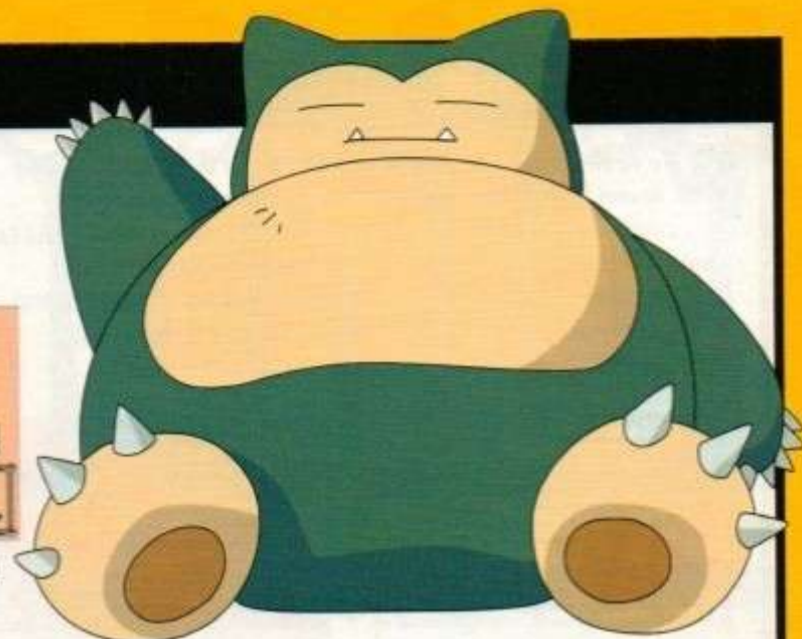
Catching wild Pokémon isn't hard, but it takes practice – and lotsa luck! – to nab some of the rarest creatures. There isn't a fool proof way to catch wild Pokémon, but here's the best way to trap elusive creatures. Use this tried and tested method every time.



▲ Using a Pokémon at a similar level to the one you wanna catch, wear their energy down slowly.

▲ When there's only a tiny bit left in their energy bar, use a powerful sleep or paralyse attack if you have one.

▲ Now start chucking Poké Balls. Be prepared to use loadsa Balls (up to 30!) to catch powerful Pokémon.



▲ It can take more than 20 Poké Balls to catch big ol' Snorlax.

Pokémon battle chart

If you're about to enter battle with a Pokémon you haven't met before, make sure you refer to your battle chart.

Find your Pokémon Type along the right hand side. Then, find the Type of Pokémon you're about to fight along the top. Read downwards to where

the Types meet, and you'll discover if your creature's likely to win or not.

Of course, if you challenge a Lv 50 Fire Pokémon with a Lv 3 Squirtle, your Water Pokémon will take a beating even though they have the battle advantage. The battle chart is designed for Pokémon at similar Levels.

RIVAL POKÉMON

✔ = Awesome ◻ = Poor ✘ = Rubbish

VS	NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST	DRAGON
NORMAL													✘	◻	
FIRE		✘	✘		✔	✔						✔	✘		✘
WATER		✔	✘	✘	✘				✔				✔		✘
ELECTRIC			✔	✘	✘				◻	✔					✘
GRASS		✘	✔		✘			✘	✔	✘		✘	✔		✘
ICE		✘	✘		✔	✘			✔	✔			✔		✔
FIGHTING	✔					✔		✘		✘	✘	✘	✔	◻	
POISON					✔			✘	✘			✔	✘	✘	
GROUND		✔		✔	✘			✔		◻		✘	✔		
FLYING				✘	✔		✔					✔	✘		
PSYCHIC							✔	✔			✘				
BUG		✘			✔		✘			✘	✔			✘	
ROCK		✔				✔	✘		✘	✔		✔			
GHOST	◻										✔				
DRAGON															✔

YOUR POKÉMON

Team talk

We've all got our fave Pokémon who we like to use, but building teams is vital if you want to win the game.

You could spend weeks getting a Lv 50 Pikachu but, if this lil' fella faints in battle, who's gonna protect the weak Pokémon left behind?

Building strong teams is one of the game's biggest challenges and, as always with Pokémon, there isn't a fool proof way to do so. But Professor Oak's got some useful hints to make you the best...

MEWTWO	181
HP	292/292
ARTICUNO	164
HP	219/219
FLARELIEP	159
HP	171/171
BLASTOISE	158
HP	184/184
PIDGEOT	136
HP	118/118
VENUSAUR	147
HP	145/145

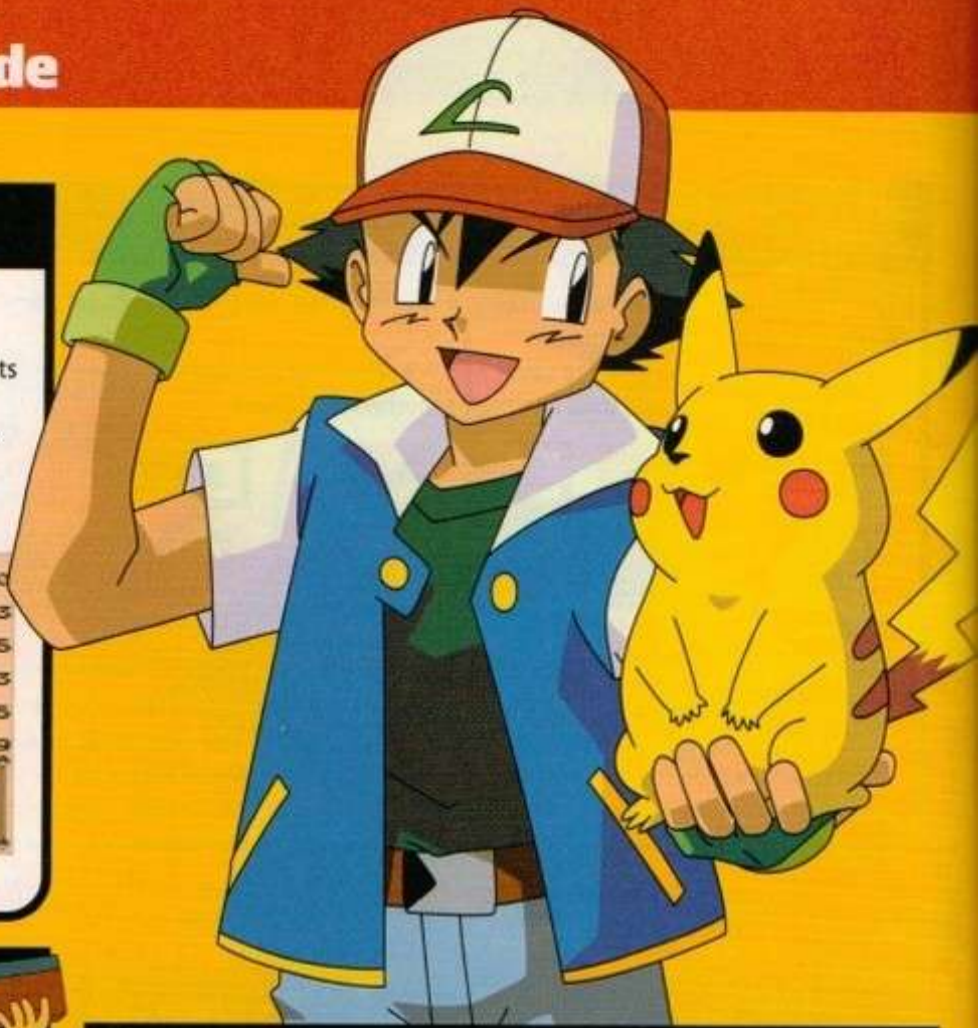
Choose a POKÉMON.

▲ You want a strong Pokémon team...

JIGGLYPUFF	13
HP	20/20
PARAS	18
HP	23/23
WEEDLE	13
HP	15/15
BEEDRILL	110
HP	33/33
RATTATA	13
HP	15/15
MARCEL	110
HP	29/29

Choose a POKÉMON.

▲ ... not a wimpy one like this!



Oak's team tips

There's no such thing as the perfect Pokémon squad, but here are a few things you should bear in mind.



Strong squads are important if you wanna challenge your mates. After all, you don't want to end up getting beaten all the time, do you...?

- You never know what type of wild Pokémon will attack next, so it's important to have a variety of Types in your squad. If you had six Fire Pokémon and fought water Pokémon Leader, Misty, you'd be history!
- Train your Pokémon so they're all at a similar Level. Be b-o-r-i-n-g. Spend hours in a location like Viridian Forest, fighting Pokémon and raising your squad levels. It may seem dull, but it'll make the game easier.
- Have a trainee. If you send a weak Pokémon up first, then withdraw 'em and replace with a strong creature before the fight begins, the weak Pokémon will get half the Experience Points from that battle! The Pokémon you send in as a replacement will normally take a hit, so make sure they're big and ugly enough to take it.
- If for some reason you don't want to fight, make sure a high Level Pokémon is first in your squad list. The game won't allow you to use the Run option if the first Pokémon you use is weaker than wild creatures in the local area.
- You'll have to teach certain Pokémon HMs (Hidden Machines) which help you solve puzzles and explore new areas. Before teaching an HM to a Pokémon, make sure that you want that particular Pokémon in your team for the rest of the game. HMs are vital to completing the quest and, once learned, they can't be swapped over to another creature. Beware!
- Bulbasaur's a good starting choice if you want to build a strong squad. His Levels grow faster than the other two starting Pokémon, meaning that he can become stronger quicker, allowing him to protect the weaker Pokémon you're trying to train.

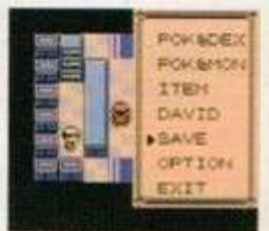


Saving tips

One of the best things about Pokémon is that you can save the game any time you like.

Save your game as often as possible. Remember, if your whole Pokémon squad faints, you'll lose half the money you've earned.

Once again, the good Prof's got some valuable hints that'll save you time, money and sleepless nights. Cast your eyes downwards...



▲ Save at the Safari Zone.

Oak says...

If you want to become a Pokémon Master, learning to use the save function properly is one of your most important tasks.



Saving at the right moment can stop rival Trainers nicking your cash, and also give you a second shot at catching super rare creatures.

If you're saved at an important moment and you mess up, all you'll have to do is switch off your Game Boy and start again. It's cheating, you know, but I'll let you off...

- Always save before a Pokémon Leader battle. If you're beaten, you'll lose half your cash!
- Save before fighting rare Pokémon such as Articuno, Moltres, Zapados, Snorlax and Mewtwo. If you make 'em faint, you'll never get the chance to catch them again.
- Make sure you save after healing your Pokémon at a Poké Centre. This way, if you have to re-start, you can get underway quickly with a strong squad, rather than having to waste time getting your whole team healed.
- Always, always save before entering a dungeon like Mt Moon. If you're low on energy, your squad could faint before you find your way outta these dangerous, maze like areas. If you're saved at the entrance, it'll be easy to re-start the dungeon again.

Training and Evolving

If you wanna catch all 150 Pokémon, you're going to have to train and evolve some of the rarest creatures.

Training tips

Always look for young Pokémon to raise. A well trained creature will become an awesome fighter!

If you raise a Pokémon from a young age, it'll be loads more powerful than any wild versions of the creature you meet.

If you've raised a Raichu from Lv 25 to Lv 50, catch a Lv 50 Raichu in the Power Plant and compare their stats.

You'll find that, although they're both powerful at Lv 50, your tame Pokémon will have loads more attacks and special skills.

Evolution's good...

The main advantage of Pokémon evolution is that you can complete your Pokédex much quicker.

Also, when a Pokémon evolves it can gain more Attack, Defence, Special and Speed stats, making it more useful against tough Trainers.

Best of all, evolution can change useless Pokémon into brave fighters. Who'd believe Gyarados used to be a Magikarp...?

Evolution made easy

What? Pikachu's evolving? What's that all about!? Sit back and let us explain...

When a Pokémon evolves it changes into another creature, allowing you to get a new entry in your Pokédex.

However, if you press **B** to stop the evolution, this can really help your Pokémon develop into a stronger fighter.

Evolution's bad...

If you stop the evolution of a Pokémon, keeping the beast in its original form, it'll learn skills faster than the evolved version.

For example, a Squirtle will learn the super powerful Hydro Pump skill at Lv 42, while an evolved Wartortle will have to wait 'til Lv 47.

Even worse than that, big old Blastoise won't learn Hydro Pump before it reaches Lv 52, a full 10 Levels later than the lowly Squirtle!



▲ Evolution will allow you to have Pokémon in all shapes and sizes.

Evolution by Level Up

In all, a massive 36 Pokémon evolve into their second or third forms through fighting battles and Levelling Up.

This can take a lot of time. If you're a fan of a certain type of Pokémon, keep 'em in your squad and evolve them using Trainer battles.

If you're not so keen on a particular beast, just store 'em in your PC and try to catch their evolved form later in the game.

Rare Candy will raise a Pokémon's Level, but don't use it on your fave beasts. Their fighting stats aren't boosted as much using Candy.

Evolution by Trading

Graveler, Kadabra, Machoke and Haunter evolve when you trade 'em with a mate at the Cable Club.

You'll have to raise Geodude, Abra, Machop and Gastly into these second forms, but you only need to trade 'em for evolution to happen.

Best of all, this method doesn't stop them learning new skills. In fact, when they fight, they get 1.5 times the Experience Points!



Maturity levels

Elemental Stones are great for getting the creatures you need to complete your Pokédex, but they can stop your Pokémon becoming super powerful.

All Pokémon have a 'maturity level'. When Pokémon reach this level, they won't learn any more special moves.

For example, if you have a Lv 20 Pikachu it'll still learn three new moves. However, if you use a Thunder Stone and evolve it into Raichu, it will never learn those three moves.

What you should do is wait 'til it reaches its maturity level – Lv 43 in Pikachu's case – then turn it into Raichu with a Thunder Stone.

Here are the other Pokémon who fall victim to dodgy maturity levels, so be careful when using Stones on these guys.



POKÉMON	MATURITY LEVEL
CLEFAIRY	Lv 48
EXEGGCUTE	Lv 48 *
GLOOM	Lv 52
GROWLITHE	Lv 50
JIGGLYPUFF	Lv 39
NIDORINA	Lv 50
NIDORINO	Lv 50
PIKACHU	Lv 43
POLIWHIRL	Lv 49
SHELLDER	Lv 50 #
STARYU	Lv 47
VULPIX	Lv 42
WEEPINBELL	Lv 49

If Shellder evolves into Cloyster, it'll learn Spike Cannon instead of Ice Beam at Lv 50, but it won't learn any other moves. You should wait 'til Shellder gets to Lv 50 before evolving it.

* If Exeggcute is evolved into Exeggutor, it'll learn Stomp instead of Leech Seed at Level 28, but it'll not learn any other moves after that.

Evolution by Stones

Seventeen Pokémon evolve when you use an Elemental Stone.

Unfortunately, evolving a creature this way often means that they lose the ability to learn moves that they'd get through a Level Up.

If you really want one of these 17 Pokémon in your squad, train 'em up first and use the Stone when they've learned all their best moves.

Some don't evolve... ever!

There are 24 rare and precious Pokémon which are only found at certain points in the adventure.

Look for these creatures in dungeons (Mewtwo and Legendary Birds), in trade sessions (Jynx, Mr. Mime and so on) and in special areas such as the Safari Zone (Scyther, Pinsir and others).



Multiplayer Tips

The best bit about Pokémon is that you can link up with friends to battle and trade. But if you and your mates work together, you'll all be Pokémon Masters in no time...

Multiplayer Pokémon

The Pokémon multiplayer option is wicked, giving you the chance to kick your mate's Pokémon squad with an amazing team of creatures.

But don't just fight all the time. If you and your friends plan your Poké adventures carefully, you'll each be able to complete your Pokédex computer dead quick and become Pokémon Masters.

Professor Oak's got some useful multiplayer tips, so read his wise words and team up with other Poké nuts.

Oak's multiplayer tips

There are several ways that linking up at the Cable Club can help you become a Pokémon Master.



Before you and your mates begin the game, make sure you read these top tips. If you do, you can split the work of collecting rare creatures, meaning that you'll complete your Pokédex really quickly.

■ If your mates are gonna buy Pokémon, make sure they choose different versions to the one you've got. This means that you'll all be able to get the unique Pokédex entries from both the Red and Blue carts.



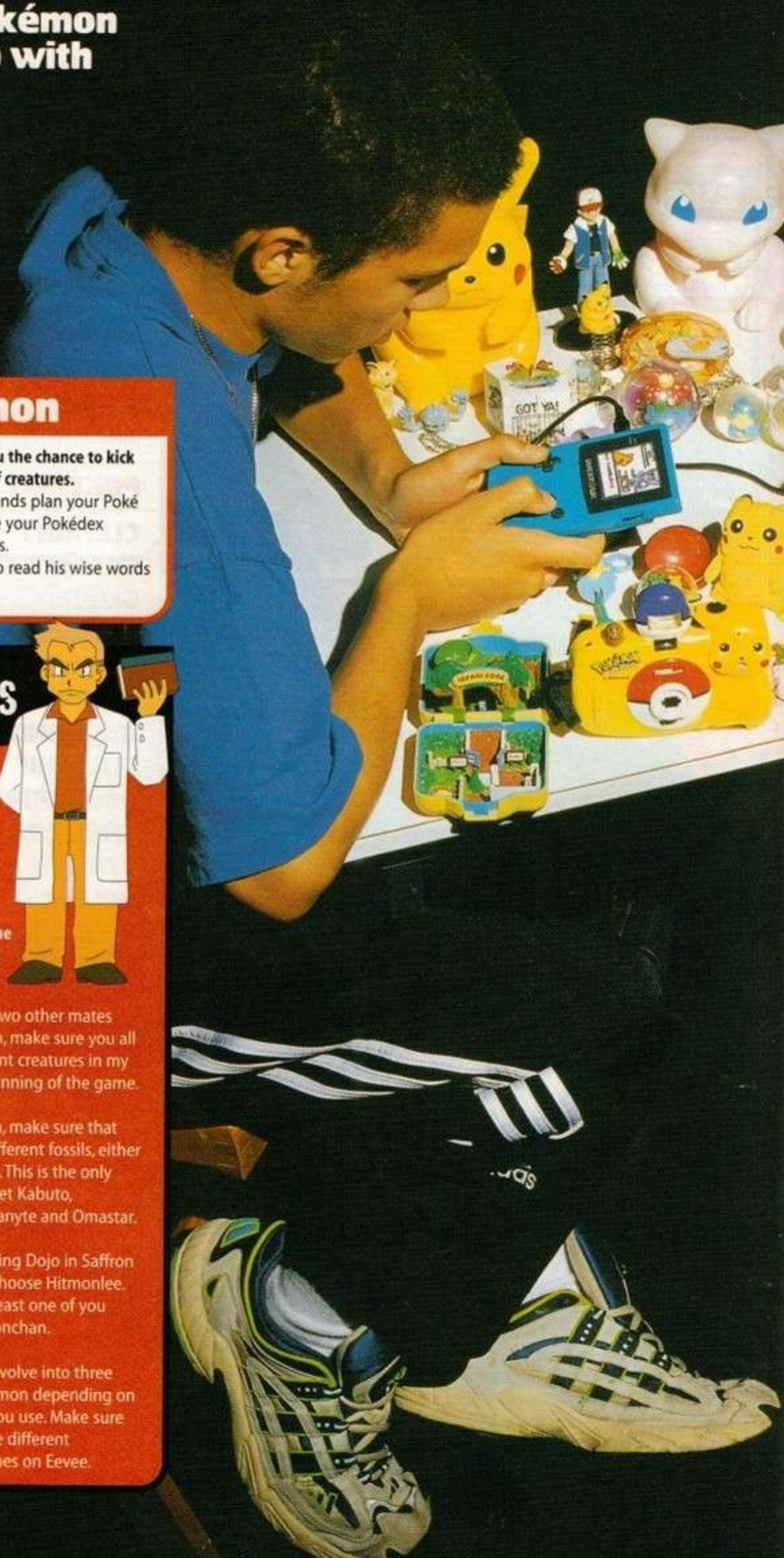
■ Some creatures like Gyarados, Rapidash and Dragonite take blummin' A-G-E-S to evolve by Levelling Up. You and your mates should split this tedious training work, each choosing a tough beastie to train.

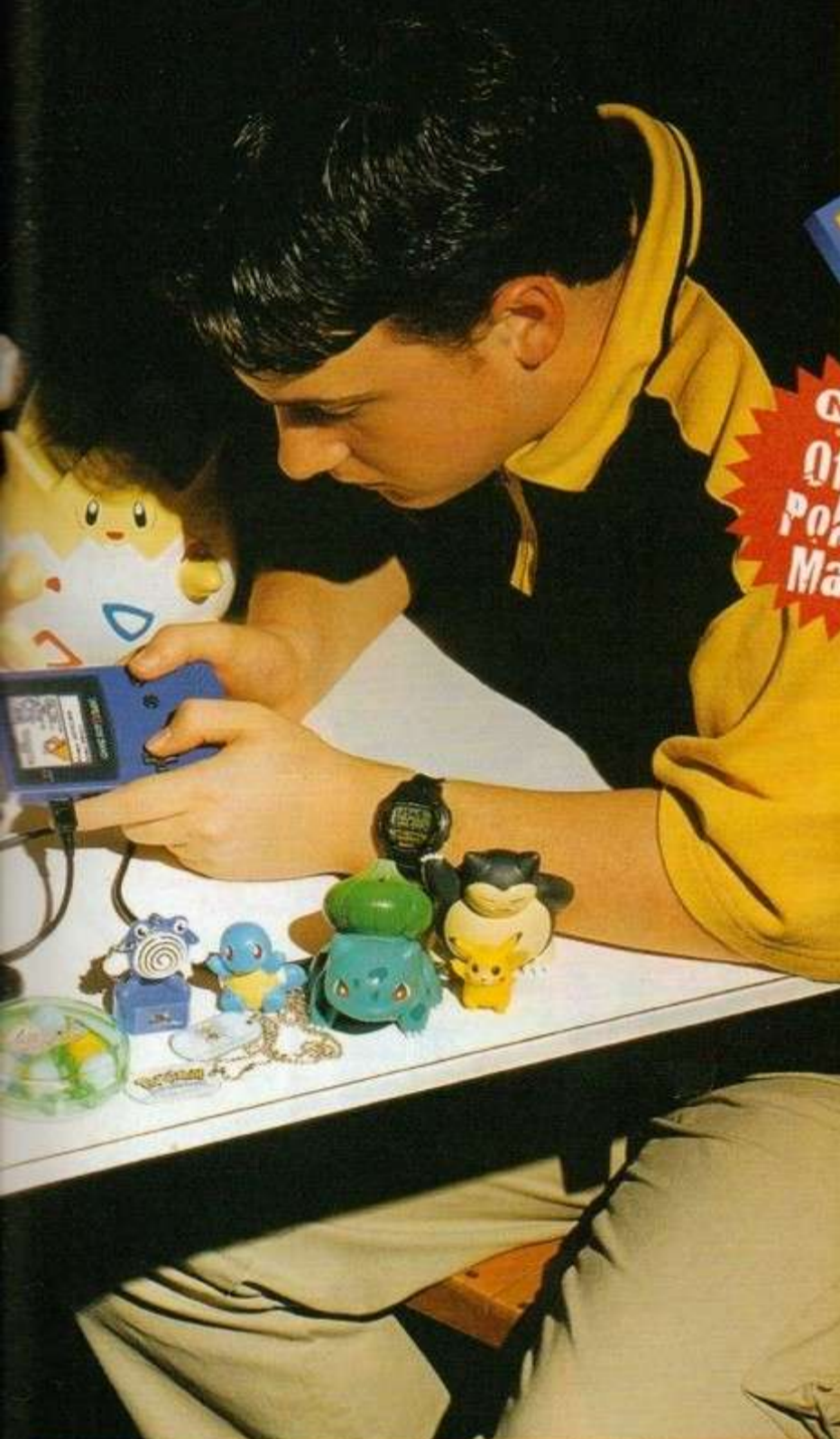
■ If you and two other mates have Pokémon, make sure you all choose different creatures in my lab at the beginning of the game.

■ In Mt. Moon, make sure that you all take different fossils, either Helix or Dome. This is the only way you can get Kabuto, Kabutops, Omanyte and Omastar.

■ In the Fighting Dojo in Saffron City, don't all choose Hitmonlee. Make sure at least one of you chooses Hitmonchan.

■ Eevee can evolve into three different Pokémon depending on which Stone you use. Make sure your mates use different Elemental Stones on Eevee.





OFFICIAL UK POKÉMON LEAGUE

Nintendo Official Magazine
Official Pokémon Master

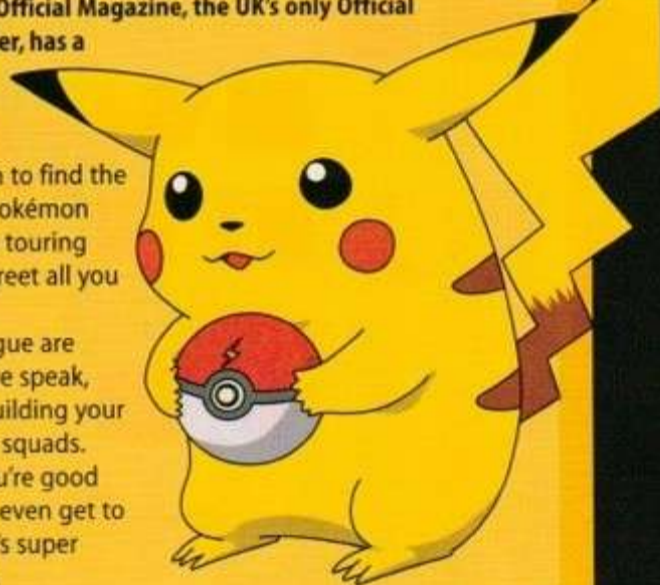
Official Pokémon challenge

Nintendo Official Magazine, the UK's only Official Pokémon Master, has a massive challenge for all you budding Pokémaniacs.

We're on a mission to find the country's greatest Pokémon Trainer, and we'll be touring the UK to meet 'n' greet all you Poké nutters.

Details of the League are being finalised as we speak, but you can start building your fearsome Pokémon squads.

Who knows? If you're good enough, you might even get to face the NOM team's super powerful Pokémon.



Get trainin'

The challenge dates aren't set just yet, but you can start sending us your entries right away.

On a piece of paper, write the names of the six Pokémon in your squad, along with the Level each one's at.

You can cheat if you like, but fibbers with weak Pokémon will only get kicked around the shop by NOM's strong squads.

Trading places

If you want Golem, Alakazam, Machop and Gengar in your Pokédex, you'll have to link up with your mates to get 'em.

Graveler, Kadabra, Machop and Haunter will only evolve into these rare creatures when traded across to another cart using the friendly Cable Club.

As soon as they make the journey from one cart to another they'll evolve, AND they'll get 1.5 times the Experience Points every time they scrap. Cool, eh?



Trading power

Trading Pokémon can also help you complete your Pokédex as it boosts the Experience Points your Pokémon receive.

If you get a Pokémon from a mate's cart, it'll get 1.5 times the Experience Points it normally would every time it wins a battle.

This is a great way to evolve Pokémon quicker than normal, good when you're trying to get rare creatures who evolve at high Levels.

ARMENIWO	:L83
HP:	202/301
ARTICUNO	:L64
HP:	219/219
BLASTOISE	:L58
HP:	184/184
VENUSAUR	:L47
HP:	145/145
RATICATE	:L59
HP:	171/171
PIDGEOT	:L36
HP:	118/118

Choose a POKÉMON.

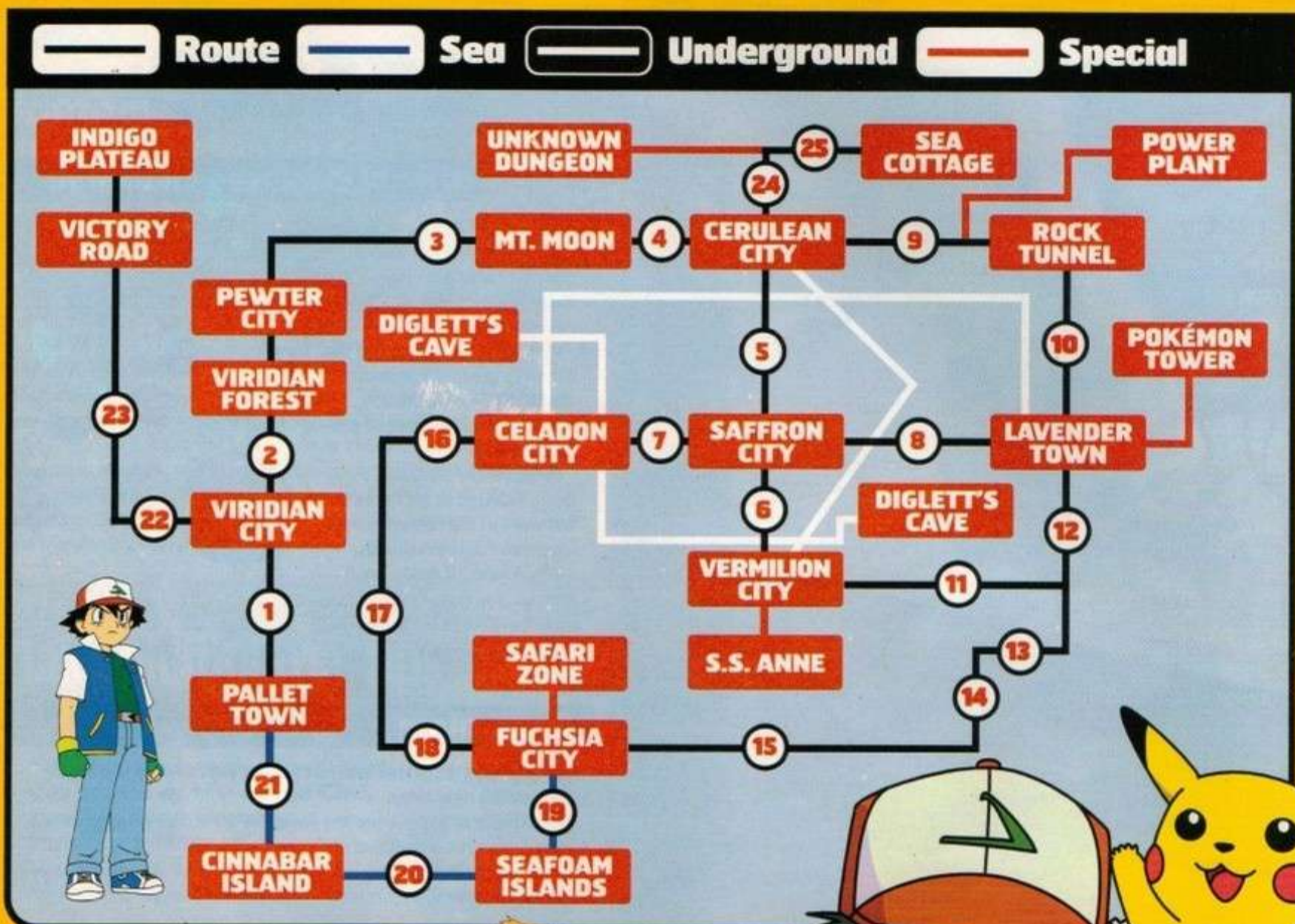
▲ You've gotta be good to beat the NOM Pokémon squads. Get trainin'!

The address for entries is:

Official UK Pokémon League,
Nintendo Official Magazine, Angel House,
338-346 Goswell Road, London EC1V 7QP.

Pokémon World

It's easy to get totally lost when you're wandering around the world of Pokémon. If you're lookin' for a quick route to your next mission, use this map and hit the road.



Oak says...

Before you begin your long mission to become a cool Pokémon Master, I have one more piece of advice...



Don't try and OWN all 150 Pokémon. It's an almost impossible task, which could take you a lifetime to complete.

Instead, just make sure you get all 150 entries in your Pokédex. So long as this computer listing is complete, your status as a Pokémon Master is guaranteed.

Here's a hint. If your mate has a Pokémon you need but they don't want to give it to you, just ask them to trade it across to your cart temporarily. Even if you give it back to them straight away, the Pokédex entry will still appear on your cart.



Here we go!

Now that you know how to catch, train and fight Pokémon, it's time to hit the road and begin your adventure. Good luck, Ash... You're gonna need it!

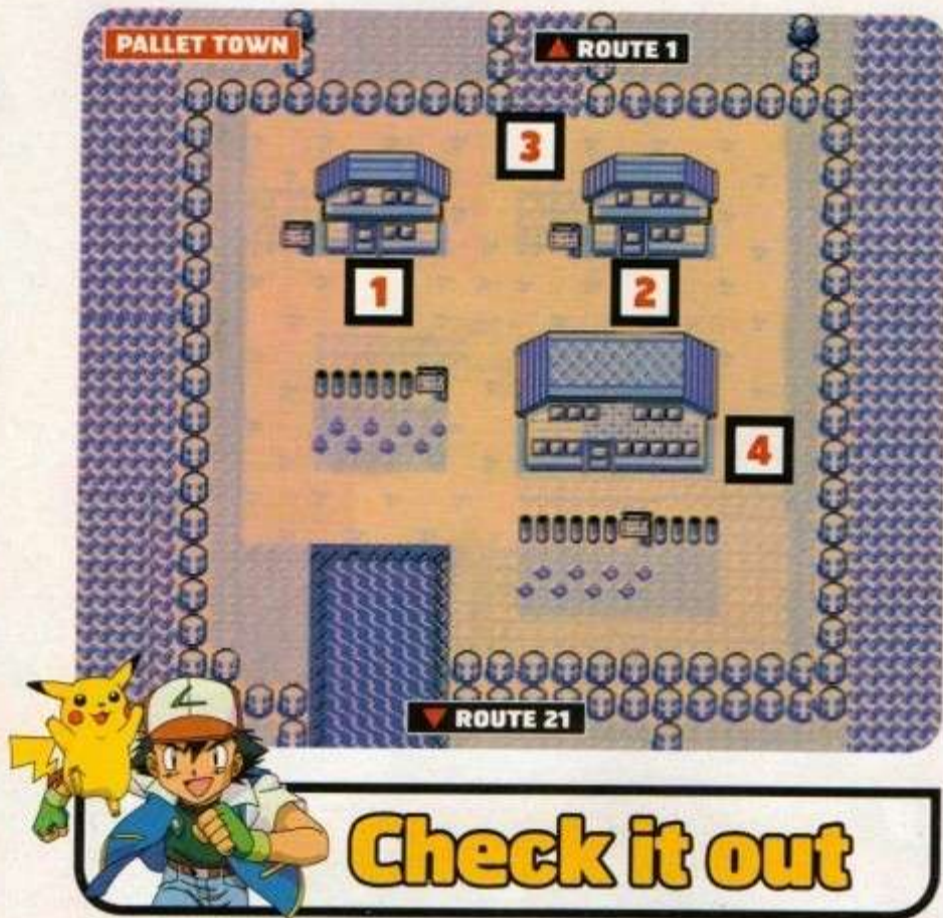


**Go Catch
'em all!**

COME BACK!
 Don't forget to return to Pallet Town for...
 • Pokédex from Oak, swap for Viridian City Parcel
 • Town Map from Gary's sister, after Parcel delivered

Pallet Town

Your amazing quest begins in Ash's home village, Pallet Town. But you've gotta find Professor Oak first...



Check it out

1 Home

The game begins in Ash's bedroom. Nothing special here, but turn on the PC to get your first healing Potion.

Downstairs you'll meet Ash's mum. When your Pokémon are low on energy, visit her to have 'em healed. Ain't she sweet!



2 Gary's House



Your bitter Pokémon rival isn't home at the moment, but his little sister is. And she seems to have a big crush on you!

After Oak's given you a Pokédex, don't forget to come back here to get the Town Map from Gary's sis. Without the map, it's impossible to find your way around the game.

3 Pallet Town Exit



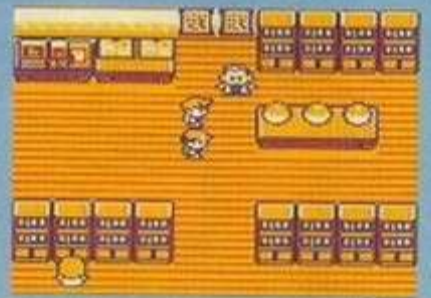
So you think you're hard enough to tackle Pokémon alone? Well, try leaving the Town empty handed.

If you do, Professor Oak will arrive on the scene, leading you back to his lab for some vital Pokémon advice...

4 Professor Oak's Lab

Now the adventure really begins, when Oak hands Ash his very first Pokémon. There are three beasts to choose from.

Oak will also give Ash a Pokédex, but this must be exchanged for a Parcel from the Poké Mart in Viridian City. Don't forget to come back and get it!



Gary Strikes!

After you've chosen your first Pokémon, it's Gary's turn. And he always takes one which has an advantage over yours!

Don't worry if you lose this early battle. Just get Mum to heal your wounds and make sure it doesn't happen again!



Gotta Catch 'em all!

CHARMANDER

● One ● One



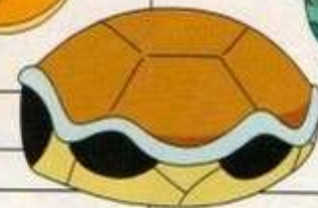
BULBASAUR

● One ● One



SQUIRTLE

● One ● One



POLIWAG

● Loads ● Loads



GOLDEEN

● Loads ● Loads



Poké Tip

I'll allow you to choose from three staring Pokémon in my lab. But will you take Charmander, Bulbasaur or Squirtle? Although they're all cool, Bulbasaur and Squirtle will fare better against your early rivals, especially rock-boy Brock in Pewter City.

▲ Catch Poliwhag and Goldeen with a fishing Rod.

Catch 'em all!

Keep flicking through this guide and you'll find all the info you need on each and every Pokémon.

Here's how to use the cards and get the best outta the information on each one. Happy hunting!



Oak's F.A.Q

Time for your first Pokémon masterclass with Professor Oak himself. This Pokémon expert will tell you everything you need to know...

Where can I get another Master Ball?

■ You can't! There's only one in the whole game, and you should save it for catching Mewtwo.

Where's the best place to find Poliwhigs?

■ You can fish for Poliwhigs in the Viridian City pond. If you want a Poliwhirl, try the pond in the middle of Celadon City.

Where do I find a Rapidash?

■ There are NO wild Rapidashes. None! You must find a Ponyta in Pokémon House on Cinnabar Island and raise it to Lv 40.

I taught my Pokémon a HM, but it won't use it out of battle. Why?

■ You must have the correct Badge to use an HM in the field.

What Levels should I raise my squad of Pokémon to before facing the Elite Four at the end of the game?

■ Generally speaking, they should be between Lv 50 and Lv 60. However, they should also be effective against the Elite Four's Pokémon, so carry a few Revives in case they take a beating.

How do I get to the Sea Cottage? I can get as far as Bill's house, but no further.

■ Bill's house IS the Sea Cottage, silly...

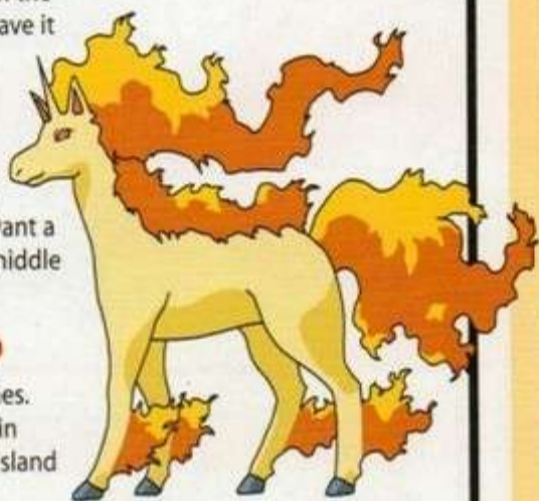
Does Magikarp's Splash move do anything at all?

■ No, it's harmless! Train this Pokémon 'til it learns Tackle, and eventually it'll evolve into the fearsome Gyarados.

What's the best way to use Pokémon Vitamins?

■ Use Vitamins when you like but, to get the full effect, follow this method.

A Pokémon with a higher Level gains more Status points from Vitamins. For example, a Lv 10 Pikachu might only gain one Status point for each Vitamin, while a Lv 100 Pikachu might get an extra 40 Status points! Try to use Vitamins on Pokémon you've trained as far as you can. In fact, you should store Vitamins on PC, then choose who needs them most before battling the Elite Four.



POKÉDEX

Official Pokédex entry for the Pokémon.

ABILITY LIST

The Lv figures show at what Levels each Pokémon learns moves.

TYPE

The Pokémon Type. Some have two Types, such as Bulbasaur.

#094 GENGAR

Under a full moon, this wicked Pokémon likes to imitate the shadows of people and laugh when they get frightened.



Level	Attack	Type
-	Tackle	Ghost
-	Confuse Ray	Ghost
-	Night Shade	Ghost
Lv 29	Psychic	Psychic
Lv 38	Dream Eater	Psychic
-	-	-
-	-	-

Got it!

Type: Ghost/Poison

See: ● ●

Catch: ● -

EVOLUTION

How the Pokémon grows, and the Level it'll evolve into another beast.

SEE AND CATCH

The red and blue dots tell you if you'll see or catch the Pokémon in your version of the game.

GOT IT!

Tick these boxes 'cos you can't check your Pokédex during a fearsome battle.

#001 BULBASAU

A strange seed was planted on Bulbasaur's back at birth. The seed sprouts and grows with this Pokémon.



Level	Attack	Type
-	Tackle	Normal
-	Growl	Normal
Lv 7	Leech Seed	Grass
Lv 13	Vine Whip	Grass
Lv 20	Poison Powder	Poison
Lv 27	Razor Leaf	Grass
Lv 34	Growth	Normal
Lv 41	Sleep Powder	Grass
Lv 48	Solar Beam	Grass
-	-	-

Got it!

Type: Grass/Poison

See: ● ●

Catch: ● ●

EVOLUTION: Bulbasaur → Ivysaur (Lv 16) → Venusaur (Lv 32)

#002 IVYSAUR

As the bulb on Ivysaur's back grows larger and larger, the creature appears to lose the ability to stand on its hind legs.



Level	Attack	Type
-	Tackle	Normal
-	Growl	Normal
-	Leech Seed	Grass
Lv 13	Vine Whip	Grass
Lv 22	Poison Powder	Poison
Lv 30	Razor Leaf	Grass
Lv 38	Growth	Normal
Lv 46	Sleep Powder	Grass
Lv 54	Solar Beam	Grass
-	-	-

Got it!

Type: Grass/Poison

See: ● ●

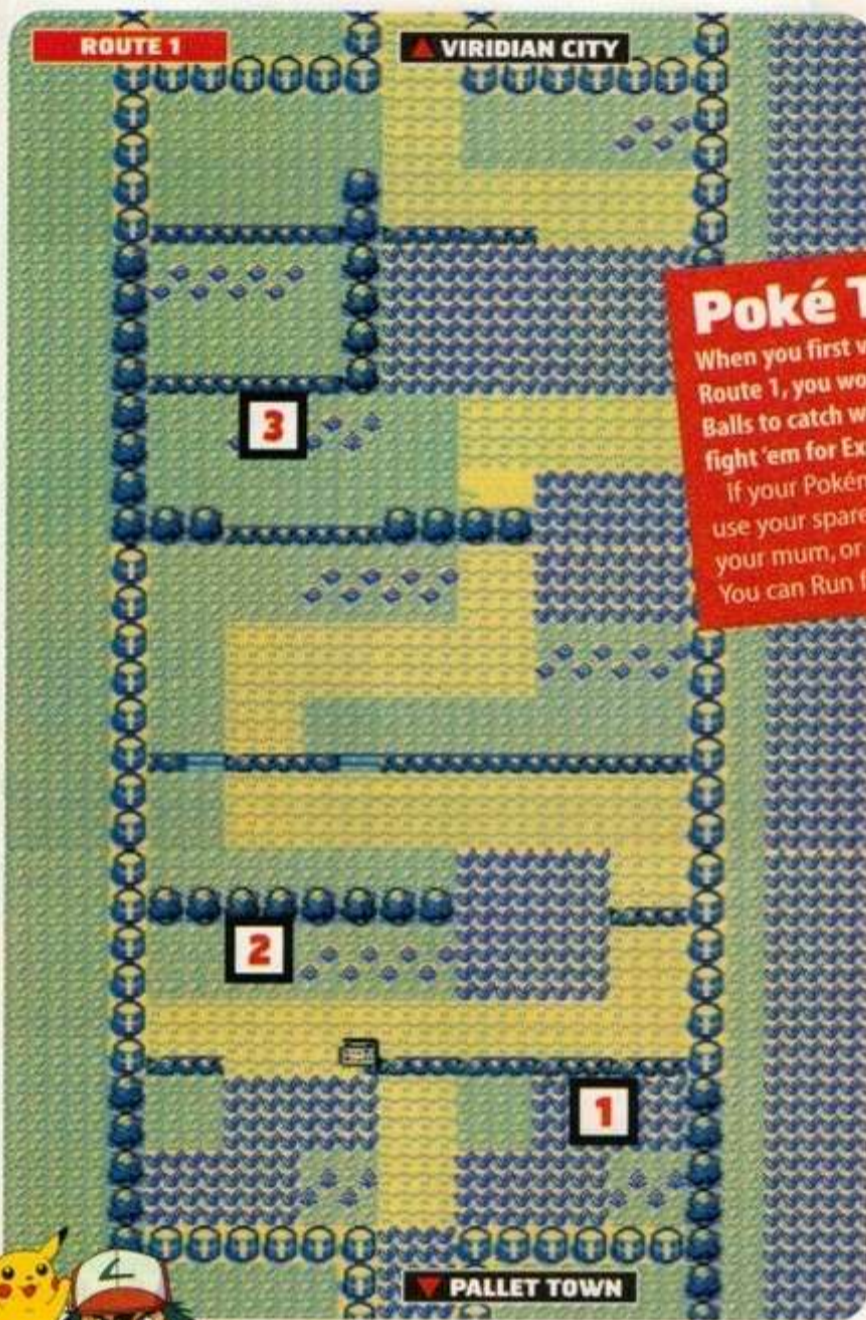
Catch: ● ●

EVOLUTION: Bulbasaur → Ivysaur (Lv 16) → Venusaur (Lv 32)

COME BACK!
Don't forget to return to Route 1 for...
• Rattatas and Pidgeys when you have Poké Balls. They're two useful Pokémon.

Route 1

Be brave, young Pokémon Trainer. You're only moments away from battling your first wild Pokémon.



Poké Tip
When you first visit Route 1, you won't have any Poké Balls to catch wild creatures. But fight 'em for Experience Points. If your Pokémon's energy is low, use your spare Potion, backtrack to your mum, or stay outta the grass. You can Run from battles, too.

2 It's good to talk

Like any good RPG, talking to people in Pokémon is often a rewarding experience. Most people will give you useful clues, but this guy on Route 1 will hand you a **Potion** for your trouble. Cheers, fella!



3 Hedge hoppin'

When you're walking downwards, remember that you can hop easily over the hedges 'n' ledges. This can make your journey much quicker, but make sure that you don't land in a grassy area when your Pokémon are weak.



Check it out

1 Keep off the grass

Whenever you wade through long grass, be prepared to fight the wild Pokémon who often appear. You won't find wild Pokémon anywhere else, except in dungeons or in the water. If your Pokémon are low on energy, keep off the grass to avoid battles.



Gotta Catch 'em all!

PIDGEY		RATTATA	
● Loads	● Loads	● Loads	● Loads

Poké Fact

That lil' cutie Pikachu's got loads of Pokémon stories and trivia he wants to share with you.

Look for his Poké Facts scattered through the guide and, when you've read 'em all, you'll be a Pokémon Mastermind!



Did you know that Ekans is actually the word 'snake' spelt backwards? Even better, reverse snake Pokémon, Arbok, and you get the word 'kobra'. Cobra! Geddit...?



Using Pokémon Elemental Stones

Elemental Stones can be found as you explore the world of Pokémon, or bought in Celadon City.

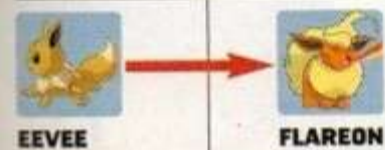
Moon Stones can't be bought, but check out our list below to find where these Elemental gems are hidden.

Using Elemental Stones on certain Pokémon will make them evolve into another beast. Much like this, in fact...

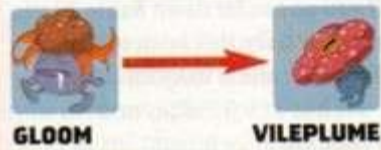
Evolution Table

ORIGINAL POKÉMON	EVOLVED POKÉMON	ORIGINAL POKÉMON	EVOLVED POKÉMON
------------------	-----------------	------------------	-----------------

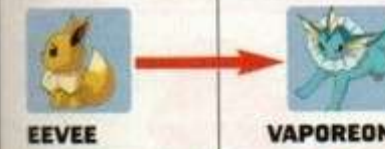
FIRE STONE



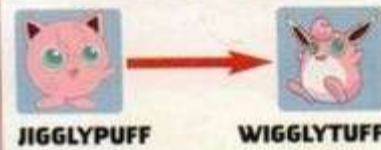
LEAF STONE



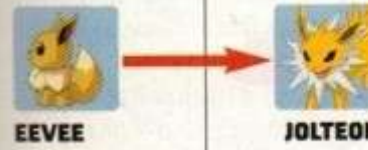
WATER STONE



MOON STONE



THUNDER STONE



Where to find the Moon Stones

- In upper-left corner of Mt. Moon, First Floor.
- In Basement of Team Rocket's HQ, Celadon City.
- Bottom-right area of Route 2. You need Cut.
- Pokémon Mansion. Search boxes as you enter Mansion.
- Mt. Moon. Before fossils, walk down tunnel to right. Search wall.

#003 VENUSAUR

The plant blooms when it is absorbing solar energy, prompting the Venusaur to keep moving in search of sunlight.



Level	Attack	Type
-	Tackle	Normal
-	Growl	Normal
-	Leech Seed	Grass
-	Vine Whip	Grass
-	Poison Powder	Poison
-	Razor Leaf	Grass
Lv 43	Growth	Normal
Lv 55	Sleep Powder	Grass
Lv 65	Solar Beam	Grass
-	-	-

ABILITY

TICK BOX Got it!

Type	Grass/Poison
See	● ●
Catch	● ●

EVOLUTION: Bulbasaur → Ivysaur (Lv 16) → Venusaur (Lv 32)

#004 CHARMANDER

Fire Pokémon Charmander obviously prefers hot places. When it rains, steam is said to sprout from the tip of its tail.



Level	Attack	Type
-	Scratch	Normal
-	Growl	Normal
Lv 9	Ember	Fire
Lv 15	Leer	Normal
Lv 22	Rage	Normal
Lv 30	Slash	Normal
Lv 38	Flamethrower	Fire
Lv 46	Fire Spin	Fire
-	-	-

ABILITY

TICK BOX Got it!

Type	Fire
See	● ●
Catch	● ●

EVOLUTION: Charmander → Charmeleon (Lv 16) → Charizard (Lv 36)

#005 CHARMELEON

When Charmeleon swings its burning tail, it elevates the temperature around it to unbearably high levels.



Level	Attack	Type
-	Scratch	Normal
-	Growl	Normal
-	Ember	Fire
Lv 15	Leer	Normal
Lv 24	Rage	Normal
Lv 33	Slash	Normal
Lv 42	Flamethrower	Fire
Lv 56	Fire Spin	Fire
-	-	-

ABILITY

TICK BOX Got it!

Type	Fire
See	● ●
Catch	● ●

EVOLUTION: Charmander → Charmeleon (Lv 16) → Charizard (Lv 36)

#006 CHARIZARD

Charizard spits fire that is hot enough to melt boulders. It's often known to cause forest fires unintentionally.



Level	Attack	Type
-	Scratch	Normal
-	Growl	Normal
-	Ember	Fire
-	Leer	Normal
-	Rage	Normal
Lv 36	Slash	Normal
Lv 46	Flamethrower	Fire
Lv 55	Fire Spin	Fire
-	-	-

ABILITY

TICK BOX Got it!

Type	Fire
See	● ●
Catch	● ●

EVOLUTION: Charmander → Charmeleon (Lv 16) → Charizard (Lv 36)

COME BACK!
Don't forget to return to Viridian City to...
• Fight Pokémon Leader #8 when you have seven other Badges

Viridian City

If you're up for the gym battle, don't get too excited. No one's home and the door's locked tight.



Check it out

1 Poké Centre



Get used to these peaceful places. You're gonna spend a lot of time here 'cos the friendly Centre staff heal your wounded Pokémon for free.

You can also use the PC to store items and Pokémon, and contact Professor Oak to have your Pokédex rated. Two players link up here, too.

2 Poké Mart



Your first shopping trip. But this Mart's slightly different 'cos it's a Post Office, too.

Talk to the clerk and he'll give you a Parcel for Professor Oak. Now go back to Pallet Town to get yer Pokédex.

Poké Mart price list

Poké Ball	200
Antidote	100
Paralyze Heal	200
Burn Heal	250
Potion	Sold out

Poké Tip

Use the Poké Centres wisely. You can only carry six Pokémon with you, and a maximum of 20 items. Store monsters and items you don't need on a PC, and you can have access to them from ANY computer you find.

3 Pokémon hunting



When armed with loadsa lovely Poké Balls, take a quick trip down Route 22 for creatures such as Rattata, Pidgey, Nidoran (Male) and Nidoran (Female). The Nidorans aren't too hot, but Rattatas become excellent fighters if you train 'em well, while Pidgeys can be taught to Fly later in the game.

Gary Strikes Back!

If you go too far down Route 22 you'll run into Gary. He's been collecting Pokémon and is itchy for a duel.

He has a Lv 9 Pidgey and his starting Pokémon at Lv 8. Fight 'im, but only if you have two Pokémon above Lv 9.



4 Gym



The gym's closed, and it'll stay that way 'til you've completed most of the game! Pokémon Leader #8 is away on business, and he won't open this door 'til you've become a fearsome Pokémon Trainer.

Gotta Catch 'em all!

POLIWAG		GOLDEEN	
● Loads	● Loads	● Loads	● Loads



▲ Catch Poliwag and Goldeen with a fishing Rod.



Meowth's cheats

Don't be fooled by this goofy looking Pokémon. Watch the TV series and you'll see that he's a member of Team Rocket and bad to the bone!

Meowth's tried to sneak some cheats into Pokémon, but not all of 'em work. Don't say we told you about them...

Catch Safari Zone Pokémon

If you're trying to fill yer Pokédex, this cheat could really spoil your fun. If you don't care, read the cheat using a mirror.



In Safari Zone find the Pokémon you want then walk in path of grass 'til the timer runs out. When you're outside again, fly to Seatosm Island and walk to the right hand shore. Don't talk or fight, just surf into the water.

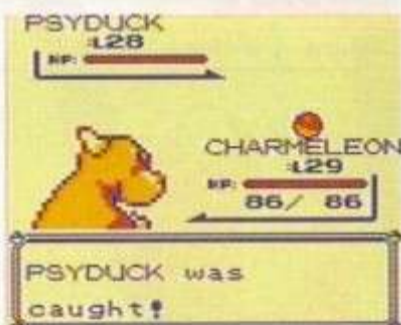
Move along the coast - half on land, half on water - and you'll meet Pokémon from the Safari Zone! Works if you fly from other areas, too.

Poké Ball hints

No one knows if this cheat's for real, but it seems to help sometimes. Try it for yourself...

When using a Poké Ball to catch a monster, press **B** and **Y** when the Ball closes around your prey. It should stay shut!

For Ultra Balls, press **B** and **A** when the Pokémon is trapped inside, hopefully for a safe catch.



Missingno

We've had loads of letters about a super secret Pokémon called Missingno. Well, he doesn't exist!

Missingno, a Lv 80 Pokémon with a weird selection of skills, is a glitch in the game which appears if you do strange things.

But beware! Missingno can wipe your Pokédex and saved game so, if you do stumble across him, DON'T SAVE YOUR GAME!

Fight Lv 100 Pokémon

Another game glitch. If you want to keep your Pokédex and saved game intact, don't even think about trying it!

Go to old man in Viridian City who blocked your route at the start of the game. Talk to him, say that you're not in a hurry.

When he's finished, Fly to Cinnabar Island and Surf up and down shore on right hand side of island.

Keep surfing and you'll meet Pokémon whose Levels are over 100. If you catch 'em their Levels will drop right away, so forget it.

#007 SQUIRTLE

After birth, its back swells and and hardens into a shell. Squirtle powerfully sprays foam from its mouth.



Level	Attack	Type
-	Tackle	Normal
-	Tail Whip	Normal
Lv 8	Bubble	Water
Lv 15	Water Gun	Water
Lv 22	Bite	Normal
Lv 28	Withdraw	Water
Lv 35	Skull Bash	Normal
Lv 42	Hydro Pump	Water
-	-	-
-	-	-

TICK BOX Got it!

Type	Water
See	● ●
Catch	● ●

Squirtle EVOLUTION **▶** Wartortle (Lv 16) **▶** Blastoise (Lv 36)

#008 WARTORTLE

Often hides in water to stalk unwary prey. When swimming fast, it moves its ears to maintain its balance.



Level	Attack	Type
-	Tackle	Normal
-	Tail Whip	Normal
-	Bubble	Water
Lv 15	Water Gun	Water
Lv 24	Bite	Normal
Lv 31	Withdraw	Water
Lv 39	Skull Bash	Normal
Lv 47	Hydro Pump	Water
-	-	-
-	-	-

TICK BOX Got it!

Type	Water
See	● ●
Catch	● ●

Squirtle EVOLUTION **▶** Wartortle (Lv 16) **▶** Blastoise (Lv 36)

#009 BLASTOISE

Big ol' Blastoise is a brutal Pokémon who has pressurised water jets on its shell, used for high-speed tackles.



Level	Attack	Type
-	Tackle	Normal
-	Tail Whip	Normal
-	Bubble	Water
-	Water Gun	Water
Lv 24	Bite	Normal
Lv 31	Withdraw	Water
Lv 42	Skull Bash	Normal
Lv 52	Hydro Pump	Water
-	-	-
-	-	-

TICK BOX Got it!

Type	Water
See	● ●
Catch	● ●

Squirtle EVOLUTION **▶** Wartortle (Lv 16) **▶** Blastoise (Lv 36)

#010 CATERPIE

Caterpie's short feet are tipped with sticky suction pads that enable it to tirelessly climb slopes and walls.



Level	Attack	Type
-	Tackle	Normal
-	String Shot	Bug
-	-	-
-	-	-
-	-	-
-	-	-
-	-	-
-	-	-
-	-	-

TICK BOX Got it!

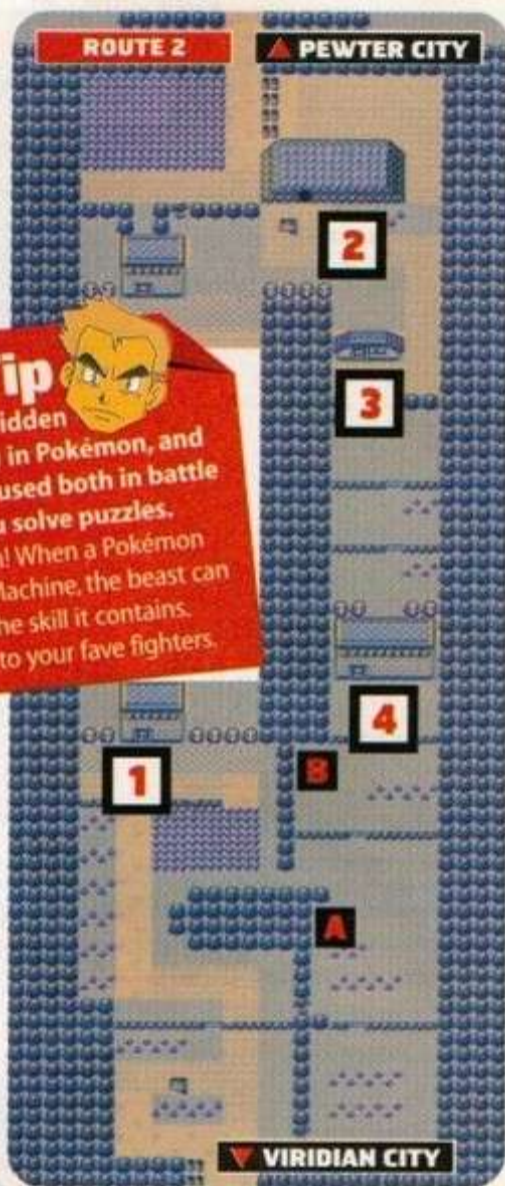
Type	Bug
See	● ●
Catch	● ●

Caterpie EVOLUTION **▶** Metapod (Lv 7) **▶** Butterfree (Lv 10)

Route 2

COME BACK!
 Don't forget to return to Route 2 for...
 - Once you've got the Cut ability, come back for Mr. Mime, HM 05, Flash, the HP Up and a Moon Stone.

There ain't really that much to see on Route 2. Until your Pokémon learn the Cut move, that is...



Poké Tip
 There are five Hidden Machines (HMs) in Pokémon, and they can be used both in battle and to help you solve puzzles. Careful though! When a Pokémon uses a Hidden Machine, the beast can never unlearn the skill it contains. Only teach 'em to your fave fighters.



Check it out

1 Gatehouse



On your very first visit to Route 2, the only thing to do is head straight for the gatehouse at the entrance to Viridian Forest. Before entering the Forest, make sure your Pokémon squad is fully healed, and that you have plenty of Poké Balls to catch wild beasts.

2 Diglett's Cave



Before you get your hands on the Fly move, you'll have to rely on this Cave to get from the area east of Mt. Moon back to here. When the skill Cut is yours, you can chop down the bushes blocking this area for a quick route back to Pallet Town.

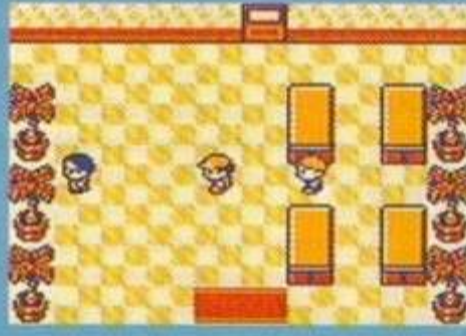
3 Pokémon Trader



When you cut your way here, you'll meet a Pokémon Trader. He wants to trade his Mr. Mime for an Abra. If you don't have one, make a note of his location and return when you've got this Pokémon.



4 HM 05, Flash



When you've got more than 10 Pokémon, make sure you Cut your way through the bushes to this building. Talk to the people and, if you've got at least 10 Pokémon, they'll give you HM 05, Flash, a skill that can light up the darkest dungeon. You'll need it...

Gotta Catch 'em all!

WEEDLE		CATERPIE	
● Rare	● None	● None	● Rare
RATTATA		PIDGEY	
● Loads	● Loads	● Loads	● Loads

Gotta Get 'em!

A MOON STONE B HP UP

Viridian Forest

Make sure your Pokémon are fighting fit. You're about to face your first Trainers, who'll pounce on you the moment you appear. Go get 'em, Pokémaniac...



Check it out

Poké Tip
 You won't have much money to spend on Poké Balls at this stage, so you'll want to save them for rare Pokémon.
 Metapods and Kakunas often break outta Balls when you try to catch 'em, so it's a good idea to evolve them from Caterpies and Weedles.

Poké Tip
 Viridian Forest is an excellent place to build up your Pokémon Levels. First, battle and defeat all the Trainers.
 Heal your Pokémon, then fight wild Forest creatures over and over again. Metapods are best as they don't fight back! Watch your Levels shoot up.

Gotta Catch 'em all!

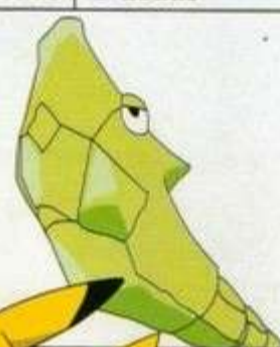
CATERPIE

● Rare ● Loads



METAPOD

● Loads ● Loads



PIKACHU

● Rare ● Rare



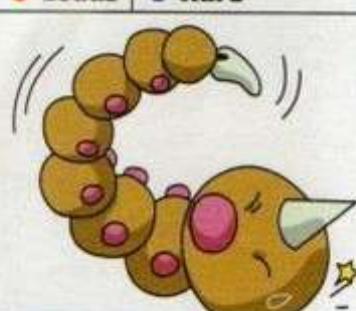
KAKUNA

● Loads ● Rare



WEEDLE

● Loads ● Rare



Gotta Get 'em!

A POKÉ BALL
B POTION

C ANTIDOTE

Trainer Tips

There are three Bug Catchers to battle, and all will challenge you with their Weedles, Caterpies and Kakunas.

Their Pokémon range between Lv 6 and Lv 9, so use Fire and Flight attacks for the best results.

Remember that you can't Run from these duels, and that a Trainer's tame Pokémon will be more powerful than wild beasts in the area.

1 Pika Pika!



Now's your chance to catch your first Pikachu, the world's most popular Pokémon and a powerful warrior.
 These electrified mice are rare in both Red and Blue versions, but keep wandering through the Forest grass and you'll find one eventually.



The Legendary Pokémon Birds

There are three Legendary Birds in Pokémon, and you only get one chance to catch each of 'em.

Don't listen to anyone who says you need a Master Ball. You don't! You can always catch 'em with Ultra Balls if you're careful.

There isn't a fool-proof way to catch any of these Pokémon, but here are a few hints which helped us...

Moltres

Found on Victory Road, sizzling Moltres is one of the best Fire Pokémon in the whole game, and well worth catching.

He's quite easy. Put Moltres to sleep, then hit him with some high power moves. If he wakes up, send 'im back to sleep again.

When he's weak, wear the sleeping bird down with low power moves. Then chuck Ultra Balls 'til he's yours.

Zapdos

You'll find this awesome Electric Pokémon near the end of the Power Plant, and he's definitely the hardest to catch.

Use the same strategy as Moltres... put him to sleep, hit him hard, wear 'im down and put him back to sleep again.

Whereas Moltres takes around three Ultra Balls to catch, Zapdos can take up to 10!

Articuno

Without a doubt, Articuno is the best Ice Pokémon in the entire game, so make sure you catch him.

Like the others, put him to sleep then wear him down 'til there's only a lil' bit of energy left.

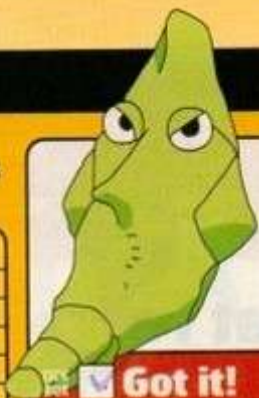
The biggest danger is getting killed by Articuno's Ice Beam but, if you manage to keep him asleep, one Ultra Ball should do the trick.

#011 METAPOD

This useless Pokémon is vulnerable to attack while its outer shell is soft, exposing its weak and tender body.

Level	Attack	Type
-	Harden	Normal
-	-	-
-	-	-
-	-	-
-	-	-
-	-	-
-	-	-
-	-	-
-	-	-

ABILITY



Got it!

Type	Bug
See	● ●
Catch	● ●

EVOLUTION
Caterpie → Metapod (Lv 7) → Butterfree (Lv 10)

#012 BUTTERFREE

In fierce battles, Pokémon Butterfree flaps its wings at high speed, releasing highly toxic dust into the air.

Level	Attack	Type
Lv 12	Confusion	Psychic
Lv 15	Poison Powder	Poison
Lv 16	Stun Spore	Grass
Lv 17	Sleep Powder	Grass
Lv 21	Supersonic	Normal
Lv 26	Whirlwind	Normal
Lv 32	Psybeam	Psychic
-	-	-
-	-	-
-	-	-

ABILITY



Got it!

Type	Bug/Flying
See	● ●
Catch	● ●

EVOLUTION
Caterpie → Metapod (Lv 7) → Butterfree (Lv 10)

#013 WEEDLE

Weedles are often found in forests, eating delicious leaves. It has a sharp, venomous stinger on its head.

Level	Attack	Type
-	Poison Sting	Poison
-	String Shot	Bug
-	-	-
-	-	-
-	-	-
-	-	-
-	-	-
-	-	-
-	-	-

ABILITY



Got it!

Type	Bug/Poison
See	● ●
Catch	● ●

EVOLUTION
Weedle → Kakuna (Lv 7) → Beedrill (Lv 10)

#014 KAKUNA

Almost totally incapable of moving, this Pokémon can only harden its shell to protect itself from predators.

Level	Attack	Type
-	Harden	Normal
-	-	-
-	-	-
-	-	-
-	-	-
-	-	-
-	-	-
-	-	-
-	-	-

ABILITY



Got it!

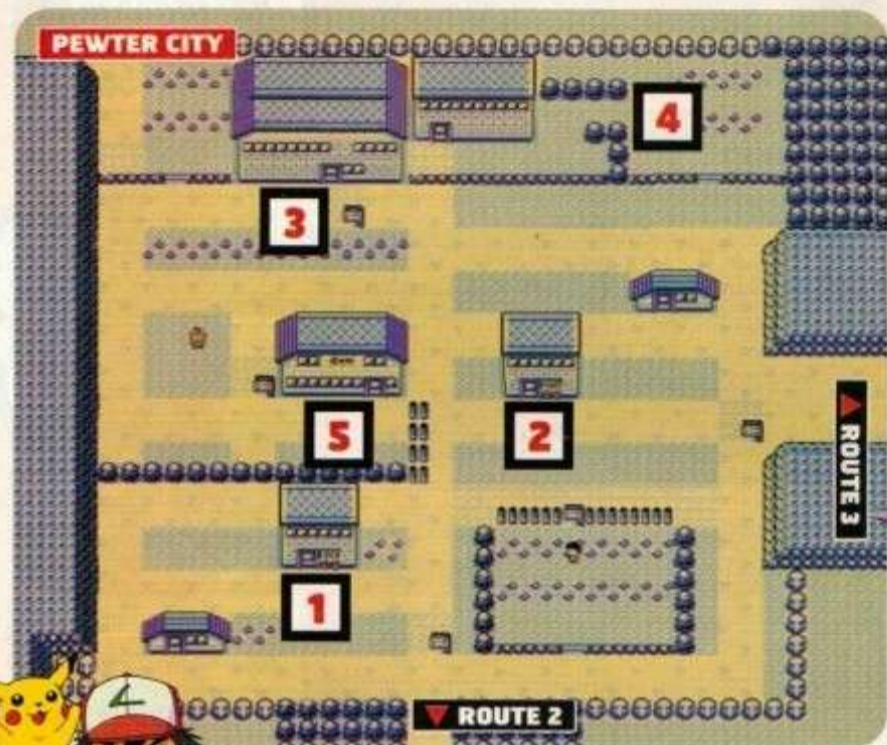
Type	Bug/Poison
See	● ●
Catch	● ●

EVOLUTION
Weedle → Kakuna (Lv 7) → Beedrill (Lv 10)

COME BACK!
Don't forget to return to Pewter City for...
• Old Amber, when you have the Cut ability

Pewter City

Get ready for your first boss battle! You can't chicken out, or you won't be able to continue your adventure.



Check it out

1 Poké Centre



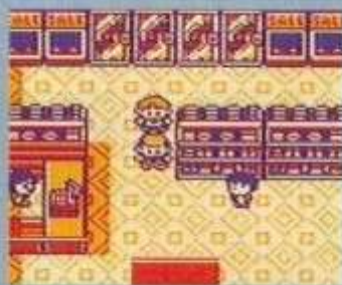
Bear in mind that the first Pokémon Leader, Brock, uses fearsome creatures up to Lv 14, and they're 'ard as rock.

Spend time boosting your Pokémon Levels in Viridian Forest, and healing your wounds in this handy lil' Centre. It'll make the game easier.

2 Poké Mart

After defeating all those puny Trainers in Viridian Forest, you're sure to have some cash to splash.

Before you fight Pokémon Leader, Brock, stock up on a few Potions to heal your squad in the thick of battle.



Poké Mart price list

Poké Ball	200	Burn Heal	250
Potion	300	Awakening	200
Escape Rope	550	Paralyz Heal	200
Antidote	100	-	-

3 Museum of Science

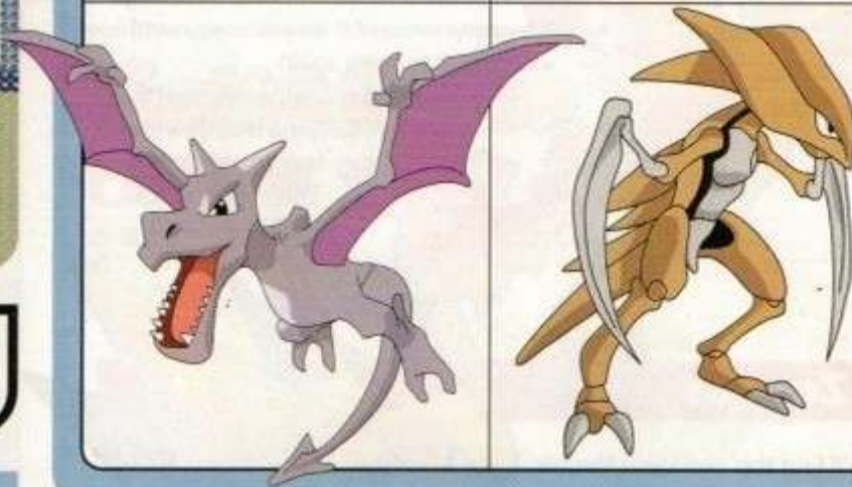


It costs 50 credits to get in and you don't get anything useful, but Pokemaniacs won't want to miss the Museum of Science in Pewter City.

You get to see the skeletons of an Aerodactyl and a Kabutops. Perhaps you'll meet these Pokémon later in the game...

AERODACTYL

KABUTOPS



4 Cut to the chase



When you return to Pewter City with the Cut ability, make sure you check out the Museum of Science's secret research lab.

Here you'll be given Old Amber, which contains a fossilised Pokémon. Wonder if there's any way to bring it back to life...? You'll have to wait and see!

5 Gym fight!



Lv 11 (which is dead strong against Pikachu) and a Sandshrew, also powerful at Lv 11. Once he's been defeated, go back to Poké Centre to be healed before the fearsome Brock battle.

Poké Tip

Use the Junior Trainers in each gym as a warm up for the main event, as they use similar creatures to the Pokémon Leader. If you breeze past the Junior Trainers, it's likely that you'll stomp the Pokémon Leader into dust. Go get 'em!

Before you get to face Pokémon Leader, Brock, you're gonna have to battle a Jr. Trainer.

He's got a vicious Diglett at

Pokémon Leader #1

Brock is the very first Pokémon Leader you'll meet. Like all the Leaders, he hangs around in a gym all day, training his Pokémon to fight.

In the Pokémon TV series, Brock joins Ash on his adventures after the pair take part in a vicious Pokémon duel.

But he won't be willing to make friends with you in the Game Boy adventure, so just smash his Pokémon into little pieces.



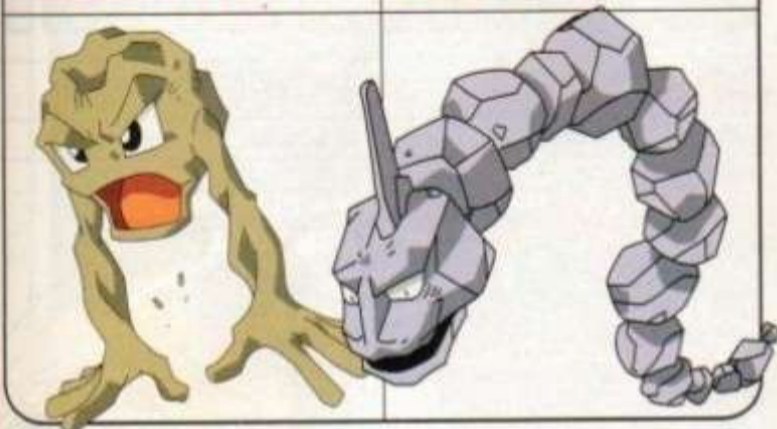
Brock

Forget all the weedy wild Pokémon you fought on the way to this Pokémon Leader battle... Brock's warriors are made from solid stone!

Brock's squad

GEODUDE Lv12

ONIX Lv14



Brock tip

Use Water or Grass Pokémon to tackle the rock beasts. If you chose Charmander at the start of the game, this'll be a long battle, so make sure you have Bug Pokémon as back-up.

Brock's prizes

BOULDER BADGE

Boosts your Pokémon's Attack, use Flash skill anywhere you like.

TM 34, BIDE

Your Pokémon misses 2-3 turns, then hits rival with twice damage received.

#015 BEEDRILL

Beedrill flies at super high speeds and attacks using the large venomous stingers on its forelegs and tail.



Level	Attack	Type
Lv 12	Fury Attack	Normal
Lv 16	Focus Energy	Normal
Lv 20	Twineedle	Bug
Lv 25	Rage	Normal
Lv 30	Pin Missile	Bug
Lv 35	Agility	Psychic
-	-	-
-	-	-
-	-	-

ABILITY

TICK BOX Got it!

Type Bug/Poison

See ● ●

Catch ● ●

EVOLUTION Weedle → Kakuna (Lv 7) → Beedrill (Lv 10)

#016 PIDGEY

Pidgeys are a common sight in the forests and woods. They flap their wings at ground level to kick up blinding sand.



Level	Attack	Type
-	Gust	Flying
Lv 5	Sand Attack	Normal
Lv 12	Quick Attack	Normal
Lv 19	Whirlwind	Normal
Lv 28	Wing Attack	Flying
Lv 36	Agility	Psychic
Lv 44	Mirror Move	Flying
-	-	-
-	-	-
-	-	-

ABILITY

TICK BOX Got it!

Type Normal/Flying

See ● ●

Catch ● ●

EVOLUTION Pidgey → Pidgeotto (Lv 18) → Pidgeot (Lv 36)

#017 PIDGEOTTO

Pidgeotto is very protective of its sprawling territory. This flying Pokémon will fiercely peck at any intruder.



Level	Attack	Type
-	Gust	Flying
-	Sand Attack	Normal
-	Quick Attack	Normal
Lv 21	Whirlwind	Normal
Lv 31	Wing Attack	Flying
Lv 40	Agility	Psychic
Lv 49	Mirror Move	Flying
-	-	-
-	-	-
-	-	-

ABILITY

TICK BOX Got it!

Type Normal/Flying

See ● ●

Catch ● ●

EVOLUTION Pidgey → Pidgeotto (Lv 18) → Pidgeot (Lv 36)

#018 PIDGEOT

When hunting, Pidgeot skims the surface of water at high speed to pick off unwary prey, like useless Magikarp.



Level	Attack	Type
-	Gust	Flying
-	Sand Attack	Normal
-	Quick Attack	Normal
-	Whirlwind	Normal
-	Wing Attack	Flying
Lv 44	Agility	Psychic
Lv 54	Mirror Move	Flying
-	-	-
-	-	-
-	-	-

ABILITY

TICK BOX Got it!

Type Normal/Flying

See ● ●

Catch ● ●

EVOLUTION Pidgey → Pidgeotto (Lv 18) → Pidgeot (Lv 36)

Route 3

COME BACK!
 Don't forget to return to Route 3 for...
 • If you run outta Poké Balls when hunting on Route 3, make sure you come back for a cool Jigglypuff.



You'll be in the mood for fightin' after Brock, so get ready for more Trainer battles.

Check it out

Trainer Tips

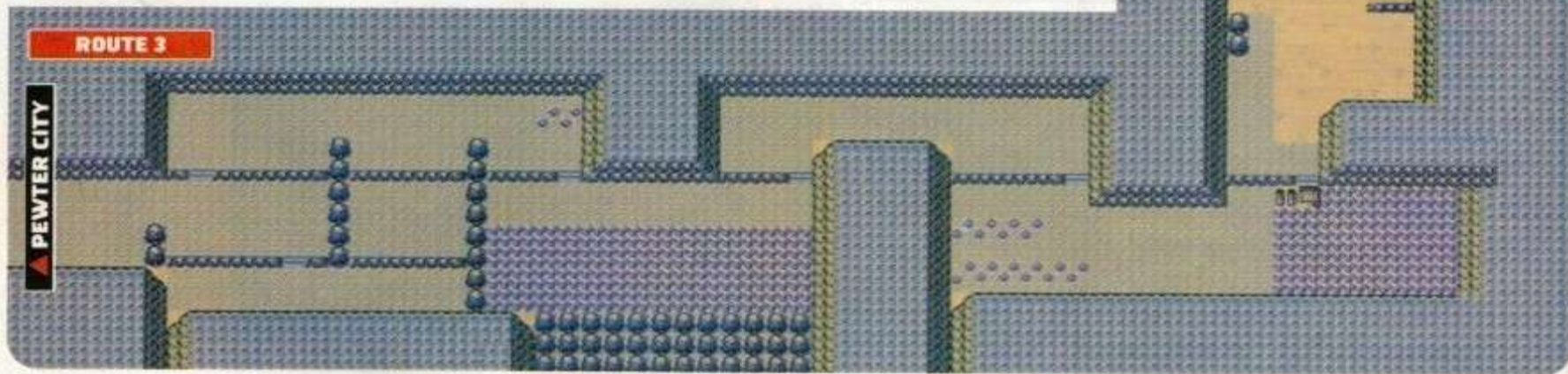
There are eight Trainers on Route 3. Look out for more Bug Catchers, along with Youngsters and Lassies with new Pokémon.

All their Pokémon are between Lv 9 and Lv 14, so head back to Pewter City and heal your creatures after every second battle.

Don't waste your money using loadsa Potions. You'll need the money for Poké Balls to catch brand new creatures in Mt. Moon.

Poké Tip

Pokémon collectors rejoice! This is the one and only place where you'll be able to catch a Jigglypuff. Got yer Poké Balls...? Like Pikachu in Viridian Forest, these bug-eyed beauties are dead rare, but can be caught easily if you're patient.



1 Magical Magikarp



Visit the Poké Centre outside Mt. Moon and you'll meet a gentleman selling his Magikarp for 500 credits. Don't buy it! Magikarp are easily caught for free once you have a fishing Rod, so don't let this guy rip you off.

Gotta Catch 'em all!

JIGGLYPUFF

● Rare ● Rare



PIDGEY

● Loads ● Loads



SPEAROW

● Loads ● Loads



BOGUS BONUS

The Internet is buzzing with rumours about secret Pokémon hidden in the game.

All these stories are complete rubbish! Look for these nasty rumours scattered through the guide and tell yer mates they're not true!

Secret Pokémon Flareth

A secret Fire Pokémon? Rubbish! Apparently, you should Surf around the Unknown Dungeon 'til you find a note.

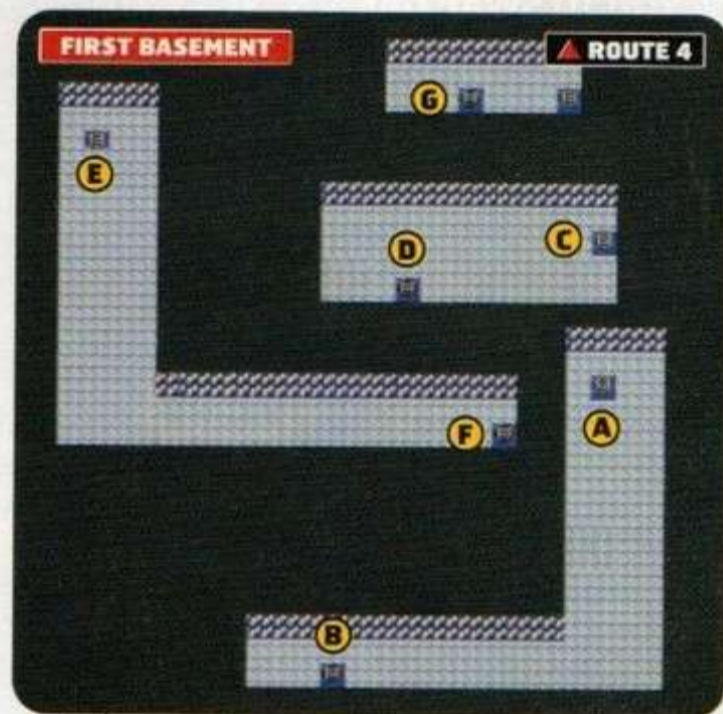
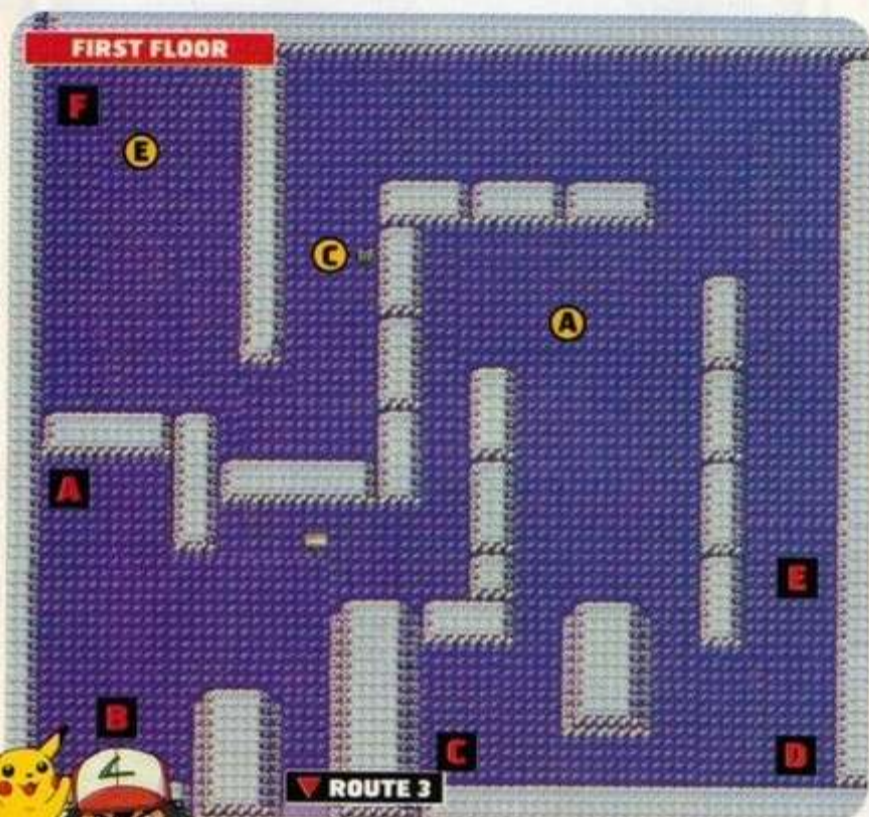
Now visit the Pokémon traders on Cinnabar Island, and talk to them 100 times. They'll give you Flareth... not!



Mt. Moon

Poké Tip 
 When you beat the Team Rocket member who was guarding TM 01, Mega Punch, look for a rock standing by itself. Press **A** next to it and you'll find a hidden Ether. Always search strange looking objects like this for goodies.

Time to come face to face with Team Rocket, the bad guys and Pokémon kidnappers. What are they up to in this dungeon...?



Check it out

Trainer Tips

Two floors of Mt. Moon are littered with Pokémon Trainers 'n' Rockets, and each of them is up for a scrap. On the First Floor, expect seven Youngsters, Bug Catchers and Lassies, whose Pokémon have grown to between Lv 10 and Lv 14. The Second Basement features five Team Rocket members, who have Normal, Ground and Poisonous Pokémon between Lv 13 and Lv 16.

1 Take your pick

At the end of the Second Basement, you'll find a Super Nerd guarding two rare Pokémon fossils, Dome and Helix. You can only take one. Make sure one of your mates chooses the other as they both grow into different creatures, Kabuto and Omanyte.

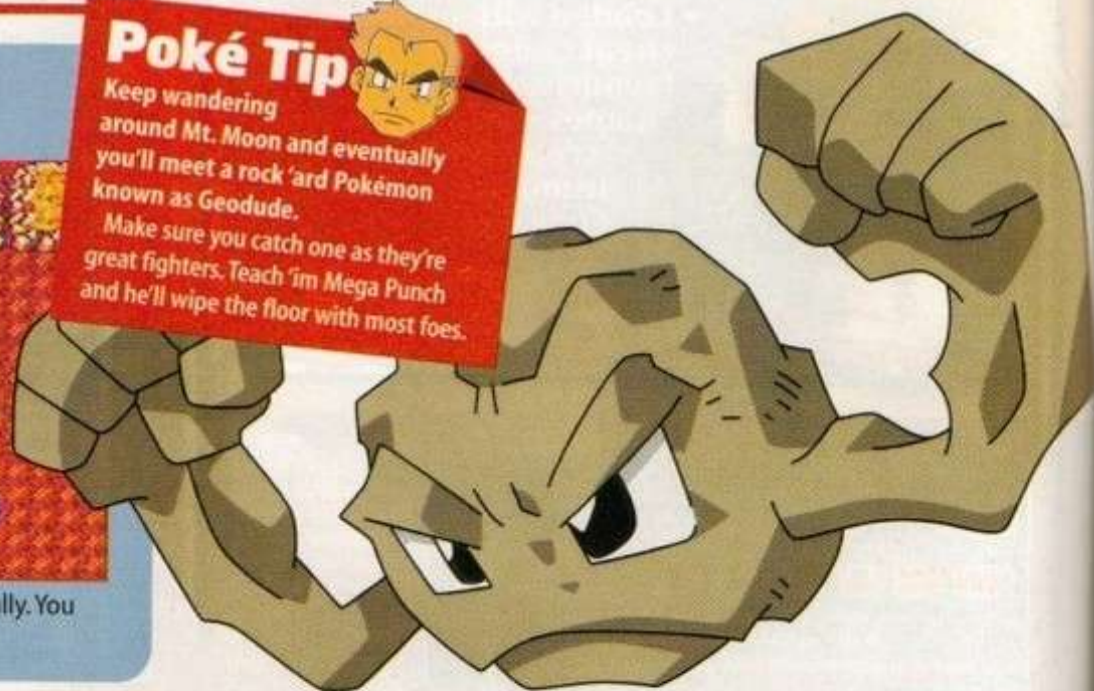


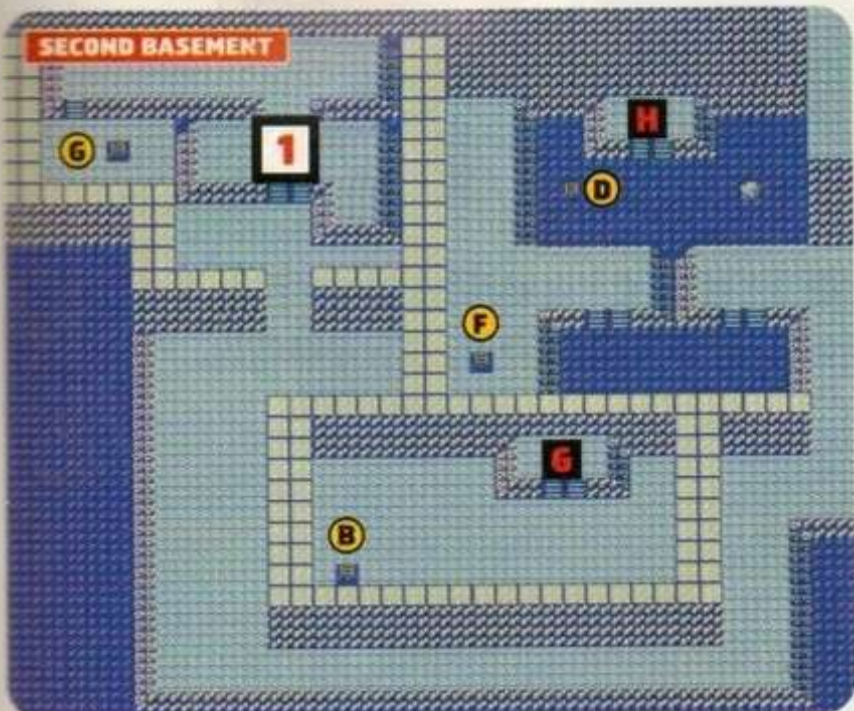
Using the maps

The Mt. Moon dungeon is spread over three levels, each crawling with Rockets, Super Nerds and wild Pokémon. The BLUE letters show how the floors connect. If you climb down ladder **A** on the First Floor, you'll arrive at **A** in the First Basement. This is an easy dungeon to get lost in, so use the maps carefully. You don't want your Pokémon to faint deep inside the mountain.



Poké Tip 
 Keep wandering around Mt. Moon and eventually you'll meet a rock 'ard Pokémon known as Geodude. Make sure you catch one as they're great fighters. Teach 'im Mega Punch and he'll wipe the floor with most foes.





Gotta Catch 'em all!

PARAS

● Rare ● Rare

CLEFAIRY

● Rare ● Rare



ZUBAT

● Loads ● Loads

GEODUDE

● Rare ● Rare



Gotta Get 'em!

- A** POTION
- B** TM 12, WATER GUN
- C** POTION
- D** RARE CANDY
- E** ESCAPE ROPE
- F** MOON STONE
- G** HP UP
- H** TM 01, MEGA PUNCH

#019 RATTATA

Rattata bites anything when it attacks. Small and very quick, it is a common sight in many places.



Level	Attack	Type
-	Tackle	Normal
-	Tail Whip	Normal
Lv 7	Quick Attack	Normal
Lv 14	Hyper Fang	Normal
Lv 23	Focus Energy	Normal
Lv 34	Super Fang	Normal
-	-	-
-	-	-
-	-	-
-	-	-

ABILITY

TICK BOX Got it!

Type Normal

See ● ●

Catch ● ●

EVOLUTION Rattata → Raticate (Lv 20)

#020 RATICATE

Raticate uses its whiskers to maintain its balance. Raticate would slow down if its whiskers were cut off.



Level	Attack	Type
-	Tackle	Normal
-	Tail Whip	Normal
-	Quick Attack	Normal
Lv 14	Hyper Fang	Normal
Lv 27	Focus Energy	Normal
Lv 41	Super Fang	Normal
-	-	-
-	-	-
-	-	-
-	-	-

ABILITY

TICK BOX Got it!

Type Normal

See ● ●

Catch ● ●

EVOLUTION Rattata → Raticate (Lv 20)

#021 SPEAROW

Spearow eats bugs in grassy areas. Spearow has to flap its short wings at high speeds to stay airborne for a long time.



Level	Attack	Type
-	Peck	Flying
-	Growl	Normal
Lv 9	Leer	Normal
Lv 15	Fury Attack	Normal
Lv 22	Mirror Move	Flying
Lv 29	Drill Peck	Flying
Lv 36	Agility	Psychic
-	-	-
-	-	-
-	-	-

ABILITY

TICK BOX Got it!

Type Normal/Flying

See ● ●

Catch ● ●

EVOLUTION Spearow → Fearow (Lv 20)

#022 FEAROW

With its huge and magnificent wings, Fearow can stay aloft without ever having to land for rest.



Level	Attack	Type
-	Peck	Flying
-	Growl	Normal
-	Leer	Normal
-	Fury Attack	Normal
Lv 25	Mirror Move	Flying
Lv 34	Drill Peck	Flying
Lv 43	Agility	Psychic
-	-	-
-	-	-
-	-	-

ABILITY

TICK BOX Got it!

Type Normal/Flying

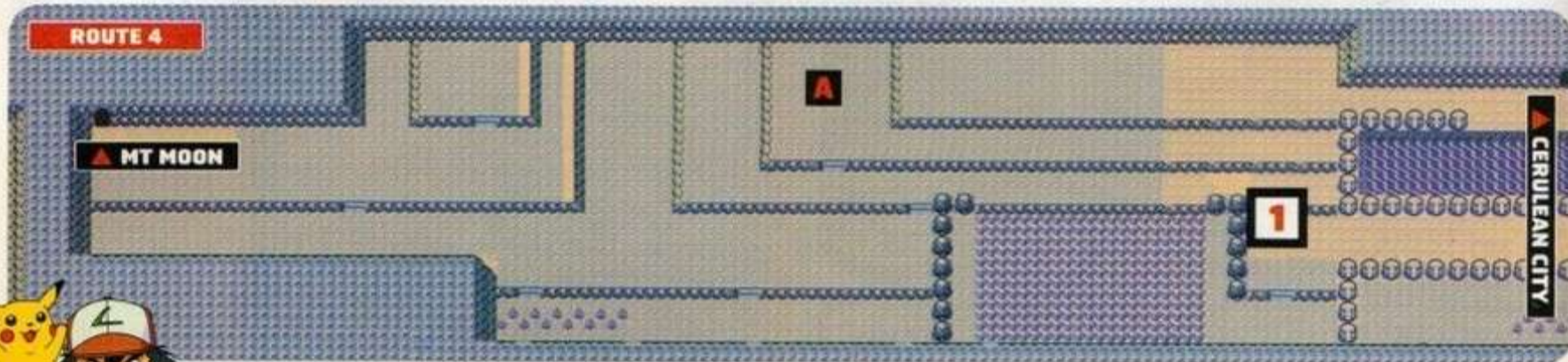
See ● ●

Catch ● ●

EVOLUTION Spearow → Fearow (Lv 20)

Route 4

Another long road, but this one isn't crawling with feisty Trainers. Time to catch a unique Pokémon, though.



Check it out

1 Only one way to go

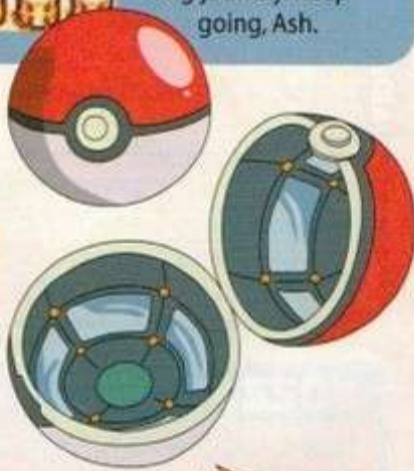


When you jump over this ledge, you'll find that you can't get back to Mt. Moon or the locations you visited before it.

Don't worry, though. You're heading straight for Cerulean City, the next step on your long journey. Keep going, Ash.

Poké Tip

Here's an amazing tip to get your first Great Ball. When you leave Mt. Moon, walk right 'til you see land surrounded by ledges. Stand on the steps, then take two steps up. Now step once to the right, once to the left, and press **A** for the Great Ball!



Poké Tip

Make sure you explore the grass 'til you find a Pokémon unique to your colour of cart. Pokémon Red owners should be on the lookout for snake-faced Ekans, while Blue Version owners want to find a vicious Sandshrew.

Gotta Catch 'em all!

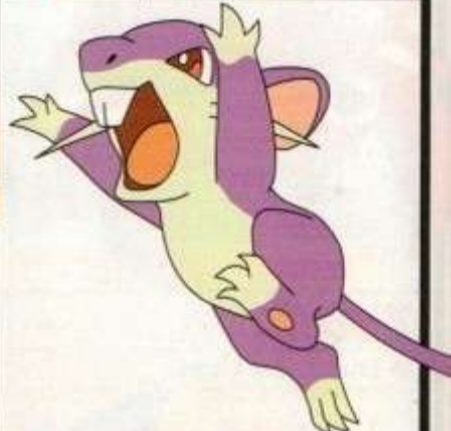
SPEAROW

● Rare ● Rare



RATTATA

● Loads ● Loads



EKANS

● Rare ● None



SANDSHREW

● None ● Rare



Gotta Get 'em!

A TM 04, WHIRLWIND



Oak's F.A.Q

Time for another question and answer session with Professor Oak. This guy's a Pokémon genius, so listen to his words of advice...

Is there an easier way to catch that lazy Pokémon, Snorlax?

■ Snorlax is tough 'cos he can keep healing himself. A good Pokémon to use is Butterfree – he can send Snorlax to sleep AND make him confused, which stops him healing himself. Once you've worn Snorlax's energy down using Butterfree's Tackle, you'll need to use a Great Ball to get him.



These PP Ups are dead confusing. How do they work, Professor?

■ PP Up boosts the Power Points of an ability, but this increase varies. If the ability has a LOW maximum PP, it won't increase much. However, if the skill boasts a HIGH max PP, it'll increase loads. For example, use three PP Ups on Tackle and its max will rise from 35 to 56 but, if you use it on Hyper Beam, its maximum will grow to 8 from 5. You can only use three PP Ups per skill.

I want a Chansey and I want one now! Where do I go?

■ You can get Chanseys in the Safari Zone and in the Unknown Dungeon. They're hard to catch in the Safari Zone 'cos they keep running away, and you'll need to use loadsa Ultra Balls to nab 'im in the Dungeon. However, the Chanseys in the Safari Zone are better 'cos you can catch them at a low Level, then train 'em up yourself. The ones you'll find in the Dungeon are at high Levels, and won't learn the best fightin' moves.



Have you got any hints for catching Kangaskhan in the Safari Zone?

■ Like all Pokémon in the Zone, Kangaskhan can be a pain to catch. However, if you throw four or five baits, then a Safari Ball, you should get her easily.



What does 'area unknown' on the Pokédex mean?

■ It means that the Pokémon in question can only be evolved from another creature, or that the beastie can only be found in the other version of the game.

#023 EKANS

Ekans moves silently and stealthily through the grass and eats the eggs of birds such as Pidgey and Spearow whole.



Level	Attack	Type
-	Wrap	Normal
-	Leer	Normal
Lv 10	Poison Sting	Poison
Lv 17	Bite	Normal
Lv 24	Glare	Normal
Lv 31	Screech	Normal
Lv 38	Acid	Poison
-	-	-
-	-	-
-	-	-

ABILITY

TICK BOX Got it!

Type	Poison
See	● ●
Catch	● -

EVOLUTION Ekans → Arbok (Lv 22)

#024 ARBOK

It's rumoured that the ferocious warning markings on Arbok's scaly belly differ from area to area.



Level	Attack	Type
-	Wrap	Normal
-	Leer	Normal
-	Poison Sting	Poison
Lv 17	Bite	Normal
Lv 27	Glare	Normal
Lv 36	Screech	Normal
Lv 47	Acid	Poison
-	-	-
-	-	-
-	-	-

ABILITY

TICK BOX Got it!

Type	Poison
See	● ●
Catch	● -

EVOLUTION Ekans → Arbok (Lv 22)

#025 PIKACHU

When several of these yellow Pokémon gather, their electricity could build and cause vicious lightning storms.



Level	Attack	Type
-	Thundershock	Electric
-	Growl	Normal
Lv 9	Thunder Wave	Electric
Lv 16	Quick Attack	Normal
Lv 26	Swift	Normal
Lv 33	Agility	Psychic
Lv 43	Thunder	Electric
-	-	-
-	-	-
-	-	-

ABILITY

TICK BOX Got it!

Type	Electric
See	● ●
Catch	● ●

EVOLUTION Pikachu → Raichu (Thunder Stone)

#026 RAICHU

Raichu's long, spiky tail serves as a ground to protect itself from its own high voltage power shocks.



Level	Attack	Type
-	Thundershock	Electric
-	Growl	Normal
-	Thunder Wave	Electric
-	-	-
-	-	-
-	-	-
-	-	-
-	-	-
-	-	-
-	-	-

ABILITY

TICK BOX Got it!

Type	Electric
See	● ●
Catch	● ●

EVOLUTION Pikachu → Raichu (Thunder Stone)

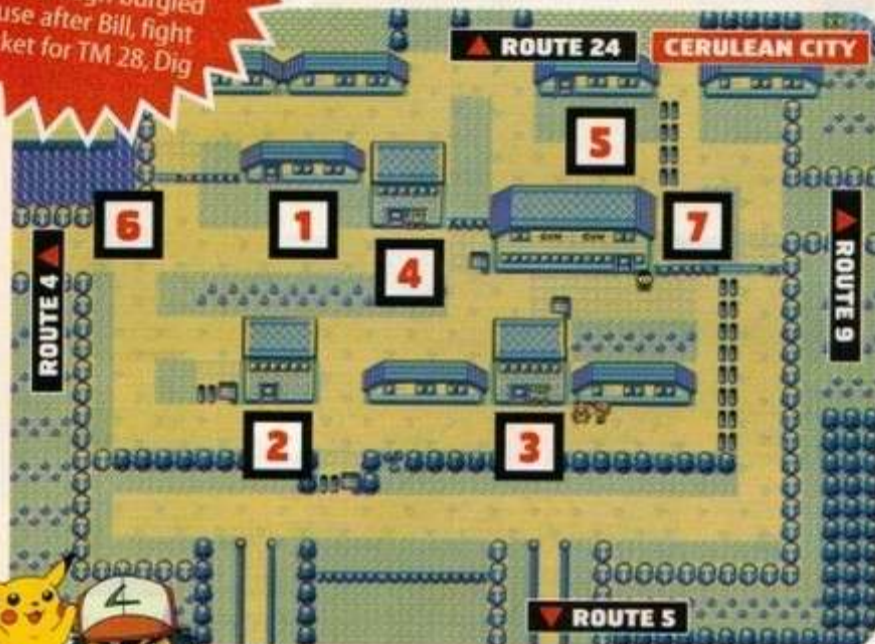
Cerulean City

COME BACK!

Don't forget to return to Cerulean City for...

- Bike, when got voucher
- Trade Poliwhirl for Jynx
- Exit through burgled house after Bill, fight Rocket for TM 28, Dig

Don't be in a hurry to leave this city... there are a few jobs waiting to be completed.



Check it out

1 Pokémon Trader



Another Pokémon Trader lives in Cerulean City, but this guy's definitely got a screw loose somewhere!

He wants to swap his rare Jynx for a Poliwhirl! When you've got a Rod, make sure you come back with the goods.



2 Bike shop

1,000,000 credits for a bike! 1,000,000! Who ever heard of paying a million credits for a push bike!?

But make a note of this place, though. Perhaps a friendly soul will help you afford this speedy vehicle...



Gotta Catch 'em all!

KRABBY

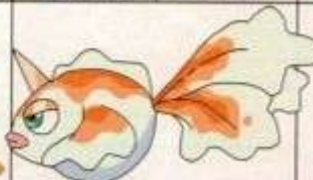
● Loads

GOLDEEN

● Loads

PSYDUCK

● Loads



▲ Catch Goldeen, Psyduck and Krabby with a fishing Rod in the Gym

3 Poké Mart

New in this shop is Repel, a special spray which will keep pesky Pokémon at bay when your squad's weak.

Make sure to buy a couple of doses, and keep 'em handy for emergencies.



Poké Mart price list

Poké Ball	200	Burn Heal	250
Potion	300	Awakening	200
Repel	350	Paralyze Heal	200
Antidote	100	-	-

4 Poké Centre

Poké Tip

Rare Candy can come in handy when you're trying to raise your Pokémon Levels. And I suppose you want a hidden one, don't you? Talk to the guy who tells you about Badges. Go into his backyard, stand right in the middle and press **A**. A secret Rare Candy is yours!

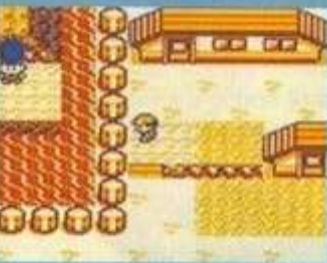
5 Locked door



When you first visit this burgled house, a policeman won't let you into the back yard.

However, when you've visited Bill's Sea Cottage, you'll be able to exit Cerulean City via this unusual route. However, you'll have to fight a Rocket outside for TM 28, Dig. It's a very useful move...

6 The Unknown Dungeon



When exploring the city, you'll spot a guy standing on an island behind a fence in the north-west side of town.

You won't be able to get here 'til you've finished the game and you've got HM 03, Surf. Don't forget!

Poké Tip

Remember that the Pokémon boxes on your PC only hold a limited number of creatures. If you're on a serious hunt, open a new box on the PC or you'll run out of space, forcing you to set a Pokémon free. No fun!

7 Gym fight!



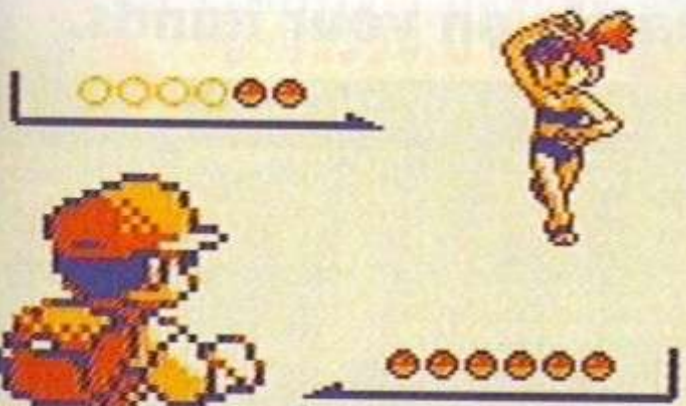
Pokémon Leader, Misty, loves to train Water Pokémon, and her pad looks more like a swimming pool than a hall.

Don't even think about trying to sneak past her Trainer mates. When they see you, they'll paddle forward for a scrap!

Pokémon Leader #2

Misty's another Pokémon Leader from the game who joins Ash Ketchum in the TV series to prove what a powerful Trainer she is.

But she ain't so friendly in the Game Boy adventure, so you'll have to show her vicious Pokémon squad no mercy.



MISTY wants to fight!

Misty

Misty's wet Pokémon are all water dwellers, and they can give Fire beasts such as Charmander and Growlithe a real soaking.

Misty's squad

STARYU Lv 18

STARMIE Lv 21



Misty Tip

Electric and Grass Pokémon such as Pikachu and Bulbasaur/Ivysaur are best, with Paras as backup. If you don't have these guys, make sure your squad are well over Lv 25 and you should be fine.

Misty's prizes

CASCADE BADGE

Pokémon to Lv 30 obey you, use HM 01, Cut, in the field.

TM 11, BUBBLE BEAM

This powerful attack is best taught to Water Pokémon. Squirtle would be an ideal choice.

#027 SANDSHREW

Sandshrew burrows deep underground in arid locations far from water and only emerges to hunt for food.



Level	Attack	Type
-	Scratch	Normal
Lv 10	Sand Attack	Normal
Lv 17	Slash	Normal
Lv 24	Poison Sting	Poison
Lv 31	Swift	Normal
Lv 38	Fury Swipes	Normal
-	-	-
-	-	-
-	-	-

ABILITY

TICK BOX Got it!

Type Ground

See ● ●

Catch - ●

EVOLUTION
Sandshrew → Sandslash (Lv 22)

#028 SANDSLASH

Sandslash curls up into a shiny ball when threatened. It can roll while curled up to hunt for food and water.



Level	Attack	Type
-	Scratch	Normal
-	Sand Attack	Normal
-	Slash	Normal
Lv 27	Poison Sting	Poison
Lv 36	Swift	Normal
Lv 47	Fury Swipes	Normal
-	-	-
-	-	-
-	-	-

ABILITY

TICK BOX Got it!

Type Ground

See ● ●

Catch - ●

EVOLUTION
Sandshrew → Sandslash (Lv 22)

#029 NIDORAN (F)

Although small, the Female Nidoran's venomous barbs render this Pokémon dangerous. The female has smaller horns.



Level	Attack	Type
-	Growl	Normal
-	Tackle	Normal
Lv 8	Scratch	Normal
Lv 14	Poison Sting	Poison
Lv 21	Tail Whip	Normal
Lv 29	Bite	Normal
Lv 36	Fury Swipes	Normal
Lv 43	Double Kick	Fighting
-	-	-
-	-	-

ABILITY

TICK BOX Got it!

Type Poison

See ● ●

Catch ● ●

EVOLUTION
Nidoran (Female) → Nidorina (Lv 16) → Nidoqueen (Moon Stone)

#030 NIDORINA

The female Nidorina's horn develops slowly. Prefers physical attacks such as clawing and biting.



Level	Attack	Type
-	Growl	Normal
-	Tackle	Normal
-	Scratch	Normal
Lv 14	Poison Sting	Poison
Lv 23	Tail Whip	Normal
Lv 32	Bite	Normal
Lv 41	Fury Swipes	Normal
Lv 50	Double Kick	Fighting
-	-	-
-	-	-

ABILITY

TICK BOX Got it!

Type Poison

See ● ●

Catch ● ●

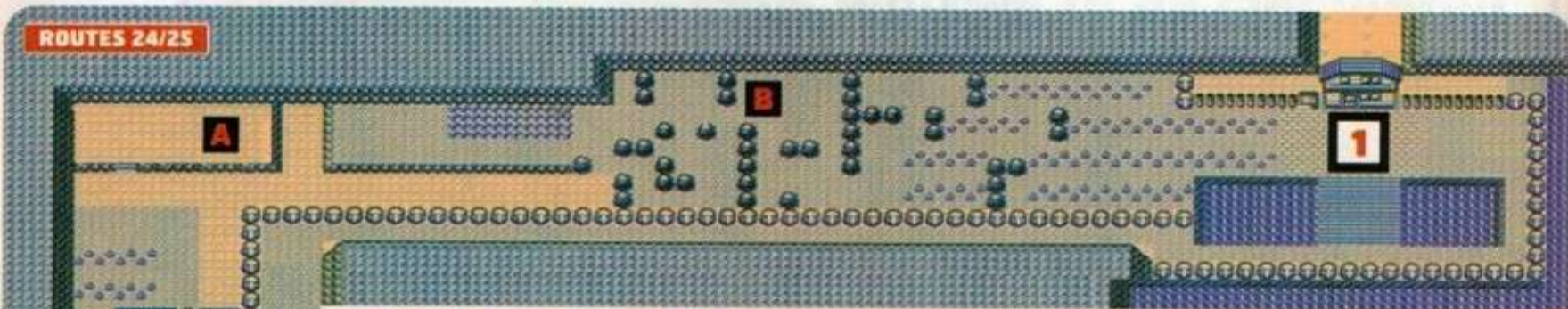
EVOLUTION
Nidoran (Female) → Nidorina (Lv 16) → Nidoqueen (Moon Stone)



This location is the only place to catch an Abra. They're hard to catch, though, 'cos they Teleport out of battle. Use an Ultra Ball to catch one. They're good to have 'cos they can Teleport you back to a Poké Centre if a battle's getting too tough.

Routes 24/25

You're on your way to meet Bill in the Sea Cottage, but you've got a real battle on your hands.



Poké Tip
After you've got the S.S. Anne ticket from Bill, leave the Sea Cottage building and enter it again straight away. Now you can find out some useful information about a super rare Pokémon called Eevee.



Check it out

Gary Strikes Back!

Before you begin your battle to Bill's house, you've gotta fight Gary once more. This time your rival's got four Pokémon, including his starting monster at Lv 17, a Lv 18 Pidgeotto, an Abra Lv 15 and a Lv 15 Rattata.



Trainer Tips

Get ready for the fight of your life... 17 Trainers in a row! Make sure you have some Potions in yer pocket.

Bridge battle

The bridge is guarded by five Trainers and a Rocket. The Rocket has a rock 'ard Lv 18 Mankey, so it's a good idea to get your squad healed at a Poké Centre before you tackle him. You'll get a valuable Nugget if you beat 'em all.

Hiker hill

Right after the Rocket bridge you'll meet loadsa of Hikers. These guys have Ground and Rock Pokémon such as Onix, Machop and Geodude between Lv 13 and Lv 17. Try to use Squirtle's Bubble Beam or Ivysaur's Vine Whip.

1 Bill's Sea Cottage



Time to meet the ultimate Pokemaniac, Bill, who can even change himself into a pocket dwelling beastie! Help him out and he'll give you a Ticket to a Trainers' Party on the S.S. Anne ship. Tips for completing the S.S. Anne dungeon can be found on page 44 of this Master Guide.

Gotta Catch 'em all!

WEEDLE		CATERPIE		KAKUNA	
● Loads	● Rare	● Rare	● Loads	● Loads	● Rare
PIDGEY		ODDISH		METAPOD	
● Rare	● Rare	● Rare	● None	● Rare	● Loads
BELLSPROUT			ABRA		
● None	● Rare	● Rare	● Rare	● Rare	● Rare
KRABBY		GOLDEEN		PSYDUCK	
● Loads	● Loads	● Loads	● Loads	● Loads	● Loads

▲ You can catch Goldeen, Psyduck and Krabby here with a fishing Rod.

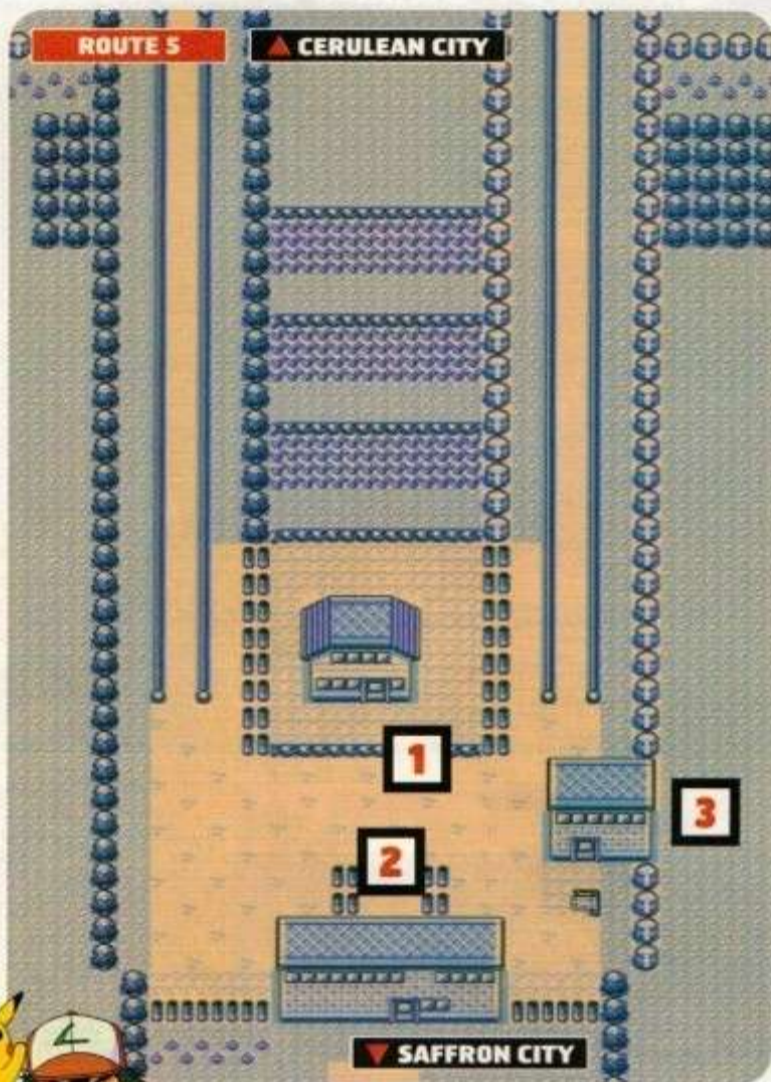
Gotta Get 'em!

- A** TM 45, THUNDERWAVE
- B** TM 19, SEISMIC TOSS

Route 5

Back to Cerulean City, exit through the back of the burgled house. Head south and you're on your way...

COME BACK!
Don't forget to return to Route 5 for...
• Pokémon in Daycare Centre. Don't forget about 'em, or it'll cost ya!



Check it out

Gotta Catch 'em all!

Route 5 and Route 6

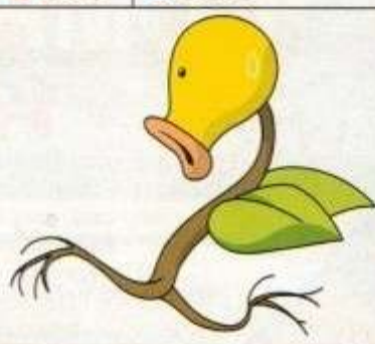
MANKEY

● Rare ● None



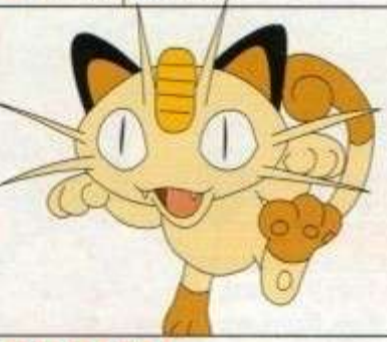
BELLSPROUT

● None ● Rare



MEOWTH

● None ● Rare



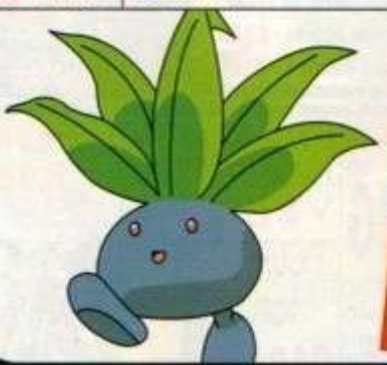
PIDGEY

● Loads ● Loads



ODDISH

● Rare ● None



Poké Tip

When you take a Pokémon from a PC box, remember that their energy is likely to be low after an earlier battle. There's nothing worse than discovering this the hard way when a battle starts, so heal 'em all before you leave the Poké Centre.

1 Daycare Centre



Can't be bothered training up all the weird and wonderful Pokémon you've caught? Well, this guy will help you... for a price.

Leave any Pokémon in the Daycare Centre and, when you come back, they'll charge you 100 credits for every Level raised.

3 Going underground



The roads may be blocked, but there are other ways to get around the wonderful world of Pokémon.

Go to the house, right and above the gatehouse at the bottom of Route 5. This tunnel takes you from Route 5 to Route 6, and the tunnel's monster free!

2 Thirsty guys



You're very close to some major cities, but you can't get through 'cos the gatekeepers are thirsty and grumpy.

When you've found a drink, go and cheer 'em up with some ice cold pop. Then you'll be able to pass the gates, no problem. Until then, you'll need to use other routes.

Poké Tip

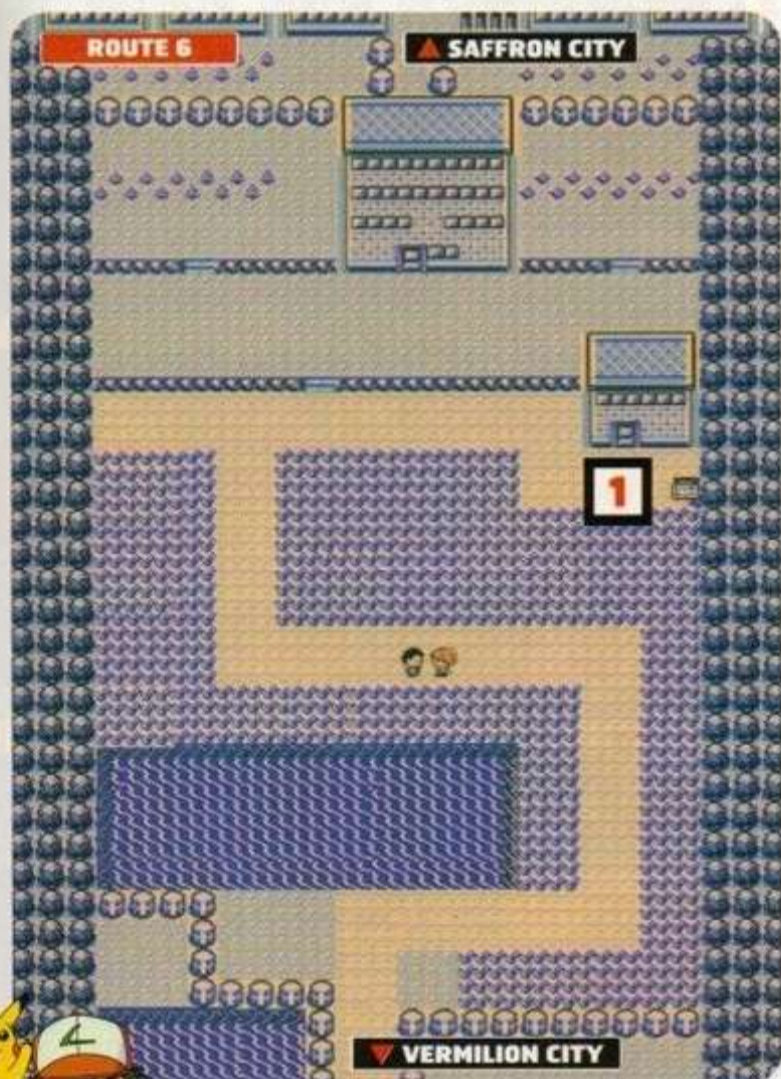
When you've got the Itemfinder from Professor Oak's Aide, come back and visit this underground tunnel. Using the 'finder, it's possible to get your hands on a Full Restore and an X Special... for free!

Poké Tip

When you're trying to collect all 150 Pokémon, the Daycare Centre can help you raise weak monsters such as Magikarp. However, if your Pokémon learns a fifth skill when it's there, you'll have no say in which move it forgets. It's a risk you have to take.

Route 6

Leave the tunnel, and walk south to Vermilion City. Don't forget to search the grass for new Pokémon...



Check it out

Trainer Tips

This field is chocka with Bug Catchers and Junior Trainers, all with vicious Pokémon up their sleeves between Lv 16 and Lv 20.

Although most of these guys should be no problem, beware the Lv 20 Butterfree. It's got sleep spells, so stock up on Awakening potions.

1 Pokémon Trader



Before you exit the underground tunnel on your way to Route 6, talk to the Trader to discover another Pokémon deal.

This time the Trader wants your Nidoran (Male), and he's willing to part with his Nidoran (Female) in return.

There are much better deals later in the game, so don't worry too much about this one. Just keep moving on.

#031 NIDOQUEEN

The Nidoqueen's hard scales provide strong protection, and it uses its hefty bulk to execute powerful moves.



Level	Attack	Type
-	Tackle	Normal
-	Scratch	Normal
-	Tail Whip	Normal
Lv 14	Poison Sting	Poison
Lv 23	Body Slam	Normal
-	-	-
-	-	-
-	-	-
-	-	-
-	-	-

ABILITY

TICK BOX Got it!

Type	Poison/Ground
See	● ●
Catch	● ●

EVOLUTION
Nidoran (Female) → Nidorina (Lv 16) → Nidoqueen (Moon Stone)

#032 NIDORAN (MALE)

The male Nidoran stiffens its ears to sense danger. The larger its horns, the more powerful its secreted venom.



Level	Attack	Type
-	Leer	Normal
-	Tackle	Normal
Lv 8	Horn Attack	Normal
Lv 14	Poison Sting	Poison
Lv 21	Focus Energy	Normal
Lv 29	Fury Attack	Normal
Lv 36	Horn Drill	Normal
Lv 43	Double Kick	Fighting
-	-	-
-	-	-

ABILITY

TICK BOX Got it!

Type	Poison
See	● ●
Catch	● ●

EVOLUTION
Nidoran (Male) → Nidorino (Lv 16) → Nidoking (Moon Stone)

#033 NIDORINO

Nidorino's an aggressive Pokémon that is quick to attack. The horn on its head secretes a powerful venom.



Level	Attack	Type
-	Leer	Normal
-	Tackle	Normal
-	Horn Attack	Normal
-	Poison Sting	Poison
Lv 23	Focus Energy	Normal
Lv 32	Fury Attack	Normal
Lv 41	Horn Drill	Normal
Lv 50	Double Kick	Fighting
-	-	-
-	-	-

ABILITY

TICK BOX Got it!

Type	Poison
See	● ●
Catch	● ●

EVOLUTION
Nidoran (Male) → Nidorino (Lv 16) → Nidoking (Moon Stone)

#034 NIDOKING

The massive Nidoking uses its powerful tail in battle to smash, constrict, then break its prey's bones.



Level	Attack	Type
-	Tackle	Normal
-	Horn Attack	Normal
-	Poison Sting	Poison
Lv 23	Thrash	Normal
-	-	-
-	-	-
-	-	-
-	-	-

ABILITY

TICK BOX Got it!

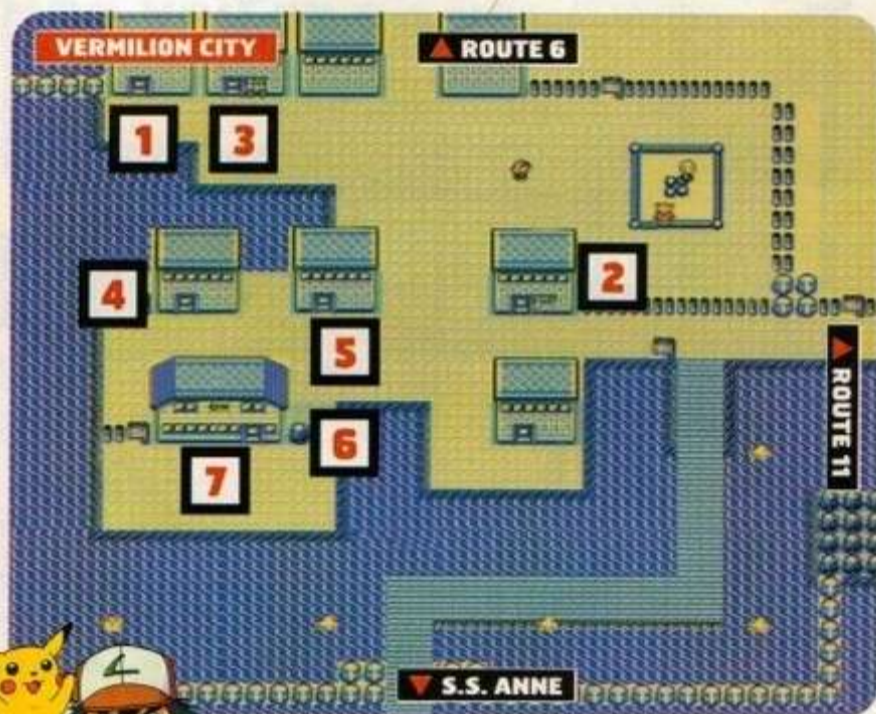
Type	Poison/Ground
See	● ●
Catch	● ●

EVOLUTION
Nidoran (Male) → Nidorino (Lv 16) → Nidoking (Moon Stone)

Don't forget to come back to Vermilion City for:
- Battle with Lt. Surge when you get Cut from S.S. Anne Captain

Vermilion City

Welcome to the shores of Vermilion City, home of the Pokémon Fan Club. Pay 'em a visit for a cool surprise.



Check it out

1 Fishing Guru



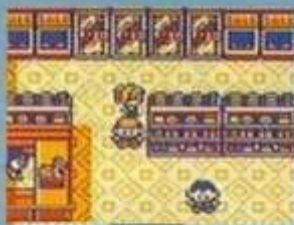
To catch wild Water Pokémon, you're gonna need a fishing Rod. Luckily, this guy will help you out.

It's only an Old Rod which won't catch anything powerful, but this guy's two brothers will give you better kit later in the game.

Poké Tip

It's dead easy to avoid rival Trainers if you stay outta sight, but why would you want to do that? Trainer battles give your Pokémon Experience and cash. Fight all Trainers, and heal at Poké Centres.

2 Poké Mart



More goodies for rich Trainers. Pick up a Super Potion or two for your trip to the S.S. Anne.

Poké Mart price list

Poké Ball	200
Super Potion	700
Ice Heal	250
Awakening	200
Paralyz Heal	200
Repel	350

3 Poké Centre

4 Pokémon Fan Club



You're not the only Pokémaniac around, you know. These crazy guys have even started their own fan club!

Chat to the Fan Club President and he'll give you a Bike Voucher. Trade this for a speedy bike in Cerulean City. It makes getting around much quicker and easier.

5 Pokémon Trader



Get ready for one of the game's best deals... a super rare Farfetch'd for a common Spearow. Result!

You're sure to have a Spearow by now, so just get the Farfetch'd. You can get another Spearow easily if you want one.



6 Bush blocker



To get to the Vermilion City gym, you have to use the Cut ability to chop down a bush.

You can get the Cut skill from the Captain of the S.S. Anne, so turn the page for vital tips on getting there. The Cut skill will be used many other times in the game.

7 Gym fight!



Before you can face the Pokémon Leader, you've gotta fight his minions and get a code to unlock the door.

To unlock the door, keep searching the cans 'til you find a switch. The next switch is always in the can directly BESIDE it. The Pokémon here are between Lv 20 and Lv 23.

Gotta Catch 'em all!

KRABBY

● Loads ● Loads



SHELLDER

● Loads ● Loads



▲ You might catch Krabby and Shellder with a fishing Rod.

Pokémon Leader #3

Lt. Surge has devoted his life to raising Electric Pokémon, and he wants to fry your monster squad, the fiend!

His minions will have unleashed a Lv 20 Voltorb, a Lv 20 Magnemite and a Lv 23 Pikachu, so you'll have had plenty of Electric practice.



LT. SURGE wants to fight!

Poké Tip

Conserve moves. If your enemy only has a small amount of energy left, don't waste a powerful move like Swift.

Instead, use a lesser attack. Your enemy will still faint and you'll have enough PP to use the powerful move on another enemy.

Lt. Surge

Electric Pokémon are Lt. Surge's favourite...

Lt. Surge's squad

PIKACHU Lv18

RAICHU Lv24



VOLTORB Lv21



Lt. Surge tip

Only Ground Pokémon are 'specially good at whipping Electric beasts. Teach your Dig ability from Cerulean City to a Ground Pokémon and watch them walk all over Surge's army.

Lt. Surge's prizes

THUNDER BADGE

Pokémon can use Fly skill in and out of battle, boosts Pokémon Speed.

TM 24, THUNDERBOLT

This attack is for Electric Pokémon. It's soooooo powerful it can paralyse some foes.

#035 CLEFAIRY

The Clefairy's cute, magical appeal brings it many admirers. The Clefairy is rare and found only in certain areas.



Level	Attack	Type
-	Pound	Normal
-	Growl	Normal
Lv 13	Sing	Normal
Lv 18	Doubleslap	Normal
Lv 24	Minimize	Normal
Lv 31	Metronome	Normal
Lv 39	Defense Curl	Normal
Lv 48	Light Screen	Psychic
-	-	-
-	-	-

Got it!

Type Normal

See ● ●

Catch ● ●

Clefairy EVOLUTION Clefable (Moon Stone)

#036 CLEFABLE

A timid fairy Pokémon that is rarely seen, the Clefable runs and hides the moment it senses people.



Level	Attack	Type
-	Sing	Normal
-	Doubleslap	Normal
-	Minimize	Normal
-	Metronome	Normal
-	-	-
-	-	-
-	-	-
-	-	-
-	-	-
-	-	-

Got it!

Type Normal

See ● ●

Catch ● ●

Clefairy EVOLUTION Clefable (Moon Stone)

#037 VULPIX

At the time of birth, Vulpix has just one tail. However, the tail splits from the tip as it grows older.



Level	Attack	Type
-	Ember	Fire
-	Tail Whip	Normal
Lv 16	Quick Attack	Normal
Lv 21	Roar	Normal
Lv 28	Confuse Ray	Ghost
Lv 35	Flamethrower	Fire
Lv 42	Fire Spin	Fire
-	-	-
-	-	-
-	-	-

Got it!

Type Fire

See ● ●

Catch - ●

Vulpix EVOLUTION Ninetails (Fire Stone)

#038 NINETALES

Ninetales is very smart and very vengeful. Grabbing one of the Ninetales' many tails could result in a 1,000 year curse.



Level	Attack	Type
-	Ember	Fire
-	Tail Whip	Normal
-	Quick Attack	Normal
-	Roar	Normal
-	-	-
-	-	-
-	-	-
-	-	-
-	-	-
-	-	-

Got it!

Type Fire

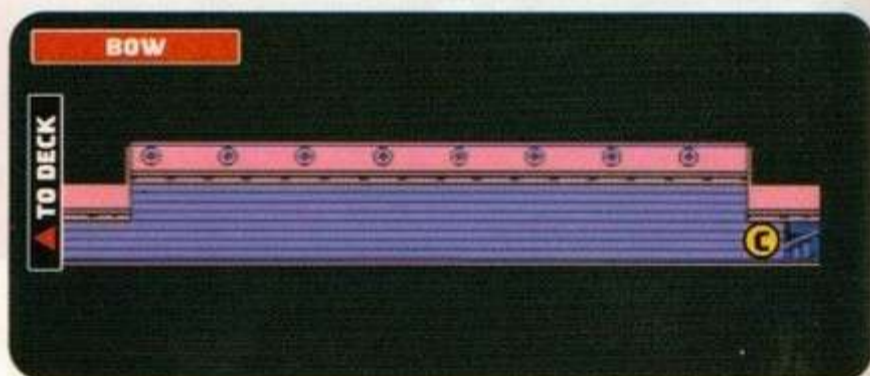
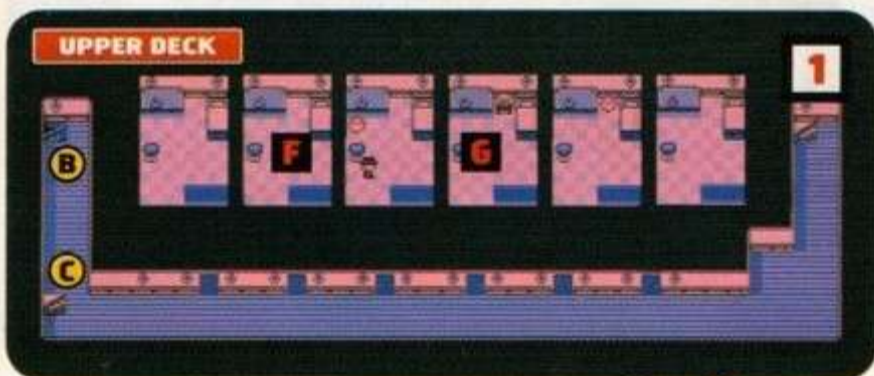
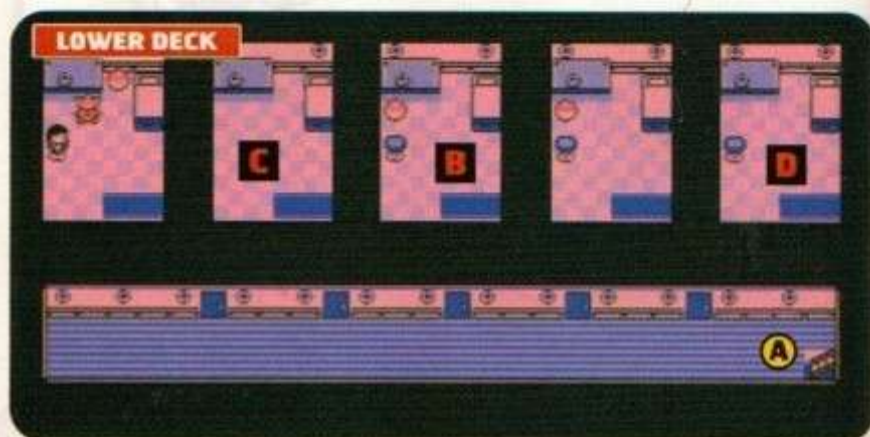
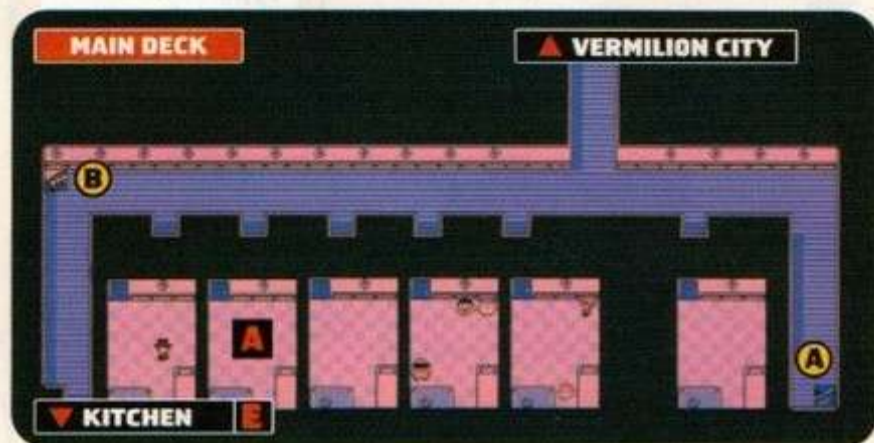
See ● ●

Catch - ●

Vulpix EVOLUTION Ninetails (Fire Stone)

S.S. Anne

There are loadsa people on this ship. Some will help you, but most of 'em are cruisin' for a Poké bruisin'!



Gary Strikes Back!

Just before you meet the Captain of the S.S. Anne, Gary pops up with a brand new selection of Pokémon.

This time his starting Pokémon is Lv 20, backed-up by a Lv 19 Pidgeotto, a Lv 16 Raticate and a Kadabra at Lv 18.



Trainer Tips

There are loadsa tough Trainers on the S.S. Anne, ranging from Gentlemen to Lassies, and from Fishermen to Sailors.

Their Pokémon squads range from Lv 17 to Lv 23, the Fishermen and Sailors preferring to unleash Water Pokémon.



Check it out

Using the maps



The S.S. Anne is spread over four levels, where you'll meet Gentlemen, Lassies and Sailors

The YELLOW letters on the map show how the floors connect. If you take stairs **A** on the Main Deck, you'll arrive at **A** on the Lower Deck.

1 Seasick captain

This ain't a good sign for passengers on the S.S. Anne. The captain's seasick, and the ship hasn't even set sail yet!

Help him out and you'll get HM 01, the vital Cut ability you've been waiting for. Now you can cut down roadside bushes! It's useful in battle, too.

Poké Tip

Don't help the Captain until you've explored the whole ship and collected all the lovely booty. When you leave the S.S. Anne after helping him it sails away forever, so make sure you've got everything you want before it goes.



Gotta Get 'em!

- A** TM 08, BODY SLAM
- B** ETHER
- C** MAX POTION
- D** TM 44, REST
- E** GREAT BALL
- F** MAX ETHER
- G** RARE CANDY

Poké Tip

Don't leave the S.S. Anne without collecting TM 08, the awesome Body Slam move. Powerful Pokémon can use this move to defeat enemies in a flash. It can sometimes cause paralysis, too! Teach it to Raichu.





Poké Fact Special

Pikachu's Poké Facts are scattered through this Master Guide, but here are a few interesting stories the lil' cutie couldn't wait to share...

'Rai', the very start of Raichu's strange name, actually means 'thunder' in Japanese.

Another Far Eastern influence is Kabuto, whose name means 'helmet' in Japan. A perfect name for this crab style Pokémon.

In Japan, Koffing and Weezing were known as NY and LA, which actually meant New York and Los Angeles.

But why were they named after these huge cities? 'Cos they're nasty clouds of toxic gas and pollution.



Ash's last name is Ketchum, but have you worked out what it actually means?

When read aloud, his name sounds like 'catch 'em'. Get it...? As in 'Gotta catch 'em all'...



You probably noticed that bone wielding Pokémon, Cubone, has the word 'bone' in his name.

But did you notice that his close relation, Marowak, features the word 'marow'. Bone marrow. See...?

Red and Blue are important colours in the world of Pokémon, but did you notice any others?

Give yourself a pat on the back if you knew that the city names – Cerulean, Vermilion and so on – are colours, too.

That Kangaskhan's a funny one. One half of her name is from Kangaroo, a motherly beast which keeps babies in its pouch.

But other half is taken from Genghis Khan, a Mongol warlord whose empire stretched from the Black Sea to the Pacific!

Clefairy and Clefable must have a few stories to tell after serving time in your Pokémon squad.

Maybe that's why they have the words 'fable' (story) and 'fairy' (fairytale) in their names.

Did you ever think about the names of those octopus Pokémon, Tentacool and Tentacruel?

Both their names end in words which have opposite meanings, cool (calm) and cruel (mean). Pokémon names are amazing!



#039 JIGGLYPUFF

When its huge eyes light up, the Jigglypuff sings a mysterious, soothing melody that lulls its enemies to sleep.



Level	Attack	Type
-	Sing	Normal
Lv 9	Pound	Normal
Lv 14	Disable	Normal
Lv 19	Defense Curl	Normal
Lv 24	Doubleslap	Normal
Lv 29	Rest	Psychic
Lv 34	Body Slam	Normal
Lv 39	Double Edge	Normal
-	-	-
-	-	-

ABILITY

TICK BOX Got it!

Type	Normal
See	● ●
Catch	● ●

Jigglypuff EVOLUTION Wigglytuff (Moon Stone)

#040 WIGGLYTUFF

The Wigglytuff's body is soft and rubbery. When angry, it will suck in air and inflate itself to an enormous size.



Level	Attack	Type
-	Sing	Normal
-	Disable	Normal
-	Defense Curl	Normal
-	Doubleslap	Normal
-	-	-
-	-	-
-	-	-
-	-	-
-	-	-

ABILITY

TICK BOX Got it!

Type	Normal
See	● ●
Catch	● ●

Jigglypuff EVOLUTION Wigglytuff (Moon Stone)

#041 ZUBAT

Forms colonies in perpetually dark places and uses ultrasonic waves to identify and approach targets.



Level	Attack	Type
-	Leech Life	Bug
Lv 10	Supersonic	Normal
Lv 15	Bite	Normal
Lv 21	Confuse Ray	Ghost
Lv 28	Wing Attack	Flying
Lv 36	Haze	Ice
-	-	-
-	-	-
-	-	-

ABILITY

TICK BOX Got it!

Type	Poison/Flying
See	● ●
Catch	● ●

Zubat EVOLUTION Golbat (Lv 22)

#042 GOLBAT

Once Golbat strikes, it won't stop draining energy from the hapless victim, even if it gets too heavy to fly.



Level	Attack	Type
-	Leech Life	Bug
-	Supersonic	Normal
-	Bite	Normal
-	Confuse Ray	Ghost
Lv 32	Wing Attack	Flying
Lv 43	Haze	Ice
-	-	-
-	-	-
-	-	-

ABILITY

TICK BOX Got it!

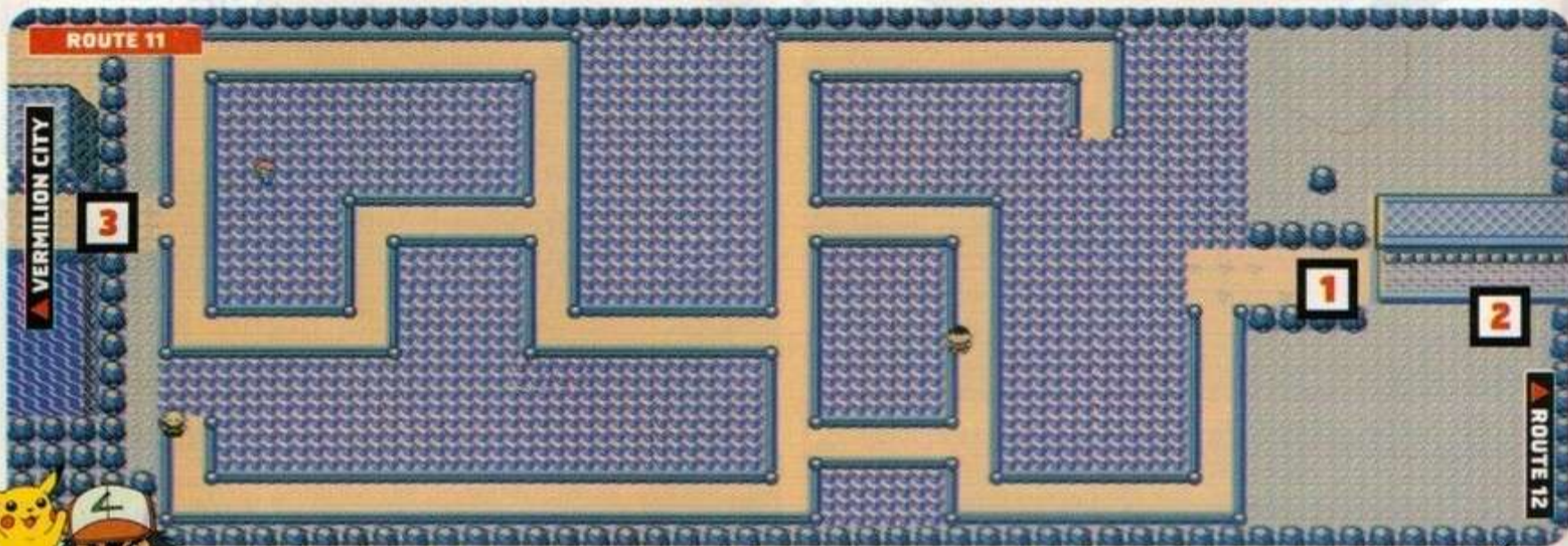
Type	Poison/Flying
See	● ●
Catch	● ●

Zubat EVOLUTION Golbat (Lv 22)

Route 11

COME BACK!
 Don't forget to return to Route 11 to...
 • Wake up lazy old slob Snorlax when you have a Poké Flute

With Lt. Surge on the ropes, it's time to head for Lavender Town. But it's not that easy...



Check it out

Trainer Tips

The field in Route 11 features 10 Trainers, including Youngsters, Gamblers and Engineers. And they all want to scrap ya!
 The competition ranges between Lv 18 and Lv 21, with the Engineers preferring to use Electric Pokémon. No surprise there!

1 Gatehouse



You can't get to Lavender Town this way 'cos your route's blocked by a sleeping Snorlax. What a slob!
 However, if you have 30 different Pokémon, visit Oak's Aide in the gatehouse for the **Itemfinder** which can locate hidden goodies.



2 Pokémon Trader

This busy gatehouse is also home to another Pokémon Trader, who wants to offer you a deal. It's not one of the game's best, though.

He's sick of training his Nidorina, and he wants to trade it for a Nidorino. You can if you wanna.

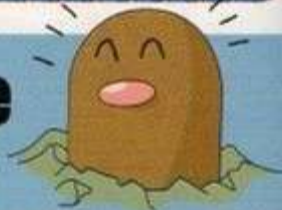
Poké Tip

The **Itemfinder** locates objects you can't see, but how do you know where to start lookin'? Simple! Always try dead ends and secluded areas in underground tunnels. Most items are hidden in strange, obvious places like these.



3 Diglett's Cave

With Route 12 blocked by Snorlax, you must take a roundabout route via the Diglett's Cave. The cave connects Route 11 with Route 2, coming out near Viridian Forest. From here, go north to Pewter City, then east to Cerulean City and Route 9. Simple!
 When in the tunnel, search hard for Digletts and especially Dugtrios. Dugtrios are strong against Ghosts when they learn the Dig move.



Gotta Catch 'em all!

DROWZEE		SPEAROW		EKANS	
● Rare	● Rare	● Loads	● Loads	● Loads	● None
		SANDSHREW			
		● None	● Loads		

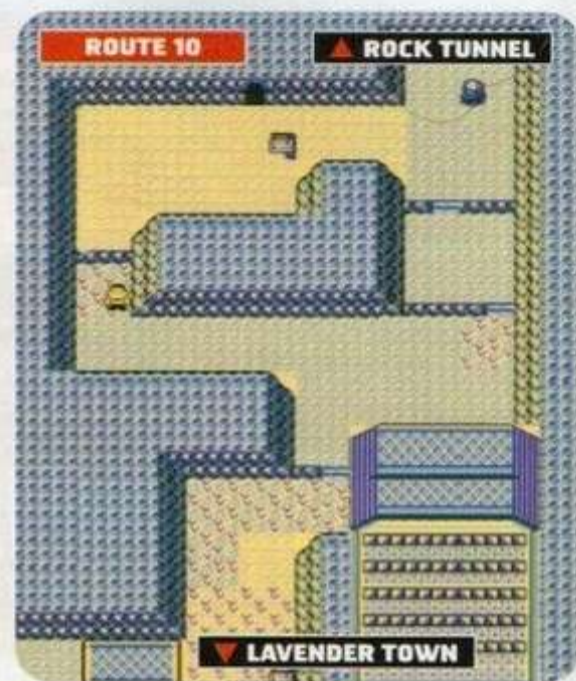
And in the Diglett's cave...

DIGLETT		DUGTRIO	
● Loads	● Loads	● Rare	● Rare

COME BACK!
 Don't forget to return to Route 9 to...
 Reach the Power Plant when you have the Surf ability

Routes 9/10

With Cut, chop your way from Cerulean City to Route 9. Now you're heading for the Rock Tunnel.



Poké Tip

Remember that each Pokémon can only learn four moves, and that they often have to forget old ones to learn new powers. Always check the listings at the back of this guide to see what's on offer, and try to choose attack rather than defensive moves.



Check it out

Trainer Tips

Another area packed with Trainers, so be prepared to backtrack to a Poké Centre when your squad's weak.

There are three groups to face, the worst being Junior Trainers with Lv 18 to Lv 23 Pokémon. There's even a Charmander and a Meowth!

1 River of secrets



This river is the only way to reach the elusive Power Plant, but you can't get there just yet.

Once you have HM 03, Surf, you'll be able to paddle down this stream to find some rare Electric Pokémon.

In fact, don't bother worrying about the Power Plant 'til you've completed the rest of the game.

2 Poké Centre



You should ALWAYS visit these centres when you find 'em, but it's especially important this time.

The journey through Rock Tunnel is long and dangerous, so you'll need your Pokémon to be in top fighting form.

Choose your best fighters, heal 'em up and hit the road.

Gotta Catch 'em all!

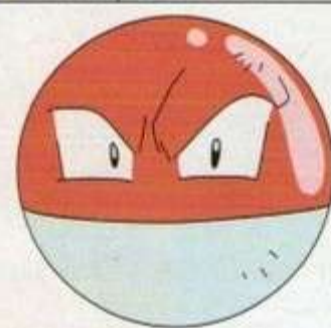
SANDSHREW

● None ● Loads



VOLTORB

● Loads ● Loads



SPEAROW

● Loads ● Loads



ARBOK

● Loads ● None



RATTATA

● Loads ● Loads



Gotta Get 'em!

▲ TM 30, TELEPORT



Oak's F.A.Q

We hope you're paying attention to what Prof Oak has to say in these F.A.Qs. Only wise Trainers will become Pokémon Masters.

I foolishly used my Master Ball to catch Snorlax. Does that mean I won't be able to catch Mewtwo?

■ Although you should really save the Master Ball for Mewtwo, it's still possible to catch this genetically engineered beast with Ultra Balls. The main problem is that Mewtwo can heal himself at will, so you'll need to have a lot of strong moves to keep him asleep while you wear his energy down. You'll also need to chuck a large number of Ultra Balls to catch him, so make sure you have a large supply in your backpack. Good luck, hope you catch 'im.



Why won't some of my Pokémon obey me?

■ You must win the correct Badge from a Pokémon Leader before certain Levels of Pokémon will do what you say. For example, Mewtwo won't obey you 'til you beat Giovanni and get the Earth Badge, which makes all Pokémon, no matter what Level, your willing slaves.



How do you catch an Abra? He keeps teleporting away before I can wear his energy down far enough.

■ Abra appears quite near the beginning of the game so, if I were you, I'd forget about him for the moment and wait 'til you've got some Ultra Balls. One of these should nab 'im before he can get away. Otherwise, use a powerful Pokémon to paralyse Abra totally before he legs it.

I want to get a Dratini in the Safari Zone. Any tips for catching them?

■ Fortunately, Dratini tend to stick around for much longer than other Pokémon in the Safari Zone. But they aren't any easier to catch! Just keep throwing Safari Balls, and eventually a Dratini will be all yours. They're dead cool.



Is it possible to buy a bicycle without having to use the special voucher?

■ No. The bike costs a ridiculous one million credits, and you can only carry a maximum of 999,999. Use the Bike Voucher instead.

#043 ODDISH

During the day, Oddish keeps its face buried in the ground. At night, it wanders around sowing its seeds.



Level	Attack	Type
-	Absorb	Grass
Lv 15	Poison Powder	Poison
Lv 17	Stun Spore	Grass
Lv 19	Sleep Powder	Grass
Lv 24	Acid	Poison
Lv 33	Petal Dance	Grass
Lv 46	Solar Beam	Grass
-	-	-
-	-	-
-	-	-

ABILITY

TICK BOX Got it!

Type Grass/Poison

See ● ●

Catch ● -

EVOLUTION Oddish → Gloom (Lv 21) → Vileplume (Leaf Stone)

#044 GLOOM

The white fluid that oozes from Gloom's mouth isn't saliva, it's a nectar that is used to attract prey.



Level	Attack	Type
-	Absorb	Grass
-	Poison Powder	Poison
-	Stun Spore	Grass
-	Sleep Powder	Grass
Lv 28	Acid	Poison
Lv 38	Petal Dance	Grass
Lv 52	Solar Beam	Grass
-	-	-
-	-	-
-	-	-

ABILITY

TICK BOX Got it!

Type Grass/Poison

See ● ●

Catch ● -

EVOLUTION Oddish → Gloom (Lv 21) → Vileplume (Leaf Stone)

#045 VILEPLUME

The larger Vileplume's petals, the more toxic pollen it contains. Its big head is heavy and hard to hold up.



Level	Attack	Type
-	Poison Powder	Poison
-	Stun Spore	Grass
-	Sleep Powder	Grass
-	-	-
-	-	-
-	-	-
-	-	-
-	-	-

ABILITY

TICK BOX Got it!

Type Grass/Poison

See ● ●

Catch ● -

EVOLUTION Oddish → Gloom (Lv 21) → Vileplume (Leaf Stone)

#046 PARAS

Paras burrows to suck tree roots. The mushrooms on its back grow by drawing nutrients from the bug host.



Level	Attack	Type
-	Scratch	Normal
Lv 13	Stun Spore	Grass
Lv 20	Leech Life	Bug
Lv 27	Spore	Grass
Lv 34	Slash	Normal
Lv 41	Growth	Normal
-	-	-
-	-	-
-	-	-

ABILITY

TICK BOX Got it!

Type Bug/Grass

See ● ●

Catch ● ●

EVOLUTION Paras → Parasect (Lv 24)

Rock Tunnel

Make sure you have HM 05, Flash, before you enter the tunnel. It's too dark to see without it!



Check it out

Trainer Tips

Not surprisingly, the Rock Tunnel is jammed with Hikers who use their powerful Rock Pokémon for battles.

The tame Pokémon range from Lv 19 to Lv 25, so make sure you're up to the challenge. And beware Geodudes with their powerful Self Destruct.

Using the maps



The Rock Tunnel is split over two levels, where you'll meet Hikers

Poké Tip
If you haven't got Flash, it's still possible to find your way through the cave 'cos the walls are slightly lit up. But don't do it! You won't be able to avoid rogue Hikers, and you'll get lost before you find the exit.

with Rock Pokémon such as Geodude and Onix.

The YELLOW letters on the maps above show how the different floors connect. If you climb down ladder **A** on the First Floor, you'll arrive at **A** in the First Basement. Keep an eye on the maps and you definitely won't get lost.

Gotta Catch 'em all!

GEODUDE

● Rare ● Rare



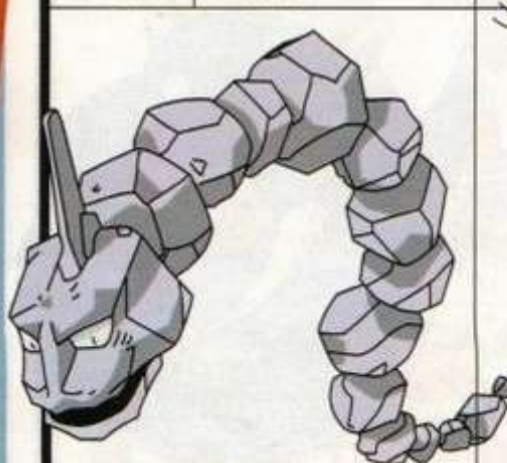
MACHOP

● Rare ● Rare



ONIX

● Rare ● Rare



ZUBAT

● Loads ● Loads





Gone fishing

If you're a serious Pokémon collector, you're gonna have to fish for rare creatures who live in the water.

Different Rods will catch you different Pokémon, though, and these fishy types are found in different parts of the game.

Using the Rods

Each Rod has different powers, so read these tips carefully to get the best from your fishing trips.

OLD ROD	GOOD ROD	SUPER ROD
This Rod will only catch lowly Magikarp	Catches Goldeen, Magikarp and Poliwhags	Will catch all water dwelling Pokémon

Where are they?

Can't find your fave Water Pokémon? Well, cast yer eyes downward for a full guide. You'll land 'em all in no time...

PALLET TOWN TENTACOO, POLIWAG 	ROUTE 22 POLIWAG, GOLDEEN
VIRIDIAN CITY TENTACOO, POLIWAG 	ROUTES 4, 24 AND 25 GOLDEEN, PSYDUCK, KRABBY
CERULEAN CITY GOLDEEN, PSYDUCK, KRABBY 	ROUTES 6 AND 11 KRABBY, SHELLDER
VERMILION CITY KRABBY, SHELLDER 	ROUTE 10 SLOWPOKE, POLIWHIRL
CELADON CITY SLOWPOKE, POLIWHIRL 	ROUTES 12, 13, 17 AND 18 TENTACOO, KRABBY, GOLDEEN, MAGIKARP
FUSCHIA CITY KRABBY, GOLDEEN, MAGIKARP, SEAKING 	SAFARI ZONE PSYDUCK, KRABBY, SLOWPOKE, DRATINI

#047 PARASECT

A host-parasite pair, in which the parasite mushroom has taken over the host bug. Prefers very damp places.



Level	Attack	Type
-	Scratch	Normal
-	Stun Spore	Grass
-	Leech Life	Bug
Lv 30	Spore	Grass
Lv 39	Slash	Normal
Lv 48	Growth	Normal
-	-	-
-	-	-
-	-	-
-	-	-

Got it!

Type Bug/Grass

See ● ●

Catch ● ●

Paras EVOLUTION Parasect (Lv 24)

#048 VENONAT

Venonat lives in the shadows of tall trees where it eats insects. Venonat is attracted by sources of light at night.



Level	Attack	Type
-	Tackle	Normal
-	Disable	Normal
Lv 24	Poison Powder	Poison
Lv 27	Leech Life	Bug
Lv 30	Stun Spore	Grass
Lv 35	Psybeam	Psychic
Lv 38	Sleep Powder	Grass
Lv 43	Psychic	Psychic
-	-	-
-	-	-
-	-	-

Got it!

Type Bug/Poison

See ● ●

Catch ● ●

Venonat EVOLUTION Venomoth (Lv 31)

#049 VENOMOTH

The dust-like scales covering Venomoth's wings are colour coded to indicate the kind of poison it has.



Level	Attack	Type
-	Tackle	Normal
-	Disable	Normal
-	Poison Powder	Poison
-	Leech Life	Bug
-	Stun Spore	Grass
Lv 38	Psybeam	Psychic
Lv 43	Sleep Powder	Grass
Lv 50	Psychic	Psychic
-	-	-
-	-	-
-	-	-

Got it!

Type Bug/Poison

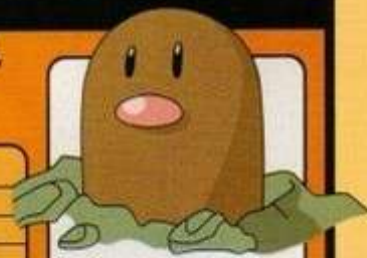
See ● ●

Catch ● ●

Venonat EVOLUTION Venomoth (Lv 31)

#050 DIGLETT

Diglett live about three feet underground, where they feed on plant roots. They sometimes appear above ground.



Level	Attack	Type
-	Scratch	Normal
Lv 15	Growl	Normal
Lv 19	Dig	Ground
Lv 24	Sand Attack	Normal
Lv 31	Slash	Normal
Lv 40	Earthquake	Ground
-	-	-
-	-	-
-	-	-
-	-	-

Got it!

Type Ground

See ● ●

Catch ● ●

Diglett EVOLUTION Dugtrio (Lv 26)

Lavender Town

Lavender Town is home to Pokémon Tower, a sacred place where dead creatures are laid to rest. But it's haunted...



Check it out

COME BACK!
Don't forget to return to Lavender Town to...
• Solve Pokémon Tower when you get a Silph Scope

Poké Tip
There are secret items hidden all over the world of Pokémon, in trees, rocks, dead ends and so on. It's much like Legend of Zelda, Link's Awakening, on yer GB. If a place looks strange, search it carefully for goodies.

3 Poké Centre

4 The Name Rater



Have you ever changed the name of a Pokémon, then regretted your bad decision? Let this guy help!
This weird bloke allows you to change the name of any Pokémon you like, and he'll even tell you if your monster's name is any good or not! When you want a break from fightin', spend time here.

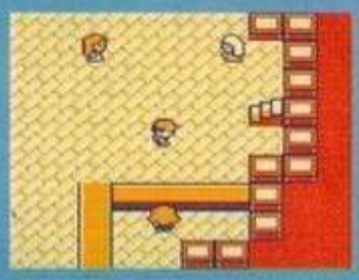
5 Mr Fuji's House



Mr Fuji runs a Volunteer Pokémon Centre, but the kind gent's been kidnapped by an evil force.
Rumours suggest that he's trapped somewhere in Pokémon Tower, but you'd better forget about it for the moment as you don't have a Silph Scope in yer backpack. Just press on...

1 Pokémon Tower

You can go into the Tower any time you like but, without a Silph Scope, you won't be able to catch any Pokémon.
When you've got the Scope, flick to the tips for Pokémon Tower which you can find on page 62. There are a few Ghost Pokémon which you can catch, who'll come in useful later on.



2 Poké Mart

This shop is the first place where you can buy Revive, one of the most useful items in the whole game.
It can revive a fallen Pokémon during battle, allowing them to finish the fight they began. Stock up on these before you face Pokémon Leaders.



Poké Mart price list

Great Ball	600	Antidote	100
Super Potion	700	Burn Heal	250
Revive	1,500	Ice Heal	250
Escape Rope	550	Paralyze Heal	200
Super Repel	500	-	-



When Pokémon was released in the States, Nintendo changed the creatures' names a few times before making a final decision. Here are a few originals...

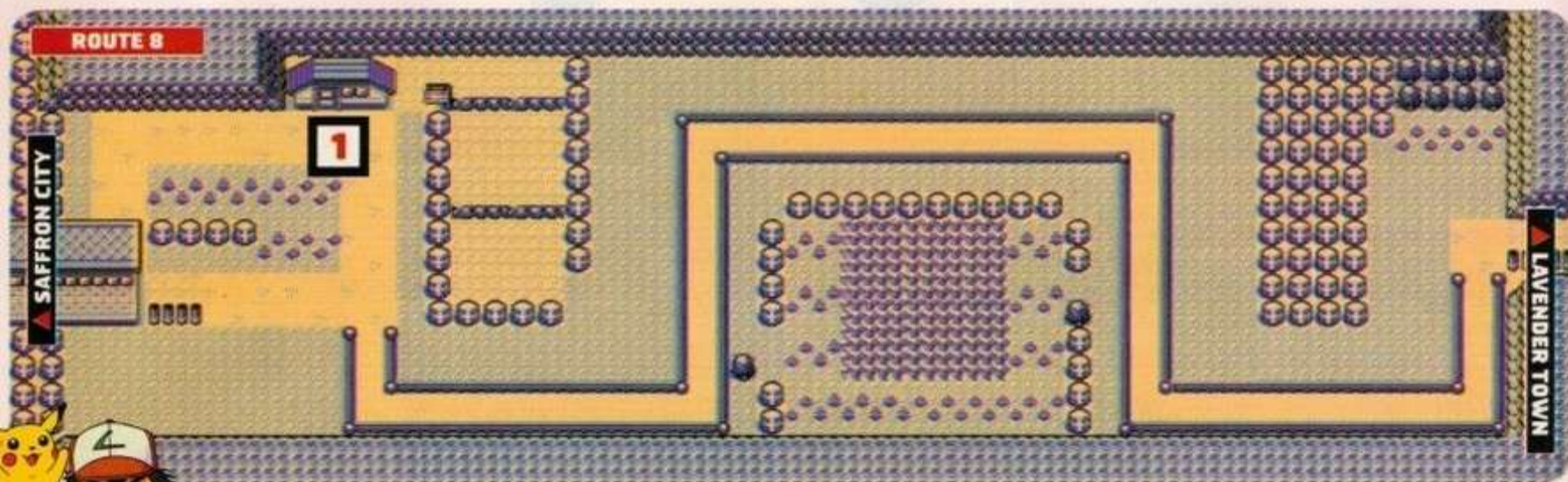
		
NEW NAME: VULPIX ORIGINAL: FOXFIRE	NEW NAME: CLEFAIRY ORIGINAL: ARIA	NEW NAME: PARAS ORIGINAL: PARASYTE
		
NEW NAME: CLEFABLE ORIGINAL: ARIALA	NEW NAME: DIGLETT ORIGINAL: DIGDA	NEW NAME: CUBONE ORIGINAL: ORPHON

Route 8

Head along this route for yet another underground path, this time to Route 7 and Celadon City.

Poké Tip

Before you teach a TM to a Pokémon, check their status card in this guide. There's no point in, say, teaching Gyarados Hyper Beam, 'cos he'll learn it eventually through Levelling Up. Teach it to another Pokémon.



Check it out

Trainer Tips

Route 8 brings you face to face with nine Trainers, their strong Pokémon between Lv 22 and Lv 26.

And they're bad 'uns! Look out for Poisonous and Electric Pokémon, including Koffings and Muks.



1 Underground passage

This building north of the gatehouse allows you enter another peaceful, battle-free underground tunnel.

Head down here to get to Celadon City, which boasts one of the biggest shopping centres on Planet Pokémon. Time to go shopping, young Ash.



BOGUS BONUS

Find Mew

Some people say that, if you trade across a Pokémon with Surf to a new game, you can get Mew.

Apparently, before the S.S. Anne leaves you can Surf to an island and find Mew. It's lies, all lies!



Take good care of MEW.

Poké Tip

If you're a Pokémon Red owner, now's your chance to catch a unique creature, the fearsome Growlithe.

But watch out! He often uses the Roar attack to send your Pokémon running, so put 'im to sleep before chucking Poké Balls.

Gotta Catch 'em all!

PIDGEY

● Loads ● Loads



MANKEY

● Rare ● None



SANDSHREW

● None ● Rare



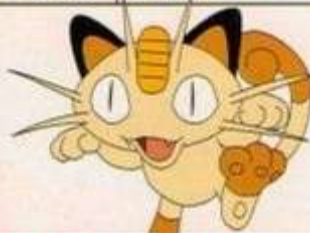
VULPIX

● None ● Rare



MEOWTH

● None ● Rare



ARBOK

● Rare ● None



GROWLITHE

● Rare ● None



Route 7

Not much to see, except a patch of grass which hides many rare Pokémon...



Gotta Catch 'em all!

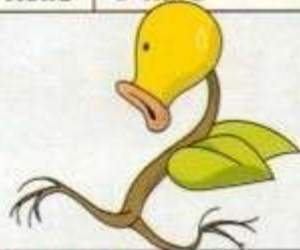
MANKEY

● Rare ● None



BELLSPROUT

● None ● Rare



VULPIX

● None ● Rare



GROWLITHE

● Rare ● None



ODDISH

● Rare ● None



MEOWTH

● None ● Rare



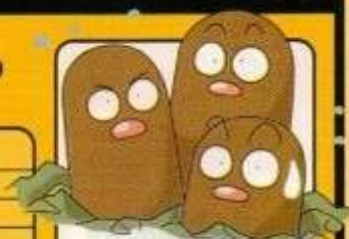
PIDGEY

● Loads ● Loads



#051 DUGTRIO

A team of Diglett triplets, Dugtrio can trigger huge earthquakes by burrowing 60 miles underground.



Level	Attack	Type
-	Scratch	Normal
-	Growl	Normal
-	Dig	Ground
-	Sand Attack	Normal
Lv 35	Slash	Normal
Lv 47	Earthquake	Ground
-	-	-
-	-	-
-	-	-
-	-	-

Got it!

Type	Ground
See	● ●
Catch	● ●

Diglett EVOLUTION Dugtrio (Lv 26)

#052 MEOWTH

Meowth adores shiny, circular objects. It wanders the streets each night to look for dropped change.



Level	Attack	Type
-	Scratch	Normal
-	Growl	Normal
Lv 12	Bite	Normal
Lv 17	Pay Day	Normal
Lv 24	Screech	Normal
Lv 33	Fury Swipes	Normal
Lv 44	Slash	Normal
-	-	-
-	-	-
-	-	-

Got it!

Type	Normal
See	● ●
Catch	- ●

Meowth EVOLUTION Persian (Lv 28)

#053 PERSIAN

Although Persian's fur has many admirers, this Pokémon is tough to raise as a pet because of its fickle meanness.



Level	Attack	Type
-	Scratch	Normal
-	Growl	Normal
-	Bite	Normal
-	Pay Day	Normal
-	Screech	Normal
Lv 37	Fury Swipes	Normal
Lv 51	Slash	Normal
-	-	-
-	-	-
-	-	-

Got it!

Type	Normal
See	● ●
Catch	- ●

Meowth EVOLUTION Persian (Lv 28)

#054 PSYDUCK

While lulling its enemies with its vacant look, this wily Pokémon uses its psychokinetic powers.



Level	Attack	Type
-	Scratch	Normal
Lv 28	Tail Whip	Normal
Lv 31	Disable	Normal
Lv 36	Confusion	Psychic
Lv 43	Fury Swipes	Normal
Lv 52	Hydro Pump	Water
-	-	-
-	-	-
-	-	-

Got it!

Type	Water
See	● ●
Catch	● ●

Psyduck EVOLUTION Golduck (Lv 33)

Celadon City

COME BACK!
Don't forget to return to Celadon City for...
When you have a paddle across town pond for a free TM from the man

So much to see, so much to do! You've got a huge shop to explore, and Team Rocket's HQ to find...



Check it out

Department Store price list

Second Floor			
Great Ball	600	Leaf Stone	2,100
Super Potion	700	Thunder Stone	2,100
Revive	1,500	Water Stone	2,100
Super Repel	500	Fifth Floor	
Burn Heal	250	Dire Hit	650
Ice Heal	250	Guard Spec.	700
Awakening	200	X Accuracy	950
Paralyz Heal	200	X Attack	500
TM 01, Mega Punch	3,000	X Defend	550
TM 02, Razor Wind	2,000	X Speed	350
TM 05, Mega Kick	3,000	X Special	350
TM 07, Horn Drill	2,000	Calcium	9,800
TM 09, Take Down	3,000	Carbos	9,800
TM 17, Submission	3,000	Iron	9,800
TM 32, Double Team	1,000	Protein	9,800
TM 33, Reflect	1,000	HP Up	9,800
TM 37, Egg Bomb	2,000	Rooftop	
Fourth Floor			
Poké Doll	1,000	Fresh Water	200
Fire Stone	2,100	Soda Pop	300
		Lemonade	350

1 Celadon Mansion



▲ This is the only place in the whole game where you'll find lil' Eevee.

Not much to find here, except a PC on the second floor which you can use to store and retrieve items 'n' Pokémon.

If you sneak in through the secret door at the very back of the Mansion between two lines of boulders, you'll find an amazing Pokémon called Eevee. He's a cutie!



3 Poké Centre

4 Thirsty work



When you're on the roof of the Celadon Department Store, make sure you buy a drink from the vending machines you find.

Give a drink to one of the thirsty guards, and they'll all let you pass! It makes getting around the world of Pokémon much easier.

2 Celadon Department Store

Shop 'til you drop! This massive store's got everything the budding Pokémaniac needs.

There are many items here which can't be found anywhere else in the game. Also, talk to everyone you see for free TMs!



5 Coin Purse



Talk to the people of Celadon City and you'll find that they're all obsessed with gambling at Game Corner.

The guy in this diner will give you a Coin Purse, essential if you want to play the slots and win oodles of cash. You can then use the Coins to buy rare Pokémon!

6 The Coin Exchange

When you win money on the slots in Game Corner, you can exchange your ill-gotten gains for top Pokémon prizes.

In fact, this is the only place you can find certain Pokémon in the game, including the super rare Porygon.

Poké Tip

Porygon can only be won at Game Corner, and it'll take you months to get enough Coins as the slot machines are dodgy. Instead, wait 'til you've finished the game, then fight the Elite Four again and again until you have enough to pay for the Coins you need. Buy Porygon with 'em!



Coin Exchange, Pokémon Blue

Abra	120	Pinsir	2,500
Clefairy	750	Dratini	4,600
Nidorino	1,200	Porygon	6,500

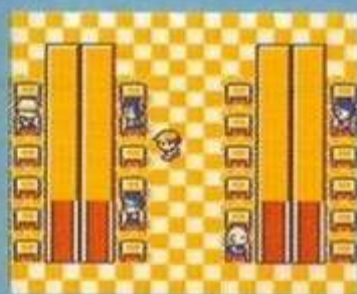
Coin Exchange, Pokémon Red

Abra	180	Dratini	2,800
Clefairy	500	Scyther	5,500
Nidorina	1,200	Porygon	9,999

Coin Exchange, TMs, Both Versions

TM 23, Dragon Rage	3,300	TM 50, Substitute	7,700
TM 15, Hyper Beam	5,500	-	-

7 Game Corner



Talk to the people and some will give you free coins. If you press **A** while walking, you'll find secret coins, too.

But don't worry about gambling just yet. Go and talk to the Rocket at back of store beside the poster to get access to Team Rocket's HQ. Tips for this section can be found on page 60.

Poké Tip

This Game Corner cheat only works if you have a Super NES, a Super Game Boy and a controller with an auto fire function.

Go to machine above girl who says 'I think these machines have different odds'. Leave on auto fire and watch your Coin Purse fill!

8 Gym fight!



Erika's gym is a grassy area, and you won't be able to challenge her unless you Cut down the little saplings.

Her Trainer mates aren't much of a challenge, especially if you've been keeping your Pokémon Levels high. And you have, haven't you...? When her mates are down, it's time face the wrath of Erika!

#055 GOLDUCK

Often seen swimming elegantly by lake shores, it is often mistaken for the Japanese monster, Kappa.



Level	Attack	Type
-	Scratch	Normal
-	Tail Whip	Normal
-	Disable	Normal
Lv 39	Confusion	Psychic
Lv 48	Fury Swipes	Normal
Lv 59	Hydro Pump	Water
-	-	-
-	-	-
-	-	-

ABILITY

TICK BOX Got it!

Type Water

See ● ●

Catch ● ●

EVOLUTION
Psyduck → Golduck (Lv 33)

#056 MANKEY

Extremely quick to anger, Mankey can be docile one moment, then angry the next. A hard Pokémon to predict.



Level	Attack	Type
-	Scratch	Normal
-	Leer	Normal
Lv 15	Karate Chop	Normal
Lv 21	Fury Attack	Normal
Lv 27	Focus Energy	Normal
Lv 33	Seismic Toss	Fighting
Lv 39	Thrash	Normal
-	-	-
-	-	-
-	-	-

ABILITY

TICK BOX Got it!

Type Fighting

See ● ●

Catch ● -

EVOLUTION
Mankey → Primeape (Lv 28)

#057 PRIMEAPE

Always furious and tenacious to boot, a Primeape won't abandon a chase until it catches its quarry.



Level	Attack	Type
-	Scratch	Normal
-	Leer	Normal
-	Karate Chop	Normal
-	Fury Attack	Normal
-	Focus Energy	Normal
Lv 37	Seismic Toss	Fighting
Lv 46	Thrash	Normal
-	-	-
-	-	-
-	-	-

ABILITY

TICK BOX Got it!

Type Fighting

See ● ●

Catch ● -

EVOLUTION
Mankey → Primeape (Lv 28)

#058 GROWLITHE

Very protective of its territory, the Growlithe will bark and bite to repel intruders from its space. He's a bad dog!



Level	Attack	Type
-	Bite	Normal
-	Roar	Normal
Lv 18	Ember	Fire
Lv 23	Leer	Normal
Lv 30	Take Down	Normal
Lv 39	Agility	Psychic
Lv 50	Flamethrower	Fire
-	-	-
-	-	-
-	-	-

ABILITY

TICK BOX Got it!

Type Fire

See ● ●

Catch ● -

EVOLUTION
Growlithe → Arcanine (Fire Stone)

Pokémon Leader #4

If you've managed to stomp all over Erika's grassy mates, you should have no problem beating the fourth Pokémon Leader.

Erika's cool 'cos she uses a Tangela, a rare Pokémon that you won't be able to catch 'til much later in the game.



Erika

Erika's a nature lover, and she's surrounded herself by beautiful plants... and fearsome Grass Pokémon!

Poké Tip

When you're on the roof of the Celadon Department Store, make sure you talk to the thirsty girl there.

Give her Water from the vending machine for TM 13, Ice Beam, Soda Pop for TM 48, Rock Slide, or Lemonade for TM 49, Tri Attack.

Erika's squad

TANGELA Lv 24

VICTREEBEL Lv 29



VILEPLUME Lv 29

Erika tip

Most Pokémon can hold their own against Erika's team, but avoid using Water, Electric and Ground types. If your squad's well trained, Erika will fall before you in seconds.

Erika's prizes

RAINBOW BADGE

Ups Pokémon Attack strength, all Pokémon to Lv 50 obey you.

TM 21, MEGA DRAIN

Steals energy from enemy Pokémon, gives it to you!



Oak's F.A.Q

What? You've got more questions for the Poké Professor!? Roll up for another masterclass to help you become a Pokémon Master.

I've read a lot about a secret Pokémon called Mew. Does he exist, or is it rubbish?

■ Mew DOES exist, but you won't find him in your version of Pokémon. In the Japanese Pocket Monsters game, you're given Mew when you collect all 150 creatures. However, this doesn't happen in the UK version. Instead, you must have Mew downloaded onto your cart using a special machine. Stay tuned to Nintendo Official Magazine for details on how to get a Mew of your very own...



My mate says that you can get Mew by using Pokémon cheats.

■ Well, your mate's a fool! There are hundreds of rumours about getting Mew in Pokémon, but none of them work. None!

Do you need all the HMs and TMs to finish the game?

■ You need all the HMs except for Fly if you want to complete the adventure. You don't actually need to get the TMs, but they all contain powerful moves which will make the game much easier to beat.

I made Zapdos faint. Can you get him anywhere else?

■ No! There's only one Zapdos, Articuno, Moltres and Mewtwo.

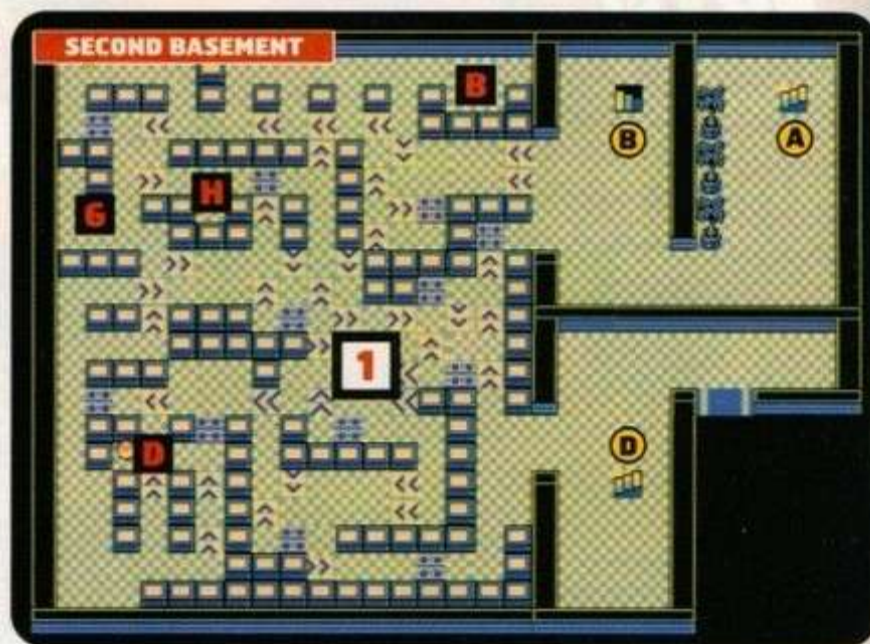


Here are few more examples of how the wacky Pokémon names changed when the game was translated into English. Look for others throughout this guide.

		
NEW NAME: MAROWAK	NEW NAME: LICKITUNG	NEW NAME: CHANSEY
ORIGINAL: GUARDIA	ORIGINAL: TONGUETYD	ORIGINAL: LUCKY
		
NEW NAME: TANGELA	NEW NAME: GOLDEEN	NEW NAME: SEAKING
ORIGINAL: MEDUZA	ORIGINAL: GOLDY	ORIGINAL: NEPTUNE

Team Rocket's HQ

Once you've beaten the Rocket at the back of Game Corner, press **A** at the poster he was guarding. Pull that lever and we're off to explore Team Rocket's HQ.



Check it out

Trainer Tips

There are 11 Rockets in this secret base, along with the big boss, Giovanni. Most Rockets have Pokémon between Lv 17 and Lv 23. Water and Grass Pokémon fare well against the Rockets' creatures, and it won't be long before you're facing boss man, Giovanni. This dungeon is an excellent place to boost your Pokémon Levels. Make sure to take your favourite beasts with you.

Using the maps



Team Rocket's Hideout is spread over four levels, each crawling with Rockets who are up for a ruck. The YELLOW letters on the map show how the floors connect. If you climb down ladder **A** in the First Basement, you'll arrive at **A** in the Second Basement. Simple as that!

1 Moving tiles



You'll soon find tiles which spin you from one area of a room to another. It isn't hard but, if you're stuck, use the maps.

The arrowed squares show which way you'll be spun, while the chequered tiles will stop you moving. If you plan your moves carefully, it won't take you long to solve the tiles puzzle.

2 Lift Key



To face the Rocket boss, Giovanni, you need the Lift Key. When you enter HQ, take staircase **A**, then **B** to Third Basement.

Take stairs **C** in Third Basement, then fight Team Rocket member in top-left corner of Fourth Basement.

Talk to him for Lift Key. When you have it, take lift from First Basement to Fourth Basement and Giovanni's office.

3 Giovanni fight!



Boss Rocket Giovanni's up for a scrap. He's got a Lv 25 Onix, Lv 24 Rhyhorn and a Lv 25 Kangaskhan.

It's best to use Water or Grass Pokémon. When you beat 'im, he'll give you a Silph Scope.

Guess we're off to Pokémon Tower...



Gotta Get 'em!

- A** ESCAPE ROPE
- B** NUGGET
- C** RARE CANDY
- D** SUPER POTION
- E** HYPER POTION
- F** IRON
- G** MOON STONE
- H** TM 07, HORN DRILL
- I** TM 10, DOUBLE EDGE
- J** TM 02, RAZOR WIND
- K** HP UP

Poké Tip

When you've beaten a Rocket in a Pokémon duel, don't be afraid to talk to 'em again. Many of the villains will give you extra clues, and it's also the only way to get the Lift Key. They won't fight again, though.

#059 ARCANINE

A Pokémon that has been admired since the beginning of time for its beauty, Arcanine runs agilely as if on wings.



Level	Attack	Type
-	Roar	Normal
-	Ember	Fire
-	Leer	Normal
-	Take Down	Normal
-	-	-
-	-	-
-	-	-
-	-	-
-	-	-
-	-	-

ABILITY

TICK BOX Got it!

Type Fire

See ● ●

Catch ● -

EVOLUTION
Growlithe → Arcanine (Fire Stone)

#060 POLIWAG

The Poliwig's newly grown legs prevent it from running. Poliwig much prefers swimming to standing.



Level	Attack	Type
-	Bubble	Water
Lv 16	Hypnosis	Psychic
Lv 19	Water Gun	Water
Lv 25	Doubleslap	Normal
Lv 31	Body Slam	Normal
Lv 38	Amnesia	Psychic
Lv 45	Hydro Pump	Water
-	-	-
-	-	-
-	-	-
-	-	-

ABILITY

TICK BOX Got it!

Type Water

See ● ●

Catch ● ●

EVOLUTION
Poliwig → Poliwhirl (Lv 25) → Poliwrath (Water Stone)

#061 POLIWHIRL

Poliwhirl is capable of living in or out of water. When out of water the Poliwhirl sweats to keep its body slimy.



Level	Attack	Type
-	Bubble	Water
-	Hypnosis	Psychic
-	Water Gun	Water
Lv 26	Doubleslap	Normal
Lv 33	Body Slam	Normal
Lv 41	Amnesia	Psychic
Lv 49	Hydro Pump	Water
-	-	-
-	-	-
-	-	-
-	-	-

ABILITY

TICK BOX Got it!

Type Water

See ● ●

Catch ● ●

EVOLUTION
Poliwig → Poliwhirl (Lv 25) → Poliwrath (Water Stone)

#062 POLIWRATH

An adept swimmer at the front crawl and breast stroke, the Poliwrath easily overtakes the best human swimmers.



Level	Attack	Type
-	Doubleslap	Normal
-	Body Slam	Normal
-	Hypnosis	Psychic
-	Water Gun	Water
-	-	-
-	-	-
-	-	-
-	-	-
-	-	-
-	-	-

ABILITY

TICK BOX Got it!

Type Water/Fighting

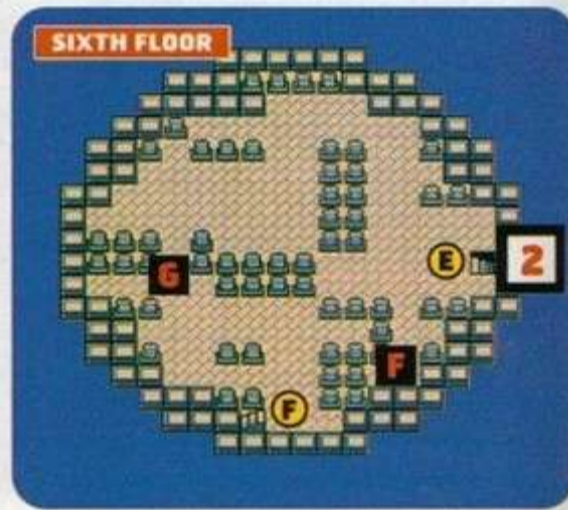
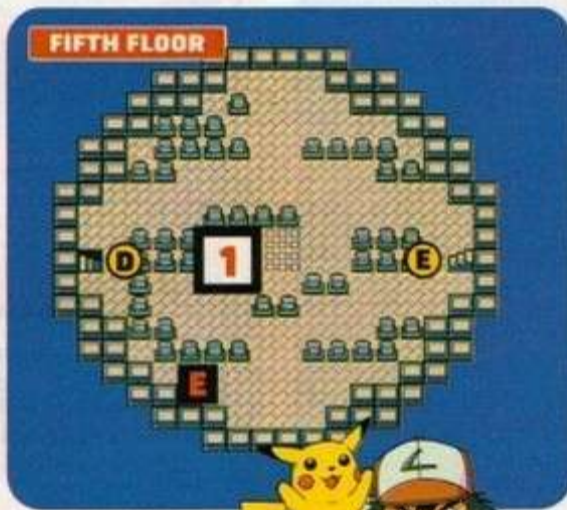
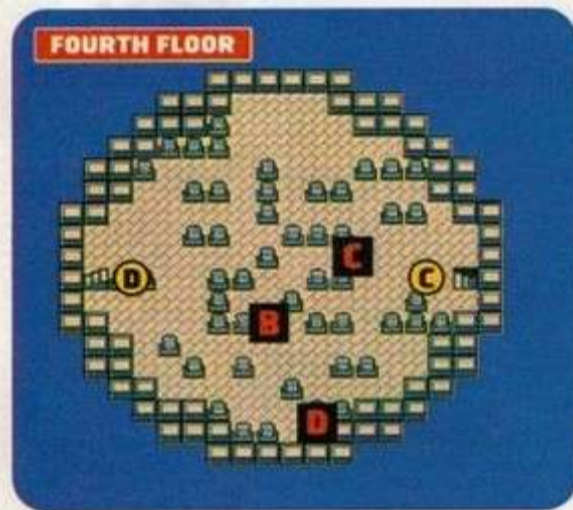
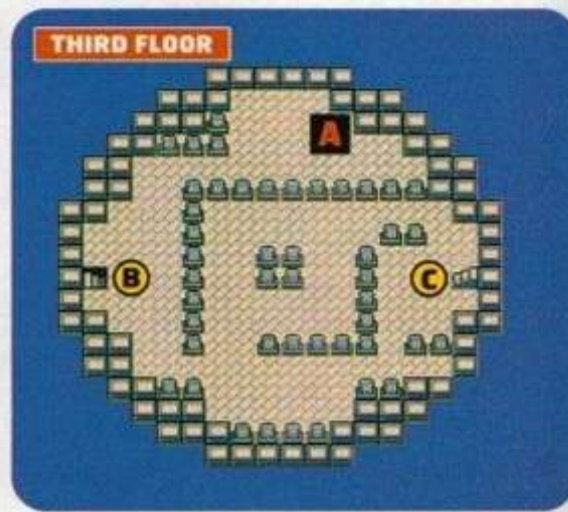
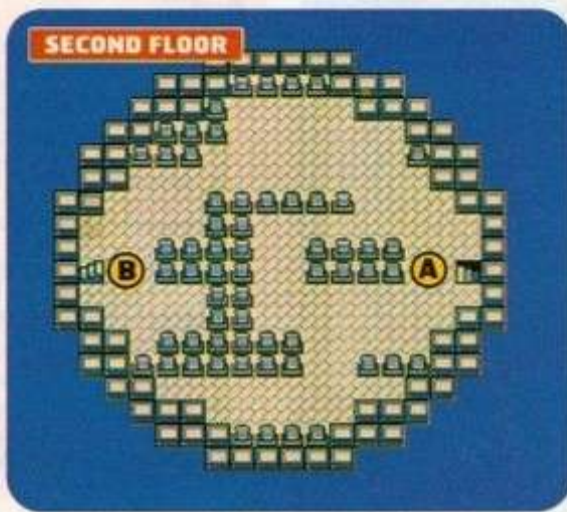
See ● ●

Catch ● ●

EVOLUTION
Poliwig → Poliwhirl (Lv 25) → Poliwrath (Water Stone)

Pokémon Tower

Now you've got the Silph Scope, get on the road back to Lavender Town and the spooky Pokémon Tower.



Trainer Tips

The Tower is home to Channelers. They've been possessed by some evil force, and they want to fight ya.

Most use Gastlys, which can be toppled with a strong Dig attack. If they use Confuse Ray, keep switching Pokémon to shake this evil spell.

Check it out

Using the maps

Pokémon Tower is split over seven floors, with wild Ghost Pokémon and Channelers to tackle at every turn.

The YELLOW letters on the map show how the floors connect. If you climb up stairs **A** on the First Floor, you'll arrive at **A** on the Second Floor. This dungeon's pretty easy to find your way around.



Gary Strikes Back!

Gary's getting really powerful now. But, if you've been training your Pokémon properly, he'll be a walkover.

This time ghastrly Gary should have a Lv 25 Pidgeotto, a Lv 23 Growlithe, Lv 20 Kadabra, Lv 22 Exeggcute and his original Pokémon at Lv 25.



1 Healing pad

It's a tough battle to get through Pokémon Tower, but you can heal your wounds before facing the final fight.

The lead Channeler has broken her curse to create a healing pad on the Fifth Floor. Just walk into it for power, and use it as often as you like. It'll make every member of your Pokémon squad fighting fit again.



2 Mother Marowak



With the Scope, you can see the ghost causing all this trouble. It's a Lv 30 Marowak, angry that Rockets killed her kids.

If you defeat her, it'll put her spirit to rest. Now you can avenge her children by tackling Rockets on the Seventh Floor.



3 Fuji and his magic Flute

Mr Fuji's on Seventh Floor, but he's been guarded by evil Rockets. You should be strong enough by now to stomp 'em.

Talk to Mr Fuji and he'll give you a Poké Flute, which can wake sleeping Pokémon during battle and any Snorlax blocking a bridge.



SEVENTH FLOOR



Poké Tip

When you have the Silph Scope, you can identify and capture wild Ghost Pokémon. Electric attacks work well, and you'd be best using Great Balls to catch 'em all. Don't use Normal, Fighting or Poison attacks.

Gotta Catch 'em all!

GASTLY

● Loads ● Loads

CUBONE

● Rare ● Rare

HAUNTER

● Rare ● Rare



Gotta Get 'em!

A ESCAPE ROPE

B AWAKENING

C ELIXIR

D HP UP

E NUGGET

F X ACCURACY

G RARE CANDY

#063 ABRA

Using its ability to read minds, the Abra identifies impending danger and teleports quickly to safety.

Level	Attack	Type
-	Teleport	Psychic
-	-	-
-	-	-
-	-	-
-	-	-
-	-	-
-	-	-
-	-	-
-	-	-
-	-	-

ABILITY



TICK BOX Got it!

Type Psychic

See ● ●

Catch ● ●

EVOLUTION

Abra

▶ Kadabra (Lv 16)

▶ Alakazam (Trade)

#064 KADABRA

The Kadabra emits special alpha waves from its body that induce headaches just from being close by.

Level	Attack	Type
-	Teleport	Psychic
-	Confusion	Psychic
Lv 20	Disable	Normal
Lv 27	Psybeam	Psychic
Lv 31	Recover	Normal
Lv 38	Psychic	Psychic
Lv 42	Reflect	Psychic
-	-	-
-	-	-
-	-	-

ABILITY



TICK BOX Got it!

Type Psychic

See ● ●

Catch ● ●

EVOLUTION

Abra

▶ Kadabra (Lv 16)

▶ Alakazam (Trade)

#065 ALAKAZAM

Alakazam's amazing brain can outperform any supercomputer in the world. Its IQ is said to be well over 5,000.

Level	Attack	Type
-	Teleport	Psychic
-	Confusion	Psychic
Lv 20	Disable	Normal
Lv 27	Psybeam	Psychic
Lv 31	Recover	Normal
Lv 38	Psychic	Psychic
Lv 42	Reflect	Psychic
-	-	-
-	-	-
-	-	-

ABILITY



TICK BOX Got it!

Type Psychic

See ● ●

Catch ● ●

EVOLUTION

Abra

▶ Kadabra (Lv 16)

▶ Alakazam (Trade)

#066 MACHOP

Machop loves to build its muscles. The Machop trains in all styles of martial arts to become stronger.

Level	Attack	Type
-	Karate Chop	Normal
Lv 20	Low Kick	Fighting
Lv 25	Leer	Normal
Lv 32	Focus Energy	Normal
Lv 39	Seismic Toss	Fighting
Lv 46	Submission	Fighting
-	-	-
-	-	-
-	-	-

ABILITY



TICK BOX Got it!

Type Fighting

See ● ●

Catch ● ●

EVOLUTION

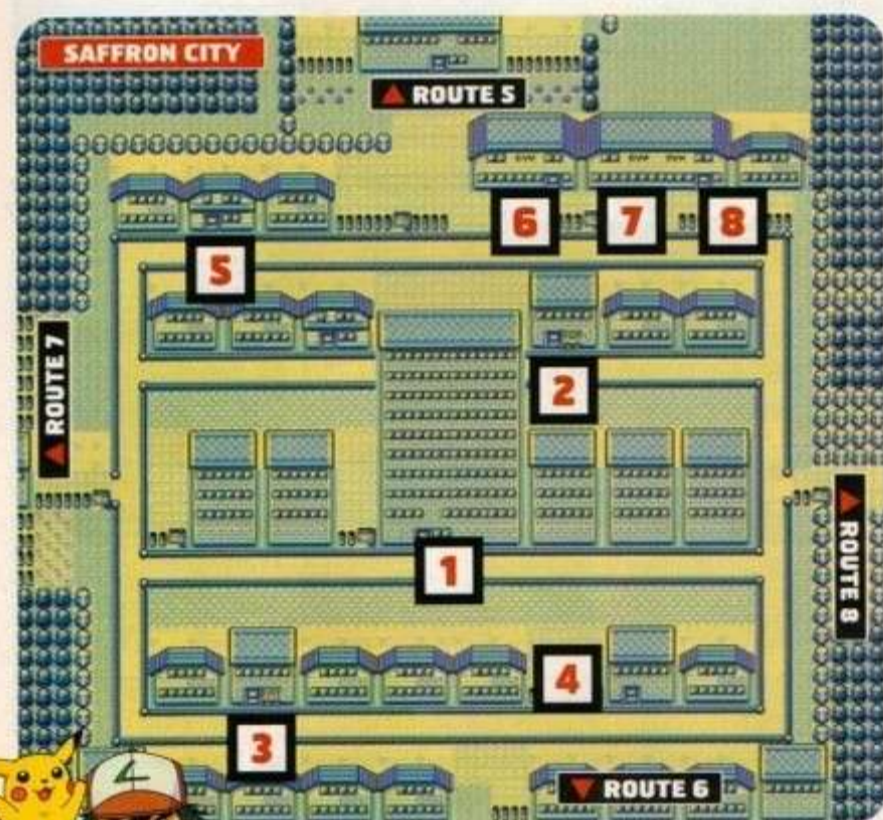
Machop

▶ Machoke (Lv 28)

▶ Machop (Trade)

Saffron City

Small-town boy, Ash Ketchum, is about to visit the biggest city in the whole Pokémon world. But the evil Team Rocket has got there first...



Check it out

1 Silph Co.



This is where all Saffron's problems started, and you've gotta smash the Rockets' evil plans.

It isn't hard to get inside Silph Co., but turn the page for tips on cracking this dungeon. When you're ready to go inside, heal your Pokémon first.

2 Poké Mart

With Silph Co. and two gyms to tackle, you're gonna need some goodies to keep your Pokémon fighting fit.

If you're in the money, treat your squad to a couple of Revives. It'll give 'em some back-up in the next few battles. Full Heals will be useful, too.



Poké Mart price list

Great Ball	600	Escape Rope	550
Hyper Potion	1,500	Full Heal	600
Max Repel	700	Revive	1,500

3 Poké Centre

4 Mr. Psychic

This guy thinks he can read your mind. He's a nutter all right, but a generous one...

Play along with his crazy talk and you'll be given a free TM, TM 29. It's a brand new ability called Psychic.



5 Copycat

This lil' cutie just repeats everything you say, unless you buy a Poké Doll from the Celadon City Department Store.

When you give her the doll, you'll receive TM 31 in return, a move known as Mimic.



6 Fighting Dojo



Saffron City has two gyms. This one features only Fighting Pokémon and their burly Trainers.

Fight your way through the blackbelts to face their leader, who has a Lv 37 Hitmonlee and a Lv 37 Hitmonchan.

If you have Psychic Pokémon, they're super effective. When you win, choose between Hitmonlee and Hitmonchan.

7 Gym warping

The gym doesn't have doors. Instead, you must make your way to Sabrina by using warp tiles.

Step on the first tile you see, then use the one directly above you in next room. Use the tile in the lower-left corner of next room.

Use teleporter in top-right of next room, then lower-left again. Now you should be face-to-face with Sabrina.

Re-trace your steps and leave if your squad needs to be healed.



Poké Tip

Each room in the Saffron City gym has a Trainer, and you can normally avoid 'em if you stay out of sight. You don't want to do that, though!

Your Pokémon duels are starting to get a lot tougher, so you'll need all the Experience you can get. Try to fight all Sabrina's minions.

8 Gym fight!

Sabrina's friends use Psychic and Ghost Pokémon, who range between Lv 33 and Lv 38. The Psychics and Channelers begin by unleashing Slowpokes and Slowbros, but they soon use Gastlys and Haunters.



Pokémon Leader #5



Like the Channelers who protect her gym, Sabrina is a fan of Psychic and Ghost Pokémon.

A good move to use is Dig. If you've taught this move to a powerful Pokémon, it can often wipe out Ghosts with one vicious swipe.

Sabrina

Ghost and Psychic Pokémon are Sabrina's faves.

Sabrina's squad

KADABRA Lv 38



MR MIME Lv 37



VENOMOTH Lv 38



ALAKAZAM Lv 43



Sabrina tip

Sabrina's Ghost and Psychic Pokémon are immune to Normal and Fighting attacks, so try to concentrate on Electric moves. Her Psychic Pokémon are weaker, though, and vulnerable to Bug and Ghost attacks.

Sabrina's prizes

MARSH BADGE

All Pokémon up to Lv 70 will obey you without question.

TM 46, PSYWAVE

Damage done is 1.5 times your Pokémon's Experience Level.

Gotta Catch 'em all! From Fighting Dojo

**HITMONLEE
OR HITMONCHAN**

● One ● One



#067 MACHOKE

The Machoke's muscular body is so powerful that it must wear a power-save belt to regulate its motions.



Level	Attack	Type
-	Karate Chop	Normal
-	Low Kick	Fighting
-	Leer	Normal
Lv 36	Focus Energy	Normal
Lv 44	Seismic Toss	Fighting
Lv 52	Submission	Fighting
-	-	-
-	-	-
-	-	-
-	-	-

ABILITY

TICK BOX Got it!

Type Fighting

See ● ●

Catch ● ●

EVOLUTION
Machop → Machoke (Lv 28) → Machamp (Trade)

#068 MACHAMP

Using its heavy muscles, the Machamp throws powerful punches that can send its victim clear over the horizon.



Level	Attack	Type
-	Karate Chop	Normal
-	Low Kick	Fighting
-	Leer	Normal
Lv 36	Focus Energy	Normal
Lv 44	Seismic Toss	Fighting
Lv 52	Submission	Fighting
-	-	-
-	-	-
-	-	-
-	-	-

ABILITY

TICK BOX Got it!

Type Fighting

See ● ●

Catch ● ●

EVOLUTION
Machop → Machoke (Lv 28) → Machamp (Trade)

#069 BELLSPROUT

Bellsprout is a carnivorous Pokémon that traps and eats bugs. It uses its root feet to soak up needed moisture.



Level	Attack	Type
-	Vine Whip	Grass
-	Growth	Normal
Lv 13	Wrap	Normal
Lv 15	Poison Powder	Poison
Lv 18	Sleep Powder	Grass
Lv 21	Stun Spore	Grass
Lv 26	Acid	Poison
Lv 33	Razor Leaf	Grass
Lv 42	Slam	Normal
-	-	-

ABILITY

TICK BOX Got it!

Type Grass/Poison

See ● ●

Catch - ●

EVOLUTION
Bellsprout → Weepinbell (Lv 21) → Victreebel (Leaf Stone)

#070 WEEPINBELL

The Weepinbell spits out poison powder to immobilise the enemy, then finishes it with a spray of acid.



Level	Attack	Type
-	Vine Whip	Grass
-	Growth	Normal
-	Wrap	Normal
-	Poison Powder	Poison
-	Sleep Powder	Grass
Lv 23	Stun Spore	Grass
Lv 29	Acid	Poison
Lv 38	Razor Leaf	Grass
Lv 49	Slam	Normal
-	-	-

ABILITY

TICK BOX Got it!

Type Grass/Poison

See ● ●

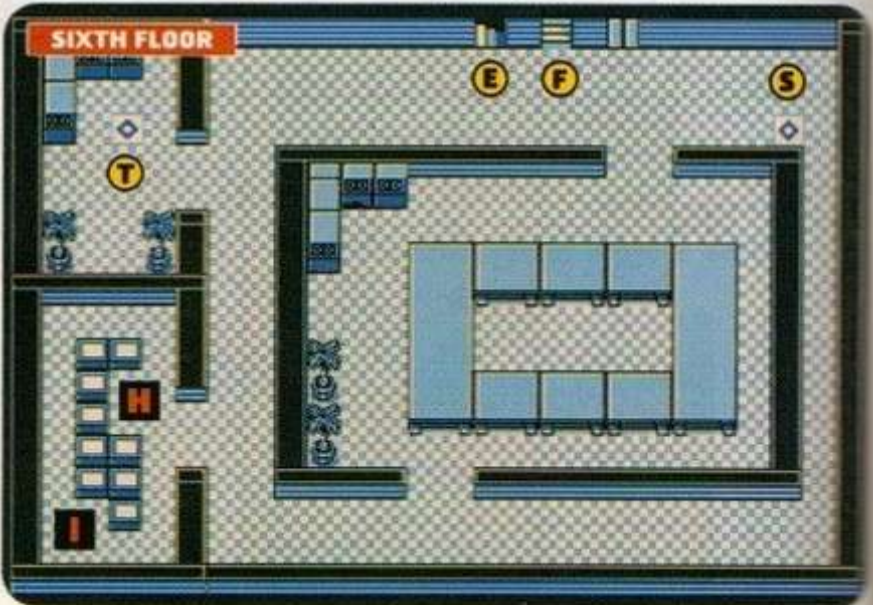
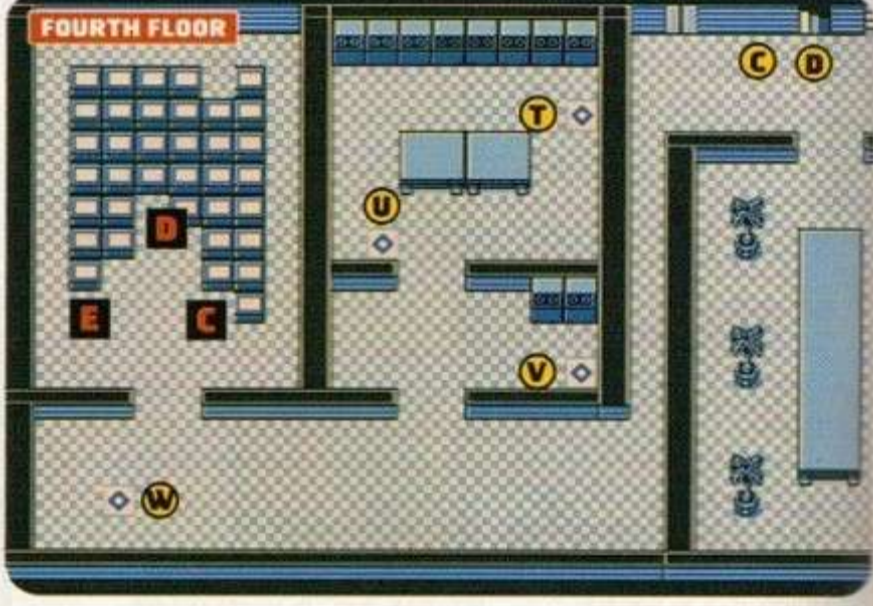
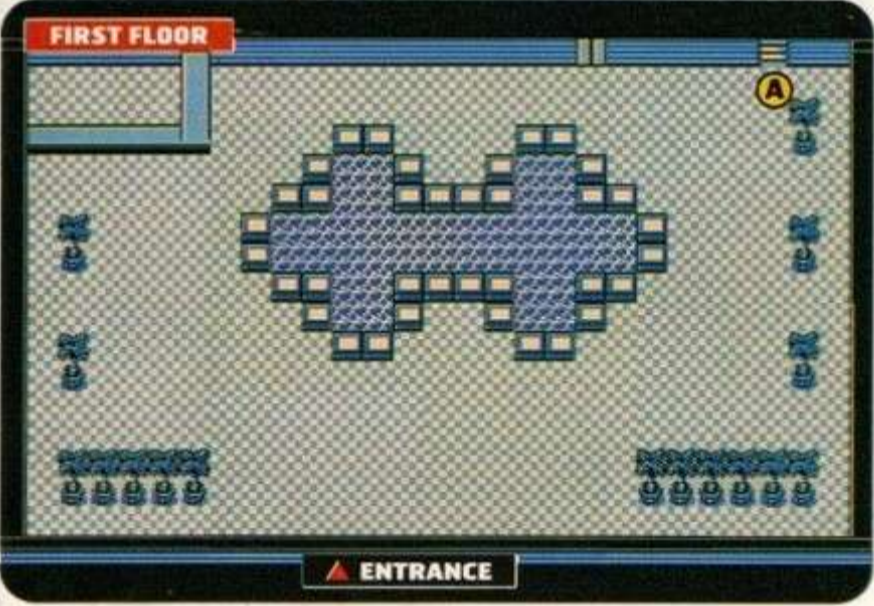
Catch - ●

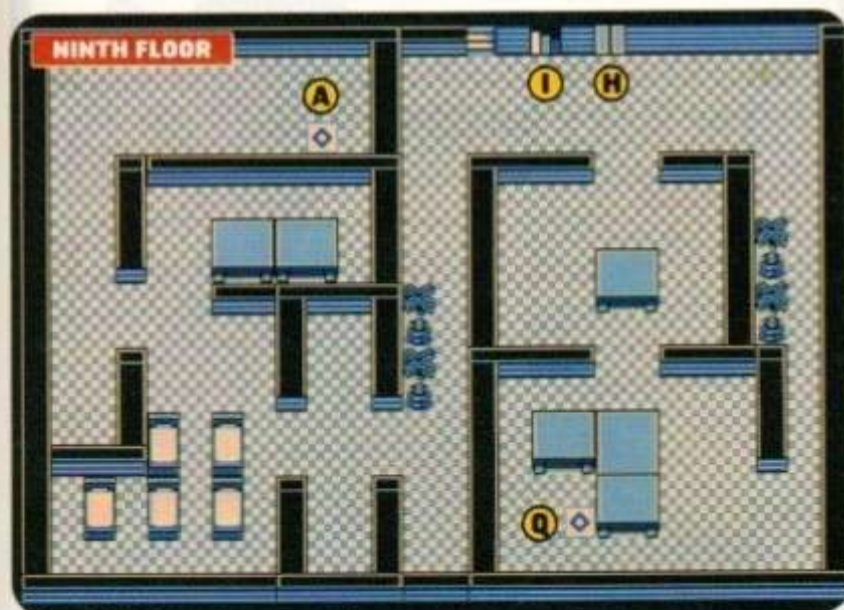
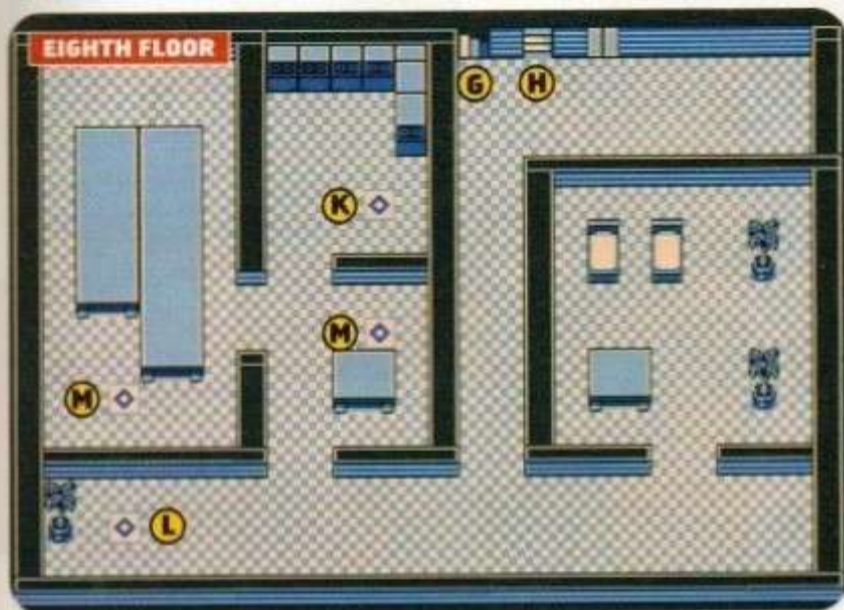
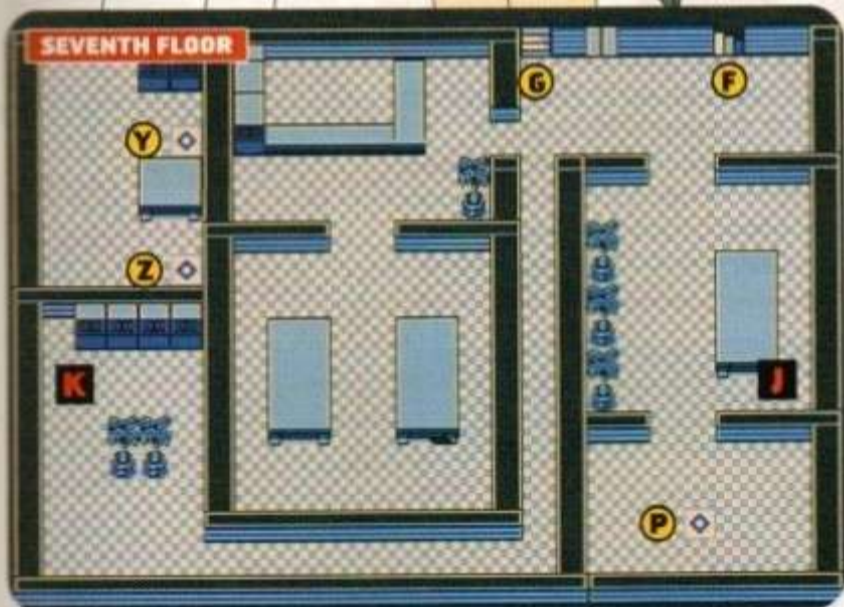
EVOLUTION
Bellsprout → Weepinbell (Lv 21) → Victreebel (Leaf Stone)

Silph Co.

COME BACK!
 Don't forget to return to Silph Co...
 There are loadsa cool goodies to collect. Come back if you miss any.

Silph Co.'s been invaded by the evil Team Rocket, who want steal the secret of the Master Ball. Time to clear out the trash once and for all...





#071 VICTREEBEL

Victreebels are said to live in huge colonies deep in the jungle, although no one has ever returned to tell the tale.



Level	Attack	Type
-	Wrap	Normal
-	Poison Powder	Poison
-	Sleep Powder	Grass
-	-	-
-	-	-
-	-	-
-	-	-
-	-	-
-	-	-
-	-	-
-	-	-

ABILITY

TICK BOX Got it!

Type Grass/Poison

See ● ●

Catch - ●

EVOLUTION: Bellsprout → Weepinbell (Lv 21) → Victreebel (Leaf Stone)

#072 TENTACOOLOO

Tentacools drift gently in shallow seas. Clumsy anglers who hook Tentacools by accident are often badly stung.



Level	Attack	Type
-	Acid	Normal
Lv 7	Supersonic	Normal
Lv 13	Wrap	Normal
Lv 18	Poison Sting	Poison
Lv 22	Water Gun	Water
Lv 27	Constrict	Normal
Lv 33	Barrier	Psychic
Lv 40	Screech	Normal
Lv 48	Hydro Pump	Water
-	-	-

ABILITY

TICK BOX Got it!

Type Water/Poison

See ● ●

Catch ● ●

EVOLUTION: Tentacool → Tentacruel (Lv 30)

#073 TENTACRUEL

A Tentacruel's tentacles are usually kept short, but on hunts they're extended to ensnare and immobilise prey.



Level	Attack	Type
-	Acid	Poison
-	Supersonic	Normal
-	Wrap	Normal
-	Poison Sting	Poison
-	Water Gun	Water
-	Constrict	Normal
Lv 35	Barrier	Psychic
Lv 43	Screech	Normal
Lv 50	Hydro Pump	Water
-	-	-

ABILITY

TICK BOX Got it!

Type Water/Poison

See ● ●

Catch ● ●

EVOLUTION: Tentacool → Tentacruel (Lv 30)

#074 GEODUDE

Found in fields and mountains, people often trip over Geodudes, mistaking them for boulders.



Level	Attack	Type
-	Tackle	Normal
Lv 11	Defense Curl	Normal
Lv 16	Rock Throw	Rock
Lv 21	Self Destruct	Normal
Lv 26	Harden	Normal
Lv 31	Earthquake	Ground
Lv 36	Explosion	Normal
-	-	-
-	-	-
-	-	-

ABILITY

TICK BOX Got it!

Type Rock/Ground

See ● ●

Catch ● ●

EVOLUTION: Geodude → Graveler (Lv 25) → Golem (Trade)



2 Warping around



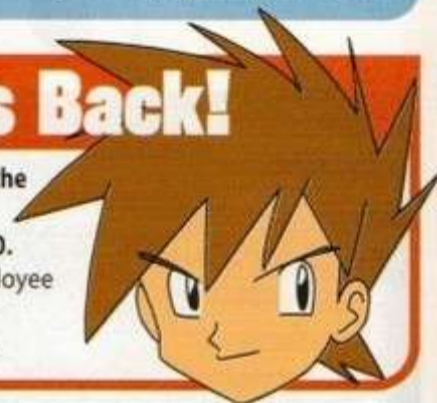
Fight all the Rockets you like for experience, but head straight for the Fifth Floor if you wanna meet the boss, big ol' Giovanni.

The Card Key is here, and it opens all the electronic doors. Now head for Third Floor, step on tile **Y**, then tile **Z** to reach the boss' hall. Now you've got a big fight on your hands.

Gary Strikes Back!

He's back, with a Lv 37 Pidgeot, Growlithe Lv 38, Alakazam Lv 35, Exeggcute Lv 35 and his original Pokémon at Lv 40.

When he's gone, speak to Silph employee nearby to get Pokémon Lapras. This creature is vital to finishing the game.



3 Giovanni battle



To save the Silph Co. President, you must defeat Giovanni again. This time, he's added a poisonous Nidorino to his squad.



Giovanni's Pokémon include a Nidorino Lv 37, Kangaskhan Lv 35, Rhyhorn Lv 37 and Nidoqueen Lv 41.

When you win, you're given a Master Ball, the only one in the game. Save this trap for your battle with Mewtwo...

Poké Tip

The Master Ball has a 100 per cent success rate when catching Pokémon, but there's only one in the game. Store it for now. You're gonna want to catch Mewtwo later in the game, and this trap's an easy way to nab 'em!

Trainer Tips

There are 30 Trainers in this building, ranging from Poison Pokémon used by Rockets, to the Electric creatures Scientists use.

They start around Lv 25, and get much stronger from there. It's an excellent place to train your squad... just don't faint!



Check it out

Using the maps



Silph Co. is split over 11 floors, with the biggest gang of Rockets you'll ever see.

The YELLOW letters on the map show how the floors connect. If you use tile **A** on Third Floor, you'll arrive at **A** on the Ninth Floor. It's easy to get lost, so keep an eye on the maps.

1 It's good to talk



The employees of Silph Co. are scared to death of the Rockets, and are hiding all over the building.

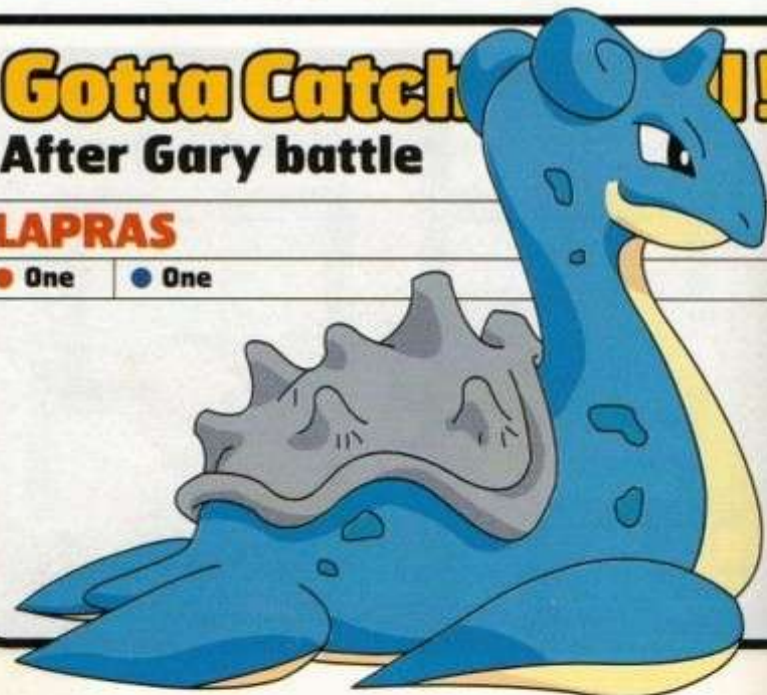
Make sure you talk to all of 'em. Many have valuable items which they're just itching to give away. You're on a mission to save them all, so take advantage of the items they give you.

Gotta Catch 'em All!

After Gary battle

LAPRAS

● One ● One



Gotta Get 'em!

- A** TM 36, SELF DESTRUCT
- B** HYPER POTION
- C** ESCAPE ROPE
- D** MAX REVIVE
- E** FULL HEAL
- F** PROTEIN
- G** TM 09, TAKE DOWN
- H** HP UP
- I** X ACCURACY
- J** TM 03, SWORDS DANCE
- K** CALCIUM
- L** CARBOS
- M** RARE CANDY
- N** TM 26, EARTHQUAKE



Oak's F.A.Q

Professor Oak just loves answering Pokémon questions. Here we go again...

Got any cheats for me, Professor Oak...?

■ No, no, NO! Cheating is bad, and it can lead to your saved Pokémon game being wiped. But, if you want to see something weird, stand in front of a statue in any gym. Get a fishing Rod out, wait a moment and, hey presto!, you should enter a battle with a wild Water Pokémon. If it doesn't work first time, try again.

Professor, what's your favourite Pokémon move?

■ Why, thanks for asking! I like the move Dig 'cos it allows you to miss an attack from the rival Pokémon, then hit 'em back with a powerful move. It's also a good move against Ghosts, some of the hardest Pokémon in the whole game to beat.

Can you get all three starting Pokémon in your lab?

■ No, you can't. If you want to catch 'em all, you'll need to link up with a mate at the Cable Club and get trading.

#075 GRAVELER

Rolls down slopes to move. The Graveler rolls over any obstacle without slowing or changing its direction.



Level	Attack	Type
-	Tackle	Normal
-	Defense Curl	Normal
-	Rock Throw	Rock
-	Self Destruct	Normal
Lv 29	Harden	Normal
Lv 36	Earthquake	Ground
Lv 43	Explosion	Normal
-	-	-
-	-	-
-	-	-

ABILITY

TICK BOX Got it!

Type	Rock/Ground
See	● ●
Catch	● ●

EVOLUTION
Geodude ▶ Graveler (Lv 25) ▶ Golem (Trade)

#076 GOLEM

Golem's boulder-like body is extremely hard and can easily withstand dynamite blasts without damage.



Level	Attack	Type
-	Tackle	Normal
-	Defense Curl	Normal
-	Rock Throw	Rock
-	Self Destruct	Normal
Lv 29	Harden	Normal
Lv 36	Earthquake	Ground
Lv 43	Explosion	Normal
-	-	-
-	-	-
-	-	-

ABILITY

TICK BOX Got it!

Type	Rock/Ground
See	● ●
Catch	● ●

EVOLUTION
Geodude ▶ Graveler (Lv 25) ▶ Golem (Trade)

#077 PONYTA

Ponyta's hooves are ten times stronger than diamonds and it can trample anything completely flat in no time.



Level	Attack	Type
-	Ember	Fire
Lv 30	Tail Whip	Normal
Lv 32	Stomp	Normal
Lv 35	Growl	Normal
Lv 39	Fire Spin	Fire
Lv 43	Take Down	Normal
Lv 48	Agility	Psychic
-	-	-
-	-	-
-	-	-

ABILITY

TICK BOX Got it!

Type	Fire
See	● ●
Catch	● ●

EVOLUTION
Ponyta ▶ Rapidash (Lv 40)

#078 RAPIDASH

Very competitive, this Pokémon will chase anything that moves fast in the hope of racing it. Rapidash rocks!



Level	Attack	Type
-	Ember	Fire
-	Tail Whip	Normal
-	Stomp	Normal
-	Growl	Normal
-	Fire Spin	Fire
Lv 47	Take Down	Normal
Lv 55	Agility	Psychic
-	-	-
-	-	-
-	-	-

ABILITY

TICK BOX Got it!

Type	Fire
See	● ●
Catch	● ●

EVOLUTION
Ponyta ▶ Rapidash (Lv 40)

Route 12

Time to take a quick trip to the docks south of Lavender Town. Without the Surf ability, you'll have to fight some burly Fishermen.



Check it out



1 Snorlax

With the Poké Flute in hand, you can now wake the sleepy Snorlax. He doesn't like being disturbed, though! When he's awake he'll attack you, so get ready with some Ultra and Super Balls to catch this rare Pokémon.

Poké Tip

Low on cash? Try using the Pay Day attack which scatters coins. Meowth has it, or you can find TM 16 on Route 12. If you've completed the game, fight the Elite Four again and again to get a wallet bulging with money. Then go shopping!

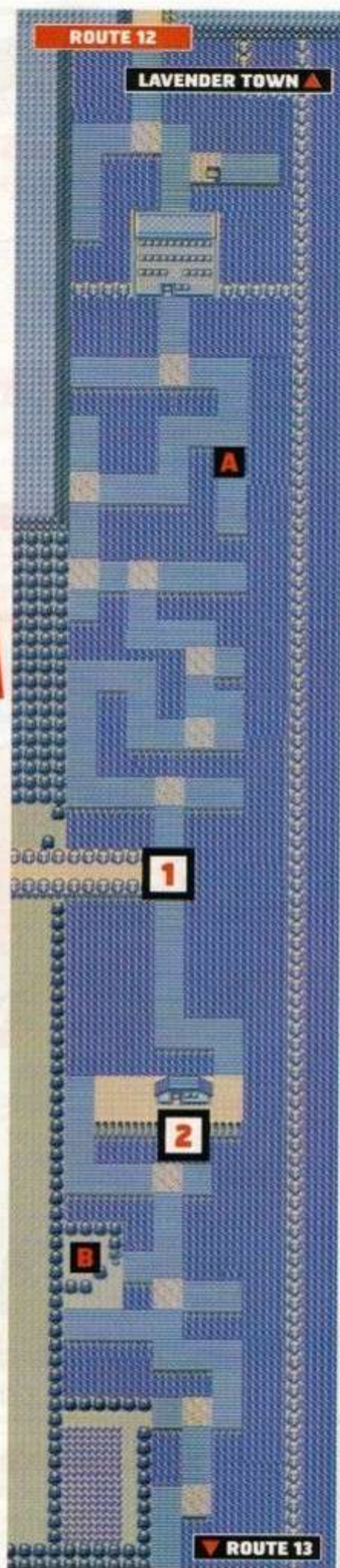
2 The Super Rod



Remember the Fishing Guru who gave you the Old Rod? Well, his brother's set-up house on Route 12. Listen to his wise, fishy words and you'll be given the Super Rod. Now you can fish for bigger Pokémon in lakes, rivers, ponds... even gyms!

Poké Tip

Just 'cos you're able to buy Great and Ultra Balls in local Poké Marts doesn't mean that catchin' Pokémon will be easier. If you're able to buy powerful traps in a Poké Mart, it means that the local Pokémon are tough to catch, so the Balls aren't any more reliable.



Gotta Catch 'em all!

GLOOM

● Rare ● None



VENONAT

● Rare ● None



PIDGEY

● Rare ● Rare



BELLSPROUT

● None ● Rare



WEEPINBELL

● None ● Rare



ODDISH

● Loads ● Loads



TENTACOOL, KRABBY, MAGIKARP, GOLDEEN

● Loads ● Loads Catch Tentacool, Krabby, Magikarp and Goldeen with a fishing Rod ▼

Gotta Get 'em!

A TM 16, PAY DAY **B** IRON



Route 13

This maze like highway is packed with Trainers, so fight some vicious battles.

Trainer Tips

There are many powerful Birdkeepers along this path, their Flight Pokémon soaring high at the Lv 30 mark. There's a gym and a dungeon on the horizon, so get the Experience Points while you can. You'll need 'em to raise your Pokémon Levels.

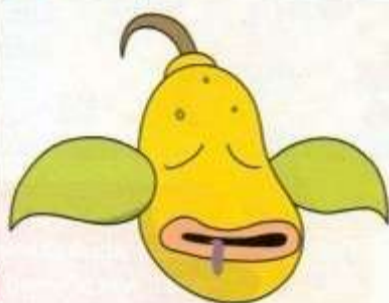
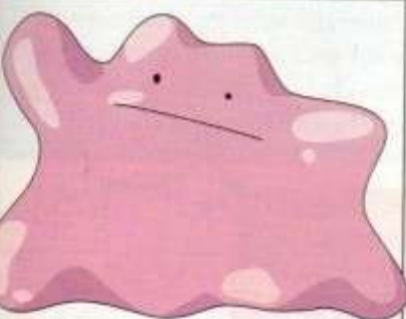
Gotta Catch 'em all!

DITTO

● Rare ● Rare

WEEPINBELL

● None ● Rare



BELLSPROUT

● None ● Rare

VENONAT

● Rare ● Rare



ODDISH

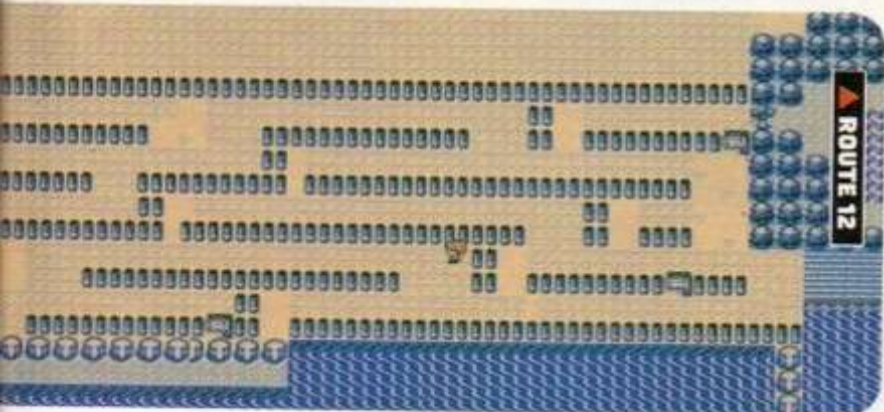
● Rare ● None

PIDGEY

● Rare ● Rare

GLOOM

● Rare ● None



#079 SLOWPOKE

Slowpoke is incredibly slow and dopey. It takes five seconds for Slowpoke to feel pain when under attack.



Level	Attack	Type
-	Confusion	Psychic
Lv 18	Disable	Normal
Lv 22	Head Butt	Normal
Lv 27	Growl	Normal
Lv 33	Water Gun	Water
Lv 40	Amnesia	Psychic
Lv 48	Psychic	Psychic
-	-	-
-	-	-
-	-	-

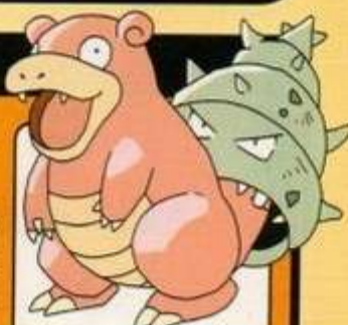
Got it!

Type	Water/Psychic
See	● ●
Catch	● ●

EVOLUTION
Slowpoke → Slowbro (Lv 37)

#080 SLOWBRO

The Shellder that is latched on to the Slowbro's tail is said to feed on the host's leftover scraps. Disgusting!



Level	Attack	Type
-	Confusion	Psychic
-	Disable	Normal
-	Head Butt	Normal
-	Growl	Normal
-	Water Gun	Water
-	Withdraw	Water
Lv 44	Amnesia	Psychic
Lv 55	Psychic	Psychic
-	-	-
-	-	-

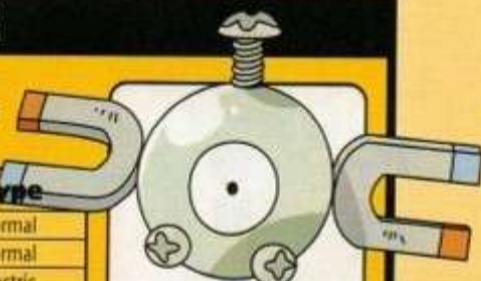
Got it!

Type	Water/Psychic
See	● ●
Catch	● ●

EVOLUTION
Slowpoke → Slowbro (Lv 37)

#081 MAGNEMITE

Uses anti-gravity to stay suspended in air. Appears without warning and uses Thunder Wave and similar moves.



Level	Attack	Type
-	Tackle	Normal
Lv 21	Sonic Boom	Normal
Lv 25	Thundershock	Electric
Lv 29	Supersonic	Normal
Lv 35	Thunder Wave	Electric
Lv 41	Swift	Normal
Lv 47	Screech	Normal
-	-	-
-	-	-

Got it!

Type	Electric
See	● ●
Catch	● ●

EVOLUTION
Magnemite → Magnetron (Lv 30)

#082 MAGNETON

Formed by several Magnemites living together. They frequently appear when sunspots flare up.



Level	Attack	Type
-	Tackle	Normal
-	Sonic Boom	Normal
-	Thundershock	Electric
-	Supersonic	Normal
Lv 38	Thunder Wave	Electric
Lv 46	Swift	Normal
Lv 54	Screech	Normal
-	-	-
-	-	-

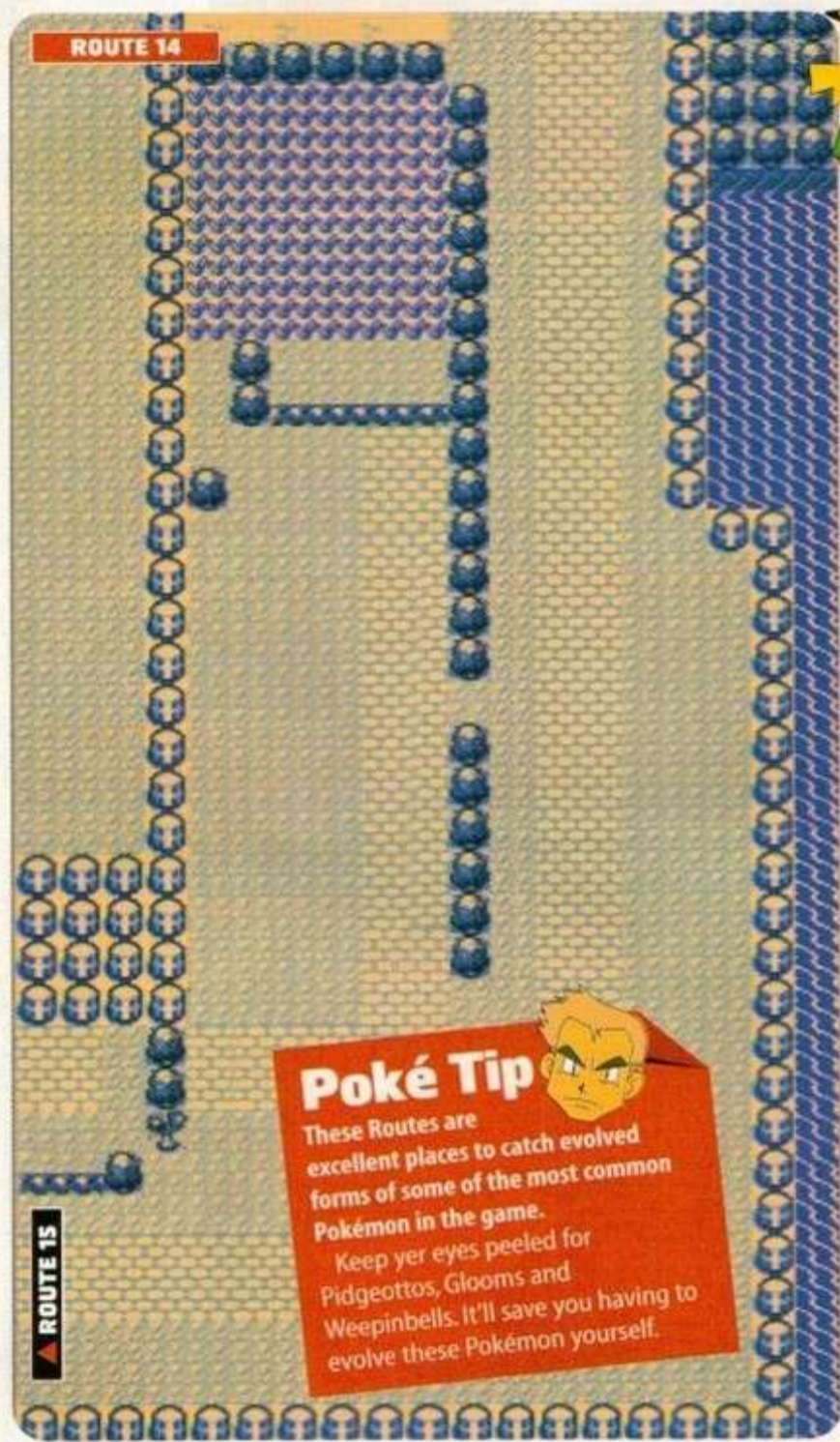
Got it!

Type	Electric
See	● ●
Catch	● ●

EVOLUTION
Magnemite → Magnetron (Lv 30)

Routes 14/15

More opportunities to battle Trainers and capture the wild, evolved forms of some of your fave Pokémon.



Poké Tip
 These Routes are excellent places to catch evolved forms of some of the most common Pokémon in the game. Keep yer eyes peeled for Pidgeottos, Gloom and Weepinbells. It'll save you having to evolve these Pokémon yourself.



Check it out

1 Experience this



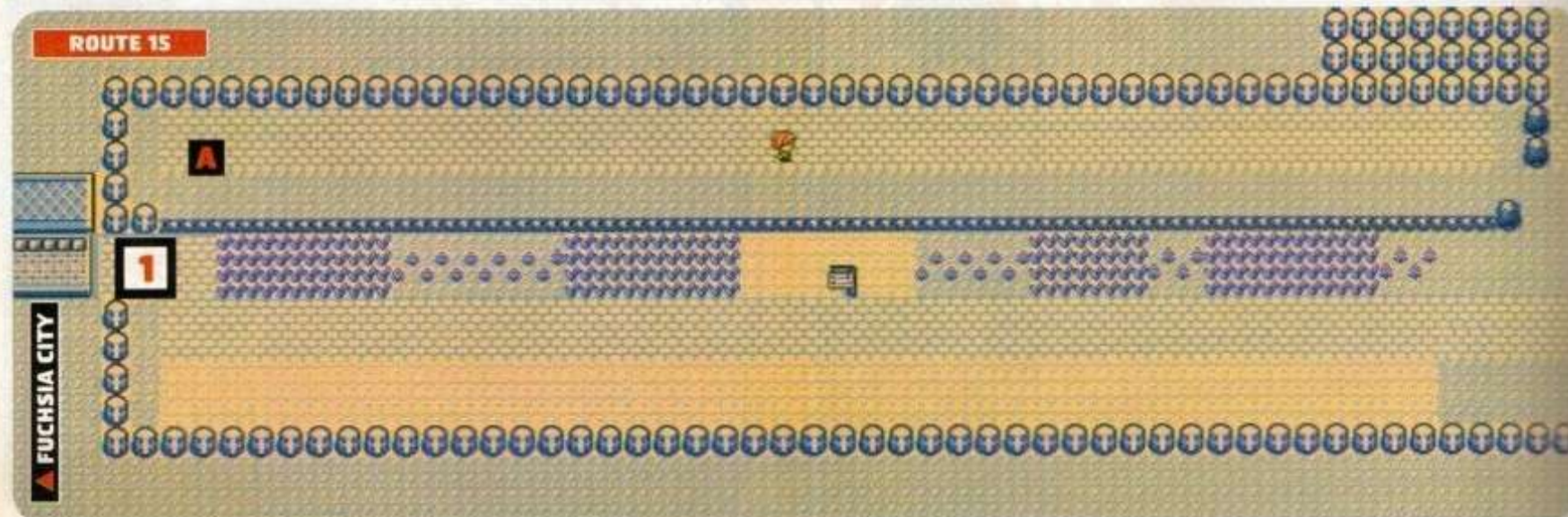
There's a gatehouse between Route 15 and Fuchsia City. Inside, you'll find Professor Oak's Aide waiting for you.

If you've got more than 50 Pokémon, he'll give you **Exp. All**, which allows you to share Experience Points between all your Pokémon during battle. It's slow working, but good for building strong squads to batter the Elite Four.



Here are some more Pokémon names which changed when the game was released in America. Do you think the originals are better, or do you like the new ones best?

		
NEW NAME: SCYTHER	NEW NAME: GROWLITHE	NEW NAME: ARCANINE
ORIGINAL: STRYKE	ORIGINAL: FLAMIE	ORIGINAL: BLAZE
		
NEW NAME: ABRA	NEW NAME: KADABRA	NEW NAME: MACHOP
ORIGINAL: HOCUS	ORIGINAL: POCUS	ORIGINAL: KARA-TEE



Gotta Catch 'em all!

ODDISH

● Rare ● None



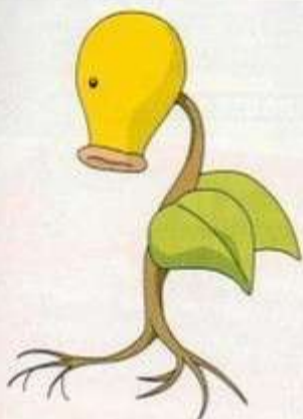
PIGEOTTO

● Rare ● Rare



BELLSPROUT

● None ● Rare



WEEPINBELL

● None ● Rare



PIDGEY

● Rare ● Rare



DITTO

● Rare ● Rare



VENONAT

● Rare ● Rare



GLOOM

● Rare ● None



Gotta Get 'em!

A TM 20, RAGE

#083 FARFETCH'D

The sprig of green onions Farfetch'd holds is its weapon. The green onions are used much like a metal sword.



Level	Attack	Type
-	Peck	Flying
-	Sand Attack	Normal
Lv 7	Leer	Normal
Lv 15	Fury Attack	Normal
Lv 23	Swords Dance	Normal
Lv 31	Agility	Psychic
Lv 39	Slash	Normal
-	-	-
-	-	-
-	-	-

ABILITY

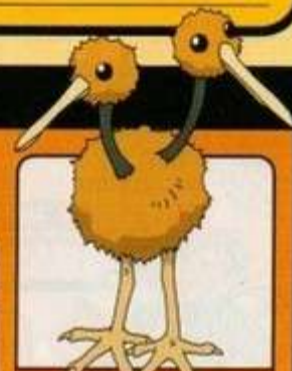
TICK BOX Got it!

Type	Normal/Flying
See	● ●
Catch	● ●

EVOLUTION
Farfetch'd

#084 DODUO

Doduo is a bird that makes up for its poor flying with its fast foot speed. Leaves giant foot prints on the ground.



Level	Attack	Type
-	Peck	Flying
Lv 20	Growl	Normal
Lv 24	Fury Attack	Normal
Lv 30	Drill Peck	Flying
Lv 36	Rage	Normal
Lv 40	Tri Attack	Normal
Lv 44	Agility	Psychic
-	-	-
-	-	-
-	-	-

ABILITY

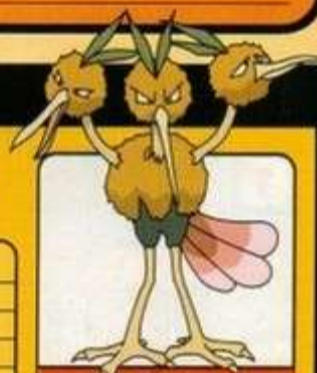
TICK BOX Got it!

Type	Normal/Flying
See	● ●
Catch	● ●

EVOLUTION
Doduo → Dodrio (Lv 31)

#085 DODRIO

Dodrio uses its three brains to execute complex plans. While two heads sleep, one head stays awake.



Level	Attack	Type
-	Peck	Flying
-	Growl	Normal
-	Fury Attack	Normal
-	Drill Peck	Flying
Lv 39	Rage	Normal
Lv 45	Tri Attack	Normal
Lv 51	Agility	Psychic
-	-	-
-	-	-
-	-	-

ABILITY

TICK BOX Got it!

Type	Normal/Flying
See	● ●
Catch	● ●

EVOLUTION
Doduo → Dodrio (Lv 31)

#086 SEEL

The protruding horn on a Seel's head is very hard and is used for bashing through thick ice. And for battering other Pokémon...



Level	Attack	Type
-	Head Butt	Normal
Lv 30	Growl	Normal
Lv 35	Aurora Beam	Ice
Lv 40	Rest	Psychic
Lv 45	Take Down	Normal
Lv 50	Ice Beam	Ice
-	-	-
-	-	-
-	-	-

ABILITY

TICK BOX Got it!

Type	Water
See	● ●
Catch	● ●

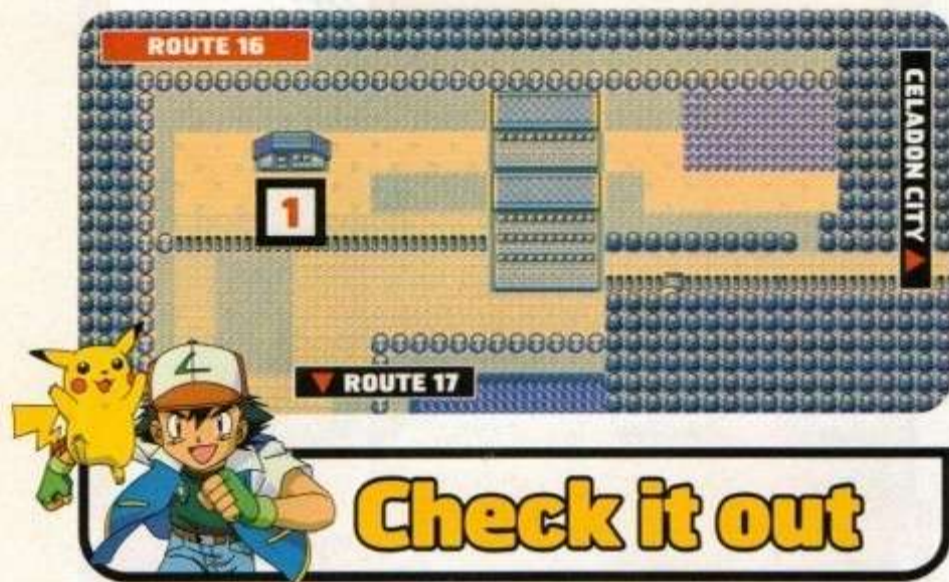
EVOLUTION
Seel → Dewgong (Lv 34)

Route 16

Route 17

Stop! If you haven't got a Bicycle, go back and get one. If you do, crack on...

Route 17 is a hill, and you'll find it hard to stop. Watch for Bikers and Cue Balls.



Check it out

Trainer Tips

After walking through the peaceful gatehouse, you'll meet a gang of burly Bikers and cheeky Cue Balls.

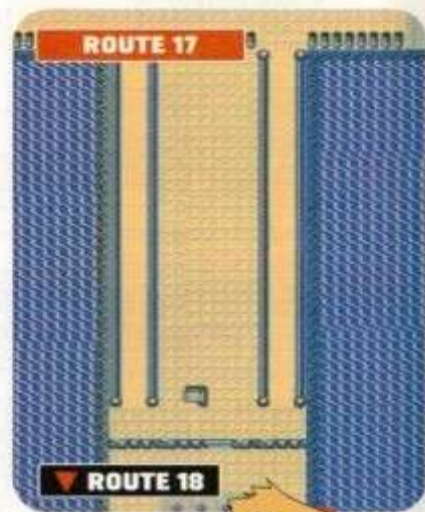
They're not so tough, though, their Poisonous and Normal/Fighting Pokémon ranging between Lv 26 and Lv 33. Piece of cake, eh?

1 I wish I could fly



With Cut, chop down the bush on the right hand side of the road leading to where the sleeping Snorlax was.

Go through the top gatehouse, to house on other side. Inside, a girl gives you HM 02, Flight, which allows you to fly between towns!



Poké Tip

When a Pokémon learns a new move through Levelling Up, it'll be more powerful than the TM version of that move. It's best to Level Up and get the most powerful attack possible. TMs are good for teaching moves your Pokémon will NEVER learn.

Poké Tip

Here's a good tip. If you're being attacked by a Poison Pokémon, use a Poison beast of your own such as Koffing or Weezing. Poison Pokémon can't be poisoned, so you can tackle toxic enemies without fear of your energy draining.

Trainer Tips

Make sure you're strong. You travel down this hill soooooo fast, it's impossible to avoid duels with rival Trainers.

The Bikers tend to use poisonous Pokémon such as Grimer, Weezing and Koffing, while the Cue Balls prefer to use Fighting types.

Gotta Catch 'em all!

DODUO

● Rare ● Rare



SPEAROW

● Loads ● Loads



RATTATA

● Rare ● Rare



RATICATE

● Rare ● Rare



DODUO

● Rare ● Rare



FEAROW

● Rare ● Rare



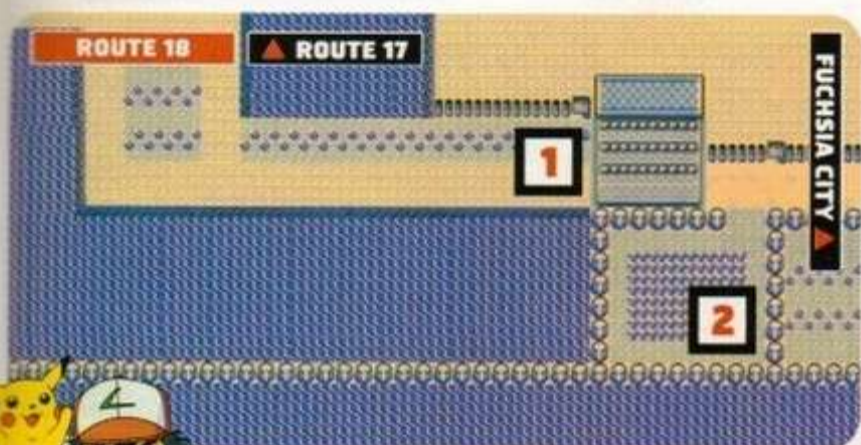
RATICATE

● Rare ● Rare



Route 18

After springing over the ledge, you'll be able to ride towards Fuchsia City.



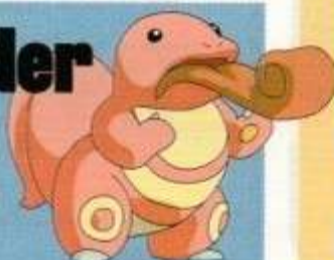
Check it out

1 Pokémon Trader



Another top bargain. This Pokémon Trader wants to trade an ultra rare Lickitung for a common Slowbro.

Slowbro are easily found in this area of the game, so make sure you catch an extra one to trade for the long-tongued beast.



2 Training area

This patch of grass may look innocent, but it's home to loads of medium strength wild Pokémon.

It's a good area to fight monsters over and over again to build Experience Points, and there's a Poké Centre nearby to heal your squad.



Gotta Catch 'em all! Routes 17 and 18

RATTATA

● Rare ● Rare

SPEAROW

● Loads ● Loads

TENTACOO, KRABBY, MAGIKARP, GOLDEEN

● Loads ● Loads



Catch Tentacool, Krabby, Magikarp and Goldeen with a fishing Rod ▲

#087 DEWGONG

Dewgong stores thermal energy in its body. It can swim at a steady eight knots all day, even in icy cold waters.



Level	Attack	Type
-	Head Butt	Normal
-	Growl	Normal
Lv 35	Aurora Beam	Ice
Lv 44	Rest	Psychic
Lv 50	Take Down	Normal
Lv 56	Ice Beam	Ice
-	-	-
-	-	-
-	-	-

ABILITY

TICK BOX Got it!

Type Water/Ice

See ● ●

Catch ● ●

Seel EVOLUTION Dewgong (Lv 34)

#088 GRIMER

Appears in filthy areas and thrives by sucking up polluted sludge that is pumped out of factories.



Level	Attack	Type
-	Pound	Normal
-	Disable	Normal
Lv 30	Poison Gas	Poison
Lv 33	Minimize	Normal
Lv 37	Sludge	Poison
Lv 42	Harden	Normal
Lv 48	Screech	Normal
Lv 55	Acid Armour	Poison
-	-	-
-	-	-

ABILITY

TICK BOX Got it!

Type Poison

See ● ●

Catch ● ●

Grimer EVOLUTION Muk (Lv 38)

#089 MUK

Dirty old Muk is thickly covered with a filthy, vile sludge. It's so toxic even its footprints contain horrible poison.



Level	Attack	Type
-	Pound	Normal
-	Disable	Normal
-	Poison Gas	Poison
-	Minimize	Normal
-	Sludge	Poison
Lv 45	Harden	Normal
Lv 53	Screech	Normal
Lv 60	Acid Armour	Poison
-	-	-
-	-	-

ABILITY

TICK BOX Got it!

Type Poison

See ● ●

Catch ● ●

Grimer EVOLUTION Muk (Lv 38)

#090 SHELLDER

Shellder's hard shell can repel any kind of attack. This Pokémon's vulnerable only when the shell is open.



Level	Attack	Type
-	Tackle	Normal
-	Withdraw	Water
Lv 18	Supersonic	Normal
Lv 23	Clamp	Water
Lv 30	Aurora Beam	Ice
Lv 39	Leer	Normal
Lv 50	Ice Beam	Ice
-	-	-
-	-	-

ABILITY

TICK BOX Got it!

Type Water

See ● ●

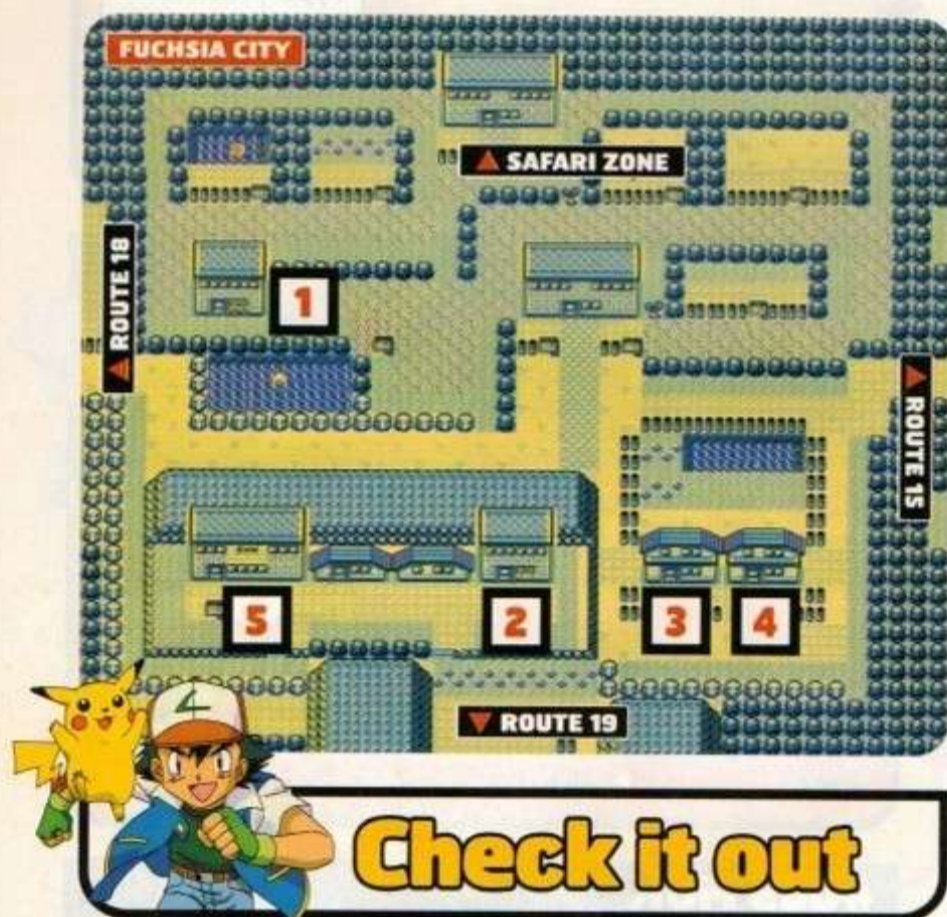
Catch ● ●

Shellder EVOLUTION Cloyster (Water Stone)

COME BACK!
 Don't forget to return to Fuchsia City for...
 • HM 03, Strength, when you've got Warden's Teeth from Safari Zone

Fuchsia City

Seaside city, Fuchsia, is home to the Pokémon Safari Zone, where you'll catch the rarest creatures...



Check it out

1 Poké Mart

You'll find this shop on your way to the Safari Zone, but you won't need any extra kit for this location.

Instead, make sure you visit this shop just before you leave Fuchsia, to buy supplies for the long and dangerous journey to Seafoam Islands.



Poké Mart price list

Ultra Ball	1,200	Revive	1,500
Great Ball	600	Full Heal	600
Super Potion	700	Super Repel	500

2 Poké Centre

3 Game Warden's House



No one can understand this old codger 'cos his teeth fell out in the Safari Zone. See tips overleaf on where to find 'em.

Return his Gold Teeth and the Warden will give you HM 04, Strength, which will allow you move heavy boulders.

4 Fishing Guru #3



The Super Rod's brill, but you could use a medium strength Rod to catch some of the stranger Water Pokémon.

The third Fishing Guru here will give you a Good Rod. Go and try it, you might catch something interesting. In fact, you'll have to use all three of the fishing Rods you find to catch all the water dwelling beasts.



Hitmonlee takes the second part of his name from high kickin' martial arts legend, Bruce Lee.

If you didn't know that, you won't have realised that Hitmonchan's name is based on power punchin' karate star, Jackie Chan!

5 Gym fight!



To get to Pokémon Leader, Koga, you've gotta feel your way around the invisible walls in his gym. Look carefully...

The 'invisible' walls appear as dotted lines. If there aren't any gaps in lines made by the gym floorboards, you can walk that way. Koga's minions are psychic Jugglers who can call back Pokémon, and animal Tamers.



The Legendary Pokémon Birds, Articuno, Zapdos and Moltres, actually have numbers in their names. Take a closer look...

Do you see...? Artic-UNO, Zap-DOS and Mol-TRES. Bet you never even thought of that one!

Gotta Catch 'em all!

MAGIKARP, KRABBY, GOLDEEN, SEAKING

● Loads ● Loads



▲ Catch Magikarp, Krabby, Goldeen and Seaking with one of yer fishing Rods.

Pokémon Leader #6

Koga's a brainy Pokémon Leader, and he uses Poisonous and Psychic Pokémon to try and outsmart you.

If you managed to get past his Juggler mates on the way here, you'll probably beat him first time. Go get 'im, Ash!



KOGA want to fight!

Poké Tip
If you're lucky enough to have a Super NES and a Super Game Boy, it's time to get 'em down from the attic. If you play Koga's gym on your telly, it's easier to see the invisible walls and sneak past 'em!

Koga

Poisonous and Psychic Pokémon are very hard creatures to beat. This'll be a tough battle.

Koga's squad

KOFFING Lv 37	MUK Lv 39
	
KOFFING Lv 37	WEEZING Lv 43
	

Koga tip

Most Pokémon are good against Koga's squad, but Poison and Psychic attacks can drain your energy quickly. Make sure your Pokémon have strong offensive attacks, and have a few Full Heals in your pocket.

Koga's prizes

SOUL BADGE

Raises you Pokémon defence, allows you to Surf water to south.

TM 06, TOXIC

Poisons foe, damage gets worse each turn.

#091 CLOYSTER

When attacked, Cloyster launches its horns in very quick volleys. The Cloyster's innards have never been seen.



Level	Attack	Type
-	Withdraw	Water
-	Supersonic	Normal
-	Clamp	Water
-	Aurora Beam	Ice
Lv 50	Spike Cannon	Normal
-	-	-
-	-	-
-	-	-
-	-	-
-	-	-

ABILITY

Got it!

Type	Water/Ice
See	● ●
Catch	● ●

EVOLUTION
Shellder → Cloyster (Water Stone)

#092 GASTLY

Almost invisible, gaseous Pokémon Gastly cloaks its target and puts it to sleep without it even noticing.



Level	Attack	Type
-	Lick	Ghost
-	Confuse Ray	Ghost
-	Night Shade	Ghost
Lv 27	Hypnosis	Psychic
Lv 35	Dream Eater	Psychic
-	-	-
-	-	-
-	-	-
-	-	-
-	-	-

ABILITY

Got it!

Type	Ghost/Poison
See	● ●
Catch	● ●

EVOLUTION
Gastly → Haunter (Lv 25) → Gengar (Trade)

#093 HAUNTER

Because of Haunter's ability to slip through block walls, it is said to be from another, warped dimension.



Level	Attack	Type
-	Lick	Ghost
-	Confuse Ray	Ghost
-	Night Shade	Ghost
Lv 29	Hypnosis	Psychic
Lv 38	Dream Eater	Psychic
-	-	-
-	-	-
-	-	-
-	-	-
-	-	-

ABILITY

Got it!

Type	Ghost/Poison
See	● ●
Catch	● ●

EVOLUTION
Gastly → Haunter (Lv 25) → Gengar (Trade)

#094 GENGAR

Under a full moon, this wicked Pokémon likes to imitate the shadows of people and laugh when they get frightened.



Level	Attack	Type
-	Lick	Ghost
-	Confuse Ray	Ghost
-	Night Shade	Ghost
Lv 29	Hypnosis	Psychic
Lv 38	Dream Eater	Psychic
-	-	-
-	-	-
-	-	-
-	-	-
-	-	-

ABILITY

Got it!

Type	Ghost/Poison
See	● ●
Catch	● ●

EVOLUTION
Gastly → Haunter (Lv 25) → Gengar (Trade)

Safari Zone

This area is packed with some of the rarest Pokémon in the game. But catching 'em ain't no walk in the park...

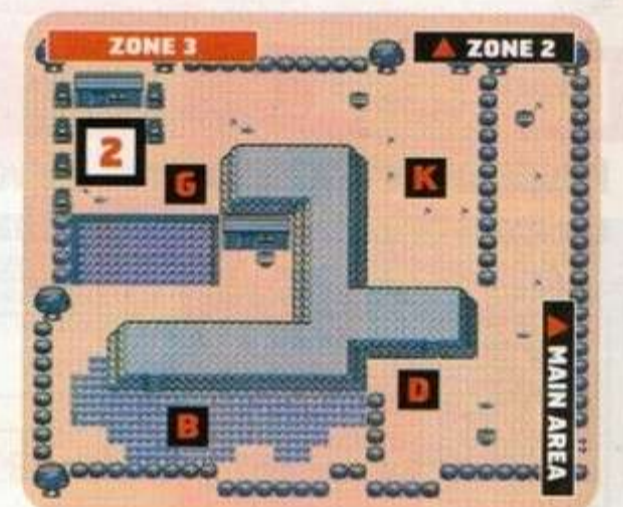
Poké Tip

If you're running low on cash but need items and Pokémon from the Safari Zone, save the game just before you go in. If you don't get what you want inside the Zone, just switch off your Game Boy and start again. You'll save loadsa cash, you cheat!



Poké Tip

If you've been to Game Corner you'll know that Dratini's are on sale there. But don't waste your money on 'em! You can fish in the Safari Zone for these cool beasts, so save your money for that elusive Porygon.



Check it out

1 Entrance

To get into the Safari Zone, you must part with 500 credits. In return you get 30 Safari Balls. Time runs out when you've taken 500 steps. To check how much time you've got left, simply sneak a peek at your game menu.



2 Get a move on!



The main object of this Zone is to get to the house in the north-west corner of Zone 3 before time runs out. Here you'll be rewarded with HM 03, Surf, essential for continuing your quest. The Warden's Gold Teeth are near here, too, and you need them if you want to get the ability Strength.

Gotta Catch 'em all!

Main Area

RHYHORN

● Rare ● Rare

VENONAT

● Rare ● Rare

EXEGGCUTE

● Rare ● Rare

PARASECT

● Rare ● Rare

SCYTHYER

● Rare ● None

PINSIR

● None ● Rare



NIDORAN (M)

● Rare ● None

NIDORINO

● Rare ● Rare

NIDORAN (F)

● None ● Rare

NIDORINA

● Rare ● Rare

CHANSEY

● Rare ● Rare

Gotta Catch 'em all!

Zone 1

DODUO ● Rare ● Rare	EXEGGCUTE ● Rare ● Rare
PARAS ● Rare ● Rare	PARASECT ● Rare ● Rare
KANGASKHAN ● Rare ● Rare	SCYTHER ● Rare ● None
PINSIR ● None ● Rare	NIDORAN (M) ● Rare ● Rare
NIDORINO ● Rare ● None	NIDORAN (F) ● Rare ● Rare
NIDORINA ● None ● Rare	

Zone 2

RHYHORN ● Rare ● Rare	EXEGGCUTE ● Rare ● Rare
PARAS ● Rare ● Rare	VENOMOTH ● Rare ● Rare
NIDORINA ● Rare ● Rare	NIDORAN (M) ● Rare ● None
NIDORINO ● Rare ● Rare	NIDORAN (F) ● None ● Rare
TAUROS ● Rare ● Rare	CHANSEY ● Rare ● Rare

Zone 3

VENONAT ● Rare ● Rare	VENOMOTH ● Rare ● Rare
DODUO ● Rare ● Rare	EXEGGCUTE ● Rare ● Rare
TAUROS ● Rare ● Rare	KANGASKHAN ● Rare ● Rare
NIDORAN (M) ● Rare ● Rare	NIDORINA ● Rare ● None
NIDORAN (F) ● None ● Rare	NIDORINO ● Rare ● Rare

Gotta Get 'em!

- | | |
|-----------------------------|---------------------|
| A MAX POTION | H CARBOS |
| B MAX POTION | I PROTEIN |
| C FULL RESTORE | J NUGGET |
| D MAX REVIVE | K GOLD TEETH |
| E TM 37, EGG BOMB | |
| F TM 40, SKULL BASH | |
| G TM 32, DOUBLE TEAM | |

#095 ONIX

As the Onix grows, the stone portions of its body harden to become similar to a diamond, but coloured black.



Level	Attack	Type
-	Tackle	Normal
-	Screech	Normal
Lv 15	Bind	Normal
Lv 19	Rock Throw	Rock
Lv 25	Rage	Normal
Lv 33	Slam	Normal
Lv 43	Harden	Normal
-	-	-
-	-	-
-	-	-

ABILITY

TICK BOX Got it!

Type	Rock/Ground
See	● ●
Catch	● ●

EVOLUTION

Onix

#096 DROWZEE

Drowzee puts enemies to sleep, then eats their dreams. Occasionally gets sick from eating bad dreams.



Level	Attack	Type
-	Pound	Normal
-	Hypnosis	Psychic
Lv 12	Disable	Normal
Lv 17	Confusion	Psychic
Lv 24	Head Butt	Normal
Lv 29	Poison Gas	Poison
Lv 32	Psychic	Psychic
Lv 37	Meditate	Psychic
-	-	-
-	-	-

ABILITY

TICK BOX Got it!

Type	Psychic
See	● ●
Catch	● ●

EVOLUTION

Drowzee

Hypno (Lv 26)

#097 HYPNO

When Hypno locks eyes with an enemy, it uses a mix of Psychic moves such as Hypnosis and Confusion.



Level	Attack	Type
-	Pound	Normal
-	Hypnosis	Psychic
-	Disable	Normal
-	Confusion	Psychic
-	Head Butt	Normal
Lv 33	Poison Gas	Poison
Lv 37	Psychic	Psychic
Lv 43	Meditate	Psychic
-	-	-
-	-	-

ABILITY

TICK BOX Got it!

Type	Psychic
See	● ●
Catch	● ●

EVOLUTION

Drowzee

Hypno (Lv 26)

#098 KRABBY

The Krabby's pincers are not only powerful weapons, they're also used for balance when walking sideways.



Level	Attack	Type
-	Bubble	Water
-	Leer	Normal
Lv 20	Vice Grip	Normal
Lv 25	Guillotine	Normal
Lv 30	Stomp	Normal
Lv 35	Crab Hammer	Water
Lv 40	Harden	Normal
-	-	-
-	-	-

ABILITY

TICK BOX Got it!

Type	Water
See	● ●
Catch	● ●

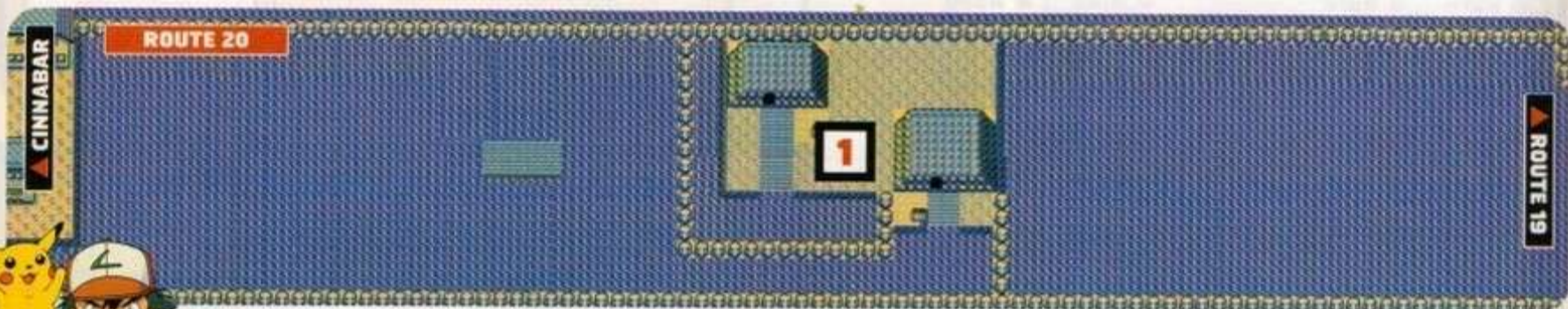
EVOLUTION

Krabby

Kingler (Lv 28)

Routes 19/20

With Lapras in your squad and the Surf ability under your belt, it's time to glide across the peaceful waters to Seafoam Island. Sorry, did we say 'peaceful'...?



Check it out

Trainer Tips

Swimmers and Beauties rule the roost here, but their watery Pokémon should be no match for your experienced squad.

Unfortunately, these guys don't carry much change in their Speedos, so you won't make a lot of cash from fightin' them.

1 Seafoam Islands



To get to Cinnabar Island, you'll need to travel through the Seafoam Island dungeon. Enter the right entrance first.

Tips for getting through this tough dungeon can be found overleaf. Eventually, you'll arrive at the left-hand exit, from where you can continue your journey in peace.



It must have taken Nintendo ages to change all the Pokémon names when the game was released in America. Here are a few more of their original titles...

		
NEW NAME: MACHOKE ORIGINAL: KUNG-FOO	NEW NAME: MACHAMP ORIGINAL: JU-DOH	NEW NAME: DRATINI ORIGINAL: DRAGON
		
NEW NAME: AERODACTYL ORIGINAL: PTERA	NEW NAME: OMASTAR ORIGINAL: KARGO	NEW NAME: KABUTO ORIGINAL: ATT



BOGUS BONUS

Pikablu

First, you must have Eevee, Jolteon, Flareon and Vaporeon. Now go to Bill's Sea Cottage and use his PC 200 times.

When you talk to Bill he'll give you a Poké God called Pikablu. Really? Nah! It's just a load of utter Poké nonsense!



Poké Tip

Pidegot and Fearow's Mirror Move is cool. When facing a fearsome Dragonite who uses Hyper Beam, use Mirror Move. You'll hit the Pokémon with its own attack, good on Dragonite as Dragon attacks are super effective against this fiery fiend.

Gotta Catch 'em all!

TENTACOOOL

● Loads ● Loads





Oak's F.A.Q

After reading all these F.A.Qs, you're bound to be a Pokémon genius, just like Professor Oak himself. Give yourself a pat on the back...

My mates keep beating me with their Pokémon! Have you got any hints that'll help me?

■ You should be on the lookout for Ghost Pokémon such as Gastly and Haunter. Ghost Pokémon can evade attacks better than any other Pokémon, and they also have great attacks which can drain your opponent's energy with ease. Get a Silph Scope, head for Pokémon Tower and nab yourself a Ghost. That should help you pummel your mates next time!



If I stop my Pokémon evolving, will it never happen again?

■ Don't worry. If you stop a Pokémon evolving, it'll try to do it again when it raises another Level.

I'm going mad, mad I tell you! Every time I find Tauros in the Safari Zone, he runs off before I can catch him. Help!

■ Calm down! Tauros is a very tough Pokémon to catch, but it is possible. Throwing Bait and Rocks is much too risky 'cos Tauros is extremely rare, even more so than Chansey. My advice? Just keep chucking Safari Balls and hope for the best. Unfortunately, there aren't any fool proof ways to catch this Pokémon bull.



Got any tips for the slot machines in Celadon City? I think they're totally rigged, but I'm not quite sure...

■ All the slot machines have different odds, and they change every time you visit. Play a machine four times and, if it hits two pictures the same, stick with it and you should win quite soon.

More Safari Zone problems for you, Prof. Any tips for nabbing Scyther?

■ Both Scyther (found in Pokémon Red only) and Pinsir (unique to the Blue version) are difficult to catch, and you'll be ripping your hair out as they keep running away. I found that throwing a Rock, followed quickly by a Safari Ball, is the best way to catch both these beauties.



#099 KINGLER

Kingler's large pincer has 10,000 HP of crushing power. However its huge size makes it unwieldy to use.



Level	Attack	Type
-	Bubble	Water
-	Leer	Normal
-	Vice Grip	Normal
-	Guillotine	Normal
Lv 34	Stomp	Normal
Lv 42	Crab Hammer	Water
Lv 49	Harden	Normal
-	-	-
-	-	-
-	-	-

ABILITY

TICK BOX Got it!

Type	Water
See	● ●
Catch	● ●

EVOLUTION: Krabby → Kingler (Lv 28)

#100 VOLTORB

Voltorbs are usually found in power plants. Easily mistaken for a Pokéball, they have zapped many people.



Level	Attack	Type
-	Tackle	Normal
-	Screech	Normal
Lv 17	Sonic Boom	Normal
Lv 22	Self Destruct	Normal
Lv 29	Light Screen	Psychic
Lv 36	Swift	Normal
Lv 43	Explosion	Normal
-	-	-
-	-	-
-	-	-

ABILITY

TICK BOX Got it!

Type	Electric
See	● ●
Catch	● ●

EVOLUTION: Voltorb → Electrode (Lv 30)

#101 ELECTRODE

Electrode stores electric energy under very high pressure and often explodes with little or no provocation.



Level	Attack	Type
-	Tackle	Normal
-	Screech	Normal
-	Sonic Boom	Normal
-	Self Destruct	Normal
-	Light Screen	Psychic
Lv 40	Swift	Normal
Lv 50	Explosion	Normal
-	-	-
-	-	-
-	-	-

ABILITY

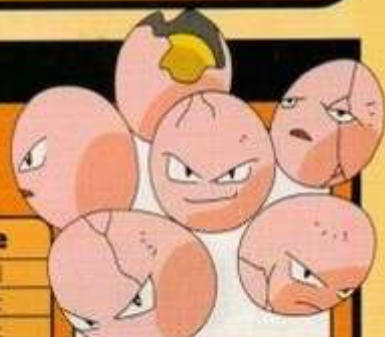
TICK BOX Got it!

Type	Electric
See	● ●
Catch	● ●

EVOLUTION: Voltorb → Electrode (Lv 30)

#102 EXEGGCUTE

Exeggcute is often mistaken for eggs. When disturbed, they quickly gather and attack in swarms.



Level	Attack	Type
-	Barrage	Normal
-	Hypnosis	Psychic
Lv 25	Reflect	Psychic
Lv 28	Leech Seed	Grass
Lv 32	Stun Spore	Grass
Lv 37	Poison Powder	Poison
Lv 42	Solar Beam	Grass
Lv 48	Sleep Powder	Grass
-	-	-
-	-	-
-	-	-

ABILITY

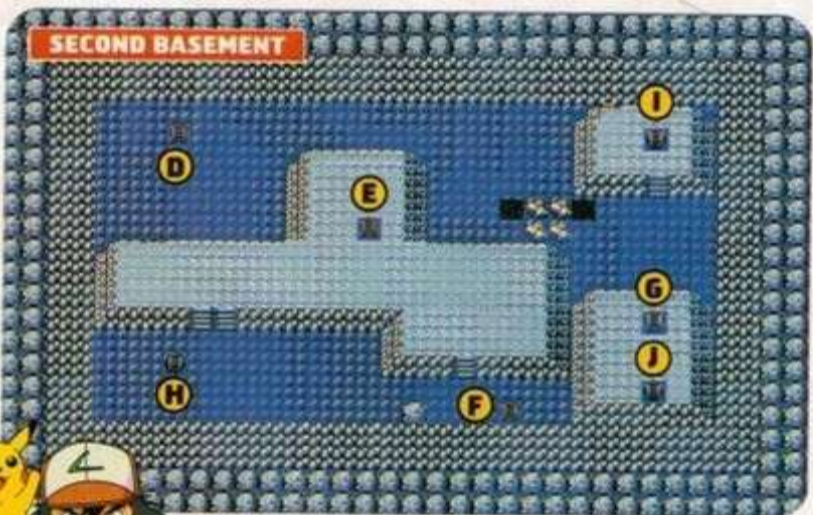
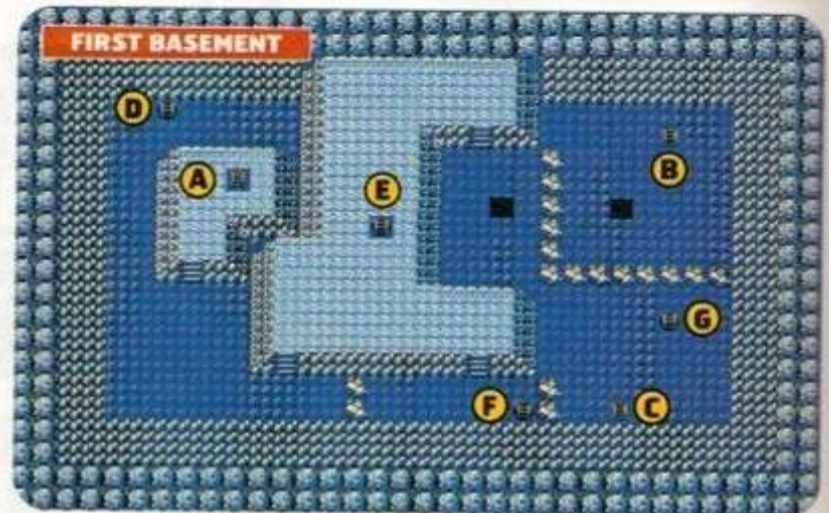
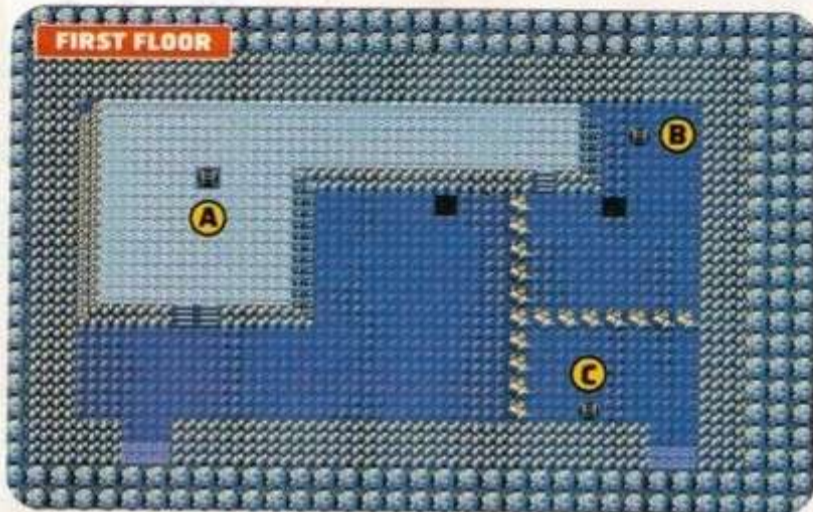
TICK BOX Got it!

Type	Grass/Psychic
See	● ●
Catch	● ●

EVOLUTION: Exeggcute → Exeggutor (Leaf Stone)

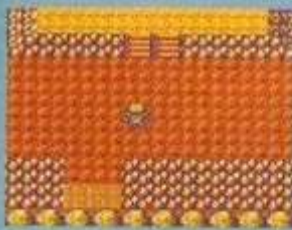
Seafoam Island

Stuck in the middle of Route 20, Seafoam Island is home to Articuno, a legendary flying Pokémon which lives in the deepest, darkest dungeon. Go get 'im!



Check it out

Using the maps



The Seafoam Islands are spread over five levels, with a great selection of wild Water Pokémon to catch.

The YELLOW letters on the map show how the floors connect. If you climb down ladder **A** on the First Floor, you'll arrive at **A** in the First Basement.

1 Use your Strength



As you explore the caves, make sure you push ALL the boulders you see using Strength into the black pits.

There's a fast flowing river below, and you need to block it to reach the exit.

When the current's blocked, cross to right side of the Third Basement and climb the ladder marked **J**. Keep going to exit.

2 Articuno

To reach this Legendary Bird, go to the Third Basement and roll both boulders into both holes in the lower-left corner.

Now take ladder marked **K** to next level down. Surf into river on left, and paddle north 'til you spot Articuno. Now try and catch 'im.

ARTICUNO	HP: 150
PIKACHU	HP: 149
	HP: 118/144
▶ FIGHT	
▶ ITEM	
▶ RUN	

Gotta Catch 'em all!

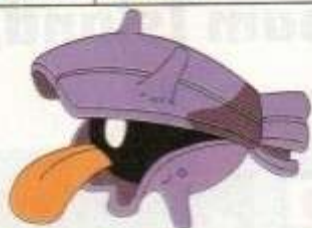
PSYDUCK

● Rare ● Loads



SHELLDER

● Rare ● None



GOLDUCK

● None ● Rare



STARYU

● None ● Rare



HORSEA

● Rare ● None



SEADRA

● Rare ● None



KRABBY

● None ● Rare



KINGLER

● None ● Rare



ZUBAT

● Rare ● None



GOLBAT

● Rare ● None



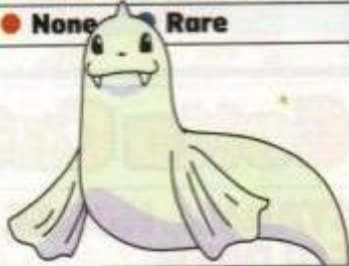
SEEL

● None ● Rare



DEWGONG

● None ● Rare



Poké Tip

Before using Strength to push boulders around, make sure you're not going to push them tight against a wall.

If this happens, leave the room and re-enter. The rocks will be back in their original position. Now plan your pushing better.

SLOWPOKE

● Rare ● None



#103 EXEGGUTOR

Legend has it that, on rare occasions, one of its heads will drop off and continue on as an Exeggcute.



Level	Attack	Type
-	Barrage	Normal
-	Hypnosis	Psychic
Lv 28	Stomp	Normal
-	-	-
-	-	-
-	-	-
-	-	-
-	-	-
-	-	-

Got it!

Type Grass/Psychic

See ● ●

Catch ● ●

EVOLUTION Exeggcute → Exeggutor (Leaf Stone)

#104 CUBONE

Because the Cubone never removes its skull helmet, no one has ever seen this Pokémon's real face.



Level	Attack	Type
-	Bone Club	Ground
-	Growl	Normal
Lv 25	Leer	Normal
Lv 31	Focus Energy	Normal
Lv 38	Thrash	Normal
Lv 43	Bonemerang	Ground
Lv 46	Rage	Normal
-	-	-
-	-	-
-	-	-

Got it!

Type Ground

See ● ●

Catch ● ●

EVOLUTION Cubone → Marowak (Lv 28)

#105 MAROWAK

The bone it holds is its key weapon. The Marowak throws the bone like a boomerang to KO its targets.



Level	Attack	Type
-	Bone Club	Ground
-	Growl	Normal
-	Leer	Normal
Lv 33	Focus Energy	Normal
Lv 41	Thrash	Normal
Lv 48	Bonemerang	Ground
Lv 55	Rage	Normal
-	-	-
-	-	-
-	-	-

Got it!

Type Ground

See ● ●

Catch ● ●

EVOLUTION Cubone → Marowak (Lv 28)

#106 HITMONLEE

When in a hurry, the Hitmonlee's legs lengthen progressively. It runs smoothly with extra long, loping strides.



Level	Attack	Type
-	Double Kick	Fighting
-	Meditate	Psychic
Lv 33	Rolling Kick	Fighting
Lv 38	Jump Kick	Fighting
Lv 43	Focus Energy	Normal
Lv 48	Hi Jump Kick	Fighting
Lv 53	Mega Kick	Normal
-	-	-
-	-	-
-	-	-

Got it!

Type Fighting

See ● ●

Catch ● ●

EVOLUTION Hitmonlee

COME BACK!
When you get key from Pokémon House, fight Blaine in gym

Cinnabar Island

Found just to the west of Seafoam Island, Cinnabar is a tiny level, but with loads to do.



Check it out

1 Poké Mart

After your trials at Seafoam Island, you're sure to need some goodies from this store. Go on... splash some cash!

Also, make sure you nip into the Poké Centre next door to heal Articuno and make him part of your powerful squad.



Poké Tip

Here's a wicked Pokémon combo. First, you must have the Leech Seed and Toxic powers. Use Leech first, then Toxic. The enemy Pokémon will take more damage, and you'll Leech more of their energy than normal. Awesome!

Poké Mart price list

Ultra Ball	1,200	Escape Rope	550
Great Ball	600	Full Heal	600
Super Potion	1,500	Revive	1,500
Max Repel	700	-	-

2 Poké Centre

3 Pokémon lab



Remember the Old Amber and Fossil you picked up earlier? Well, give them to the scientists in this lab.

Come back later and you'll find that the boffins have revived ancient Pokémon, which you can add instantly to your Pokédex. Wicked!



4 Pokémon Traders

The lab on Cinnabar Island is also a hang-out for Traders. If you've got a Raichu, you can trade it for an Electrode.

You can also get a Tangela for your Venonat, or swop Ponyta for a Seel.



3 Gym fight!



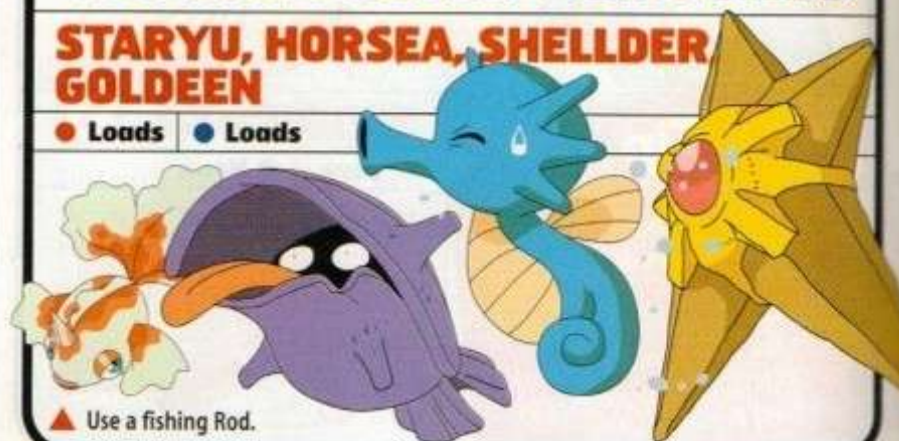
The door to this gym is locked tight, and you'll need to visit Pokémon House first. Tips for this dungeon can be found over the page.

Blaine doesn't like visitors, so you'll have to find your way through a maze of corridors and Trainers with Fire Pokémon. Or you can use the quiz machines to get through easily.

Gotta Catch 'em all!

STARYU, HORSEA, SHELLDER, GOLDEEN

● Loads ● Loads

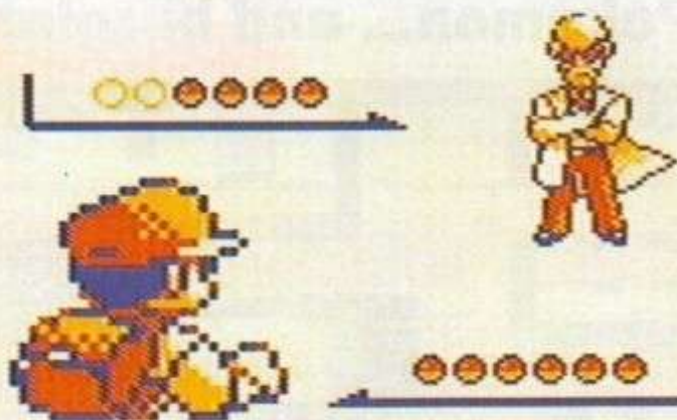


▲ Use a fishing Rod.

Pokémon Leader #7

Hot stuff Blaine is a fan of Fire Pokémon, and he wants to roast Ash's brave squad. But you're not gonna let him, are you?

If you chose Squirtle at the start of the game, he should be strong enough to soak Blaine's squad in no time at all.



BLAINE wants
to fight!

Blaine

Fire Pokémon are Blaine's fave, and they're all dead powerful. This won't be pretty...

Blaine's squad

GROWLITHE Lv 42



PONYTA Lv 40



RAPIDASH Lv 42



ARCANINE Lv 47



Blaine tip

Fighting Blaine's mates in the gym will give you good practice in defeating Fire Pokémon. Try to use Water Pokémon, and Ground/Rock beasts if you have them.

Blaine's prizes

VOLCANO BADGE

Boosts your Pokémon special skills.

TM 38, FIRE BLAST

Damages opponent, and might even set them on fire!

#107 HITMONCHAN

While apparently doing nothing, the Hitmonchan fires punches in lightning fast volleys that are impossible to see.



Level	Attack	Type
-	Comet Punch	Normal
-	Agility	Psychic
Lv 33	Fire Punch	Fire
Lv 38	Ice Punch	Ice
Lv 43	Thunder Punch	Electric
Lv 48	Mega Punch	Normal
Lv 53	Counter	Fighting
-	-	-
-	-	-
-	-	-

ABILITY

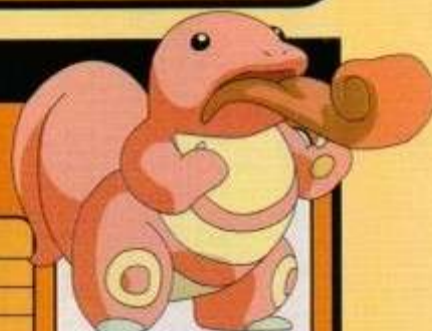
Got it!

Type	Fighting
See	● ●
Catch	● ●

EVOLUTION
Hitmonchan

#108 LICKITUNG

Its tongue can be extended like a chameleon's and leaves a tingling sensation when it licks.



Level	Attack	Type
-	Wrap	Normal
-	Supersonic	Normal
Lv 7	Stomp	Normal
Lv 15	Disable	Normal
Lv 23	Defense Curl	Normal
Lv 31	Slam	Normal
Lv 39	Screech	Normal
-	-	-
-	-	-
-	-	-

ABILITY

Got it!

Type	Normal
See	● ●
Catch	● ●

EVOLUTION
Lickitung

#109 KOFFING

Because it stores several kinds of toxic gases in its body, the Koffing is prone to exploding without warning.



Level	Attack	Type
-	Tackle	Flying
-	Smog	Poison
Lv 32	Sludge	Poison
Lv 37	Smoke Screen	Normal
Lv 40	Self Destruct	Normal
Lv 45	Haze	Ice
Lv 48	Explosion	Normal
-	-	-
-	-	-
-	-	-

ABILITY

Got it!

Type	Poison
See	● ●
Catch	● ●

EVOLUTION
Koffing → Weezing (Lv 35)

#110 WEEZING

Where two kinds of poison gases meet, two Koffings can fuse into a Weezing over many years.



Level	Attack	Type
-	Tackle	Flying
-	Smog	Poison
-	Sludge	Poison
Lv 39	Smoke Screen	Normal
Lv 43	Self Destruct	Normal
Lv 49	Haze	Ice
Lv 53	Explosion	Normal
-	-	-
-	-	-
-	-	-

ABILITY

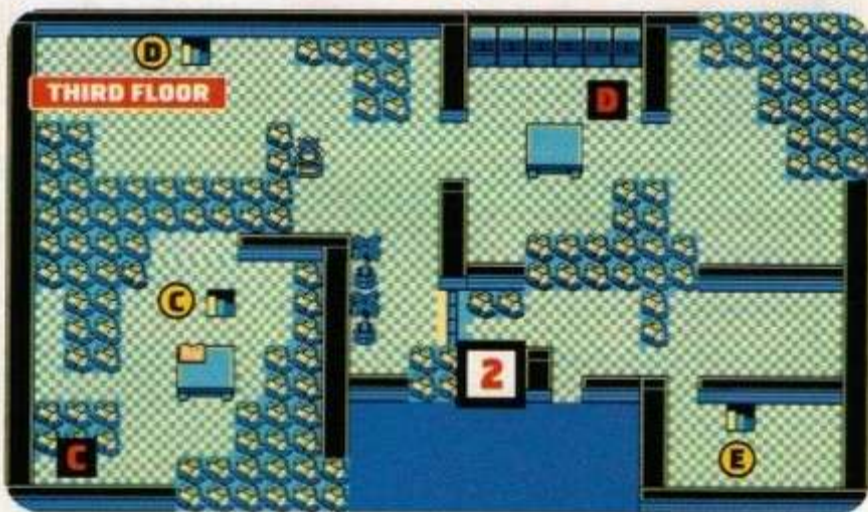
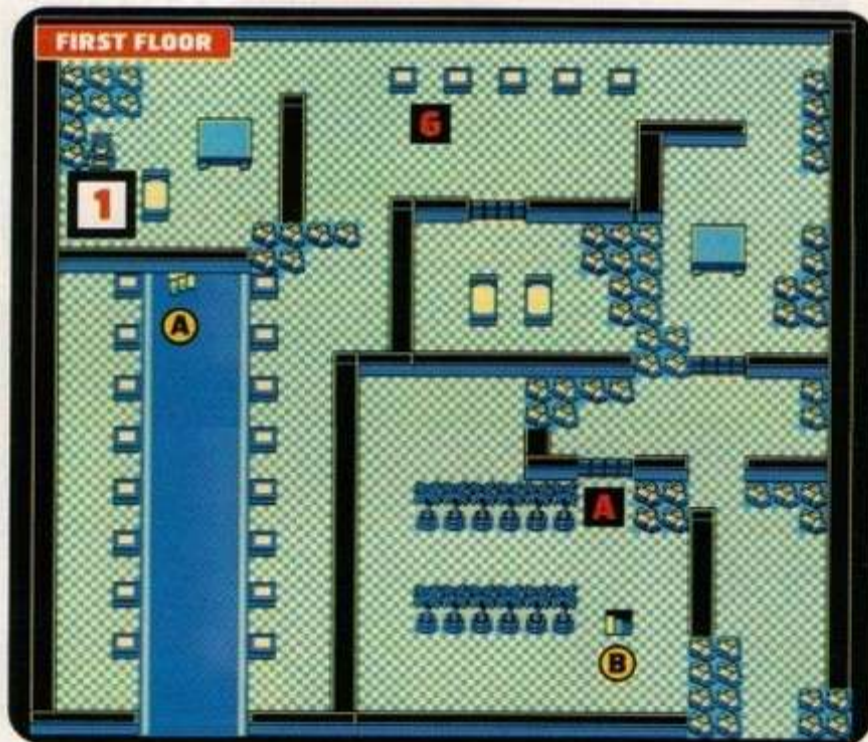
Got it!

Type	Poison
See	● ●
Catch	● ●

EVOLUTION
Koffing → Weezing (Lv 35)

Pokémon House

To get into Blaine's gym, you need to find the secret key. Just beware Poison 'n' Fire Pokémon... and burglars!



Trainer Tips

The Scientists and Burglars in the House are an excellent warm-up for the fiery Pokémon Leader, Blaine.

Use Water and Ground/Rock Pokémon to defeat these goons. If they don't pose you problems, Blaine will be a pushover!



Check it out

Using the maps



Scary Pokémon Mansion is spread over four massive floors, and you need to flip loadsa switches to get around 'em.

The YELLOW letters on the map show how the floors connect. If you climb steps **A** on the First Floor, you'll arrive at **A** on the Second Floor. It's easy to find your way around.

1 Hidden switches

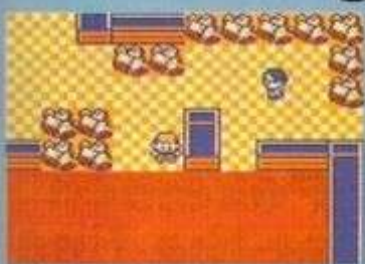
You'll soon be stuck if you don't examine the statues... each one hides a secret switch.

Pressing switches around the House opens different sets of doors. But when one opens, another will close. Use the maps for guidance and you'll get through in no time.



A secret switch!

2 You've gotta... jump!



The Secret Key's in the basement, but there aren't any stairs leading there. What to do, Ash...?
Climb to the Third Floor, and walk into the open area beside the scientist. You'll hit the basement in no time! Battle the Trainer you meet and a door opens, follow hall to get Key.

Gotta Catch 'em all!

PONYTA

● Loads ● Loads



GROWLITHE

● Rare ● None



VULPIX

● None ● Rare



MAGMAR

● None ● Rare



KOFFING

● Loads ● Rare



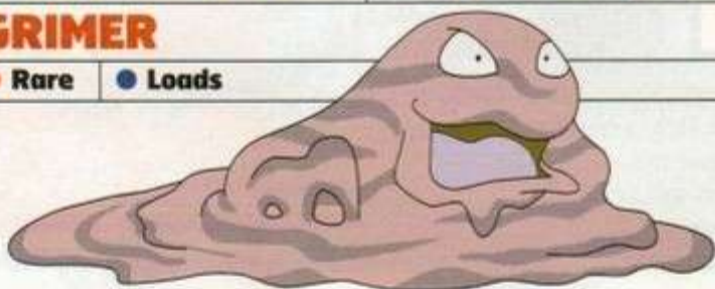
WEEZING

● Rare ● Rare



GRIMER

● Rare ● Loads



Gotta Get 'em!

- A** CARBOS
- B** CALCIUM
- C** MAX POTION
- D** IRON
- E** RARE CANDY
- F** FULL RESTORE
- G** ESCAPE ROPE
- H** TM 14, BLIZZARD
- I** TM 22, SOLARBEAM

Poké Tip

Beware the wicked move Bide. It absorbs the damage for some turns, then returns it double against you!
If an enemy's using Bide on you, only do non-damaging attacks like Tail Whip or Growl. This'll spoil your foe's sneaky attack.

#111 RHYHORN

Its massive bones are 1,000 times harder than human bones. The Rhyhorn can easily send something as large as a trailer flying.



Level	Attack	Type
-	Horn Attack	Normal
Lv 30	Stomp	Normal
Lv 35	Tail Whip	Normal
Lv 40	Fury Attack	Normal
Lv 45	Horn Drill	Normal
Lv 50	Leer	Normal
Lv 55	Take Down	Normal
-	-	-
-	-	-

ABILITY

Got it!

Type Ground/Rock

See ● ●

Catch ● ●

EVOLUTION
Rhyhorn → Rhydon (Lv 42)

#112 RHYDON

Protected by an armour like hide, the Rhydon is capable of living in molten lava of 3,600 degrees.



Level	Attack	Type
-	Horn Attack	Normal
-	Stomp	Normal
-	Tail Whip	Normal
-	Fury Attack	Normal
Lv 48	Horn Drill	Normal
Lv 55	Leer	Normal
Lv 64	Take Down	Normal
-	-	-
-	-	-

ABILITY

Got it!

Type Ground/Rock

See ● ●

Catch ● ●

EVOLUTION
Rhyhorn → Rhydon (Lv 42)

#113 CHANSEY

A rare and elusive Pokémon, Chansey is said to bring happiness to those who manage to catch one.



Level	Attack	Type
-	Pound	Normal
-	Doubleslap	Normal
Lv 24	Sing	Normal
Lv 30	Growl	Normal
Lv 38	Minimize	Normal
Lv 44	Defense Curl	Normal
Lv 48	Light Screen	Psychic
Lv 54	Double Edge	Normal
-	-	-
-	-	-

ABILITY

Got it!

Type Normal

See ● ●

Catch ● ●

EVOLUTION
Chansey

#114 TANGELA

The Tangela's whole body is swathed with wide vines that are similar to seaweed. Its vines shake as it walks.



Level	Attack	Type
-	Constrict	Normal
-	Bind	Normal
Lv 29	Absorb	Grass
Lv 32	Poison Powder	Poison
Lv 36	Stun Spore	Grass
Lv 39	Sleep Powder	Grass
Lv 45	Slam	Normal
Lv 49	Growth	Normal
-	-	-
-	-	-

ABILITY

Got it!

Type Grass

See ● ●

Catch ● ●

EVOLUTION
Tangela

Route 21


You're nearly back where you began, in the village of Pallet Town. Your quest's coming to an end...

Return to Viridian City

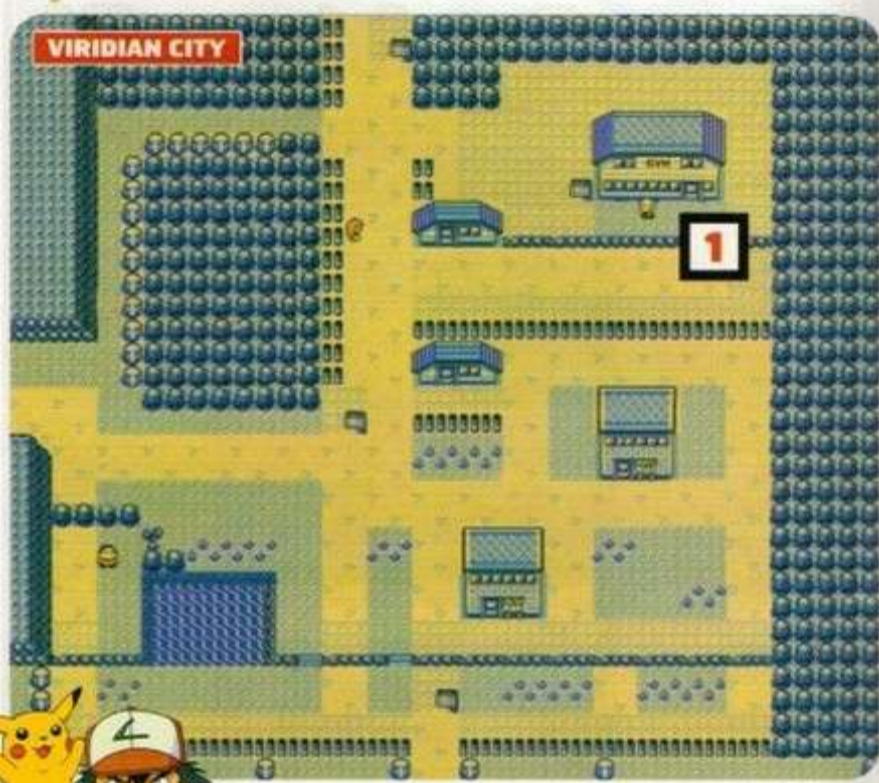
Make sure your Pokémon are fighting fit for the final showdown with Giovanni.

Poké Tip 

Giovanni's gym in Viridian City has eight powerful Trainers to defeat before you can face the big boss man himself. Spend some money on Revives and Full Heals, as it's hard to get out once you've started using the moving tiles.

Poké Tip 

The small patch of grass south of Pallet Town hides some common Pokémon, but be patient... If you keep exploring this lawn you'll eventually meet Tangela. This is the only place you'll find these elusive Pokémon in the wild.



Check it out

BOGUS BONUS

Mew... again!

Train a Nidoking to Lv 100, then talk to a Team Rocket member in Celadon City. Give him your awesome Nidoking.

He'll give you a set of keys to drive the truck near S.S. Anne. You'll find Mew hiding underneath... in your dreams!



Check it out

1 Gym fight!

The gym's open. Inside, you'll find Trainers with high Level Ground Pokémon.

Make sure you have your best Water, Grass and Ice Pokémon on hand, and that they're at Lv 50 at least.



Gotta Catch 'em all!

Route 21

RATTATA	RATICATE	PIDGEY
● Rare ● Rare	● Rare ● Rare	● Rare ● Rare
		
PIGEOTTO	TANGELA	TENTACOOOL
● Rare ● Rare	● Rare ● Rare	● Loads ● Loads
		

Trainer Tips

You'll find Swimmers and Fishermen along Route 21, and you can battle 'em if your Pokémon squad needs more Experience Points.

If you just want to reach the final Pokémon Leader, stay on the far left of Route 21 to avoid all your wet rivals.

Pokémon Leader #8

You've met him a couple of times before, but who would've believed that Giovanni would turn out to be the eighth Pokémon Leader?

Although Giovanni isn't impossible, your squad will be weak after fighting all his Trainer mates. Hope you brought some Potions...



Giovanni

Ground Pokémon make up Giovanni's fearsome squad, but you should have the beasts to beat 'em.

Giovanni's squad

RHYDON Lv 50	DUGTRIO Lv 42
RHYHORN Lv 45	
	NIDOQUEEN Lv 43
	NIDOKING Lv 45
	

Giovanni tip

Have your best Water, Grass and Ice Pokémon on hand, and train 'em up to Lv 50. If you managed to catch Articuno, this legendary bird will help you whip Giovanni's sorry squad.

Giovanni's prizes

EARTH BADGE

All Pokémon, no matter what Level, will obey you. Yes!

TM 27, FISSURE

Can defeat Pokémon in one hit. Doesn't hurt Flying types, though.

#115 KANGASKHAN

The infant Pokémon rarely ventures out of its mother's massive protective pouch before it is three years old.



Level	Attack	Type
-	Comet Punch	Normal
-	Rage	Normal
Lv 26	Bite	Normal
Lv 31	Tail Whip	Normal
Lv 36	Mega Punch	Normal
Lv 41	Leer	Normal
Lv 46	Dizzy Punch	Normal
-	-	-
-	-	-
-	-	-

ABILITY

TICK BOX Got it!

Type Normal

See ● ●

Catch ● ●

EVOLUTION
Kangaskhan

#116 HORSEA

Sneaky Horsea is known to shoot down flying bugs with precision blasts of ink from the surface of the water.



Level	Attack	Type
-	Bubble	Water
Lv 19	Smoke Screen	Normal
Lv 24	Leer	Normal
Lv 30	Water Gun	Water
Lv 37	Agility	Psychic
Lv 45	Hydro Pump	Water
-	-	-
-	-	-
-	-	-

ABILITY

TICK BOX Got it!

Type Water

See ● ●

Catch ● ●

EVOLUTION
Horsea → Seadra (Lv 32)

#117 SEADRA

Seadra is capable of swimming backwards by rapidly flapping its wing-like pectoral fins and stout tail.



Level	Attack	Type
-	Bubble	Water
-	Smoke Screen	Normal
-	Leer	Normal
-	Water Gun	Water
Lv 41	Agility	Psychic
Lv 52	Hydro Pump	Water
-	-	-
-	-	-
-	-	-

ABILITY

TICK BOX Got it!

Type Water

See ● ●

Catch ● ●

EVOLUTION
Horsea → Seadra (Lv 32)

#118 GOLDEEN

The Goldeen's tail fin billows like an elegant ballroom dress, giving it the nickname of the water queen.



Level	Attack	Type
-	Peck	Flying
-	Tail Whip	Normal
Lv 19	Supersonic	Normal
Lv 24	Horn Attack	Normal
Lv 30	Fury Attack	Normal
Lv 37	Waterfall	Water
Lv 45	Horn Drill	Normal
Lv 54	Agility	Psychic
-	-	-
-	-	-
-	-	-

ABILITY

TICK BOX Got it!

Type Water

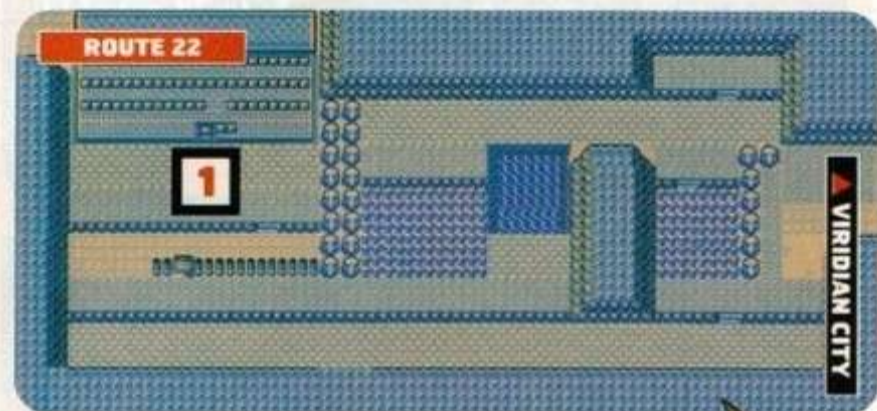
See ● ●

Catch ● ●

EVOLUTION
Goldeen → Seaking (Lv 33)

Route 22

With all eight Pokémon Leaders defeated, it's time to face your final challenge. Be brave...



Gary Strikes Back!

Gary's waiting for you on Route 22, and he's more powerful than ever before.

He's got Pidgeot Lv 47, Growlithe Lv 45, Exeggcute Lv 47, Alakazam Lv 50 and his starter at Lv 53.



Check it out

1 Victory Road



Victory Road leads to the Elite Four and your ultimate Pokémon challenge. But the route's guarded.

If you have all eight Badges from the Pokémon Leaders the guards will let you pass but, if you don't have 'em, you have some work to do...

Gotta Catch 'em all! Route 22

RATTATA

● Loads ● Loads



SPEAROW

● Rare ● Rare



NIDORAN (M)

● Loads ● Rare



NIDORAN (F)

● Rare ● Loads



Poké Tip

Cut can be used to chop down grassy areas. Simply stand in the grass and use the Cut move. All the grass around you will disappear, stopping the Pokémon in that area from attacking.



Gotta Catch 'em all!

Route 23

EKANS

● Rare ● None



ARBOK

● Rare ● None



SANDSHREW

● None ● Rare



SANDSLASH

● None ● Rare



FEAROW

● Rare ● Rare



SPEAROW

● Rare ● Rare



DITTO

● Rare ● Rare



Poké Tip

The Poké Flute you got from Mr Fuji isn't only used for waking Snorlax, you know. When one of your Pokémon is sent to sleep during a duel, use the Poké Flute to wake 'im up. Saves money on Awakening potions.



SLOWBRO, KINGLER, SEADRA, SEAKING

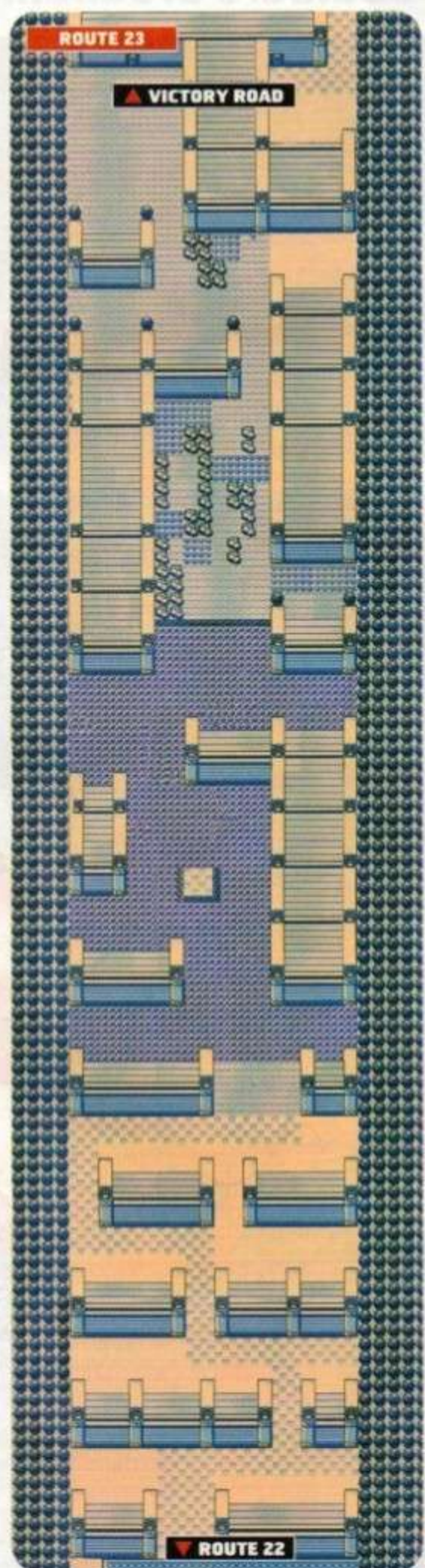
● Rare ● Rare



▲ Catch these wacky Water Pokémon with a fishing Rod.

Route 23

Follow this road to face the Elite Four. No Trainers, but plenty of rare Pokémon...



#119 SEAKING

In the autumn spawning season, hundreds of Seakings can be seen swimming powerfully up rivers and creeks.



Level	Attack	Type
-	Peck	Flying
-	Tail Whip	Normal
-	Supersonic	Normal
-	Horn Attack	Normal
-	Fury Attack	Normal
Lv 39	Waterfall	Water
Lv 48	Horn Drill	Normal
Lv 54	Agility	Psychic
-	-	-
-	-	-

ABILITY

TICK BOX Got it!

Type	Water
See	● ●
Catch	● ●

EVOLUTION
Goldeen → Seaking (Lv 33)

#120 STARYU

Saryu is an enigmatic Pokémon that can effortlessly regenerate any appendage it loses in battle.



Level	Attack	Type
-	Tackle	Normal
Lv 17	Water Gun	Water
Lv 22	Harden	Normal
Lv 27	Recover	Normal
Lv 32	Swift	Normal
Lv 37	Minimize	Normal
Lv 42	Light Screen	Psychic
Lv 47	Hydro Pump	Water
-	-	-
-	-	-

ABILITY

TICK BOX Got it!

Type	Water
See	● ●
Catch	● ●

EVOLUTION
Saryu → Starmie (Water Stone)

#121 STARMIE

Starmie's central core glows with the seven colours of the rainbow. Some people value the core as a gem.



Level	Attack	Type
-	Tackle	Normal
-	Water Gun	Water
-	Harden	Normal
-	-	-
-	-	-
-	-	-
-	-	-
-	-	-
-	-	-

ABILITY

TICK BOX Got it!

Type	Water/Psychic
See	● ●
Catch	● ●

EVOLUTION
Saryu → Starmie (Water Stone)

#122 MR. MIME

If interrupted while miming, Mr. Mime will slap the enemy around with its broad hands. One of the weirdest Pokémon of all.



Level	Attack	Type
-	Confusion	Psychic
-	Barrier	Psychic
Lv 23	Light Screen	Psychic
Lv 31	Double Slap	Normal
Lv 39	Meditate	Psychic
Lv 47	Substitute	Normal
-	-	-
-	-	-
-	-	-

ABILITY

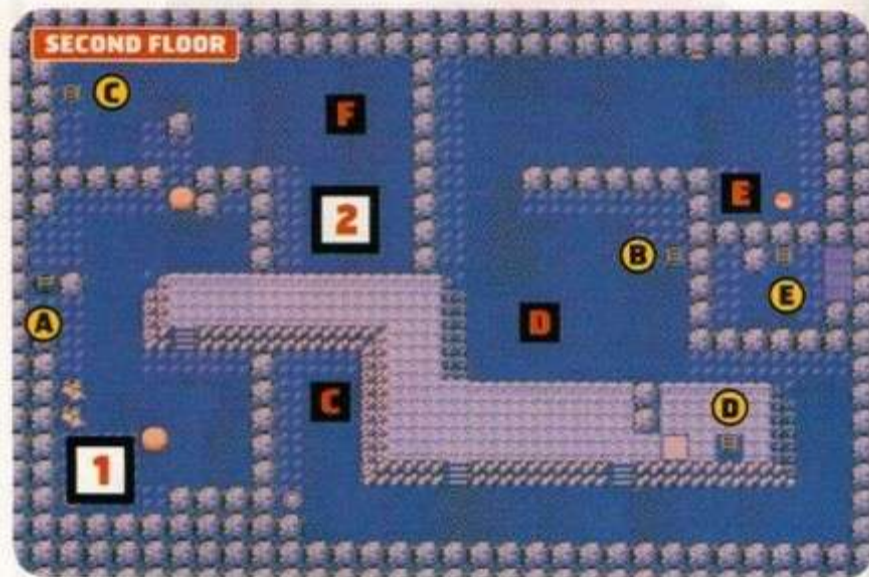
TICK BOX Got it!

Type	Psychic
See	● ●
Catch	● ●

EVOLUTION
Mr. Mime

Victory Road

One last dungeon before the final battle. You'd better have Strength to push some more boulders around...



Check it out

Using the maps



Victory Road is split over three levels, and there are plenty of Pokémon on the prowl.

The YELLOW letters on the map show how the floors connect. Climb ladder **A** on the First Floor, and you'll arrive at **A** on the Second Floor.

Poké Tip

Here's a weird way to catch Water Pokémon in any of the gyms you visit.

Simply stand in front of one of the statues and get yer Rod out. Ash will catch Water Pokémon!

1 Pressure pads



To solve this dungeon, you have to push boulders onto pressure pads to keep doors open.

Using this technique, you have to clear a path to ladder **D** on the Second Floor. This leads to ladder **E** and the exit. Just keep a careful eye on the maps and you'll be out of the Dungeon in no time.

2 Moltres



Like Articuno, this is your only chance to catch this legendary bird. First, make your way to the Third Floor.

Now take ladder **C** to the Second Floor. This Fire Pokémon is strong at Lv 50, so make sure you have a powerful Water creature to wear 'im down.

Gotta Catch 'em all!

ZUBAT

● Rare ● Rare



GOLBAT

● Rare ● Rare



ONIX

● Rare ● Rare



MAROWAK

● Rare ● Rare



VENOMOTH

● Rare ● Rare



MACHOP

● Rare ● Rare



MACHOKE

● Rare ● Rare



GRAVELER

● Rare ● Rare



GEODUDE

● Rare ● Rare



Gotta Get 'em!

- A** RARE CANDY
- B** TM 43, SKY ATTACK
- C** TM 05, MEGA KICK
- D** FULL HEAL
- E** TM 17, SUBMISSION
- F** GUARD SPEC.
- G** MAX REVIVE
- H** TM 47, EXPLOSION

#123 SCYTH

With ninja-like agility and speed, the Scyther can create the illusion that there are more than one of it fighting.



Level	Attack	Type
-	Quick Attack	Normal
Lv 17	Leer	Normal
Lv 20	Focus Energy	Normal
Lv 24	Double Team	Normal
Lv 29	Slash	Normal
Lv 35	Swords Dance	Normal
Lv 42	Agility	Psychic
-	-	-
-	-	-
-	-	-

ABILITY

Got it!

Type	Bug/Flying
See	● -
Catch	● -

EVOLUTION
Scyther

#124 JYNX

Pokémon Jynx seductively wiggles its hips as it walks. The Jynx can cause people to dance in unison with it.



Level	Attack	Type
-	Pound	Normal
-	Lovely Kiss	Normal
Lv 15	Sing	Normal
Lv 23	Double Slap	Normal
Lv 31	Ice Punch	Ice
Lv 39	Meditate	Normal
Lv 47	Blizzard	Ice
-	-	-
-	-	-
-	-	-

ABILITY

Got it!

Type	Ice/Psychic
See	● ●
Catch	● ●

EVOLUTION
Jynx

#125 ELECTABUZZ

Electabuzzes are normally found in power plants. They can wander away and cause major blackouts in cities.



Level	Attack	Type
-	Quick Attack	Normal
-	Leer	Normal
Lv 34	Thundershock	Electric
Lv 37	Scream	Normal
Lv 42	Thunderpunch	Electric
Lv 49	Light Screen	Psychic
Lv 54	Thunder	Electric
-	-	-
-	-	-
-	-	-

ABILITY

Got it!

Type	Electric
See	● -
Catch	● -

EVOLUTION
Electabuzz

#126 MAGMAR

Magmar's body always burns with an orange glow that enables it to hide perfectly amongst flames.



Level	Attack	Type
-	Ember	Fire
Lv 36	Leer	Normal
Lv 39	Confuse Ray	Ghost
Lv 43	Fire Punch	Fire
Lv 48	Smoke Screen	Normal
Lv 52	Smog	Poison
Lv 55	Flamethrower	Fire
-	-	-
-	-	-
-	-	-

ABILITY

Got it!

Type	Fire
See	- ●
Catch	- ●

EVOLUTION
Magmar

Indigo Plateau



The end is nigh! Luckily, you can do some shopping before you have to face the Elite Four.

Check it out

1 Poké Mart



This is your last chance to stock up on goodies before the final battle, so get your wallet out.

You have four strong Masters to face, so be prepared. Most of your Pokémon will faint before the battle's over.

We recommend that you spend your money on Revives and Full Restores. You make loads more cash if you beat the bosses.

Poké Mart price list

Ultra Ball	1,200	Full Heal	600
Great Ball	600	Revive	1,500
Full Restore	3,000	Max Repel	700
Max Potion	2,500	-	-



The Elite Four

The greatest Pokémon Masters in the world are waiting for your challenge. Go get 'em...

Loreli

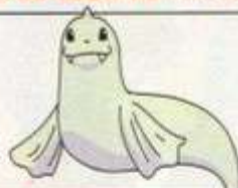
Master of Ice Pokémon

Chilly Loreli uses Ice Pokémon, so be wary of their freezing moves. Some have Water powers, too, so be prepared.



Loreli's squad

DEWGONG Lv 54



LAPRAS Lv 56



CLOYSTER Lv 53



SLOWBRO Lv 54



JYNX Lv 56



Loreli tip

Fire, Fighting and Rock Pokémon are effective against Loreli's Ice squad, while Electric and Grass creatures also put up a fair fight.

Bruno

Master of Ground and Fighting Pokémon

Bruno's beefy squad is dead high on power, but you can easily outsmart this dumb bunch with a well rounded Pokémon team.



Bruno's squad

ONIX Lv 53



HITMONCHAN Lv 55



HITMONLEE Lv 55



ONIX Lv 56



MACHAMP Lv 58

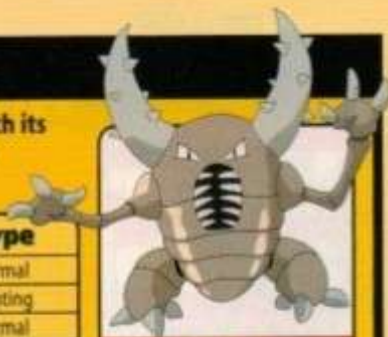


Bruno tip

Flying and Psychic Pokémon are extremely good against Fighters, while Water beasts hold their own, too.

#127 PINSIR

If it fails to crush its hapless victim with its strong pincers, the Pinsir will swing it around and toss it hard.



Level	Attack	Type
-	Vicegrip	Normal
Lv 25	Seismic Toss	Fighting
Lv 30	Guillotine	Normal
Lv 36	Focus Energy	Normal
Lv 43	Harden	Normal
Lv 49	Slash	Normal
Lv 54	Swords Dance	Normal
-	-	-
-	-	-
-	-	-

ABILITY

Got it!

Type	Bug
See	- ●
Catch	- ●

EVOLUTION

Pinsir

#128 TAUROS

When the vicious Tauros targets an enemy it charges furiously while whipping its foe with its long, sharp tails.



Level	Attack	Type
-	Tackle	Normal
Lv 21	Stomp	Normal
Lv 28	Tail Whip	Normal
Lv 35	Leer	Normal
Lv 44	Rage	Normal
Lv 51	Take Down	Normal
-	-	-
-	-	-
-	-	-

ABILITY

Got it!

Type	Normal
See	● ●
Catch	● ●

EVOLUTION

Tauros

#129 MAGIKARP

In the distant past, Magikarp were somewhat stronger than today's useless descendants.



Level	Attack	Type
-	Splash	Normal
Lv 15	Tackle	Normal
-	-	-
-	-	-
-	-	-
-	-	-
-	-	-

ABILITY

Got it!

Type	Water
See	● ●
Catch	● ●

EVOLUTION

Magikarp → Gyarados (Lv 20)

#130 GYARADOS

Rarely seen in the wild. Huge and vicious, the Gyarados is capable of destroying entire cities in a rage.



Level	Attack	Type
Lv 20	Bite	Normal
Lv 25	Dragon Rage	Dragon
Lv 32	Leer	Normal
Lv 41	Hydro Pump	Water
Lv 52	Hyper Beam	Normal
-	-	-
-	-	-
-	-	-

ABILITY

Got it!

Type	Water/Flying
See	● ●
Catch	● ●

EVOLUTION

Magikarp → Gyarados (Lv 20)

Agatha

Master of Ghost and Poison Pokémon

As you'll remember from Pokémon Tower, it's no fun fightin' Ghost Pokémon. Unluckily, Agatha's caught them all and she's not afraid to use 'em!



Agatha's squad

GENGAR Lv 60



GENGAR Lv 56



GOLBAT Lv 56



HAUNTER Lv 55



ARBOK Lv 58



Agatha tip

With luck, you'll have a powerful Pokémon, such as a Raticate, with the Dig move which hurts Ghosts. If not, focus on Water, Electric and Fire attacks. Beware! She can re-call Pokémon at will.

Lance

Master of Dragon Pokémon

Lance heads up the Elite Four, and he's incredibly powerful. However, all his beasts can be easily tackled if you have a well rounded team.



Lance's squad

GYARADOS Lv 58



DRAGONAIR Lv 56



DRAGONITE Lv 62



AERODACTYL Lv 60



DRAGONAIR Lv 56



Lance tip

Dragons don't like Ice and Fighting moves, or Hyper Beam. Use Articuno. Dragons are strong, so have plenty of Potions. If you have Blastoise, use him on the Aerodactyl.

Spoiler alert!

The next boss section totally spoils the Pokémon plot, so we've printed the tips backwards to try and save the surprise.

Just look at these important tips in a mirror if you don't mind ruining the game's nasty surprise twist...

Reigning Champion

He's back, and this time he's playing for keeps. His squad depends on the Pokémon he chose at the start of the game.



Garly's squad, first three

<p>ALAKAZAM Lv 29</p>	<p>RHYDON Lv 61</p>
<p>PIDGEOT Lv 61</p>	<p>PIDGEOT Lv 61</p>
<p>VENUSAUR Lv 62</p>	<p>IF HE CHOSE BULBASAU...</p>
<p>ARCANINE Lv 63</p>	<p>GYARADOS Lv 61</p>
<p>BLASTOISE Lv 62</p>	<p>IF HE CHOSE SQUIRTLE...</p>
<p>CHARIZARD Lv 62</p>	<p>IF HE CHOSE CHARMANDER...</p>
<p>GYARADOS Lv 63</p>	<p>EXECUTOR Lv 61</p>

Garly tip

If your Pokémon are above Lv 74, you'll kick him in. Gary has a good mixture of Pokémon in his team, so he doesn't have a particular weakness.

#131 LAPRAS

A beautiful Pokémon that has been over hunted almost to extinction. It can ferry people over water.



Level	Attack	Type
-	Water Gun	Water
-	Growl	Normal
Lv 16	Sing	Normal
Lv 20	Mist	Ice
Lv 25	Body Slam	Normal
Lv 31	Confuse Ray	Ghost
Lv 38	Ice Beam	Ice
Lv 46	Hydro Pump	Water
-	-	-
-	-	-

ABILITY

TICK BOX Got it!

Type	Water/Ice
See	● ●
Catch	● ●

EVOLUTION

Lapras

#132 DITTO

Ditto is capable of copying a Pokémon's genetic code to transform itself instantly into a duplicate of its enemy.



Level	Attack	Type
-	Transform	Normal
-	-	-
-	-	-
-	-	-
-	-	-
-	-	-
-	-	-
-	-	-
-	-	-
-	-	-

ABILITY

TICK BOX Got it!

Type	Normal
See	● ●
Catch	● ●

EVOLUTION

Ditto

#133 EEEVEE

Eevee's genetic code is irregular. It may mutate if it is exposed to radiation from Elemental Stones.



Level	Attack	Type
-	Tackle	Normal
-	Sand Attack	Normal
Lv 27	Quick Attack	Normal
Lv 31	Tail Whip	Normal
Lv 37	Bite	Normal
Lv 45	Take Down	Normal
-	-	-
-	-	-
-	-	-

ABILITY

TICK BOX Got it!

Type	Normal
See	● ●
Catch	● ●

EVOLUTION

Eevee

#134 VAPOREON

Vaporeon lives close to water. Its long, elegant tail is ridged with a fin that is often mistaken for a mermaid.



Level	Attack	Type
-	Tackle	Normal
-	Sand Attack	Normal
Lv 27	Quick Attack	Normal
Lv 31	Water Gun	Water
Lv 37	Tail Whip	Normal
Lv 40	Bite	Normal
Lv 42	Acid Armour	Poison
Lv 44	Haze	Ice
Lv 48	Mist	Ice
Lv 54	Hydro Pump	Water

ABILITY

TICK BOX Got it!

Type	Water
See	● ●
Catch	● ●

EVOLUTION

Eevee

Vaporeon (Water Stone)

Now What...?

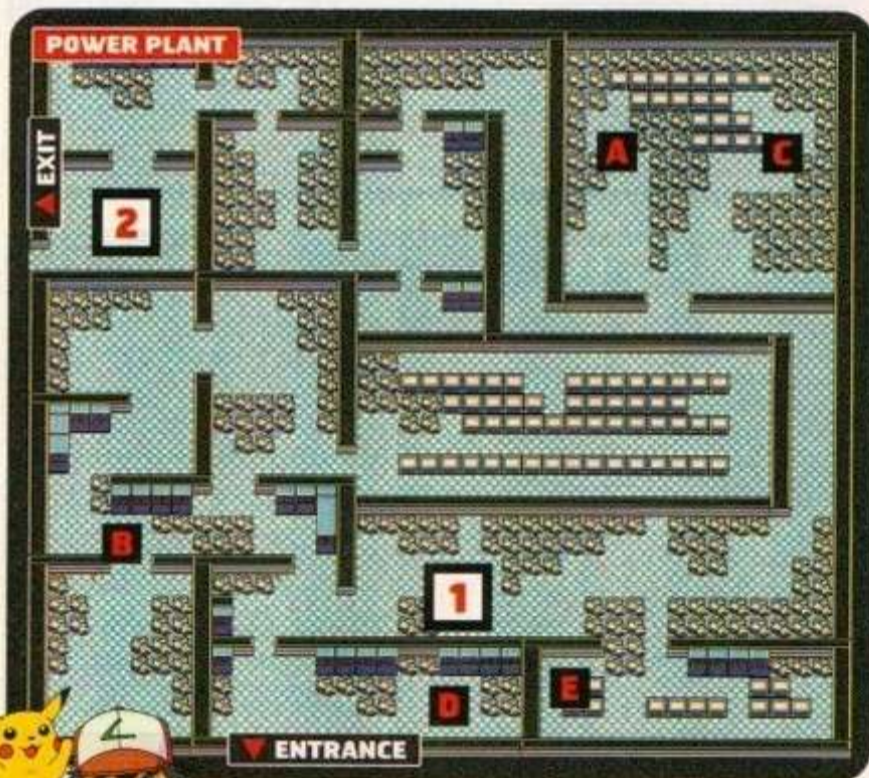
The Elite Four have fallen before you, but the game ain't over yet. Get those Pokémon healed!

There are two more exciting locations to explore, each packed with new Pokémon. That Pokédex of yours will soon be filled...



Power Plant

Once you've got the Surf ability, head back to Route 9 and paddle along the river to reach the Power Plant.



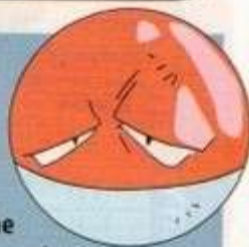
Check it out

1 Friend or foe?



There seem to be loads of cool items scattered through the Power Plant, but beware! Many are sleeping Voltorbs.

There's no way to tell what you're approaching, so just make sure you have the energy for a battle before touching anything.



2 Zapdos



The third Legendary Bird. This one's an Electric Pokémon, and a powerful one at that.

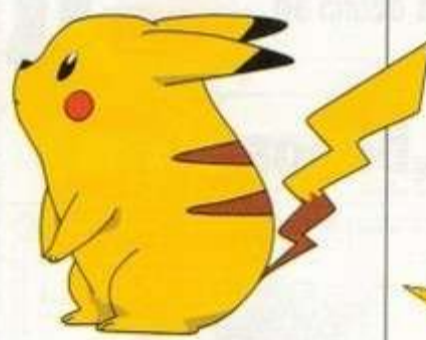
You'll need a load of Ultra Balls to stand a chance of catching him, and a strong sleep spell will increase your chances of success.



Gotta Catch 'em all!

PIKACHU

● Rare ● Rare



RAICHU

● None ● Rare



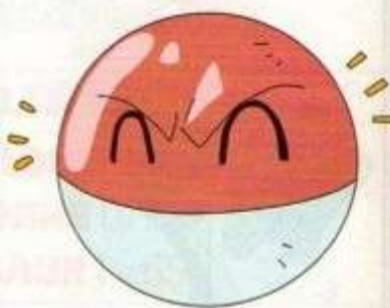
ELECTABUZZ

● Rare ● None



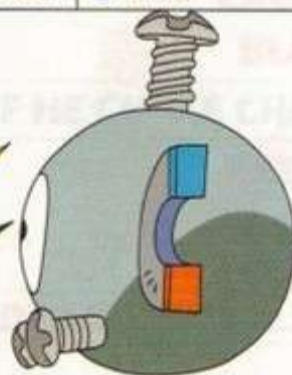
VOLTORB

● Rare ● Rare



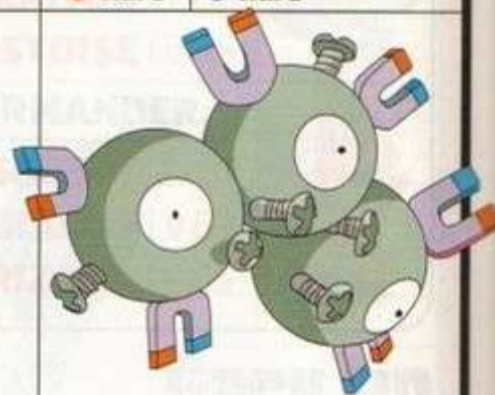
MAGNEMITE

● Rare ● Rare



MAGNETON

● Rare ● Rare



Gotta Get 'em!

A HP UP

B CARBOS

C RARE CANDY

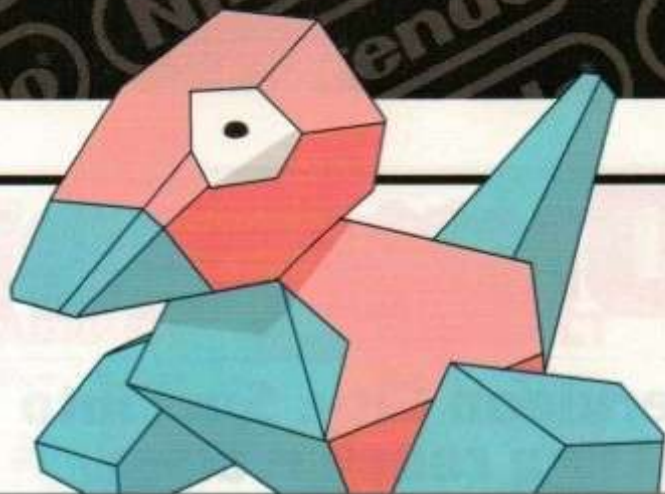
D TM 33, REFLECT

E TM 25, THUNDER

Poké Tip

Don't waste your Rare Candy Levelling Up Pokémon at the start of the game. Instead, store them on your PC.

When a Pokémon reaches, say, Lv 90, it can take 21,000 Experience Points to Level Up! This is the best time to use those Candies.



Making Money

Money is important in Pokémon, especially when you've finished the game and you wanna buy a super rare Porygon at the Coin Exchange.

Here are a few ways to make a quick buck in the wonderful world of Pokémon. Use 'em all and go shopping for Pokémon goodies.

- **SELL NUGGETS AT POKÉ MARTS FOR 5000.**
- **ALWAYS FIGHT THE TRAINERS YOU MEET. NEVER CHICKEN OUT!**
- **USE THE PAY DAY ATTACK. MEOWTH HAS IT, OR USE TM 16 FROM ROUTE 12.**
- **FIGHT THE ELITE FOUR OVER AND OVER AGAIN FOR LOADSA CASH.**

Oak's F.A.Q

More of your questions answered by the Pokémon Prof...



You might think this is a silly question, but what does the name Pokémon mean?

■ When Pokémon was first released in Japan, it was called Pocket Monsters. Someone else had trademarked this name in North America, so Nintendo had to change the game title. Many Japanese players had already shortened the game name to 'Pockemon', and the word kinda stuck.

I've heard rumours about an invisible PC in Celadon City. Does it exist?

■ Yes it does! Go to the motel in the bottom-right corner of the City. Walk to the far right wall and make Ash look upwards, so that he's standing in the middle square. Press **A** and he'll switch on a phantom PC which no one else can see!

I've been trying to catch a Ditto for ages now, but they always get away. Got any tips to help me...?

■ Here's a cool way to catch Ditto. Put a low Level Magikarp at the top of your Pokémon squad list and let Ditto transform into him. Now he'll be virtually defenceless and dead easy to catch!

I've got the Itemfinder from your Aide, Professor Oak, but I can't find anything! Where should I look?

■ On the S.S. Anne, check the rubbish cans in the kitchen for a Great Ball. Use the Itemfinder near the exit of Victory Road and you'll get a Full Restore. Also use the Itemfinder on Route 17, at the right-hand side of the cycling road, to get a PP Up. Best of all, always use the Itemfinder in underground tunnels. The Route 7 path hides a Nugget, while the one in Route 5 has a Full Restore AND an X Special.

#135 JOLTEON

The Jolteon accumulates negative ions in the atmosphere to blast out 10,000 volt lightning bolts.



Level	Attack	Type
-	Tackle	Normal
-	Sand Attack	Normal
Lv 27	Quick Attack	Normal
Lv 31	Thundershock	Electric
Lv 37	Tail Whip	Normal
Lv 40	Thunder Wave	Electric
Lv 42	Double Kick	Fighting
Lv 44	Agility	Psychic
Lv 48	Pin Missile	Bug
Lv 54	Thunder	Electric

ABILITY

Got it!

Type Electric

See ● ●

Catch ● ●

EVOLUTION Eevee → Jolteon (Thunder Stone)

#136 FLAREON

When storing thermal energy in its body, the Flareon's temperature can soar to well over 1,600 degrees. He's hot stuff.



Level	Attack	Type
-	Tackle	Normal
-	Sand Attack	Normal
Lv 27	Quick Attack	Normal
Lv 31	Ember	Fire
Lv 37	Tail Whip	Normal
Lv 40	Bite	Normal
Lv 42	Leer	Normal
Lv 44	Fire Spin	Fire
Lv 48	Rage	Normal
Lv 54	Flame Thrower	Fire

ABILITY

Got it!

Type Fire

See ● ●

Catch ● ●

EVOLUTION Eevee → Flareon (Fire Stone)

#137 PORYGON

A Pokémon that consists entirely of computer programming code. Capable of moving freely in cyberspace.



Level	Attack	Type
-	Tackle	Normal
-	Sharpen	Normal
-	Conversion	Normal
Lv 23	Psybeam	Psychic
Lv 28	Harden	Normal
Lv 35	Agility	Psychic
Lv 42	Tri Attack	Normal
-	-	-
-	-	-
-	-	-

ABILITY

Got it!

Type Normal

See ● ●

Catch ● ●

EVOLUTION Porygon

#138 OMANYTE

Although long extinct, in rare cases the Omanyte Pokémon can be genetically resurrected from fossils.



Level	Attack	Type
-	Water Gun	Water
-	Withdraw	Water
Lv 34	Horn Attack	Normal
Lv 39	Leer	Normal
Lv 46	Spike Cannon	Normal
Lv 53	Hydro Pump	Water
-	-	-
-	-	-
-	-	-

ABILITY

Got it!

Type Rock/Water

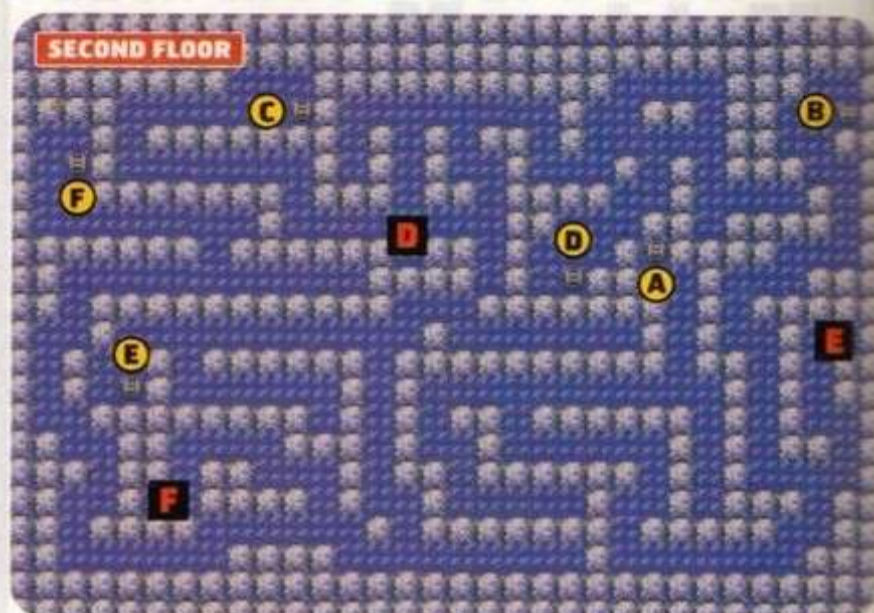
See ● ●

Catch ● ●

EVOLUTION Omanyte → Omastar (Lv 40)

Unknown Dungeon

Go back to Route 24, north of Cerulean City. Surf into the water and paddle south until you reach a cave.



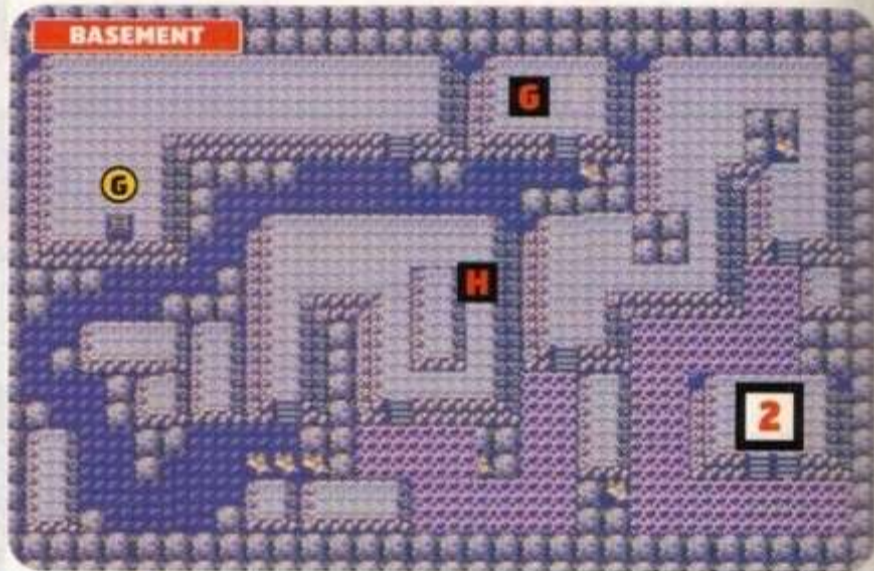
Check it out

Using the maps



The Unknown Dungeon is spread over three floors, with some of the most powerful Pokémon you've ever seen.

The YELLOW letters on the map show how the floors connect. If you climb ladder **A** on the First Floor, you'll arrive at **A** on the Second Floor. Simple as that, really.



1 Rare creatures



The Unknown Dungeon's a dangerous place, but it's a paradise for Trainers trying to complete their Pokédex.

Make sure you have a solid team of Pokémon and loadsa Poké Balls to throw. Happy hunting!

Poké Tip

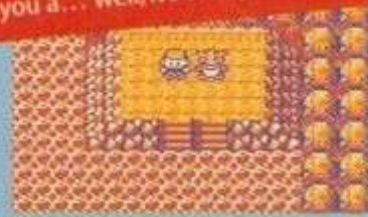
When you've finally caught all 150 Pokémon, head back to the Celadon Mansion building in Celadon City for a surprise.

Talk to the Game Freak guy on the second floor – the one who isn't using a computer – and he'll give you a... well, it's a surprise!

2 Mewtwo

Using maps, follow ladders in order from **A** to **G** and, at lowest level, find Mewtwo in bottom-right corner.

If you've still got the Master Ball, simply chuck it and catch your prize. If you don't, you're in for a long, difficult battle...



Gotta Catch 'em all!

WIGGLYTUFF

● Rare ● Rare



ARBOK

● Rare ● None



SANDSLASH

● None ● Rare



VENOMOTH

● Rare ● Rare



Gotta Catch 'em all!

KADABRA

● Rare ● Rare



PARASECT

● Rare ● Rare



RAICHU

● Rare ● Rare



DITTO

● Rare ● Rare



RHYHORN

● Rare ● Rare



GOLBAT

● None ● Rare



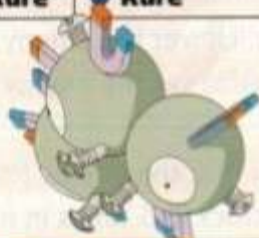
HYPNO

● Rare ● Rare



MAGNETON

● Rare ● Rare



DODRIO

● Rare ● Rare



MAROWAK

● Rare ● Rare



ELECTRODE

● Rare ● Rare



CHANSEY

● Rare ● Rare



Gotta Get 'em!

- A** MAX ETHER
- B** NUGGET
- C** FULL RESTORE
- D** FULL RESTORE
- E** PP UP
- F** ULTRA BALL
- G** MAX REVIVE
- H** ULTRA BALL

#139 OMASTAR

Omastar is a prehistoric Pokémon that died out when its heavy shell made it impossible to catch fast moving prey.



Level	Attack	Type
-	Water Gun	Water
-	Withdraw	Water
-	Horn Attack	Normal
-	Leer	Normal
Lv 44	Spike Cannon	Normal
Lv 49	Hydro Pump	Water
-	-	-
-	-	-
-	-	-
-	-	-

ABILITY

Got it!

Type: Rock/Water

See: ● ●

Catch: ● ●

EVOLUTION: Omanyte → Omastar (Lv 40)

#140 KABUTO

A Pokémon that was resurrected from a fossil, found in what was once the ocean floor eons ago.



Level	Attack	Type
-	Scratch	Normal
-	Harden	Normal
Lv 34	Absorb	Grass
Lv 39	Slash	Normal
Lv 44	Leer	Normal
Lv 49	Hydro Pump	Water
-	-	-
-	-	-
-	-	-
-	-	-

ABILITY

Got it!

Type: Rock/Water

See: ● ●

Catch: ● ●

EVOLUTION: Kabuto → Kabutops (Lv 40)

#141 KABUTOPS

The Kabutop's sleek shape is perfect for swimming. It slashes prey with its claws and drains their bodies.



Level	Attack	Type
-	Scratch	Normal
-	Harden	Normal
-	Absorb	Grass
-	Slash	Normal
Lv 46	Leer	Normal
Lv 53	Hydro Pump	Water
-	-	-
-	-	-
-	-	-
-	-	-

ABILITY

Got it!

Type: Rock/Water

See: ● ●

Catch: ● ●

EVOLUTION: Kabuto → Kabutops (Lv 40)

#142 AERODACTYL

Aerodactyl is a ferocious, prehistoric Pokémon that goes for the enemy's throat with its saw-like fangs.



Level	Attack	Type
-	Wing Attack	Flying
-	Agility	Psychic
Lv 33	Supersonic	Normal
Lv 38	Bite	Normal
Lv 45	Take Down	Normal
Lv 54	Hyper Beam	Normal
-	-	-
-	-	-
-	-	-
-	-	-

ABILITY

Got it!

Type: Rock/Flying

See: ● ●

Catch: ● ●

EVOLUTION: Aerodactyl

Pokémon Skills List

One of your most important tasks when training a Pokémon squad is to make sure your warriors are equipped with the powers and skills that suit them best. When choosing moves, go for offensive rather than defensive skills, and check this listing for more details.

A-Z	SKILL	DESCRIPTION	
A 	Absorb	Player absorbs energy from enemy, equal to half attack damage	
	Acid	Normal attack, 10% chance of lowering opponent's defence	
	Acid Armour	Boosts your Pokémon's defence to double what it was before	
	Agility	Boosts your Pokémon's speed to twice what it was before	
	Amnesia	Boosts your Pokémon's special abilities to twice what they were before	
	Aurora Beam	Can freeze enemy, 10% chance of dropping foe's attack rating	
B 	Barrage	Your Pokémon attacks at least twice, perhaps five times in a row	
	Barrier	Boosts your Pokémon's defence to double what it was before	
	Bide	Lose 2-3 turns, then hit back with twice the damage you took	
	Bind	Attack up to five times, without your enemy fighting back	
	Bite	10% chance you'll scare enemy, making them too frightened to fight	
	Blizzard	30% chance you'll freeze the enemy Pokémon, stopping attacks	
	Body Slam	30% chance you'll paralyse your foe, stopping 'em fighting back	
	Bone Club	10% chance you'll scare enemy, making them frightened to fight	
	Bonemerang	Your Pokémon will attack twice in a row without interruption	
	Bubble	10% chance that you'll lower the enemy Pokémon's speed rating	
	Bubblebeam	10% chance that you'll lower the enemy Pokémon's speed rating	
	C 	Clamp	Attack 2-5 times in a row, the enemy Pokémon can't fight back
Comet Punch		Your Pokémon will attack 2-5 times in a row, foe doesn't fight back	
Confuse Ray		Attack confuses the enemy. They don't fight, may harm themselves	
Confusion		Normal attack, 10% chance of confusing the enemy Pokémon	
Constrict		Normal attack, but with 10% chance of lowering foe's speed	
Conversion		Your Pokémon's Type becomes same as the enemy creature	
Counter		Pokémon does double damage received on next turn. Physical attacks only	
Crabhammer		Doesn't always work, but can give you a critical hit. Try it!	
D 	Cut	Normal attack, used in field to cut down bushes to new areas	
	Defense Curl	Will boost your Pokémon's defensive powers when used in battle	
	Dig	Pokémon digs hole, jumps out and attacks on next turn	
	Disable	Stops your enemy using one of their special skills on you	
	Dizzy Punch	Normal attack which can send weak Pokémon to meet their maker!	
	Double-Edge	Your Pokémon takes 1/4 damage received by your enemy	
	Double Kick	Your Pokémon will attack its enemy TWICE in a row. Cooooool	
	Double Slap	Your Pokémon will slap its enemy dead hard 2-5 times in a row	
	Double Team	This skill makes it more likely that your Pokémon will escape damage	
	Dragon Rage	This'll inflict at least a whoppin' 40 points of damage on yer foe	
	Dream Eater	If your enemy's asleep, you to steal their energy with this move!	
	Drill Peak	A normal attack which weak Pokémon hate	
	E	Earthquake	This normal attack has no effect on Flying Pokémon such as Pidgey
		Egg Bomb	A normal attack, often used by Exeggcute and Exeggutor
Ember		Another normal attack, with 10% chance of burning enemy Pokémon	



TYPE	HM/TM	PP
Grass	-	20
Poison	-	30
Poison	-	40
Psychic	-	30
Psychic	-	20
Ice	-	20
Normal	-	20
Psychic	-	30
Normal	TM 34	10
Normal	-	20
Normal	-	25
Ice	TM 14	5
Normal	TM 8	15
Ground	-	20
Ground	-	10
Water	-	30
Water	TM 11	20
Water	-	10
Normal	-	15
Ghost	-	10
Normal	-	25
Normal	-	35
Normal	-	30
Fighting	TM 18	20
Water	-	10
Normal	HM 01	30
Normal	-	40
Ground	TM 28	10
Normal	-	20
Normal	-	10
Normal	TM 10	15
Fighting	-	30
Normal	-	10
Normal	TM 32	15
Dragon	TM 23	10
Psychic	TM 42	15
Flying	-	20
Ground	TM 26	10
Normal	TM 37	10
Fire	-	25

#143 SNORLAX

Very lazy, the slobby Snorlax just eats and sleeps. As its rotund bulk builds, it becomes steadily more slothful.



ABILITY

Level	Attack	Type
-	Head Butt	Normal
-	Amnesia	Psychic
-	Rest	Psychic
Lv 35	Body Slam	Normal
Lv 41	Harden	Normal
Lv 48	Double Edge	Normal
Lv 56	Hyper Beam	Normal
-	-	-
-	-	-
-	-	-

Got it!

Type Normal

See ● ●

Catch ● ●

EVOLUTION
Snorlax

#144 ARTICUNO

A Legendary Bird Pokémon that is said to appear to doomed people who are lost in icy mountains.



ABILITY

Level	Attack	Type
-	Peck	Flying
-	Ice Beam	Ice
Lv 51	Blizzard	Ice
Lv 55	Agility	Psychic
Lv 60	Mist	Ice
-	-	-
-	-	-
-	-	-
-	-	-

Got it!

Type Ice/Flying

See ● ●

Catch ● ●

EVOLUTION
Articuno

#145 ZAPDOS

A Legendary Bird Pokémon that is said to appear from clouds while dropping enormous lightning bolts.



ABILITY

Level	Attack	Type
-	Thundershock	Electric
-	Drill Peck	Flying
Lv 51	Thunder	Electric
Lv 55	Agility	Psychic
Lv 60	Light Screen	Psychic
-	-	-
-	-	-
-	-	-
-	-	-

Got it!

Type Electric/Flying

See ● ●

Catch ● ●

EVOLUTION
Zapdos

#146 MOLTRES

Moltres is known as the Legendary Bird of fire. Every flap of its wings creates a dazzling flash of bright flames.



ABILITY

Level	Attack	Type
-	Peck	Flying
-	Fire Spin	Fire
Lv 51	Leer	Normal
Lv 55	Agility	Psychic
Lv 60	Sky Attack	Flying
-	-	-
-	-	-
-	-	-
-	-	-

Got it!






Type Fire/Flying

See ● ●

Catch ● ●

EVOLUTION
Moltres

Pokémon Skills list

A-Z	SKILL	DESCRIPTION
	Explosion	If successful, will destroy the enemy Pokémon in one blast
F 	Fire Blast	Normal attack, but with 20% chance of burning your enemy
	Fire Punch	Normal attack, with 10% chance of burning enemy Pokémon
	Fire Spin	Allows you to attack 2-5 times in a row, enemy can't fight back
	Fissure	If it works, enemy faints in one hit. Don't try against Flying Pokémon
	Flamethrower	10% chance of burning your enemy, normal attack
	Flash	Drops enemy's accuracy, lights up dark dungeons when exploring
	Fly	Pokémon flies, attacks in next round. Used to fly between towns in main game
	Focus Energy	Takes time to work but, if it does, your enemy faints straight away
	Fury Attack	Your Pokémon gets the chance to attack 2-5 times in a row
	Fury Swipes	Your Pokémon attacks 2-5 times in a row, enemy can't defend
G 	Glare	Doesn't always work, but it can totally paralyse your enemies
	Growl	When successful, this move makes your enemy's attack drop
	Growth	Boosts your Pokémon special moves for next round success
	Guillotine	Doesn't always hit home but, when it does, enemy faints instantly
	Gust	Normal attack, often used by Pidgeys near beginning of game
H  	Harden	Boosts your Pokémon's defence during long battles
	Haze	Your enemy isn't sure if you're a friend or foe! Now smack 'em!
	Head Butt	30% chance that your enemy will become too scared to fight back
	High Jump Kick	If you miss, 1/8 of attack damage for enemy Pokémon hits you!
	Horn Attack	Normal attack, often used by the six versions of Nidoran
	Horn Drill	If this move works, your enemy will be defeated automatically
	Hydro Pump	Another normal attack, but very powerful in the right hands
	Hyper Beam	Vicious. Inflicts a heap of damage, but then you miss a go
	Hyper Fang	10% chance of scaring enemy. A powerful attack for strong Pokémon
Hypnosis	Can put your enemy to sleep, making them much easier to catch	
I	Ice Beam	Although a normal attack, has 10% chance of freezing yer foe
	Ice Punch	Like Ice Beam, it's normal but with 10% chance of freezing foe
J	Jump Kick	If you miss, you take 1/8 of damage that would've hit enemy
K	Karate Chop	When successful, inflicts a critical hit on your sorry enemy
	Kinesis	If it hits home, your enemy's accuracy will drop dramatically
L 	Leech Life	This sneaky attack drains your enemy's energy, gives it to you
	Leech Seed	Your Pokémon absorbs enemy energy for rest of the battle
	Leer	This common attack drains your enemy Pokémon's defence
	Lick	This ghoulish skill has a 30% chance of paralyzing your foe
	Light Screen	A useful skill which halves damage you receive from special attacks
	Lovely Kiss	Sounds wimpy, but can send the rival Pokémon to sleep
	Low Kick	30% chance that enemy Pokémon will be too scared to fight
M	Meditate	A useful move which is used to boost your Pokémon's attack

TYPE	HM/TM	PP
Normal	TM 47	5
Fire	TM 38	5
Fire	-	15
Fire	-	15
Ground	TM 27	5
Fire	-	15
Normal	HM 05	20
Flying	HM 02	15
Normal	-	30
Normal	-	20
Normal	-	15
Normal	-	30
Normal	-	40
Normal	-	40
Normal	-	5
Flying	-	35
Normal	-	30
Ice	-	30
Normal	-	15
Fighting	-	20
Normal	-	25
Normal	TM 07	5
Water	-	5
Normal	TM 15	5
Normal	-	15
Psychic	-	20
Ice	TM 13	10
Ice	-	15
Fighting	-	25
Normal	-	25
Psychic	-	15
Bug	-	15
Grass	-	10
Normal	-	30
Ghost	-	30
Psychic	-	30
Normal	-	10
Fighting	-	20
Psychic	-	40

#147 DRATINI

Long considered a mythical Pokémon until recently when a small colony was found living underwater.



Level	Attack	Type
-	Wrap	Normal
-	Leer	Normal
Lv 10	Thunder Wave	Electric
Lv 20	Agility	Psychic
Lv 30	Slam	Normal
Lv 40	Dragon Rage	Dragon
Lv 50	Hyper Beam	Normal
-	-	-
-	-	-
-	-	-

ABILITY

Got it!

Type	Dragon
See	● ●
Catch	● ●

EVOLUTION: Dratini → Dragonair (Lv 30) → Dragonite (Lv 55)

#148 DRAGONAIR

A mystical Pokémon that exudes a gentle aura. Has the ability to change climate conditions.



Level	Attack	Type
-	Wrap	Normal
-	Leer	Normal
-	Thunder Wave	Electric
-	Agility	Psychic
Lv 35	Slam	Normal
Lv 45	Dragon Rage	Dragon
Lv 55	Hyper Beam	Normal
-	-	-
-	-	-
-	-	-

ABILITY

Got it!

Type	Dragon
See	● ●
Catch	● ●

EVOLUTION: Dratini → Dragonair (Lv 30) → Dragonite (Lv 55)

#149 DRAGONITE

Cute Dragonite is a rarely seen marine Pokémon. It's super intelligence is said to match that of humans.



Level	Attack	Type
-	Wrap	Normal
-	Leer	Normal
-	Thunder Wave	Electric
-	Agility	Psychic
-	Slam	Normal
-	Dragon Rage	Dragon
Lv 60	Hyper Beam	Normal
-	-	-
-	-	-
-	-	-

ABILITY

Got it!

Type	Dragon/Flying
See	● ●
Catch	● ●

EVOLUTION: Dragonair → Dragonite (Lv 55)

#150 MEWTWO

The fearsome Mewtwo was created by a scientist after years of horrific gene splicing and DNA engineering.



Level	Attack	Type
-	Confusion	Psychic
-	Disable	Normal
-	Swift	Normal
Lv 63	Barrier	Psychic
Lv 66	Psychic	Normal
Lv 70	Recover	Normal
Lv 75	Mist	Ice
Lv 81	Amnesia	Psychic
-	-	-
-	-	-
-	-	-

ABILITY

Got it!

Type	Psychic
See	● ●
Catch	● ●

EVOLUTION: Mewtwo

Pokémon Skills list

A-Z	SKILL	DESCRIPTION
	Mega Drain	You absorb energy from enemy, equal to 1/2 the attack damage
	Mega Kick	Another normal attack, powerful in the right Pokémon hands
	Mega Punch	Yet again, a normal attack which is devastating when used right
	Metronome	When used, you Pokémon will strike with a random attack
	Mimic	Allows your beastie to use moves held by enemy Pokémon
	Minimize	Makes your Pokémon tiny, allowing them to avoid attack
	Mirror Move	Your creature will use the same attack as the enemy Pokémon
	Mist	Defends against attacks which are used to lower your abilities
N	Night Shade	See your enemy's Level? That's how much damage they'll take!
	Pay Day	After the battle ends, collect coins which scattered on ground
	Peck	A normal attack, good when given to a powerful Flying Pokémon
	Petal Dance	You become confused after second/third powerful attack
	Pin Missile	Your Pokémon attacks the enemy 2-3 times in succession
	Poison Gas	When it works, your enemy gets poisoned, losing loadsa energy
	Poison Sting	20% chance that the enemy Pokémon will become poisoned
	Poisonpowder	Doesn't always work, but can seriously poison your enemy
	Pound	Normal attack. Again, it's best used by high level Pokémon
	Psybeam	10% chance that your enemy will become confused in battle
	Psychic	Normal attack, 10 per cent chance of reducing enemy's special skills
Psywave	Damage done to enemy is 1.5 times your Pokémon's Experience Level	
Q	Quick Attack	Your Pokémon will attack first without any problems
	Rage	While your energy drops, your attack increases. Ends with battle
	Razor Leaf	Doesn't always work, but can give your enemy a critical hit
	Razor Wind	Pokémon stores power in first turn, then turns strong attack on enemy
	Recover	When used, your Pokémon recovers half of its maximum energy
	Reflect	When victim of physical attack, this move reduces damage by 1/2
	Rest	You get all your energy back, but you'll miss two turns
	Roar	Will instantly end a battle with wild Pokémon. Doesn't work on Trainers
	Rock Slide	Another normal attack, best given to heavy hitters like Golem
	Rock Throw	Normal attack, often used to great effect by Geodude and Graveler
	Rolling Kick	30% chance you'll scare your enemy, stopping them fighting back
	Sand Attack	This attack can be used to lower the enemy Pokémon's accuracy
	Scratch	Another normal attack, often used in early stages of the game
	Screech	Will lower your enemy's defences loads. Now get stuck in!
	Seismic Toss	The Level of your Pokémon is same is damage inflicted on enemy
	Self Destruct	Your Pokémon faints, but it inflicts tons of damage on your sorry foe
	Sharpen	Will boost your Pokémon attack strength during tough battles
	Sing	A very useful move which can send enemy Pokémon to sleep
	Skull Bash	Your creature ducks in first turn, then hits back in second
	Sky Attack	Your Pokémon takes turn to build power, then performs power attack
	Slam	Yet another normal attack
	Slash	When it works, Slash can inflict a critical hit on enemy Pokémon

Pokémon A-Z

Lookin' for a Pokémon info card in this Master Guide? Well, this is where you'll find 'em...

TYPE	HM/TM	PP
Grass	TM 21	10
Normal	TM 05	5
Normal	TM 01	20
Normal	TM 35	10
Normal	TM 31	10
Normal	-	20
Flying	-	20
Ice	-	30
Ghost	-	15
Normal	TM 16	20
Flying	-	35
Grass	-	20
Bug	-	20
Poison	-	40
Poison	-	35
Poison	-	35
Normal	-	35
Psychic	-	20
Psychic	TM 29	10
Psychic	TM 46	15
Normal	-	30
Normal	TM 20	20
Grass	-	25
Normal	TM 02	10
Normal	-	20
Psychic	TM 33	20
Psychic	TM 44	10
Normal	-	20
Rock	TM 48	10
Rock	-	15
Fighting	-	15
Normal	-	15
Normal	-	30
Normal	-	40
Fighting	TM 19	20
Normal	TM 36	5
Normal	-	30
Normal	-	15
Normal	TM 40	15
Flying	TM 43	5
Normal	-	20
Normal	-	20

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Exeggutor	103	82	Lapras	131	97
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TYPE	HM/TM	PP
Grass	-	15
Poison	-	20
Poison	-	20
Normal	-	20
Normal	TM 41	10
Grass	TM 22	20
Normal	-	20
Normal	-	15
Normal	-	40
Grass	-	15
Normal	-	20
Normal	HM 04	15
Bug	-	40
Normal	-	-
Grass	-	30
Fighting	TM 17	25
Normal	TM 50	10
Normal	-	10
Normal	-	20
Water	HM 03	15
Normal	TM 39	20
Normal	TM 03	30
Normal	-	35
Normal	-	30
Normal	TM 09	20
Psychic	TM 30	20
Normal	-	20
Electric	TM 25	10
Electric	TM 45	20
Electric	TM 24	15
Electric	-	15
Electric	-	30
Poison	TM 06	10
Normal	-	10
Normal	TM 49	10
Bug	-	20
Normal	-	30
Grass	-	10
Water	TM 12	25
Water	-	15
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