

The OFFICIAL Trainer's Guide from

NINTENDO
POWER

POKÉMON™

Special Edition for Yellow, Red and Blue

OFFICIAL

Nintendo

PLAYER'S GUIDE

151
POKÉMON
STICKERS
INSIDE!



POKÉMON

STAFF LIST

Publisher

M. Arakawa

Associate Publisher

Yoshio Tsuboike

Editor in Chief

Leslie Swan

Senior Editor/Manager

Scott Pelland

Writers

Nathan Bihldorff

Steven Grimm

Paul Shinoda

Art Director

Kim Logan

Designer

Tim Garret

Production Coordinator

Jessica Joffe

Content Layout

Work House Co., Ltd.

Jumpin' Jack Yushi

Masahiro Furuse

Hiroyuki Kadouchi

Toru Nakagawa

Shigehiko Takahashi

V-Design, Inc.

Yoshi Orimo

Sonja Morris

Design/Prepress Supervisor

Jay Wergin

Design/Electronic Prepress

Carol Walter

David Waterworth

Prepress Assistant

Chris Shepperd

Game Consultants

Todd Buechele

Bryan Hartmann

Sara Osborne

Sales and Marketing Manager

Jeff Bafus

Advertising Coordinator

Malinda Miller

Special Thanks

Yoshio Hongo at NCL,

Naoko Kawakami at

GAME FREAK and Hiroyuki

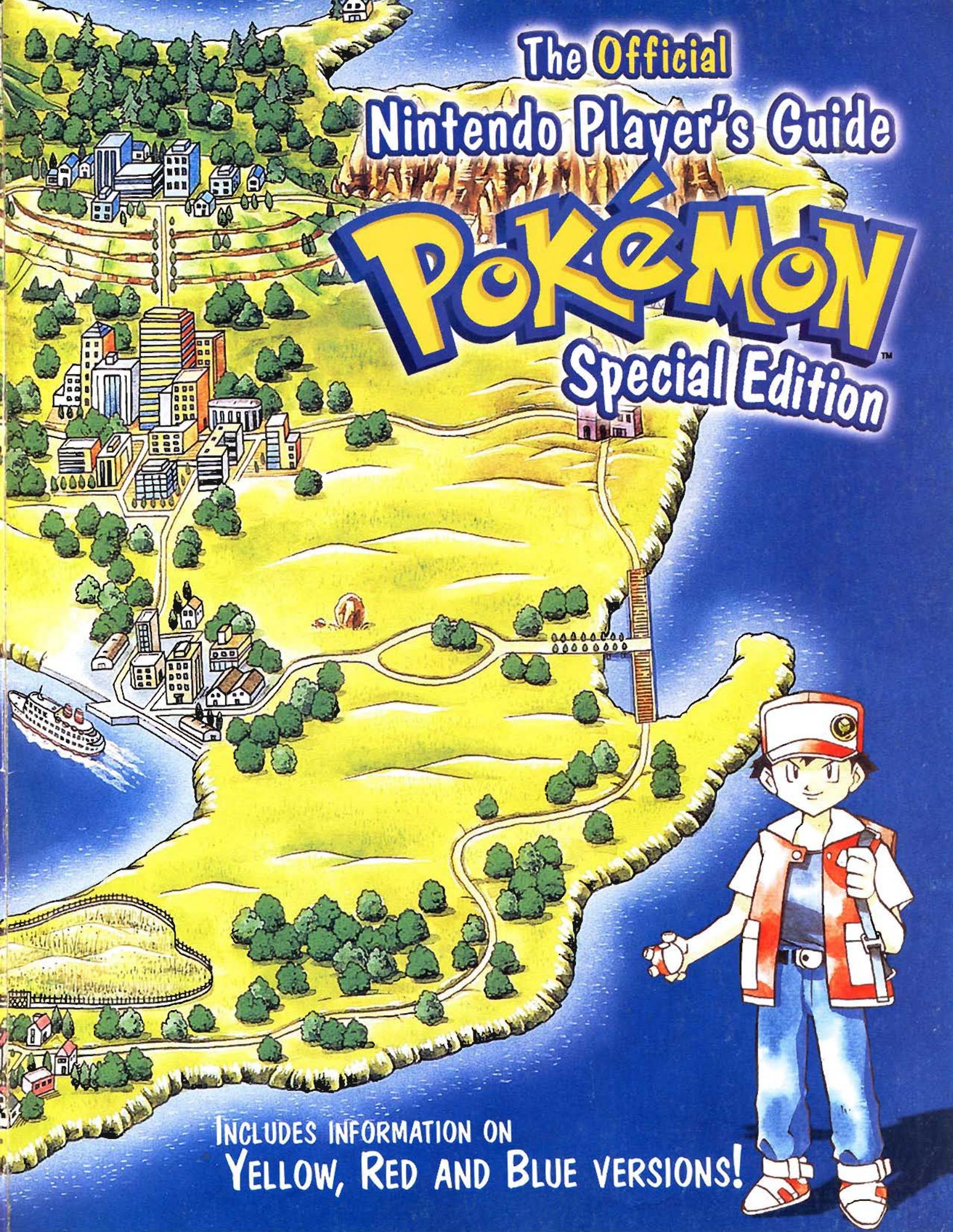
Jinnai at Creatures.

The Pokémon Special Edition Player's Guide is printed in the U.S.A. and published by Nintendo of America Inc., 4820 150th Ave. NE, Redmond, Washington 98052, at \$14.95 in the U.S.A. (\$17.95 in Canada). ©1999 Nintendo of America Inc. All rights reserved. Nothing that appears in the Pokémon Special Edition Player's Guide may be printed in whole or in part without express permission from Nintendo of America Inc., copyright owner. Nintendo is a registered trademark of Nintendo of America Inc. Pokémon ©1995-1999 Nintendo/Creatures, inc./GAME FREAK, inc.



The Official
Nintendo Player's Guide

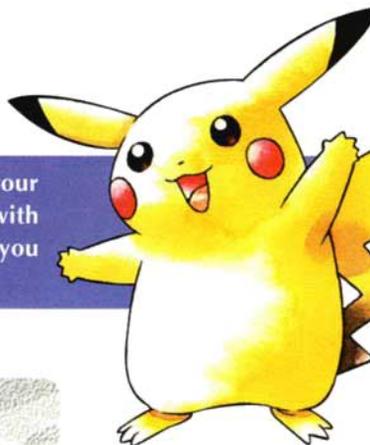
POKÉMON
Special Edition™



INCLUDES INFORMATION ON
YELLOW, RED AND BLUE VERSIONS!

CONTENTS

The world of Pokémon may look like it did in Blue and Red, but your adventure through the Yellow version of the game will present you with many new challenges to overcome. With Pikachu at your side, see if you have what it takes to become a Pokémon Master!



BASICS

| | |
|-----------------------------|----|
| The World of Pokémon | 4 |
| Collect 'em All | 6 |
| Ways to Evolve | 7 |
| Linking & Trading | 9 |
| Battle Strategies | 10 |
| Using Your Trainer's Manual | 12 |

POKÉMON TRAINER'S MANUAL

| | | | |
|----------------|----|-----------------|----|
| Pallet Town | 14 | Celadon City | 36 |
| Viridian City | 16 | Saffron City | 40 |
| Pewter City | 19 | Fuchsia City | 46 |
| Cerulean City | 23 | Cinnabar Island | 55 |
| Vermilion City | 28 | Indigo Plateau | 61 |
| Lavender Town | 34 | Trading Pokémon | 64 |

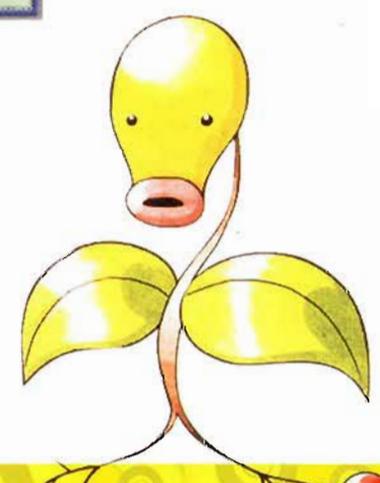
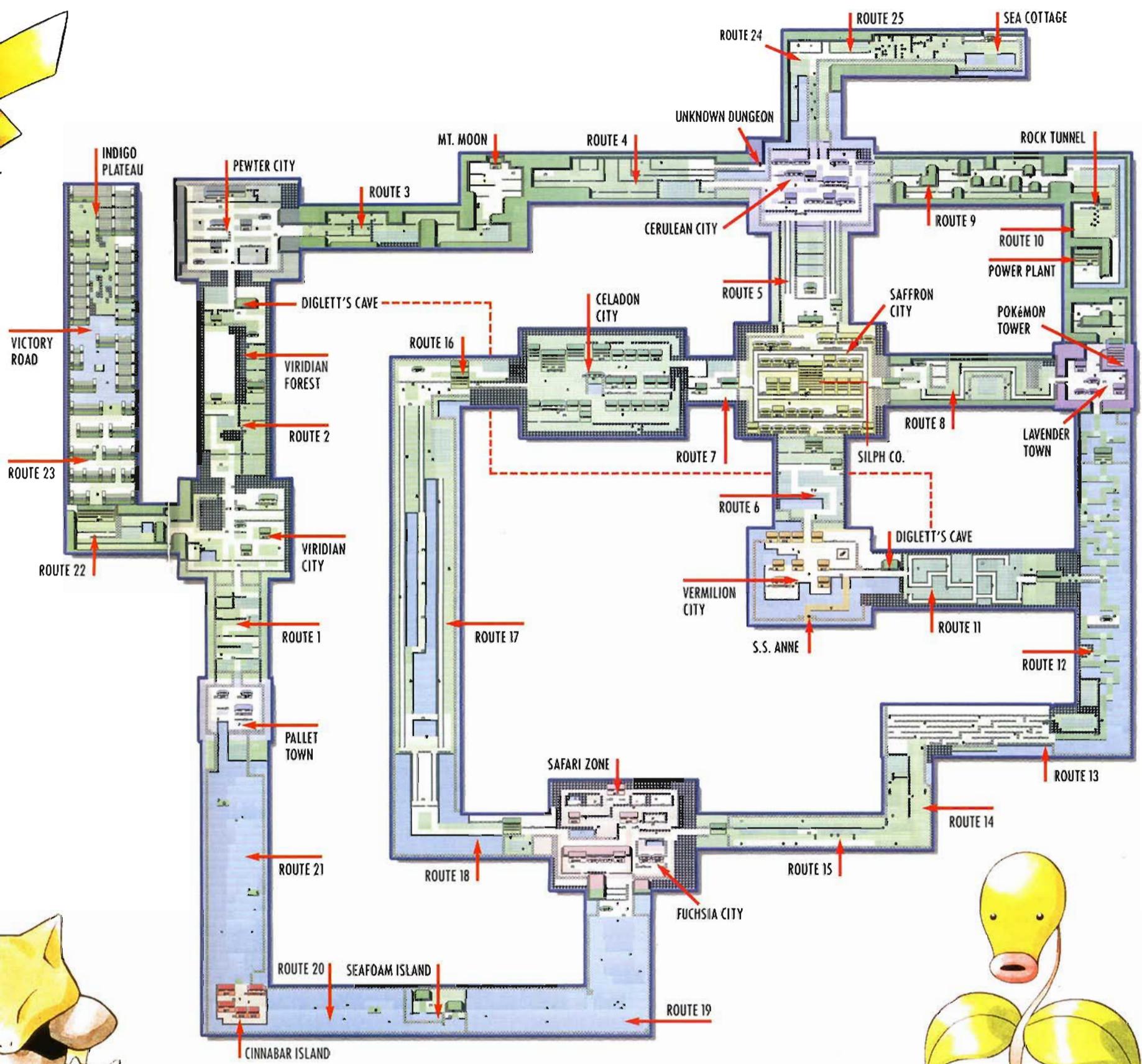
POKÉMON FIELD GUIDE

| | |
|----------------------|----|
| Rare Pokémon | 66 |
| Yellow Pokémon Chart | 67 |
| Red Pokémon Chart | 68 |
| Blue Pokémon Chart | 69 |
| Field Guide Data Key | 70 |

DATA FILE

| | |
|------------------------------------|-----|
| Item List | 110 |
| Abilities & Attacks | 112 |
| Technical & Hidden Machine List | 115 |
| Technical & Hidden Machine Chart | 116 |
| Yellow Extras/Pikachu Summer Beach | 119 |
| Combat Chart/Pokémon Locator | 120 |





THE WORLD OF POKÉMON

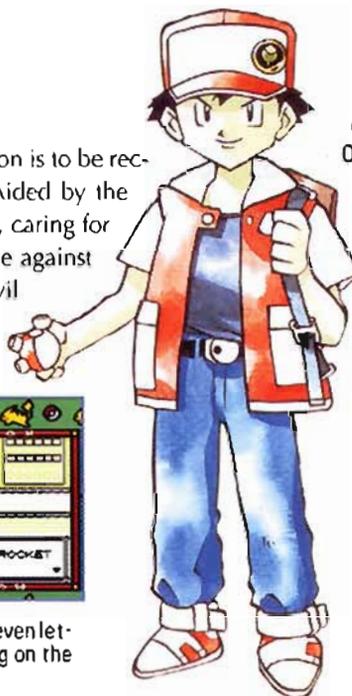
To become the World's Greatest Pokémon Trainer, you must first learn everything there is to know about these amazing creatures.

Your Adventure Begins

As Ash, a young boy from the small village of Pallet Town, your ambition is to be recognized as the greatest Pokémon trainer the world has ever seen. Aided by the kindly Professor Oak, you must collect as many Pokémon as you can, caring for and training any that you capture. Along the way, you must also battle against rival trainers and unravel a dark mystery involving Team Rocket, an evil society of Pokémon trainers bent on controlling all Pokémon and, ultimately, the world!



When you begin a game, you can give your character any name you wish, up to seven letters long. The Super Game Boy displays a red, blue or Pikachu border, depending on the version of the game you have.



Ash

One of the default names for your character is Ash, but you may create any name you wish at the beginning of the game. Your main rival is your next door neighbor, Gary, but you can also give him any name you'd like.

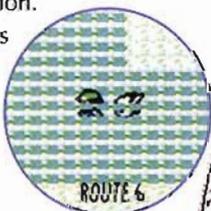


Gary

Since he also wants to become the World's Greatest Pokémon Trainer, Gary is guaranteed to harass you every step of the way. Choose something suitable for an archrival when you pick his name, because you'll see a lot of him.

Red, Blue, Yellow

Most Pokémon can be found in specific areas only, and some Pokémon are rare and difficult to find. In fact, you won't be able to capture some Pokémon at all and will have to trade for them if you hope to complete your collection. Although the game play in the Red, Blue and Yellow versions is the same, you will notice differences in when and where wild Pokémon show up in each one. For example, at the same spot in Route Six, you're likely to run into these different Pokémon depending on which version you're playing.



Yellow Only

One of the other differences that separates the Yellow version from Red and Blue is the fact that you receive Pikachu as your first Pokémon. Not only that, but the little Electric-type refuses to stay in its Poké Ball and instead follows you around on screen. You can turn around at any time and check Pikachu's mood by looking at its facial expression—if you keep it happy, you might well be rewarded at certain points in the game!

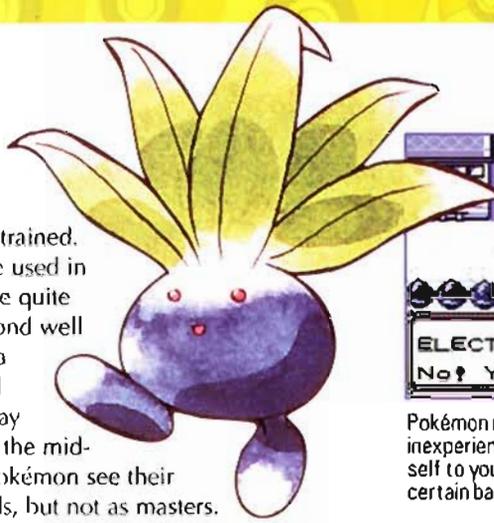
Dr. Oak

The esteemed expert on all things Pokémon, Dr. Oak has pioneered the field of Pokémon research. Make him proud by collecting every known Pokémon and helping him complete the definitive Pokémon encyclopedia.



Pokémon Pals

Pokémon are found throughout the world and come in many shapes and sizes. Though they are wild creatures, once they are captured, they can be trained. If cared for properly, Pokémon can be used in duels against other Pokémon. They are quite intelligent, however, and do not respond well to inexperienced or harsh trainers. If a novice trainer tries to use a high-level Pokémon in combat, the Pokémon may disobey orders or even go to sleep in the middle of the battle! Keep in mind that Pokémon see their trainers as companions or even friends, but not as masters.



Pokémon may disobey orders from inexperienced trainers. To prove yourself to your Pokémon, you must win certain badges from rival trainers.



There are 150 different Pokémon in the world, and each one is more amazing and wondrous than the last.

Hit and Power Points

A Pokémon's health is measured in Hit Points, or HP. As a Pokémon takes damage, its HP meter records every hit. You can use various items to refill a Pokémon's HP meter, but once it reaches zero, a Pokémon faints. It must then be revived with a special item or treated at a Pokémon Center. A Pokémon's abilities, on the other hand, are fueled by Power Points, or PP. Each time a Pokémon launches an attack or a defensive move, it uses one Power Point. Each ability has its own PP meter, and once all the points are used up, a Pokémon cannot use that ability again until you give it more PP or it rests at a Pokémon Center. If your Pokémon has no PP left at all, it is still not completely defenseless. If your Pokémon's back is up against the proverbial wall, choose the Fight command anyway, and it will use the Struggle ability automatically. This normal attack deals some damage to the opposing Pokémon, but it also damages your Pokémon at the same time.



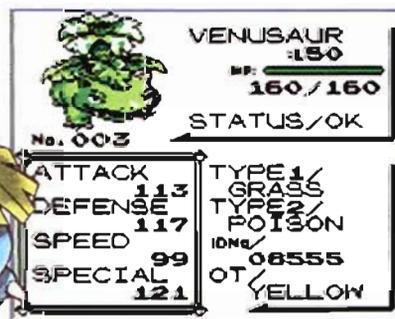
Your Pokémon can have four different attacks at one time, so be sure to spread out your attack strategy to use all of them. If you use just one attack constantly, you won't have any PP left when you need it most.

Special Attacks, Special Effects

A Pokémon is rated in four areas: Attack, Defense, Speed and Special. The Special rating refers to a Pokémon's skill at using special attacks and abilities. Normal attacks reduce a target's HP only, but special attacks also may cause special side effects. The Bubble attack, for example, will cause damage and sometimes reduce the target's Speed rating temporarily. Other abilities may have a special effect only. Confusion, for example, doesn't cause any damage, but it may Confuse an enemy temporarily and make it end up hurting itself. Some side effects last until the battle ends, while others, like Poison, last until they are cured with an item or treated at a Pokémon Center.



A Pokémon with no HP left won't be able to muster the strength to go into battle until you heal it.



Some attacks cause side effects, like Poison. These conditions last until you cure them with an item or with treatment at a Pokémon Center.



COLLECT 'EM ALL

Defeating other Pokémon in battle is elementary, but actually capturing wild Pokémon takes some finesse. Here are the finer points of collecting them.

Hiking and Fishing

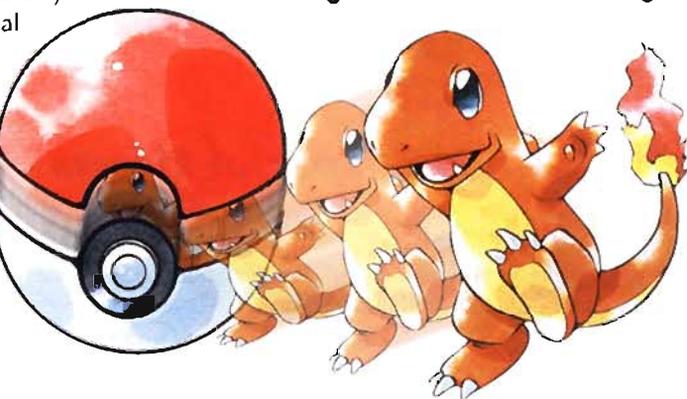
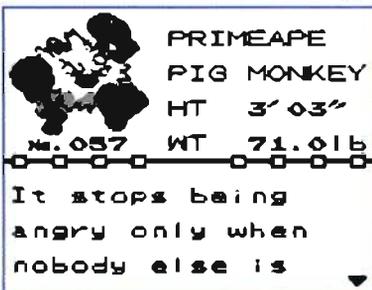
During your adventure, you do battle against both wild Pokémon and tame Pokémon used by trainers, but you can capture wild ones only. To find a wild Pokémon, walk through grassy areas until one challenges you. When that happens, the game switches automatically to the battle screen. Some Pokémon live in water, and you can use various fishing rods to find them.

Combat and Capture

If you drain all of a Pokémon's HP in combat, it will faint, and you won't be able to capture it. To actually catch a Pokémon, you must first drain some, but not all, of its energy. You must then use a device called a Poké Ball, which closes around the Pokémon, capturing it. A Poké Ball is not foolproof, and even if a Pokémon has lost most of its HP, it may still break free. Pokémon with higher experience levels require stronger Poké Balls, and as the game progresses, you can buy Super Balls and Ultra Balls. The strongest ball is called the Master Ball, but there is only one in the game, and it would be best to save it for a very special Pokémon.

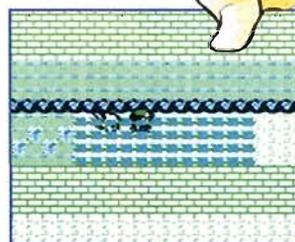


You must drain most of a Pokémon's HP before using the Poké Ball to keep it from breaking free.



Poké Ball

There are five types of Poké Balls in all: regular Poké Balls, Super Balls, Ultra Balls, Safari Balls and Master Balls. There is only one Master Ball in the game, and Safari Balls can be used in the Safari Zone amusement park only.



Walking

Fishing

| CONTENTS | SEEN |
|---------------|---------|
| 037 | 140 |
| 038 PRIMEAPE | OWN 105 |
| 039 GROWLITHE | |
| 040 ARCANINE | |
| 041 POLIWAG | DATA |
| 042 POLIWHIRL | CRY |
| 043 | AREA |
| 044 | PRNT |
| 045 | QUIT |

You can carry up to six Pokémon. Any others are placed automatically in a special storage system. You can review stats and other data with a portable computer called a Pokédex.



WAYS TO EVOLVE

Many Pokémon evolve into new forms, and you can trigger a change by gathering experience points, using special items or trading. No matter the method, though, the results are usually spectacular.



Pass the Points

Any or all of the six Pokémon you may be carrying can participate in duels with trainers or battles with wild Pokémon. When an enemy Pokémon faints, each of your Pokémon that took part in the battle is awarded experience points. For example, if defeating a wild Pidgey is worth 22 experience points, and one of your Pokémon fought the battle, it receives all 22 points. If two participated, they each receive 11 points, and so on.



Only Pokémon that actually fight are awarded points. The tougher the enemy, the more points you win.

Abilities and Evolution

As a Pokémon gains experience, it eventually gathers enough points to move up to the next experience level. At certain levels, a Pokémon is given a chance to learn a new ability. A Pokémon can remember only four abilities at a time, so it may need to discard an ability before it can learn a new one. You can also use Technical Machines (TM) and Hidden Machines (HM) that you find or buy to teach certain Pokémon new abilities. Besides learning new abilities, some Pokémon also evolve into different forms at certain experience levels, often becoming more powerful in the process. When a Pokémon evolves, it is considered to be a different

creature, and you get credit for catching another Pokémon.



While a few Pokémon don't evolve at all, many evolve when they reach certain experience levels.



Stop the Presses!

While evolution is usually a good thing, there are times when you may want to keep a Pokémon the way it is. Perhaps you already have one of whatever your Pokémon is going to become, or the supposedly "less evolved" Pokémon learns certain attacks earlier than the next creature. To keep your Pokémon in its current form, press B before the transformation is complete to cancel the process.



If you don't want your Pokémon to evolve, press B before the change is complete. This works only when a Pokémon evolves by reaching a high enough experience level.

Rare Candy

Feeding Rare Candy to a Pokémon will boost its experience by one whole level. Save your Rare Candy until later in your adventures, because the amount of experience needed to boost your Pokémon to the next level is higher when your Pokémon is at higher levels.



| | | | |
|-----------|-----|-----|-----|
| PIKACHU | 150 | 123 | 123 |
| SPEARON | 148 | 148 | 148 |
| HYPNO | 150 | 150 | 150 |
| INDUSTRIO | 150 | 150 | 150 |
| VENUSAUR | 150 | 150 | 150 |
| GYARADOS | 150 | 150 | 150 |

HYPNO'S SPECIAL POSS. ▼

Power-up Items

Power-up items like Iron and Protein boost Pokémon ratings like Defense and Attack permanently, while others like X Accuracy and X Speed boost them only temporarily. Either way, some Pokémon can have their ratings boosted only to a certain limit and no further.

| | | |
|----------|-------------|------------|
| GYARADOS | EXP. POINTS | 1700 |
| | LEVEL | 150 |
| | HP | 1000 / 453 |
| | HP | 150 |
| | STRENGTH | DP 15 / 15 |
| | HYPHER BEAM | DP 15 / 15 |
| | DRAGON RAGE | DP 5 / 5 |
| | DRAGON RAGE | DP 10 / 10 |

Same Pokémon

Even wild Pokémon of the same kind and the same experience level can have very different ratings. Take these Rattata, for example. Both are at level 14, but each has different HP, Attack, Defense, Speed and Special ratings. Before you decide to focus on training a particular Pokémon, make sure you've caught the best one possible from the wild.

| | | | |
|---------|-----------|----|----|
| RATTATA | 114 | 25 | 25 |
| | STATUS/OK | | |
| ATTACK | 1A | 1A | 1A |
| DEFENSE | 1A | 1A | 1A |
| SPEED | 1A | 1A | 1A |
| SPECIAL | 1A | 1A | 1A |

| | | | |
|---------|-----------|----|----|
| RATTATA | 114 | 25 | 25 |
| | STATUS/OK | | |
| ATTACK | 1A | 1A | 1A |
| DEFENSE | 1A | 1A | 1A |
| SPEED | 1A | 1A | 1A |
| SPECIAL | 1A | 1A | 1A |



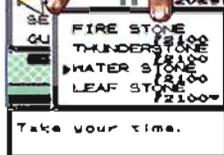
Evolving by Trading and Using Stones

Some Pokémon won't evolve no matter how much experience they earn. Some need to be exposed to stones with elemental powers. For example, Vulpix won't evolve into Ninetales until touched with the Fire Stone. Other Pokémon won't evolve until they're traded with another player. Then your Pokémon will evolve but will remain on the other player's Game Pak! For example, Machoke won't evolve into Machop until you trade it with another player. Also, when Pokémon are traded, whether with another player or with a character in the game, they earn many more experience points in battle than Pokémon that have never been traded.

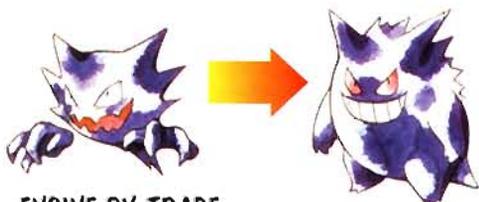


EVOLVE BY STONE

The Thunder Stone makes Pikachu evolve into Raichu. For all stone evolutions, see the chart to the right.



You can buy most elemental stones used for evolutions at the Celadon Department Store.



EVOLVE BY TRADE

Haunter evolves into Gengar after it's traded for another Pokémon. For all trade evolutions, see page 9.



| WATER STONE | | MOON STONE | | |
|--|---|---|---|---|
|  #61 POLIWHIRL | → |  #62 POLIWRATH | | |
|  #90 SHELLDER | → |  #91 CLOYSTER | | |
|  #120 STARYU | → |  #121 STARMIE | | |
|  #133 EEEVEE | → |  #134 VAPOREON | | |
| | |  #30 NIDORINA | → |  #31 NIDOQUEEN |
| | |  #33 NIDORINO | → |  #34 NIDOKING |
| | |  #35 CLEFAIRY | → |  #36 CLEFABLE |
| | |  #39 JIGGLYPUFF | → |  #40 WIGGLYTUFF |
| FIRE STONE | | LEAF STONE | | |
|  #37 VULPIX | → |  #38 NINETALES | | |
|  #58 GROWLITHE | → |  #59 ARCANINE | | |
|  #133 EEEVEE | → |  #136 FLAREON | | |
| | |  #44 GLOOM | → |  #45 VILEPLUME |
| | |  #70 WEEPINBELL | → |  #71 VICTREEBEL |
| | |  #102 EXEGGCUTE | → |  #103 EXEGGUTOR |
| THUNDER STONE | | | | |
|  #25 PIKACHU | → |  #26 RAICHU | | |
|  #133 EEEVEE | → |  #135 JOLTEON | | |

LINKING & TRADING

The Game Link Cable allows you to duel or trade Pokémon between two Game Paks. You can turn one-player adventure into two-player action!

Linked for Battle

As we mentioned before, you can use the Game Link Cable to connect two Game Boys and two Pokémon Game Paks. When two games are linked, players can trade Pokémon or challenge each other to duels. You can't capture Pokémon or earn experience points in a Game Link duel, but you do earn valuable bragging rights. To begin a duel, link the two Game Boys, then go to a Pokémon Center. Speak to the attendant at the Cable Club counter to start the ball rolling. If one game is not detecting the other, keep both Game Boys linked, turn off both units, then turn them on and try again.



To link up, both players must go to the nearest Pokémon Center, then approach the Cable Club area. From there, you can either trade your Pokémon or send them into battle.

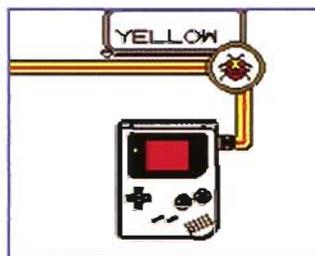


After a Pokémon is traded, it will always earn 1.5 times as much experience from a battle as those that are never traded. It's a great way to develop your Pokémon faster.

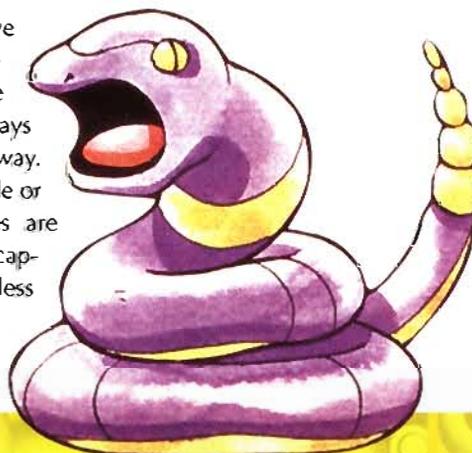


Trading Tips

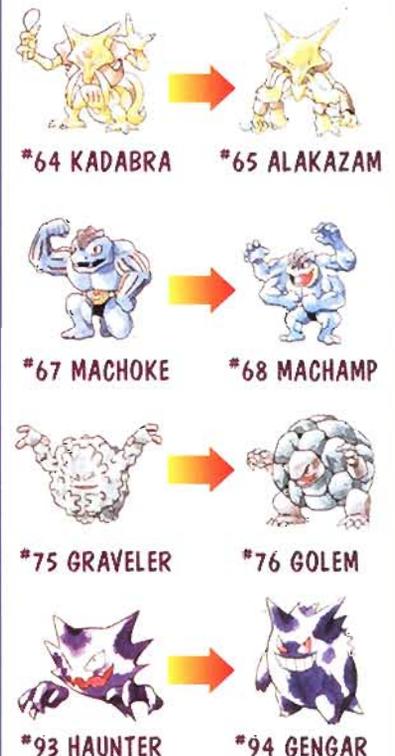
You can actually store a high number of Pokémon, so it's a good idea to keep a few extra on hand for trading. What's common for you may be rare for someone with a different version of the game, and you can always suggest different trades as part of your negotiations. You should also capture at least two of any Pokémon that evolve through trading. That way, you can have one to give to a friend and one that he or she can take, then trade back to you after it has evolved. Pokémon must always be traded one-for-one, and you can't just give one away. At the same time, a player can't force you into a trade or somehow steal your Pokémon while your games are linked. Remember that powerful Pokémon that you captured or receive in a trade may not obey you unless you've earned the proper Pokémon League badge.



You can trade with other players and with some computer-controlled characters in the game.



LINK EVOLUTION



BATTLE STRATEGIES

There is an art to dueling with Pokémon, and it's not all just charging headlong into the fray. If you think before you act, you'll increase your chances for victory.

Typecasting For Combat

Pokémon are divided into 15 different types. Each type is associated with a particular ability, physical property or set of characteristics. For example, all Fire-type Pokémon have characteristics or abilities related to fire or heat, while Water-type Pokémon either live in the water or have abilities related to water. Each type of Pokémon has its own strengths and weaknesses, and these affect how one Pokémon performs in battle against another. For example, an Electric-type's characteristics give it a natural advantage in battle against a Water-type Pokémon. On the other hand, these same characteristics make an Electric-type vulnerable to a Ground-type Pokémon.



Every Pokémon has strengths and weaknesses related to its type. Keep this in mind when choosing Pokémon to send into battle.



Combat Chart

To find out how one type of Pokémon will do in battle against another, refer to the chart below. On the left side of the chart, look for your type. On the top, look for your opponent's type. From your type, trace a line to the right, and from your opponent's type, trace a line going down. If there's a blank box where the lines meet, the two are evenly matched. An "A" means that your Pokémon has the advantage in the coming battle, a "D" means it is at a disadvantage, and an "X" means it has little hope of winning. This assumes, of course, that both Pokémon are fairly close in experience level. If one Pokémon is 20 levels higher than the other, there's little doubt about what will happen.

OPPONENT'S/POKÉMON TYPE

| YOUR POKÉMON/ATTACK TYPE | OPPONENT'S/POKÉMON TYPE | | | | | | | | | | | | | | |
|--------------------------|-------------------------|------|-------|----------|-------|-----|----------|--------|--------|--------|---------|-----|------|-------|--------|
| | NORMAL | FIRE | WATER | ELECTRIC | GRASS | ICE | FIGHTING | POISON | GROUND | FLYING | PSYCHIC | BUG | ROCK | GHOST | DRAGON |
| NORMAL | | | | | | | | | | | | | D | X | |
| FIRE | | D | D | A | A | | | | | | | A | D | | D |
| WATER | | A | D | D | | | | A | | | | | A | | D |
| ELECTRIC | | | A | D | D | | | X | A | | | | | | D |
| GRASS | | D | A | D | | | D | A | D | | D | A | | | D |
| ICE | | | D | A | D | | A | A | | | | | | | A |
| FIGHTING | A | | | | A | | D | D | D | D | A | X | | | |
| POISON | | | | | A | | D | D | | | A | D | D | | |
| GROUND | | A | A | D | | | A | | X | | D | A | | | |
| FLYING | | | | D | A | | A | | | | A | D | | | |
| PSYCHIC | | | | | | | A | A | | | D | | | | |
| BUG | | D | | | A | | D | A | | D | A | | | | D |
| ROCK | | A | | | | A | D | | D | A | | A | | | |
| GHOST | | | | | | | | | | | | | | | A |
| DRAGON | | | | | | | | | | | | | | | A |

Ability and Compatibility

The chart can also be used to predict how effective an individual attack would be. All Pokémon abilities and special attacks are divided into the same types as the Pokémon themselves, and they have the same strengths and weaknesses. For example, Bubble is a Water-type special attack, and it is very effective against Fire-type enemies. Once again, however, such natural advantages may not be enough against an enemy that is many levels higher. You should also keep in mind that each Pokémon can actually learn different types of abilities and is not limited to ones of its own type. When teaching Pokémon new abilities, try to choose ones that complement its other abilities.



Team Tactics

No single type of Pokémon has a distinct advantage over all others, and there's no telling what types you may run into at any given time. It's a good idea, then, always to have a mixed team that can handle many different threats. For the early part of your adventure, we recommend building a team consisting of Wartortle, Pikachu, Pidgeotto, Diglett, Metapod and Rattata. As time goes on, change the line-up to include Blastoise, Raichu, Machop, Dugtrio, Flareon and Alakazam. Both of these teams give you a good mix of offensive and defensive capabilities. You should also keep a close watch on your team's experience levels. You don't want your Pokémon to fall behind the competition, but you don't want all of them to develop too quickly, either. If your Pokémon are too strong, they will defeat wild Pokémon before you have a chance to capture them.



Pokémon go into battle one at a time. Make sure that your current one is appropriate for its opponent.



You can switch Pokémon at any time. If a Pokémon is doing poorly or is ready to faint, make a substitution.



The Pokémon at the top of the list fights first. If you expect a certain opponent, change the list accordingly.



Lasting Effects

Attacks that poison, paralyze or put Pokémon to sleep are particularly effective because they tend to last a number of turns. Not only may the other Pokémon be damaged every turn, but it also may be immobilized so that you can attack it without fear of repercussions or have an easier time capturing it in a Poké Ball. Attacks that burn or freeze Pokémon can also have this effect.



Balanced Attacks

The strength of your Pokémon is based on four different categories: Attack, Defense, Speed and Special. Attack measures physical power, which relates to A Type attacks like Bite or Peck. The Special rating charts non-physical (B Type) attacks like fire and psychic power, and your ability to defend against them. Fighting well requires a balance of these abilities. For instance, it's smart to use a Pokémon with high Speed at the beginning of a battle, because it can attack quickly. If you're facing a strong physical opponent like Primeape, use a Pokémon with a high Defense rating to absorb the attacks.

ATTACK

Attack measures the power of your physical (A Type) attacks.

DEFENSE

Your Defense rating tells how well you'll repel physical damage.

SPEED

The higher this number, the more likely you'll be to attack first.

SPECIAL

Special measures the power of non-physical (B Type) attacks and your defense against them.

| | | |
|-----------------|---------------|--------------|
| A TYPE | FLYING | BUG |
| NORMAL | GROUND | GHOST |
| FIGHTING | ROCK | |

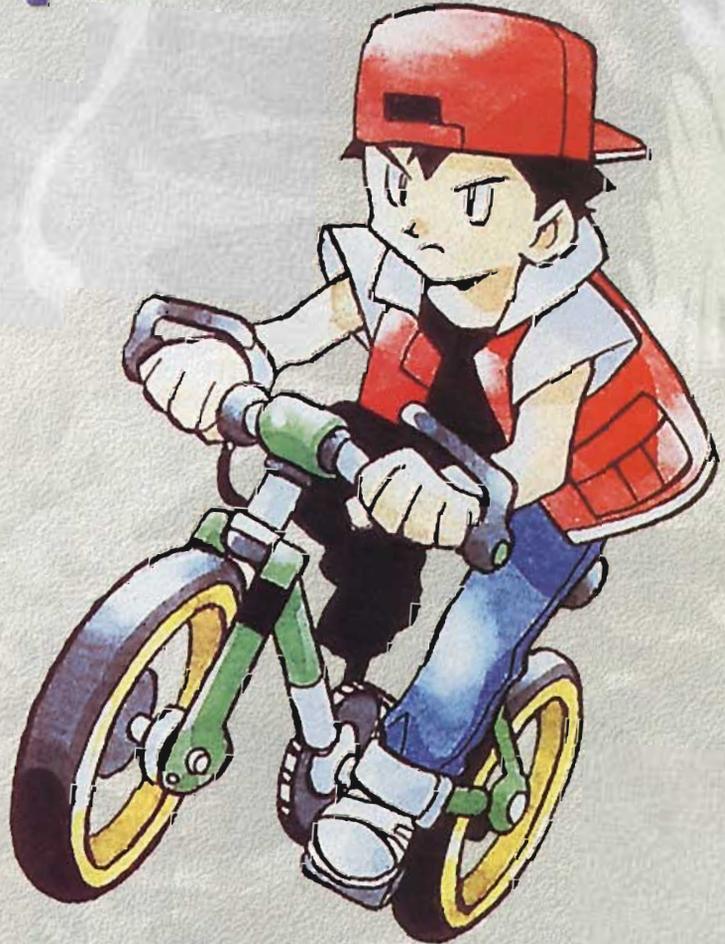
| | | |
|---------------|-----------------|----------------|
| B TYPE | ELECTRIC | POISON |
| FIRE | GRASS | PSYCHIC |
| WATER | ICE | DRAGON |

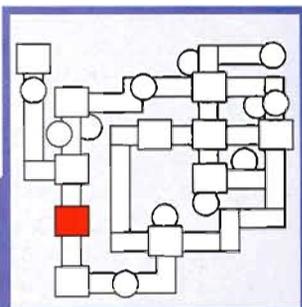




POKÉMON

TRAINER'S MANUAL





PALLET TOWN

Pallet Town might seem like any other humble hamlet, but someday the whole world will know that this was where you began your quest to become the greatest Pokémon trainer ever! The famous Professor Oak, known for his Pokémon studies, also lives in Pallet Town. He'll give you your very first Pokémon. That's one down, 149 more Pokémon to go!

A Home, Sweet Home

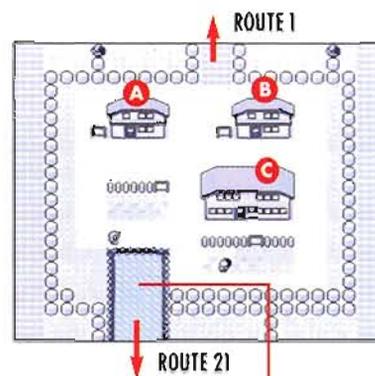
Your adventure begins here in your own, cozy home. Before you say good-bye to your Mom, check your PC and withdraw the one item stored in the system: a bottle of healing Potion. Now it's time to start exploring the great, wide world.

B Gary's House

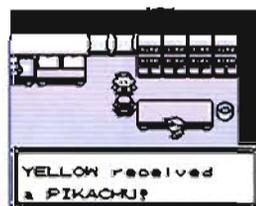
Your lifelong rival, Gary, isn't home, but his sister is. Gary seems to be carrying some sort of grudge against you, but his sister thinks you're okay. If you stop by a little later, she'll give you a useful item, no matter what Gary says.

C Professor Oak's Lab

Once you've explored the town, head north along Route 1. Just as you cross into the grassy area, Professor Oak will rush up and ask you to join him in his lab. There he'll offer you your very first Pokémon. If you're playing Pokémon Yellow, it will be a special Pikachu that will follow behind you at all times, rather than staying in a Poké Ball like all other Pokémon do. If you're playing Pokémon Red or Blue, you will have a choice of one of three Pokémon: Bulbasaur, Charmander or Squirtle. Before you leave the lab, Gary will challenge you to your first Pokémon duel. If your Pokémon faints, go see Mom for help.



Much later in the game, after you have Surf (HM 03), you'll be able to go directly to Cinnabar Island via Route 21. Until then, this water passage will be closed to you.



| FISH FINDER | Y | R B |
|---------------|---|-----|
| #60 POLIWAG | • | • |
| #72 TENTACOOL | • | • |
| #120 STARYU | • | • |



#25 PIKACHU

TYPE: ELECTRIC

This mouse-like creature is among the most sought-after Pokémon. Trainers never keep many Pikachu in the same place, however. If enough of these Pokémon gather in one place, their combined voltage can trigger electrical disturbances in the surrounding atmosphere!

Thunder Stone

#26 RAICHU

TYPE: ELECTRIC

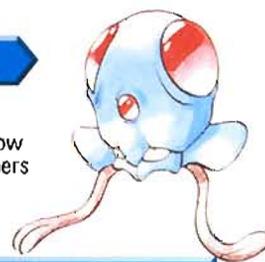
In the Yellow version, you cannot use the Thunder Stone to evolve Pikachu unless you first trade it away. Bear in mind that if you do, it won't follow you around anymore.



#72 TENTACOOL

TYPE: WATER/POISON

Tentacool likes to float in warm, shallow water. Inattentive anglers and swimmers often fall victim to its acidic sting.



#120 STARYU

TYPE: WATER

Staryu has no limbs to speak of, but its Psychic powers enable it to move. It uses Minimize to increase its chances of evading an attack.



Water Stone

#121 STARMIE

TYPE: WATER/PSYCHIC

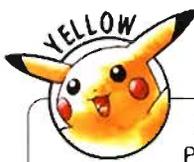
Use the Water Stone to transform Staryu into Starmie. Starmie exchanges mobility for size, relying more on its faceted skin for protection.





Which Pokémon Do You Choose?

In Pokémon Red and Blue, Professor Oak offers you a choice of Bulbasaur, Charmander or Squirtle. Choosing one is a matter of personal preference. Each has its own advantages, and all three evolve into powerful Pokémon later on. See our Pokémon Field Guide for full evolution details. At the beginning of your journey, Bulbasaur or Squirtle will fare better than Charmander in some of your early Pokémon battles.



Your Rival's First Pokémon

In Pokémon Yellow, your rival Gary will grab the Pokémon Ball that Professor Oak had intended for you off the table. So Gary will begin his Pokémon journey with Eevee, while you'll begin yours with Pikachu. Eevee can evolve into one of three elemental Pokémon: Vaporeon, Jolteon or Flareon. In time, Gary's Eevee will evolve, but which one it becomes depends on what happens in the game.

VAPOREON

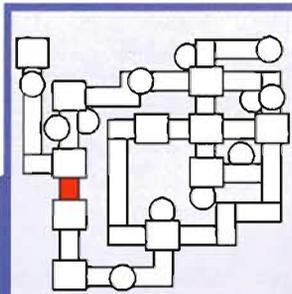
If you lose your battle with your rival at Professor Oak's Lab, the Eevee will eventually evolve into the Water-type Pokémon, Vaporeon.

JOLTEON

If you win at the lab and win the battle with Gary west of Viridian City, the Eevee will evolve into the Electric-type, Jolteon.

FLAREON

If you win at the lab but lose (or pass up) the battle with Gary west of Viridian City, the Eevee will evolve into the Fire-type, Flareon.



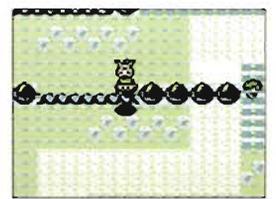
ROUTE 1

Resume your journey north to Viridian City. You can't capture new Pokémon just yet, but you can take this opportunity to build your Pokémon's experience levels. If your Pokémon enters too difficult a battle, use the Run command to escape. If it faints, head home to get a little TLC from Mom, or continue onward to Viridian City and enter its Pokémon Center.

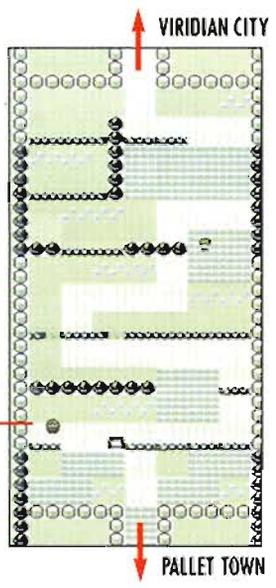
| ROUTE 1 | Y | R | B |
|-------------|------|------|------|
| #16 PIDGEY | MANY | MANY | MANY |
| #19 RATTATA | MANY | MANY | MANY |

Hedge Hurdle

One time-saving trick is to leap over the low hedges that line the paths. You can jump over a hedge only when you're moving downward, not when you're moving upward, to the left or to the right. Be careful that you don't trap yourself in a leafy prison.



Some people you meet will challenge you to a Pokémon battle. Others will give you advice or items. This person will give you a Potion.



#19 RATTATA

TYPE: NORMAL

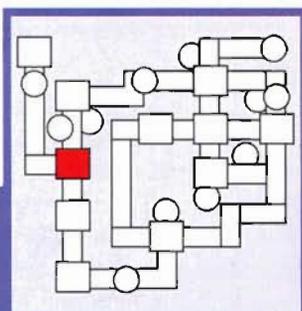
Another common Pokémon, Rattata uses its sharp teeth to defend itself from attackers. Despite its ferocious appearance, it often shares habitats peacefully with Pidgey.

#16 PIDGEY

TYPE: NORMAL/FLYING

Pidgey is one of the most common Pokémon. It is classified as a combination Normal-and-Flying-type Pokémon, and it can blind its opponents by kicking up clouds of sand with its wings.





VIRIDIAN CITY

Viridian City isn't exactly a bustling burg, but it's bigger than Pallet Town. There you'll see your first Pokémon Center, a place where you can go to restore your Pokémon to full health. You'll also see a Pokémon Mart, which stocks items useful to Pokémon trainers. This one has a delivery service and will need your help to make a special delivery.

#60 POLIWAG

TYPE: WATER

With a pair of newly-grown legs and no arms to provide balance, Poliwig finds walking difficult at best.



When you first arrive in Viridian City, the road north will be blocked by a grumpy old man. He will be gone after you make the special delivery to the Professor and return. Then you'll be able to go to Route 2.

| | | |
|--------------|---|-----|
| FISH FINDER | Y | R B |
| #60 POLIWAG | • | • |
| #72 TENTACOO | | • |

After you have Cut (HM 01), cut down the bush by this person, who will give you Dream Eater (TM 42).

A Pokémon Mart

At a Pokémon Mart, you can buy whatever the store has in stock. You can also sell items from your inventory. The store's stock may have additional items, depending on whether you're playing Yellow, Red or Blue.



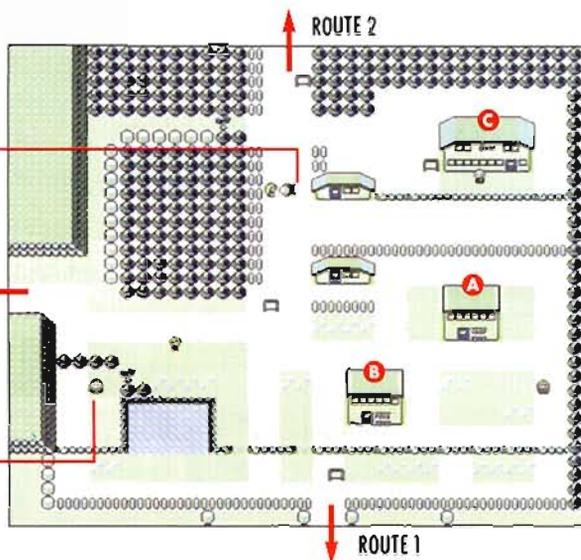
| | |
|---------------|-----|
| POKé BALL | 200 |
| POTION | 300 |
| ANTIDOTE | 100 |
| PARALYZE HEAL | 200 |
| BURN HEAL | 250 |

B Pokémon Center

The Pokémon Center can provide you with free Pokémon medical treatment and other valuable services. There are branch offices in most major cities, and they're open 24 hours a day, seven days a week, for your convenience. They're almost as good as your Mom, but without the hugs and cookies.

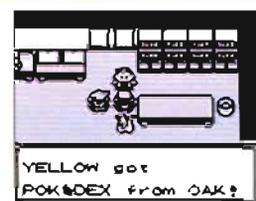
C Viridian City Gym—see pg. 58

Pokémon Gyms are where trainers usually put their Pokémon through their paces and hold training duels, but this one is strangely empty. When you move on to other cities, you'll have to prove your worth by challenging gym leaders to duels. If you defeat them, you'll win money and valuable prizes. In most cities, you won't be able to move on until you defeat the local gym leader.



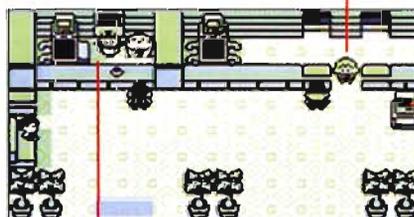
Delivery Service

Before you can make your first purchase or sale at this Pokémon Mart, the attendant will send you on a special delivery back to Pallet Town. Once you deliver the parcel to Professor Oak, he will give you a Pokédex, a high-tech encyclopedia that automatically records data on Pokémon you encounter. After that, visit Gary's House to talk to his sister, who will give you a Town Map to help you on your travels.



Pokémon Cable Club

Visit the Cable Club to trade Pokémon or duel with other players through the Game Link Cable. Each player must have a Pokémon Game Pak for these functions to work.



Pokémon Hospital

Visit the Pokémon Hospital to fully restore your Pokémon and cure them of any ailments, including Poison, Sleep, Paralyze and more. Best of all, these services are free of charge!

PC

Log on to the PC in any Pokémon Center to access three different computer systems: yours, Professor Oak's and a third system operated by a mysterious "Someone." There's a limit to the number of items and Pokémon you can carry at one time, and any extras can be stored in these systems. When you access Professor Oak's PC, you can ask him to evaluate your progress.





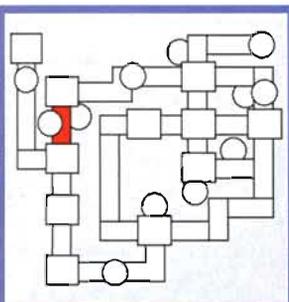
Gary
Battle 1

Y

LV 9 #21 SPEAROW

LV 8 #133 Eevee

After you deliver the parcel to Professor Oak, if you travel west of the city along Route 22, you will meet up with your rival Gary again. He has added to his Pokémon collection and wants to battle. His Pokémon have gained experience. Make sure yours have, too, or you might be defeated. Battling him this early in your journey is optional, since you don't really need to travel down Route 22 until much later in the game.



ROUTE 2

This route is a good place to collect more Pokémon. Route 2 is full of Pidgey and Rattata, along with a specimen or two that are rarely found in this area. Remember to weaken a Pokémon in battle before using a Poké Ball on it, or else it will be able to break free. The first time you come through Route 2, head into Viridian Forest to continue your journey.

ITEMS

- 1 HP UP
- 2 MOON STONE

| ROUTE 2 | Y | R | B |
|---------------|------|------|------|
| #10 CATERPIE | NONE | NONE | FEW |
| #13 WEEDLE | NONE | FEW | NONE |
| #16 PIDGEY | MANY | MANY | MANY |
| #19 RATTATA | MANY | MANY | MANY |
| #29 NIDORAN ♀ | FEW | NONE | NONE |
| #32 NIDORAN ♂ | FEW | NONE | NONE |

#29 NIDORAN ♀

TYPE: POISON

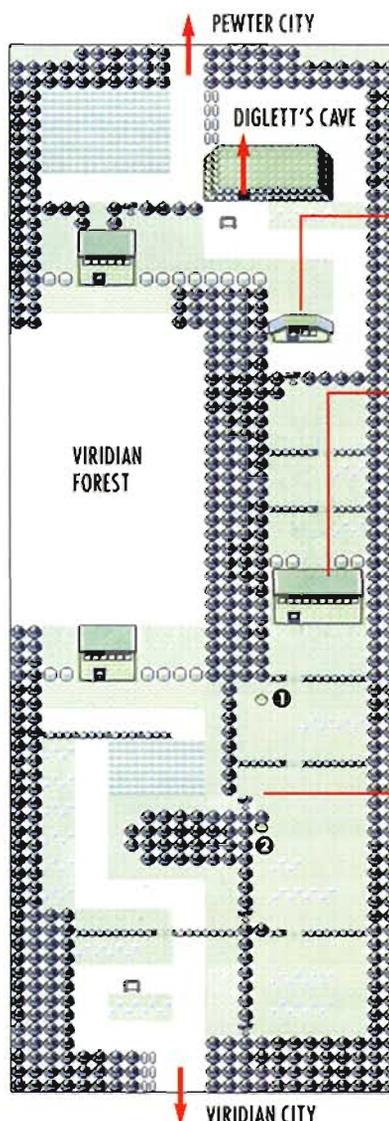
The female Nidoran's barbs are smaller than the male's, but no less poisonous.



#32 NIDORAN ♂

TYPE: POISON

The male Nidoran's large ears stiffen when it senses danger. You can tell the power of its poisonous venom by the size of its barbs.



You are able to enter this side of Route 2 only by exiting Diglett's Cave, entered from Route 11. In this house, a person will offer to give you Mr. Mime for a Clefairy (in Yellow) or an Abra (in Red and Blue).

To reach the house, you must use the Cut ability to chop down a bush that blocks your way. Inside the house, the resident will give you the technique Flash (HM 05) only if you have collected more than 10 Pokémon.

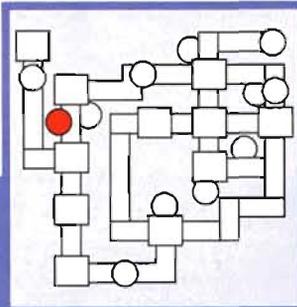
If you remove this bush using the Cut (HM 01) ability, a path will provide a shortcut around Viridian Forest, though the forest is great for collecting Bug-type Pokémon near the beginning of your quest.

#122 MR. MIME

TYPE: PSYCHIC

Some Pokémon, like Mr. Mime, do not evolve no matter how much experience they gather. Mr. Mime's Psychic powers, however, do grow stronger over time.





VIRIDIAN FOREST

The nature preserve is smack-dab in the middle of Route 2, the route that runs between Viridian City and Pewter City. Pokémon are plentiful within its borders, and many trainers come here to capture new specimens for their collections or to challenge other trainers. It's easy to lose yourself in Viridian Forest if you don't know where you're going.

RED-BLUE

Get Pikachu!

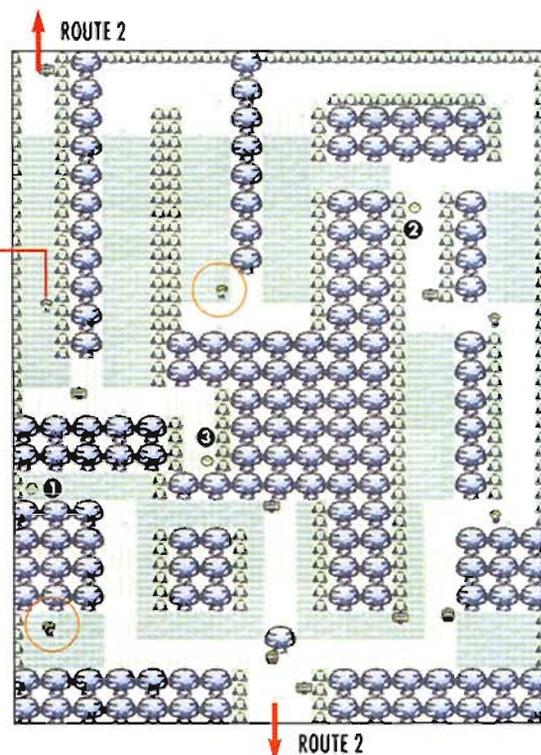
In the Yellow version of Pokémon, you get only one Pikachu. But in the Red and Blue versions, you can find them in the wild of Viridian Forest. Try to capture two Pikachu before you leave. You can evolve one into Raichu once you find a Thunder Stone. The other you can prevent from evolving, so you always have a Pikachu!

ITEMS

- 1 POKÉ BALL
- 2 POTION/ANTIDOTE
- 3 POTION

Take a moment to search carefully near this boy for a Potion.

| VIRIDIAN FOREST | Y | R | B |
|-----------------|------|------|------|
| #10 CATERPIE | MANY | FEW | MANY |
| #11 METAPOD | MANY | FEW | MANY |
| #13 WEEDLE | NONE | MANY | FEW |
| #14 KAKUNA | NONE | MANY | FEW |
| #16 PIDGEY | FEW | NONE | NONE |
| #17 PIDGEOTTO | FEW | NONE | NONE |
| #25 PIKACHU | NONE | FEW | FEW |



Duels with Trainers

You'll find rival trainers everywhere you go, and they'll usually challenge you as soon as they see you. Trainers can have anywhere from one to six Pokémon, and you can't Run from a duel with a trainer, so always be prepared for an extended battle. Keep in mind that the tame Pokémon trainers use are often more powerful than the wild Pokémon found in the surrounding area.



#10 CATERPIE

TYPE: BUG

Once it reaches level 7, Caterpie will evolve into the nearly immobile Metapod. If you don't want a Pokémon to evolve, simply press B before the change is complete to reverse the process.

Lev. 7

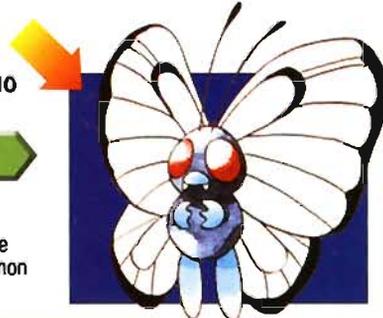


#11 METAPOD

TYPE: BUG

Like Kakuna, Metapod is a kind of transitional Pokémon, and it won't stay in this form for long. Once it reaches level 10, it will evolve into Butterfree.

Lev. 10



#12 BUTTERFREE

TYPE: BUG/FLYING

Butterfree's flying abilities make it more versatile than some of the other Pokémon you'll find early in your adventure.

#17 PIDGEOTTO

TYPE: NORMAL/FLYING

You can obtain a Pidgeot either by capturing one in the wild or by building up a Pidgey to level 18.



#18 PIDGEOT

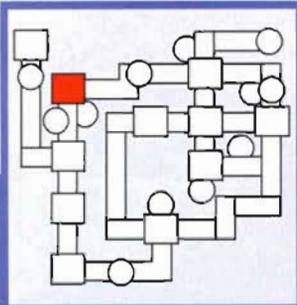
TYPE: NORMAL/FLYING

Lev. 36



Flying-type Pokémon like Pidgeot are the natural enemies of Bug-types like Venonat.





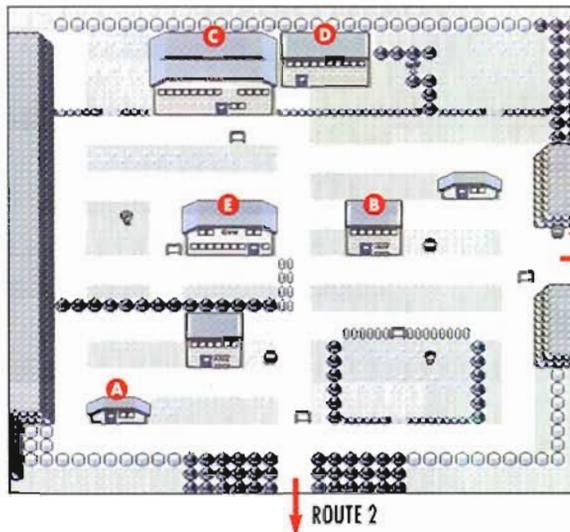
PEWTER CITY

In Pewter City, you will fight Brock, your first Pokémon Gym Leader. The Pokémon he uses in battle are strong. If necessary, build up the experience of your own Pokémon by having battles in the wild. Before you do either, visit Pokémon Center in Pewter City, so if your Pokémon all faint in battle, you'll resume your journey there, instead of far away.

A Pokémon Center

B Pokémon Mart

| | |
|---------------|-----|
| POKé BALL | 200 |
| POTION | 300 |
| ESCAPE ROPE | 550 |
| ANTIDOTE | 100 |
| BURN HEAL | 250 |
| AWAKENING | 200 |
| PARALYZE HEAL | 200 |



Until you defeat Brock, this person will not let you pass to Route 3. Before you leave Pewter City, refresh your pals at the Pokémon Center.

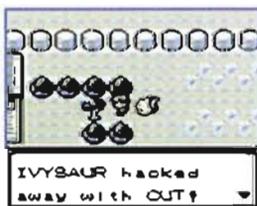
C Museum of Science

The Museum of Science has just unveiled its collection of Pokémon fossils. Some scientists claim to have cloned new Pokémon from fossils, but most experts think this is just a lot of Jurassic mumbo-jumbo.



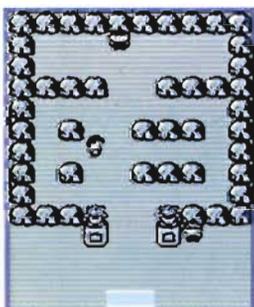
D Secret Lab

There's a secret lab at the rear of the museum. You won't be able to enter it until you Cut down a bush blocking the entrance. You'll learn this ability later in the game, so just be patient for now.



E Pewter City Gym

Each city's Pokémon Gym has a single leader, and each leader has one or more trainers who gather nearby. Though sometimes you can avoid battling them by staying out of their line of sight, these battles are useful experience-earning opportunities. Here, you may battle one Junior Trainer before taking on Brock himself.



Pewter City Gym Leader:

BROCK

Y

R B

LEV. 10 #74 GEODUDE

LEV. 12 #74 GEODUDE

LEV. 12 #95 ONIX

LEV. 14 #95 ONIX

The Pokémon League is the official association of Pokémon trainers. Brock is the first gym trainer you must defeat on your path to Pokémon training fame. He specializes in Rock-and-Ground-type Pokémon: Geodude and Onix. While any of your Pokémon that use Water or Grass-type attacks will have the best effect on Brock's Pokémon, Fighting- and Ground-type attacks will also do well. Don't bother with Electric-, Poison- or Rock-type attacks—they won't do much damage to Geodude or Onix at all.

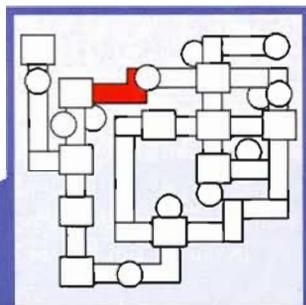


PRIZES

BOULDER BADGE/TM 34

If you defeat Brock, he'll give you TM 34 (the Bite attack technique) and his Boulder Badge, which grants your Pokémon a small power boost and allows you to use Flash (once you have HM 05).





ROUTE 3

After you receive the Boulder Badge, other Pokémon trainers will see you as a worthy opponent. No fewer than eight trainers wait to challenge you along Route 3. You'll have a tough struggle getting through them all, but you'll emerge from Route 3 a more powerful trainer than ever. Stock up on Poké Balls to capture some more Pokémon in the wild, too.

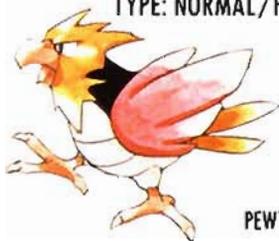
A Pokémon Center

A traveling salesman at the Pokémon Center will offer you a sweet deal on a Magikarp, but don't you think you'll be able to capture one for free later on?

| ROUTE 3 | Y | R | B |
|----------------|------|------|------|
| #16 PIDGEY | NONE | MANY | MANY |
| #19 RATTATA | FEW | NONE | NONE |
| #21 SPEAROW | MANY | MANY | MANY |
| #27 SANDSHREW | FEW | NONE | NONE |
| #39 JIGGLYPUFF | NONE | FEW | FEW |
| #56 MANKEY | MANY | NONE | NONE |

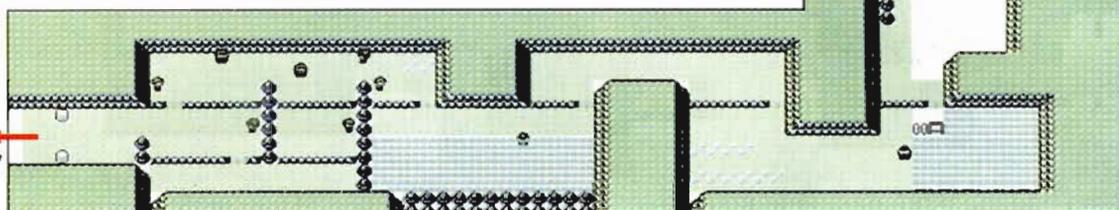
#21 SPEAROW

TYPE: NORMAL/FLYING



It may resemble the mild-mannered Pidgey, but Spearow has a much more ferocious temperament. In a contest between the two, Spearow will likely have the upper wing.

PEWTER CITY



MT. MOON

#56 MANKEY

TYPE: FIGHTING

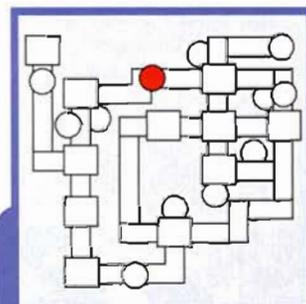
As a Fighting-type Pokémon, Mankey is more agile than most Pokémon. It can dodge even special attacks quite easily.



#27 SANDSHREW

TYPE: GROUND

This Ground-type Pokémon can swiftly dig into the earth and will dry out if exposed to hot environments for too long. You can find Sandshrew only in the Yellow and Blue versions.



MT. MOON

Mt. Moon is crawling with all sorts of new Pokémon as well as several menacing members of Team Rocket. Team Rocket is after Pokémon fossils, no doubt as part of some diabolical scheme. It's up to you to stop them from raiding these lost paleontological treasures!

#74 GEODUDE

TYPE: ROCK/GROUND

Geodude is commonly found in fields and mountainous areas. A Geodude usually doesn't move unless it's disturbed, and it's often mistaken for a rock or a boulder.

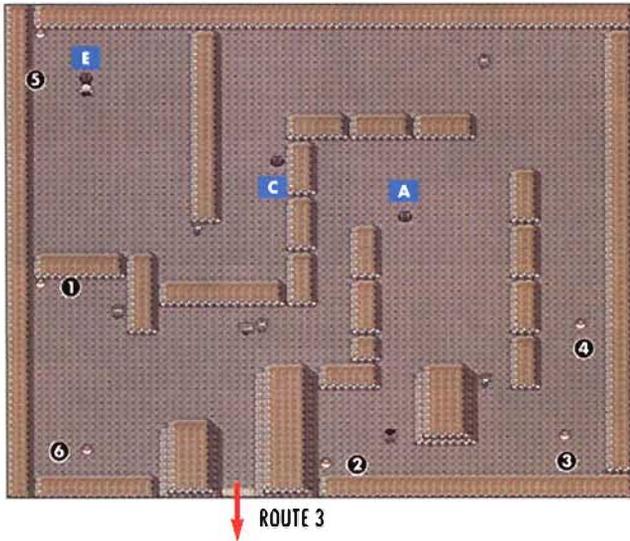


Erode Geodude's Advantage

Geodude are common inside Mt. Moon, so knowing how to defeat these Ground-and-Rock-types in battle is important. Water- and Grass-type attacks have a strong effect, while Poison- and Rock-type attacks don't do so well. Electric-type attacks have no effect at all.



First Floor



| 1ST FLOOR | Y | R | B |
|---------------|------|------|------|
| #27 SANDSHREW | FEW | NONE | NONE |
| #35 CLEFAIRY | FEW | FEW | FEW |
| #41 ZUBAT | MANY | MANY | MANY |
| #46 PARAS | NONE | FEW | FEW |
| #74 GEODUDE | MANY | MANY | MANY |

#35 CLEFAIRY

TYPE: NORMAL

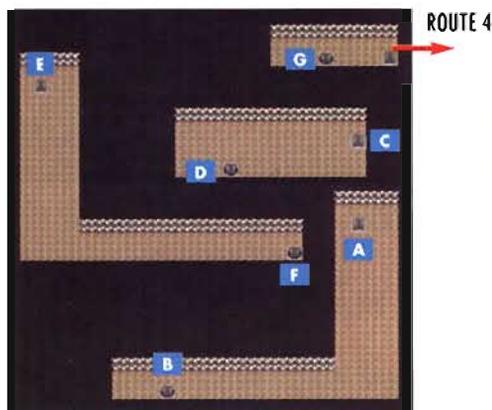
You must search long and hard to find a Clefairy. It is found in only two places other than Mt. Moon, so try your best while you're here.



ITEMS

- ① POTION
- ② POTION
- ③ RARE CANDY
- ④ ESCAPE ROPE
- ⑤ MOON STONE
- ⑥ TM 12
- ⑦ TM 01
- ⑧ HP UP

First Basement



| 1ST BASEMENT | Y | R | B |
|--------------|------|------|------|
| #35 CLEFAIRY | FEW | FEW | FEW |
| #41 ZUBAT | MANY | MANY | MANY |
| #46 PARAS | FEW | FEW | FEW |
| #74 GEODUDE | FEW | MANY | MANY |

Moon Stone

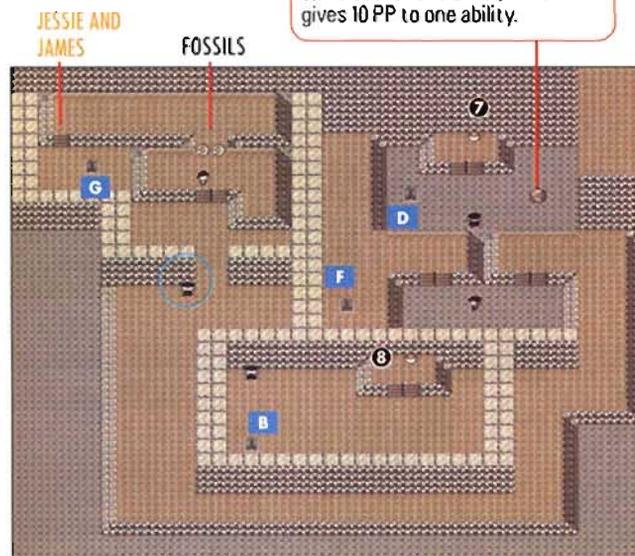
#36 CLEFABLE

TYPE: NORMAL



Once a Clefairy evolves into a Clefable, it won't be able to learn any more attacks, at least on its own. You may be able to teach it a new ability with a TM or an HM.

Second Basement



#41 ZUBAT

TYPE: POISON/FLYING

Zubat has no eyes, and it uses a sophisticated radar system to navigate in the total darkness beneath Mt. Moon. Its Leech Life attack will drain an opponent's energy and replenish its own.

#46 PARAS

TYPE: BUG/GRASS

Paras's dual nature is readily apparent in its insectoid claws and the mushroom-like pods on its back. Those "mushrooms" can shoot out clouds of Stun Spores, capable of Paralyzing almost any opponent.

| 2ND BASEMENT | Y | R | B |
|--------------|------|------|------|
| #35 CLEFAIRY | FEW | FEW | FEW |
| #41 ZUBAT | MANY | MANY | MANY |
| #46 PARAS | MANY | FEW | FEW |
| #74 GEODUDE | MANY | MANY | MANY |



Eeny, Meeny, Miny, Moe!

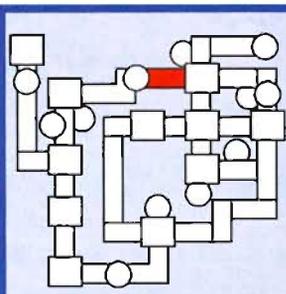
If you defeat the Team Rocket member near the exit to Mt. Moon, he'll let you have one of the precious Pokémon fossils. You can't go wrong with either one, but if you can't make up your mind, you can always fall back on a certain tried-and-true method for making tough choices...



Y
LEV. 14 #23 EKANS
LEV. 14 #52 MEOWTH
LEV. 14 #109 KOFFING

Jessie and James
 Battle 1

In the Yellow version, the dastardly Team Rocket duo, Jessie and James, show up to demand that you hand over the Pokémon fossil you just collected. Before you can leave Mt. Moon, you must defeat their three Pokémon in battle. You may not yet have a wide variety of Pokémon to choose from, but we recommend using an experienced Mankey against the feisty Meowth, then using a Butterfree's Psychic-type Confusion attack against Koffing and Ekans.

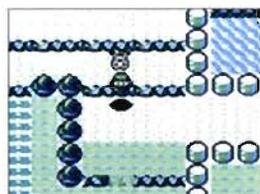


ROUTE 4

After the ordeal in Mt. Moon, Route 4 will probably seem like a walk in the park. There are no trainers to challenge you and only one area where you can run into wild Pokémon. Be sure to collect Whirlwind (TM 04) before you jump the hedge to reach Cerulean City. After you jump it, you won't be able to jump back over it to backtrack along Route 4.

No Going Back

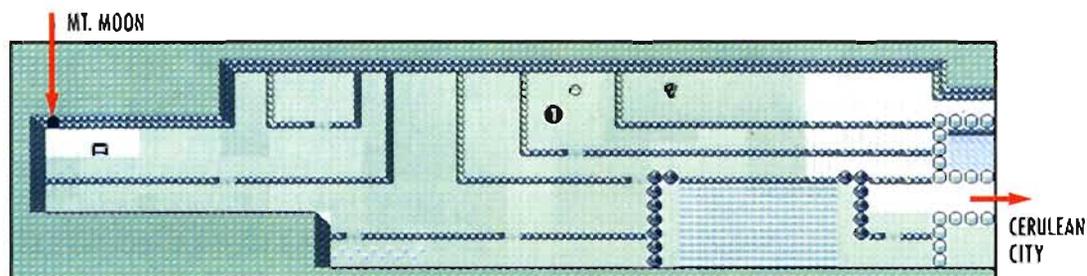
Once you jump over this hedge, you'll be stuck in Cerulean City. If you need to train your Pokémon further before facing Misty, there's a field just outside of the city that you can reach. This field is home to several species of wild Pokémon.

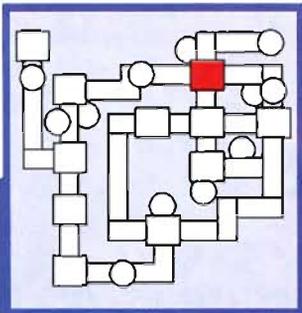


| ROUTE 4 | Y | R | B |
|---------------|------|------|------|
| #19 RATTATA | FEW | MANY | MANY |
| #21 SPEAROW | MANY | MANY | MANY |
| #23 EKANS | NONE | FEW | NONE |
| #27 SANDSHREW | FEW | NONE | FEW |
| #56 MANKEY | MANY | NONE | NONE |

ITEMS

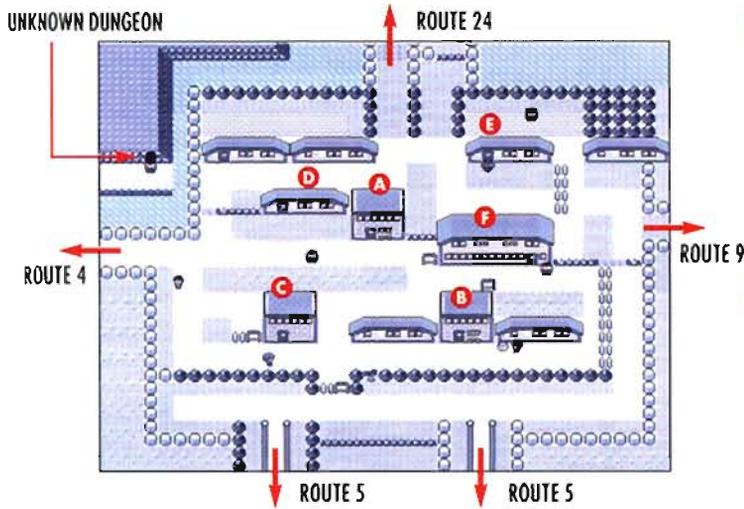
① TM 04





CERULEAN CITY

After you enter Cerulean City for the first time, you will be trapped until you defeat Misty in the local Pokémon Gym and your rival Gary at the entrance to Route 24. If you need to build up your Pokémon before taking them on, fight wild Pokémon in the patch west of the city and rejuvenate them at the Pokémon Center. Then earn your Cascade Badge at the gym and head up Route 24.



A Pokémon Center

B Pokémon Mart

| | |
|---------------|-----|
| POKé BALL | 200 |
| POTION | 300 |
| ESCAPE ROPE | 550 |
| REPEL | 350 |
| ANTIDOTE | 100 |
| BURN HEAL | 250 |
| AWAKENING | 200 |
| PARALYZE HEAL | 200 |

| | | |
|--------------|---|-----|
| FISH FINDER | Y | R B |
| #54 PSYDUCK | | • |
| #98 KRABBY | | • |
| #118 GOLDEEN | • | • |
| #119 SEAKING | • | |

C Smooth Ride

The Bike Shop is stocked with hundreds of shiny two-wheelers, but you'll have to put your dreams of a new ride on hold for a while. A new bike will set you back a cool \$1million—and that ain't Pokémon feed!

D Trading Post

The Pokémon collector in this house will give you a Lynx in exchange for a Poliwhirl. You won't be able to capture a Poliwhirl until later in your quest, but keep this fellow in mind. You can even capture two Poliwhirl and trade one.

E A Way Out

You can't enter this house when you first see it, because a member of the police is guarding the front door. Team Rocket has robbed it. After you visit the Sea Cottage up north, you'll be able to enter this building and exit through a back way that leads to several routes out of Cerulean City.

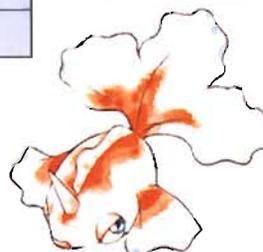
F All Wet

The local Gym looks more like a swimming pool than a serious training facility. If you're not careful of the two trainers and their Water-type Pokémon that work out here, you'll be dog-paddling for dear life! After you've splashed around with the trainers, get ready to make big waves by challenging Gym Leader Misty.



Get Bulbasaur!

In Yellow, a woman who nurses Pokémon back to health will give you a Bulbasaur if you're in great standing with your own Pikachu. (In Red and Blue, this house is the Trading Post.)

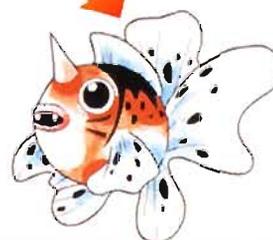


#118 GOLDEEN

TYPE: WATER

Goldeen's billowing fins and tail have the look of a ball gown, hence the nickname "The Water Queen."

Lev. 33



#119 SEAKING

TYPE: WATER

Seaking's skill with its horn increases over time. It learns Horn Attack at level 24, then Horn Drill at level 48.

Unknown Dungeon

As you explore Cerulean City, you'll spy someone beyond the fence on the northwest side of town. You won't be able to reach him until you're near the end of your adventure, so don't worry about him. Just take care of Misty and Gary and prepare for the greater challenges ahead!



#1 BULBASAU

TYPE: GRASS/POISON

Bulbasaur is a combination Grass-and-Poison-type Pokémon. Grass-type Pokémon usually display plant-like characteristics, such as the large, leafy growth on Bulbasaur's back.

Lev. 16



#2 IVYSAUR

TYPE: GRASS/POISON

Once Bulbasaur reaches level 16, it evolves into the more powerful Ivysaur. Combination Pokémon have twice the strengths and twice the weaknesses of other Pokémon.

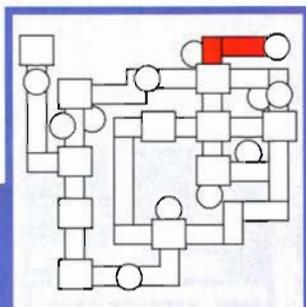
Lev. 32



#3 VENUSAUR

TYPE: GRASS/POISON

It is sometimes difficult to predict how combination Pokémon like Venusaur will fare in combat, but they are among the most useful and versatile Pokémon around.



ROUTES 24 & 25

After you defeat Misty, you should head north from Cerulean City. Your rival, Gary, who now has four Pokémon, blocks the bridge. So do six members of Team Rocket. If you can defeat them all, you'll receive a valuable Nugget and the freedom to head to the end of this path, where you can meet the world's greatest Pokémon enthusiast, Bill the Pokémaniac!



Gary
Battle 2

Y

LEV. 18 #21 SPEAROW

LEV. 15 #27 SANDSHREW

LEV. 15 #19 RATTATA

LEV. 17 #133 EEEVEE



Your old rival Gary has pumped up his Pokémon and added a few more to his collection. In the Yellow version, his Pokémon are mostly Normal-type Pokémon, except for the Normal-and-Flying-type Spearow and the Ground-type Sandshrew. Your best bet against Gary is Bulbasaur, if you received it in Cerulean City. If you didn't, your Electric-type Pikachu will also work wonders against Gary, though it won't leave a scratch on Sandshrew.



Cerulean City Gym Leader:

MISTY

Y

R B

LEV. 18 #120 STARYU

LEV. 21 #121 STARMIE

Like her two trainers, Misty prefers Water-type Pokémon, and she always has Staryu and Starmie at her side, ready to go. Of all the Pokémon that players can receive from Professor Oak at the beginning of the game, only the Electric-type Pikachu and Grass-type Bulbasaur will fare well against the Water-type Pokémon. The Fire-type Charmander and Water-type Squirtle will be at a serious disadvantage when taking on Misty's crew.



PRIZES

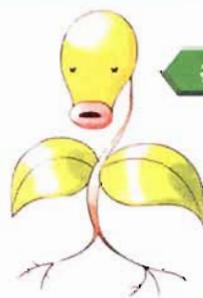
CASCADE BADGE/TM 11

If you defeat Misty, she'll give you TM 11 (the Bubblebeam technique) and the Cascade Badge, which gives you the power to command Pokémon up to Level 30 and to use Cut (once you have HM 01).

#69 BELLSPROUT

TYPE: GRASS/POISON

Bellsprout often begins a battle with Growth, which will increase the power of its special attacks. It would be wise to use your most powerful attack before Bellsprout has a chance to launch an attack of its own.



#48 VENONAT

TYPE: BUG/POISON

Venonat makes its home in tree branches and is attracted to bright lights, especially at night.



#4 CHARMANDER



TYPE: FIRE

With its flaming tail, Charmander is a tough Pokémon to handle, even for a skilled trainer.

Lev. 16



#5 CHARMELEON

TYPE: FIRE

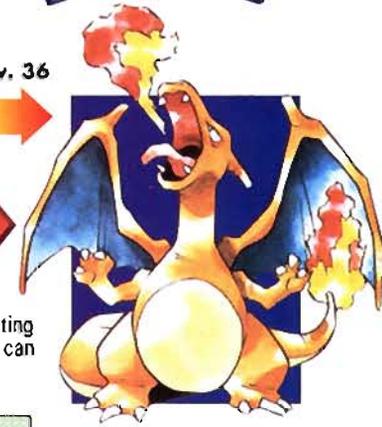
Interestingly, Fire-type Pokémon like Charmeleon have a distinct advantage against Ice-type Pokémon but not against Water-type Pokémon.

#6 CHARIZARD

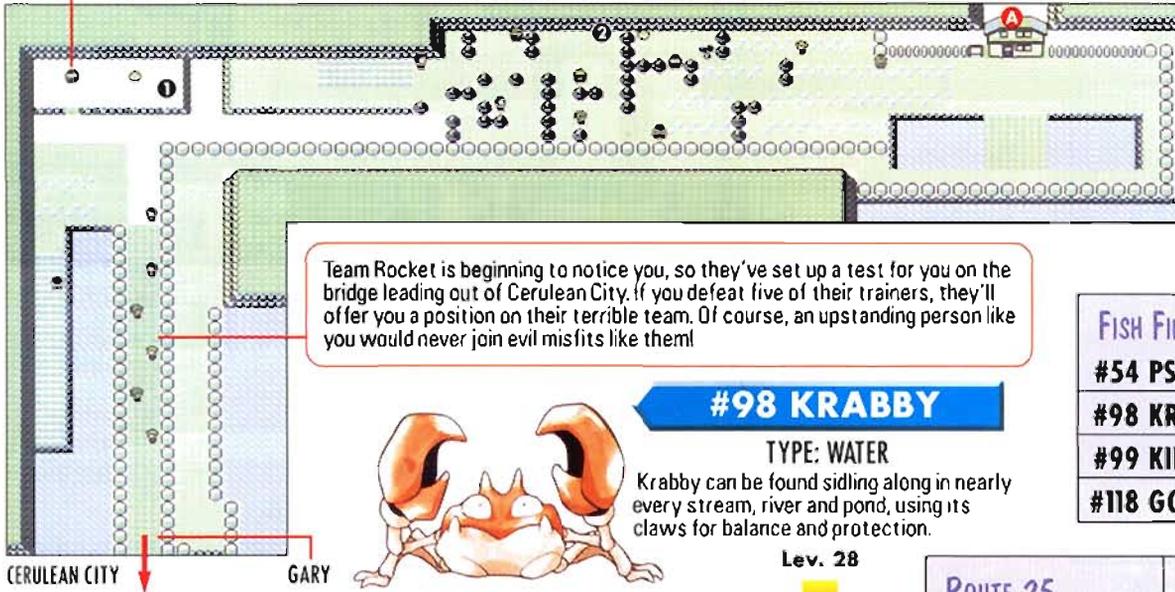
TYPE: FIRE/FLYING

When Charmeleon reaches level 36, it evolves into the majestic Charizard. Starting the game with these Fire-type Pokémon can be difficult, but the effort can pay off.

Lev. 36



In the Yellow version, this man will give you his Charmander. He admits he has been a bad trainer and hands over his Pokémon—a good thing for both you and Charmander! Now you have your first Fire-type Pokémon.



Team Rocket is beginning to notice you, so they've set up a test for you on the bridge leading out of Cerulean City. If you defeat five of their trainers, they'll offer you a position on their terrible team. Of course, an upstanding person like you would never join evil misfits like them!

#98 KRABBY

TYPE: WATER

Krabby can be found sidling along in nearly every stream, river and pond, using its claws for balance and protection.

Lev. 28



#99 KINGLER

TYPE: WATER

Though Kingler can sometimes be found in inland waterways, it much prefers the open ocean. Its powerful claws can crush solid steel.



#43 ODDISH

TYPE: GRASS/POISON



Oddish is just one of several combined Grass-and-Poison-type Pokémon you'll find in this area. It likes first to Poison or Stun its opponents before it drains their energy with its Absorb attack.

ITEMS

① TM 45

② TM 19

FISH FINDER

#54 PSYDUCK

#98 KRABBY

#99 KINGLER

#118 GOLDEEN

| | Y | R | B |
|--------------|---|---|---|
| #54 PSYDUCK | ● | ● | ● |
| #98 KRABBY | ● | ● | ● |
| #99 KINGLER | ● | ● | ● |
| #118 GOLDEEN | ● | ● | ● |

| FISH FINDER | Y | R | B |
|--------------|---|---|---|
| #54 PSYDUCK | ● | ● | ● |
| #98 KRABBY | ● | ● | ● |
| #118 GOLDEEN | ● | ● | ● |
| #119 SEAKING | ● | ● | ● |

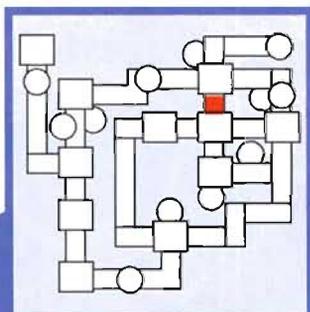
| ROUTE 25 | Y | R | B |
|----------------|------|------|------|
| #10 CATERPIE | NONE | FEW | MANY |
| #11 METAPOD | NONE | FEW | MANY |
| #13 WEEDLE | NONE | MANY | FEW |
| #14 KAKUNA | NONE | MANY | FEW |
| #16 PIDGEY | MANY | MANY | MANY |
| #17 PIDGEOTTO | FEW | NONE | NONE |
| #63 ABRA | NONE | FEW | FEW |
| #43 ODDISH | MANY | NONE | NONE |
| #48 VENONAT | FEW | MANY | MANY |
| #69 BELLSPROUT | MANY | NONE | FEW |

| ROUTE 24 | Y | R | B |
|----------------|------|------|------|
| #10 CATERPIE | NONE | NONE | MANY |
| #11 METAPOD | NONE | NONE | MANY |
| #13 WEEDLE | NONE | MANY | NONE |
| #14 KAKUNA | NONE | MANY | NONE |
| #16 PIDGEY | MANY | MANY | MANY |
| #17 PIDGEOTTO | FEW | NONE | NONE |
| #63 ABRA | NONE | FEW | FEW |
| #43 ODDISH | MANY | FEW | NONE |
| #48 VENONAT | FEW | NONE | NONE |
| #69 BELLSPROUT | MANY | NONE | FEW |

A Sea Cottage

A freak accident with his experimental teleporter has combined Bill's cellular structure with a Pokémon's, and he needs your help to reverse the process. If you help Bill, he'll give you a ticket to the cruise ship S.S. Anne, now docked at Vermilion City. Before you leave for Vermilion City, exit the cottage and enter again, then check Bill's PC for information on four rare Pokémon.



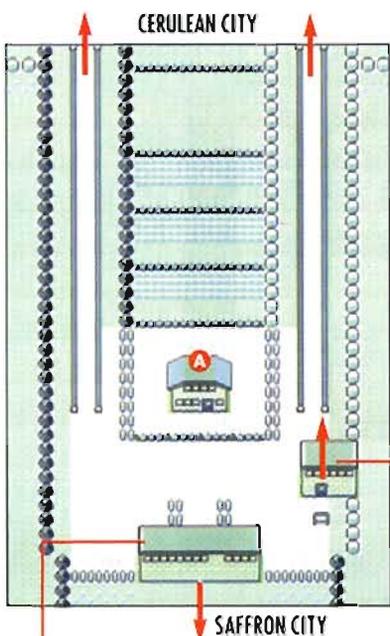


ROUTE 5

After your visit with Bill, return to Cerulean City and go to the house in the northeast corner. Walk through the backyard to find a path leading to Route 5. The road that goes through Saffron City is closed, but you can take the detour along the Underground Path. Stop off at the Pokémon Daycare before you head underground.

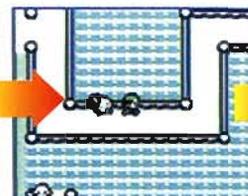
A Pokémon Daycare

The Pokémon Daycare will be glad to take one of your Pokémon from you and train it. If you can afford the high cost, and can spare the Pokémon for a long time, leave it with the daycare while you continue your adventure. Much later, return to the Pokémon Daycare to pick up your experienced Pokémon, but know the cost: 100 for every experience level that it's gained in the meantime. You won't be able to choose which skills it will learn as it matures, but that's the risk you take.



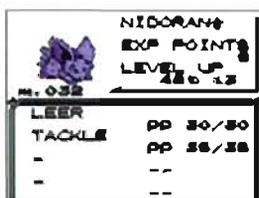
UNDERGROUND PATH/ROUTE 6

At the south end of Route 5 is a guard post that blocks the way to Saffron City. The guard inside keeps saying how thirsty he is. Maybe he'll let you by if you return with a beverage. Until then, check out the way to Route 6 next door.



The Best Way to Use the Pokémon Daycare

After you hand over one of your Pokémon to the Pokémon Daycare, it will get one experience point for every step you continue along your long adventure. Check in one of your Pokémon that you would like to have gain experience this way, rather than by using it in battles. The weak Magikarp might be a great candidate, since it becomes a ferocious Gyarados at Level 20. Abra would be another good choice, since it becomes much more powerful after Level 16, when it evolves to Kadabra. Even if you're gone such a long time that the Pokémon's level passes up its evolution level, the Pokémon will wait for you to return and tell it whether to evolve. And it will have learned any new abilities that its level would have allowed.



| ROUTE 5 | Y | R | B |
|----------------|------|------|------|
| #16 PIDGEY | MANY | MANY | MANY |
| #17 PIDGEOTTO | FEW | NONE | NONE |
| #19 RATTATA | MANY | NONE | NONE |
| #39 JIGGLYPUFF | FEW | NONE | NONE |
| #43 ODDISH | NONE | MANY | NONE |
| #52 MEOWTH | NONE | NONE | FEW |
| #56 MANKEY | NONE | FEW | NONE |
| #63 ABRA | FEW | NONE | NONE |
| #79 BELLSPOURT | NONE | NONE | MANY |

Let's Make a Deal

Another Pokémon collector is waiting for you at the Underground Path entrance. Once again, you probably don't have the Pokémon he wants, but not to worry. No matter how long it takes you to find the proper Pokémon, this fellow will wait patiently.



#63 ABRA

TYPE: PSYCHIC

Abra doesn't have any attack abilities, but its power to Teleport away from battle makes it difficult to capture. If you're lucky enough to find an Abra, try to Paralyze it right away.



#39 JIGGLYPUFF

TYPE: NORMAL



Jigglypuff's Sing attack will send even the toughest Pokémon to dreamland, leaving it open for a Pounding. Looks can be deceiving, and just because a Pokémon is cute and cuddly doesn't mean it's a cream puff!

Moon Stone

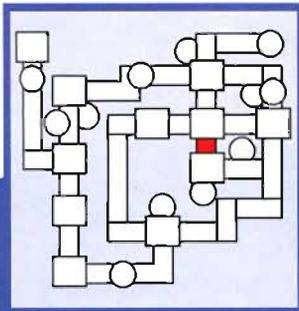


#40 WIGGLYTUFF

TYPE: NORMAL



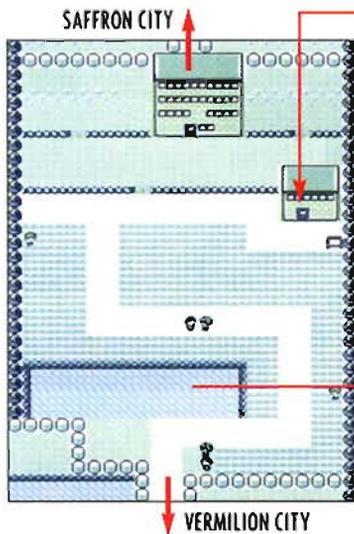
Wigglytuff's body is soft and rubbery, like a balloon. When angered, it inflates itself to an enormous size to scare off enemies.



ROUTE 6

The Underground Path runs south, tunneling beneath Saffron City and emerging at the north end of Route 6. Though the entrance on this side of Saffron City is also blocked with another thirsty guard, for now you should head south to Vermilion City. The way is packed with wild Pokémon and trainers all ready to challenge your Pokémon to a good battle.

UNDERGROUND PATH/ROUTE 5



There are items hidden along the Underground Path, and you can find them by stepping onto all the spots and pressing A. You can also use the Item Finder, which can be found on Route 11.

If you have the Yellow version and one of your Pokémon has learned the Surf technique (HM 03), surf into this area, where you can find the wild Water-type Psyduck and Golduck, both great additions to your collection.

| ROUTE 6 | Y | R | B |
|----------------|------|------|------|
| #16 PIDGEY | MANY | MANY | MANY |
| #17 PIDGEOTTO | FEW | NONE | NONE |
| #19 RATTATA | MANY | NONE | NONE |
| #39 JIGGLYPUFF | FEW | NONE | NONE |
| #43 ODDISH | NONE | MANY | NONE |
| #52 MEOWTH | NONE | NONE | FEW |
| #54 PSYDUCK | MANY | NONE | NONE |
| #55 GOLDUCK | FEW | NONE | NONE |
| #56 MANKEY | NONE | FEW | NONE |
| #63 ABRA | MANY | NONE | NONE |
| #69 BELLSPROUT | NONE | NONE | MANY |

| FISH FINDER | Y | R | B |
|--------------|---|---|---|
| #90 SHELLDER | | | • |
| #98 KRABBY | | | • |
| #118 GOLDEEN | • | | |

#54 PSYDUCK

TYPE: WATER

Psyduck first mesmerizes its prey with its piercing stare, then unleashes a barrage of pent-up mental energy.



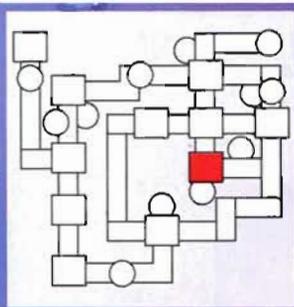
Lev. 33

#55 GOLDUCK

TYPE: WATER

While Psyduck can be somewhat awkward on land, the sleek Golduck is an agile fighter both in and out of the water.



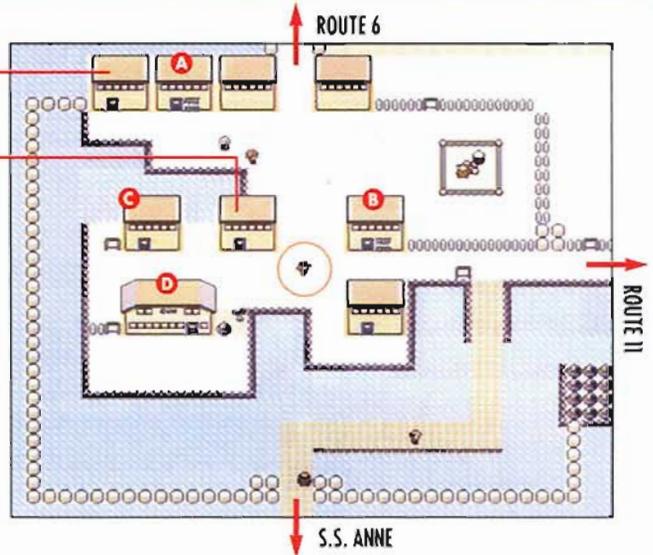


VERMILION CITY

Vermilion City is the first stop for the luxury liner S.S. Anne, now on its annual Pokémon cruise. It's full of rival trainers, but for now keep focused on a few interesting pleasures in the city itself, including the chance to get a Bike Voucher! Then, after you finish on the ship, return here to challenge the shocking local gym trainer, Lt. Surge.

The Old Fishing Guru has taken a shine to you, and he'd like to give you his Old Rod as a gift. Use the Old Rod to fish for water-dwelling Pokémon. If you get a bite, you can either fight or try to capture the Pokémon you've hooked.

In the Red and Blue games only, this cabin near the docks is home to yet another Pokémon enthusiast. In exchange for a Spearow, he'll be willing to give you a Pokémon called Farfetch'd. Don't hesitate to make this great trade if you picked up the fairly common Spearow.



Get Squirtle!

In the Yellow version, if you defeat Lt. Surge at the Vermilion City Gym, someone in the middle of the city will offer you a Squirtle, hoping that you will take good care of it.



A Pokémon Center

B Pokémon Mart

| | |
|---------------|-----|
| POKé BALL | 200 |
| SUPER POTION | 700 |
| ICE HEAL | 250 |
| AWAKENING | 200 |
| PARALYZE HEAL | 200 |
| REPEL | 350 |



#7 SQUIRTLE

TYPE: WATER

Squirtle may start out cute and cuddly, but it will soon evolve into a formidable fighter.

| FISH FINDER | Y | R | B |
|-----------------|---|---|---|
| #72 TENTACOOLOO | • | | |
| #90 SHELLDER | | | • |
| #98 KRABBY | | | • |
| #116 HORSEA | • | | |

Lev. 16

#9 BLASTOISE

TYPE: WATER

Lev. 36

Blastoise's tough shell conceals twin high-pressure water cannons that can pump out hundreds of gallons per minute.

#116 HORSEA

TYPE: WATER

The gentle Horsea is better at defense than at offense, but it still can't take much punishment.

#8 WARTORTLE

TYPE: WATER

Wartortle is more confident in the water than Squirtle is. Its large rudder-like ears help it to maneuver.

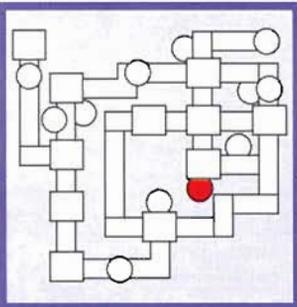


C A Gift For Gab

If you listen to the Pokémon Fan Club president's stories, he'll give you a Bike Voucher in return. You don't have to do it now, but you can take the voucher to the Bike Shop in Cerulean City for a free bike!

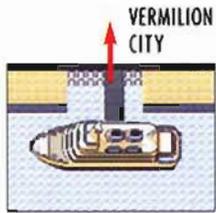
D Vermilion Gym—See pg. 30





S.S. ANNE

This ship caters to some of the world's most renowned Pokémon trainers. In fact, the S.S. Anne is on its annual Pokémon Cruise, where amateurs and professionals meet for a series of duels. Though not a trainer himself, the captain will give you Cut (HM 01), which will allow you to hack through the bush that blocks your path to the Vermilion City Gym.

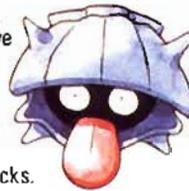


| FISH FINDER | Y | R | B |
|----------------|---|---|---|
| #72 TENTACOOOL | • | | |
| #90 SHELLDER | • | • | |
| #98 KRABBY | | | • |
| #120 STARYU | • | | |

#90 SHELLDER

TYPE: WATER

The devil-may-care Shellder is not above taunting its foes during battle, sticking out its tongue and spitting in its opponent's eyes between attacks.



Water Stone



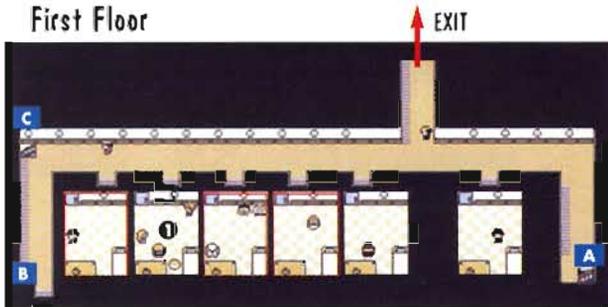
#91 CLOYSTER

TYPE: WATER/ICE



Cloyster treats combat more seriously than Shellder, using its Spike Cannon attack to hit its target up to five times in a row.

First Floor

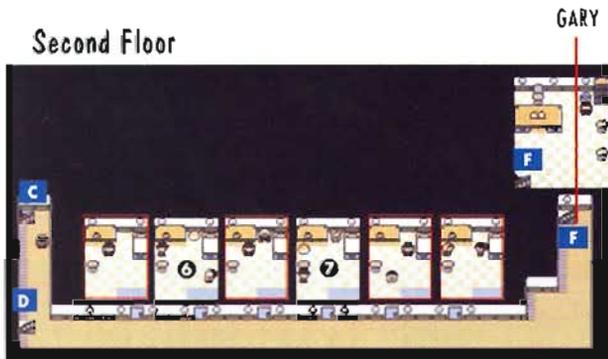


First Basement



The ship cabin rooms, such as this one outlined here in red, do not contain Pokémon trainers. They may, however, contain items worth collecting or at least opinions worth hearing!

Second Floor



Kitchen



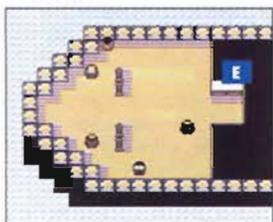
ITEMS

- ① TM 08
- ② GREAT BALL
- ③ MAX POTION
- ④ ETHER
- ⑤ TM 44
- ⑥ MAX ETHER
- ⑦ RARE CANDY

Third Floor



Deck



Gary Battle 3

Y

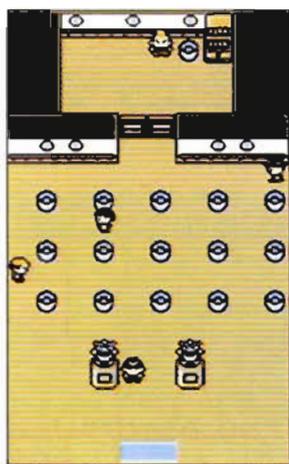
- LEV. 19 #21 SPEAROW
- LEV. 16 #19 RATTATA
- LEV. 18 #27 SANDSHREW
- LEV. 20 #133 EEEVEE

Gary blocks the way to the captain's cabin, and his Pokémon are stronger than ever. In the Yellow version, he has the same four Pokémon as before. That means that you should battle with Water-, Grass- and Bug-type attacks if you can. Soon after you defeat Gary and receive the HM 01 from the captain, the S.S. Anne will pull out of port.



D Cut to the Quick

Use Cut to hack down a bush and reach the Vermilion City Gym entrance (see map on pg. 28). Once inside, you'll be confronted with a few trainers and a double-locked door. To reach Lt. Surge, you'll have to find two switches hidden in the cans on the floor. The switches are randomly located, but once you find one, the second will be right next to it. If you don't get it on your first try, the switches will move and you'll have to search again.



Vermilion City Gym Leader:
Lt. Surge

Y

R B

LEV. 28 #26 RAICHU

LEV. 21 #100 VOLTORB

LEV. 18 #25 PIKACHU

LEV. 24 #26 RAICHU

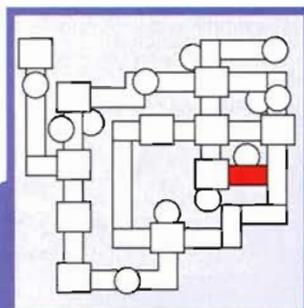
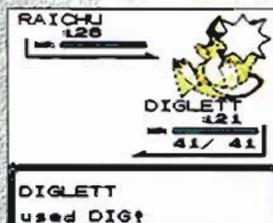
PRIZES

THUNDER BADGE/TM 24

If you defeat Lt. Surge, he'll give you TM 24 (the Thunderbolt technique) and the Thunder Badge, which increases the speed of your Pokémon a little and enables you to use Fly (once you have HM 02).

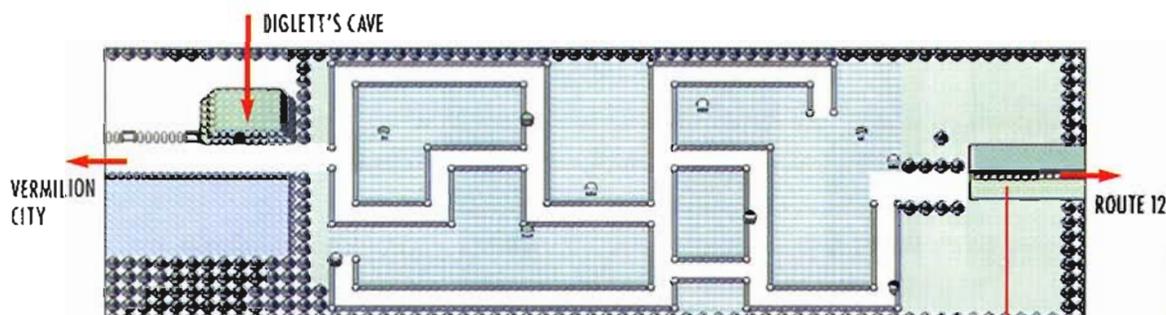
If you want to give this G.I. a jolt, put a couple of Ground-type Pokémon on your front line—you'll bust Lt. Surge back down to private in no time!

With any luck, you caught a Geodude or two back at Mt. Moon. If you didn't, make a detour down nearby Route 11 into Diglett's Cave. There you can capture some Diglett and Dugtrio to even out the odds with Lt. Surge. If you fight the Gym Leader with Water-, Electric- or Flying-type attacks, you'll be at a terrible disadvantage.



ROUTE 11

After you pull the plug on Lt. Surge, head for Lavender Town. The quickest way is to take Routes 11 and 12. Unfortunately, a Snorlax blocks Route 12, but you should go as far as the lookout station. There you'll meet up with one of Professor Oak's aides. After you've talked with him, turn around and head toward Diglett's Cave.



| ROUTE 11 | Y | R | B |
|---------------|------|------|------|
| #16 PIDGEY | MANY | NONE | NONE |
| #17 PIDGEOTTO | FEW | NONE | NONE |
| #19 RATTATA | MANY | NONE | NONE |
| #20 RATICATE | FEW | NONE | NONE |
| #21 SPEAROW | NONE | MANY | MANY |
| #23 EKANS | NONE | MANY | NONE |
| #27 SANDSHREW | NONE | NONE | MANY |
| #96 DROWZEE | FEW | FEW | FEW |

| FISH FINDER | Y | R B |
|----------------|---|-----|
| #72 TENTACOOOL | • | |
| #90 SHELLDER | | • |
| #98 KRABBY | | • |
| #116 HORSEA | • | |

If you've collected 30 different Pokémon, Professor Oak's assistant on the second floor of the guardhouse will give you the device called the Item Finder. If you don't have 30 Pokémon, don't worry about missing this opportunity. This fellow will wait here until you return with the required number of captured creatures.





#20 RATICATE

TYPE: NORMAL

Raticate uses its long whiskers to help navigate and maintain balance. Losing them would slow it down considerably.



#96 DROWZEE

TYPE: PSYCHIC

As its name implies, Drowzee will use its Psychic abilities to make your Pokémon fall asleep during combat. Though Drowzee's Pound attack may not be the most powerful around, your Pokémon may not be in any shape to strike back!

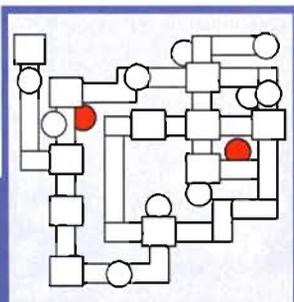
#97 HYPNO

TYPE: PSYCHIC

Lev. 26



Hypno survives by putting its prey to sleep and consuming their dreams. It can get sick from absorbing bad dreams.

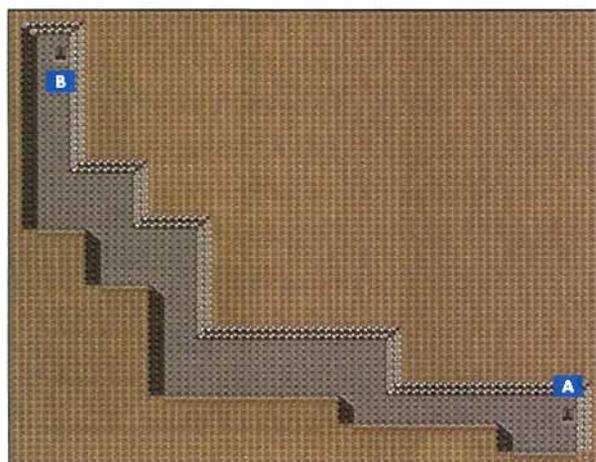


DIGLETT'S CAVE

With Route 11 blocked, you must take the roundabout route to Lavender Town. Diglett's Cave connects Route 11 with Route 2, emerging near Viridian Forest. Head north to Pewter City, then east to Cerulean City and Route 9. Now that you know how to Cut, be sure to visit the secret lab behind the Pewter City Museum.



ROUTE 2



| DIGLETT'S CAVE | Y | R | B |
|----------------|------|------|------|
| #50 DIGLETT | MANY | MANY | MANY |
| #51 DUGTRIO | FEW | FEW | FEW |

#50 DIGLETT

TYPE: GROUND

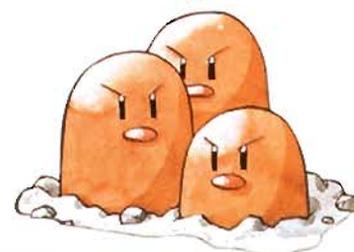
The challenge with Diglett is not finding one but capturing one before it faints or runs away. Keep a lower-level Pokémon with you on this trip.



ROUTE 11



Lev. 26



#51 DUGTRIO

TYPE: GROUND

Dugtrio is actually a group of Diglett that have banded together. This bonding increases their strength by several times, allowing them to tunnel deeply enough to cause earthquakes.

At the Other End of Diglett's Cave

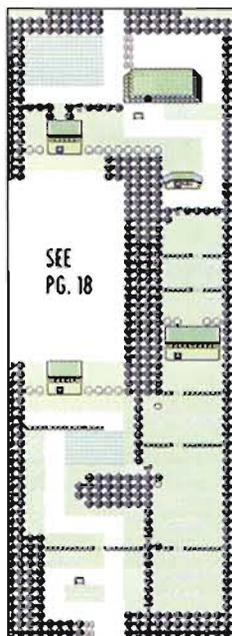
When you emerge from Diglett's Cave, you'll be back on Route 2 in an area you couldn't reach before. Check inside the first house you see to pick up HM 05, which contains the Flash ability. Armed with the ability to Cut (HM 01), you can reach more nearby areas by chopping down bushes. Then use Cut again in Pewter City to reach the Secret Lab, where you can collect an important specimen. Travel to Cerulean City to exchange your Bike Voucher for a Bike that will make traveling much quicker! This long side adventure will follow a familiar path going through Mt. Moon to Cerulean City, but this time you can leave Cerulean City using Cut to reach a new exit, Route 9.



IVYSAUR hacked away with CUT!

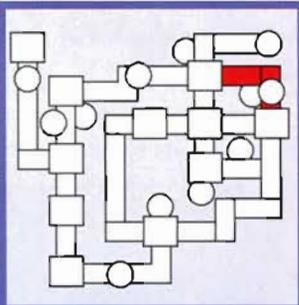


YELLOW exchanged the BIKE VOUCHER



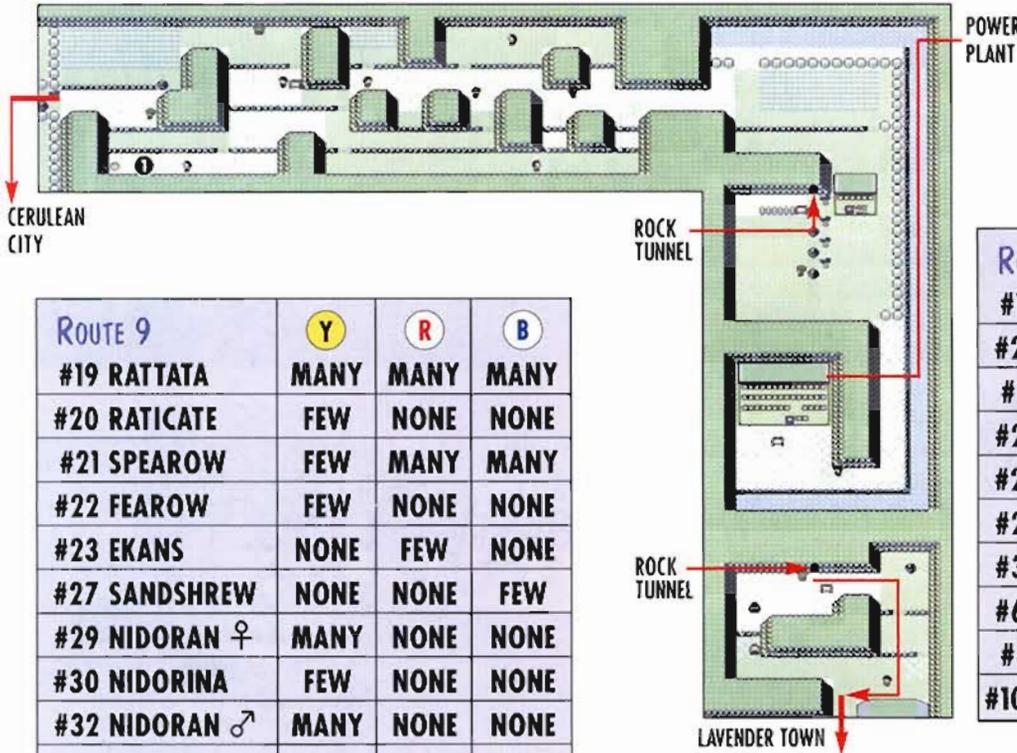
SEE PG. 18





ROUTES 9 & 10

Using the Cut ability, chop your way through to Route 9 from Cerulean City. Check into the Pokémon Center near the entrance to the Rock Tunnel, then plunge into the underground passage. It emerges on Route 10, a very short route to your next destination, Lavender Town. This might seem like a roundabout way to get there—but it's the only way.



POWER PLANT

The Power Plant is visible from Route 9, but you can't reach it just yet. Sometime later, you'll obtain a Hidden Machine that will enable you to use the Surf technique. You'll be able then to travel along the stream that flows past both Route 9 and the Power Plant. Until then, you'll just have to keep your curiosity in check.

| ROUTE 9 | Y | R | B |
|---------------|------|------|------|
| #19 RATTATA | MANY | MANY | MANY |
| #20 RATICATE | FEW | NONE | NONE |
| #21 SPEAROW | FEW | MANY | MANY |
| #22 FEAROW | FEW | NONE | NONE |
| #23 EKANS | NONE | FEW | NONE |
| #27 SANDSHREW | NONE | NONE | FEW |
| #29 NIDORAN ♀ | MANY | NONE | NONE |
| #30 NIDORINA | FEW | NONE | NONE |
| #32 NIDORAN ♂ | MANY | NONE | NONE |
| #33 NIDORINO | FEW | NONE | NONE |

| ROUTE 10 | Y | R | B |
|---------------|------|------|------|
| #19 RATTATA | MANY | NONE | NONE |
| #20 RATICATE | FEW | NONE | NONE |
| #21 SPEAROW | NONE | MANY | MANY |
| #23 EKANS | NONE | FEW | NONE |
| #27 SANDSHREW | NONE | NONE | FEW |
| #29 NIDORAN ♀ | FEW | NONE | NONE |
| #32 NIDORAN ♂ | FEW | NONE | NONE |
| #66 MACHOP | FEW | NONE | NONE |
| #81 MAGNEMITE | MANY | NONE | NONE |
| #100 VOLTORB | NONE | MANY | MANY |

ITEMS

1 TM 30

| FISH FINDER | Y | R | B |
|--------------|---|---|---|
| #60 POLIWAG | | | • |
| #79 SLOWPOKE | | | • |
| #98 KRABBY | • | | |
| #99 KINGLER | • | | |
| #116 HORSEA | • | | |



#30 NIDORINA

TYPE: POISON

Nidorina prefers to use its teeth and claws in battle, rather than its spikes.



#31 NIDOQUEEN

TYPE: POISON/GROUND

Nidoqueen's ponderous body is surprisingly agile, and its Tail Whip attack can seem to come from nowhere.

#33 NIDORINO

TYPE: POISON

Nidorino attacks at the slightest provocation. It will often use Focus Energy first to boost its power. Use that pause to attack before it does.



Moon Stone



#34 NIDOKING

TYPE: POISON/GROUND

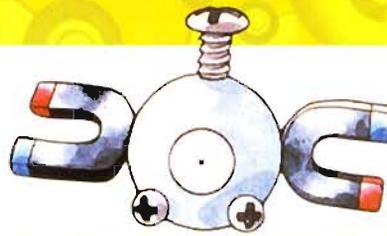
This creature is truly king of all it surveys. It uses its powerful tail to capture and crush its hapless prey.



#22 FEAROW

TYPE: NORMAL/FLYING

With its majestic wingspan, Fearow can glide for long periods of time. At higher experience levels, it can use its Mirror Move ability to duplicate an enemy's attack.



#81 MAGNEMITE

TYPE: ELECTRIC

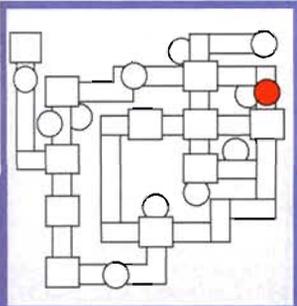
Magnemite uses its electrical powers to Paralyze and Confuse its opponent before shocking it into submission.

#66 MACHOP

TYPE: FIGHTING



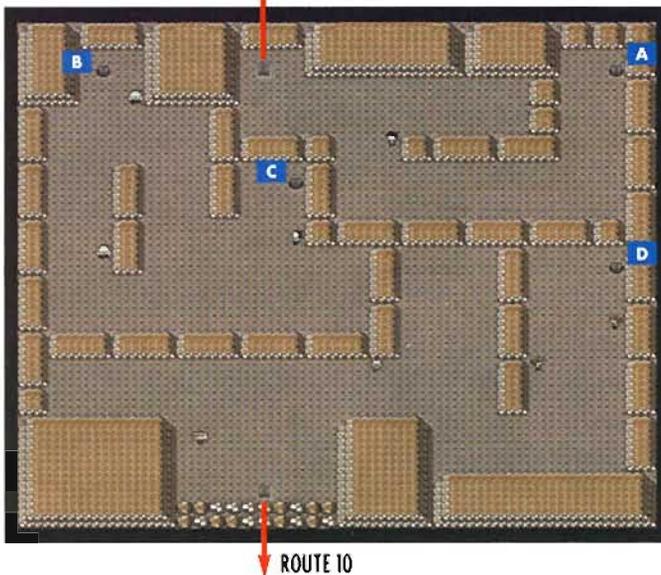
Like Mankey, Machop is very agile and can dodge even special attacks. Machop is also one of the more intelligent Pokémon, and it is known for being a master of various martial arts.



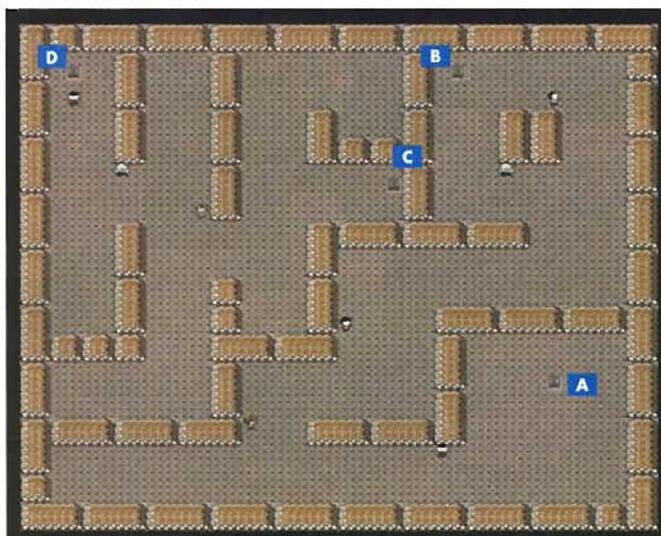
ROCK TUNNEL

Rock Tunnel is the only avenue between Routes 9 and 10. Unlike the caverns beneath Mt. Moon, Rock Tunnel is pitch black, and you must rely on the Flash technique (HM05) to light your way. Use the labeled maps to follow the ladders through the tunnel to the exit. The tunnel has two levels, but there really is only one main path.

First Basement



Second Basement



| 1st BASEMENT | Y | R | B |
|--------------|------|------|------|
| #41 ZUBAT | MANY | MANY | MANY |
| #66 MACHOP | FEW | MANY | MANY |
| #74 GEODUDE | MANY | FEW | FEW |
| #95 ONIX | NONE | FEW | FEW |

Into the Dark

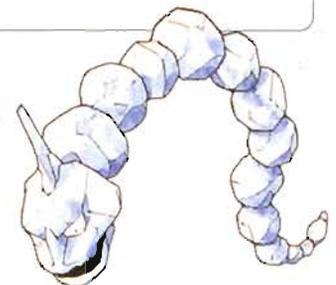
The wild Pokémon in Rock Tunnel seem to attack more often than their above-ground cousins, and if you're being attacked every few steps, it may take you a while to reach medical attention. If you want to avoid a lot of random combat, this would be a good time to try the Repel potion, which keeps minor Pokémon at bay. You'll have a much tougher time, however, avoiding the many trainers lurking in the shadows. If you want to avoid a duel, walk a path that's far away from the trainer or that's out of the trainer's line of sight.



#95 ONIX

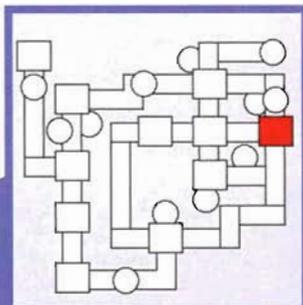
TYPE: ROCK/GROUND

Over time, Onix's faceted skin becomes as black as coal but as hard as diamond. It is certainly an imposing sight in battle!



| 2nd BASEMENT | Y | R | B |
|--------------|------|------|------|
| #41 ZUBAT | MANY | MANY | MANY |
| #66 MACHOP | MANY | MANY | MANY |
| #74 GEODUDE | MANY | FEW | FEW |
| #95 ONIX | FEW | FEW | FEW |





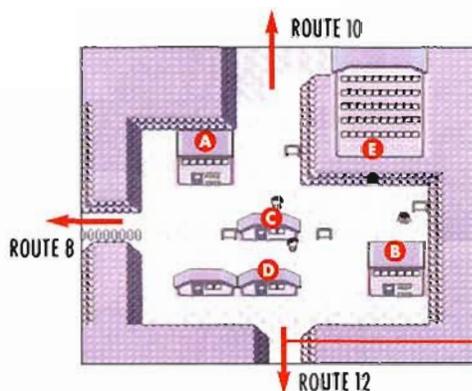
LAVENDER TOWN

Lavender Town is renowned as the last resting place for many dear, departed Pokémon. Every day, devoted trainers attend memorial services in Pokémon Tower, but lately, the tower has gained a reputation for being haunted by malevolent spirits! You'd better conquer your fear of ghosts if you want to get to the bottom of this ominous mystery.

A Pokémon Center

B Pokémon Mart

| | |
|---------------|-------|
| GREAT BALL | 600 |
| SUPER POTION | 700 |
| REVIVE | 1,500 |
| ESCAPE ROPE | 550 |
| SUPER REPEL | 500 |
| ANTIDOTE | 100 |
| BURN HEAL | 250 |
| ICE HEAL | 250 |
| PARALYZE HEAL | 200 |



It's possible to head down Route 12 to the south, but eventually a sleeping Snorlax will block your way. Since you don't have anything to make it budge, you'll have to head back, but be sure to wander upstairs in the lookout station so you can pick up a TM39 free of charge!



C Fuji Is Missing

Kindly Mr. Fuji is the head of the Volunteer Pokémon Center in Lavender Town, but the elderly gentleman has gone missing. It may be that his sudden disappearance has something to do with the strange disturbances in Pokémon Tower, but there's no telling yet what the connection is. It's best just to push on, but keep your eyes open for clues.



D The Name Game

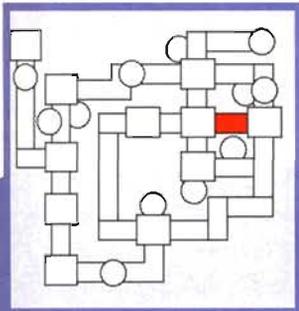
If you'd like the nicknames for your Pokémon rated, or if you'd like to change their nicknames, then visit this fellow in his registry office. Rating nicknames seems to us a very odd occupation, but if there's a market for it, who are we to argue? There's no charge for this service, so it's obviously a labor of love.



E Pokémon Tower—See pg. 39

We're no Mulder or Scully, but it seems to us that something sinister is going on in Pokémon Tower, and it's not just swamp gas. To find out what this eeriness is all about, you must first identify the ghosts that are roaming the halls. The only device that can do that is called a Silph Scope. Rumor has it you can obtain a Silph Scope in Celadon City, so it's time to hit the road again.

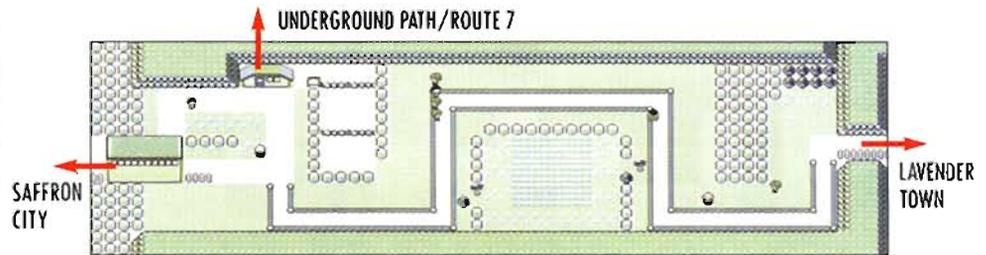




ROUTE 8

Celadon City lies to the west, past Saffron City. Once again, the road through Saffron City is blocked, but after fighting your way through a number of would-be Pokémon masters, you'll be able to use another underground path to bypass the guardhouse and reach the road beyond. Why is Saffron City locked up so tight? That's yet another mystery for another day.

| ROUTE 8 | Y | R | B |
|----------------|------|------|------|
| #16 PIDGEY | MANY | MANY | MANY |
| #17 PIDGEOTTO | FEW | NONE | NONE |
| #19 RATTATA | MANY | NONE | NONE |
| #23 EKANS | NONE | MANY | NONE |
| #27 SANDSHREW | NONE | NONE | MANY |
| #37 VULPIX | NONE | NONE | FEW |
| #39 JIGGLYPUFF | FEW | NONE | NONE |
| #52 MEOWTH | NONE | NONE | MANY |
| #56 MANKEY | NONE | MANY | NONE |
| #58 GROWLITHE | NONE | FEW | NONE |
| #63 ABRA | FEW | NONE | NONE |
| #64 KADABRA | FEW | NONE | NONE |



#64 KADABRA

TYPE: PSYCHIC

Kadabra relies on a strong mind rather than a powerful body to win. It can send out waves of mental energy that cause headaches at close range.



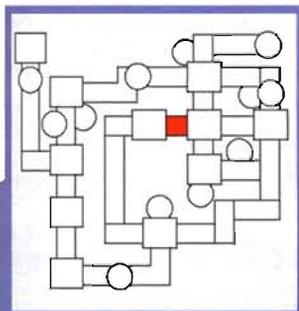
#65 ALAKAZAM

TYPE: PSYCHIC

Experts believe that Alakazam's brain is as powerful as any super computer. Its incredible Psychic abilities back up that belief.

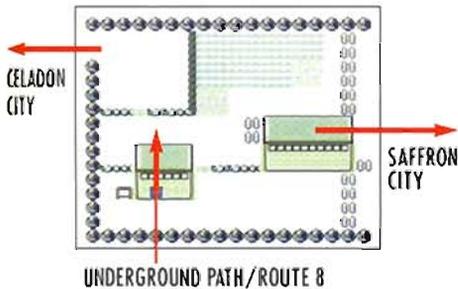


Trade



ROUTE 7

The Underground path takes you to Route 7, which leads straight into Celadon City. This booming metropolis has everything a Pokémon collector might need, from a Department Store to a Game Corner for entertainment. If you've got time to spare and want to build up your team, there's a wealth of Pokémon hiding in the tall grass just outside the city.



Every road leading into Saffron City is blocked, and no one seems to know why. Are the guards posted at the gates to keep people in or out? What's being hidden? In any case, all the guards are quite thirsty. Perhaps there's something in Celadon City that could help in this situation.



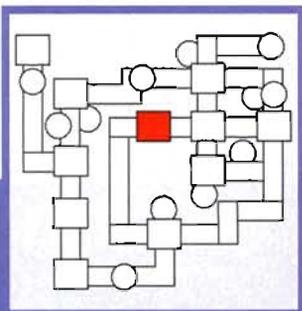
UNDERGROUND PATH/ROUTE 8

You never know what people may have misplaced in the dim lighting of the underground path. Your Item Finder will tell you if something's nearby, so take the time to explore a bit—there's an excellent chance you may find something valuable.



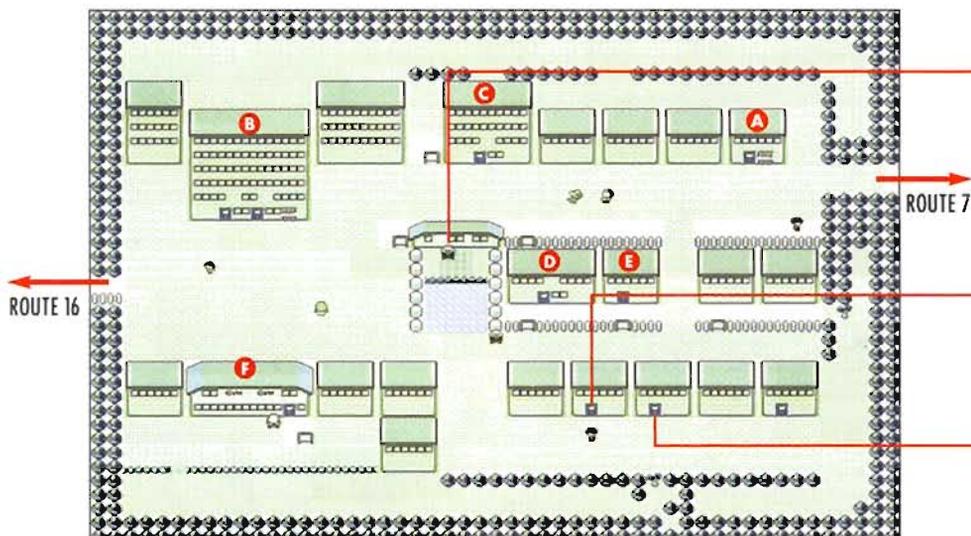
| ROUTE 7 | Y | R | B |
|----------------|------|------|------|
| #16 PIDGEY | MANY | MANY | MANY |
| #17 PIDGEOTTO | FEW | NONE | NONE |
| #19 RATTATA | MANY | NONE | NONE |
| #37 VULPIX | NONE | NONE | FEW |
| #39 JIGGLYPUFF | FEW | NONE | NONE |
| #43 ODDISH | NONE | MANY | NONE |
| #52 MEOWTH | NONE | NONE | MANY |
| #69 BELLSPOURT | NONE | NONE | MANY |
| #56 MANKEY | NONE | MANY | NONE |
| #58 GROWLITHE | NONE | FEW | NONE |
| #63 ABRA | FEW | NONE | NONE |





CELADON CITY

Your local Pokémon Mart is great for quick shopping trips, but if you want to talk about selection, nothing beats the Celadon Department Store. With five floors of everything a shopper could conceivably desire, it's a must-see for Pokémon Trainers. Fight the crowds to stock up on supplies and perhaps even solve a few of your ongoing problems.



Once you gain the Surf ability, you'll be able to float across this little pond on a Pokémon's back and receive TM 41 from this private resident. Not a bad reward for a short swim!

Team Rocket is up to something in Celadon City, and it's your job to find out what. If you can't put your finger on it at first, do what all those old-time movie detectives did: Grab a bite at the local diner and see what turns up. Someone might point you in the right direction.

Next door to the diner is a warehouse operation that's shipping over 2,000 Pokémon a month, with most of them being used as prizes at the Game Corner slot arcade. Big numbers mean big money, and that has Team Rocket written all over it. Maybe it's time to mosey over to the Game Corner.

| FISH FINDER | Y | R B |
|--------------|---|-----|
| #60 POLIWAG | | • |
| #79 SLOWPOKE | | • |
| #118 GOLDEEN | • | |

THIRST QUENCHER

Visit the café on the top floor of the Celadon Department Store to find a vending machine and a thirsty little girl. If you give her water, soda pop and lemonade, she'll reward you with TM 13, TM 48 and TM 49. These drinks are as refreshing to Pokémon as they are to humans and, like Potions, can be used to replenish some of a Pokémon's HP. Before you leave the café, buy one extra bottle of water to take to the parched guard at the nearest Saffron City gate.



A Pokémon Center

B The Famous Celadon Department Store

The Celadon Department Store is the place for one-stop shopping. Be sure to buy a Poké Doll and at least one of the evolution-inducing stones on the fourth floor. Talk to every clerk behind every counter to see their entire selection. You may even receive a free sample!

Second Floor

| | | | |
|---------------|-------|-------|-------|
| GREAT BALL | 600 | TM 32 | 1,000 |
| SUPER POTION | 700 | TM 33 | 1,000 |
| REVIVE | 1,500 | TM 02 | 2,000 |
| SUPER REPEL | 500 | TM 07 | 2,000 |
| ANTIDOTE | 100 | TM 37 | 2,000 |
| BURN HEAL | 250 | TM 01 | 3,000 |
| ICE HEAL | 250 | TM 05 | 3,000 |
| AWAKENING | 200 | TM 09 | 3,000 |
| PARALYZE HEAL | 200 | TM 17 | 3,000 |

Fourth Floor

| | |
|---------------|-------|
| POKé DOLL | 1,000 |
| FIRE STONE | 2,100 |
| THUNDER STONE | 2,100 |
| WATER STONE | 2,100 |
| LEAF STONE | 2,100 |

Fifth Floor

| | | | |
|-------------|-------|---------|-------|
| X ACCURACY | 950 | IRON | 9,800 |
| GUARD SPEC. | 700 | CARBOS | 9,800 |
| DIRE HIT | 650 | CALCIUM | 9,800 |
| X ATTACK | 500 | | |
| X DEFEND | 550 | | |
| X SPEED | 350 | | |
| X SPECIAL | 350 | | |
| HP UP | 9,800 | | |
| PROTEIN | 9,800 | | |



C Celadon Mansion

There's nothing in the Celadon Mansion that relates directly to the mystery at hand, but you can use the PC on the second floor to log on to the computer storage systems you've been using. You can also walk around to the back of the mansion to find a secret door. Go upstairs to find the amazing Pokémon known as Eevee.

#133 EEEVEE

TYPE: NORMAL

Eevee can't evolve on its own, but there are three special stones that can trigger a change. Each stone has a different effect.



#134 VAPOREON

TYPE: WATER

The Water Stone changes Eevee into Vaporeon, a Water-type Pokémon. The Leaf Stone and Moon Stone don't affect Eevee.

#135 JOLTEON

TYPE: ELECTRIC

The Thunder Stone transforms Eevee into the hair-raising Pokémon called Jolteon. Another Electric-type Pokémon would come in handy.

#136 FLAREON

TYPE: FIRE

Use the Fire Stone to change Eevee into Flareon. This Pokémon's Fire-type powers are a force to be reckoned with.

D The Big Payoff

As they say in the movies, everything seems "legit" in the Game Corner, at least at first glance. People are having fun at the slot machines and no one is making trouble, but the tough guy near the back of the room does look suspicious.

E Exchange Corner

Y

R

B

| | |
|----------------|-------|
| #63 ABRA | 230 |
| #37 VULPIX | 1,000 |
| #40 WIGGLYTUFF | 2,680 |
| #123 SCYTHER | 6,500 |
| #127 PINSIR | 6,500 |
| #137 PORYGON | 9,999 |
| TM 23 | 3,300 |
| TM 15 | 5,500 |
| TM 50 | 7,700 |

| | |
|--------------|-------|
| #63 ABRA | 180 |
| #35 CLEFAIRY | 500 |
| #30 NIDORINA | 1,200 |
| #147 DRATINI | 2,800 |
| #123 SCYTHER | 5,500 |
| #137 PORYGON | 9,999 |
| TM 23 | 3,300 |
| TM 15 | 5,500 |
| TM 50 | 7,700 |

| | |
|--------------|-------|
| #63 ABRA | 120 |
| #35 CLEFAIRY | 750 |
| #30 NIDORINO | 1,200 |
| #127 PINSIR | 2,500 |
| #147 DRATINI | 4,600 |
| #137 PORYGON | 6,500 |
| TM 23 | 3,300 |
| TM 15 | 5,500 |
| TM 50 | 7,700 |

#37 VULPIX

TYPE: FIRE

Vulpix is tough to find in the Blue version of the game, and it can't be found at all in the Red version.

Fire Stone



#38 NINETALES

TYPE: FIRE

As with many Pokémon, Ninetales can't be found in the wild at all. To obtain one, you must nurture a Vulpix until it evolves.

F On the Back Burner

For once, the real action in town is somewhere other than the gym. You could either go after Erika immediately or wait until after you investigate the Game Corner.



Celadon City Gym Leader:

Erika

Y

R B

LEV. 30 #114 TANGELA

LEV. 29 #71 VICTREEBEL

LEV. 32 #70 WEEPINBELL

LEV. 24 #114 TANGELA

LEV. 32 #44 GLOOM

LEV. 29 #45 VILEPLUME

PRIZES

RAINBOW BADGE/TM 24

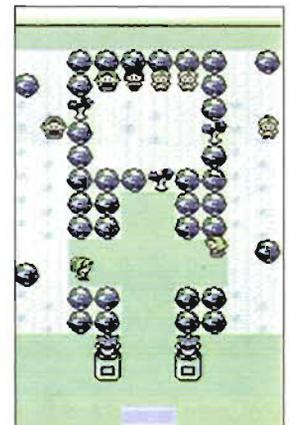
If you can manage to defeat Erika's team, you'll receive a TM 21 and the precious Rainbow Badge, which will make all of your Pokémon up to level 50 instantly obey your every command.

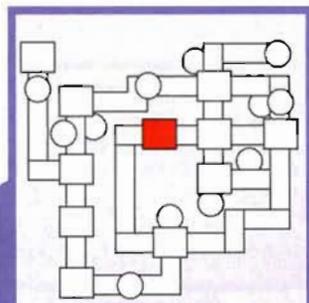
No matter which version you're playing, Erika's assembled a nasty team of three high-level Grass-type Pokémon to contend with. Use the map on the right to plot the most direct route to Erika—she's the only one with black hair. On the way you can't avoid some of the lesser trainers, so make sure that you've got plenty of Potions and Antidotes on hand to keep your Fire- or Flying-types healthy. Either of these Pokémon types should cut up Erika's team like weeds.

#137 PORYGON

TYPE: NORMAL

Porygon's crystalline body is unusual, even as Pokémon go. Some collectors like Porygon as a showpiece and not as a fighting specimen.

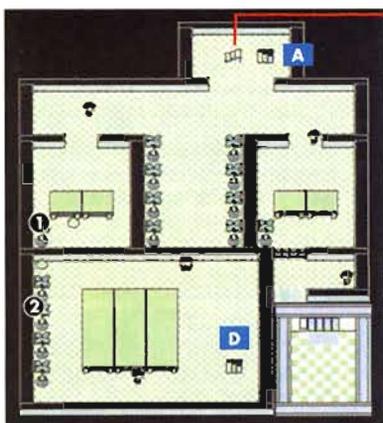




GAME CORNER

Your sleuthing has landed you in the middle of a huge Team Rocket operation headed by a sinister figure known as Giovanni. The man in the slick suit at the rear of the Game Corner is actually guarding the entrance to a secret, underground lair. Giovanni has a prototype Silph Scope that can identify the ghosts back at Pokémon Tower. Don't let him escape!

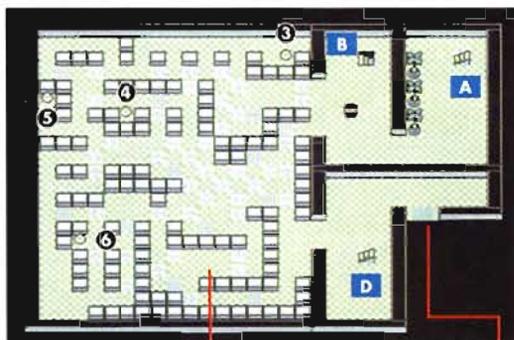
First Basement



Take a closer look at the décor in the Game Corner, and you'll spot a poster on the far wall. Check it out to find the switch that opens the way into the hideout below.



Second Basement



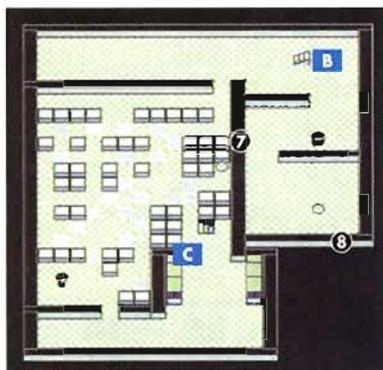
Sections of the basement are covered in special tiles that move you automatically from one place to another. You can't control this movement, but arrows on the tiles show you which direction they'll take you, while "checkerboard tiles" stop you in your tracks. It's not tough to get around, but if you do make a wrong turn, you'll usually end up back at a common crossroads. If that happens, just pick a different path and try again.



ITEMS

- 1 ESCAPE ROPE
- 2 HYPER POTION
- 3 NUGGET
- 4 TM 07
- 5 MOON STONE
- 6 SUPER POTION
- 7 RARE CANDY
- 8 TM 10
- 9 LIFT KEY
- 10 TM 02
- 11 HP UP
- 12 IRON
- 13 SILPH SCOPE

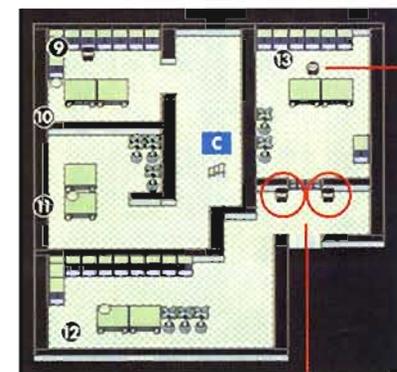
Third Basement



The key to reaching Giovanni's office is literally that—a key. The Lift Key that operates the elevator is on the fourth floor down. From the entrance, follow stairways A and B to the third sub-basement. Make your way through the maze to stairway C. Grab the key from the upper-left corner, then go back upstairs to the first basement. Take the elevator down to the fourth basement and Giovanni's office. There are valuable items and Team Rocket members everywhere, and it's wise to take the time to deal with all of them before you leave.



Fourth Basement



GIOVANNI

JESSIE AND JAMES



Jessie and James
Battle 2

Y

LEV. 25 #109 KOFFING
LEV. 25 #52 MEOWTH
LEV. 25 #23 EKANS

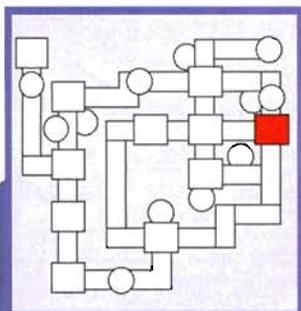
Team Rocket must have gotten word that you were coming. Jesse and James aren't going to just let you waltz in to the office and confront Giovanni. They'll have their traditional team ready, but the Koffing, Ekans and Meowth won't be very strong at this point. If you have a Psychic-type Pokémon, the battle should be a piece of cake.

Vs. Giovanni

Giovanni has an Onix and a Rhyhorn in all three versions of the game, but in Red and Blue he will also come at you with a Kangaskhan. In the Yellow game, his third Pokémon will be a Persian, but no matter which Poké you're playing his Pokémon will all be between levels 25 and 27. Strong Water-, Grass- or Fire-type Pokémon should be all you'll need to K.O. his team and grab the Silph Scope.

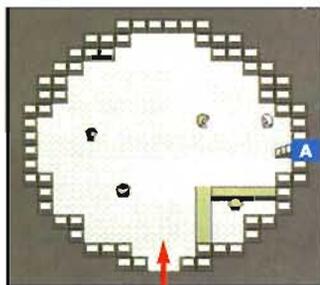


POKÉMON TOWER



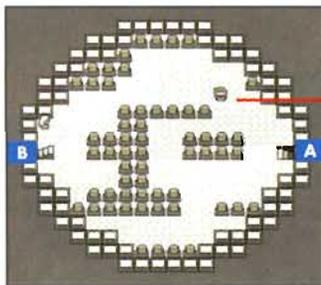
The situation in Pokémon Tower is grave indeed, but with the Silph Scope, you should be able to dig up whatever is causing all the trouble. You don't have to do anything special with the scope, but just make sure you have it with you when you enter the tower. The Silph Scope automatically identifies ghosts and makes it possible to engage them in combat.

First Floor



ENTRANCE

Second Floor



GARY



#92 GASTLY

TYPE: GHOST/POISON

Most types of Pokémon have a natural advantage over at least one or two other types, but no Pokémon has a natural advantage over Ghost-types like Gastly and Haunter.

#93 HAUNTER

TYPE: GHOST/POISON

Haunter's Dream Eater attack does double duty, putting an opponent to sleep while simultaneously draining its energy.



Trade

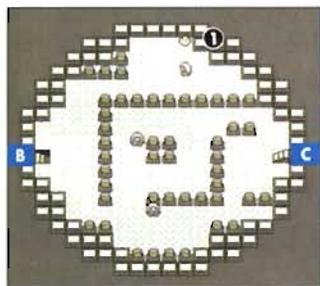


#94 GENGAR

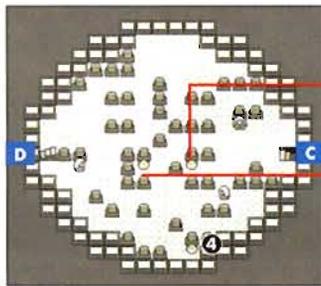
TYPE: GHOST/POISON

Both Gastly and Haunter can be found and captured in the wild, but Gengar can be obtained only by training a Haunter.

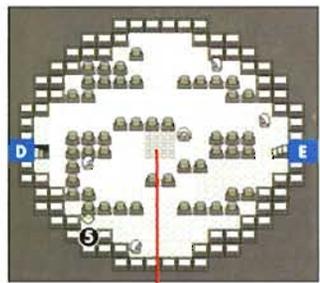
Third Floor



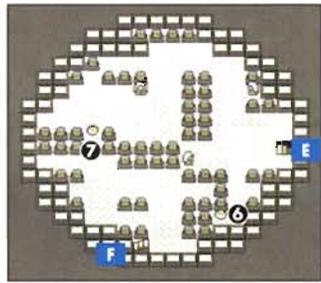
Fourth Floor



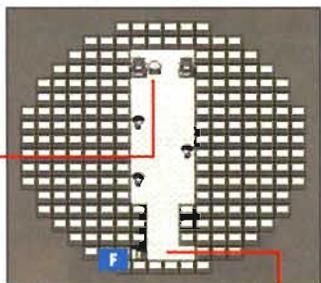
Fifth Floor



Sixth Floor



Seventh Floor



JESSIE AND JAMES

The leader of the Channelers has broken free of the dark power that held her and created a reusable healing zone on the fifth floor. Enter this area to restore your Pokémon to full health.

The Silph Scope allows you to identify and battle the ghost blocking the way to the seventh floor, and if you can battle through the crowd of Team Rocket members you'll finally meet with old man Fuji. The Poké Flute he'll give you will wake any Pokémon.

| POKÉMON TOWER | Y | R | B |
|---------------|------|------|------|
| #92 GASTLY | MANY | MANY | MANY |
| #93 HAUNTER | FEW | FEW | FEW |
| #104 CUBONE | FEW | FEW | FEW |

ITEMS

- 1 ESCAPE ROPE
- 2 AWAKENING
- 3 ELIXIR
- 4 HP UP
- 5 NUGGET
- 6 X ACCURACY
- 7 RARE CANDY

Scoping Out Danger

Without the Silph Scope, you can't identify the ghosts lurking in Pokémon Tower, and therefore you can't fight them. With the scope in hand, you can fight and try to capture these astral aggressors. Many special attacks don't affect Ghost-type Pokémon at all, so use caution in battle. You'll have better luck catching a Gastly or a Haunter if you use Great Balls instead of regular Poké Balls.



#104 CUBONE

TYPE: GROUND

Cubone uses the bones of other Pokémon to fashion crude weapons and armor. It uses both clubs and boomerangs with devastating efficiency.



Jessie and James
Battle 3

Y

LEV. 27 #52 MEOWTH

LEV. 27 #24 ARBOK

LEV. 27 #110 WEEZING

Didn't you just pummel these guys at the Game Corner? No sooner have you defeated the ghost guarding the seventh floor in the Yellow version than Jesse and James show up again, trying to keep you from talking to Mr. Fuji. Their Ekans and Koffing have evolved into Arbok and Weezing, but you should still win the battle easily if you have a Psychic Pokémon. They'll run away, but don't think for a second that you've seen the last of these two troublemakers!



Gary
Battle 4

Y

LEV. 25 #22 FEAROW

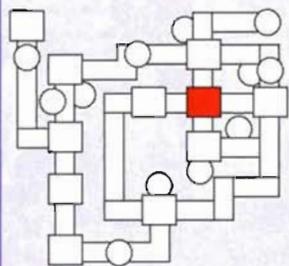
LEV. 23 #90 SHELLDER

LEV. 22 #37 VULPIX

LEV. 20 #27 SANDSHREW

LEV. 25 #133 EEEVEE

When Gary gets in your way on the second floor, he'll pick a fight as usual. If you're playing the Red or Blue cartridge, he'll have a level-25 Pidgeotto, a level-23 Gyarados, a level-22 Growlithe, a level-20 Kadabra and the Pokémon he chose at the beginning of the game. In the Yellow game, he'll be a little more formidable. Besides his Fearow, Shellder, Vulpix and Sandshrew, your rival will also use his Eevee, which may by then have evolved into a Flareon, Vaporeon or Jolteon.



SAFFRON CITY

Saffron City is home to the Silph Company, the makers of the fabulous Silph Scope. So how did Giovanni get his paws on the Silph Scope prototype? Is the company in cahoots with Team Rocket? The only way to find out will be to use a little industrial espionage, so get your team built up strong and prepare to go on a stealth mission!

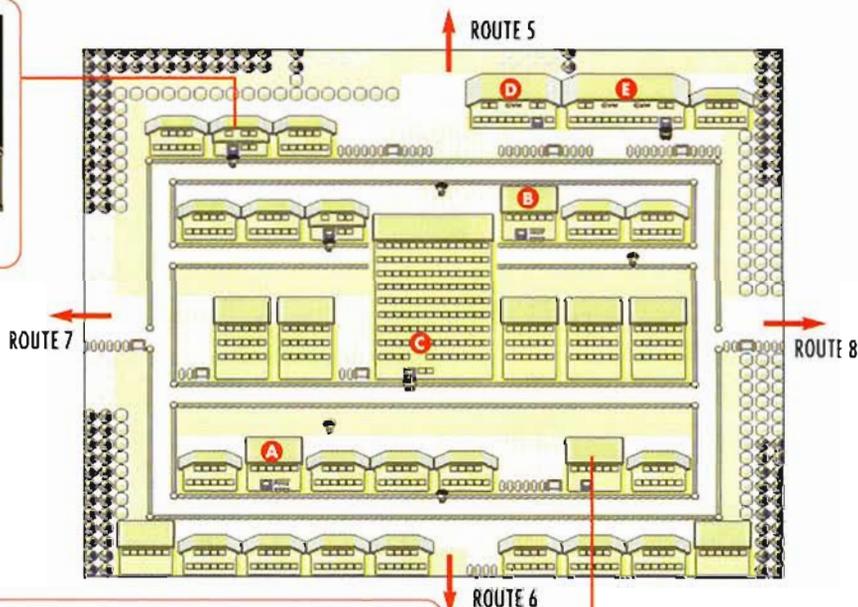
The little girl who lives here loves to mimic other people. She repeats everything you say, and you won't be able to have a normal conversation with her at all unless you bring her a Poké Doll. If you don't have one, head back to the Celadon Department Store to buy one. Give it to Copycat to receive a TM 31 in return. Maybe now she'll feel less shy and be able to relate to people normally!



A Pokémon Center

B Pokémon Mart

| | |
|--------------|-------|
| GREAT BAIL | 600 |
| HYPER POTION | 1,500 |
| MAX REPEL | 700 |
| ESCAPE ROPE | 550 |
| FULL HEAL | 600 |
| REVIVE | 1,500 |



The so-called Mr. Psychic claims he can read the mind of anyone who walks through his door. He says that if you visit him, he'll give you whatever TM you're thinking about as a present. Go ahead—try it. You weren't thinking about a TM 29? Oh well, maybe that's why he was booted out of the Psychic Friends Network.



C Mission: Improbable—See pg. 42

If Silph Co. is providing Team Rocket with advanced technology, that could spell trouble for the entire world. Luckily for you, the security guard at the company headquarters isn't very concerned about trespassers. In fact, he seems to want you to go inside. He could be leading you into a trap, or he may actually be hoping you'll help whoever is inside. There's only one way to find out!

D Martial Law

Saffron City has not one, but two gyms. One is the usual Pokémon Gym you find in most cities, while the other is a special gym that caters only to Fighting-type Pokémon and their trainers. The leader of this gym is a trainer known as the Karate Master. Defeat him and the other trainers to receive a Pokémon as a token of their esteem. You'll have a choice between a Hitmonlee and a Hitmonchan. As the ancient proverb says, "Choose wisely, grasshopper!"



#106 HITMONLEE

TYPE: FIGHTING
Hitmonlee will first use its Meditate ability to boost its attack power. It then will follow up with one of any number of kicking attacks. Hitmonlee relies solely on its feet in combat.

#107 HITMONCHAN

TYPE: FIGHTING
Hitmonchan, on the other hand, uses only its fists for fighting. Hitmonchan can move so quickly, its hands appear to be mere blurs in the air.



E Warp Maze

The Saffron City Gym is made up of a series of small rooms connected not by doors and hallways, but by warp tiles. Step on the tile in the gym's entrance to warp to the first room. You'll see four warp tiles arranged in a square. Step on the tile that's above or below you to warp to the next room. In each new room, step on the tile that's above or below you, and not the one to the left or the right. You'll eventually reach the gym's lead trainer, Sabrina.



The top chart shows the type of Pokémon your challengers will use in each room, while the bottom one shows the routes of the warp tiles. Make sure you've got an appropriate Pokémon in the front line when you arrive in each room. The quickest way to Sabrina is by following A-B-M-N-O.



Saffron City Gym Leader:
SABRINA

Y

R B

- | | |
|----------------------|-----------------------|
| LEV. 50 #63 ABRA | LEV. 38 #64 KADABRA |
| LEV. 50 #64 KADABRA | LEV. 37 #122 MR. MIME |
| LEV. 50 #65 ALAKAZAM | LEV. 38 #49 VENOMOTH |
| | LEV. 43 #65 ALAKAZAM |

With their powerful mental abilities, Sabrina's Psychic-type Pokémon will likely Confuse your Pokémon into hurting themselves badly. To keep this from happening, switch a Pokémon for another one as soon as it becomes Confused. If you're playing the Yellow version, Sabrina will have one less Pokémon, but the ones she does have will be extremely powerful. Abra, Kadabra and Alakazam all have massive brainpower, and the fact that they're at level 50 will make this a very long battle. See if you can use a Psychic-type Pokémon first to lull them to sleep or Confuse them.

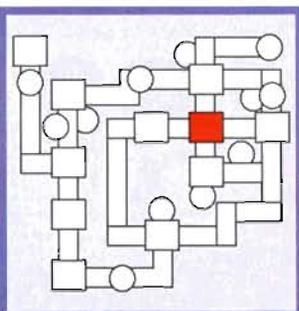


PRIZES

MARSH BADGE/TM 46

If you defeat Sabrina you'll walk away with a TM 46, which contains the Psywave attack, and her Marsh Badge. The badge will ensure that any of your Pokémon up to level 70 will obey you during battle.

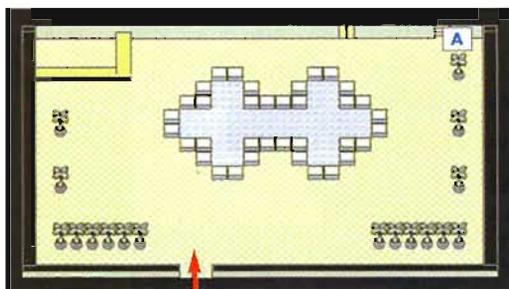




SILPH CO.

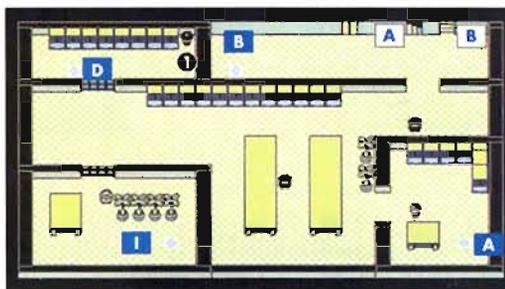
It turns out that Silph Co. is being forced to produce advanced technology for Team Rocket. You must reach the top floor and free the company president from Giovanni's clutches. If you roust Giovanni, you won't have to defeat the rest of Team Rocket's agents individually. When you need to heal your Pokémon, look for a woman at the bottom-left corner of the ninth floor.

First Floor

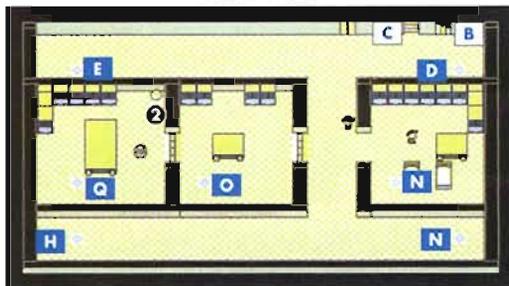


ENTRANCE

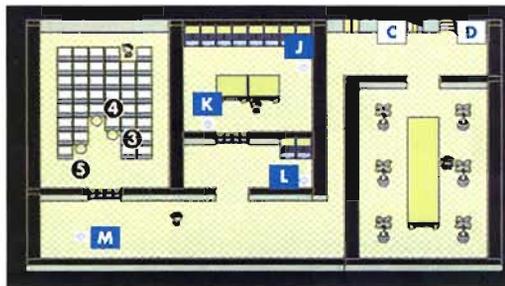
Second Floor



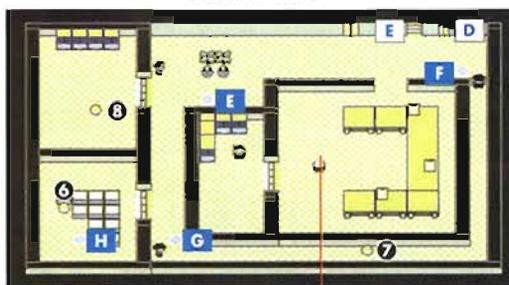
Third Floor



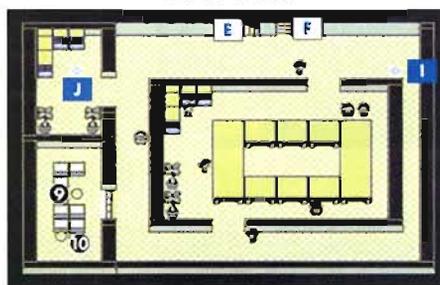
Fourth Floor



Fifth Floor



Sixth Floor



ITEMS

- | | |
|----|--------------|
| 1 | TM 36 |
| 2 | HYPER POTION |
| 3 | ESCAPE ROPE |
| 4 | MAX REVIVE |
| 5 | FULL HEAL |
| 6 | TM 09 |
| 7 | CARD KEY |
| 8 | PROTEIN |
| 9 | HP UP |
| 10 | X ACCURACY |
| 11 | CALCIUM |
| 12 | TM 03 |
| 13 | TM 26 |
| 14 | RARE CANDY |
| 15 | CARBOS |

Be wary of the bald guy on the fifth floor—he's the only one to use the Psychic-types Alakazam and Mr. Mime. If there's a Pokémon on your front line with low HP, it'll be knocked out pretty quick, so be sure to put a strong Pokémon on top before entering the battle.

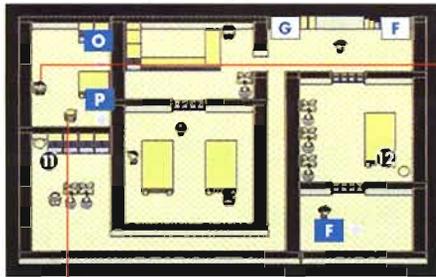


Warp, Skip and Jump

If you need combat experience, don't hesitate to seek out every Team Rocket agent and challenge him or her to duel. If you want a quick end to this situation, however, run straight up the stairs to the fifth floor and grab the Card Key, which will open every electronic door in the building. Now go to the third floor and use warp tile Y to reach the seventh floor, then step on warp tile Z to reach the hallway outside the president's office.



Seventh Floor



GARY

Don't be afraid to approach the employee standing near where Gary challenges you. Instead of another battle, the employee will bestow the rare Water-and-Ice-type Pokémon, Lapras!

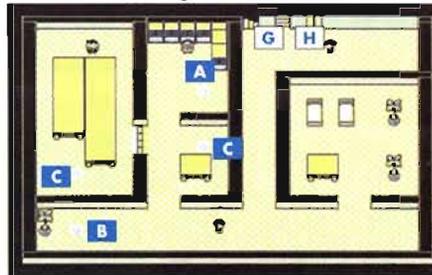
#131 LAPRAS

TYPE: WATER/ICE

The Lapras is sometimes used as a water-borne "horse" to transport passengers across short distances. Its gentle demeanor makes it well-suited to this task.

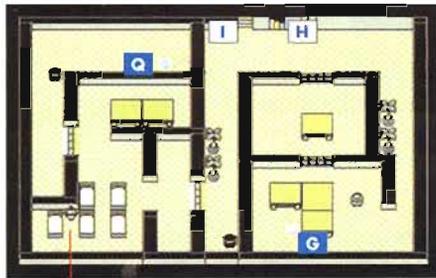


Eighth Floor



The president of Silph Co. will be ecstatic that you interrupted his "meeting" with Giovanni. To reward you for breaking Team Rocket's hold on his company, he'll hook you up with the Master Ball. This technological wonder will catch any Pokémon without fail, so be sure to save it for a special occasion.

Ninth Floor



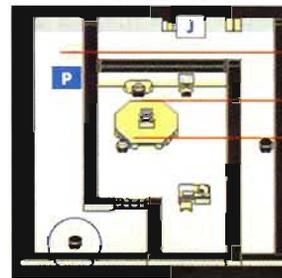
By the time you reach the ninth floor, your team is bound to be a bit worse for the wear. Visit this woman to fully recover your Pokémon's HP and PP.



Tenth Floor



Eleventh Floor



JESSIE AND JAMES

GIOVANNI

Vs. Giovanni

After you busted up his racket in Celadon City, Giovanni moved his base to Saffron City. It's too bad for him you arrived in time to short-circuit his new scheme. Defeat Giovanni's Nidorino, Rhyhorn, Nidoqueen and Kangaskhan (or Persian, in the Yellow version) to free the Silph Co. president and receive the foolproof Master Ball.



Jessie and James
Battle 4

Y

LEV. 31 #109 KOFFING

LEV. 31 #23 EKANS

LEV. 31 #52 MEOWTH

The only things standing between you and your battle with Giovanni are two familiar faces: Jessie and James, the bumbling leaders of Team Rocket who would gladly sit and stall you all day to keep you from confronting Giovanni. This is Team Rocket's last stand, but you once again shouldn't have much trouble with their level-31 Pokémon. If you use Psychic attacks, you'll defeat Jessie and James once and for all in no time.



Gary
Battle 5

Y

LEV. 38 #27 SANDSHREW

LEV. 35 #38 NINETALES

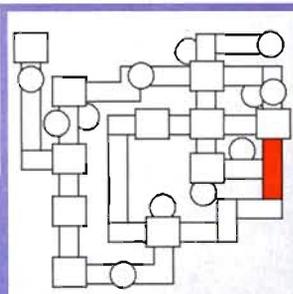
LEV. 37 #91 CLOYSTER

LEV. 35 #64 KADABRA

LEV. 40 #133 EEVEE (EVOL.)

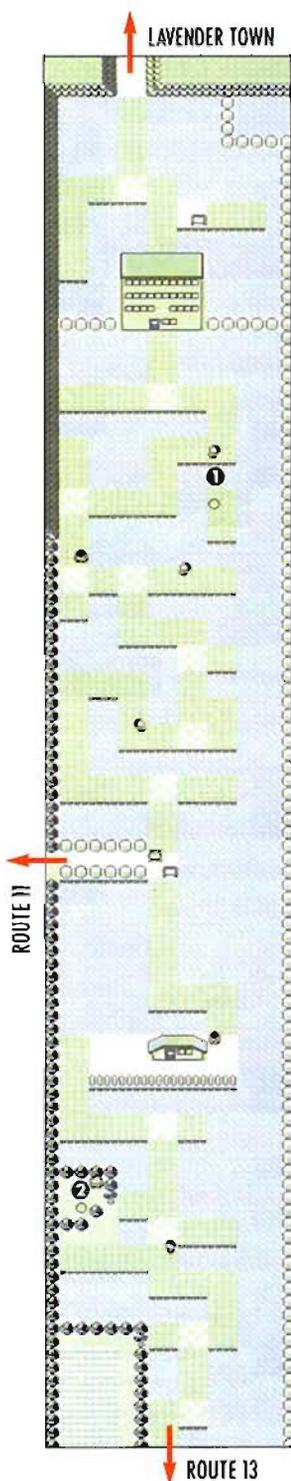
When your rival jumps you on the seventh floor, you'll find his team is much more powerful than when you saw him last in Pokémon Tower. In the Red and Blue games he'll likely have a Pidgeot, an Alakazam and a Growlithe, among others. All of them will be between levels 35 and 40. On the Yellow cartridge, his team will be at about the same experience level and you should combat him with Water-, Electric- and Ground-types. After the fight, be sure to recover on the ninth floor.





ROUTE 12

You've liberated Saffron City from Team Rocket's mad scheme, and you could probably use a bit of a holiday. We hear the fishing is good down south of Lavender Town, so grab your Old Rod and get set to drown a few worms. You ought to pack the Poké Flute, too. You won't be able to avoid Pokémon duels completely on this trip, but things will be far less hectic.



| ROUTE 12 | Y | R | B |
|----------------|------|------|------|
| #16 PIDGEY | MANY | MANY | MANY |
| #17 PIDGEOTTO | FEW | NONE | NONE |
| #43 ODDISH | MANY | MANY | NONE |
| #44 GLOOM | FEW | FEW | NONE |
| #48 VENONAT | NONE | FEW | FEW |
| #69 BELLSPROUT | MANY | NONE | MANY |
| #70 WEEPINBELL | FEW | NONE | FEW |
| #79 SLOWPOKE | MANY | NONE | NONE |
| #80 SLOWBRO | FEW | NONE | NONE |
| #83 FARFETCH'D | FEW | NONE | NONE |

#70 WEEPINBELL

TYPE: GRASS/POISON
Weepinbell can use its Growth ability to increase the power of its special attacks, like Poison Powder.



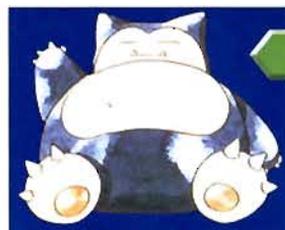
Leaf Stone

#71 VICTREEBEL

TYPE: GRASS/POISON
Not only can Victreebel's Wrap attack hold an opponent immobile, it can score several hits in a row.

Sweet Music

The Poké Flute has the power to wake a sleeping Pokémon, in or out of battle. Pipe a sweet tune to rouse this Snorlax from its rather inconvenient resting place. It won't be very happy about the wake-up call, but if it attacks, you can try to capture it. With the way clear, continue south to Route 13.

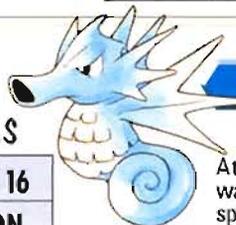


#143 SNORLAX

TYPE: NORMAL
Snorlax enjoys sleeping more than anything, and will often lie down at the first open spot.

#83 FARFETCH'D

TYPE: NORMAL/FLYING
It looks like a duck and quacks like a duck, but it surely isn't a duck! Farfetch'd uses twigs as mini-swords.



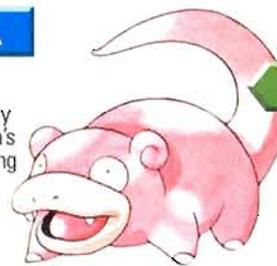
#117 SEADRA

TYPE: WATER
At level 32, Horsea's feathery water wings become Seadra's spiked fins, capable of piercing almost any opponent's skin.

ITEMS

- 1 TM 16
- 2 IRON

| FISH FINDER | Y | R | B |
|---------------|---|---|---|
| #72 TENTACOO | | • | |
| #98 KRABBY | | • | |
| #116 HORSEA | • | | |
| #117 SEADRA | • | | |
| #118 GOLDEEN | | • | |
| #129 MAGIKARP | | • | |



#79 SLOWPOKE

TYPE: WATER/PSYCHIC
Everything about Slowpoke is, well, slow. On average, it takes about five seconds for any sort of sensory input, including pain, to reach its brain.

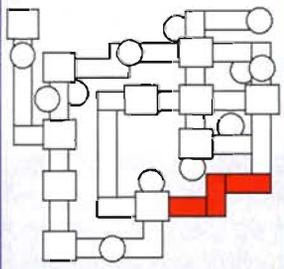


Lev. 37

#80 SLOWBRO

TYPE: WATER/PSYCHIC
Slowbro is not likely to win any I.Q. contests, and it seems to survive by luck and instinct alone. It's so doopy, even the largest tail-biting parasites often go unnoticed.

ROUTES 13, 14 & 15



Route 13 is more like a maze than a highway, but it is a pleasant place to walk and enjoy the great outdoors. If not for all the Pokémon trainers waiting around to duel, it might almost be relaxing. Oh well, a trainer's work is never done! Routes 14 and 15 have their fair share of trainers too, so be prepared. Every battle you enter makes your team stronger and brings you one step closer to becoming a Master Trainer.

| ROUTE 13 | Y | R | B |
|----------------|------|------|------|
| #16 PIDGEY | FEW | MANY | MANY |
| #17 PIDGEOTTO | MANY | NONE | NONE |
| #43 ODDISH | MANY | MANY | NONE |
| #44 GLOOM | FEW | FEW | NONE |
| #48 VENONAT | NONE | FEW | FEW |
| #69 BELLSPROUT | MANY | NONE | MANY |
| #70 WEEPINBELL | FEW | NONE | FEW |
| #79 SLOWPOKE | MANY | NONE | NONE |
| #80 SLOWBRO | FEW | NONE | NONE |
| #83 FARFETCH'D | FEW | NONE | NONE |
| #132 DITTO | NONE | FEW | FEW |

| FISH FINDER | Y | R | B |
|---------------|---|---|---|
| #72 TENTACOOL | • | • | |
| #98 KRABBY | | | • |
| #116 HORSEA | • | | |
| #117 SEADRA | • | | |
| #118 GOLDEEN | | | • |
| #129 MAGIKARP | | | • |

Work your way around to this remote spot in the fence maze and press A to examine the ground. You'll stumble upon a hidden Calcium, which boosts the Special rating of your Pokémon.

#44 GLOOM

TYPE: GRASS/POISON

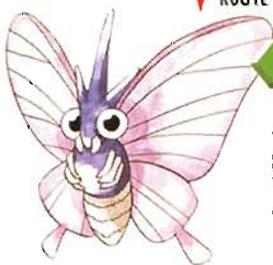
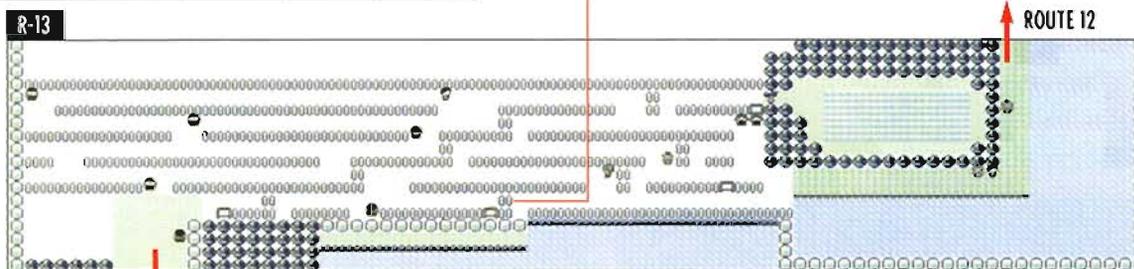
Like most Grass-type Pokémon, Gloom can hardly move, but it doesn't need to move its limbs to launch an attack.



#45 VILEPLUME

TYPE: GRASS/POISON

Gloom and Vileplume don't need to move to attack, so Paralyzing them doesn't affect their ability to fight.



#49 VENOMOTH

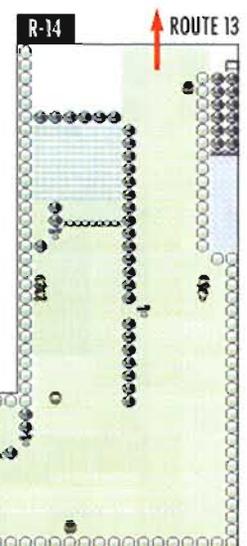
TYPE: BUG/POISON

Venomoth is short on physical ability but long on various disabling attacks. You'd better have lots of Antidote and other cures.

Speak to Professor Oak's assistant at the lookout station between Route 15 and Fuchsia City. If you've collected 50 different Pokémon, he'll give you the Exp. All, which allows you to share experience points with Pokémon that don't fight in a battle.



| ROUTES 14 & 15 | Y | R | B |
|----------------|------|------|------|
| #16 PIDGEY | NONE | MANY | MANY |
| #17 PIDGEOTTO | FEW | FEW | FEW |
| #43 ODDISH | MANY | MANY | NONE |
| #44 GLOOM | FEW | FEW | NONE |
| #48 VENONAT | MANY | FEW | FEW |
| #49 VENOMOTH | FEW | NONE | NONE |
| #69 BELLSPROUT | MANY | NONE | MANY |
| #70 WEEPINBELL | FEW | NONE | FEW |
| #132 DITTO | NONE | MANY | MANY |

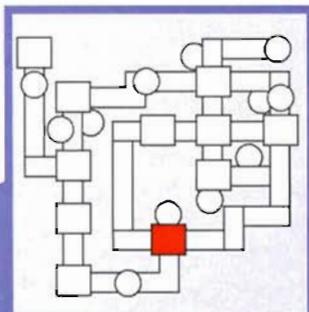


ITEMS

1 TM 20

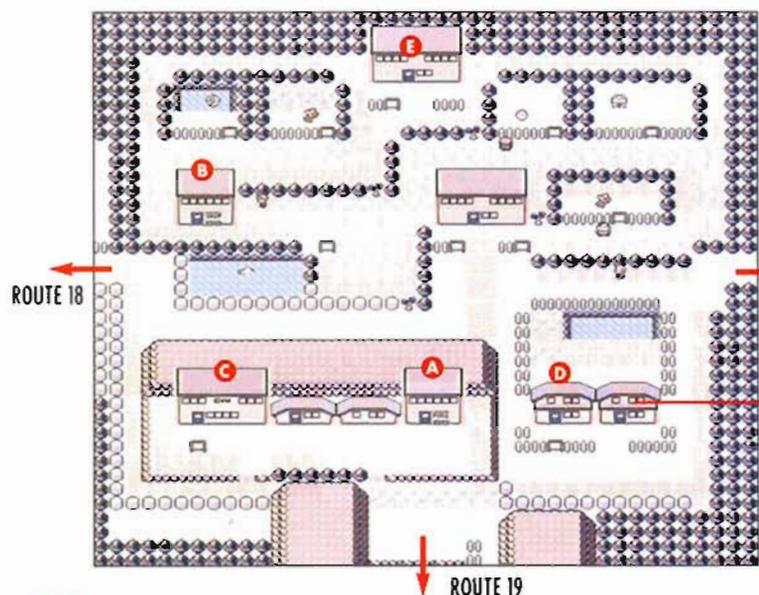
FUCHSIA CITY





FUCHSIA CITY

Team Rocket is still reeling from its crushing defeat in Saffron City, which gives you a chance to resume your original quest: to become the greatest Pokémon trainer ever. You can start by visiting the Safari Zone here in Fuchsia City. There are plenty of Pokémon that are found nowhere else but here, so keep coming back until you've caught the rare ones!



#129 MAGIKARP

TYPE: WATER

It is hard to believe that the fish-like Magikarp transforms into the much larger, serpentine Gyarados.

Lev. 20

#130 GYARADOS

TYPE: WATER/FLYING

Few Pokémon evolve from a single-type to a dual-type creature. Gyarados is a rare example of this phenomenon.

The Fishing Guru's older brother runs a fish farm here in the city. Speak to him to receive the Good Rod. You can drop a line into his fish pond and see what turns up.

A Pokémon Center

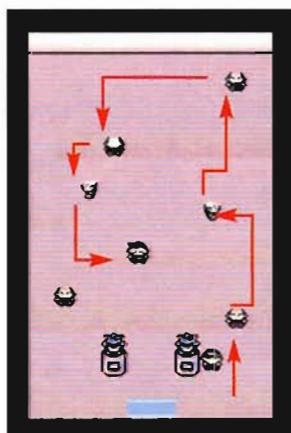
B Pokémon Mart

| | |
|--------------|-------|
| ULTRA BALL | 1,200 |
| GREAT BALL | 600 |
| SUPER POTION | 700 |
| HYPER POTION | 1,500 |
| REVIVE | 1,500 |
| FULL HEAL | 600 |
| SUPER REPEL | 500 |

| FISH FINDER | Y | R | B |
|---------------|---|---|---|
| #98 KRABBY | | | • |
| #118 GOLDEEN | | | • |
| #119 SEAKING | | | • |
| #129 MAGIKARP | • | | • |
| #130 GYARADOS | • | | |

C Ninja Nightmare

The Safari Zone may be the most popular tourist attraction in town, but the real trainers eventually make their way to the gym for a true test. The Fuchsia City Gym is the headquarters of Pokémon trainers who also follow ninja disciplines. Their training regimen focuses on techniques that poison and induce sleep, so be sure to have some Antidote and Awakening on hand. Since all of the walls in the gym are invisible, you can follow the arrows on this map to find the direct route to Koga.



Fuchsia City Gym Leader:

KOGA

Y

R B

LEV. 44 #48 VENONAT

LEV. 37 #109 KOFFING

LEV. 46 #48 VENONAT

LEV. 39 #89 MUK

LEV. 48 #48 VENONAT

LEV. 37 #109 KOFFING

LEV. 50 #49 VENOMOTH

LEV. 43 #110 WEEZING

Koga is protected by a maze of invisible walls and a troop of ninja-style trainers. The ninja master himself will send out two Koffing, a Muk and a Weezing in the Red and Blue versions, and challengers with the Yellow Pak will find themselves face to face with three high-level Venonat and a Venomoth. Ground-type or Psychic-type Pokémon can put a lid on the pollution the Poison-types spew, and Flying-types will also be effective versus the Bug-types.



PRIZES

SOUL BADGE/TM 06

If you defeat the poisonous lot of Koga's Pokémon, you'll receive the Soul Badge and a TM 06 that contains Toxic. The Soul Badge boosts the Defense rating of all your Pokémon.



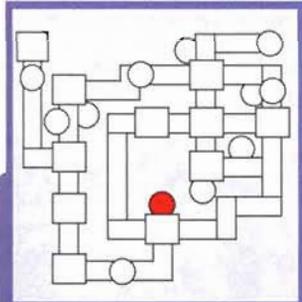
D Toothless

The warden of the Safari Zone has lost his teeth, and no one can understand a word he's saying. His choppers are probably in the Safari Zone somewhere. Find them and return them to the warden to receive an HM 04, which you can use to teach a Pokémon the Strength ability to move large objects.



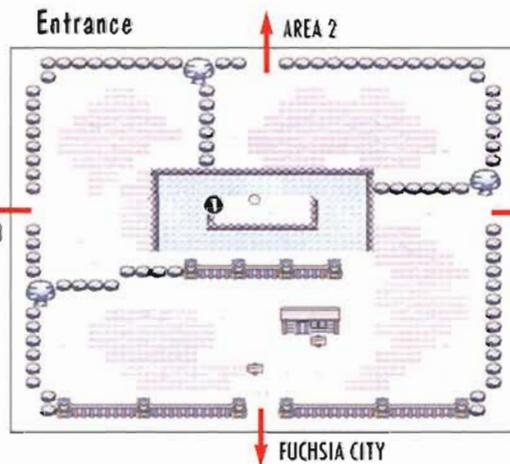
E On a Safari

The Safari Zone is an amusement park for Pokémon trainers. Certified trainers like you are given special Safari Balls and Pokémon bait and are allowed to capture as many rare Pokémon as you can within 500 paces.



SAFARI ZONE

Speak to the gate attendants to receive 30 Safari Balls. To catch any wild Pokémon you find, toss Safari Balls at them. Often you'll have to throw food or rocks to distract certain Pokémon, so try many different combinations when a particular Pokémon keeps escaping. When you run out of Safari Balls or walk 500 paces, you'll warp back to the gate automatically.



ITEMS

① NUGGET

| FISH FINDER | Y | R | B |
|----------------|---|---|---|
| #54 PSYDUCK | | • | |
| #80 SLOWPOKE | | • | |
| #98 KRABBY | | • | |
| #129 MAGIKARP | • | | |
| #147 DRATINI | • | • | |
| #148 DRAGONAIR | • | | |

#147 DRATINI

TYPE: DRAGON

Dratini takes much longer than most Pokémon to evolve. It must reach level 30 before it changes into Dragonair.



Lev. 30

#148 DRAGONAIR

TYPE: DRAGON

Most of Dragonair's abilities, like Wrap, Agility, Slam and Dragon Rage, take advantage of its long, sinewy body.



Lev. 55



#149 DRAGONITE

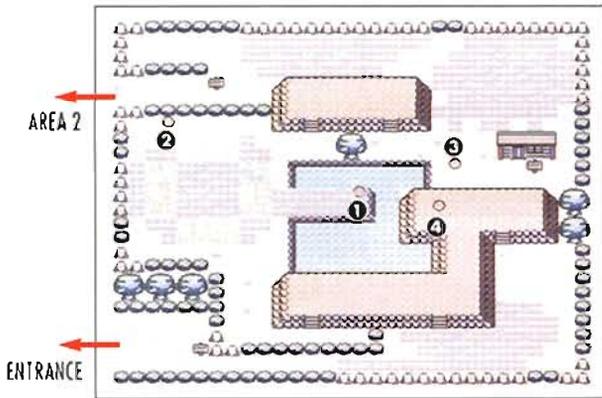
TYPE: DRAGON/FLYING

It's likely that many fairy-tale dragons were inspired by this winged beast's ancient kin.

| ENTRANCE | Y | R | B |
|----------------|------|------|------|
| #29 NIDORAN ♀ | MANY | NONE | MANY |
| #30 NIDORINA | NONE | FEW | FEW |
| #32 NIDORAN ♂ | MANY | MANY | NONE |
| #33 NIDORINO | FEW | FEW | FEW |
| #46 PARAS | FEW | NONE | NONE |
| #47 PARASECT | FEW | FEW | FEW |
| #48 VENONAT | NONE | MANY | MANY |
| #102 EXEGGCUTE | MANY | FEW | FEW |
| #111 RHYHORN | FEW | MANY | MANY |
| #113 CHANSEY | FEW | FEW | FEW |
| #114 TANGELA | FEW | NONE | NONE |
| #123 SCYTHYER | NONE | FEW | NONE |
| #127 PINSIR | NONE | NONE | FEW |



Area 1



ITEMS

- 1 TM 37
- 2 MAX POTION
- 3 FULL RESTORE
- 4 CARBOS
- 5 TM 40
- 6 PROTEIN
- 7 MAX REVIVE
- 8 MAX POTION
- 9 GOLD TEETH
- 10 TM 32

#47 PARASECT

TYPE: BUG/GRASS

Parasect is actually an odd pairing of creatures: a mushroom-like parasite and a bug-like host. Parasect prefers its environment damp and dark.



#102 EXEGGCUTE

TYPE: GRASS/PSYCHIC

These egg-like creatures travel in swarms, quickly surrounding and engulfing any intruders in their territory. You can use the Leaf Stone to transform Exeggcute into the two-legged Exeggutor.



Leaf Stone



#103 EXEGGUTOR

TYPE: GRASS/PSYCHIC

Exeggutor's legs do it little good. This is one instance in which evolution may not be such a good idea!



#114 TANGELA

TYPE: GRASS

Looking for all the world like a walking plate of spaghetti or a two-legged, tail-less sheep dog, Tangela is one of the shyest Pokémon.



#113 CHANSEY

TYPE: NORMAL

This rare and elusive Pokémon is sought not for its battle skills but for its legendary ability to bring happiness to its trainer.



#111 RHYHORN

TYPE: GROUND/ROCK

Rhyhorn's bones are one thousand times denser than a human's, giving it incredible physical power and endurance.

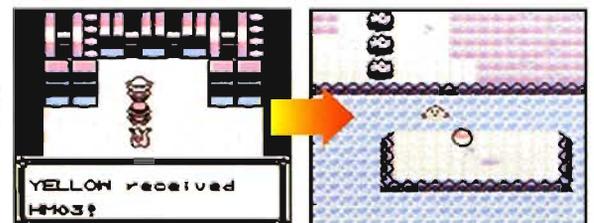
| AREA 1 | Y | R | B |
|-----------------|------|------|------|
| #29 NIDORAN ♀ | MANY | FEW | MANY |
| #30 NIDORINA | FEW | NONE | FEW |
| #32 NIDORAN ♂ | MANY | MANY | FEW |
| #33 NIDORINO | NONE | FEW | NONE |
| #46 PARAS | NONE | MANY | MANY |
| #47 PARASECT | NONE | FEW | FEW |
| #84 DODUO | NONE | MANY | MANY |
| #102 EXEGGCUTE | MANY | FEW | FEW |
| #104 CUBONE | FEW | NONE | NONE |
| #105 MAROWAK | FEW | NONE | NONE |
| #113 CHANSEY | FEW | NONE | NONE |
| #115 KANGASKHAN | NONE | FEW | FEW |
| #123 SCYTHER | FEW | FEW | NONE |
| #127 PINSIR | NONE | NONE | FEW |
| #128 TAUROS | FEW | NONE | NONE |

| FISH FINDER | Y | R | B |
|---------------|---|---|---|
| #54 PSYDUCK | | • | |
| #80 SLOWPOKE | | • | |
| #98 KRABBY | | • | |
| #129 MAGIKARP | • | | |
| #147 DRATINI | • | • | |

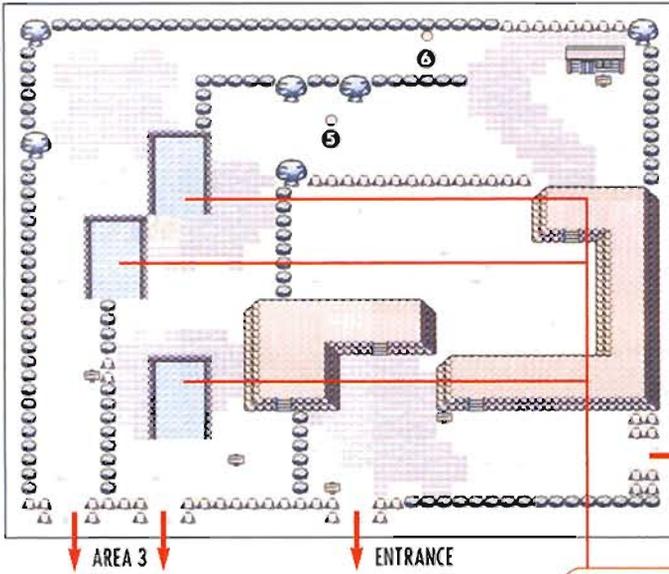
The probability of finding all of these waterborne Pokémon is equal in all areas of the Safari Zone. Just use your rod near the edge of the water and cross your fingers.

Secret House Sweepstakes

Find the Secret House in Area 3 of the Safari Zone to win an HM 03. This Hidden Machine can be used to teach a water-dwelling Pokémon how to Surf. A Surfing Pokémon can carry you safely across any body of water. With this ability, you can finally visit the Power Plant and speak to the old man across the pond in Celadon City. We recommend visiting the Power Plant before heading south to the open ocean.



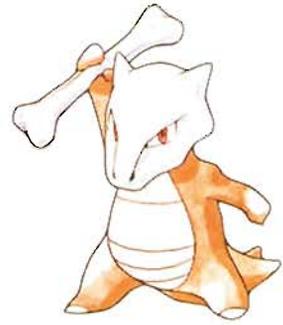
Area 2



#105 MAROWAK

TYPE: GROUND

Its skillful use of bones as makeshift boomerangs has earned this Pokémon the nickname, "Bonekeeper."



#128 TAUROS

TYPE: NORMAL

To say that Tauros is bullish in battle is no understatement. With its fiery temper and willful personality, Tauros can be a handful for even the most skilled trainer.

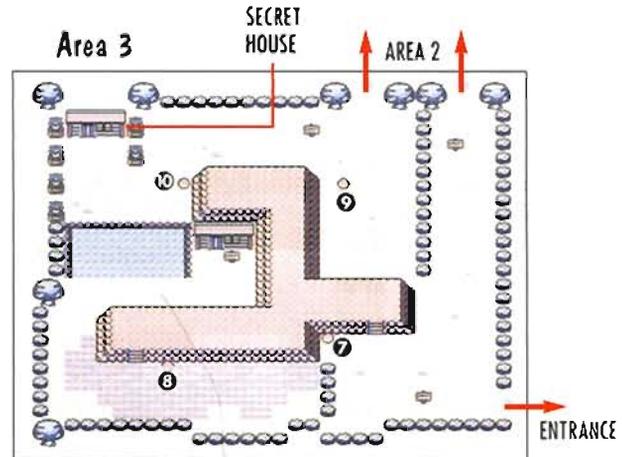
If one of your Pokémon has Surf, you can take shortcuts over these waterways. Since the length of your stay in the Safari Zone is measured in the number of steps you take, it's smart to hop over.



#123 SCYTHYR

TYPE: BUG/FLYING

This frightening Pokémon seems to have just as much in common with dinosaurs as with bugs. The razor edges on its wings make its Slash attack that much more damaging.

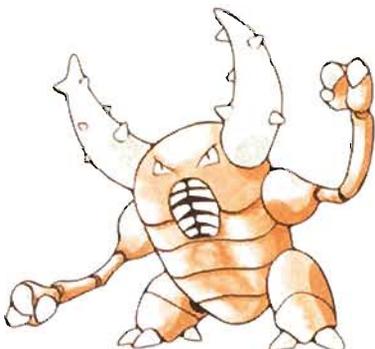


| AREA 2 | Y | R | B |
|-----------------|------|------|------|
| #29 NIDORAN ♀ | MANY | NONE | MANY |
| #30 NIDORINA | FEW | FEW | FEW |
| #32 NIDORAN ♂ | MANY | MANY | NONE |
| #33 NIDORINO | NONE | FEW | FEW |
| #46 PARAS | NONE | MANY | MANY |
| #49 VENOMOTH | NONE | FEW | FEW |
| #102 EXEGGCUTE | MANY | FEW | FEW |
| #104 CUBONE | FEW | NONE | NONE |
| #111 RHYHORN | FEW | MANY | MANY |
| #113 CHANSEY | NONE | FEW | FEW |
| #115 KANGASKHAN | FEW | NONE | NONE |
| #123 SCYTHYR | FEW | NONE | NONE |
| #127 PINSIR | FEW | NONE | NONE |
| #128 TAUROS | NONE | FEW | FEW |

#127 PINSIR

TYPE: BUG

Pinsir relies solely on its great strength and powerful pincers to overwhelm its foes.



#115 KANGASKHAN

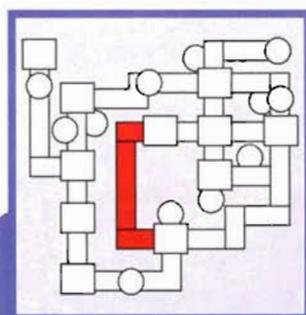
TYPE: NORMAL

Using its stomach pouch, Kangaskhan carries its young everywhere, even into battle. This makes combat more dangerous, not less.



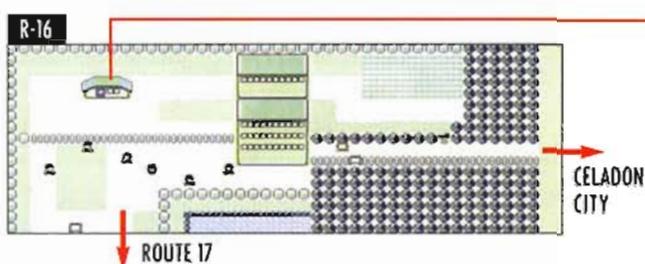
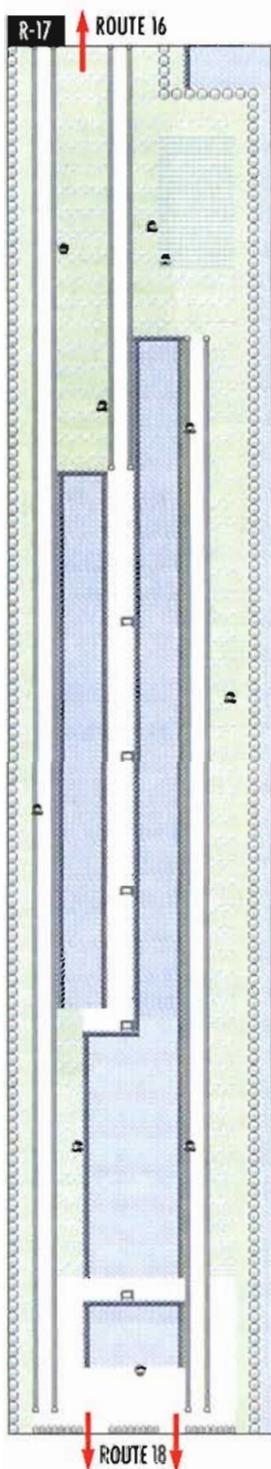
| AREA 3 | Y | R | B |
|-----------------|------|------|------|
| #29 NIDORAN ♀ | MANY | FEW | MANY |
| #30 NIDORINA | NONE | NONE | FEW |
| #32 NIDORAN ♂ | MANY | MANY | FEW |
| #33 NIDORINO | FEW | FEW | NONE |
| #48 VENONAT | NONE | MANY | MANY |
| #49 VENOMOTH | NONE | FEW | FEW |
| #84 DODUO | NONE | MANY | MANY |
| #102 EXEGGCUTE | MANY | FEW | FEW |
| #104 CUBONE | FEW | NONE | NONE |
| #105 MAROWAK | FEW | NONE | NONE |
| #114 TANGELA | FEW | NONE | NONE |
| #115 KANGASKHAN | NONE | FEW | FEW |
| #127 PINSIR | FEW | NONE | NONE |
| #128 TAUROS | FEW | FEW | FEW |





ROUTES 16, 17 & 18

Also known as "Cycling Road," Routes 16, 17 and 18 are a favorite hangout for bicyclists and motorcyclists alike. It just so happens that many of these two-wheeling enthusiasts are Pokémon trainers as well, and you must fight your way up the long slope to Celadon City. From there, make your way back to the Power Plant.



At the top of Cycling Road, cut through the bushes on the right to enter a secluded field. Walk through the gate to the left and enter the house to meet a reclusive Pokémon trainer. In exchange for a promise to keep her hiding place a secret, she will give you the HM 02, which can be used to teach the Flying ability. You can use this ability to travel in mere seconds to any city you've visited before.



| ROUTE 16 | Y | R | B |
|--------------|------|------|------|
| #19 RATTATA | MANY | MANY | MANY |
| #20 RATICATE | FEW | FEW | FEW |
| #21 SPEAROW | MANY | MANY | MANY |
| #22 FEAROW | FEW | NONE | NONE |
| #84 DODUO | MANY | FEW | FEW |

| ROUTE 17 | Y | R | B |
|--------------|------|------|------|
| #20 RATICATE | NONE | MANY | MANY |
| #21 SPEAROW | NONE | MANY | MANY |
| #22 FEAROW | MANY | MANY | MANY |
| #77 PONYTA | MANY | NONE | NONE |
| #84 DODUO | MANY | FEW | FEW |
| #85 DODRIO | FEW | NONE | NONE |



#77 PONYTA

TYPE: FIRE

This fiery Pokémon's hooves are harder than diamond.

Lev. 40



#78 RAPIDASH

TYPE: FIRE

Rapidash's great speed allows it to strike a foe several times in a row.

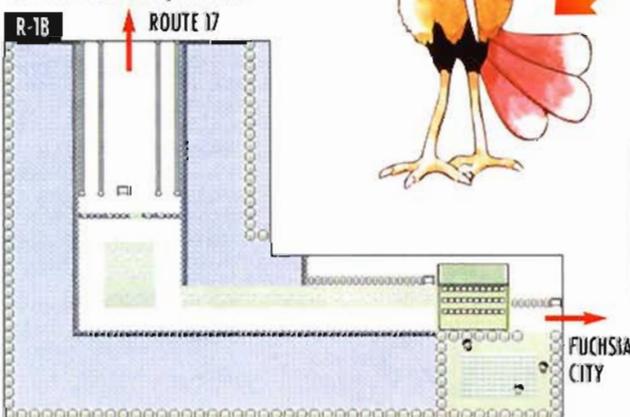
#85 DODRIO

TYPE: NORMAL/FLYING

If two heads are better than one, then what about Dodrio's three? When Dodrio rests, two of the heads sleep while the third keeps watch.



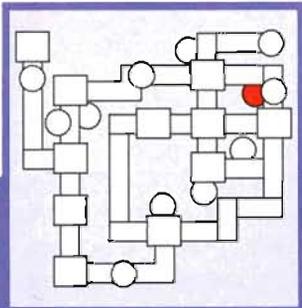
Lev. 37



| FISH FINDER | Y | R | B |
|---------------|---|---|---|
| #72 TENTACOO | • | • | |
| #90 SHELLDER | • | | |
| #98 KRABBY | | | • |
| #118 GOLDEEN | | | • |
| #129 MAGIKARP | | | • |

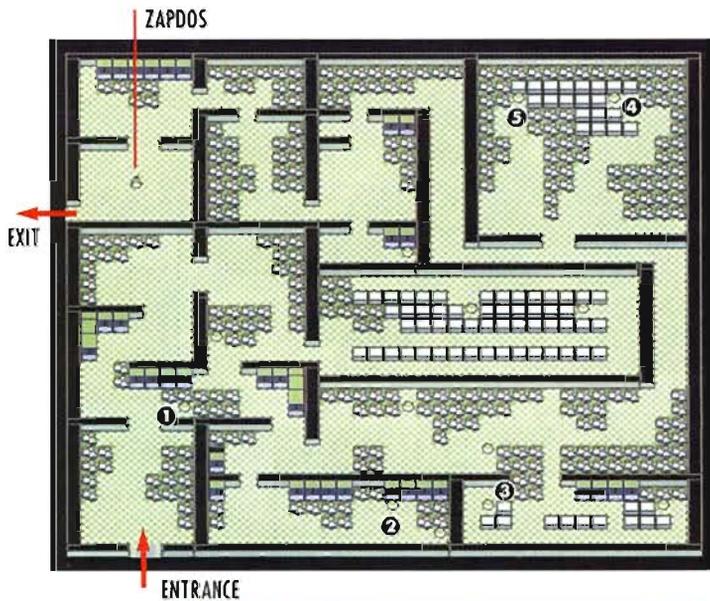
| ROUTE 18 | Y | R | B |
|--------------|------|------|------|
| #19 RATTATA | MANY | NONE | NONE |
| #20 RATICATE | FEW | FEW | FEW |
| #21 SPEAROW | MANY | MANY | MANY |
| #22 FEAROW | FEW | FEW | FEW |
| #84 DODUO | MANY | FEW | FEW |



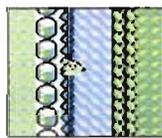


POWER PLANT

From Celadon City, head back through Cerulean City to Route 9. Go to the edge of the river in the north-east corner and use Surf to dive into the water. Paddle south until you reach land, then climb out and enter the Power Plant to search for Zapdos, one of the rarest Pokémon of all. Be warned that some of the items strewn across the floor are actually disguised Pokémon.



Unless your Pokémon know Surf, you'll never navigate the waterway spanning the outside border of Route 10. If you teach it to a Water-type Pokémon, you'll have a makeshift boat!



| POWER PLANT | Y | R | B |
|-----------------|------|------|------|
| #25 PIKACHU | NONE | MANY | MANY |
| #26 RAICHU | NONE | NONE | FEW |
| #81 MAGNEMITE | MANY | MANY | MANY |
| #82 MAGNETON | MANY | FEW | FEW |
| #88 GRIMER | FEW | NONE | NONE |
| #89 MUK | FEW | NONE | NONE |
| #100 VOLTORB | MANY | MANY | MANY |
| #125 ELECTABUZZ | NONE | FEW | NONE |

ITEMS

- ① CARBOS
- ② TM 33
- ③ TM 25
- ④ RARE CANDY
- ⑤ HP UP

#145 ZAPDOS

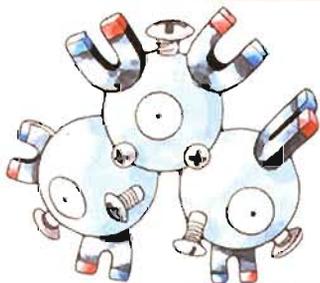
TYPE: ELECTRIC/FLYING

Zapdos has a unique and powerful combination of Electric-type and Flying-type characteristics. Approach it at your own risk!



Zap and Grab

There's a Zapdos waiting near the Power Plant exit. If you wish, you can defeat it to earn experience points, but since this is the only time you'll even see a Zapdos, we recommend trying to capture it. This Pokémon is extremely difficult to snare, even if its energy is nearly gone, and nothing less than an Ultra Ball will do the job. Putting Zapdos to Sleep will increase your chances of trapping it.



#82 MAGNETON

TYPE: ELECTRIC

This machine-like Pokémon is made up of three Magnemites bonded together. They are known to become more aggressive during sunspot activity.

#88 GRIMER

TYPE: POISON

Grimer is actually sought after as a natural pollution-processing plant. It consumes toxic sludge spewed out by factories.



Lev. 38

#89 MUK

TYPE: POISON

Muk's body is so toxic, even its footprints are poisonous to the touch.



#100 VOLTORB

TYPE: ELECTRIC

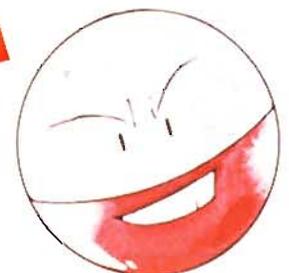
Voltorb uses Screech to lower its opponent's Defense rating before launching an electrical assault. If the odds are against it, Voltorb may use Self-Destruct to destroy itself rather than be captured.

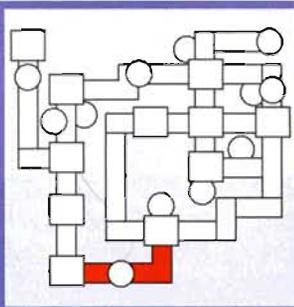
Lev. 30

#101 ELECTRODE

TYPE: ELECTRIC

If you can't find an Electrode in the Unknown Dungeon, look inside the Power Plant or on Cinnabar Island.





ROUTES 19 & 20

What was once fantasy is now amazing reality. Scientists on Cinnabar Island confirm that they can, indeed, clone Pokémon from fossils! To reach Cinnabar Island, first head south from Fuchsia City to the beach. Paddle south and west along Routes 19 and 20 until you reach the sunny shores of Seafoam Island. You'll have to make your way through the cave to continue.

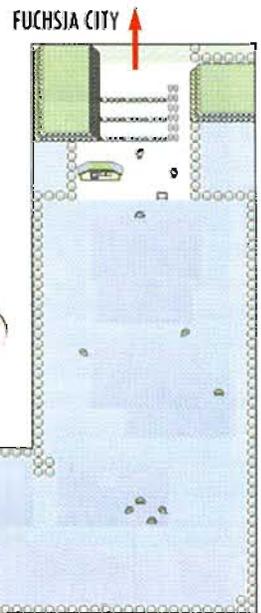
| FISH FINDER | Y | R B |
|----------------|---|-----|
| #72 TENTACOO | • | |
| #73 TENTACRUEL | • | |
| #90 SHELLDER | | • |
| #116 HORSEA | | • |
| #118 GOLDEEN | | • |
| #120 STARYU | • | • |

| ROUTES 19 & 20 | Y | R | B |
|----------------|------|------|------|
| #72 TENTACOO | MANY | MANY | MANY |

#73 TENTACRUEL

TYPE: WATER/POISON

At level 30, Tentacool evolves into Tentacruel, growing over a dozen new, stinger-tipped tentacles in the process.



Just as there are some Pokémon that can't be found in the Red and Blue cartridges, there are also some that you'll never track down in the Yellow game. Take a close look at the following creatures. If you're playing a Yellow version of the game, you'll have no choice but to trade for these 12 elusive Pokémon—otherwise you'll never collect 'em all!

#23 EKANS

R TYPE: POISON

Ekans is a silent but deadly predator. Its main source of food is Pidgey and Spearow eggs, and it is known to eat them whole, shell and all.



Lev. 22

#24 ARBOK

R TYPE: POISON

At level 27, you can add a paralyzing Glare to Arbok's arsenal. At level 36, you can replace Leer with a Defense-lowering Screech.



#13 WEEDLE

R B TYPE: BUG/POISON

Weedle has only two attacks, but its Sting is poisonous and its String Shot attack can reduce an enemy's Speed temporarily.



Lev. 7

#14 KAKUNA

R B TYPE: BUG/POISON

Kakuna is nearly incapable of moving and, therefore, has no attack abilities whatsoever. Its only defense is the ability to harden its protective shell.



Lev. 10

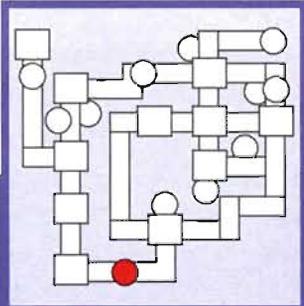
#15 BEEDRILL

R B TYPE: BUG/POISON

When Kakuna reaches level 10, it will evolve into the much more powerful Beedrill. Beedrill will eventually have the capacity to learn such attacks as Twin Needle and Pin Missile.

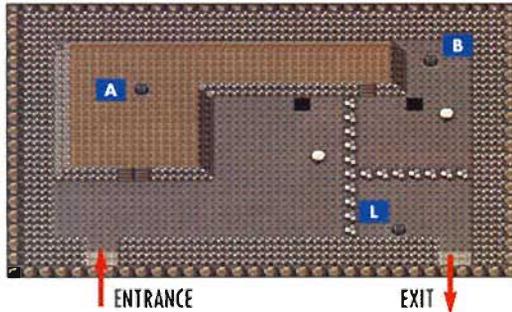


SEAFOAM ISLAND



The way through the Seafoam Island caves is full of twists and turns, and you'll have to puzzle your way through to reach the south side of the island. Use the maps on the following pages to negotiate your way through the treacherous underground pathway. If you leave the cave before you find the southern exit, all of the puzzles will reset.

First Floor



| SEAFOAM ISLAND | Y | R | B |
|----------------|------|------|------|
| #41 ZUBAT | MANY | FEW | FEW |
| #42 GOLBAT | FEW | FEW | FEW |
| #54 PSYDUCK | NONE | FEW | MANY |
| #55 GOLDUCK | NONE | FEW | NONE |
| #79 SLOWPOKE | FEW | MANY | FEW |
| #80 SLOWBRO | NONE | NONE | FEW |
| #86 SEEL | NONE | MANY | MANY |
| #90 SHELLDER | NONE | MANY | NONE |
| #98 KRABBY | MANY | NONE | FEW |
| #116 HORSEA | NONE | FEW | NONE |
| #120 STARYU | NONE | NONE | MANY |

Rock & Roll

As you descend, use your Strength to roll the loose boulders into the dark pits. The idea is to use the boulders to block the river on the third level block the river first, the current will sweep you down to level four. Once the current is blocked, cross over to the right side of level three and climb up the ladder marked "J" on the map on page 54. Keep climbing up the ladders until you reach the first level and the southern exit.



#42 GOLBAT

TYPE: POISON/FLYING

When it feeds on a victim's energy, Golbat tends to gorge itself. It often swells with power until it's too fat to fly.



#52 MEOWTH

TYPE: NORMAL

If you have a Blue version of the game, look in the fields around Route 5 or 6 to find a Meowth. If you have a Red version, you must trade for one.



Lev. 28

#53 PERSIAN

TYPE: NORMAL

Persian is as clever as it is powerful, using its Growl to reduce an opponent's attack power before striking with its teeth and claws.



#109 KOFFING

TYPE: POISON

Koffing stores poison gases within its body, and it is known sometimes to explode without warning.



Lev. 35

#110 WEEZING

TYPE: POISON

With much of its body made up of liquid rather than gas, Weezing is much denser and heavier than Koffing.



#125 ELECTABUZZ

TYPE: ELECTRIC

Like most Pokémon of its type, Electabuzz is drawn to strong sources of electricity, and the Power Plant is the only place you can find one.



#126 MAGMAR

TYPE: FIRE

Magmar's skin glows steadily with a bright, orange fire.



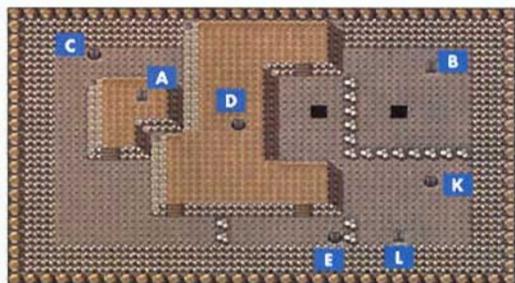
#124 JYNX

TYPE: ICE/PSYCHIC

Jynx has an unusual combination of Ice and Psychic characteristics. It is also unusual in that it does not evolve, though its powers do grow stronger over time.

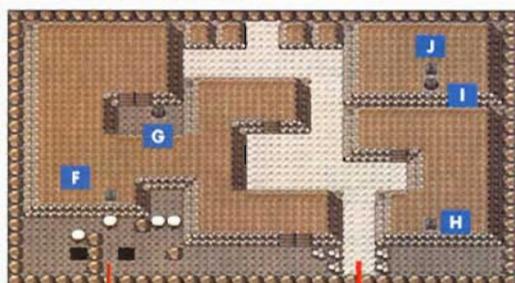


First Basement



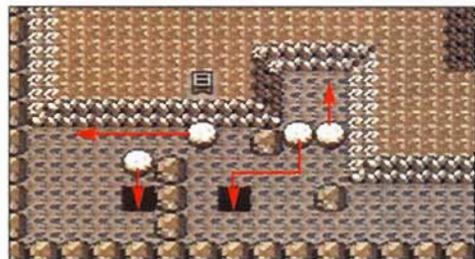
| 1st BASEMENT | Y | R | B |
|--------------|------|------|------|
| #41 ZUBAT | MANY | NONE | NONE |
| #42 GOLBAT | FEW | NONE | NONE |
| #54 PSYDUCK | NONE | NONE | FEW |
| #79 SLOWPOKE | FEW | FEW | NONE |
| #86 SEEL | FEW | FEW | FEW |
| #87 DEWGONG | NONE | FEW | FEW |
| #90 SHELLDER | NONE | MANY | MANY |
| #98 KRABBY | MANY | NONE | MANY |
| #99 KINGLER | FEW | NONE | FEW |
| #116 HORSEA | NONE | MANY | NONE |
| #117 SEADRA | NONE | FEW | NONE |
| #120 STARYU | NONE | MANY | MANY |

Third Basement



FOURTH BASEMENT

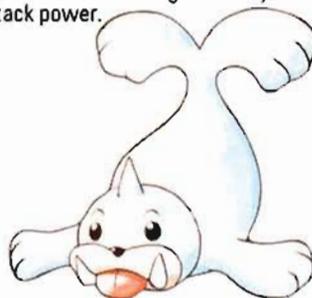
Using Strength, follow these arrows to roll the boulders into the holes. After you've dropped a rock in each pit, jump into one of the holes yourself. The current should be blocked, and you'll be able to reach Articuno.



#86 SEEL

TYPE: WATER

The arctic-dwelling Seel's Aurora Beam does double duty, dealing damage and sometimes decreasing an enemy's attack power.



Lev. 34

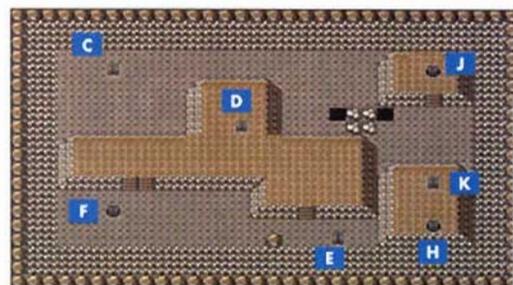
#87 DEWGONG

TYPE: WATER/ICE

Use Dewgong's Rest ability with caution. If Dewgong does recover 100% of its HP with this ability, it will then skip two turns.



Second Basement



| 2nd BASEMENT | Y | R | B |
|--------------|------|------|------|
| #41 ZUBAT | MANY | NONE | NONE |
| #42 GOLBAT | FEW | FEW | FEW |
| #54 PSYDUCK | NONE | NONE | MANY |
| #55 GOLDBAT | NONE | NONE | FEW |
| #79 SLOWPOKE | FEW | MANY | NONE |
| #80 SLOWBRO | FEW | NONE | NONE |
| #86 SEEL | FEW | MANY | MANY |
| #90 SHELLDER | NONE | FEW | FEW |
| #98 KRABBY | MANY | NONE | FEW |
| #99 KINGLER | FEW | NONE | NONE |
| #116 HORSEA | NONE | FEW | NONE |
| #120 STARYU | NONE | FEW | FEW |

FISH FINDER

| | Y | R | B |
|--------------|---|---|---|
| #90 SHELLDER | | | • |
| #98 KRABBY | • | | |
| #99 KINGLER | • | | |
| #116 HORSEA | | | • |
| #118 GOLDEEN | | | • |
| #120 STARYU | • | | • |

#144 ARTICUNO

TYPE: ICE/FLYING

The Zapdos in the Power Plant was the first of three mystical, Flying-type Pokémon you'll find, with Articuno being the second. It, too, is waiting in plain sight.



| 3rd BASEMENT | Y | R | B |
|---------------|------|------|------|
| #41 ZUBAT | MANY | NONE | NONE |
| #42 GOLBAT | MANY | NONE | NONE |
| #54 PSYDUCK | NONE | NONE | MANY |
| #72 TENTACOOL | MANY | NONE | NONE |
| #79 SLOWPOKE | NONE | MANY | NONE |
| #86 SEEL | FEW | MANY | MANY |
| #87 DEWGONG | FEW | FEW | FEW |
| #90 SHELLDER | NONE | FEW | NONE |
| #98 KRABBY | MANY | NONE | FEW |
| #99 KINGLER | FEW | NONE | FEW |
| #116 HORSEA | NONE | FEW | NONE |
| #117 SEADRA | NONE | FEW | NONE |
| #120 STARYU | MANY | NONE | FEW |



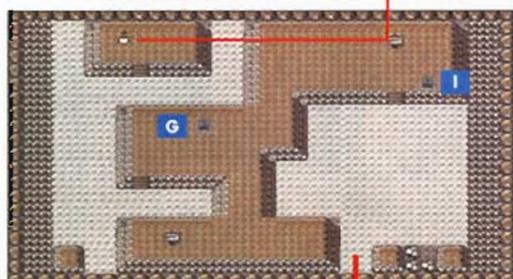
Blockade Runner

To reach Articuno, first climb down to the third level and roll a boulder into each of the two pits in the lower-left corner. This will block the river on the level below and keep you from being swept away. Take the ladder marked "K" on the map to the next level down. Use the Surf ability to enter the river on the left. Paddle north until you come to a stone platform. If you want to capture Articuno, we recommend using Ultra Balls and Sleep-inducing attacks.



Fourth Basement

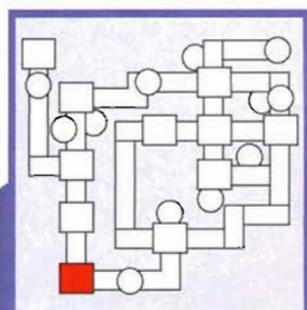
ARTICUNO



THIRD BASEMENT

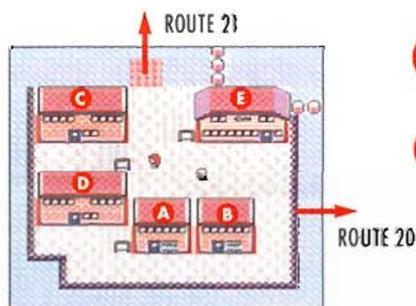
| FISH FINDER | Y | R | B |
|--------------|---|---|---|
| #90 SHELLDER | • | • | • |
| #98 KRABBY | • | • | • |
| #99 KINGLER | • | • | • |
| #116 HORSEA | • | • | • |
| #118 GOLDEEN | • | • | • |
| #120 STARYU | • | • | • |

| 4th BASEMENT | Y | R | B |
|----------------|------|------|------|
| #41 ZUBAT | MANY | NONE | NONE |
| #42 GOLBAT | MANY | FEW | FEW |
| #54 PSYDUCK | NONE | NONE | FEW |
| #55 GOLDUCK | NONE | NONE | FEW |
| #72 TENTACOOOL | MANY | NONE | NONE |
| #79 SLOWPOKE | NONE | FEW | NONE |
| #80 SLOWBRO | NONE | FEW | NONE |
| #86 SEEL | FEW | FEW | FEW |
| #87 DEWGONG | FEW | NONE | NONE |
| #90 SHELLDER | NONE | MANY | NONE |
| #98 KRABBY | MANY | NONE | MANY |
| #99 KINGLER | FEW | NONE | NONE |
| #116 HORSEA | NONE | MANY | NONE |
| #120 STARYU | MANY | NONE | MANY |



CINNABAR ISLAND

One of the Pokémon research centers on Cinnabar Island has been destroyed. A genetically engineered Pokémon broke free of its cage and escaped, demolishing the lab in the process. Luckily for you, the cloning facility is safe and sound. You'd better be careful as you walk the creature's back trail—be sure to read any literature you might find to learn about this doomed experiment.



A Pokémon Center

B Pokémon Mart

| | |
|--------------|-------|
| ULTRA BALL | 1,200 |
| GREAT BALL | 600 |
| HYPER POTION | 1,500 |
| MAX REPEL | 700 |
| ESCAPE ROPE | 550 |
| FULL HEAL | 600 |
| REVIVE | 1,500 |

C Pokémon Mansion

The genetically engineered Pokémon known as Mewtwo was created in this facility.

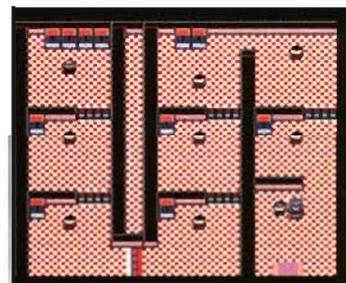
D Pokémon Lab

Give your fossil and the Old Amber to the scientists here. Leave the building and return to receive living examples of prehistoric Pokémon.



E Pokémon Gym

The gym is locked up tight. The key to the front door is in a nearby building. Once you've found a way in it's possible to avoid confrontation, but it'd be wise to fight all of Blaine's underlings to gain experience.



| FISH FINDER | Y | R | B |
|----------------|---|---|---|
| #72 TENTACOOOL | • | • | • |
| #90 SHELLDER | • | • | • |
| #116 HORSEA | • | • | • |
| #118 GOLDEEN | • | • | • |
| #120 STARYU | • | • | • |





#138 OMANYTE

TYPE: ROCK/WATER

This Pokémon must be cloned from the Helix Fossil by the Pokémon Lab.

Lev. 40



#139 OMASTAR

TYPE: ROCK/WATER

Scientists as yet have little data about this resurrected Pokémon.



#142 AERODACTYL

TYPE: ROCK/FLYING

The Pokémon Lab can use the Old Amber from the Pewter City Museum to clone a new Aerodactyl.



#140 KABUTO

TYPE: ROCK/WATER

Seen from above, this cunning, beetle-like Pokémon is often mistaken for a smooth river rock.

Lev. 40



#141 KABUTOPS

TYPE: ROCK/WATER

At level 53 Kabutops gains the powerful hydro Pump attack.



Cinnabar Isl. Gym Leader:

Blaine

Y

R B

LEV. 48 #38 NINETALES

LEV. 42 #58 GROWLITHE

LEV. 50 #78 RAPIDASH

LEV. 40 #77 PONYTA

LEV. 54 #59 ARCANINE

LEV. 42 #78 RAPIDASH

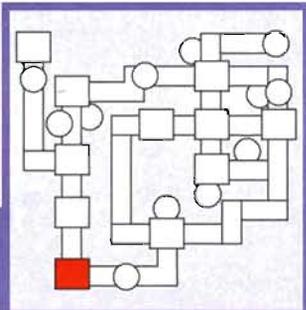
LEV. 47 #59 ARCANINE

PRIZES

VOLCANO BADGE/TM 38

If you manage to put a damper on Blaine's fiery team, he'll reward you with the Volcano Badge and TM 38, which contains Fire Blast. The badge will boost the power of all your Pokémon's special attacks.

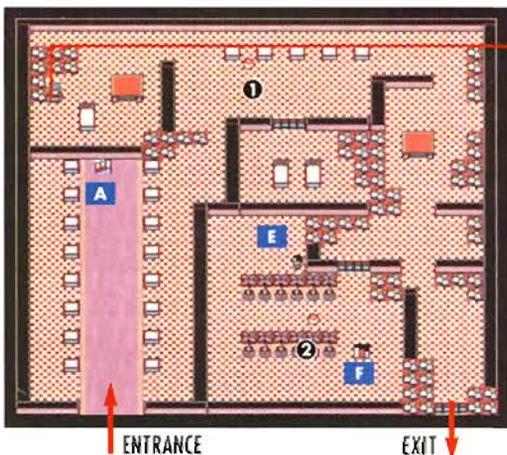
Blaine is not just blowing smoke when he says his Pokémon are hot stuff. In order to snuff out his threat, attack with Water- or Ground-type Pokémon. Your creatures may sustain burns during the battle, so keep a supply of Burn Heal on hand just in case. If you keep dousing Blaine's flames with Ground- or Water-type attacks, you'll defeat him with relative ease.



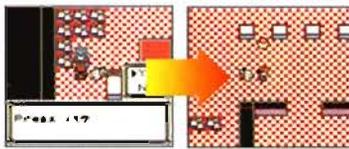
POKÉMON MANSION

Buried somewhere in the rubble of Pokémon Mansion is the Secret Key that opens the Cinnabar Island Gym. There are plenty of salvageable items amongst the wreckage, as well as clues regarding the dangerous experimental Pokémon that escaped. Hunt carefully, as there are lots of powerful Pokémon here as well!

First Floor



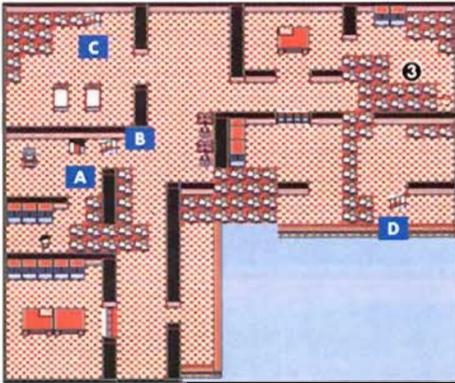
Unlocking the many doors throughout Pokémon Mansion is no more difficult than pressing the buttons on the statues on each floor. These maps show the doors in their default positions, so you can predict which ones will disappear when you press the buttons. Push them as needed to make your way through the level and collect all the items.



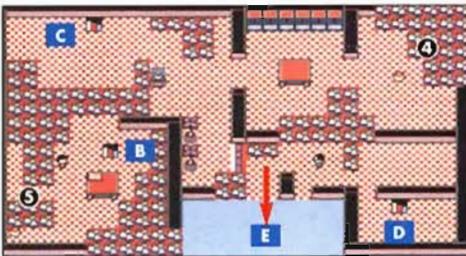
| 1st FLOOR | Y | R | B |
|---------------|------|------|------|
| #19 RATTATA | MANY | NONE | NONE |
| #20 RATICATE | MANY | NONE | NONE |
| #37 VULPIX | NONE | NONE | FEW |
| #58 GROWLITHE | FEW | FEW | NONE |
| #77 PONYTA | NONE | MANY | MANY |
| #88 GRIMER | MANY | FEW | MANY |
| #89 MUK | NONE | FEW | FEW |
| #109 KOFFING | NONE | MANY | FEW |
| #110 WEEZING | NONE | FEW | FEW |



Second Floor

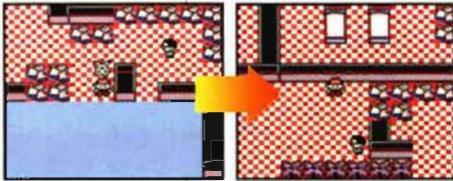


Third Floor

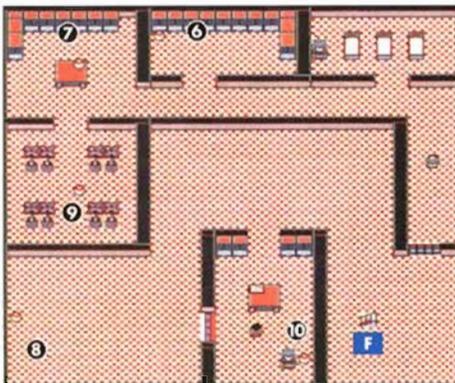


Leap of Faith

The Secret Key to the local gym is in the basement, but you must go upstairs first. As you explore, flip the switches on the statues to open the electronic doors. Make your way up to the third floor and leap off the ledge in the bottom-right corner. You'll land in the basement. Defeat a nearby trainer to open another door. Follow the hall to find the key.



Basement



| 2nd FLOOR | Y | R | B |
|---------------|------|------|------|
| #19 RATTATA | MANY | NONE | NONE |
| #20 RATICATE | MANY | NONE | NONE |
| #37 VULPIX | NONE | NONE | MANY |
| #58 GROWLITHE | NONE | MANY | NONE |
| #77 PONYTA | NONE | FEW | FEW |
| #88 GRIMER | MANY | FEW | MANY |
| #89 MUK | FEW | FEW | FEW |
| #109 KOFFING | NONE | MANY | FEW |
| #110 WEEZING | NONE | FEW | FEW |

| 3rd FLOOR | Y | R | B |
|---------------|------|------|------|
| #19 RATTATA | MANY | NONE | NONE |
| #20 RATICATE | MANY | NONE | NONE |
| #37 VULPIX | NONE | NONE | MANY |
| #58 GROWLITHE | NONE | MANY | NONE |
| #77 PONYTA | NONE | FEW | FEW |
| #88 GRIMER | MANY | FEW | MANY |
| #89 MUK | FEW | FEW | FEW |
| #109 KOFFING | NONE | MANY | FEW |
| #110 WEEZING | NONE | FEW | FEW |
| #126 MAGMAR | NONE | NONE | FEW |

| BASEMENT | Y | R | B |
|---------------|------|------|------|
| #20 RATICATE | MANY | NONE | NONE |
| #37 VULPIX | NONE | NONE | MANY |
| #58 GROWLITHE | NONE | MANY | NONE |
| #77 PONYTA | NONE | FEW | FEW |
| #88 GRIMER | MANY | FEW | MANY |
| #89 MUK | FEW | FEW | FEW |
| #109 KOFFING | NONE | MANY | FEW |
| #110 WEEZING | NONE | FEW | FEW |
| #126 MAGMAR | NONE | NONE | FEW |
| #132 DITTO | FEW | NONE | NONE |

ITEMS

- 1 ESCAPE ROPE
- 2 CARBOS
- 3 CALCIUM
- 4 IRON
- 5 MAX POTION
- 6 RARE CANDY
- 7 TM 22
- 8 FULL RESTORE
- 9 SECRET KEY
- 10 TM 14

#58 GROWLITHE

TYPE: FIRE

The elusive Growlithe can be found only on Route 7, Route 8 or Cinnabar Island. Handle combat with it carefully.



Fire Stone



#59 ARCANINE

TYPE: FIRE

Arcanine's formidable arsenal of special attacks includes Roar, Ember, Leer and Take Down. Ground-, Rock- and Water-type Pokémon, however, can put out this puppy's fire.

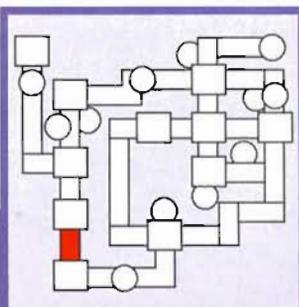
#132 DITTO

TYPE: NORMAL



Ditto has the amazing ability to copy the form and powers of its opponent.



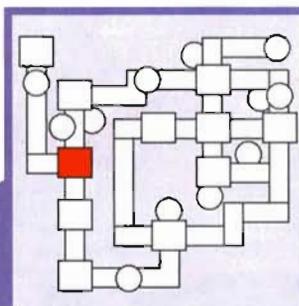


ROUTE 21

After you defeat Blaine, Surf north to Pallet Town. You'll contend with plenty of waterborne trainers along the way, so be sure to replenish your Pokémon for the journey. Once you make it back onto dry land at the southern point of Pallet Town, hoof it north to return to Viridian City.

| FISH FINDER | Y | R B |
|----------------|---|-----|
| #72 TENTACOO | • | |
| #73 TENTACRUEL | • | |
| #90 SHELLDER | | • |
| #116 HORSEA | | • |
| #118 GOLDEEN | | • |
| #120 STARYU | • | • |

| ROUTE 21 | Y | R | B |
|---------------|------|------|------|
| #16 PIDGEY | MANY | MANY | MANY |
| #17 PIDGEOTTO | FEW | FEW | FEW |
| #19 RATTATA | MANY | MANY | MANY |
| #20 RATICATE | FEW | MANY | MANY |
| #72 TENTACOO | MANY | MANY | MANY |
| #114 TANGELA | NONE | FEW | FEW |

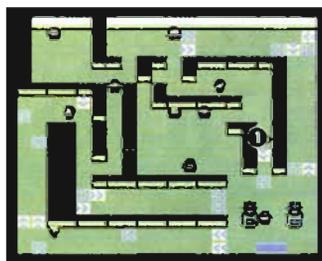


VIRIDIAN CITY

You'll soon discover that the Viridian City Gym has recently reopened, and the head trainer has issued an open challenge to all comers. Who could this mysterious trainer be, and where was he hiding? As it turns out, you know him pretty well already.

Pokémon Gym

The protégé trainers are no slouches, and seemingly easy paths around them are complicated by the special tiles that bounce you around like a pinball. Bring plenty of Potions and head back to the PokéCenter if you take too much damage.



ITEMS

① REVIVE



Viridian City Gym Leader:

Giovanni

Y

R B

| | |
|-----------------------|-----------------------|
| LEV. 50 #51 DUGTRIO | LEV. 45 #111 RHYHORN |
| LEV. 53 #53 PERSIAN | LEV. 42 #51 DUGTRIO |
| LEV. 53 #31 NIDOQUEEN | LEV. 44 #31 NIDOQUEEN |
| LEV. 55 #24 NIDOKING | LEV. 45 #24 NIDOKING |
| LEV. 55 #112 RHYDON | LEV. 50 #112 RHYDON |

Well, well, if it isn't your old nemesis, Giovanni, back again for more. After his defeat in Saffron City, Giovanni returned to his old job as leader of the Viridian City Gym. Now that he's given up on crime, he'll gladly reward you—if you best him in battle, that is! His team is quite powerful in all versions, but a good mix of Water-, Ground- and Psychic-type Pokémon should prove to be more than a match for him.

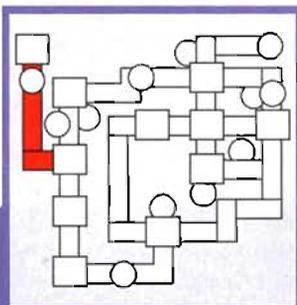


PRIZES

Best Giovanni a final time and he'll fork over the Earth Badge, which ensures that Pokémon of any level will obey you. You'll also get TM 28, which contains Fissure.

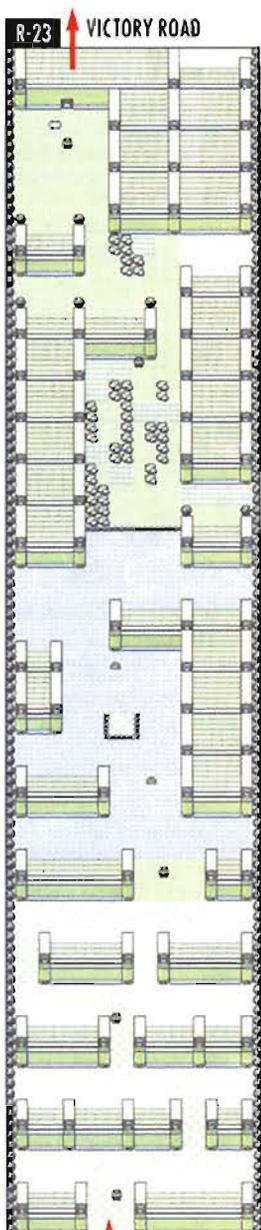
EARTH BADGE/TM 27





ROUTES 22 & 23

Your final challenge is to prove your skill as a trainer by defeating the Pokémon League's Elite Four. You won't be seeing a Pokémon Center or a Pokémon Mart for a while, so stock up on items before you leave Viridian City. Head west out of the city and follow Routes 22 and 23 to the Pokémon League headquarters.



| ROUTE 23 | Y | R | B |
|---------------|------|------|------|
| #21 SPEAROW | NONE | MANY | MANY |
| #22 FEAROW | FEW | MANY | MANY |
| #23 EKANS | NONE | MANY | NONE |
| #24 ARBOK | NONE | FEW | NONE |
| #27 SANDSHREW | NONE | NONE | MANY |
| #28 SANDSLASH | NONE | NONE | FEW |
| #30 NIDORINA | MANY | NONE | NONE |
| #33 NIDORINO | MANY | NONE | NONE |
| #56 MANKEY | MANY | NONE | NONE |
| #57 PRIMEAPE | FEW | NONE | NONE |
| #132 DITTO | NONE | MANY | MANY |



#61 POLIWHIRL

TYPE: WATER

Unlike Poliwhirl, Poliwhirl is fully amphibious. It uses various mental techniques to increase the power of its special attacks.

Water Stone



#62 POLIWRATH

TYPE: WATER/FIGHTING

When Poliwhirl evolves into Poliwrath, it gains Fighting-type characteristics.

| FISH FINDER | Y | R | B |
|---------------|---|---|---|
| #60 POLIWAG | • | | |
| #61 POLIWHIRL | • | | |
| #80 SLOWBRO | | | • |
| #99 KINGLER | | | • |
| #11 SEADRA | | | • |
| #119 SEAKING | | | • |



Gary Battle 6



- LEV. 47 #28 SANDSLASH
- LEV. 45 #102 EXEGGCUTE
- LEV. 45 #38 NINETALES
- LEV. 47 #91 CLOYSTER
- LEV. 50 #64 KADABRA
- LEV. 53 #133 EEEVEE(EVOL)

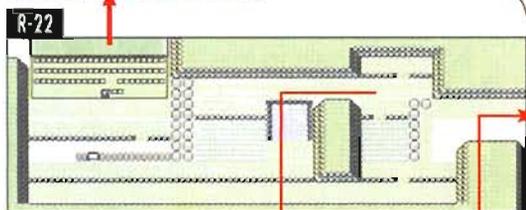
Gary's not going to let you just march up and challenge the Pokémon League without a test. His team is widely varied in all versions, so you'll have to match each of them with effective Pokémon. If possible, bring a team of high-level Pokémon from each of the following types: Fire, Water, Electric, Ground and Ice.



#57 PRIMEAPE

TYPE: FIGHTING

Primeape has an incredible temper, and that makes it doubly dangerous in combat. Its Karate Chop attack is formidable.

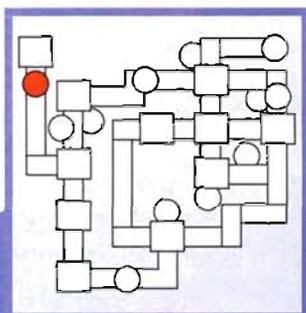


GARY VIRIDIAN CITY

| ROUTE 22 | Y | R | B |
|---------------|------|------|------|
| #19 RATTATA | FEW | MANY | MANY |
| #21 SPEAROW | FEW | FEW | FEW |
| #29 NIDORAN ♀ | MANY | FEW | MANY |
| #32 NIDORAN ♂ | MANY | MANY | FEW |
| #56 MANKEY | MANY | NONE | NONE |

| FISH FINDER | Y | R | B |
|---------------|---|---|---|
| #60 POLIWAG | • | • | |
| #61 POLIWHIRL | • | | |
| #118 GOLDEEN | | | • |

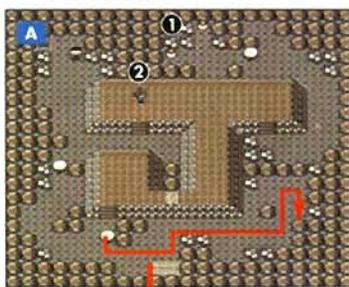




VICTORY ROAD

Enter the league's front door to find yourself in the rocky cavern known as Victory Road. The trick here is to push the loose boulders onto the round switches to open up new paths. You must open the path to ladder D on the second floor. This leads to ladder E, which leads to the exit.

First Floor



| 1st FLOOR | Y | R | B |
|--------------|------|------|------|
| #41 ZUBAT | FEW | MANY | MANY |
| #42 GOLBAT | NONE | FEW | FEW |
| #66 MACHOP | NONE | MANY | MANY |
| #67 MACHOKE | NONE | FEW | FEW |
| #74 GEODUDE | MANY | MANY | MANY |
| #75 GRAVELER | FEW | FEW | FEW |
| #95 ONIX | FEW | FEW | FEW |
| #105 MAROWAK | NONE | FEW | FEW |

ITEMS

- 1 TM 43
- 2 RARE CANDY
- 3 GUARD SPEC.
- 4 TM 05
- 5 TM 17
- 6 FULL HEAL
- 7 TM 47
- 8 MAX REVIVE

#75 GRAVELER

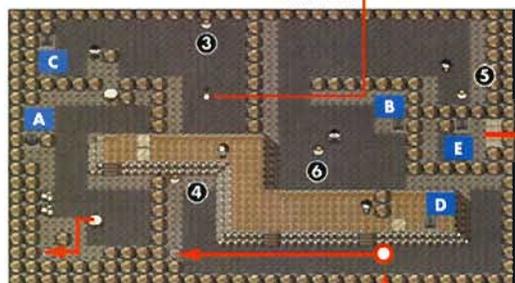
TYPE: ROCK/GROUND

At level 25, Geodude evolves into Graveler, developing several layers of jagged scales on its rocky skin. These scales chip off in battle but are quickly replaced.



Trade

Second Floor



| 2nd FLOOR | Y | R | B |
|--------------|------|------|------|
| #41 ZUBAT | FEW | MANY | MANY |
| #42 GOLBAT | FEW | FEW | FEW |
| #66 MACHOP | NONE | MANY | MANY |
| #67 MACHOKE | FEW | FEW | FEW |
| #74 GEODUDE | MANY | MANY | MANY |
| #75 GRAVELER | FEW | FEW | FEW |
| #95 ONIX | FEW | FEW | FEW |
| #105 MAROWAK | NONE | FEW | FEW |

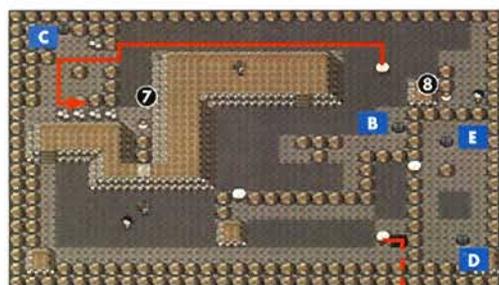
#76 GOLEM

TYPE: ROCK/GROUND

Golem tend to be much larger than their earlier forms, so they stand out more in their surroundings.



Third Floor



#67 MACHOKE

TYPE: FIGHTING

Machoke likes body-building even more than Machop, but its vanity can get in the way of its combat training.



Trade



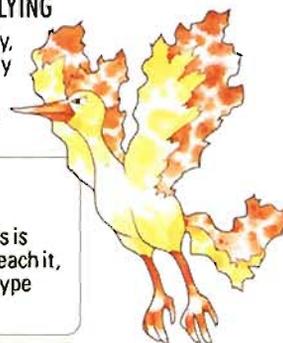
TYPE: FIGHTING

Machoke must be traded to another Game Pak to transform it into Machamp. It gains an extra pair of arms in the process.

#146 MOLTRES

TYPE: FIRE/FLYING

Moltres appears so rarely, most people think it's only a myth. If spotted, it disappears in a flash of fire.



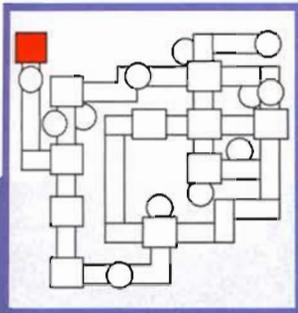
| 3rd FLOOR | Y | R | B |
|--------------|------|------|------|
| #41 ZUBAT | NONE | MANY | MANY |
| #42 GOLBAT | MANY | FEW | FEW |
| #49 VENOMOTH | NONE | FEW | FEW |
| #66 MACHOP | NONE | MANY | MANY |
| #67 MACHOKE | FEW | FEW | FEW |
| #74 GEODUDE | MANY | MANY | MANY |
| #75 GRAVELER | FEW | FEW | FEW |
| #95 ONIX | FEW | FEW | FEW |

Use a Pokémon that commands Strength to push the boulder into the hole on the third floor. Then traipse down to the second floor and push it all the way to the left, where its weight will depress a switch and open up the way for you to proceed.

Buried Treasure

Like Zapdos and Articuno, Moltres appears only once per game, so this is your only chance to capture it. Moltres is on the second level, but to reach it, you must first take the ladder marked "C" to go back down. The Fire-type Moltres is at experience level 50, so be ready!





INDIGO PLATEAU

Here at Indigo Plateau, you have one last chance to rest and buy items before battling the Elite Four. You'll fight them one at a time, and you can't leave until you're victorious. This is the moment you've trained for, so good luck! Remember that you once you've beaten them, you can come back again and fight anytime to amass money and experience.

A Pokémon Center

B Pokémon Mart



| | |
|--------------|-------|
| ULTRA BALL | 1,200 |
| GREAT BALL | 600 |
| FULL RESTORE | 3,000 |
| MAX POTION | 2,500 |
| FULL HEAL | 600 |
| REVIVE | 1,500 |
| MAX REPEL | 700 |



Gary

Gary Battle 7

Gary defeated the Elite Four before you even set foot on Victory Road, and now you must beat him if you want to claim the title of World's Greatest Pokémon Trainer. The first half of his team will always be Sandslash, Alakazam and Exeggcute in the Yellow version and Pidgeot, Alakazam and Rhydon in the Red and Blue. The rest of his team will vary from game to game, depending on the Pokémon he chose in the Red and Blue versions and the evolution of his Eevee in Yellow. Whatever he's got, you should be able to defeat him with level-45 Pokémon if you play wisely and carry lots of Max Revive and Max Potion.



Lorelei



- LEV. 54 #87 DEWGONG
- LEV. 53 #91 CLOYSTER
- LEV. 54 #80 SLOWBRO
- LEV. 56 #124 JYNX
- LEV. 56 #131 LAPRAS

Your first duel is with Lorelei, Mistress of Icy Pokémon. Fire-type, Fighting-type and Rock-type Pokémon all have a combat advantage against Ice-types. Many of her Pokémon also have Water-type characteristics, so be sure to guard against those powers, too.

Bruno



- LEV. 53 #95 ONIX
- LEV. 55 #107 HITMONCHAN
- LEV. 55 #106 HITMONLEE
- LEV. 56 #95 ONIX
- LEV. 58 #68 MACHAMP

Bruno is the second of the Elite Four trainers. Fighting-type Pokémon are his specialty, but he also has two Onix to round out his squad. If you want to go the distance, remember that Flying-type and Psychic-type Pokémon are more than a match for Fighting-types.

Agatha



- LEV. 56 #94 GENGAR
- LEV. 56 #42 GOLBAT
- LEV. 55 #93 HAUNTER
- LEV. 58 #24 ARBOK
- LEV. 60 #94 GENGAR

If it's a challenge you want, then Agatha is ready to deliver. No type of Pokémon has a big advantage in battle over Ghost-types, but Psychic-type attacks expose Gengar and Haunter's Poison-type vulnerability. Also focus on Ground- or Fire-type attacks.

Lance



- LEV. 58 #130 GYARADOS
- LEV. 56 #148 DRAGONAIR
- LEV. 56 #148 DRAGONAIR
- LEV. 60 #142 AERODACTYL
- LEV. 62 #149 DRAGONITE

Lance is the leader of the Elite Four and the most powerful trainer in the Pokémon League. His Dragon-type Pokémon are vulnerable to Ice-type and Fighting-type powers. On the other hand, no Pokémon can defend well against Dragon-type attacks, so keep lots of Potion ready!

Y Opponents

- LEV. 61 #28 SANDSLASH
- LEV. 59 #65 ALAKAZAM
- LEV. 61 #103 EXEGGCUTE

Case 1

- LEV. 61 #91 CLOYSTER
- LEV. 63 #38 NINETALES
- LEV. 65 #135 JOLTEON

Case 2

- LEV. 61 #82 MAGNETON
- LEV. 63 #91 CLOYSTER
- LEV. 65 #136 FLAREON

Case 3

- LEV. 61 #38 NINETALES
- LEV. 63 #82 MAGNETON
- LEV. 65 #134 VAPOREON

R B Opponents

- LEV. 61 #18 PIDGEOT
- LEV. 59 #65 ALAKAZAM
- LEV. 61 #112 RHYDON

Case 1

- LEV. 61 #59 ARCANINE
- LEV. 63 #103 EXEGGCUTE
- LEV. 65 #9 BLASTOISE

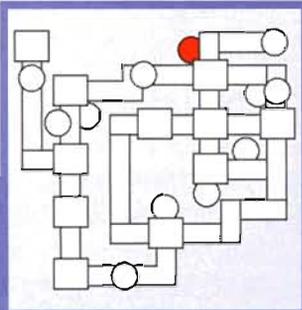
Case 2

- LEV. 61 #130 GYARADOS
- LEV. 63 #59 ARCANINE
- LEV. 65 #3 VENUSAUR

Case 3

- LEV. 61 #103 EXEGGCUTE
- LEV. 63 #130 GYARADOS
- LEV. 65 #6 CHARIZARD



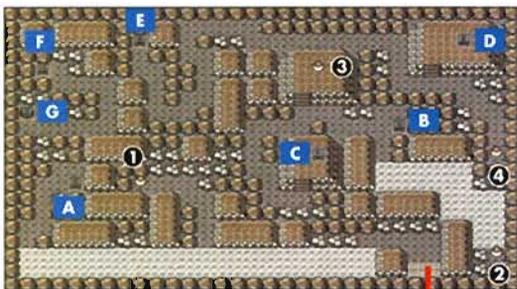


UNKNOWN DUNGEON

Now that you're the undisputed Pokémon League champion, it's time to capture the experimental Pokémon known as Mewtwo. If you select Continue after the credits roll, you'll pick up where you left off, with all of your Pokémon intact. Go back to Route 24, just north of Cerulean City. Dive into the water and Surf south until you reach a cave. Mewtwo is in there, on the lowest level.

Yellow

First Floor



CERULEAN CITY ↓

| 1st FLOOR | Y |
|----------------|------|
| #28 SANDSLASH | FEW |
| #42 GOLBAT | MANY |
| #44 GLOOM | FEW |
| #47 PARASECT | FEW |
| #49 VENOMOTH | FEW |
| #70 WEEPINBELL | FEW |
| #75 GRAVELER | MANY |
| #132 DITTO | FEW |

ITEMS

- ① MAX ELIXIR
- ② RARE CANDY
- ③ ULTRA BALL
- ④ MAX REVIVE
- ⑤ ULTRA BALL
- ⑥ MAX REVIVE
- ⑦ FULL RESTORE
- ⑧ RARE CANDY
- ⑨ MAX ELIXIR
- ⑩ ULTRA BALL
- ⑪ MAX REVIVE
- ⑫ ULTRA BALL

| FISH FINDER | Y |
|--------------|---|
| #118 GOLDEEN | • |
| #119 SEAKING | • |

#28 SANDSLASH

TYPE: GROUND

When threatened, Sandslash curls up into a little ball. It then rolls along the ground to attack or escape.



#111 RHYDON

TYPE: GROUND/ROCK

Rhydon lives far underground where temperatures reach well over 2,000 degrees. Its rock-like hide protects it from the extreme heat and pressure.



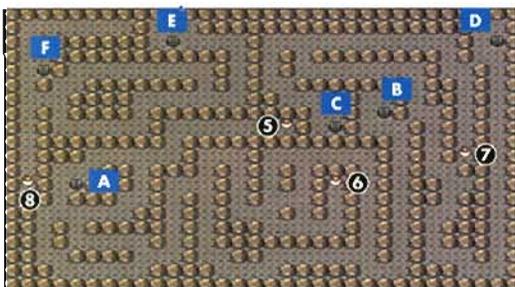
#108 LICKITUNG

TYPE: NORMAL

Though comical in appearance, Lickitung can be quite formidable. Beware of its Wrap and Supersonic attacks!

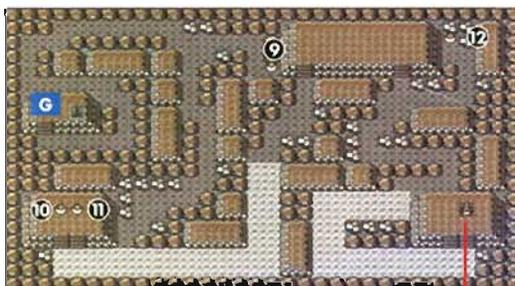


Second Floor



| 2nd FLOOR | Y |
|----------------|------|
| #28 SANDSLASH | FEW |
| #42 GOLBAT | MANY |
| #44 GLOOM | FEW |
| #70 WEEPINBELL | FEW |
| #75 GRAVELER | MANY |
| #111 RHYHORN | FEW |
| #112 RHYDON | FEW |
| #132 DITTO | FEW |

Basement



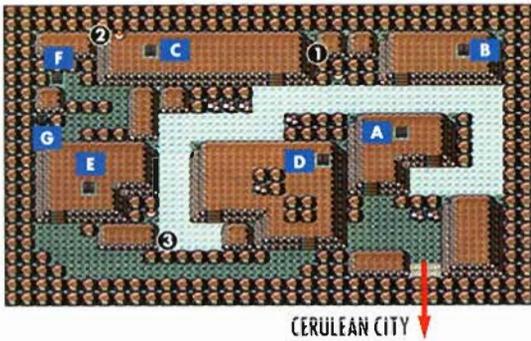
MEWTWO ↓

| BASEMENT | Y |
|----------------|------|
| #42 GOLBAT | MANY |
| #75 GRAVELER | MANY |
| #108 LICKITUNG | FEW |
| #111 RHYHORN | FEW |
| #112 RHYDON | FEW |
| #113 CHANSEY | FEW |
| #132 DITTO | FEW |



Red & Blue

First Floor



CERULEAN CITY ↓

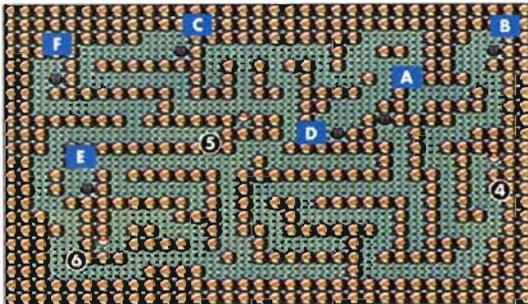
| 1st FLOOR | (R) | (B) |
|---------------|------|------|
| #24 ARBOK | FEW | NONE |
| #26 RAICHU | FEW | FEW |
| #28 SANDSLASH | NONE | FEW |
| #42 GOLBAT | MANY | MANY |
| #47 PARASECT | FEW | FEW |
| #49 VENOMOTH | FEW | FEW |
| #64 KADABRA | FEW | FEW |
| #82 MAGNETON | MANY | MANY |
| #85 DODRIO | FEW | FEW |
| #97 HYPNO | MANY | MANY |
| #132 DITTO | FEW | FEW |

| FISH FINDER | (R) (B) |
|--------------|---------|
| #80 SLOWBRO | • |
| #99 KINGLER | • |
| #117 SEADRA | • |
| #119 SEAKING | • |

ITEMS

| | |
|---|--------------|
| ① | MAX ELIXIR |
| ② | NUGGET |
| ③ | FULL RESTORE |
| ④ | PP UP |
| ⑤ | FULL RESTORE |
| ⑥ | ULTRA BALL |
| ⑦ | MAX REVIVE |
| ⑧ | ULTRA BALL |

Second Floor



| 2nd FLOOR | (R) | (B) |
|----------------|------|------|
| #40 WIGGLYTUFF | FEW | FEW |
| #49 VENOMOTH | MANY | MANY |
| #64 KADABRA | MANY | MANY |
| #85 DODRIO | MANY | MANY |
| #101 ELECTRODE | FEW | FEW |
| #105 MAROWAK | FEW | FEW |
| #112 RHYDON | FEW | FEW |
| #113 CHANSEY | FEW | FEW |
| #132 DITTO | FEW | FEW |

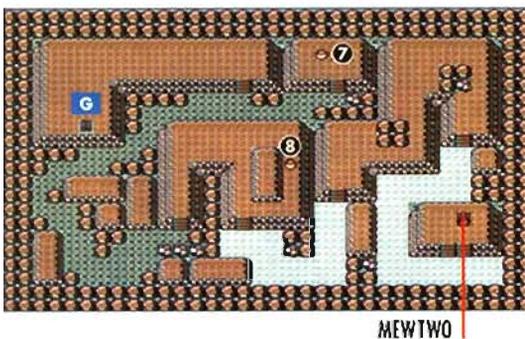
#150 MEWTWO

TYPE: PSYCHIC

Mewtwo was created in the Pokémon Lab on Cinnabar Island. Scientists tried to create the perfect fighting machine, and they succeeded—perhaps too well. Mewtwo is extremely hostile and can't stand being in a Poké Ball.



Basement



MEWTWO ↓

| BASEMENT | (R) | (B) |
|----------------|------|------|
| #24 ARBOK | FEW | NONE |
| #26 RAICHU | FEW | FEW |
| #28 SANDSLASH | NONE | FEW |
| #47 PARASECT | FEW | FEW |
| #101 ELECTRODE | MANY | MANY |
| #105 MAROWAK | MANY | MANY |
| #112 RHYDON | MANY | MANY |
| #113 CHANSEY | FEW | FEW |
| #132 DITTO | FEW | FEW |

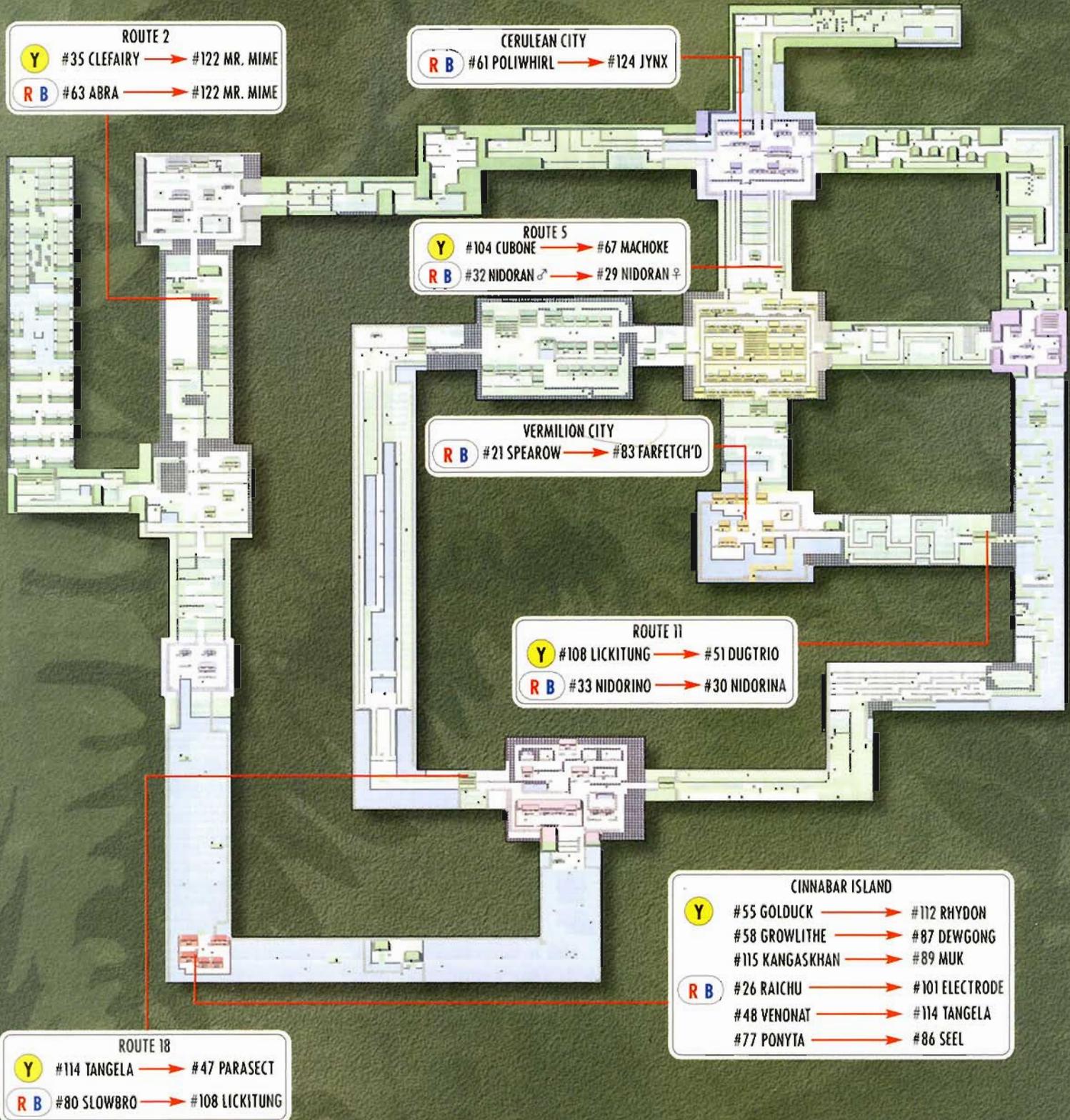
Mastering Mewtwo

To reach Mewtwo, use the maps to follow the ladders back and forth between the levels. Follow the ladders in order from A to G. Once you reach the lowest level, go to the bottom-right corner to find Mewtwo. The only way guaranteed to capture Mewtwo is to use the Master Ball you received from the president of Silph Co. If you have the Master Ball, don't bother fighting; just use it right away. If you don't have the Master Ball, you'll have to snare Mewtwo the old-fashioned way.



In-game Trading

There are many Pokémon that you can acquire only by trading with various characters in the game. We've pointed every single one of them out on the map below, along with the version the trade can be made in and the Pokémon required to seal the deal. Happy bartering!





POKÉMON

FIELD GUIDE



RARE POKÉMON

All Pokémon are elusive, but you'll need to do extra legwork to acquire these uncommon creatures!

Pokémon Gifts!

To capture these seven Pokémon, you'll need to trigger specific events in the game. Characters you meet during your travels will give you the Pokémon as a reward for doing something special.



#1
BULBASAU

Y



#4
CHARMANDER

Y



#7
SQUIRTLE

Y



#25
PIKACHU

Y



#131
LAPRAS

Y RB



#133
EEVEE

Y RB



#142
AERODACTYL

Y RB

Pick and Choose

In every version, there will come a time when you'll have to choose only one of two or more rare Pokémon. Once you pick, you'll have to trade to add the other choice to your team.



#106
HITMONLEE

Y RB



#138
OMANYTE

Y RB



#107
HITMONCHAN

Y RB



#140
KABUTO

Y RB



#1
BULBASAU

RB



#4
CHARMANDER

RB



#7
SQUIRTLE

RB

OTHER RARITIES!



#143
SNORLAX

There are only two chances to capture Snorlax in the game, so don't miss out when you see this Pokémon snoozing in the middle of your path!



#137
PORYGON

You must use your winnings from the slot machines to buy Porygon, and in any version it's going to cost you a pretty penny. Start saving up early!

Evolving Eevee

After receiving an Eevee in Celadon Mansion, evolve it into one of three forms by exposing it to the Water, Thunder or Fire Stone.



#133
EEVEE

Y RB



#135
JOLTEON

Y RB



#134
VAPOREON

Y RB



#136
FLAREON

Y RB

Legendary Pokémon

There are some Pokémon so rare that you'll have only one chance to battle and capture them. If you accidentally defeat these four Pokémon, you'll have to get them in a trade.



#145
ZAPDOS

Y RB



#146
MOLTRES

Y RB



#144
ARTICUNO

Y RB



#150
MEWTWO

Y RB

YELLOW Pokémon Chart

COLOR KEY



Capture these Pokémon in the wild or receive them by triggering an event in the game.



The white background shows Pokémon that evolve from other Pokémon and are never found in the wild.



Pokémon on a gray background do not appear in this version of the game. Trading is the only way to receive them.



Pokémon marked with a star are part of a choosing event in the game. You must trade for the other choices.

| | | | | | | | | | | | | | | |
|--------------------|---------------------|------------------|-----------------|-------------------|-----------------|-------------------|------------------|------------------|-------------------|------------------|------------------|------------------|-------------------|------------------|
| | | | | | | | | | | | | | | |
| 1 BULBASAUR | 2 IVYSAUR | 3 VENUSAUR | 4 CHARMANDER | 5 CHARMELEON | 6 CHARIZARD | 7 SQUIRTLE | 8 WARTORTLE | 9 BLASTOISE | 10 CATERPIE | 11 METAPOD | 12 BUTTERFREE | 13 WEEDLE | 14 KAKUNA | 15 BEEDRILL |
| | | | | | | | | | | | | | | |
| 16 PIDGEY | 17 PIDGEOTTO | 18 PIDGEOT | 19 RATTATA | 20 RATICATE | 21 SPEAROW | 22 FEAROW | 23 EKANS | 24 ARBOK | 25 PIKACHU | 26 RAICHU | 27 SANDSHREW | 28 SANDSLASH | 29 NIDORAN ♀ | 30 NIDORINA |
| | | | | | | | | | | | | | | |
| 31 NIDOQUEEN | 32 NIDORAN ♂ | 33 NIDORINO | 34 NIDOKING | 35 CLEFAIRY | 36 CLEFABLE | 37 VULPIX | 38 NINETALES | 39 JIGGLYPUFF | 40 WIGGLYTUFF | 41 ZUBAT | 42 GOLBAT | 43 ODDISH | 44 GLOOM | 45 VILEPLUME |
| | | | | | | | | | | | | | | |
| 46 PARAS | 47 PARASECT | 48 VENONAT | 49 VENOMOTH | 50 DIGLETT | 51 DUGTRIO | 52 MEOWTH | 53 PERSIAN | 54 PSYDUCK | 55 GOLDUCK | 56 MANKEY | 57 PRIMEAPE | 58 GROWLITHE | 59 ARCANINE | 60 POLIWAG |
| | | | | | | | | | | | | | | |
| 61 POLIWHIRL | 62 POLIWRATH | 63 ABRA | 64 KADABRA | 65 ALAKAZAM | 66 MACHOP | 67 MACHOKE | 68 MACHAMP | 69 BELLSPROUT | 70 WEEPINBELL | 71 VICTREEBEL | 72 TENTACOO | 73 TENTACRUEL | 74 GEODUDE | 75 GRAVELER |
| | | | | | | | | | | | | | | |
| 76 GOLEM | 77 PONYTA | 78 RAPIDASH | 79 SLOWPOKE | 80 SLOWBRO | 81 MAGNEMITE | 82 MAGNETON | 83 FARFETCH'D | 84 DODUO | 85 DODRIO | 86 SEEL | 87 DEWGONG | 88 GRIMER | 89 MUK | 90 SHELLDER |
| | | | | | | | | | | | | | | |
| 91 CLOYSTER | 92 GASTLY | 93 HAUNTER | 94 GENGAR | 95 ONIX | 96 DROWZEE | 97 HYPNO | 98 KRABBY | 99 KINGLER | 100 VOLTORB | 101 ELECTRODE | 102 EXEGGCUTE | 103 EXEGGUTOR | 104 CUBONE | 105 MAROWAK |
| | | | | | | | | | | | | | | |
| ★ 106 HITMONLEE | ★ 107 HITMONCHAN | 108 LICKITUNG | 109 KOFFING | 110 WEEZING | 111 RHYHORN | 112 RHYDON | 113 CHANSEY | 114 TANGELA | 115 KANGASKHAN | 116 HORSEA | 117 SEADRA | 118 GOLDEEN | 119 SEAKING | 120 STARYU |
| | | | | | | | | | | | | | | |
| 121 STARMIE | 122 MR. MIME | 123 SCYTHYR | 124 JYNX | 125 ELECTABUZZ | 126 MAGMAR | 127 PINSIR | 128 TAUROS | 129 MAGIKARP | 130 GYARADOS | 131 LAPRAS | 132 DITTO | 133 EEVEE | ★ 134 VAPOREON | ★ 135 JOLTEON |
| | | | | | | | | | | | | | | |
| ★ 136 FLAREON | 137 PORYGON | ★ 138 OMANYTE | 139 OMASTAR | ★ 140 KABUTO | 141 KABUTOPS | 142 AERODACTYL | 143 SNORLAX | 144 ARTICUNO | 145 ZAPDOS | 146 MOLTRES | 147 DRATINI | 148 DRAGONAIR | 149 DRAGONITE | 150 MEWTWO |



RED Pokémon Chart

COLOR KEY



Capture these Pokémon in the wild or receive them by triggering an event in the game.



The white background shows Pokémon that evolve from other Pokémon and are never found in the wild.



Pokémon on a gray background do not appear in this version of the game. Trading is the only way to receive them.



Pokémon marked with a star are part of a choosing event in the game. You must trade for the other choices.

| | | | | | | | | | | | | | | |
|--------------------|---------------------|------------------|-------------------|-------------------|------------------|-------------------|------------------|------------------|-------------------|------------------|------------------|------------------|-------------------|------------------|
| | | | | | | | | | | | | | | |
| ★ 1 BULBASAU | 2 IVYSAUR | 3 VENUSAUR | ★ 4 CHARMANDER | ★ 5 CHARMELEON | ★ 6 CHARIZARD | ★ 7 SQUIRTLE | 8 WARTORTLE | 9 BLASTOISE | 10 CATERPIE | 11 METAPOD | 12 BUTTERFREE | 13 WEEDLE | 14 KAKUNA | 15 BEEDRILL |
| | | | | | | | | | | | | | | |
| 16 PIDGEY | 17 PIDGETTO | 18 PIDGEOT | 19 RATTATA | 20 RATICATE | 21 SPEAROW | 22 FEAROW | 23 EKANS | 24 ARBOK | 25 PIKACHU | 26 RAICHU | 27 SANDSHREW | 28 SANDSLASH | 29 NIDORAN ♀ | 30 NIDORINA |
| | | | | | | | | | | | | | | |
| 31 NIDOQUEEN | 32 NIDORAN ♂ | 33 NIDORINO | 34 NIDOKING | 35 CLEFAIRY | 36 CLEFABLE | 37 VULPIX | 38 NINETALES | 39 JIGGLYPUFF | 40 WIGGLYTUFF | 41 ZUBAT | 42 GOLBAT | 43 ODDISH | 44 GLOOM | 45 VILEPLUME |
| | | | | | | | | | | | | | | |
| 46 PARAS | 47 PARASECT | 48 VENONAT | 49 VENOMOTH | 50 DIGLETT | 51 DUGTRIO | 52 MEOWTH | 53 PERSIAN | 54 PSYDUCK | 55 GOLDUCK | 56 MANKEY | 57 PRIMEAPE | 58 GROWLITHE | 59 ARCANINE | 60 POLIWHAG |
| | | | | | | | | | | | | | | |
| 61 POLIWHIRL | 62 POLIWRATH | 63 ABRA | 64 KADABRA | 65 ALAKAZAM | 66 MACHOP | 67 MACHOKE | 68 MACHAMP | 69 BELLSPROUT | 70 WEEPINBELL | 71 VICTREEBEL | 72 TENTACOO | 73 TENTACRUEL | 74 GEODUDE | 75 GRAVELER |
| | | | | | | | | | | | | | | |
| 76 GOLEM | 77 PONYTA | 78 RAPIDASH | 79 SLOWPOKE | 80 SLOWBRO | 81 MAGNEMITE | 82 MAGNETON | 83 FARFETCH'D | 84 DODUO | 85 DODRIO | 86 SEEL | 87 DEWGONG | 88 GRIMER | 89 MUK | 90 SHELLDER |
| | | | | | | | | | | | | | | |
| 91 CLOYSTER | 92 GASTLY | 93 HAUNTER | 94 GENGAR | 95 ONIX | 96 DROWZEE | 97 HYPNO | 98 KRABBY | 99 KINGLER | 100 VOLTORB | 101 ELECTRODE | 102 EXEGGCUTE | 103 EXEGGUTOR | 104 CUBONE | 105 MAROWAK |
| | | | | | | | | | | | | | | |
| ★ 106 HITMONLEE | ★ 107 HITMONCHAN | 108 LICKITUNG | 109 KOFFING | 110 WEEZING | 111 RHYHORN | 112 RHYDON | 113 CHANSEY | 114 TANGELA | 115 KANGASKHAN | 116 HORSEA | 117 SEADRA | 118 GOLDEEN | 119 SEAKING | 120 STARYU |
| | | | | | | | | | | | | | ★ 134 VAPOREON | ★ 135 JOLTEON |
| 121 STARMIE | 122 MR. MIME | 123 SCYTH | 124 JYNX | 125 ELECTABUZZ | 126 MAGMAR | 127 PINSIR | 128 TAUROS | 129 MAGIKARP | 130 GYARADOS | 131 LAPRAS | 132 DITTO | 133 EEVEE | ★ 134 VAPOREON | ★ 135 JOLTEON |
| | | ★ 138 DMANYTE | | ★ 140 KABUTO | | | | | | | | | | |
| ★ 136 FLAREON | 137 PORYGON | ★ 138 DMANYTE | 139 DMASTAR | ★ 140 KABUTO | 141 KABUTOPS | 142 AERODACTYL | 143 SNORLAX | 144 ARTICUNO | 145 ZAPDOS | 146 MOLTRES | 147 DRATINI | 148 DRAGONAIR | 149 DRAGONITE | 150 MEWTWO |



BLUE Pokémon Chart

COLOR KEY



Capture these Pokémon in the wild or receive them by triggering an event in the game.



The white background shows Pokémon that evolve from other Pokémon and are never found in the wild.



Pokémon on a gray background do not appear in this version of the game. Trading is the only way to receive them.



Pokémon marked with a star are part of a choosing event in the game. You must trade for the other choices.

| | | | | | | | | | | | | | | | |
|-----------|------------|-----------|------------|------------|-----------|------------|------------|------------|------------|------------|------------|------------|-----------|-----------|--|
| | | | | | | | | | | | | | | | |
| ★ 1 | 2 | 3 | ★ 4 | 5 | 6 | ★ 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | |
| BULBASAUR | IVYSAUR | VENUSAUR | CHARMANDER | CHARMELEON | CHARIZARD | SQUIRTLE | WARTORTLE | BLASTOISE | CATERPIE | METAPOD | BUTTERFREE | WEEDLE | KAKUNA | BEDRILL | |
| | | | | | | | | | | | | | | | |
| 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | |
| PIDGEY | PIDGEOTTO | PIDGEOT | RATTATA | RATICATE | SPEAROW | FEAROW | EKANS | ARBOK | PIKACHU | RAICHU | SANDSHREW | SANDSLASH | NIDORAN ♀ | NIDORINA | |
| | | | | | | | | | | | | | | | |
| 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 | 41 | 42 | 43 | 44 | 45 | |
| NIDOQUEEN | NIDORAN ♂ | NIDORINO | NIDOKING | CLEFAIRY | CLEFABLE | VULPIX | NINETALES | JIGGLYPUFF | WIGGLYTUFF | ZUBAT | GOLBAT | ODDISH | GLOOM | VILEPLUME | |
| | | | | | | | | | | | | | | | |
| 46 | 47 | 48 | 49 | 50 | 51 | 52 | 53 | 54 | 55 | 56 | 57 | 58 | 59 | 60 | |
| PARAS | PARASECT | VENONAT | VENOMOTH | DIGLETT | DUGTRID | MEOWTH | PERSIAN | PSYDUCK | GOLDUCK | MANKEY | PRIMEAPE | GROWLITHE | ARCANINE | POLIWHAG | |
| | | | | | | | | | | | | | | | |
| 61 | 62 | 63 | 64 | 65 | 66 | 67 | 68 | 69 | 70 | 71 | 72 | 73 | 74 | 75 | |
| POLIWHIRL | POLIWRATH | ABRA | KADABRA | ALAKAZAM | MACHOP | MACHOKE | MACHAMP | BELLSPOURT | WEEPINBELL | VICTREEBEL | TENTACOO | TENTACRUEL | GEODUDE | GRAVELER | |
| | | | | | | | | | | | | | | | |
| 76 | 77 | 78 | 79 | 80 | 81 | 82 | 83 | 84 | 85 | 86 | 87 | 88 | 89 | 90 | |
| GOLEM | PONYTA | RAPIDASH | SLOWPOKE | SLOWBRO | MAGNEMITE | MAGNETON | FARFETCH'D | DODUO | DODRIO | SEEL | DEWGONG | GRIMER | MUK | SHELLDER | |
| | | | | | | | | | | | | | | | |
| 91 | 92 | 93 | 94 | 95 | 96 | 97 | 98 | 99 | 100 | 101 | 102 | 103 | 104 | 105 | |
| CLOYSTER | GASTLY | HAUNTER | GENGAR | ONIX | DROWZEE | HYPNO | KRABBY | KINGLER | VOLTORB | ELECTRODE | EXEGGCUTE | EXEGGUTOR | CUBONE | MAROWAK | |
| | | | | | | | | | | | | | | | |
| ★ 106 | ★ 107 | 108 | 109 | 110 | 111 | 112 | 113 | 114 | 115 | 116 | 117 | 118 | 119 | 120 | |
| HITMONLEE | HITMONCHAN | LICKITUNG | KOFFING | WEEZING | RHYHORN | RHYDON | CHANSEY | TANGELA | KANGASKHAN | HORSEA | SEADRA | GOLDEEN | SEAKING | STARYU | |
| | | | | | | | | | | | | | ★ 134 | ★ 135 | |
| 121 | 122 | 123 | 124 | 125 | 126 | 127 | 128 | 129 | 130 | 131 | 132 | 133 | ★ 134 | ★ 135 | |
| STARMIE | MR. MIME | SCYTH | JYNX | ELECTABUZZ | MAGMAR | PINSIR | TAUROS | MAGIKARP | GYARADOS | LAPRAS | DITTO | EEVEE | VAPOREON | JOLTEON | |
| | | ★ 138 | | ★ 140 | | | | | | | | | | | |
| ★ 136 | 137 | ★ 138 | 139 | ★ 140 | 141 | 142 | 143 | 144 | 145 | 146 | 147 | 148 | 149 | 150 | |
| FLAREON | PORYGON | OMANYTE | OMASTAR | KABUTO | KABUTOPS | AERODACTYL | SNORLAX | ARTICUNO | ZAPDOS | MOLTRES | DRATINI | DRAGONAIR | DRAGONITE | MEWTWO | |



FIELD GUIDE DATA CARD KEY

NUMBER

Each Pokémon is listed on the data card pages according to its number, from one to 151. If you don't know a Pokémon's number, check the alphabetical list on page 120. This list shows each Pokémon's number and the pages on which it appears in this book.

ABILITY

This chart shows the abilities and attacks a Pokémon can learn. The "Level" column shows the experience level at which a Pokémon can learn the ability. (A dash means the Pokémon starts with this ability. When you see an asterisk, read the note below.) The same Pokémon may learn skills at different levels in separate versions of the game. The "Type" column shows each ability's type.

TYPES:

- NRM — NORMAL
- FIR — FIRE
- WTR — WATER
- ELC — ELECTRIC
- GRS — GRASS
- ICE — ICE
- FTG — FIGHTING
- PSN — POISON
- GRD — GROUND
- FLY — FLYING
- PSY — PSYCHIC
- BUG — BUG
- RCK — ROCK
- GHO — GHOST
- DRG — DRAGON

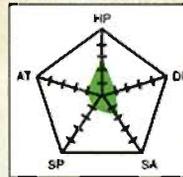
#1 BULBASAUR



FIND WILD EVOL. EVENT

| | | | |
|--------------------|--|--|---|
| ● | | | ● |
| ● | | | ● |
| ● | | | ● |
| TYPE: GRASS/POISON | | | |

STATS

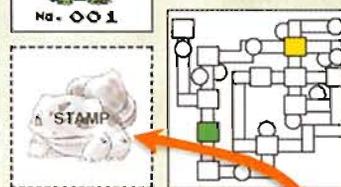


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|---------------|------|
| — | — | TACKLE | NRM |
| — | — | GROWL | NRM |
| — | 7 | LEECH SEED | GRS |
| 13 | 13 | VINE WHIP | GRS |
| 20 | 20 | POISON POWDER | PSN |
| 27 | 27 | RAZOR LEAF | GRS |
| 34 | 34 | GROWTH | NRM |
| 41 | 41 | SLEEP POWDER | GRS |
| 48 | 48 | SOLAR BEAM | GRS |



AREA



EVOLUTION

BULBASAUR → IVYSAUR LEV. 16 → VENUSAUR LEV. 32

EVOLUTION

This bar shows a Pokémon's evolutionary track. A level number shows the level at which the Pokémon evolves into that form. If a Pokémon needs a special item or must be traded to evolve, that is also noted here. For example, you must use the Thunder Stone on Pikachu to change it into Raichu.

FIND/WILD/EVOL./EVENT

A Blue, Red or Yellow dot in the "Find" column means that you'll see the Pokémon in some circumstance in that version. A dot under "Wild" means that the Pokémon can be caught in the wild. A dot under "Evol." means that it can only be evolved, and a dot under "Event" means you'll get the Pokémon after accomplishing a task.

STATS

We've rated each Pokémon from one to five in five categories: number of Hit Points (HP), Attack (AT), Defense (DF), Special Attacks (SA) and Speed (SP). These ratings are used to compare the Pokémon in a general way, assuming they are at the same experience level.

AREA

This minimap shows where you can find a Pokémon in each game version. If no area is highlighted, it means the Pokémon can be obtained by evolution only.

- RED OR BLUE
- YELLOW
- EVERY VERSION

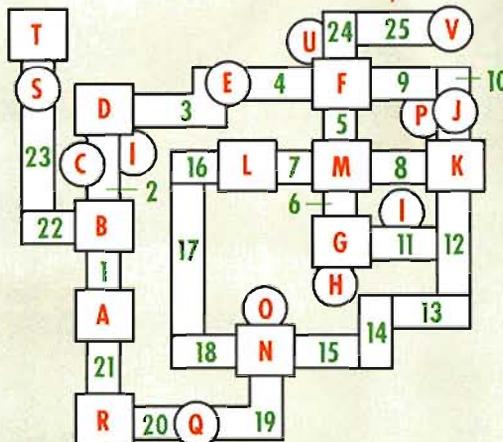
STAMP

Once you capture a Pokémon, peel off its stamp and place it here. You'll know at a glance which Pokémon you have in your collection.

MAP KEY

The green type on this Map Key designates which Route number each area represents.

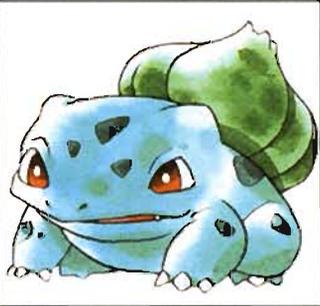
- A PALLET TOWN
- B VIRIDIAN CITY
- C VIRIDIAN FOREST
- D PEWTER CITY
- E MT. MOON
- F CERULEAN CITY
- G VERMILION CITY
- H S.S. ANNE
- I DIGLETT'S CAVE
- J ROCK TUNNEL



- K LAVENDER TOWN
- L CELADON CITY
- M SAFFRON CITY
- N FUCHSIA CITY
- O SAFARI ZONE
- P POWER PLANT
- Q SEAFOAM ISLAND
- R CINNABAR ISLAND
- S VICTORY ROAD
- T INDIGO PLATEAU
- U UNKNOWN DUNGEON
- V SEA COTTAGE



#1 BULBASAU

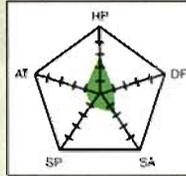


FIND WILD EVOL. EVENT

| | | | |
|---|--|--|---|
| ● | | | ● |
| ● | | | ● |
| ● | | | ● |

TYPE: GRASS/POISON

STATS

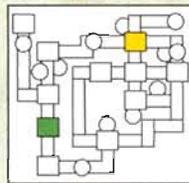


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|---------------|------|
| - | - | TACKLE | NRM |
| - | - | GROWL | NRM |
| - | 7 | LEECH SEED | GRS |
| 13 | 13 | VINE WHIP | GRS |
| 20 | 20 | POISON POWDER | PSN |
| 27 | 27 | RAZOR LEAF | GRS |
| 34 | 34 | GROWTH | NRM |
| 41 | 41 | SLEEP POWDER | GRS |
| 48 | 48 | SOLAR BEAM | GRS |



AREA



EVOLUTION

BULBASAU → IVYSAUR **LEV. 16** → VENUSAUR **LEV. 32**

#2 IVYSAUR

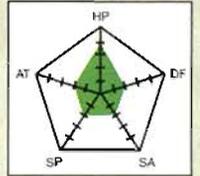


FIND WILD EVOL. EVENT

| | | | |
|---|--|---|--|
| ● | | ● | |
| ● | | ● | |
| ● | | ● | |

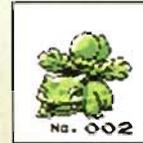
TYPE: GRASS/POISON

STATS

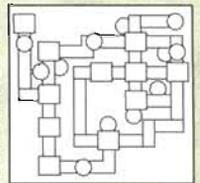


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|---------------|------|
| - | - | TACKLE | NRM |
| - | - | GROWL | NRM |
| - | - | LEECH SEED | GRS |
| - | - | VINE WHIP | GRS |
| 22 | 22 | POISON POWDER | PSN |
| 30 | 30 | RAZOR LEAF | GRS |
| 38 | 38 | GROWTH | NRM |
| 46 | 46 | SLEEP POWDER | GRS |
| 54 | 54 | SOLAR BEAM | GRS |



AREA



EVOLUTION

BULBASAU → IVYSAUR **LEV. 16** → VENUSAUR **LEV. 32**

#3 VENUSAUR

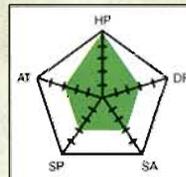


FIND WILD EVOL. EVENT

| | | | |
|---|--|---|--|
| ● | | ● | |
| ● | | ● | |
| ● | | ● | |

TYPE: GRASS/POISON

STATS

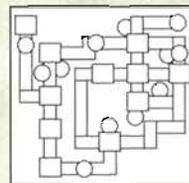


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|---------------|------|
| - | - | TACKLE | NRM |
| - | - | GROWL | NRM |
| - | - | LEECH SEED | GRS |
| - | - | VINE WHIP | GRS |
| - | - | POISON POWDER | PSN |
| - | - | RAZOR LEAF | GRS |
| 43 | 43 | GROWTH | NRM |
| 55 | 55 | SLEEP POWDER | GRS |
| 65 | 65 | SOLAR BEAM | GRS |



AREA



EVOLUTION

BULBASAU → IVYSAUR **LEV. 16** → VENUSAUR **LEV. 32**

#4 CHARMANDER

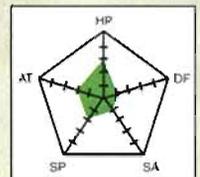


FIND WILD EVOL. EVENT

| | | | |
|---|--|--|---|
| ● | | | ● |
| ● | | | ● |
| ● | | | ● |

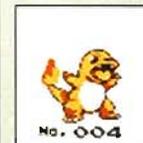
TYPE: FIRE

STATS

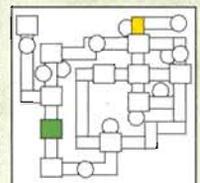


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|--------------|------|
| - | - | SCRATCH | NRM |
| - | - | GROWL | NRM |
| - | 9 | EMBER | FIR |
| 15 | 15 | LEER | NRM |
| 22 | 22 | RAGE | NRM |
| 30 | 30 | SLASH | NRM |
| 38 | 38 | FLAMETHROWER | FIR |
| 46 | 46 | FIRE SPIN | FIR |



AREA

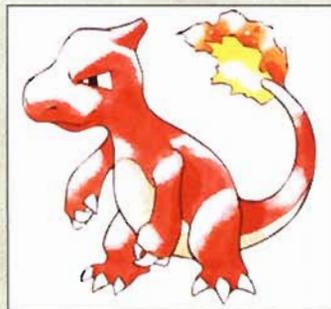


EVOLUTION

CHARMANDER → CHARMELEON **LEV. 16** → CHARIZARD **LEV. 36**



#5 CHARMELEON

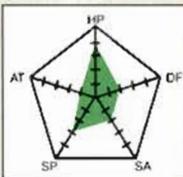


FIND WILD EVOL. EVENT

| | | | |
|---|--|---|--|
| ● | | ● | |
| ● | | ● | |
| ● | | ● | |

TYPE: FIRE

STATS



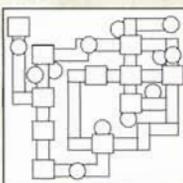
ABILITY

| Lv | ● | Lv | ●● | Attack | Type |
|----|----|----|----|--------------|------|
| - | - | - | - | SCRATCH | NRM |
| - | - | - | - | GROWL | NRM |
| - | - | - | - | EMBER | FIR |
| - | - | - | - | LEER | NRM |
| 24 | 24 | | | RAGE | NRM |
| 33 | 33 | | | SLASH | NRM |
| 42 | 42 | | | FLAMETHROWER | FIR |
| 56 | 56 | | | FIRE SPIN | FIR |



No. 005

AREA



EVOLUTION

CHARMANDER → **CHARMELEON** LEV. 16 → CHARIZARD LEV. 36

#6 CHARIZARD

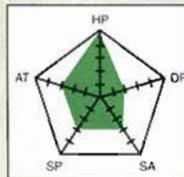


FIND WILD EVOL. EVENT

| | | | |
|---|--|---|--|
| ● | | ● | |
| ● | | ● | |
| ● | | ● | |

TYPE: FIRE/FLYING

STATS



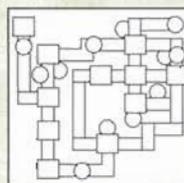
ABILITY

| Lv | ● | Lv | ●● | Attack | Type |
|----|----|----|----|--------------|------|
| - | - | - | - | SCRATCH | NRM |
| - | - | - | - | GROWL | NRM |
| - | - | - | - | EMBER | FIR |
| - | - | - | - | LEER | NRM |
| - | - | - | - | RAGE | NRM |
| 36 | 36 | | | SLASH | NRM |
| 46 | 46 | | | FLAMETHROWER | FIR |
| 55 | 55 | | | FIRE SPIN | FIR |



No. 006

AREA



EVOLUTION

CHARMANDER → **CHARMELEON** LEV. 16 → CHARIZARD LEV. 36

#7 SQUIRTLE

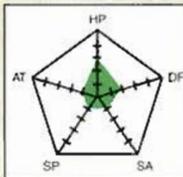


FIND WILD EVOL. EVENT

| | | | |
|---|--|--|---|
| ● | | | ● |
| ● | | | ● |
| ● | | | ● |

TYPE: WATER

STATS



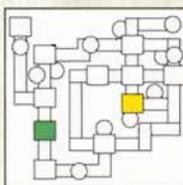
ABILITY

| Lv | ● | Lv | ●● | Attack | Type |
|----|----|----|----|------------|------|
| - | - | - | - | TACKLE | NRM |
| - | - | - | - | TAIL WHIP | NRM |
| - | - | 8 | | BUBBLE | WTR |
| 15 | 15 | | | WATER GUN | WTR |
| 22 | 22 | | | BITE | NRM |
| 28 | 28 | | | WITHDRAW | WTR |
| 35 | 35 | | | SKULL BASH | NRM |
| 42 | 42 | | | HYDRO PUMP | WTR |



No. 007

AREA



EVOLUTION

SQUIRTLE → **WARTORTLE** LEV. 16 → BLASTOISE LEV. 36

#8 WARTORTLE

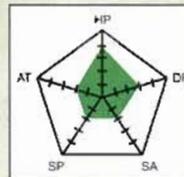


FIND WILD EVOL. EVENT

| | | | |
|---|--|---|--|
| ● | | ● | |
| ● | | ● | |
| ● | | ● | |

TYPE: WATER

STATS



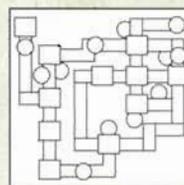
ABILITY

| Lv | ● | Lv | ●● | Attack | Type |
|----|----|----|----|------------|------|
| - | - | - | - | TACKLE | NRM |
| - | - | - | - | TAIL WHIP | NRM |
| - | - | - | - | BUBBLE | WTR |
| - | - | - | - | WATER GUN | WTR |
| 24 | 24 | | | BITE | NRM |
| 31 | 31 | | | WITHDRAW | WTR |
| 39 | 39 | | | SKULL BASH | NRM |
| 47 | 47 | | | HYDRO PUMP | WTR |



No. 008

AREA



EVOLUTION

SQUIRTLE → **WARTORTLE** LEV. 16 → BLASTOISE LEV. 36



#9 BLASTOISE

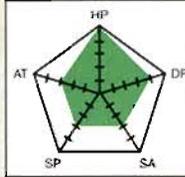


FIND WILD EVOL. EVENT

| | | | |
|---|--|---|--|
| ● | | ● | |
| ● | | ● | |
| ● | | ● | |

TYPE: WATER

STATS

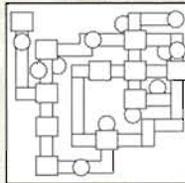


ABILITY

| Lv | ● | Lv | ● | Attack | Type |
|----|----|----|---|------------|------|
| - | - | - | - | TACKLE | NRM |
| - | - | - | - | TAIL WHIP | NRM |
| - | - | - | - | BUBBLE | WTR |
| - | - | - | - | WATER GUN | WTR |
| - | - | - | - | BITE | NRM |
| - | - | - | - | WITHDRAW | WTR |
| 42 | 42 | | | SKULL BASH | NRM |
| 52 | 52 | | | HYDRO PUMP | WTR |



AREA



EVOLUTION

SQUIRTLE → **WARTORTLE** LEV. 16 → **BLASTOISE** LEV. 36

#10 CATERPIE

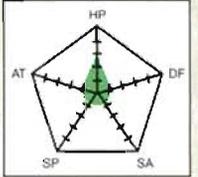


FIND WILD EVOL. EVENT

| | | | |
|---|---|--|--|
| ● | ● | | |
| ● | ● | | |
| ● | ● | | |

TYPE: BUG

STATS

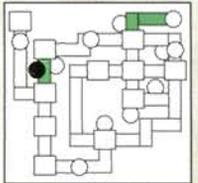


ABILITY

| Lv | ● | Lv | ● | Attack | Type |
|----|---|----|---|-------------|------|
| - | - | - | - | TACKLE | NRM |
| - | - | - | - | STRING SHOT | BUG |



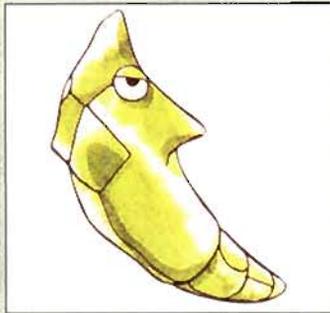
AREA



EVOLUTION

CATERPIE → **METAPOD** LEV. 7 → **BUTTERFREE** LEV. 10

#11 METAPOD

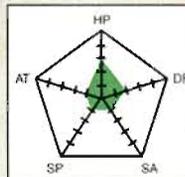


FIND WILD EVOL. EVENT

| | | | |
|---|---|---|--|
| ● | ● | ● | |
| ● | ● | ● | |
| ● | ● | ● | |

TYPE: BUG

STATS

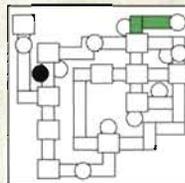


ABILITY

| Lv | ● | Lv | ● | Attack | Type |
|----|---|----|---|-------------|------|
| * | * | * | * | TACKLE | NRM |
| * | * | * | * | STRING SHOT | BUG |
| 7 | * | | | HARDEN | NRM |



AREA

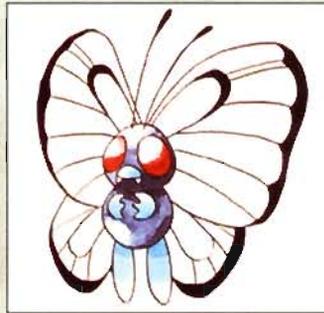


EVOLUTION

CATERPIE → **METAPOD** LEV. 7 → **BUTTERFREE** LEV. 10

*If caught in the wild, it won't learn Tackle or String Shot and will learn Harden.

#12 BUTTERFREE

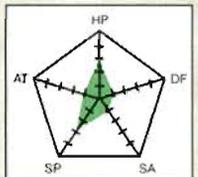


FIND WILD EVOL. EVENT

| | | | |
|---|--|---|--|
| ● | | ● | |
| ● | | ● | |
| ● | | ● | |

TYPE: BUG/FLYING

STATS

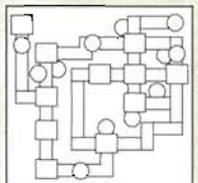


ABILITY

| Lv | ● | Lv | ● | Attack | Type |
|----|---|----|---|---------------|------|
| * | * | * | * | TACKLE | NRM |
| * | * | * | * | STRING SHOT | BUG |
| * | * | * | * | HARDEN | NRM |
| 10 | | 12 | | CONFUSION | PSY |
| 13 | | 15 | | POISON POWDER | PSN |
| 14 | | 16 | | STUN SPORE | GRS |
| 15 | | 17 | | SLEEP POWDER | GRS |
| 18 | | 21 | | SUPERSONIC | NRM |
| 23 | | 26 | | WHIRLWIND | NRM |
| 28 | | | | GUST | NRM |
| 34 | | 32 | | PSYBEAM | PSY |



AREA



EVOLUTION

CATERPIE → **METAPOD** LEV. 7 → **BUTTERFREE** LEV. 10

*If evolved from a wild Metapod, it won't learn Tackle or String Shot and will learn Harden.



#17 PIDGEOTTO

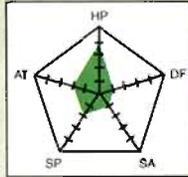


FIND WILD EVOL. EVENT

| | | | |
|---|---|---|--|
| ● | ● | ● | |
| ● | ● | ● | |
| ● | ● | ● | |

TYPE: NORMAL/FLYING

STATS

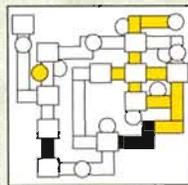


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|--------------|------|
| - | - | GUST | NRM |
| - | - | SAND-ATTACK | NRM |
| 12 | - | QUICK ATTACK | NRM |
| 21 | 21 | WHIRLWIND | NRM |
| 31 | 31 | WING ATTACK | FLY |
| 40 | 40 | AGILITY | PSY |
| 49 | 49 | MIRROR MOVE | FLY |



AREA



EVOLUTION

PIDGEY → PIDGEOTTO **LEV. 18** → PIDGEOT **LEV. 36**

#18 PIDGEOT

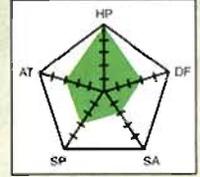


FIND WILD EVOL. EVENT

| | | | |
|---|--|---|--|
| ● | | ● | |
| ● | | ● | |
| ● | | ● | |

TYPE: NORMAL/FLYING

STATS

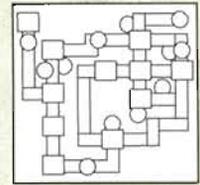


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|--------------|------|
| - | - | GUST | NRM |
| - | - | SAND-ATTACK | NRM |
| - | - | QUICK ATTACK | NRM |
| - | - | WHIRLWIND | NRM |
| - | - | WING ATTACK | FLY |
| 44 | 44 | AGILITY | PSY |
| 54 | 54 | MIRROR MOVE | FLY |



AREA



EVOLUTION

PIDGEY → PIDGEOTTO **LEV. 18** → PIDGEOT **LEV. 36**

#19 RATTATA

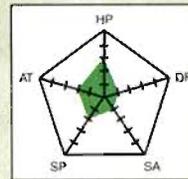


FIND WILD EVOL. EVENT

| | | | |
|---|---|--|--|
| ● | ● | | |
| ● | ● | | |
| ● | ● | | |

TYPE: NORMAL

STATS

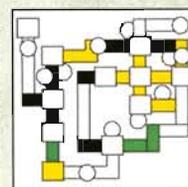


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|--------------|------|
| - | - | TACKLE | NRM |
| - | - | TAIL WHIP | NRM |
| 7 | 7 | QUICK ATTACK | NRM |
| 14 | 14 | HYPER FANG | NRM |
| 23 | 23 | FOCUS ENERGY | NRM |
| 34 | 34 | SUPER FANG | NRM |



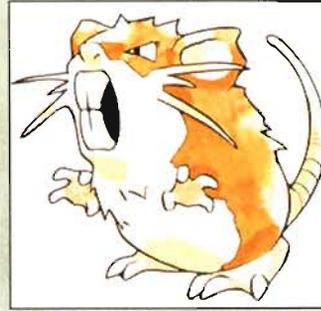
AREA



EVOLUTION

RATTATA → RATICATE **LEV. 20**

#20 RATICATE

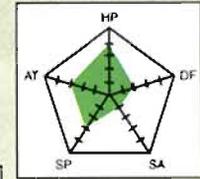


FIND WILD EVOL. EVENT

| | | | |
|---|---|---|--|
| ● | ● | ● | |
| ● | ● | ● | |
| ● | ● | ● | |

TYPE: NORMAL

STATS

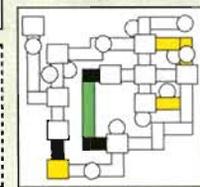


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|--------------|------|
| - | - | TACKLE | NRM |
| - | - | TAIL WHIP | NRM |
| - | - | QUICK ATTACK | NRM |
| - | - | HYPER FANG | NRM |
| 27 | 27 | FOCUS ENERGY | NRM |
| 41 | 41 | SUPER FANG | NRM |



AREA



EVOLUTION

RATTATA → RATICATE **LEV. 20**



#21 SPEAROW

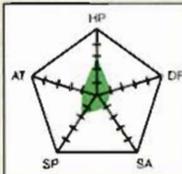


FIND WILD EVOL. EVENT

| | | | |
|---|---|--|--|
| ● | ● | | |
| ● | ● | | |
| ● | ● | | |

TYPE: NORMAL/FLYING

STATS

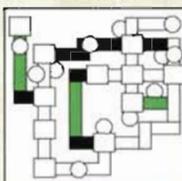


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|-------------|------|
| - | - | PECK | FLY |
| - | - | GROWL | NRM |
| 9 | 9 | LEER | NRM |
| 15 | 15 | FURY ATTACK | NRM |
| 22 | 22 | MIRROR MOVE | FLY |
| 29 | 29 | DRILL PECK | FLY |
| 36 | 36 | AGILITY | PSY |



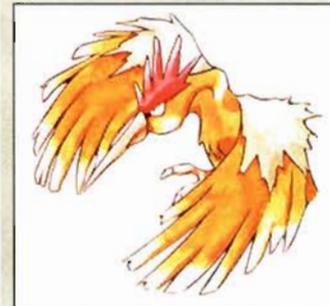
AREA



EVOLUTION

SPEAROW → **FEAROW** LEV. 20

#22 FEAROW

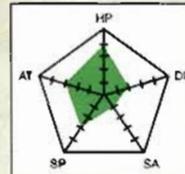


FIND WILD EVOL. EVENT

| | | | |
|---|---|---|--|
| ● | ● | ● | |
| ● | ● | ● | |
| ● | ● | ● | |

TYPE: NORMAL/FLYING

STATS

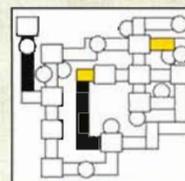


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|-------------|------|
| - | - | PECK | FLY |
| - | - | GROWL | NRM |
| - | - | LEER | NRM |
| - | - | FURY ATTACK | NRM |
| 25 | 25 | MIRROR MOVE | FLY |
| 34 | 34 | DRILL PECK | FLY |
| 43 | 43 | AGILITY | PSY |



AREA



EVOLUTION

SPEAROW → **FEAROW** LEV. 20

#23 EKANS

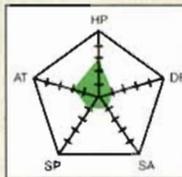


FIND WILD EVOL. EVENT

| | | | |
|---|---|--|--|
| ● | | | |
| ● | ● | | |
| ● | | | |

TYPE: POISON

STATS

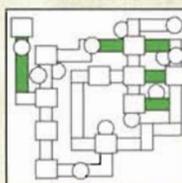


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|--------------|------|
| - | - | WRAP | NRM |
| - | - | LEER | NRM |
| 10 | 10 | POISON STING | PSN |
| 17 | 17 | BITE | NRM |
| 24 | 24 | GLARE | NRM |
| 31 | 31 | SCREECH | NRM |
| 38 | 38 | ACID | PSN |



AREA



EVOLUTION

EKANS → **ARBOK** LEV. 22

#24 ARBOK

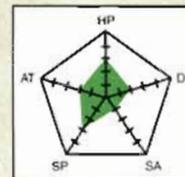


FIND WILD EVOL. EVENT

| | | | |
|---|---|---|--|
| ● | | | |
| ● | ● | ● | |
| ● | | | |

TYPE: POISON

STATS

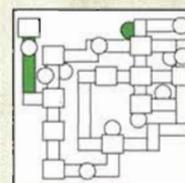


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|--------------|------|
| - | - | WRAP | NRM |
| - | - | LEER | NRM |
| - | - | POISON STING | PSN |
| - | - | BITE | NRM |
| 27 | 27 | GLARE | NRM |
| 36 | 36 | SCREECH | NRM |
| 47 | 47 | ACID | PSN |



AREA



EVOLUTION

EKANS → **ARBOK** LEV. 22

#25 PIKACHU

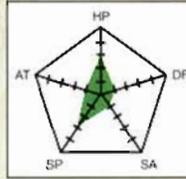


FIND WILD EVOL. EVENT

| | | | |
|---|---|--|---|
| ● | | | ● |
| ● | ● | | |
| ● | ● | | |

TYPE: ELECTRIC

STATS

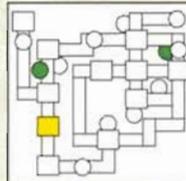


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|--------------|------|
| - | - | THUNDERSHOCK | ELC |
| - | - | GROWL | NRM |
| 6 | | TAIL WHIP | NRM |
| 8 | 9 | THUNDER WAVE | ELC |
| 11 | 16 | QUICK ATTACK | NRM |
| 15 | | DOUBLE TEAM | NRM |
| 20 | | SLAM | NRM |
| | 26 | SWIFT | NRM |
| 26 | | THUNDERBOLT | ELC |
| 33 | 33 | AGILITY | PSY |
| 41 | 43 | THUNDER | ELC |
| 50 | | LIGHT SCREEN | PSY |



AREA



EVOLUTION

PIKACHU



RAICHU

THUNDER STONE

#26 RAICHU

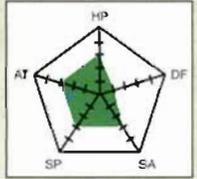


FIND WILD EVOL. EVENT

| | | | |
|---|---|---|--|
| ● | | | |
| ● | ● | ● | |
| ● | ● | ● | |

TYPE: ELECTRIC

STATS



ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|--------------|------|
| - | - | THUNDERSHOCK | ELC |
| - | - | GROWL | NRM |
| | | THUNDER WAVE | ELC |



AREA



*If evolved from Pikachu, it will not learn Thunder Wave.

EVOLUTION

PIKACHU



RAICHU

THUNDER STONE

#27 SANDSHREW

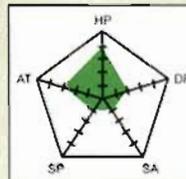


FIND WILD EVOL. EVENT

| | | | |
|---|---|--|--|
| ● | ● | | |
| ● | | | |
| ● | ● | | |

TYPE: GROUND

STATS

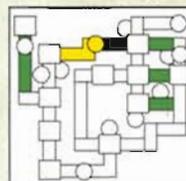
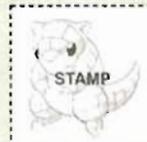


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|--------------|------|
| - | - | SCRATCH | NRM |
| 10 | 10 | SAND-ATTACK | NRM |
| 17 | 17 | SLASH | NRM |
| 24 | 24 | POISON STING | PSN |
| 31 | 31 | SWIFT | NRM |
| 38 | 38 | FURY SWIPES | NRM |



AREA



EVOLUTION

SANDSHREW



SANDSLASH

LEV. 22

#28 SANDSLASH

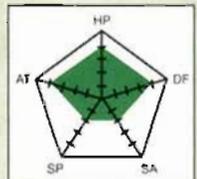


FIND WILD EVOL. EVENT

| | | | |
|---|---|---|--|
| ● | ● | ● | |
| ● | | | |
| ● | ● | ● | |

TYPE: GROUND

STATS

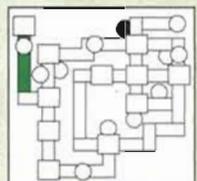


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|--------------|------|
| - | - | SCRATCH | NRM |
| - | - | SAND-ATTACK | NRM |
| - | - | SLASH | NRM |
| 27 | 27 | POISON STING | PSN |
| 36 | 36 | SWIFT | NRM |
| 47 | 47 | FURY SWIPES | NRM |



AREA



EVOLUTION

SANDSHREW



SANDSLASH

LEV. 22



#29 NIDORAN ♀

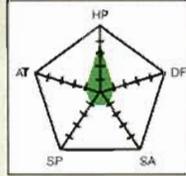


FIND WILD EVOL. EVENT

| | | | |
|---|---|--|---|
| ● | ● | | |
| ● | ● | | ● |
| ● | ● | | ● |

TYPE: POISON

STATS

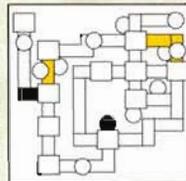


ABILITY

| Lv | ● | Lv | ●● | Attack | Type |
|----|----|----|----|--------------|------|
| - | - | - | - | GROWL | NRM |
| - | - | - | - | TACKLE | NRM |
| 8 | 8 | - | - | SCRATCH | NRM |
| 17 | 14 | - | - | POISON STING | PSN |
| 23 | 21 | - | - | TAIL WHIP | NRM |
| 30 | 29 | - | - | BITE | NRM |
| 38 | 36 | - | - | FURY SWIPES | NRM |
| 12 | 43 | - | - | DOUBLE KICK | FTG |



AREA



EVOLUTION

NIDORAN ♀ → NIDORINA LEV. 16 → NIDOQUEEN MOON STONE

#30 NIDORINA

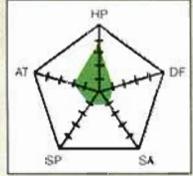


FIND WILD EVOL. EVENT

| | | | |
|---|---|---|---|
| ● | ● | ● | |
| ● | ● | ● | ● |
| ● | ● | ● | ● |

TYPE: POISON

STATS

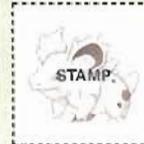
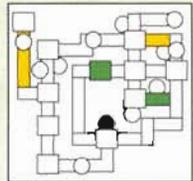


ABILITY

| Lv | ● | Lv | ●● | Attack | Type |
|----|----|----|----|--------------|------|
| - | - | - | - | GROWL | NRM |
| - | - | - | - | TACKLE | NRM |
| - | - | - | - | SCRATCH | NRM |
| - | - | - | - | POISON STING | PSN |
| 27 | 23 | - | - | TAIL WHIP | NRM |
| 36 | 32 | - | - | BITE | NRM |
| 46 | 41 | - | - | FURY SWIPES | NRM |
| 12 | 50 | - | - | DOUBLE KICK | FTG |



AREA



EVOLUTION

NIDORAN ♀ → NIDORINA LEV. 16 → NIDOQUEEN MOON STONE

#31 NIDOQUEEN

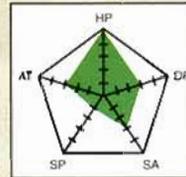


FIND WILD EVOL. EVENT

| | | | |
|---|--|---|--|
| ● | | ● | |
| ● | | ● | |
| ● | | ● | |

TYPE: POISON/GROUND

STATS

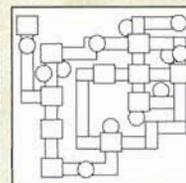


ABILITY

| Lv | ● | Lv | ●● | Attack | Type |
|----|----|----|----|--------------|------|
| - | - | - | - | GROWL | NRM |
| - | - | - | - | TACKLE | NRM |
| - | - | - | - | SCRATCH | NRM |
| 19 | - | - | - | POISON STING | PSN |
| 23 | 23 | - | - | BODY SLAM | NRM |
| - | - | - | - | DOUBLE KICK | FTG |



AREA



EVOLUTION

NIDORAN ♀ → NIDORINA LEV. 16 → NIDOQUEEN MOON STONE

#32 NIDORAN ♂

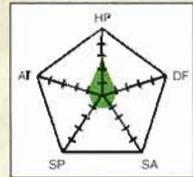


FIND WILD EVOL. EVENT

| | | | |
|---|---|--|--|
| ● | ● | | |
| ● | ● | | |
| ● | ● | | |

TYPE: POISON

STATS

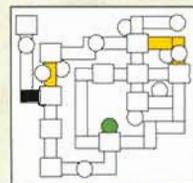


ABILITY

| Lv | ● | Lv | ●● | Attack | Type |
|----|----|----|----|--------------|------|
| - | - | - | - | LEER | NRM |
| - | - | - | - | TACKLE | NRM |
| 8 | 8 | - | - | HORN ATTACK | NRM |
| 17 | 14 | - | - | POISON STING | PSN |
| 23 | 21 | - | - | FOCUS ENERGY | NRM |
| 30 | 29 | - | - | FURY ATTACK | NRM |
| 38 | 36 | - | - | HORN DRILL | NRM |
| 12 | 43 | - | - | DOUBLE KICK | FTG |



AREA

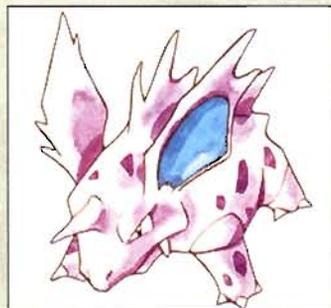


EVOLUTION

NIDORAN ♂ → NIDORINO LEV. 16 → NIDOKING MOON STONE



#33 NIDORINO

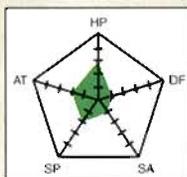


FIND WILD EVOL. EVENT

| | | | |
|---|---|---|---|
| ● | ● | ● | |
| ● | ● | ● | |
| ● | ● | ● | ● |

TYPE: POISON

STATS

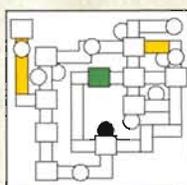


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|--------------|------|
| - | - | LEER | NRM |
| - | - | TACKLE | NRM |
| - | - | HORN ATTACK | NRM |
| 19 | - | POISON STING | PSN |
| 27 | 23 | FOCUS ENERGY | NRM |
| 36 | 32 | FURY ATTACK | NRM |
| 46 | 41 | HORN DRILL | NRM |
| 12 | 50 | DOUBLE KICK | FTG |



AREA



EVOLUTION

NIDORAN ♂ → NIDORINO LEV. 16 → NIDOKING MOON STONE

#34 NIDOKING

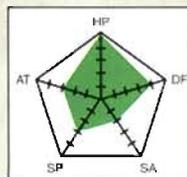


FIND WILD EVOL. EVENT

| | | | |
|---|--|---|---|
| ● | | ● | |
| ● | | ● | |
| ● | | ● | ● |

TYPE: POISON/GROUND

STATS

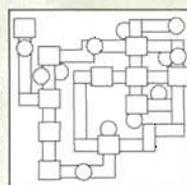


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|--------------|------|
| - | - | LEER | NRM |
| - | - | TACKLE | NRM |
| - | - | HORN ATTACK | NRM |
| 19 | - | POISON STING | PSN |
| 23 | 23 | THRASH | NRM |
| - | | DOUBLE KICK | FTG |



AREA



EVOLUTION

NIDORAN ♂ → NIDORINO LEV. 16 → NIDOKING MOON STONE

#35 CLEFAIRY

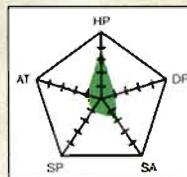


FIND WILD EVOL. EVENT

| | | | |
|---|---|--|---|
| ● | ● | | |
| ● | ● | | ● |
| ● | ● | | ● |

TYPE: NORMAL

STATS

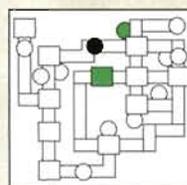


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|--------------|------|
| - | - | POUND | NRM |
| - | - | GROWL | NRM |
| 13 | 13 | SING | NRM |
| 18 | 18 | DOUBLES LAP | NRM |
| 24 | 24 | MINIMIZE | NRM |
| 31 | 31 | METRONOME | NRM |
| 39 | 39 | DEFENSE CURL | NRM |
| 48 | 48 | LIGHT SCREEN | PSY |



AREA



EVOLUTION

CLEFAIRY → CLEFABLE MOON STONE

#36 CLEFABLE

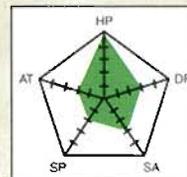


FIND WILD EVOL. EVENT

| | | | |
|---|--|---|---|
| ● | | ● | |
| ● | | ● | |
| ● | | ● | ● |

TYPE: NORMAL

STATS

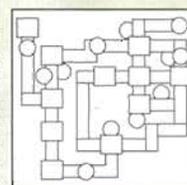


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|-------------|------|
| - | - | POUND | NRM |
| - | - | GROWL | NRM |
| * | * | SING | NRM |
| * | * | DOUBLES LAP | NRM |
| * | * | MINIMIZE | NRM |
| * | * | METRONOME | NRM |



AREA



*If won at the slot machines, it will already have these abilities.

EVOLUTION

CLEFAIRY → CLEFABLE MOON STONE



#37 VULPIX

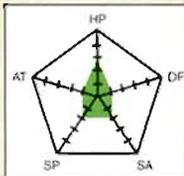


FIND WILD EVOL. EVENT

| | | | |
|---|---|--|---|
| ● | | | ● |
| ● | | | |
| ● | ● | | |

TYPE: FIRE

STATS

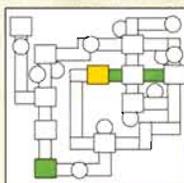


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|--------------|------|
| - | - | EMBER | FIR |
| - | - | TAIL WHIP | NRM |
| - | 16 | QUICK ATTACK | NRM |
| 21 | 21 | ROAR | NRM |
| 28 | 28 | CONFUSE RAY | GHO |
| 35 | 35 | FLAMETHROWER | FIR |
| 42 | 42 | FIRE SPIN | FIR |



AREA



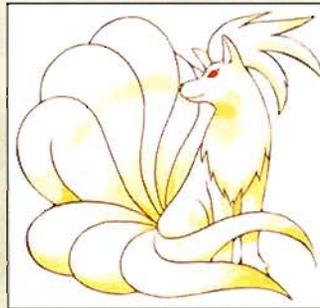
EVOLUTION

VULPIX

→ NINETALES

FIRE STONE

#38 NINETALES

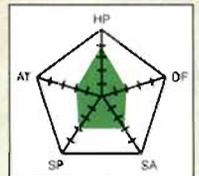


FIND WILD EVOL. EVENT

| | | | |
|---|---|---|--|
| ● | | ● | |
| ● | | | |
| ● | ● | | |

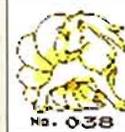
TYPE: FIRE

STATS

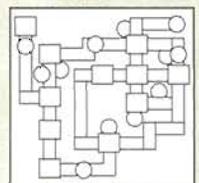


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|-----------|------|
| - | - | EMBER | FIR |
| - | - | TAIL WHIP | NRM |



AREA



EVOLUTION

VULPIX

→ NINETALES

FIRE STONE

#39 JIGGLYPUFF

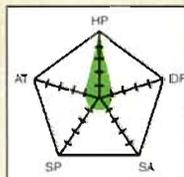


FIND WILD EVOL. EVENT

| | | | |
|---|---|--|--|
| ● | ● | | |
| ● | ● | | |
| ● | ● | | |

TYPE: NORMAL

STATS

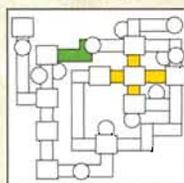


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|--------------|------|
| - | - | SING | NRM |
| 9 | 9 | POUND | NRM |
| 14 | 14 | DISABLE | NRM |
| 19 | 19 | DEFENSE CURL | NRM |
| 24 | 24 | DOUBLES LAP | NRM |
| 29 | 29 | REST | PSY |
| 34 | 34 | BODY SLAM | NRM |
| 39 | 39 | DOUBLE-EDGE | NRM |



AREA



EVOLUTION

JIGGLYPUFF

→ WIGGLYTUFF

MOON STONE

#40 WIGGLYTUFF

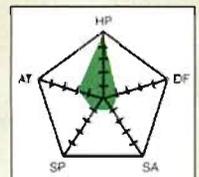


FIND WILD EVOL. EVENT

| | | | |
|---|---|--|---|
| ● | | | ● |
| ● | ● | | |
| ● | ● | | |

TYPE: NORMAL

STATS

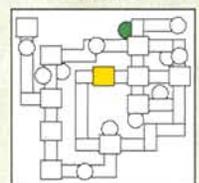


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|--------------|------|
| - | - | SING | NRM |
| * | * | DISABLE | NRM |
| * | * | DEFENSE CURL | NRM |
| * | * | DOUBLES LAP | NRM |



AREA



*If caught in the wild or won at the slot machines, it will already have these abilities.

EVOLUTION

JIGGLYPUFF

→ WIGGLYTUFF

MOON STONE



#41 ZUBAT

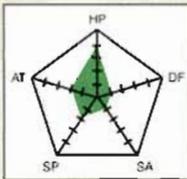


FIND WILD EVOL. EVENT

| | | | |
|---|---|--|--|
| ● | ● | | |
| ● | ● | | |
| ● | ● | | |

TYPE: POISON/FLYING

STATS



ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|-------------|------|
| - | - | LEECH LIFE | BUG |
| 10 | 10 | SUPERSONIC | NRM |
| 15 | 15 | BITE | NRM |
| 21 | 21 | CONFUSE RAY | GHO |
| 28 | 28 | WING ATTACK | FLY |
| 36 | 36 | HAZE | ICE |

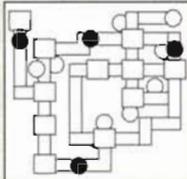


No. 041



STAMP

AREA



EVOLUTION

ZUBAT → GOLBAT LEV. 22

#42 GOLBAT

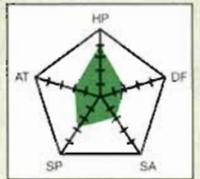


FIND WILD EVOL. EVENT

| | | | |
|---|---|---|--|
| ● | ● | ● | |
| ● | ● | ● | |
| ● | ● | ● | |

TYPE: POISON/FLYING

STATS



ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|-------------|------|
| - | - | LEECH LIFE | BUG |
| - | - | SCREECH | NRM |
| - | - | SUPERSONIC | NRM |
| - | - | BITE | NRM |
| - | - | CONFUSE RAY | GHO |
| 32 | 32 | WING ATTACK | FLY |
| 43 | 43 | HAZE | ICE |



No. 042



STAMP

AREA

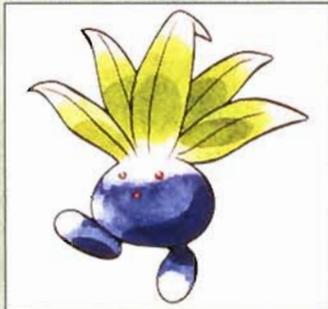


*If evolved from Zubat, it will not learn these abilities.

EVOLUTION

ZUBAT → GOLBAT LEV. 22

#43 ODDISH

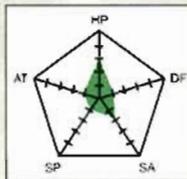


FIND WILD EVOL. EVENT

| | | | |
|---|---|--|--|
| ● | ● | | |
| ● | ● | | |
| ● | | | |

TYPE: GRASS/POISON

STATS



ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|---------------|------|
| - | - | ABSORB | GRS |
| 15 | 15 | POISON POWDER | PSN |
| 17 | 17 | STUN SPORE | GRS |
| 19 | 19 | SLEEP POWDER | GRS |
| 24 | 24 | ACID | PSN |
| 33 | 33 | PETAL DANCE | GRS |
| 46 | 46 | SOLAR BEAM | GRS |

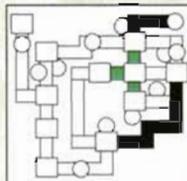


No. 043



STAMP

AREA



EVOLUTION

ODDISH → GLOOM LEV. 21 → VILEPLUME LEAF STONE

#44 GLOOM

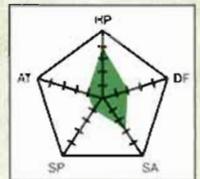


FIND WILD EVOL. EVENT

| | | | |
|---|---|---|--|
| ● | ● | ● | |
| ● | ● | ● | |
| ● | | | |

TYPE: GRASS/POISON

STATS



ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|---------------|------|
| - | - | ABSORB | GRS |
| - | - | POISON POWDER | PSN |
| - | - | STUN SPORE | GRS |
| - | - | SLEEP POWDER | GRS |
| 28 | 28 | ACID | PSN |
| 38 | 38 | PETAL DANCE | GRS |
| 52 | 52 | SOLAR BEAM | GRS |

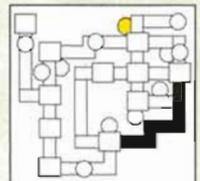


No. 044



STAMP

AREA



EVOLUTION

ODDISH → GLOOM LEV. 21 → VILEPLUME LEAF STONE



#45 VILEPLUME

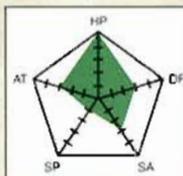


FIND WILD EVOL. EVENT

| | | | |
|---|--|---|--|
| ● | | ● | |
| ● | | ● | |
| ● | | | |

TYPE: GRASS/POISON

STATS

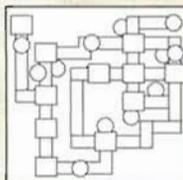


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|---------------|------|
| - | - | ABSORB | GRS |
| - | - | POISON POWDER | PSN |
| - | - | STUN SPORE | GRS |
| - | - | SLEEP POWDER | GRS |
| | | | |
| | | | |
| | | | |
| | | | |



AREA



EVOLUTION

ODDISH



GLOOM

LEV. 21



VILEPLUME

LEAF STONE

#46 PARAS

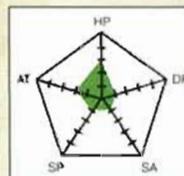


FIND WILD EVOL. EVENT

| | | | |
|---|---|--|--|
| ● | ● | | |
| ● | ● | | |
| ● | ● | | |

TYPE: BUG/GRASS

STATS

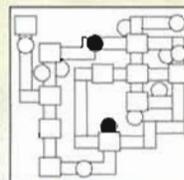


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|------------|------|
| - | - | SCRATCH | NRM |
| 13 | 13 | STUN SPORE | GRS |
| 20 | 20 | LEECH LIFE | BUG |
| 27 | 27 | SPORE | GRS |
| 34 | 34 | SLASH | NRM |
| 41 | 41 | GROWTH | NRM |
| | | | |
| | | | |
| | | | |
| | | | |



AREA



EVOLUTION

PARAS



PARASECT

LEV. 24

#47 PARASECT

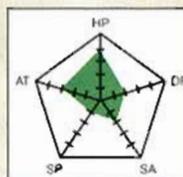


FIND WILD EVOL. EVENT

| | | | |
|---|---|---|---|
| ● | ● | ● | ● |
| ● | ● | ● | ● |
| ● | ● | ● | ● |

TYPE: BUG/GRASS

STATS

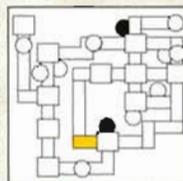


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|------------|------|
| - | - | SCRATCH | NRM |
| - | - | STUN SPORE | GRS |
| - | - | LEECH LIFE | BUG |
| 30 | 30 | SPORE | GRS |
| 39 | 39 | SLASH | NRM |
| 48 | 48 | GROWTH | NRM |
| | | | |
| | | | |
| | | | |
| | | | |



AREA



EVOLUTION

PARAS



PARASECT

LEV. 24

#48 VENONAT

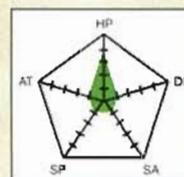


FIND WILD EVOL. EVENT

| | | | |
|---|---|--|--|
| ● | ● | | |
| ● | ● | | |
| ● | ● | | |

TYPE: BUG/POISON

STATS

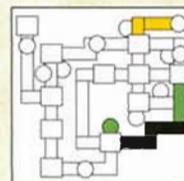


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|---------------|------|
| - | - | TACKLE | NRM |
| - | - | DISABLE | NRM |
| 11 | - | SUPERSONIC | NRM |
| 19 | - | CONFUSION | PSY |
| 22 | 24 | POISON POWDER | PSN |
| 27 | 27 | LEECH LIFE | BUG |
| 30 | 30 | STUN SPORE | GRS |
| 35 | 35 | PSYBEAM | PSY |
| 38 | 38 | SLEEP POWDER | GRS |
| 43 | 43 | PSYCHIC | PSY |
| | | | |
| | | | |
| | | | |
| | | | |



AREA



EVOLUTION

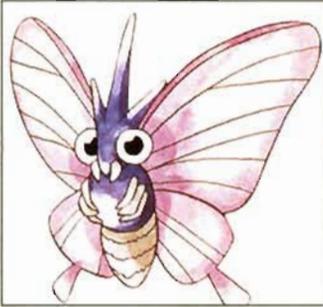
VENONAT



VENOMOTH

LEV. 31

#49 VENOMOTH

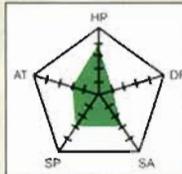


FIND WILD EVOL. EVENT

| | | | |
|---|---|---|--|
| ● | ● | ● | |
| ● | ● | ● | |
| ● | ● | ● | |

TYPE: BUG/POISON

STATS

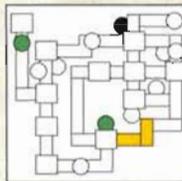


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|---------------|------|
| - | - | TACKLE | NRM |
| - | - | DISABLE | NRM |
| - | - | SUPERSONIC | NRM |
| - | - | CONFUSION | PSY |
| - | - | POISON POWDER | PSN |
| - | - | LEECH LIFE | BUG |
| - | - | STUN SPORE | GRS |
| 38 | 38 | PSYBEAM | PSY |
| 43 | 43 | SLEEP POWDER | GRS |
| 50 | 50 | PSYCHIC | PSY |



AREA



EVOLUTION

VENONAT → **VENOMOTH** LEV. 31

#50 DIGLETT

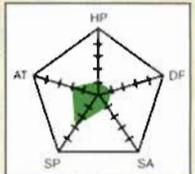


FIND WILD EVOL. EVENT

| | | | |
|---|---|--|--|
| ● | ● | | |
| ● | ● | | |
| ● | ● | | |

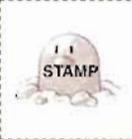
TYPE: GROUND

STATS

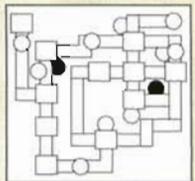


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|-------------|------|
| - | - | SCRATCH | NRM |
| - | - | GROWL | NRM |
| 19 | 19 | DIG | GRD |
| 24 | 24 | SAND-ATTACK | NRM |
| 31 | 31 | SLASH | NRM |
| 40 | 40 | EARTHQUAKE | GRD |



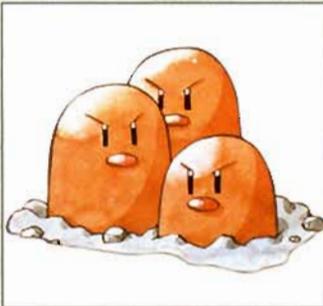
AREA



EVOLUTION

DIGLETT → **DUGTRIO** LEV. 26

#51 DUGTRIO

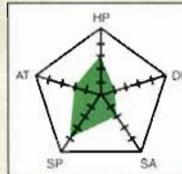


FIND WILD EVOL. EVENT

| | | | |
|---|---|---|---|
| ● | ● | ● | ● |
| ● | ● | ● | |
| ● | ● | ● | |

TYPE: GROUND

STATS

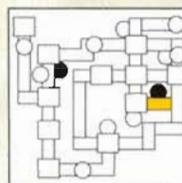


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|-------------|------|
| - | - | SCRATCH | NRM |
| - | - | GROWL | NRM |
| - | - | DIG | GRD |
| - | - | SAND-ATTACK | NRM |
| 35 | 35 | SLASH | NRM |
| 47 | 47 | EARTHQUAKE | GRD |



AREA



EVOLUTION

DIGLETT → **DUGTRIO** LEV. 26

#52 MEOWTH

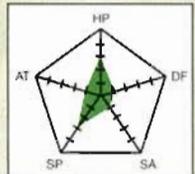


FIND WILD EVOL. EVENT

| | | | |
|---|---|--|--|
| ● | | | |
| ● | | | |
| ● | ● | | |

TYPE: NORMAL

STATS

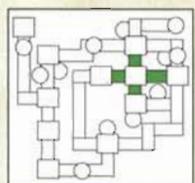


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|-------------|------|
| - | - | SCRATCH | NRM |
| - | - | GROWL | NRM |
| 12 | 12 | BITE | NRM |
| 17 | 17 | PAY DAY | NRM |
| 24 | 24 | SCREECH | NRM |
| 33 | 33 | FURY SWIPES | NRM |
| 44 | 44 | SLASH | NRM |



AREA



EVOLUTION

MEOWTH → **PERSIAN** LEV. 28

#53 PERSIAN

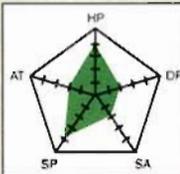


FIND WILD EVOL. EVENT

| | | | |
|---|--|---|--|
| ● | | | |
| ● | | | |
| ● | | ● | |

TYPE: NORMAL

STATS

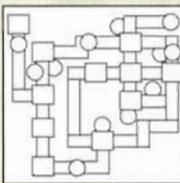


ABILITY

| Lv ● | Lv ●●● | Attack | Type |
|------|--------|-------------|------|
| - | - | SCRATCH | NRM |
| - | - | GROWL | NRM |
| - | - | BITE | NRM |
| - | - | PAY DAY | NRM |
| - | - | SCREECH | NRM |
| 37 | ●●● | FURY SWIPES | NRM |
| 51 | ●●● | SLASH | NRM |



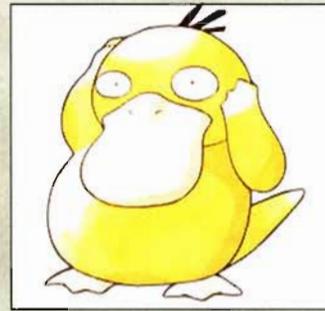
AREA



EVOLUTION

MEOWTH → PERSIAN LEV. 28

#54 PSYDUCK

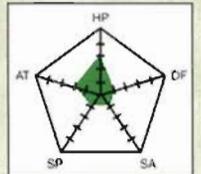


FIND WILD EVOL. EVENT

| | | | |
|---|---|--|--|
| ● | ● | | |
| ● | ● | | |
| ● | ● | | |

TYPE: WATER

STATS

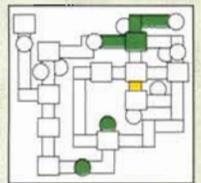


ABILITY

| Lv ● | Lv ●●● | Attack | Type |
|------|--------|-------------|------|
| - | - | SCRATCH | NRM |
| 28 | ●●● | TAIL WHIP | NRM |
| 31 | ●●● | DISABLE | NRM |
| 36 | ●●● | CONFUSION | PSY |
| 43 | ●●● | FURY SWIPES | NRM |
| 52 | ●●● | HYDRO PUMP | WTR |



AREA



EVOLUTION

PSYDUCK → GOLDOCK LEV. 33

#55 GOLDOCK

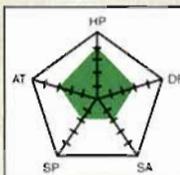


FIND WILD EVOL. EVENT

| | | | |
|---|---|---|--|
| ● | ● | ● | |
| ● | ● | ● | |
| ● | ● | ● | |

TYPE: WATER

STATS

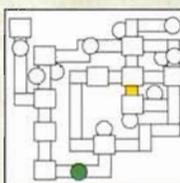


ABILITY

| Lv ● | Lv ●●● | Attack | Type |
|------|--------|-------------|------|
| - | - | SCRATCH | NRM |
| 28 | - | TAIL WHIP | NRM |
| 31 | - | DISABLE | NRM |
| 39 | ●●● | CONFUSION | PSY |
| 48 | ●●● | FURY SWIPES | NRM |
| 59 | ●●● | HYDRO PUMP | WTR |



AREA



EVOLUTION

PSYDUCK → GOLDOCK LEV. 33

#56 MANKEY

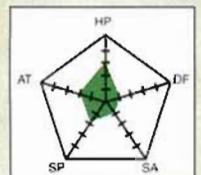


FIND WILD EVOL. EVENT

| | | | |
|---|---|--|--|
| ● | ● | | |
| ● | ● | | |
| ● | | | |

TYPE: FIGHTING

STATS

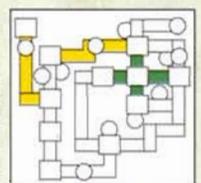


ABILITY

| Lv ● | Lv ●●● | Attack | Type |
|------|--------|--------------|------|
| - | - | SCRATCH | NRM |
| - | - | LEER | NRM |
| 9 | - | LOW KICK | FTG |
| 15 | ●●● | KARATE CHOP | NRM |
| 21 | ●●● | FURY SWIPES | NRM |
| 27 | ●●● | FOCUS ENERGY | NRM |
| 33 | ●●● | SEISMIC TOSS | FTG |
| 39 | ●●● | THRASH | NRM |
| 45 | ●●● | SCREECH | NRM |



AREA



EVOLUTION

MANKEY → PRIMEAPE LEV. 28

#57 PRIMEAPE

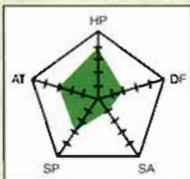


FIND WILD EVOL. EVENT

| | | | |
|---|---|---|--|
| ● | ● | ● | |
| ● | | ● | |
| ● | | | |

TYPE: FIGHTING

STATS

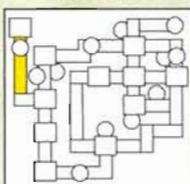


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|--------------|------|
| - | - | SCRATCH | NRM |
| - | - | LEER | NRM |
| - | - | LOW KICK | FTG |
| - | - | KARATE CHOP | NRM |
| - | - | FURY SWIPES | NRM |
| - | - | FOCUS ENERGY | NRM |
| 28 | - | RAGE | NRM |
| 37 | 37 | SEISMIC TOSS | FTG |
| 45 | - | SCREECH | NRM |
| 46 | 46 | THRASH | NRM |



AREA



EVOLUTION

MANKEY → PRIMEAPE (LEV. 28)

#58 GROWLITHE

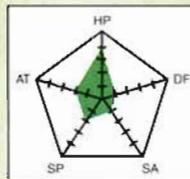


FIND WILD EVOL. EVENT

| | | | |
|---|---|--|--|
| ● | ● | | |
| ● | ● | | |
| ● | | | |

TYPE: FIRE

STATS

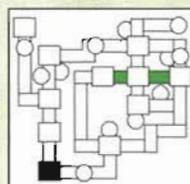


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|--------------|------|
| - | - | BITE | NRM |
| - | - | ROAR | NRM |
| - | 18 | EMBER | FIR |
| - | 23 | LEER | NRM |
| 30 | 30 | TAKE DOWN | NRM |
| 39 | 39 | AGILITY | PSY |
| 50 | 50 | FLAMETHROWER | FIR |



AREA



EVOLUTION

GROWLITHE → ARCANINE (FIRE STONE)

#59 ARCANINE

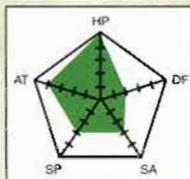


FIND WILD EVOL. EVENT

| | | | |
|---|--|---|--|
| ● | | ● | |
| ● | | ● | |
| ● | | | |

TYPE: FIRE

STATS

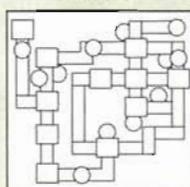


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|--------|------|
| - | - | BITE | NRM |
| - | - | ROAR | NRM |



AREA



EVOLUTION

GROWLITHE → ARCANINE (FIRE STONE)

#60 POLIWAG

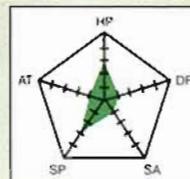


FIND WILD EVOL. EVENT

| | | | |
|---|---|--|--|
| ● | ● | | |
| ● | ● | | |
| ● | ● | | |

TYPE: WATER

STATS

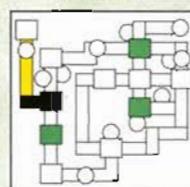


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|-------------|------|
| - | - | BUBBLE | WTR |
| 16 | 16 | HYPNOSIS | PSY |
| 19 | 19 | WATER GUN | WTR |
| 25 | 25 | DOUBLES LAP | NRM |
| 31 | 31 | BODY SLAM | NRM |
| 38 | 38 | AMNESIA | PSY |
| 45 | 45 | HYDRO PUMP | WTR |



AREA



EVOLUTION

POLIWAG → POLIWHIRL (LEV. 25) → POLIWRATH (WATER STONE)



#61 POLIWHIRL

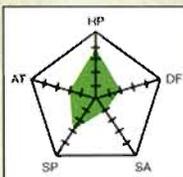


FIND WILD EVOL. EVENT

| | | | |
|---|---|---|--|
| ● | ● | ● | |
| ● | ● | ● | |
| ● | ● | ● | |

TYPE: WATER

STATS

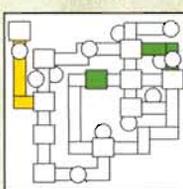


ABILITY

| Lv | ● | Lv | ● | ● | Attack | Type |
|----|----|----|---|---|-------------|------|
| - | - | - | - | - | BUBBLE | WTR |
| 16 | - | - | - | - | HYPNOSIS | PSY |
| 19 | - | - | - | - | WATER GUN | WTR |
| 26 | 26 | - | - | - | DOUBLES LAP | NRM |
| 33 | 33 | - | - | - | BODY SLAM | NRM |
| 41 | 41 | - | - | - | AMNESIA | PSY |
| 49 | 49 | - | - | - | HYDRO PUMP | WTR |



AREA



EVOLUTION

POLIWAG → POLIWHIRL LEV. 25 → POLIWRATH WATER STONE

#62 POLIWRATH

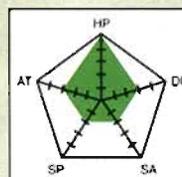


FIND WILD EVOL. EVENT

| | | | |
|---|--|--|---|
| ● | | | ● |
| ● | | | ● |
| ● | | | ● |

TYPE: WATER/FIGHTING

STATS

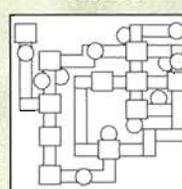


ABILITY

| Lv | ● | Lv | ● | ● | Attack | Type |
|----|---|----|---|---|-----------|------|
| - | - | - | - | - | BUBBLE | WTR |
| 16 | - | - | - | - | HYPNOSIS | PSY |
| 19 | - | - | - | - | WATER GUN | WTR |



AREA



EVOLUTION

POLIWAG → POLIWHIRL LEV. 25 → POLIWRATH WATER STONE

#63 ABRA

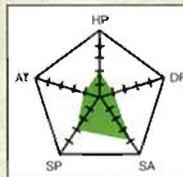


FIND WILD EVOL. EVENT

| | | | |
|---|---|--|---|
| ● | ● | | ● |
| ● | ● | | ● |
| ● | ● | | ● |

TYPE: PSYCHIC

STATS

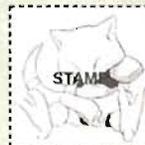
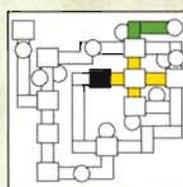


ABILITY

| Lv | ● | Lv | ● | ● | Attack | Type |
|----|---|----|---|---|----------|------|
| - | - | - | - | - | TELEPORT | PSY |



AREA



EVOLUTION

ABRA → KADABRA LEV. 16 → ALAKAZAM TRADE

#64 KADABRA

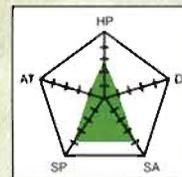


FIND WILD EVOL. EVENT

| | | | |
|---|---|---|--|
| ● | ● | ● | |
| ● | ● | ● | |
| ● | ● | ● | |

TYPE: PSYCHIC

STATS

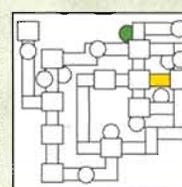


ABILITY

| Lv | ● | Lv | ● | ● | Attack | Type |
|----|----|----|---|---|-----------|------|
| - | - | - | - | - | TELEPORT | PSY |
| * | * | - | - | - | KINESIS | PSY |
| 16 | 16 | - | - | - | CONFUSION | PSY |
| 20 | 20 | - | - | - | DISABLE | NRM |
| 27 | 27 | - | - | - | PSYBEAM | PSY |
| 31 | 31 | - | - | - | RECOVER | NRM |
| 38 | 38 | - | - | - | PSYCHIC | PSY |
| 42 | 42 | - | - | - | REFLECT | PSY |



AREA



*In Yellow, if evolved from Abra it will not learn this ability.

EVOLUTION

ABRA → KADABRA LEV. 16 → ALAKAZAM TRADE

#65 ALAKAZAM

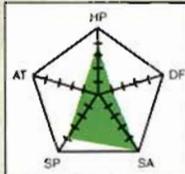


FIND WILD EVOL. EVENT

| | | | |
|---|--|---|--|
| ● | | ● | |
| ● | | ● | |
| ● | | ● | |

TYPE: PSYCHIC

STATS

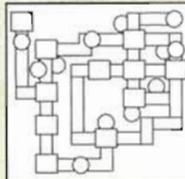


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|-----------|------|
| - | - | TELEPORT | PSY |
| - | - | KINESIS | PSY |
| 16 | 16 | CONFUSION | PSY |
| 20 | 20 | DISABLE | NRM |
| 27 | 27 | PSYBEAM | PSY |
| 31 | 31 | RECOVER | NRM |
| 38 | 38 | PSYCHIC | PSY |
| 42 | 42 | REFLECT | PSY |



AREA



*In Yellow, if evolved from Kadabra it will not learn this ability.

EVOLUTION

ABRA → **KADABRA** (LEV. 16) → **ALAKAZAM** (TRADE)

#66 MACHOP

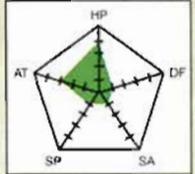


FIND WILD EVOL. EVENT

| | | | |
|---|---|--|--|
| ● | ● | | |
| ● | ● | | |
| ● | ● | | |

TYPE: FIGHTING

STATS



ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|--------------|------|
| - | - | KARATE CHOP | NRM |
| 20 | 20 | LOW KICK | FTG |
| 25 | 25 | LEER | NRM |
| 32 | 32 | FOCUS ENERGY | NRM |
| 39 | 39 | SEISMIC TOSS | FTG |
| 46 | 46 | SUBMISSION | FTG |



AREA



EVOLUTION

MACHOP → **MACHOKE** (LEV. 28) → **MACHAMP** (TRADE)

#67 MACHOKE

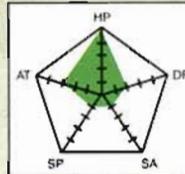


FIND WILD EVOL. EVENT

| | | | |
|---|---|---|---|
| ● | ● | ● | ● |
| ● | ● | ● | ● |
| ● | ● | ● | ● |

TYPE: FIGHTING

STATS

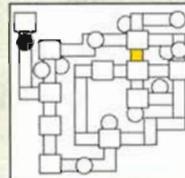


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|--------------|------|
| - | - | KARATE CHOP | NRM |
| 20 | - | LOW KICK | FTG |
| 25 | - | LEER | NRM |
| 36 | 36 | FOCUS ENERGY | NRM |
| 44 | 44 | SEISMIC TOSS | FTG |
| 52 | 52 | SUBMISSION | FTG |



AREA



EVOLUTION

MACHOP → **MACHOKE** (LEV. 28) → **MACHAMP** (TRADE)

#68 MACHAMP

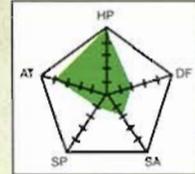


FIND WILD EVOL. EVENT

| | | | |
|---|--|---|--|
| ● | | ● | |
| ● | | ● | |
| ● | | ● | |

TYPE: FIGHTING

STATS

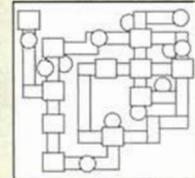


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|--------------|------|
| - | - | KARATE CHOP | NRM |
| 20 | - | LOW KICK | FTG |
| 25 | - | LEER | NRM |
| 36 | 36 | FOCUS ENERGY | NRM |
| 44 | 44 | SEISMIC TOSS | FTG |
| 52 | 52 | SUBMISSION | FTG |



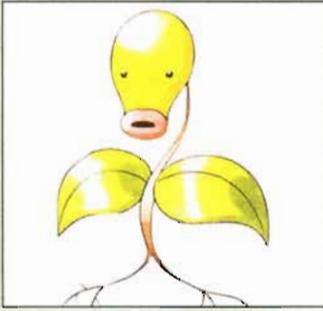
AREA



EVOLUTION

MACHOP → **MACHOKE** (LEV. 28) → **MACHAMP** (TRADE)

#69 BELLSPROUT

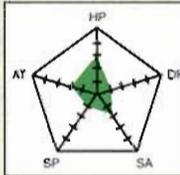


FIND WILD EVOL. EVENT

| | | | |
|---|---|--|--|
| ● | ● | | |
| ● | | | |
| ● | ● | | |

TYPE: GRASS/POISON

STATS



ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|---------------|------|
| - | - | VINE WHIP | GRS |
| - | - | GROWTH | NRM |
| 13 | 13 | WRAP | NRM |
| 15 | 15 | POISON POWDER | PSN |
| 18 | 18 | SLEEP POWDER | GRS |
| 21 | 21 | STUN SPORE | GRS |
| 26 | 26 | ACID | PSN |
| 33 | 33 | RAZOR LEAF | GRS |
| 42 | 42 | SLAM | NRM |



AREA



EVOLUTION

BELLSPROUT → **WEEPINBELL** LEV. 21 → VICTREEBEL LEAF STONE

#70 WEEPINBELL

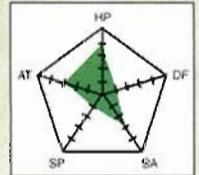


FIND WILD EVOL. EVENT

| | | | |
|---|---|---|--|
| ● | ● | ● | |
| ● | | | |
| ● | ● | ● | |

TYPE: GRASS/POISON

STATS

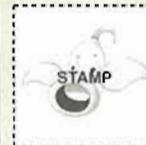
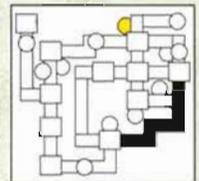


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|---------------|------|
| - | - | VINE WHIP | GRS |
| - | - | GROWTH | NRM |
| - | - | WRAP | NRM |
| - | - | POISON POWDER | PSN |
| - | - | SLEEP POWDER | GRS |
| 23 | 23 | STUN SPORE | GRS |
| 29 | 29 | ACID | PSN |
| 38 | 38 | RAZOR LEAF | GRS |
| 49 | 49 | SLAM | NRM |



AREA



EVOLUTION

BELLSPROUT → **WEEPINBELL** LEV. 21 → VICTREEBEL LEAF STONE

#71 VICTREEBEL

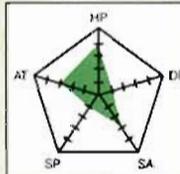


FIND WILD EVOL. EVENT

| | | | |
|---|--|---|--|
| ● | | ● | |
| ● | | | |
| ● | | ● | |

TYPE: GRASS/POISON

STATS

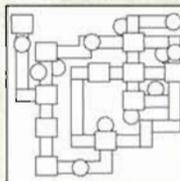


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|---------------|------|
| - | - | VINE WHIP | GRS |
| - | - | GROWTH | NRM |
| - | - | WRAP | NRM |
| - | - | POISON POWDER | PSN |
| - | - | SLEEP POWDER | GRS |



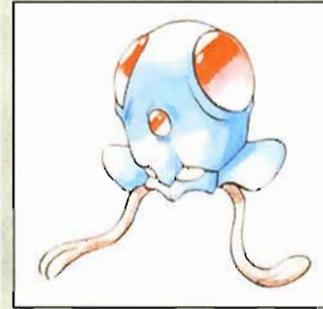
AREA



EVOLUTION

BELLSPROUT → **WEEPINBELL** LEV. 21 → VICTREEBEL LEAF STONE

#72 TENTACOOOL

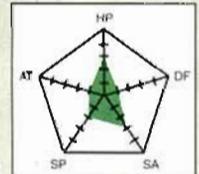


FIND WILD EVOL. EVENT

| | | | |
|---|---|--|--|
| ● | ● | | |
| ● | ● | | |
| ● | ● | | |

TYPE: WATER/POISON

STATS

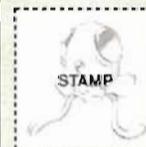
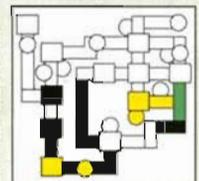


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|--------------|------|
| - | - | ACID | PSN |
| 7 | 7 | SUPERSONIC | NRM |
| 13 | 13 | WRAP | NRM |
| 18 | 18 | POISON STING | PSN |
| 22 | 22 | WATER GUN | WTR |
| 27 | 27 | CONSTRICT | NRM |
| 33 | 33 | BARRIER | PSY |
| 40 | 40 | SCREECH | NRM |
| 48 | 48 | HYDRO PUMP | WTR |



AREA



EVOLUTION

TENTACOOOL → **TENTACRUEL** LEV. 30



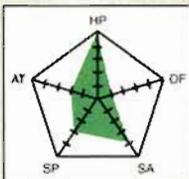
#73 TENTACRUEL



| FIND | WILD | EVOL. | EVENT |
|------|------|-------|-------|
| ● | ● | ● | |
| ● | | ● | |
| ● | | ● | |

TYPE: WATER/POISON

STATS

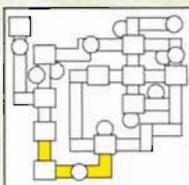


ABILITY

| Lv | ● | Lv | ● | Attack | Type |
|----|----|----|---|--------------|------|
| - | - | - | - | ACID | PSN |
| - | - | - | - | SUPERSONIC | NRM |
| - | - | - | - | WRAP | NRM |
| - | - | - | - | POISON STING | PSN |
| 22 | - | - | - | WATER GUN | WTR |
| 27 | - | - | - | CONSTRICT | NRM |
| 35 | 35 | - | - | BARRIER | PSY |
| 43 | 43 | - | - | SCREECH | NRM |
| 50 | 50 | - | - | HYDRO PUMP | WTR |



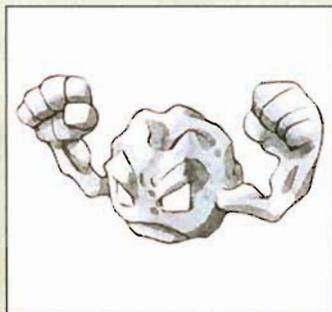
AREA



EVOLUTION

TENTACOOL → **TENTACRUEL** LEV. 30

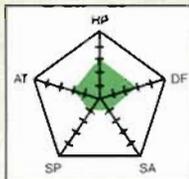
#74 GEODUDE



| FIND | WILD | EVOL. | EVENT |
|------|------|-------|-------|
| ● | ● | | |
| ● | ● | | |
| ● | ● | | |

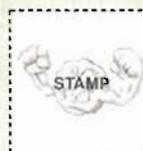
TYPE: ROCK/GROUND

STATS

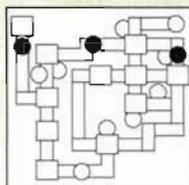


ABILITY

| Lv | ● | Lv | ● | Attack | Type |
|----|----|----|---|---------------|------|
| - | - | - | - | TACKLE | NRM |
| 11 | 11 | - | - | DEFENSE CURL | NRM |
| 16 | 16 | - | - | ROCK THROW | RCK |
| 21 | 21 | - | - | SELF DESTRUCT | NRM |
| 26 | 26 | - | - | HARDEN | NRM |
| 31 | 31 | - | - | EARTHQUAKE | GRD |
| 36 | 36 | - | - | EXPLOSION | NRM |



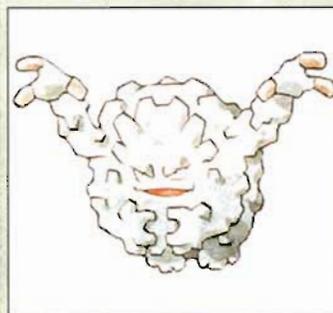
AREA



EVOLUTION

GEODUDE → **GRAVELER** LEV. 25 → **GOLEM** TRADE

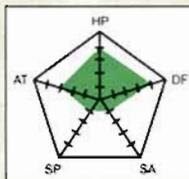
#75 GRAVELER



| FIND | WILD | EVOL. | EVENT |
|------|------|-------|-------|
| ● | ● | ● | |
| ● | ● | ● | |
| ● | ● | ● | |

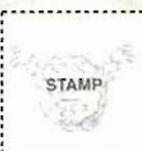
TYPE: ROCK/GROUND

STATS

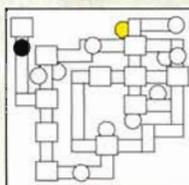


ABILITY

| Lv | ● | Lv | ● | Attack | Type |
|----|----|----|---|---------------|------|
| - | - | - | - | TACKLE | NRM |
| - | - | - | - | DEFENSE CURL | NRM |
| - | - | - | - | ROCK THROW | RCK |
| - | - | - | - | SELF DESTRUCT | NRM |
| 29 | 29 | - | - | HARDEN | NRM |
| 36 | 36 | - | - | EARTHQUAKE | GRD |
| 43 | 43 | - | - | EXPLOSION | NRM |



AREA



EVOLUTION

GEODUDE → **GRAVELER** LEV. 25 → **GOLEM** TRADE

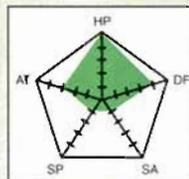
#76 GOLEM



| FIND | WILD | EVOL. | EVENT |
|------|------|-------|-------|
| ● | | ● | |
| ● | | ● | |
| ● | | ● | |

TYPE: ROCK/GROUND

STATS

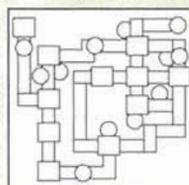


ABILITY

| Lv | ● | Lv | ● | Attack | Type |
|----|----|----|---|---------------|------|
| - | - | - | - | TACKLE | NRM |
| - | - | - | - | DEFENSE CURL | NRM |
| - | - | - | - | ROCK THROW | RCK |
| - | - | - | - | SELF DESTRUCT | NRM |
| 29 | 29 | - | - | HARDEN | NRM |
| 36 | 36 | - | - | EARTHQUAKE | GRD |
| 43 | 43 | - | - | EXPLOSION | NRM |



AREA



EVOLUTION

GEODUDE → **GRAVELER** LEV. 25 → **GOLEM** TRADE

#77 PONYTA

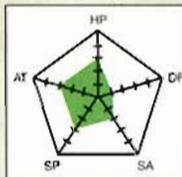


FIND WILD EVOL. EVENT

| | | | |
|---|---|--|--|
| ● | ● | | |
| ● | ● | | |
| ● | ● | | |

TYPE: FIRE

STATS

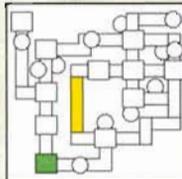


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|-----------|------|
| - | - | EMBER | FIR |
| 30 | 30 | TAIL WHIP | NRM |
| 32 | 32 | STOMP | NRM |
| 35 | 35 | GROWL | NRM |
| 39 | 39 | FIRE SPIN | FIR |
| 43 | 43 | TAKE DOWN | NRM |
| 48 | 48 | AGILITY | PSY |



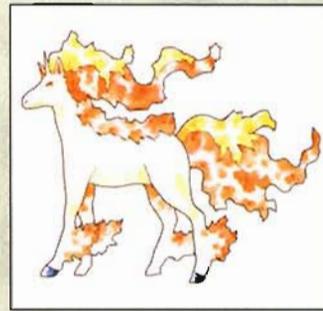
AREA



EVOLUTION

PONYTA → **RAPIDASH** LEV. 40

#78 RAPIDASH

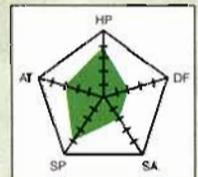


FIND WILD EVOL. EVENT

| | | | |
|---|--|---|--|
| ● | | ● | |
| ● | | ● | |
| ● | | ● | |

TYPE: FIRE

STATS

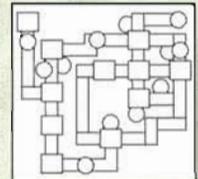


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|-----------|------|
| - | - | EMBER | FIR |
| - | - | TAIL WHIP | NRM |
| - | - | STOMP | NRM |
| - | - | GROWL | NRM |
| - | - | FIRE SPIN | FIR |
| 47 | 47 | TAKE DOWN | NRM |
| 55 | 55 | AGILITY | PSY |



AREA



EVOLUTION

PONYTA → **RAPIDASH** LEV. 40

#79 SLOWPOKE

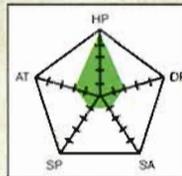


FIND WILD EVOL. EVENT

| | | | |
|---|---|--|--|
| ● | ● | | |
| ● | ● | | |
| ● | ● | | |

TYPE: WATER/PSYCHIC

STATS

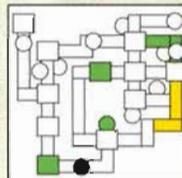


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|-----------|------|
| - | - | CONFUSION | PSY |
| 18 | 18 | DISABLE | NRM |
| 22 | 22 | HEAD BUTT | NRM |
| 27 | 27 | GROWL | NRM |
| 33 | 33 | WATER GUN | WTR |
| 40 | 40 | AMNESIA | PSY |
| 48 | 48 | PSYCHIC | PSY |



AREA



EVOLUTION

SLOWPOKE → **SLOWBRO** LEV. 37

#80 SLOWBRO

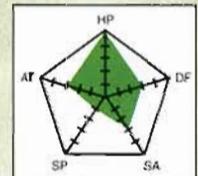


FIND WILD EVOL. EVENT

| | | | |
|---|---|---|--|
| ● | ● | ● | |
| ● | ● | ● | |
| ● | ● | ● | |

TYPE: WATER/PSYCHIC

STATS

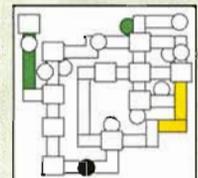


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|-----------|------|
| - | - | CONFUSION | PSY |
| 18 | - | DISABLE | NRM |
| 22 | - | HEAD BUTT | NRM |
| 27 | 27 | GROWL | NRM |
| 33 | 33 | WATER GUN | WTR |
| 37 | 37 | WITHDRAW | WTR |
| 44 | 44 | AMNESIA | PSY |
| 55 | 55 | PSYCHIC | PSY |



AREA

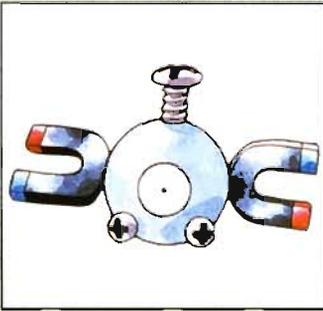


EVOLUTION

SLOWPOKE → **SLOWBRO** LEV. 37



#81 MAGNEMITE

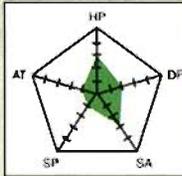


FIND WILD EVOL. EVENT

| | | | |
|---|---|--|--|
| ● | ● | | |
| ● | ● | | |
| ● | ● | | |

TYPE: ELECTRIC

STATS

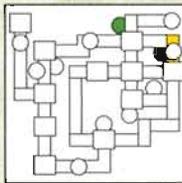


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|--------------|------|
| - | - | TACKLE | NRM |
| 21 | - | SONIC BOOM | NRM |
| 25 | 25 | THUNDERSHOCK | ELC |
| 29 | 29 | SUPERSONIC | NRM |
| 35 | 35 | THUNDER WAVE | ELC |
| 41 | 41 | SWIFT | NRM |
| 47 | 47 | SCREECH | NRM |



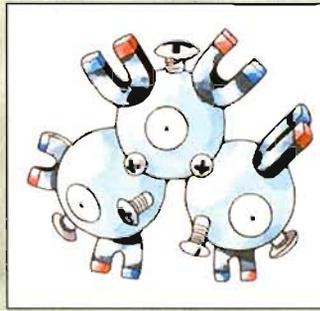
AREA



EVOLUTION

MAGNEMITE → MAGNETON LEV. 30

#82 MAGNETON

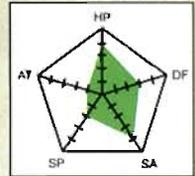


FIND WILD EVOL. EVENT

| | | | |
|---|---|---|--|
| ● | ● | ● | |
| ● | ● | ● | |
| ● | ● | ● | |

TYPE: ELECTRIC

STATS

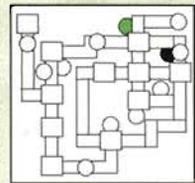


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|--------------|------|
| - | - | TACKLE | NRM |
| - | - | SONIC BOOM | NRM |
| - | - | THUNDERSHOCK | ELC |
| - | - | SUPERSONIC | NRM |
| 38 | 38 | THUNDER WAVE | ELC |
| 46 | 46 | SWIFT | NRM |
| 54 | 54 | SCREECH | NRM |



AREA



EVOLUTION

MAGNEMITE → MAGNETON LEV. 30

#83 FARFETCH'D

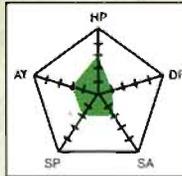


FIND WILD EVOL. EVENT

| | | | |
|---|---|--|---|
| ● | ● | | |
| ● | | | ● |
| ● | | | ● |

TYPE: NORMAL/FLYING

STATS

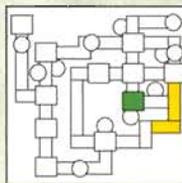


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|--------------|------|
| - | - | PECK | FLY |
| - | - | SAND-ATTACK | NRM |
| - | 7 | LEER | NRM |
| - | 15 | FURY ATTACK | NRM |
| - | 23 | SWORDS DANCE | NRM |
| 31 | 31 | AGILITY | PSY |
| 39 | 39 | SLASH | NRM |



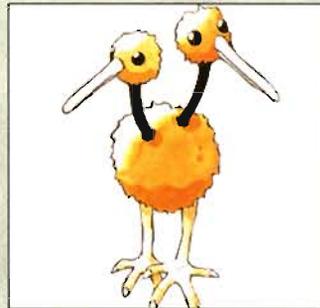
AREA



EVOLUTION

FARFETCH'D

#84 DODUO

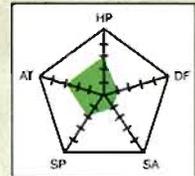


FIND WILD EVOL. EVENT

| | | | |
|---|---|--|--|
| ● | ● | | |
| ● | ● | | |
| ● | ● | | |

TYPE: NORMAL/FLYING

STATS

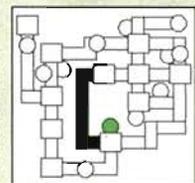


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|-------------|------|
| - | - | PECK | FLY |
| - | 20 | GROWL | NRM |
| 24 | 24 | FURY ATTACK | NRM |
| 30 | 30 | DRILL PECK | FLY |
| 36 | 36 | RAGE | NRM |
| 40 | 40 | TRI ATTACK | NRM |
| 44 | 44 | AGILITY | PSY |



AREA



EVOLUTION

DODUO → DODRIO LEV. 31



#85 DODRIO

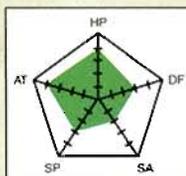


FIND WILD EVOL. EVENT

| | | | |
|---|---|---|--|
| ● | ● | ● | |
| ● | ● | ● | |
| ● | ● | ● | |

TYPE: NORMAL/FLYING

STATS

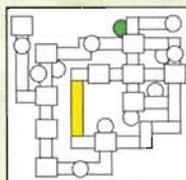


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|-------------|------|
| - | - | PECK | FLY |
| - | - | GROWL | NRM |
| - | - | FURY ATTACK | NRM |
| 30 | - | DRILL PECK | FLY |
| 39 | 39 | RAGE | NRM |
| 45 | 45 | TRI ATTACK | NRM |
| 51 | 51 | AGILITY | PSY |



AREA

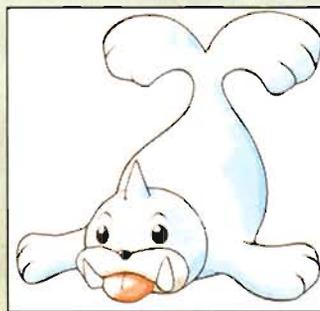


EVOLUTION

DODUO

→ DODRIO LEV. 31

#86 SEEL

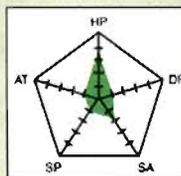


FIND WILD EVOL. EVENT

| | | | |
|---|---|--|---|
| ● | ● | | |
| ● | ● | | ● |
| ● | ● | | ● |

TYPE: WATER

STATS

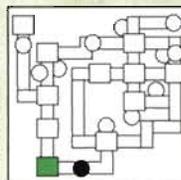


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|-------------|------|
| - | - | HEAD BUTT | NRM |
| 30 | 30 | GROWL | NRM |
| 35 | 35 | AURORA BEAM | ICE |
| 40 | 40 | REST | PSY |
| 45 | 45 | TAKE DOWN | NRM |
| 50 | 50 | ICE BEAM | ICE |



AREA



EVOLUTION

SEEL

→ DEWGONG LEV. 34

#87 DEWGONG

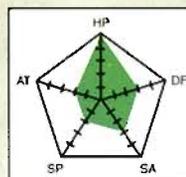


FIND WILD EVOL. EVENT

| | | | |
|---|---|---|---|
| ● | ● | ● | ● |
| ● | ● | ● | |
| ● | ● | ● | |

TYPE: WATER/ICE

STATS

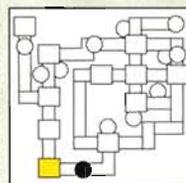


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|-------------|------|
| - | - | HEAD BUTT | NRM |
| 30 | 30 | GROWL | NRM |
| 35 | 35 | AURORA BEAM | ICE |
| 44 | 44 | REST | PSY |
| 50 | 50 | TAKE DOWN | NRM |
| 56 | 56 | ICE BEAM | ICE |



AREA

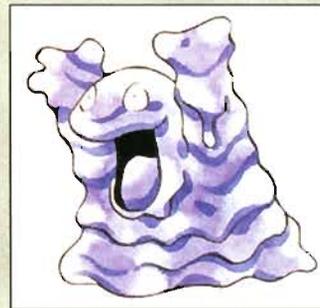


EVOLUTION

SEEL

→ DEWGONG LEV. 34

#88 GRIMER

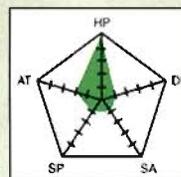


FIND WILD EVOL. EVENT

| | | | |
|---|---|--|--|
| ● | ● | | |
| ● | ● | | |
| ● | ● | | |

TYPE: POISON

STATS

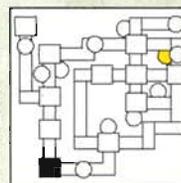


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|------------|------|
| - | - | POUND | NRM |
| - | - | DISABLE | NRM |
| 30 | 30 | POISON GAS | PSN |
| 33 | 33 | MINIMIZE | NRM |
| 37 | 37 | SLUDGE | PSN |
| 42 | 42 | HARDEN | NRM |
| 48 | 48 | SCREECH | NRM |
| 55 | 55 | ACID ARMOR | PSN |



AREA



EVOLUTION

GRIMER

→ MUK LEV. 38



#89 MUK

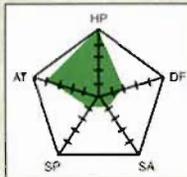


FIND WILD EVOL. EVENT

| | | | |
|---|---|---|---|
| ● | ● | ● | ● |
| ● | ● | ● | |
| ● | ● | ● | |

TYPE: POISON

STATS

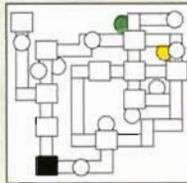


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|------------|------|
| - | - | POUND | NRM |
| - | - | DISABLE | NRM |
| 30 | - | POISON GAS | PSN |
| 33 | - | MINIMIZE | NRM |
| 37 | - | SLUDGE | PSN |
| 45 | 45 | HARDEN | NRM |
| 53 | 53 | SCREECH | NRM |
| 60 | 60 | ACID ARMOR | PSN |



AREA



EVOLUTION

GRIMER → MUK LEV. 38

#90 SHELLDER

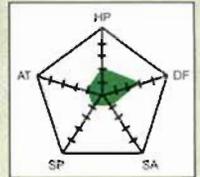


FIND WILD EVOL. EVENT

| | | | |
|---|---|--|--|
| ● | ● | | |
| ● | ● | | |
| ● | ● | | |

TYPE: WATER

STATS

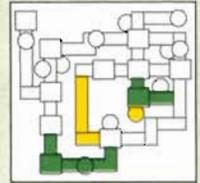


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|-------------|------|
| - | - | TACKLE | NRM |
| - | - | WITHDRAW | WTR |
| 18 | 18 | SUPERSONIC | NRM |
| 23 | 23 | CLAMP | WTR |
| 30 | 30 | AURORA BEAM | ICE |
| 39 | 39 | LEER | NRM |
| 50 | 50 | ICE BEAM | ICE |



AREA



EVOLUTION

SHELLDER → CLOYSTER WATER STONE

#91 CLOYSTER

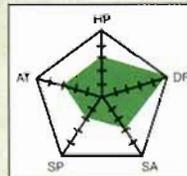


FIND WILD EVOL. EVENT

| | | | |
|---|--|---|--|
| ● | | ● | |
| ● | | ● | |
| ● | | ● | |

TYPE: WATER/ICE

STATS

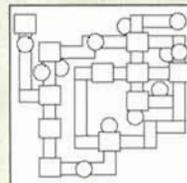


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|--------------|------|
| - | - | TACKLE | NRM |
| - | - | WITHDRAW | WTR |
| 50 | 50 | SPIKE CANNON | NRM |



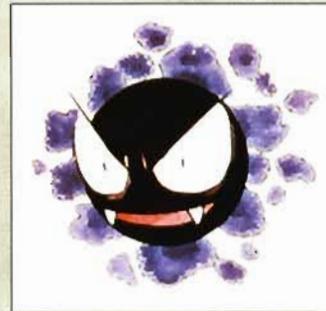
AREA



EVOLUTION

SHELLDER → CLOYSTER WATER STONE

#92 GASTLY

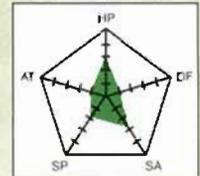


FIND WILD EVOL. EVENT

| | | | |
|---|---|--|--|
| ● | ● | | |
| ● | ● | | |
| ● | ● | | |

TYPE: GHOST/POISON

STATS

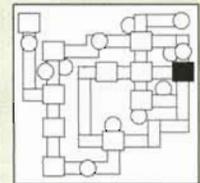


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|-------------|------|
| - | - | LICK | GHO |
| - | - | CONFUSE RAY | GHO |
| - | - | NIGHT SHADE | GHO |
| 27 | 27 | HYPNOSIS | PSY |
| 35 | 35 | DREAM EATER | PSY |



AREA



EVOLUTION

GASTLY → HAUNTER LEV. 25 → GENGAR TRADE

#93 HAUNTER

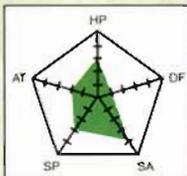


FIND WILD EVOL. EVENT

| | | | |
|---|---|---|--|
| ● | ● | ● | |
| ● | ● | ● | |
| ● | ● | ● | |

TYPE: GHOST/POISON

STATS

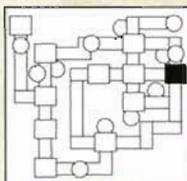


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|-------------|------|
| - | - | LICK | GHO |
| - | - | CONFUSE RAY | GHO |
| - | - | NIGHT SHADE | GHO |
| 29 | 29 | HYPNOSIS | PSY |
| 38 | 38 | DREAM EATER | PSY |



AREA



EVOLUTION

GASTLY → HAUNTER **LEV. 25** → GENGAR TRADE

#94 GENGAR

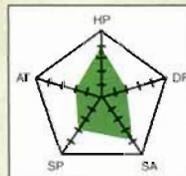


FIND WILD EVOL. EVENT

| | | | |
|---|--|---|--|
| ● | | ● | |
| ● | | ● | |
| ● | | ● | |

TYPE: GHOST/POISON

STATS

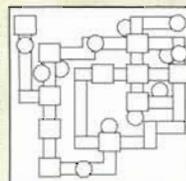


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|-------------|------|
| - | - | LICK | GHO |
| - | - | CONFUSE RAY | GHO |
| - | - | NIGHT SHADE | GHO |
| 29 | 29 | HYPNOSIS | PSY |
| 38 | 38 | DREAM EATER | PSY |



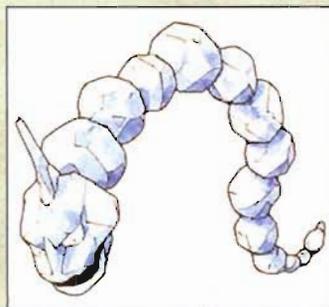
AREA



EVOLUTION

GASTLY → HAUNTER **LEV. 25** → GENGAR TRADE

#95 ONIX

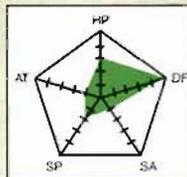


FIND WILD EVOL. EVENT

| | | | |
|---|---|--|--|
| ● | ● | | |
| ● | ● | | |
| ● | ● | | |

TYPE: ROCK/GROUND

STATS

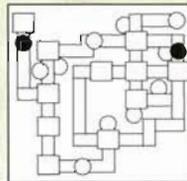


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|------------|------|
| - | - | TACKLE | NRM |
| - | - | SCREECH | NRM |
| 15 | 15 | BIND | NRM |
| 19 | 19 | ROCK THROW | RCK |
| 25 | 25 | RAGE | NRM |
| 33 | 33 | SLAM | NRM |
| 43 | 43 | HARDEN | NRM |



AREA



EVOLUTION

ONIX

#96 DROWZEE

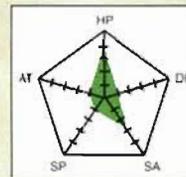


FIND WILD EVOL. EVENT

| | | | |
|---|---|--|--|
| ● | ● | | |
| ● | ● | | |
| ● | ● | | |

TYPE: PSYCHIC

STATS

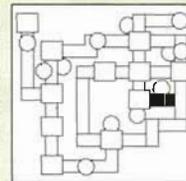


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|------------|------|
| - | - | POUND | NRM |
| - | - | HYPNOSIS | PSY |
| - | 12 | DISABLE | NRM |
| 17 | 17 | CONFUSION | PSY |
| 24 | 24 | HEAD BUTT | NRM |
| 29 | 29 | POISON GAS | PSN |
| 32 | 32 | PSYCHIC | PSY |
| 37 | 37 | MEDITATE | PSY |



AREA



DROWZEE → HYPNO **LEV. 26**

#97 HYPNO

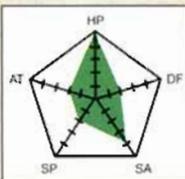


FIND WILD EVOL. EVENT

| | | | |
|---|---|---|--|
| ● | | ● | |
| ● | ● | ● | |
| ● | ● | ● | |

TYPE: PSYCHIC

STATS

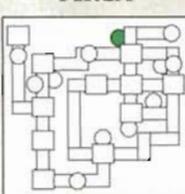


ABILITY

| Lv | ● | Lv | ● | ● | Attack | Type |
|----|----|----|---|---|------------|------|
| - | - | - | - | - | POUND | NRM |
| - | - | - | - | - | HYPNOSIS | PSY |
| - | - | - | - | - | DISABLE | NRM |
| - | - | - | - | - | CONFUSION | PSY |
| - | - | - | - | - | HEAD BUTT | NRM |
| 33 | 33 | | | | POISON GAS | PSN |
| 37 | 37 | | | | PSYCHIC | PSY |
| 43 | 43 | | | | MEDITATE | PSY |



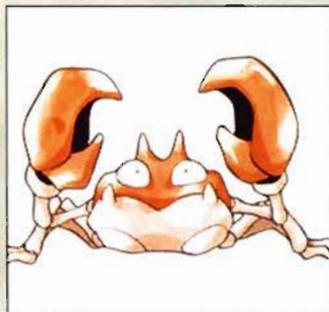
AREA



EVOLUTION

DROWZEE → HYPNO LEV. 26

#98 KRABBY

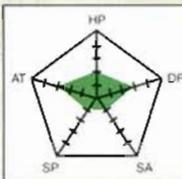


FIND WILD EVOL. EVENT

| | | | |
|---|---|--|--|
| ● | ● | | |
| ● | ● | | |
| ● | ● | | |

TYPE: WATER

STATS

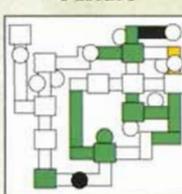


ABILITY

| Lv | ● | Lv | ● | ● | Attack | Type |
|----|----|----|---|---|-------------|------|
| - | - | - | - | - | BUBBLE | WTR |
| - | - | - | - | - | LEER | NRM |
| 20 | 20 | | | | VICE GRIP | NRM |
| 25 | 25 | | | | GUILLOTINE | NRM |
| 30 | 30 | | | | STOMP | NRM |
| 35 | 35 | | | | CRAB HAMMER | WTR |
| 40 | 40 | | | | HARDEN | NRM |



AREA



EVOLUTION

KRABBY → KINGLER LEV. 28

#99 KINGLER

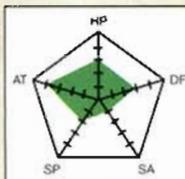


FIND WILD EVOL. EVENT

| | | | |
|---|---|---|--|
| ● | ● | ● | |
| ● | ● | ● | |
| ● | ● | ● | |

TYPE: WATER

STATS



ABILITY

| Lv | ● | Lv | ● | ● | Attack | Type |
|----|----|----|---|---|-------------|------|
| - | - | - | - | - | BUBBLE | WTR |
| - | - | - | - | - | LEER | NRM |
| 20 | - | | | | VICE GRIP | NRM |
| 25 | 25 | | | | GUILLOTINE | NRM |
| 34 | 34 | | | | STOMP | NRM |
| 42 | 42 | | | | CRAB HAMMER | WTR |
| 49 | 49 | | | | HARDEN | NRM |



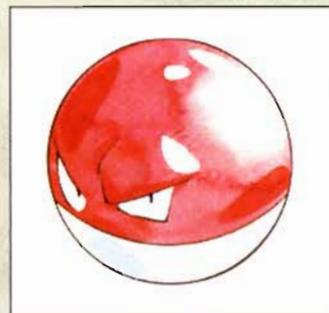
AREA



EVOLUTION

KRABBY → KINGLER LEV. 28

#100 VOLTORB

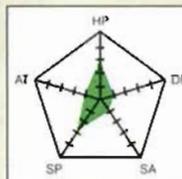


FIND WILD EVOL. EVENT

| | | | |
|---|---|--|--|
| ● | ● | | |
| ● | ● | | |
| ● | ● | | |

TYPE: ELECTRIC

STATS

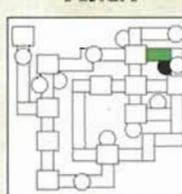


ABILITY

| Lv | ● | Lv | ● | ● | Attack | Type |
|----|----|----|---|---|---------------|------|
| - | - | - | - | - | TACKLE | NRM |
| - | - | - | - | - | SCREECH | NRM |
| 17 | 17 | | | | SONIC BOOM | NRM |
| 22 | 22 | | | | SELF DESTRUCT | NRM |
| 29 | 29 | | | | LIGHT SCREEN | PSY |
| 36 | 36 | | | | SWIFT | NRM |
| 43 | 43 | | | | EXPLOSION | NRM |



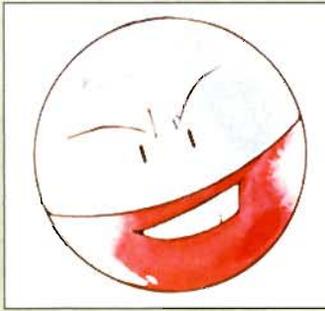
AREA



EVOLUTION

VOLTORB → ELECTRODE LEV. 30

#101 ELECTRODE

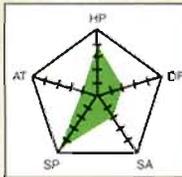


FIND WILD EVOL. EVENT

| | | | |
|---|---|---|---|
| ● | ● | ● | |
| ● | ● | ● | ● |
| ● | ● | ● | ● |

TYPE: ELECTRIC

STATS

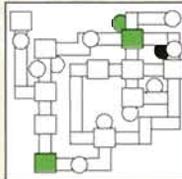


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|---------------|------|
| - | - | TACKLE | NRM |
| - | - | SCREECH | NRM |
| - | 17 | SONIC BOOM | NRM |
| - | 22 | SELF DESTRUCT | NRM |
| - | 29 | LIGHT SCREEN | PSY |
| 40 | 40 | SWIFT | NRM |
| 50 | 50 | EXPLOSION | NRM |



AREA

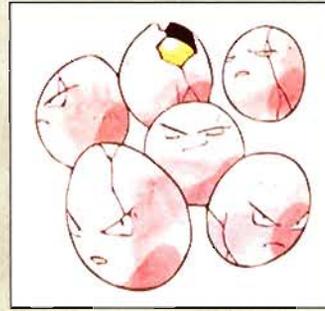


EVOLUTION

VOLTORB

→ ELECTRODE LEV. 30

#102 EXEGGCUTE

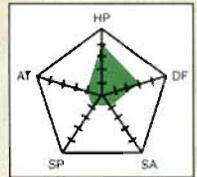


FIND WILD EVOL. EVENT

| | | | |
|---|---|--|--|
| ● | ● | | |
| ● | ● | | |
| ● | ● | | |

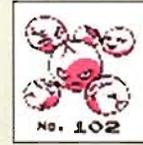
TYPE: GRASS/PSYCHIC

STATS

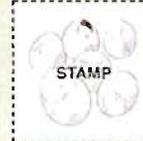
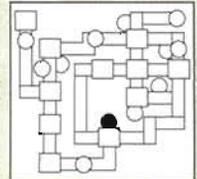


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|---------------|------|
| - | - | BARRAGE | NRM |
| - | - | HYPNOSIS | PSY |
| 25 | 25 | REFLECT | PSY |
| 28 | 28 | LEECH SEED | GRS |
| 32 | 32 | STUN SPORE | GRS |
| 37 | 37 | POISON POWDER | PSN |
| 42 | 42 | SOLAR BEAM | GRS |
| 48 | 48 | SLEEP POWDER | GRS |



AREA



EVOLUTION

EXEGGCUTE

→ EXEGGUTOR LEAF STONE

#103 EXEGGUTOR

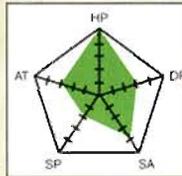


FIND WILD EVOL. EVENT

| | | | |
|---|--|---|--|
| ● | | ● | |
| ● | | ● | |
| ● | | ● | |

TYPE: GRASS/PSYCHIC

STATS

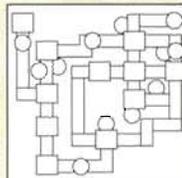


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|----------|------|
| - | - | BARRAGE | NRM |
| - | - | HYPNOSIS | PSY |
| 28 | 28 | STOMP | NRM |



AREA



EVOLUTION

EXEGGCUTE

→ EXEGGUTOR LEAF STONE

#104 CUBONE

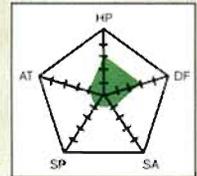


FIND WILD EVOL. EVENT

| | | | |
|---|---|--|--|
| ● | ● | | |
| ● | ● | | |
| ● | ● | | |

TYPE: GROUND

STATS

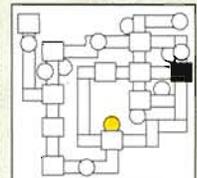


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|--------------|------|
| - | - | GROWL | NRM |
| - | - | BONE CLUB | GRD |
| - | - | TAIL WHIP | NRM |
| - | - | HEADBUTT | NRM |
| 18 | | LEER | NRM |
| 25 | 25 | LEER | NRM |
| 31 | 31 | FOCUS ENERGY | NRM |
| 38 | 38 | THRASH | NRM |
| 43 | 43 | BONEMERANG | GRD |
| 46 | 46 | RAGE | NRM |



AREA



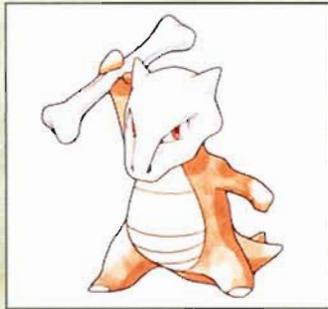
EVOLUTION

CUBONE

→ MAROWAK LEV. 28



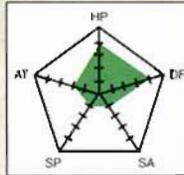
#105 MAROWAK



| FIND | WILD | EVOL. | EVENT |
|------|------|-------|-------|
| ● | ● | ● | |
| ● | ● | ● | |
| ● | ● | ● | |

TYPE: GROUND

STATS

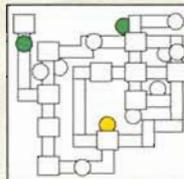


ABILITY

| Lv | ● | Lv | ● | Attack | Type |
|----|----|----|----|--------------|------|
| * | — | — | — | GROWL | NRM |
| — | — | — | — | BONE CLUB | GRD |
| — | — | — | — | TAIL WHIP | NRM |
| — | — | — | — | HEADBUTT | NRM |
| 25 | — | — | — | LEER | NRM |
| 33 | 33 | 33 | 33 | FOCUS ENERGY | NRM |
| 41 | 41 | 41 | 41 | THRASH | NRM |
| 48 | 48 | 48 | 48 | BONEMERANG | GRD |
| 55 | 55 | 55 | 55 | RAGE | NRM |



AREA

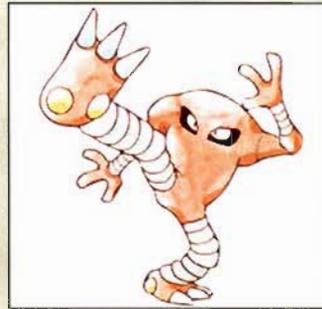


*In Yellow, if evolved from Cubone, it will have leared Growl.

EVOLUTION

CUBONE → MAROWAK LEV. 28

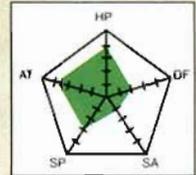
#106 HITMONLEE



| FIND | WILD | EVOL. | EVENT |
|------|------|-------|-------|
| ● | | | ● |
| ● | | | ● |
| ● | | | ● |

TYPE: FIGHTING

STATS

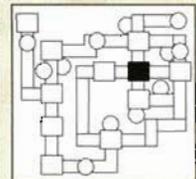


ABILITY

| Lv | ● | Lv | ● | Attack | Type |
|----|----|----|----|--------------|------|
| — | — | — | — | DOUBLE KICK | FTG |
| — | — | — | — | MEDITATE | PSY |
| 33 | 33 | 33 | 33 | ROLLING KICK | FTG |
| 38 | 38 | 38 | 38 | JUMP KICK | FTG |
| 43 | 43 | 43 | 43 | FOCUS ENERGY | NRM |
| 48 | 48 | 48 | 48 | HI JUMP KICK | FTG |
| 53 | 53 | 53 | 53 | MEGA KICK | NRM |



AREA



EVOLUTION

HITMONLEE

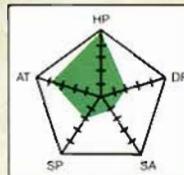
#107 HITMONCHAN



| FIND | WILD | EVOL. | EVENT |
|------|------|-------|-------|
| ● | | | ● |
| ● | | | ● |
| ● | | | ● |

TYPE: FIGHTING

STATS

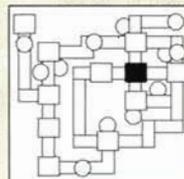


ABILITY

| Lv | ● | Lv | ● | Attack | Type |
|----|----|----|----|---------------|------|
| — | — | — | — | COMET PUNCH | NRM |
| — | — | — | — | AGILITY | PSY |
| 33 | 33 | 33 | 33 | FIRE PUNCH | FIR |
| 38 | 38 | 38 | 38 | ICE PUNCH | ICE |
| 43 | 43 | 43 | 43 | THUNDER PUNCH | ELC |
| 48 | 48 | 48 | 48 | MEGA PUNCH | NRM |
| 53 | 53 | 53 | 53 | COUNTER | FTG |



AREA



EVOLUTION

HITMONCHAN

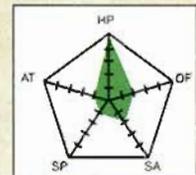
#108 LICKITUNG



| FIND | WILD | EVOL. | EVENT |
|------|------|-------|-------|
| ● | ● | | |
| ● | | | ● |
| ● | | | ● |

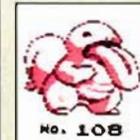
TYPE: NORMAL

STATS

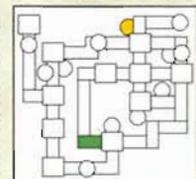


ABILITY

| Lv | ● | Lv | ● | Attack | Type |
|----|----|----|----|--------------|------|
| — | — | — | — | WRAP | NRM |
| — | — | — | — | SUPERSONIC | NRM |
| — | — | — | — | STOMP | NRM |
| — | — | — | — | DISABLE | NRM |
| — | — | — | — | DEFENSE CURL | NRM |
| — | 31 | 31 | 31 | SLAM | NRM |
| — | 39 | 39 | 39 | SCREECH | NRM |



AREA

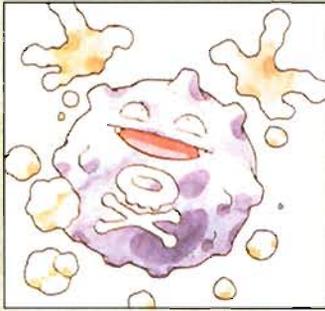


EVOLUTION

LICKITUNG



#109 KOFFING

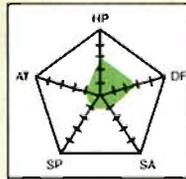


FIND WILD EVOL. EVENT

| | | | |
|---|---|--|--|
| ● | | | |
| ● | ● | | |
| ● | ● | | |

TYPE: POISON

STATS

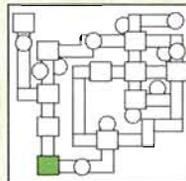


ABILITY

| Lv | ● | ● | ● | Attack | Type |
|----|---|---|---|---------------|------|
| | | | | TACKLE | NRM |
| | | | | SMOG | PSN |
| 32 | | | | SLUDGE | PSN |
| 37 | | | | SMOKE SCREEN | NRM |
| 40 | | | | SELF DESTRUCT | NRM |
| 45 | | | | HAZE | ICE |
| 48 | | | | EXPLOSION | NRM |



AREA



EVOLUTION

KOFFING → **WEEZING** LEV. 35

#110 WEEZING

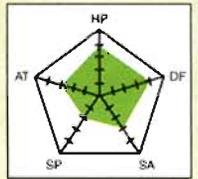


FIND WILD EVOL. EVENT

| | | | |
|---|---|---|--|
| ● | | | |
| ● | ● | ● | |
| ● | ● | ● | |

TYPE: POISON

STATS

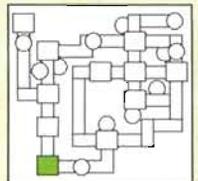


ABILITY

| Lv | ● | ● | ● | Attack | Type |
|----|---|---|---|---------------|------|
| | | | | TACKLE | NRM |
| | | | | SMOG | PSN |
| | | | | SLUDGE | PSN |
| 39 | | | | SMOKE SCREEN | NRM |
| 43 | | | | SELF DESTRUCT | NRM |
| 49 | | | | HAZE | ICE |
| 53 | | | | EXPLOSION | NRM |



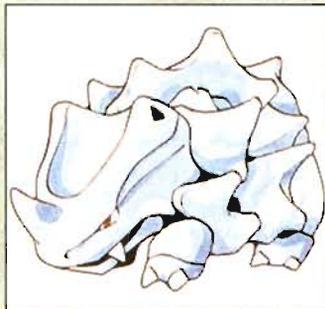
AREA



EVOLUTION

KOFFING → **WEEZING** LEV. 35

#111 RHYHORN

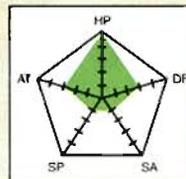


FIND WILD EVOL. EVENT

| | | | |
|---|---|--|--|
| ● | ● | | |
| ● | ● | | |
| ● | ● | | |

TYPE: GROUND/ROCK

STATS

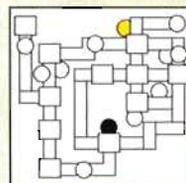


ABILITY

| Lv | ● | ● | ● | Attack | Type |
|----|---|---|---|-------------|------|
| | | | | HORN ATTACK | NRM |
| 30 | | | | STOMP | NRM |
| 35 | | | | TAIL WHIP | NRM |
| 40 | | | | FURY ATTACK | NRM |
| 45 | | | | HORN DRILL | NRM |
| 50 | | | | LEER | NRM |
| 55 | | | | TAKE DOWN | NRM |



AREA



EVOLUTION

RHYHORN → **RHYDON** LEV. 42

#112 RHYDON

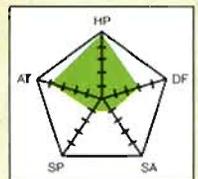


FIND WILD EVOL. EVENT

| | | | |
|---|---|---|---|
| ● | ● | ● | ● |
| ● | ● | ● | |
| ● | ● | ● | |

TYPE: GROUND/ROCK

STATS

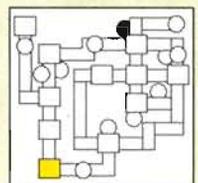


ABILITY

| Lv | ● | ● | ● | Attack | Type |
|----|---|---|---|-------------|------|
| | | | | HORN ATTACK | NRM |
| 30 | | | | STOMP | NRM |
| 35 | | | | TAIL WHIP | NRM |
| 40 | | | | FURY ATTACK | NRM |
| 48 | | | | HORN DRILL | NRM |
| 55 | | | | LEER | NRM |
| 64 | | | | TAKE DOWN | NRM |



AREA

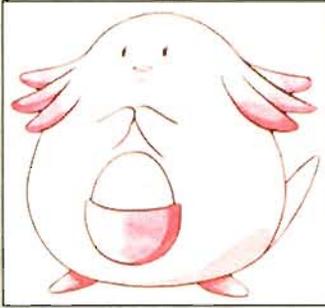


EVOLUTION

RHYHORN → **RHYDON** LEV. 42



#113 CHANSEY

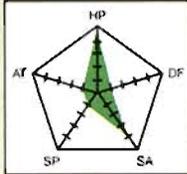


FIND WILD EVOL. EVENT

| | | | |
|---|---|--|--|
| ● | ● | | |
| ● | ● | | |
| ● | ● | | |

TYPE: NORMAL

STATS

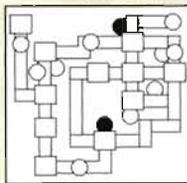


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|--------------|------|
| - | - | POUND | NRM |
| - | - | TAIL WHIP | NRM |
| 12 | - | DOUBLES LAP | NRM |
| 24 | 24 | SING | NRM |
| 30 | 30 | GROWL | NRM |
| 38 | 38 | MINIMIZE | NRM |
| 44 | 44 | DEFENSE CURL | NRM |
| 48 | 48 | LIGHT SCREEN | PSY |
| 54 | 54 | DOUBLE-EDGE | NRM |



AREA



EVOLUTION

CHANSEY

#114 TANGELA

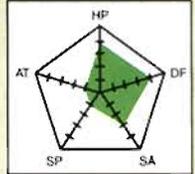


FIND WILD EVOL. EVENT

| | | | |
|---|---|--|---|
| ● | ● | | |
| ● | ● | | ● |
| ● | ● | | ● |

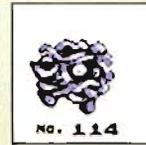
TYPE: GRASS

STATS

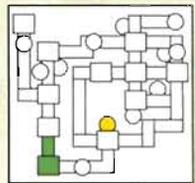


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|---------------|------|
| - | - | CONSTRICT | NRM |
| 24 | - | BIND | NRM |
| 27 | 29 | ABSORB | GRS |
| 29 | - | VINE WHIP | GRS |
| 32 | 32 | POISON POWDER | PSN |
| 36 | 36 | STUN SPORE | GRS |
| 39 | 39 | SLEEP POWDER | GRS |
| 45 | 45 | SLAM | NRM |
| 48 | 48 | GROWTH | NRM |



AREA



EVOLUTION

TANGELA

#115 KANGASKHAN

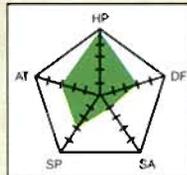


FIND WILD EVOL. EVENT

| | | | |
|---|---|--|--|
| ● | ● | | |
| ● | ● | | |
| ● | ● | | |

TYPE: NORMAL

STATS

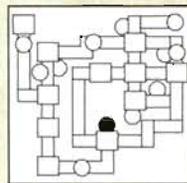


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|-------------|------|
| - | - | COMET PUNCH | NRM |
| - | - | RAGE | NRM |
| - | 26 | BITE | NRM |
| 31 | 31 | TAIL WHIP | NRM |
| 36 | 36 | MEGA PUNCH | NRM |
| 41 | 41 | LEER | NRM |
| 46 | 46 | DIZZY PUNCH | NRM |



AREA



EVOLUTION

KANGASKHAN

#116 HORSEA

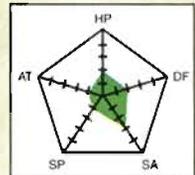


FIND WILD EVOL. EVENT

| | | | |
|---|---|--|--|
| ● | ● | | |
| ● | ● | | |
| ● | ● | | |

TYPE: WATER

STATS

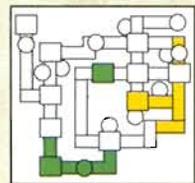


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|--------------|------|
| - | - | BUBBLE | WTR |
| 19 | 19 | SMOKE SCREEN | NRM |
| 24 | 24 | LEER | NRM |
| 30 | 30 | WATER GUN | WTR |
| 37 | 37 | AGILITY | PSY |
| 45 | 45 | HYDRO PUMP | WTR |



AREA

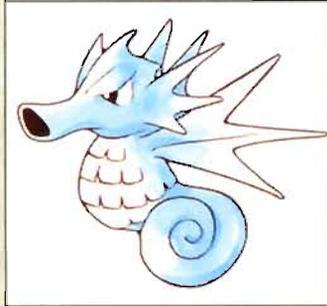


EVOLUTION

HORSEA

→ SEADRA LEV. 32

#117 SEADRA

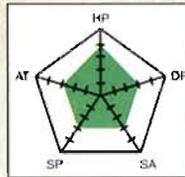


FIND WILD EVOL. EVENT

| | | | |
|---|---|---|--|
| ● | ● | ● | |
| ● | ● | ● | |
| ● | ● | ● | |

TYPE: WATER

STATS

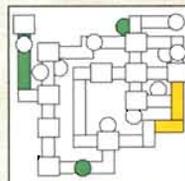


ABILITY

| Lv | ● | Lv | ● | ● | ● | Attack | Type |
|----|----|----|---|---|---|--------------|------|
| - | - | - | - | - | - | BUBBLE | WTR |
| 19 | 19 | - | - | - | - | SMOKE SCREEN | NRM |
| 24 | 24 | - | - | - | - | LEER | NRM |
| 30 | 30 | - | - | - | - | WATER GUN | WTR |
| 41 | 41 | - | - | - | - | AGILITY | PSY |
| 52 | 52 | - | - | - | - | HYDRO PUMP | WTR |



AREA



EVOLUTION

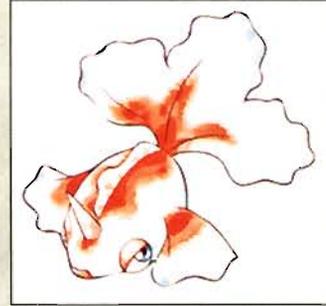
HORSEA



SEADRA

LEV. 32

#118 GOLDEEN

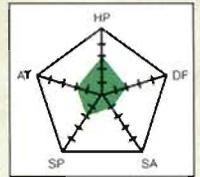


FIND WILD EVOL. EVENT

| | | | |
|---|---|--|--|
| ● | ● | | |
| ● | ● | | |
| ● | ● | | |

TYPE: WATER

STATS

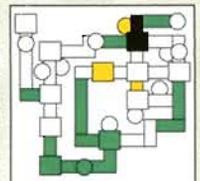


ABILITY

| Lv | ● | Lv | ● | ● | ● | Attack | Type |
|----|----|----|---|---|---|-------------|------|
| - | - | - | - | - | - | PECK | FLY |
| - | - | - | - | - | - | TAIL WHIP | NRM |
| 19 | 19 | - | - | - | - | SUPER SONIC | NRM |
| 24 | 24 | - | - | - | - | HORN ATTACK | NRM |
| 30 | 30 | - | - | - | - | FURY ATTACK | NRM |
| 37 | 37 | - | - | - | - | WATERFALL | WTR |
| 45 | 45 | - | - | - | - | HORN DRILL | NRM |
| 54 | 54 | - | - | - | - | AGILITY | PSY |



AREA



EVOLUTION

GOLDEEN



SEAKING

LEV. 33

#119 SEAKING

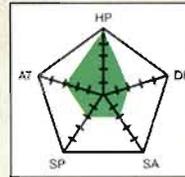


FIND WILD EVOL. EVENT

| | | | |
|---|---|---|--|
| ● | ● | ● | |
| ● | ● | ● | |
| ● | ● | ● | |

TYPE: WATER

STATS

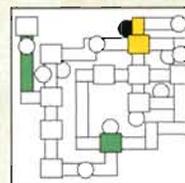


ABILITY

| Lv | ● | Lv | ● | ● | ● | Attack | Type |
|----|----|----|---|---|---|-------------|------|
| - | - | - | - | - | - | PECK | FLY |
| - | - | - | - | - | - | TAIL WHIP | NRM |
| - | - | - | - | - | - | SUPER SONIC | NRM |
| - | - | 24 | - | - | - | HORN ATTACK | NRM |
| 30 | 30 | - | - | - | - | FURY ATTACK | NRM |
| 39 | 39 | - | - | - | - | WATERFALL | WTR |
| 48 | 48 | - | - | - | - | HORN DRILL | NRM |
| 54 | 54 | - | - | - | - | AGILITY | PSY |



AREA



EVOLUTION

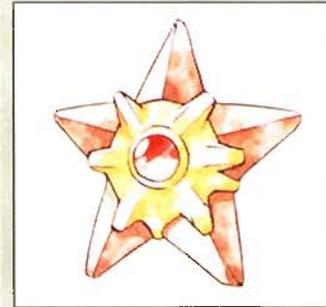
GOLDEEN



SEAKING

LEV. 33

#120 STARYU

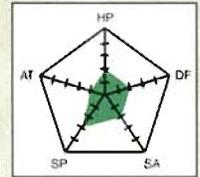


FIND WILD EVOL. EVENT

| | | | |
|---|---|--|--|
| ● | ● | | |
| ● | ● | | |
| ● | ● | | |

TYPE: WATER

STATS

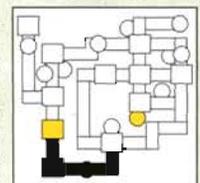


ABILITY

| Lv | ● | Lv | ● | ● | ● | Attack | Type |
|----|----|----|---|---|---|--------------|------|
| - | - | - | - | - | - | TACKLE | NRM |
| 17 | 17 | - | - | - | - | WATER GUN | WTR |
| 22 | 22 | - | - | - | - | HARDEN | NRM |
| 27 | 27 | - | - | - | - | RECOVER | NRM |
| 32 | 32 | - | - | - | - | SWIFT | NRM |
| 37 | 37 | - | - | - | - | MINIMIZE | NRM |
| 42 | 42 | - | - | - | - | LIGHT SCREEN | PSY |
| 47 | 47 | - | - | - | - | HYDRO PUMP | WTR |



AREA



EVOLUTION

STARYU



STARMIE

WATER STONE



#121 STARMIE

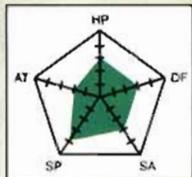


FIND WILD EVOL. EVENT

| | | | |
|---|--|---|--|
| ● | | ● | |
| ● | | ● | |
| ● | | ● | |

TYPE: WATER/PSYCHIC

STATS

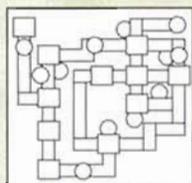


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|--------|------|
| - | - | TACKLE | NRM |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |



AREA



EVOLUTION

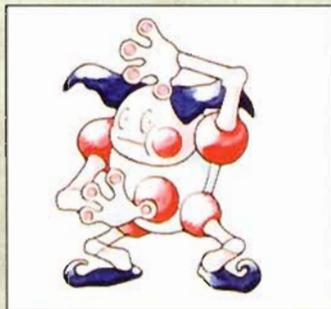
STARU



STARMIE

WATER STONE

#122 MR. MIME

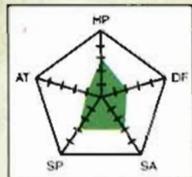


FIND WILD EVOL. EVENT

| | | | |
|---|--|--|---|
| ● | | | ● |
| ● | | | ● |
| ● | | | ● |

TYPE: PSYCHIC

STATS

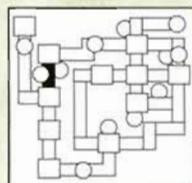


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|--------------|------|
| - | - | BARRIER | PSY |
| 15 | 15 | CONFUSION | PSY |
| 23 | 23 | LIGHT SCREEN | PSY |
| 31 | 31 | DOUBLE SLAP | NRM |
| 39 | 39 | MEDITATE | PSY |
| 47 | 47 | SUBSTITUTE | NRM |
| | | | |
| | | | |
| | | | |
| | | | |



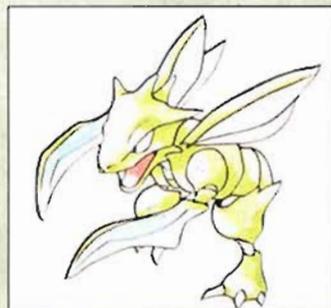
AREA



EVOLUTION

MR.MIME

#123 SCYTHER

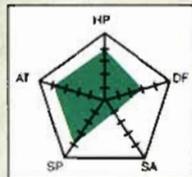


FIND WILD EVOL. EVENT

| | | | |
|---|---|--|---|
| ● | ● | | ● |
| ● | ● | | ● |
| | | | |

TYPE: BUG/FLYING

STATS

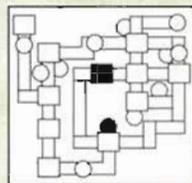


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|--------------|------|
| - | - | QUICK ATTACK | NRM |
| 17 | - | LEER | NRM |
| 20 | - | FOCUS ENERGY | NRM |
| 24 | 24 | DOUBLE TEAM | NRM |
| 29 | 29 | SLASH | NRM |
| 35 | 35 | SWORDS DANCE | NRM |
| 42 | 42 | AGILITY | PSY |
| 50 | | WING ATTACK | FLY |
| | | | |
| | | | |
| | | | |



AREA



EVOLUTION

SCYTHER

#124 JYNX

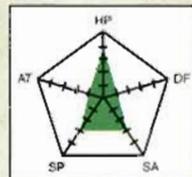


FIND WILD EVOL. EVENT

| | | | |
|---|--|--|---|
| ● | | | ● |
| ● | | | ● |
| ● | | | ● |

TYPE: ICE/PSYCHIC

STATS

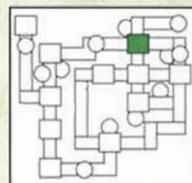


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|-------------|------|
| - | - | POUND | NRM |
| - | - | LOVELY KISS | NRM |
| - | - | LICK | GHO |
| - | - | DOUBLE SLAP | NRM |
| 31 | | ICE PUNCH | ICE |
| 39 | | BODYSLAM | NRM |
| 47 | | THRASH | NRM |
| 58 | | BLIZZARD | ICE |
| | | | |
| | | | |
| | | | |



AREA



EVOLUTION

JYNX



#125 ELECTABUZZ

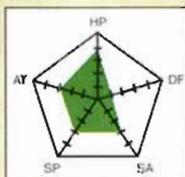


FIND WILD EVOL. EVENT

| | | | |
|---|---|--|--|
| ● | ● | | |
| | | | |

TYPE: ELECTRIC

STATS

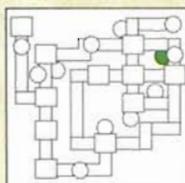


ABILITY

| Lv | ● | Lv | ● | Attack | Type |
|----|----|----|---|--------------|------|
| | — | | — | QUICK ATTACK | NRM |
| | — | | — | LEER | NRM |
| | 34 | | | THUNDERSHOCK | ELC |
| | 37 | | | SCREECH | NRM |
| | 42 | | | THUNDERPUNCH | ELC |
| | 49 | | | LIGHT SCREEN | PSY |
| | 54 | | | THUNDER | ELC |



AREA



EVOLUTION

ELECTABUZZ

#126 MAGMAR

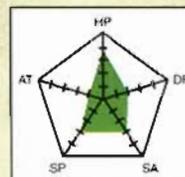


FIND WILD EVOL. EVENT

| | | | |
|---|---|--|--|
| ● | ● | | |
| | | | |

TYPE: FIRE

STATS

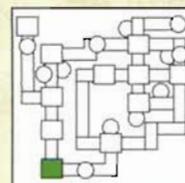


ABILITY

| Lv | ● | Lv | ● | Attack | Type |
|----|----|----|---|---------------|------|
| | — | | — | EMBER | FIR |
| | 36 | | | LEER | NRM |
| | 39 | | | CONFUSE RAY | GHO |
| | 43 | | | FIRE PUNCH | FIR |
| | 48 | | | SMOKE SCREEN | NRM |
| | 52 | | | SMOG | PSN |
| | 55 | | | FLAME THROWER | FIR |



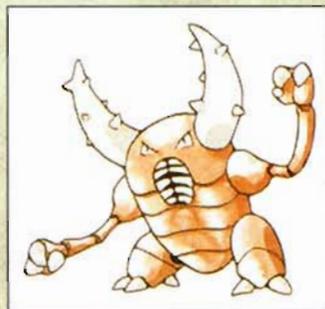
AREA



EVOLUTION

MAGMAR

#127 PINSIR

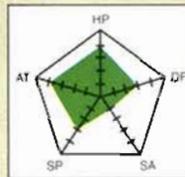


FIND WILD EVOL. EVENT

| | | | |
|---|---|--|---|
| ● | ● | | ● |
| ● | ● | | ● |

TYPE: BUG

STATS

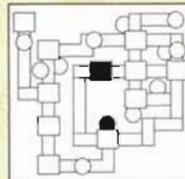


ABILITY

| Lv | ● | Lv | ● | Attack | Type |
|----|----|----|---|--------------|------|
| | — | | — | VICEGRIP | NRM |
| | 21 | | | BIND | NRM |
| | 25 | 25 | | SEISMIC TOSS | FTG |
| | 30 | 30 | | GUILLOTINE | NRM |
| | 36 | 36 | | FOCUS ENERGY | NRM |
| | 43 | 43 | | HARDEN | NRM |
| | 49 | 49 | | SLASH | NRM |
| | 54 | 54 | | SWORDS DANCE | NRM |



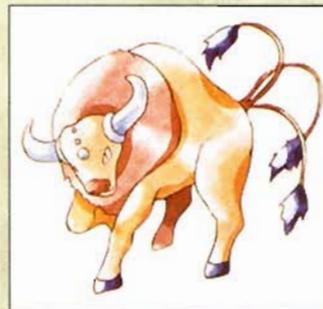
AREA



EVOLUTION

PINSIR

#128 TAUROS

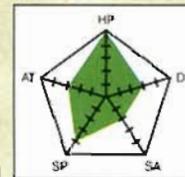


FIND WILD EVOL. EVENT

| | | | |
|---|---|--|--|
| ● | ● | | |
| ● | ● | | |
| ● | ● | | |

TYPE: NORMAL

STATS

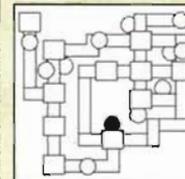


ABILITY

| Lv | ● | Lv | ● | Attack | Type |
|----|----|----|---|-----------|------|
| | — | | — | TACKLE | NRM |
| | — | | — | STOMP | NRM |
| | 28 | 28 | | TAIL WHIP | NRM |
| | 35 | 35 | | LEER | NRM |
| | 44 | 44 | | RAGE | NRM |
| | 51 | 51 | | TAKE DOWN | NRM |



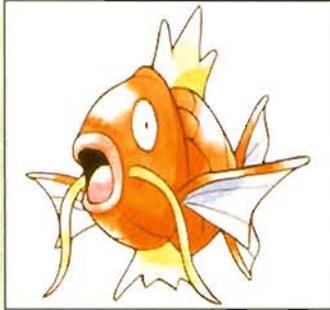
AREA



EVOLUTION

TAUROS

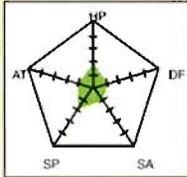
#129 MAGIKARP



| FIND | WILD | EVOL. | EVENT |
|------|------|-------|-------|
| ● | ● | | ● |
| ● | ● | | ● |
| ● | ● | | ● |

TYPE: WATER

STATS

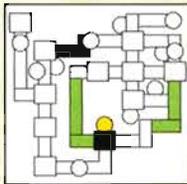


ABILITY

| Lv | ● | Lv | ● | Attack | Type |
|----|----|----|---|--------|------|
| - | - | - | - | SPLASH | NRM |
| 15 | 15 | | | TACKLE | NRM |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |



AREA



EVOLUTION

MAGIKARP → GYARADOS LEV. 20

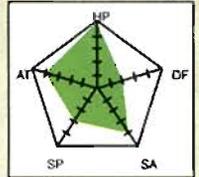
#130 GYARADOS



| FIND | WILD | EVOL. | EVENT |
|------|------|-------|-------|
| ● | ● | ● | |
| ● | | ● | |
| ● | | ● | |

TYPE: WATER/FLYING

STATS

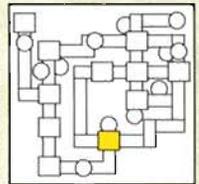


ABILITY

| Lv | ● | Lv | ● | Attack | Type |
|----|----|----|---|-------------|------|
| - | - | - | - | SPLASH | NRM |
| - | - | - | - | TACKLE | NRM |
| 20 | 20 | | | BITE | NRM |
| 25 | 25 | | | DRAGON RAGE | DRG |
| 32 | 32 | | | LEER | NRM |
| 41 | 41 | | | HYDRO PUMP | WTR |
| 52 | 52 | | | HYPER BEAM | NRM |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |



AREA



*If evolved from Magikarp, it will have learned Splash.

EVOLUTION

MAGIKARP → GYARADOS LEV. 20

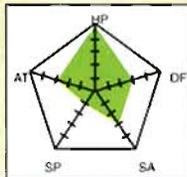
#131 LAPRAS



| FIND | WILD | EVOL. | EVENT |
|------|------|-------|-------|
| ● | | | ● |
| ● | | | ● |
| ● | | | ● |

TYPE: WATER/ICE

STATS

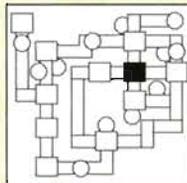


ABILITY

| Lv | ● | Lv | ● | Attack | Type |
|----|----|----|---|-------------|------|
| - | - | - | - | WATER GUN | WTR |
| - | - | - | - | GROWL | NRM |
| 16 | 16 | | | SING | NRM |
| 20 | 20 | | | MIST | ICE |
| 25 | 25 | | | BODY SLAM | NRM |
| 31 | 31 | | | CONFUSE RAY | GHO |
| 38 | 38 | | | ICE BEAM | ICE |
| 46 | 46 | | | HYDRO PUMP | WTR |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |



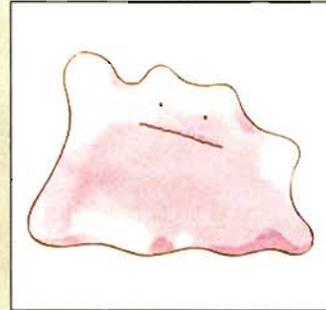
AREA



EVOLUTION

LAPRAS

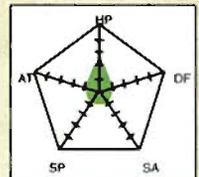
#132 DITTO



| FIND | WILD | EVOL. | EVENT |
|------|------|-------|-------|
| ● | ● | | |
| ● | ● | | |
| ● | ● | | |

TYPE: NORMAL

STATS

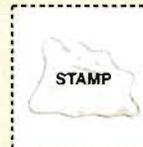
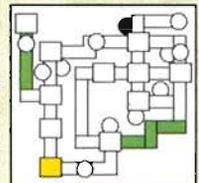


ABILITY

| Lv | ● | Lv | ● | Attack | Type |
|----|---|----|---|-----------|------|
| - | - | - | - | TRANSFORM | NRM |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |



AREA



EVOLUTION

DITTO



#133 Eevee

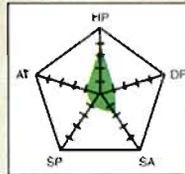


FIND WILD EVOL. EVENT

| | | | |
|---|--|--|---|
| ● | | | ● |
| ● | | | ● |
| ● | | | ● |

TYPE: NORMAL

STATS

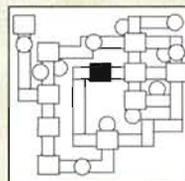


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|--------------|------|
| - | - | TACKLE | NRM |
| - | - | SAND-ATTACK | NRM |
| - | - | GROWL | NRM |
| - | 27 | QUICK ATTACK | NRM |
| - | 31 | TAIL WHIP | NRM |
| 30 | 37 | BITE | NRM |
| 36 | | FOCUS ENERGY | NRM |
| 42 | 45 | TAKE DOWN | NRM |



AREA



EVOLUTION

EEVEE

#134 VAPOREON

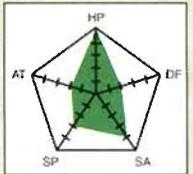


FIND WILD EVOL. EVENT

| | | | |
|---|--|---|--|
| ● | | ● | |
| ● | | ● | |
| ● | | ● | |

TYPE: WATER

STATS

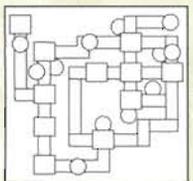


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|--------------|------|
| - | - | TACKLE | NRM |
| - | - | SAND-ATTACK | NRM |
| - | 27 | QUICK ATTACK | NRM |
| - | 31 | WATER GUN | WTR |
| - | 37 | TAIL WHIP | NRM |
| 30 | 40 | BITE | NRM |
| 36 | | AURORA BEAM | ICE |
| 47 | 42 | ACID ARMOR | PSN |
| 42 | 44 | HAZE | ICE |
| | 48 | MIST | ICE |
| 52 | 54 | HYDRO PUMP | WTR |



AREA



EVOLUTION

EEVEE

→ VAPOREON

WATER STONE

#135 JOLTEON

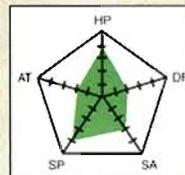


FIND WILD EVOL. EVENT

| | | | |
|---|--|---|--|
| ● | | ● | |
| ● | | ● | |
| ● | | ● | |

TYPE: ELECTRIC

STATS

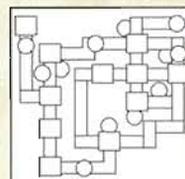


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|--------------|------|
| - | - | TACKLE | NRM |
| - | - | SAND-ATTACK | NRM |
| - | 27 | QUICK ATTACK | NRM |
| - | 31 | THUNDERSHOCK | ELC |
| - | 37 | TAIL WHIP | NRM |
| 42 | 40 | THUNDER WAVE | ELC |
| 30 | 42 | DOUBLE KICK | FTG |
| 47 | 44 | AGILITY | PSY |
| 36 | 48 | PIN MISSILE | BUG |
| 52 | 54 | THUNDER | ELC |



AREA



EVOLUTION

EEVEE

→ JOLTEON

THUNDER STONE

#136 FLAREON

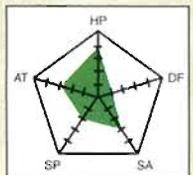


FIND WILD EVOL. EVENT

| | | | |
|---|--|---|--|
| ● | | ● | |
| ● | | ● | |
| ● | | ● | |

TYPE: FIRE

STATS



ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|---------------|------|
| - | - | TACKLE | NRM |
| - | - | SAND-ATTACK | NRM |
| - | 27 | QUICK ATTACK | NRM |
| - | 31 | EMBER | FIR |
| - | 37 | TAIL WHIP | NRM |
| 30 | 40 | BITE | NRM |
| 47 | 42 | LEER | NRM |
| 36 | 44 | FIRE SPIN | FIR |
| 42 | | SMOG | PSN |
| | 48 | RAGE | NRM |
| 52 | 54 | FLAME THROWER | FIR |



AREA



EVOLUTION

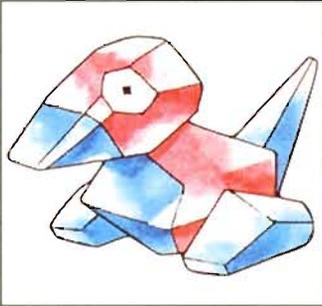
EEVEE

→ FLAREON

FIRE STONE



#137 PORYGON

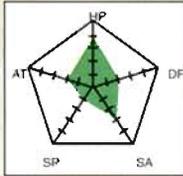


FIND WILD EVOL. EVENT

| | | | |
|---|--|--|---|
| ● | | | ● |
| ● | | | ● |
| ● | | | ● |

TYPE: NORMAL

STATS

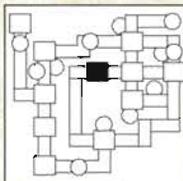


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|------------|------|
| - | - | TACKLE | NRM |
| - | - | SHARPEN | NRM |
| - | - | CONVERSION | NRM |
| - | 23 | PSYBEAM | PSY |
| 28 | 28 | RECOVER | NRM |
| 35 | 35 | AGILITY | PSY |
| 42 | 42 | TRI ATTACK | NRM |



AREA



EVOLUTION

PORYGON

#138 OMANYTE

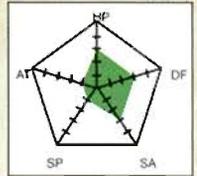


FIND WILD EVOL. EVENT

| | | | |
|---|--|--|---|
| ● | | | ● |
| ● | | | ● |
| ● | | | ● |

TYPE: ROCK/WATER

STATS

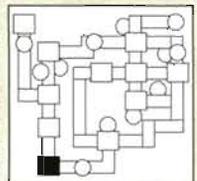


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|--------------|------|
| - | - | WATER GUN | WTR |
| - | - | WITHDRAW | WTR |
| 34 | 34 | HORN ATTACK | NRM |
| 39 | 39 | LEER | NRM |
| 46 | 46 | SPIKE CANNON | NRM |
| 53 | 53 | HYDRO PUMP | WTR |



AREA



EVOLUTION

OMANYTE → **OMASTAR** LEV. 40

#139 OMASTAR

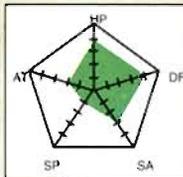


FIND WILD EVOL. EVENT

| | | | |
|---|--|--|---|
| ● | | | ● |
| ● | | | ● |
| ● | | | ● |

TYPE: ROCK/WATER

STATS

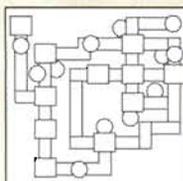


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|--------------|------|
| - | - | WATER GUN | WTR |
| - | - | WITHDRAW | WTR |
| - | - | HORN ATTACK | NRM |
| - | - | LEER | NRM |
| 44 | 44 | SPIKE CANNON | NRM |
| 49 | 49 | HYDRO PUMP | WTR |



AREA



EVOLUTION

OMANYTE → **OMASTAR** LEV. 40

#140 KABUTO

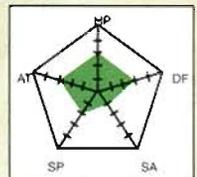


FIND WILD EVOL. EVENT

| | | | |
|---|--|--|---|
| ● | | | ● |
| ● | | | ● |
| ● | | | ● |

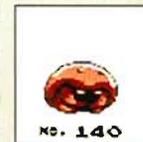
TYPE: ROCK/WATER

STATS

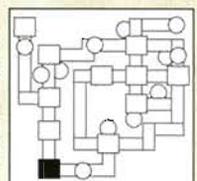


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|------------|------|
| - | - | SCRATCH | NRM |
| - | - | HARDEN | NRM |
| 34 | 34 | ABSORB | GRS |
| 39 | 39 | SLASH | NRM |
| 44 | 44 | LEER | NRM |
| 49 | 49 | HYDRO PUMP | WTR |



AREA



EVOLUTION

KABUTO → **KABUTOPS** LEV. 40



#141 KABUTOPS

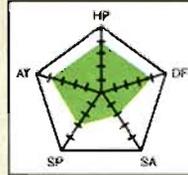


FIND WILD EVOL. EVENT

| | | | |
|---|--|---|--|
| ● | | ● | |
| ● | | ● | |
| ● | | ● | |

TYPE: ROCK/WATER

STATS

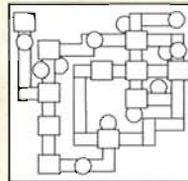


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|------------|------|
| - | - | SCRATCH | NRM |
| - | - | HARDEN | NRM |
| - | - | ABSORB | GRS |
| - | - | SLASH | NRM |
| 46 | 46 | LEER | NRM |
| 53 | 53 | HYDRO PUMP | WTR |



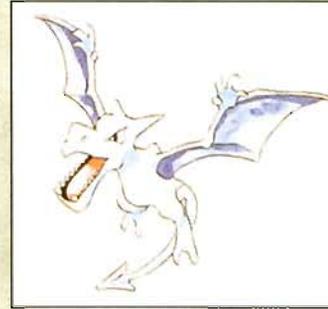
AREA



EVOLUTION

KABUTO → KABUTOPS LEV. 40

#142 AERODACTYL

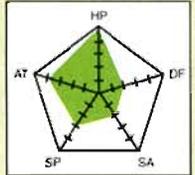


FIND WILD EVOL. EVENT

| | | | |
|---|--|--|---|
| ● | | | ● |
| ● | | | ● |
| ● | | | ● |

TYPE: ROCK/FLYING

STATS

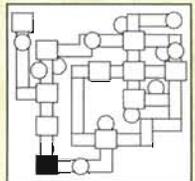


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|-------------|------|
| - | - | WING ATTACK | FLY |
| - | - | AGILITY | PSY |
| 33 | 33 | SUPERSONIC | NRM |
| 38 | 38 | BITE | NRM |
| 45 | 45 | TAKE DOWN | NRM |
| 54 | 54 | HYPER BEAM | NRM |



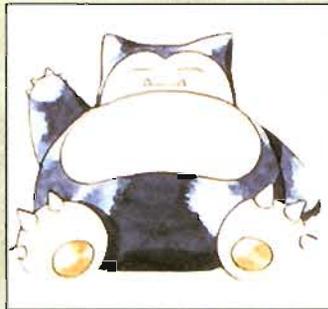
AREA



EVOLUTION

AERODACTYL

#143 SNORLAX

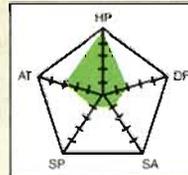


FIND WILD EVOL. EVENT

| | | | |
|---|---|--|--|
| ● | ● | | |
| ● | ● | | |
| ● | ● | | |

TYPE: NORMAL

STATS

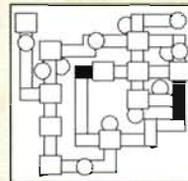


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|-------------|------|
| - | - | HEAD BUTT | NRM |
| - | - | AMNESIA | PSY |
| - | - | REST | PSY |
| 35 | 35 | BODY SLAM | NRM |
| 41 | 41 | HARDEN | NRM |
| 48 | 48 | DOUBLE-EDGE | NRM |
| 56 | 56 | HYPER BEAM | NRM |



AREA



EVOLUTION

SNORLAX

#144 ARTICUNO

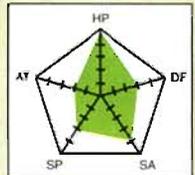


FIND WILD EVOL. EVENT

| | | | |
|---|---|--|--|
| ● | ● | | |
| ● | ● | | |
| ● | ● | | |

TYPE: ICE/FLYING

STATS

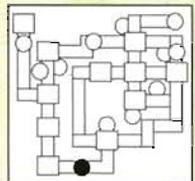


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|----------|------|
| - | - | PECK | FLY |
| - | - | ICE BEAM | ICE |
| 51 | 51 | BLIZZARD | ICE |
| 55 | 55 | AGILITY | PSY |
| 60 | 60 | MIST | ICE |



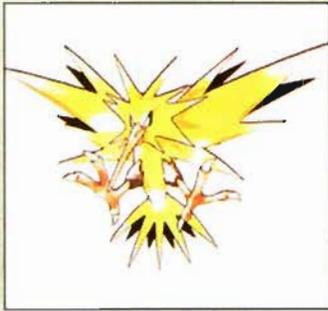
AREA



EVOLUTION

ARTICUNO

#145 ZAPDOS

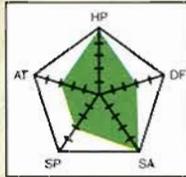


FIND WILD EVOL. EVENT

| | | | |
|---|---|--|--|
| ● | ● | | |
| ● | ● | | |
| ● | ● | | |

TYPE: ELECTRIC/FLYING

STATS

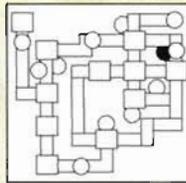


ABILITY

| Lv | ● | Lv | ● | Attack | Type |
|----|----|----|---|--------------|------|
| - | - | - | - | THUNDERSHOCK | ELC |
| - | - | - | - | DRILL PECK | FLY |
| 51 | 51 | - | - | THUNDER | ELC |
| 55 | 55 | - | - | AGILITY | PSY |
| 60 | 60 | - | - | LIGHT SCREEN | PSY |



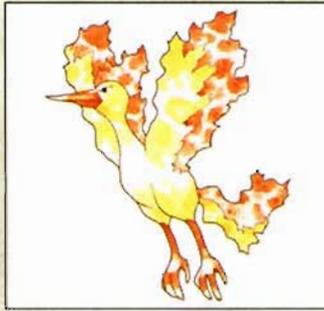
AREA



EVOLUTION

ZAPDOS

#146 MOLTRES

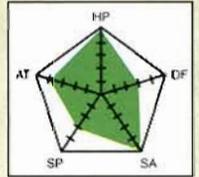


FIND WILD EVOL. EVENT

| | | | |
|---|---|--|--|
| ● | ● | | |
| ● | ● | | |
| ● | ● | | |

TYPE: FIRE/FLYING

STATS

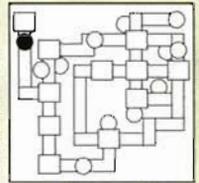


ABILITY

| Lv | ● | Lv | ● | Attack | Type |
|----|----|----|---|------------|------|
| - | - | - | - | PECK | FLY |
| - | - | - | - | FIRE SPIN | FIR |
| 51 | 51 | - | - | LEER | NRM |
| 55 | 55 | - | - | AGILITY | PSY |
| 60 | 60 | - | - | SKY ATTACK | FLY |



AREA



EVOLUTION

MOLTRES

#147 DRATINI

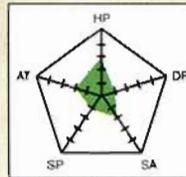


FIND WILD EVOL. EVENT

| | | | |
|---|---|--|---|
| ● | ● | | |
| ● | ● | | ● |
| ● | ● | | ● |

TYPE: DRAGON

STATS

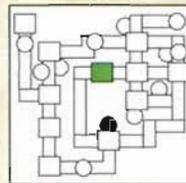


ABILITY

| Lv | ● | Lv | ● | Attack | Type |
|----|----|----|---|--------------|------|
| - | - | - | - | WRAP | NRM |
| - | - | - | - | LEER | NRM |
| - | - | - | - | THUNDER WAVE | ELC |
| 20 | 20 | - | - | AGILITY | PSY |
| 30 | 30 | - | - | SLAM | NRM |
| 40 | 40 | - | - | DRAGON RAGE | DRG |
| 50 | 50 | - | - | HYPER BEAM | NRM |



AREA



EVOLUTION

DRATINI → DRAGONAIR LEV. 30 → DRAGONITE LEV. 55

#148 DRAGONAIR

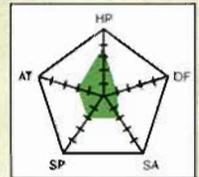


FIND WILD EVOL. EVENT

| | | | |
|---|---|---|--|
| ● | ● | ● | |
| ● | | ● | |
| ● | | ● | |

TYPE: DRAGON

STATS

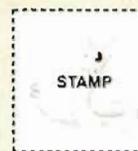


ABILITY

| Lv | ● | Lv | ● | Attack | Type |
|----|----|----|---|--------------|------|
| - | - | - | - | WRAP | NRM |
| - | - | - | - | LEER | NRM |
| - | - | - | - | THUNDER WAVE | ELC |
| - | - | - | - | AGILITY | PSY |
| 35 | 35 | - | - | SLAM | NRM |
| 45 | 45 | - | - | DRAGON RAGE | DRG |
| 55 | 55 | - | - | HYPER BEAM | NRM |



AREA



EVOLUTION

DRATINI → DRAGONAIR LEV. 30 → DRAGONITE LEV. 55



#149 DRAGONITE

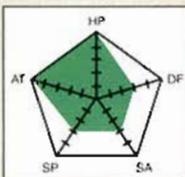


FIND WILD EVOL. EVENT

| | | | |
|---|--|---|--|
| ● | | ● | |
| ● | | ● | |
| ● | | ● | |

TYPE: DRAGON/FLYING

STATS

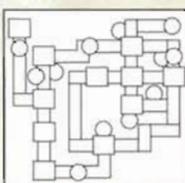


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|--------------|------|
| - | - | WRAP | NRM |
| - | - | LEER | NRM |
| 10 | 10 | THUNDER WAVE | ELC |
| 20 | 20 | AGILITY | PSY |
| 35 | 35 | SLAM | NRM |
| 45 | 45 | DRAGON RAGE | DRG |
| 60 | 60 | HYPER BEAM | NRM |



AREA



EVOLUTION

DRATINI → DRAGONAIR **LEV. 30** → DRAGONITE **LEV. 55**

#150 MEWTWO

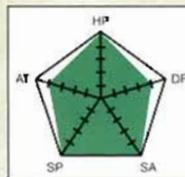


FIND WILD EVOL. EVENT

| | | | |
|---|---|--|--|
| ● | ● | | |
| ● | ● | | |
| ● | ● | | |

TYPE: PSYCHIC

STATS

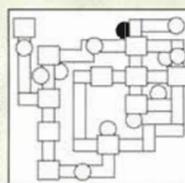


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|-----------|------|
| - | - | CONFUSION | PSY |
| - | - | DISABLE | NRM |
| - | - | SWIFT | NRM |
| - | - | BARRIER | PSY |
| - | - | PSYCHIC | PSY |
| - | - | RECOVER | NRM |
| 75 | 75 | MIST | ICE |
| 81 | 81 | AMNESIA | PSY |



AREA



EVOLUTION

MEWTWO

#151 MEW

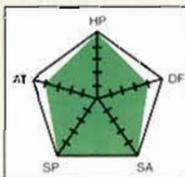


FIND WILD EVOL. EVENT

| | | | |
|--|--|--|--|
| | | | |
| | | | |
| | | | |

TYPE: PSYCHIC

STATS

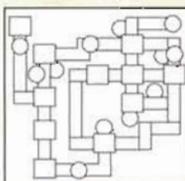


ABILITY

| Lv ● | Lv ●● | Attack | Type |
|------|-------|------------|------|
| - | - | POUND | NRM |
| 10 | 10 | TRANSFORM | NRM |
| 20 | 20 | MEGA PUNCH | NRM |
| 30 | 30 | METRONOME | NRM |
| 40 | 40 | PSYCHIC | PSY |



AREA



EVOLUTION

MEW

THE ELUSIVE MEW

Can't Catch It Here!

Still thought to be a mere rumor in many parts of the world, Mew has only been seen in captivity a few times. This ultra-rare Psychic-type naturally learns Normal- and Psychic-type attacks as it evolves, but it also possesses the ability to learn every single TM and HM ever created. Of course, such powers make this Pokémon extremely sought after by collectors. You'll never find it in the game, however. Mew has been given away several times in Japan and as part of a promotion in Nintendo Power in January of '99, and rumor has it there will be more Mew Giveaways in the future. Good luck!

MEW
NEW SPECIE
HT 1'04"
WT 9.01b

No. 151

So rare that it is still said to be a mirage by

MEW
EXP POINTS
LEVEL UP 35
440 16

No. 151

MEGA DRAIN PP 10/10
FLASH PP 20/20
SWIFT PP 20/20
ICE BEAM PP 10/10

The 151st Pokémon is small in stature, but its Psychic powers make it a powerful foe.

Since Mew can learn any HM or TM, trainers can customize it to any battle situation.



POKÉMON

DATA FILE



Item List

| ITEM | PRICE | LOCATION | DESCRIPTION |
|--------------|-----------|---------------------------------|---------------------------------|
| ANTIDOTE | 100 | POKÉMON MART | Cures Poison |
| AWAKENING | 200 | POKÉMON MART | Cures Sleep |
| BICYCLE | 1 MILLION | CERULEAN CITY-BIKE SHOP | Allows you to travel faster |
| BIKE VOUCHER | | VERMILION CITY-POKÉMON FAN CLUB | Used to buy a bike |
| BURN HEAL | 250 | POKÉMON MART | Heals burns |
| CALCIUM | 9,800 | CELADON CITY-DEPARTMENT STORE | Boosts Special rating |
| CARBOS | 9,800 | CELADON CITY-DEPARTMENT STORE | Boosts Speed rating |
| CARD KEY | | SAFFRON CITY-SILPH CO. | Opens Silph Co. doors |
| COIN | | CELADON CITY | Used to play slot machines |
| COIN CASE | | CELADON CITY | Holds coins |
| DIRE HIT | 650 | CELADON CITY-DEPARTMENT STORE | Boosts attack effectiveness |
| DOME FOSSIL | | MT. MOON | Used to clone new Pokémon |
| ELIXIR | | VARIOUS AREAS | Gives 10 PP to all abilities |
| ESCAPE ROPE | 550 | POKÉMON MART | Used to escape current area |
| ETHER | | VARIOUS AREAS | Gives 10 PP to one ability |
| EXP. ALL | | ROUTE 15 | Used to share exp. points |
| FIRE STONE | 2,100 | CELADON CITY-DEPARTMENT STORE | Triggers evolution |
| FRESH WATER | 200 | CELADON CITY-DEPARTMENT STORE | Quenches thirst, restores 50 HP |
| FULL HEAL | 600 | POKÉMON MART | Cures any condition |
| FULL RESTORE | 3,000 | POKÉMON MART | Cures, restores all HP |
| GOLD TEETH | | FUCHSIA CITY-SAFARI ZONE | Helps Warden speak |
| GOOD ROD | | FUCHSIA CITY | Used to fish for Pokémon |
| GREAT BALL | 600 | POKÉMON MART | Used to catch Pokémon |
| GUARD SPEC. | 700 | CELADON CITY-DEPARTMENT STORE | Disables Special Attacks |
| HELIX FOSSIL | | MT. MOON | Used to clone new Pokémon |
| HP UP | | VARIOUS AREAS | Boosts HP meter by one point |
| HYPER POTION | 1,500 | POKÉMON MART | Restores 200 HP |
| ICE HEAL | 250 | POKÉMON MART | Thaws frozen Pokémon |
| IRON | 9,800 | CELADON CITY-DEPARTMENT STORE | Boosts Defense rating |
| ITEM FINDER | | ROUTE 11 | Exposes hidden items |
| LEAF STONE | 2,100 | CELADON CITY-DEPARTMENT STORE | Triggers evolution |
| LEMONADE | 350 | CELADON CITY-DEPARTMENT STORE | Quenches thirst, restores 80 HP |
| LIFT KEY | | CELADON CITY-GAME CORNER | Activates elevator |
| MASTER BALL | | SAFFRON CITY-SILPH CO. | Used to catch Pokémon |
| MAX ELIXIR | | VARIOUS AREAS | Restores all PP |
| MAX ETHER | | VARIOUS AREAS | Restores all PP to one ability |



Item List

| ITEM | PRICE | LOCATION | DESCRIPTION |
|---------------|-------|---------------------------------|---------------------------------|
| MAX POTION | 2,500 | POKéMON MART | Restores all HP |
| MAX REPEL | 700 | POKéMON MART | Prevents random attacks |
| MAX REVIVE | | VARIOUS AREAS | Revives, restores all HP |
| MOON STONE | | VARIOUS AREAS | Triggers evolution |
| NUGGET | | VARIOUS AREAS | Can be sold for money |
| OAK'S PARCEL | | VIRIDIAN CITY-POKéMON MART | Belongs to Professor Oak |
| OLD AMBER | | PEWTER CITY-MUSEUM | Used to clone new Pokémon |
| OLD ROD | | VERMILION CITY | Used to fish for Pokémon |
| PARALYZE HEAL | 200 | POKéMON MART | Cures Paralyze |
| POKé BALL | 200 | POKéMON MART | Used to catch Pokémon |
| POKé DOLL | 1,000 | CELADON CITY-DEPARTMENT STORE | Distracts opponent |
| POKé FLUTE | | LAVENDER TOWN-POKéMON TOWER | Wakes sleeping Pokémon |
| POKéDEX | | PALLET TOWN | Used to store Pokémon data |
| POTION | 300 | POKéMON MART | Restores 20 HP |
| PP UP | | VARIOUS AREAS | Boosts PP meter by one point |
| PROTEIN | 9,800 | CELADON CITY-DEPARTMENT STORE | Boosts Attack rating |
| RARE CANDY | | VARIOUS AREAS | Boosts experience level |
| REPEL | 350 | POKéMON MART | Prevents random attacks |
| REVIVE | 1,500 | POKéMON MART | Revives fainted Pokémon |
| S.S.TICKET | | SEA COTTAGE | Used to board S.S. Anne |
| SAFARI BALL | | FUCHSIA CITY-SAFARI ZONE | Used in Safari Zone |
| SECRET KEY | | CINNABAR ISLAND-POKéMON MANSION | Opens Cinnabar Island Gym |
| SILPH SCOPE | | CELADON CITY-GAME CORNER | Used to identify ghosts |
| SODA POP | 300 | CELADON CITY-DEPARTMENT STORE | Quenches thirst, restores 60 HP |
| SUPER POTION | 700 | POKéMON MART | Restores 50 HP |
| SUPER REPEL | 500 | POKéMON MART | Prevents random attacks |
| SUPER ROD | | ROUTE 12 | Used to fish for Pokémon |
| THUNDER STONE | 2,100 | CELADON CITY-DEPARTMENT STORE | Triggers evolution |
| TOWN MAP | | PALLET TOWN | Map of the entire game |
| ULTRA BALL | 1,200 | POKéMON MART | Used to catch Pokémon |
| WATER STONE | 2,100 | CELADON CITY-DEPARTMENT STORE | Triggers evolution |
| X ACCURACY | 950 | CELADON CITY-DEPARTMENT STORE | Boosts Accuracy temporarily |
| X ATTACK | 500 | CELADON CITY-DEPARTMENT STORE | Boosts Attack temporarily |
| X DEFEND | 550 | CELADON CITY-DEPARTMENT STORE | Boosts Defense temporarily |
| X SPECIAL | 350 | CELADON CITY-DEPARTMENT STORE | Boosts Special temporarily |
| X SPEED | 350 | CELADON CITY-DEPARTMENT STORE | Boosts Speed temporarily |



Abilities & Attacks

| ABILITY | TYPE | PP | VULNERABLE TYPE | EFFECT | LEARN |
|--------------|------|----|---------------------|--|-------|
| ABSORB | GRS | 20 | WTR-GRD-RCK | Your Pokémon absorbs HP from the opponent equal to 1/2 the attack damage | LEVEL |
| ACID | PSN | 30 | GRS-BUG | Deals damage and may decrease opponent's Defense temporarily | LEVEL |
| ACID ARMOR | PSN | 40 | | Increases your Pokémon's Defense temporarily | LEVEL |
| AGILITY | PSY | 30 | | Increases your Pokémon's Speed temporarily | LEVEL |
| AMNESIA | PSY | 20 | | Increases your Pokémon's Special Attack power temporarily | LEVEL |
| AURORA BEAM | ICE | 20 | GRS-GRD-FLY-DRG | Deals damage and may freeze opponent and/or decrease its Attack power temporarily | LEVEL |
| BARRAGE | NRM | 20 | | Your Pokémon attacks 2 to 5 times in a row | LEVEL |
| BARRIER | PSY | 30 | | Increases your Pokémon's Defense temporarily | LEVEL |
| BIDE | NRM | 10 | | Your Pokémon loses 2 to 3 turns, then hits opponent for twice the damage received | TM 34 |
| BIND | NRM | 20 | | Your Pokémon attacks 2 to 5 times in a row | LEVEL |
| BITE | NRM | 25 | | Deals damage and may scare opponent | LEVEL |
| BLIZZARD | ICE | 5 | GRS-GRD-FLY-RCK-DRG | Deals damage and may freeze opponent | TM 14 |
| BODY SLAM | NRM | 15 | | Deals damage and may Paralyze opponent | TM 08 |
| BONE CLUB | GRD | 20 | FIR-ELC-PSN-RCK | Deals damage and may scare opponent | LEVEL |
| BONEMERANG | GRD | 10 | FIR-ELC-PSN-RCK | Your Pokémon attacks twice | LEVEL |
| BUBBLE | WTR | 30 | FIR-GRD-RCK | Deals damage and may decrease opponent's Speed temporarily | LEVEL |
| BUBBLEBEAM | WTR | 20 | FIR-GRD-RCK | Deals damage and may decrease opponent's Speed temporarily | TM 11 |
| CLAMP | WTR | 10 | FIR-GRD-RCK | Your Pokémon attacks 2 to 5 times in a row | LEVEL |
| COMET PUNCH | NRM | 15 | | Your Pokémon attacks 2 to 5 times in a row | LEVEL |
| CONFUSE RAY | GHO | 10 | | Confuses opponent | LEVEL |
| CONFUSION | PSY | 25 | FTG-PSN | Confuses opponent | LEVEL |
| CONstrict | NRM | 35 | | Deals damage and may decrease an enemy's Speed | LEVEL |
| CONVERSION | NRM | 30 | | Your Pokémon switches its type to match the opponent's type | LEVEL |
| COUNTER | FTG | 20 | | Hits opponent for twice the damage received (works against physical attacks only) | TM 18 |
| CRABHAMMER | WTR | 10 | FIR-GRD-RCK | Has a good chance for a critical hit | LEVEL |
| CUT | NRM | 30 | | | HM 01 |
| DEFENSE CURL | NRM | 40 | | Increases your Pokémon's Defense temporarily | LEVEL |
| DIG | GRD | 10 | FIR-ELC-PSN-RCK | Your Pokémon digs into the ground on the 1st turn, then attacks on the 2nd turn | TM 28 |
| DISABLE | NRM | 20 | | Disables one of your opponent's abilities | LEVEL |
| DIZZY PUNCH | NRM | 10 | | | LEVEL |
| DOUBLE KICK | FTG | 30 | NRM-ICE-RCK | Your Pokémon attacks twice | LEVEL |
| DOUBLE TEAM | NRM | 15 | | Increases your Pokémon's chances of evading attacks | TM 32 |
| DOUBLE-EDGE | NRM | 15 | | Your Pokémon receives 1/4 the damage the opponent receives | TM 10 |
| DOUBLES LAP | NRM | 10 | | | LEVEL |
| DRAGON RAGE | DRG | 10 | | Hits for 40 points of damage | TM 23 |
| DREAM EATER | PSY | 15 | FTG-PSN | While your opponent Sleeps, your Pokémon absorbs its HP | TM 42 |
| DRILL PECK | FLY | 20 | GRS-FTG-BUG | | LEVEL |
| EARTHQUAKE | GRD | 10 | FIR-ELC-PSN-RCK | Not effective on Flying-type Pokémon | TM 26 |
| EGG BOMB | NRM | 10 | | | TM 37 |
| EMBER | FIR | 25 | GRS-ICE-BUG | Deals damage and may burn opponent | LEVEL |
| EXPLOSION | NRM | 5 | | If successful, defeats opponent in one attack | TM 47 |
| FIRE BLAST | FIR | 5 | GRS-ICE-BUG | Deals damage and may burn opponent | TM 38 |
| FIRE PUNCH | FIR | 15 | GRS-ICE-BUG | Deals damage and may burn opponent | LEVEL |
| FIRE SPIN | FIR | 15 | GRS-ICE-BUG | Your Pokémon attacks 2 to 5 times in a row | LEVEL |
| FISSURE | GRD | 5 | | If successful, defeats opponent in one attack (not effective on Flying-type Pokémon) | TM 27 |
| FLAMETHROWER | FIR | 15 | GRS-ICE-BUG | Deals damage and may burn opponent | LEVEL |
| FLASH | NRM | 20 | | | HM 05 |
| FLY | FLY | 15 | GRS-FTG-BUG | Your Pokémon flies on 1st turn, then attacks on 2nd turn | HM 02 |
| FOCUS ENERGY | NRM | 30 | | Has a good chance for a critical hit | LEVEL |
| FURY ATTACK | NRM | 20 | | Your Pokémon attacks 2 to 5 times in a row | LEVEL |
| FURY SWIPES | NRM | 15 | | Your Pokémon attacks 2 to 5 times in a row | LEVEL |
| GLARE | NRM | 30 | | Paralyzes opponent | LEVEL |
| GROWL | NRM | 40 | | Decreases opponent's Attack power temporarily | LEVEL |
| GROWTH | NRM | 40 | | Increases your Pokémon's Attack power temporarily | LEVEL |
| GUILLOTINE | NRM | 5 | | If successful, defeats opponent in one attack | LEVEL |



Abilities & Attacks

| ABILITY | TYPE | PP | VULNERABLE TYPE | EFFECT | LEARN |
|---------------|------|----|-----------------|---|-------|
| GUST | FLY | 35 | GRS-FTG-BUG | | LEVEL |
| HARDEN | NRM | 30 | | Increases your Pokémon's Defense temporarily | LEVEL |
| HAZE | ICE | 30 | | Cancels all effects on both Pokémon | LEVEL |
| HEAD BUTT | NRM | 15 | | Deals damage and may scare opponent | LEVEL |
| HI JUMP KICK | FTG | 20 | NRM-ICE-RCK | If your Pokémon misses, it receives 1/8 the damage the attack would have dealt | LEVEL |
| HORN ATTACK | NRM | 25 | | | LEVEL |
| HORN DRILL | NRM | 5 | | If successful, defeats opponent in one attack | TM 07 |
| HYDRO PUMP | WTR | 5 | FIR-GRD-RCK | | LEVEL |
| HYPER BEAM | NRM | 5 | | Your Pokémon loses one turn | TM 15 |
| HYPER FANG | NRM | 15 | | Deals damage and may scare opponent | LEVEL |
| HYPNOSIS | PSY | 20 | | Puts opponent to Sleep | LEVEL |
| ICE BEAM | ICE | 10 | GRS-GRD-FLY-DRG | Deals damage and may freeze opponent | TM 13 |
| ICE PUNCH | ICE | 15 | GRS-GRD-FLY-DRG | Deals damage and may freeze opponent | LEVEL |
| JUMP KICK | FTG | 25 | NRM-ICE-RCK | If your Pokémon misses, it receives 1/8 the damage the attack would have dealt | LEVEL |
| KARATE CHOP | NRM | 25 | | Has a good chance for a critical hit | LEVEL |
| KINESIS | PSY | 15 | | Decreases opponent's Accuracy temporarily | LEVEL |
| LEECH LIFE | BUG | 15 | GRS-PSN-PSY | Your Pokémon absorbs some of opponent's HP | LEVEL |
| LEECH SEED | GRS | 10 | | Your Pokémon absorbs some of opponent's HP every turn | LEVEL |
| LEER | NRM | 30 | | Decreases opponent's Defense temporarily | LEVEL |
| LICK | GHO | 30 | GHO | Deals damage and may Paralyze opponent | LEVEL |
| LIGHT SCREEN | PSY | 30 | | Cuts the damage received from Special Attacks by 50% | LEVEL |
| LOVELY KISS | NRM | 10 | | Puts opponent to Sleep | LEVEL |
| LOW KICK | FTG | 20 | NRM-ICE-RCK | Deals damage and may scare opponent | LEVEL |
| MEDITATE | PSY | 40 | | Increases your Pokémon's Attack power temporarily | LEVEL |
| MEGA DRAIN | GRS | 10 | WTR-GRD-RCK | Your Pokémon absorbs HP from the opponent equal to 1/2 the attack damage | TM 21 |
| MEGA KICK | NRM | 5 | | | TM 05 |
| MEGA PUNCH | NRM | 20 | | | TM 01 |
| METRONOME | NRM | 10 | | TMs used at random | TM 35 |
| MIMIC | NRM | 10 | | Your Pokémon mimics its opponent's last attack | TM 31 |
| MINIMIZE | NRM | 20 | | Increases your Pokémon's chances of evading an attack | LEVEL |
| MIRROR MOVE | FLY | 20 | | Your Pokémon mimics its opponent's last attack | LEVEL |
| MIST | ICE | 30 | | Defends against Special Attacks designed to decrease your Pokémon's abilities | LEVEL |
| NIGHT SHADE | GHO | 15 | | Damage dealt is equal to your Pokémon's experience level | LEVEL |
| PAY DAY | NRM | 20 | | You receive extra money after the battle | TM 16 |
| PECK | FLY | 35 | GRS-FTG-BUG | | LEVEL |
| PETAL DANCE | GRS | 20 | WTR-GRD-RCK | Deals damage, but Confuses your Pokémon | LEVEL |
| PIN MISSILE | BUG | 20 | GRS-PSN-PSY | Your Pokémon attacks 2 to 5 times in a row | LEVEL |
| POISON GAS | PSN | 40 | | Poisons opponent | LEVEL |
| POISON STING | PSN | 35 | GRS-BUG | Deals damage and may Poison opponent | LEVEL |
| POISON POWDER | PSN | 35 | | Poisons opponent | LEVEL |
| POUND | NRM | 35 | | | LEVEL |
| PSYBEAM | PSY | 20 | FTG-PSN | Deals damage and may Confuse opponent | LEVEL |
| PSYCHIC | PSY | 10 | FTG-PSN | Decreases opponent's Special Attack power temporarily | TM 29 |
| PSYWAVE | PSY | 15 | | Damage dealt is equal to 1.5 times your Pokémon's experience level | TM 46 |
| QUICK ATTACK | NRM | 30 | | Your Pokémon attacks first | LEVEL |
| RAGE | NRM | 20 | | As your Pokémon takes damage, its Attack power increases until the battle is over | TM 20 |
| RAZOR LEAF | GRS | 25 | WTR-GRD-RCK | Has a good chance for a critical hit | LEVEL |
| RAZOR WIND | NRM | 10 | | Your Pokémon builds power on the 1st turn, then attacks on the 2nd turn | TM 02 |
| RECOVER | NRM | 20 | | Restores half of your Pokémon's maximum number of HP | LEVEL |
| REFLECT | PSY | 20 | | Cuts the damage received from physical attacks by 50% | TM 33 |
| REST | PSY | 10 | | If successful, your Pokémon recovers all its HP, then loses 2 turns | TM 44 |
| ROAR | NRM | 20 | | Ends the battle automatically (doesn't work in duels against trainers) | LEVEL |
| ROCK SLIDE | RCK | 10 | FIR-ICE-FLY-BUG | | TM 48 |
| ROCK THROW | RCK | 15 | FIR-ICE-FLY-BUG | | LEVEL |
| ROLLING KICK | FTG | 15 | NRM-ICE-RCK | Deals damage and may scare opponent | LEVEL |



Abilities & Attacks

| ABILITY | TYPE | PP | VULNERABLE TYPE | EFFECT | LEARN |
|---------------|------|----|-----------------|---|-------|
| SAND-ATTACK | NRM | 15 | | Decreases opponent's Accuracy temporarily | LEVEL |
| SCRATCH | NRM | 30 | | | LEVEL |
| SCREECH | NRM | 40 | | Decreases opponent's Defense temporarily | LEVEL |
| SEISMIC TOSS | FTG | 20 | | Damage dealt is equal to your Pokémon's experience level | TM 19 |
| SELF DESTRUCT | NRM | 5 | | Deals damage, but causes your Pokémon to faint | TM 36 |
| SHARPEN | NRM | 30 | | Increases your Pokémon's Attack power temporarily | LEVEL |
| SING | NRM | 15 | | Puts opponent to Sleep | LEVEL |
| SKULL BASH | NRM | 15 | | Your Pokémon withdraws its head on the 1st turn, then attacks on the 2nd turn | TM 40 |
| SKY ATTACK | FLY | 5 | GRS-FTG-BUG | Your Pokémon builds energy on the 1st turn, then attacks on the 2nd turn | TM 43 |
| SLAM | NRM | 20 | | | LEVEL |
| SLASH | NRM | 20 | | Has a good chance for a critical hit | LEVEL |
| SLEEP POWDER | GRS | 15 | | Puts opponent to Sleep | LEVEL |
| SLUDGE | PSN | 20 | GRS-BUG | Deals damage and may Poison opponent | LEVEL |
| SMOG | PSN | 20 | GRS-BUG | Deals damage and may Poison opponent | LEVEL |
| SMOKESCREEN | NRM | 20 | | Decreases opponent's Accuracy temporarily | LEVEL |
| SOFTBOILED | NRM | 10 | | Restores half of your Pokémon's maximum number of HP | TM 41 |
| SOLAR BEAM | GRS | 10 | WTR-GRD-RCK | Your Pokémon builds energy on the 1st turn, then attacks on the 2nd turn | TM 22 |
| SONICBOOM | NRM | 20 | | Deals 20 points of damage | LEVEL |
| SPIKE CANNON | NRM | 15 | | Your Pokémon attacks 2 to 5 times in a row | LEVEL |
| SPLASH | NRM | 40 | | | LEVEL |
| SPORE | GRS | 15 | | Puts opponent to Sleep | LEVEL |
| STOMP | NRM | 20 | | Deals damage and may scare opponent | LEVEL |
| STRENGTH | NRM | 15 | | | HM 04 |
| STRING SHOT | BUG | 40 | | Decreases opponent's Speed temporarily | LEVEL |
| STRUGGLE | NRM | — | | Can be used when all PP is gone, but your Pokémon receives 1/4 the damage dealt | LEVEL |
| STUN SPORE | GRS | 30 | | Paralyzes opponent | LEVEL |
| SUBMISSION | FTG | 25 | NRM-ICE-RCK | Your Pokémon receives 1/4 the damage the opponent receives | TM 17 |
| SUBSTITUTE | NRM | 10 | | Your Pokémon creates clones of itself, which then fight automatically | TM 50 |
| SUPER FANG | NRM | 10 | | Cuts opponent's HP in half | LEVEL |
| SUPERSONIC | NRM | 20 | | Confuses opponent | LEVEL |
| SURF | WTR | 15 | FIR-GRD-RCK | | HM 03 |
| SWIFT | NRM | 20 | | | TM 39 |
| SWORDS DANCE | NRM | 30 | | Increases your Pokémon's Attack power temporarily | TM 03 |
| TACKLE | NRM | 35 | | | LEVEL |
| TAIL WHIP | NRM | 30 | | Decreases opponent's Defense temporarily | LEVEL |
| TAKE DOWN | NRM | 20 | | Your Pokémon receives 1/4 the damage the opponent receives | TM 09 |
| TELEPORT | PSY | 20 | | Ends the battle automatically (doesn't work in duels against trainers) | TM 30 |
| THRASH | NRM | 20 | | Deals damage but Confuses your Pokémon | LEVEL |
| THUNDER | ELC | 10 | WTR-FLY | Deals damage and may Paralyze opponent | TM 25 |
| THUNDER WAVE | ELC | 20 | | Paralyzes opponent | TM 45 |
| THUNDERBOLT | ELC | 15 | WTR-FLY | Deals damage and may Paralyze opponent | TM 24 |
| THUNDERPUNCH | ELC | 15 | WTR-FLY | Deals damage and may Paralyze opponent | LEVEL |
| THUNDERSHOCK | ELC | 30 | WTR-FLY | Deals damage and may Paralyze opponent | LEVEL |
| TOXIC | PSN | 10 | | Poisons opponent (damage dealt increases with each turn) | TM 06 |
| TRANSFORM | NRM | 10 | | Transforms your Pokémon into a copy of its opponent | LEVEL |
| TRI ATTACK | NRM | 10 | | | TM 49 |
| TWINEEDLE | BUG | 20 | GRS-PSN-PSY | Your Pokémon attacks twice, attack may Poison opponent | LEVEL |
| VICEGRIP | NRM | 30 | | | LEVEL |
| VINE WHIP | GRS | 10 | WTR-GRD-RCK | | LEVEL |
| WATER GUN | WTR | 25 | FIR-GRD-RCK | | TM 12 |
| WATERFALL | WTR | 15 | FIR-GRD-RCK | | LEVEL |
| WHIRLWIND | NRM | 20 | | Ends the battle automatically (doesn't work in duels against trainers) | TM 04 |
| WING ATTACK | FLY | 35 | GRS-FTG-BUG | | LEVEL |
| WITHDRAW | WTR | 40 | | Increases your Pokémon's Defense temporarily | LEVEL |
| WRAP | NRM | 20 | | Your Pokémon attacks 2 to 5 times in a row | LEVEL |



Technical & Hidden Machine List

| TM HM | PRICE | PLACE | ABILITY | TM HM | PRICE | PLACE | ABILITY |
|----------|-------|-----------------------------------|--------------|----------|-------|-----------------------------------|---------------|
| TM 01 | 3,000 | MT. MOON, CELADON DEPT. STORE | MEGA PUNCH | TM 29 | | SAFFRON CITY | PSYCHIC |
| TM 02 | 2,000 | CELADON DEPT. STORE, GAME CORNER | RAZOR WIND | TM 30 | | ROUTE 9 | TELEPORT |
| TM 03 | | SAFFRON CITY-SILPH CO. | SWORDS DANCE | TM 31 | | SAFFRON CITY | MIMIC |
| TM 04 | | ROUTE 4 | WHIRLWIND | TM 32 | 1,000 | FUCHSIA CITY, CELADON DEPT. STORE | DOUBLE TEAM |
| TM 05 | 3,000 | VICTORY ROAD, CELADON DEPT. STORE | MEGA KICK | TM 33 | 1,000 | POWER PLANT, CELADON DEPT. STORE | REFLECT |
| TM 06 | | FUCHSIA CITY-POKéMON GYM | TOXIC | TM 34 | | PEWTER CITY-POKéMON GYM | BIDE |
| TM 07 | 2,000 | CELADON CITY, GAME CORNER | HORN DRILL | TM 35 | | CINNABAR ISLAND-POKéMON LAB | METRONOME |
| TM 08 | | VERMILION CITY-S.S. ANNE | BODY SLAM | TM 36 | | SAFFRON CITY-SILPH CO. | SELF DESTRUCT |
| TM 09 | 3,000 | SAFFRON CITY, CELADON DEPT. STORE | TAKE DOWN | TM 37 | 2,000 | FUCHSIA CITY, CELADON DEPT. STORE | EGG BOMB |
| TM 10 | | CELADON CITY, GAME CORNER | DOUBLE-EDGE | TM 38 | | CINNABAR ISLAND-POKéMON GYM | FIRE BLAST |
| TM 11 | | CERULEAN CITY-POKéMON GYM | BUBBLEBEAM | TM 39 | | ROUTE 12-LOOKOUT STATION | SWIFT |
| TM 12 | | MT. MOON-CAVE | WATER GUN | TM 40 | | FUCHSIA CITY-SAFARI ZONE | SKULL BASH |
| TM 13 | | CELADON DEPT. STORE | ICE BEAM | TM 41 | | CELADON CITY | SOFTBOILED |
| TM 14 | | CINNABAR ISLAND | BLIZZARD | TM 42 | | VIRIDIAN CITY | DREAM EATER |
| TM 15 | | CELADON CITY | HYPER BEAM | TM 43 | | VICTORY ROAD | SKY ATTACK |
| TM 16 | | ROUTE 12 | PAY DAY | TM 44 | | VERMILION CITY-S.S. ANNE | REST |
| TM 17 | 3,000 | VICTORY ROAD, CELADON DEPT. STORE | SUBMISSION | TM 45 | | ROUTE 24 | THUNDER WAVE |
| TM 18 | | CELADON DEPT. STORE | COUNTER | TM 46 | | SAFFRON CITY-POKéMON GYM | PSYWAVE |
| TM 19 | | ROUTE 25 | SEISMIC TOSS | TM 47 | | VICTORY ROAD | EXPLOSION |
| TM 20 | | ROUTE 15 | RAGE | TM 48 | | CELADON DEPT. STORE | ROCK SLIDE |
| TM 21 | | CELADON CITY-POKéMON GYM | MEGA DRAIN | TM 49 | | CELADON DEPT. STORE | TRI ATTACK |
| TM 22 | | CINNABAR ISLAND | SOLARBEAM | TM 50 | | CELADON CITY | SUBSTITUTE |
| TM 23 | | CELADON CITY | DRAGON RAGE | HM 01 | | VERMILION CITY-S.S. ANNE | CUT |
| TM 24 | | VERMILION CITY-POKéMON GYM | THUNDERBOLT | HM 02 | | ROUTE 16 | FLY |
| TM 25 | | POWER PLANT | THUNDER | HM 03 | | FUCHSIA CITY-SAFARI ZONE | SURF |
| TM 26 | | SAFFRON CITY-SILPH CO. | EARTHQUAKE | HM 04 | | FUCHSIA CITY | STRENGTH |
| TM 27 | | VIRIDIAN CITY-POKéMON GYM | FISSURE | HM 05 | | ROUTE 2 | FLASH |
| TM 28 | | CERULEAN CITY | DIG | | | | |

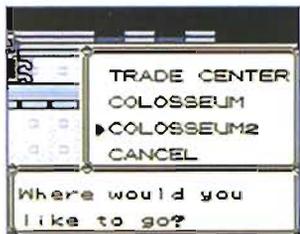
YELLOW EXTRAS!



There are lots of little differences that set Yellow apart from Red and Blue, but there are also a few big ones. Check out these cool features unique to Yellow!

Vs. Mode For Yellow

Pokémon masters are familiar with the time-honored tradition of meeting a friend at the Cable Club, entering the Colosseum and duking it out with their finest Pokémon teams. Two players with a Game Link Cable and cartridges of any color can do this, but if two Yellow cartridges link up, a new option will become available. Colosseum 2 lets you match teams of three Pokémon in three different Cups, each of which has its own set of rules and regulations that must be adhered to.



Once you link Game Boys with a Game Link Cable, head to a PokéCenter's Cable Club and select Colosseum 2.

POKé CUP

You can enter three Pokémon between levels 50-55 in the Poké Cup, provided the sum of their levels does not exceed 155. Sorry, Mew's not allowed to come.

PIKA CUP

Mew isn't permitted to enter the Pika Cup either. Bring three Pokémon between the levels of 15-20, and make sure their levels don't add up to more than 50.

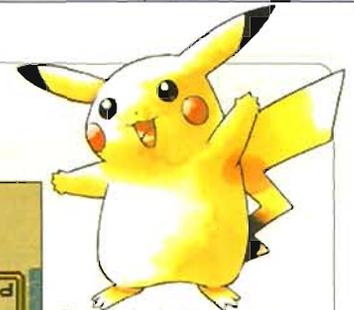
PETIT CUP

This Cup allows basic Pokémon between levels 25-30 (maximum 80). Pokémon under 6'8" and 44 pounds can fight—check the chart to see who's eligible.

| PETIT CUP | | |
|---------------|----------------|----------------|
| #1 BULBAUR | #39 JIGGLYPUFF | #90 SHELLDER |
| #4 CHARMANDER | #41 ZUBAT | #92 GASTLY |
| #7 SQUIRTLE | #43 ODDISH | #98 KRABBY |
| #10 CATERPIE | #46 PARAS | #100 VOLTORB |
| #13 WEEDLE | #50 DIGLETT | #102 EXEGGCUTE |
| #16 PIDGEY | #52 MEOWTH | #104 CUBONE |
| #19 RATTATA | #54 PSYDUCK | #109 KOFFING |
| #21 SPEAROW | #58 GROWLITHE | #116 HORSEA |
| #23 EKANS | #60 POLIWAG | #118 GOLDEEN |
| #25 PIKACHU | #63 ABRA | #129 MAGIKARP |
| #27 SANDSHREW | #66 MACHOP | #132 DITTO |
| #29 NIDORAN ♀ | #69 BELLSPROUT | #133 EEEVEE |
| #32 NIDORAN ♂ | #74 GEODUDE | #138 OMANYTE |
| #35 CLEFAIRY | #81 MAGNEMITE | #140 KABUTO |
| #37 VULPIX | #83 FARFETCH'D | #147 DRATINI |

Pikachu Summer Beach

When, in the course of Pokémon events, a special Pokémon appears on the scene, it's time to party surfer-style. Its origins are shrouded in mystery, but we've learned that a special 'Surfing Pikachu' exists that can not only Surf but also use Water-type attacks in battle. Surfing Pikachu isn't in the game, but rumor has it that a way to get it will soon be revealed. If you're a lucky owner of one of these ultra-rare creatures, there's a surprise waiting for you. In Yellow, there's a nondescript house on the shore below Fuchsia City. If you go in with Surfing Pikachu a kind bro named the Dude will ask you if you want to surf. If you accept, you can catch gnarly air in the waves with Pikachu! As the waves scroll by, you'll be given points based on the number of radical stunts you can do off the top of wave crests. You can head back to the hut to view your highest surfing scores, and even print them out with the Game Boy Printer!



The surfer inside the hut will notice your Surfing Pikachu and send you out into the waves. Hang ten, Pikadude!

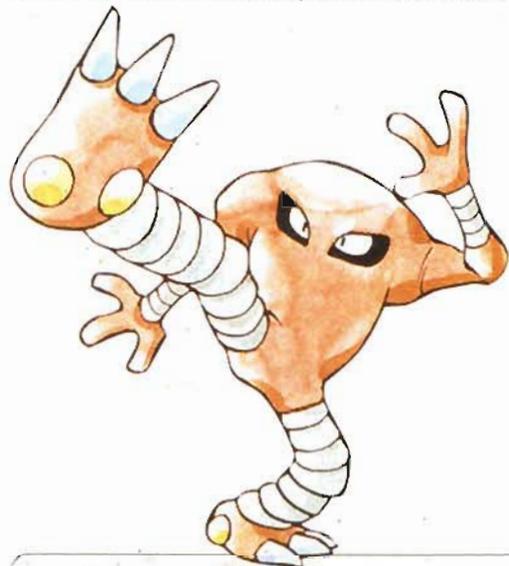
Press back to do a back flip and forward to do a front flip. Line up the board correctly on the landing or you'll wipe out!



- SINGLE SPIN → 50 POINTS
- DOUBLE SPIN → 150 POINTS
- LEFT-RIGHT SPIN → 180 POINTS
- TRIPLE SPIN → 350 POINTS

POKÉMON COMBAT CHART

Use the combat chart as a guideline to help you plan effective battle strategies. Keep in mind, though, that there are many factors in a battle besides the types of the two Pokémon. Even if you don't have a type advantage and use an attack that your opponent is vulnerable to, you'll rack up twice the damage you ordinarily would. Take a look at page 10 for more information about offensive and defensive methods.



OPPONENT'S POKÉMON TYPE

| YOUR ATTACK TYPE | OPPONENT'S POKÉMON TYPE | | | | | | | | | | | | | | |
|------------------|-------------------------|------|-------|----------|-------|-----|----------|--------|--------|--------|---------|-----|------|-------|--------|
| | NORMAL | FIRE | WATER | ELECTRIC | GRASS | ICE | FIGHTING | POISON | GROUND | FLYING | PSYCHIC | BUG | ROCK | GHOST | DRAGON |
| NORMAL | | | | | | | | | | | | | | | D X |
| FIRE | | D D | | A A | | | | | | | | | | A D | D |
| WATER | | A D | | D | | | | | | A | | | | A | D |
| ELECTRIC | | | A D | D | | | | | | X A | | | | | D |
| GRASS | | D A | | D | | | | | D A | D | | | D A | | D |
| ICE | | | D | A D | | | | | | A A | | | | | A |
| FIGHTING | A | | | | | | A | | D | | D D | D D | A X | | |
| POISON | | | | A | | | | | D D | | | | A D | D | |
| GROUND | | A | | A D | | | | | A | | X | | D A | | |
| FLYING | | | | D A | | | | A | | | | | A D | | |
| PSYCHIC | | | | | | | | A A | | | | D | | | |
| BUG | | D | | A | | | | D A | | D A | | | | | D |
| ROCK | | A | | | | | A D | | | D A | | | A | | |
| GHOST | | | | | | | | | | | | | | | A |
| DRAGON | | | | | | | | | | | | | | | A |

Pokémon Locator

○ ID NUMBER

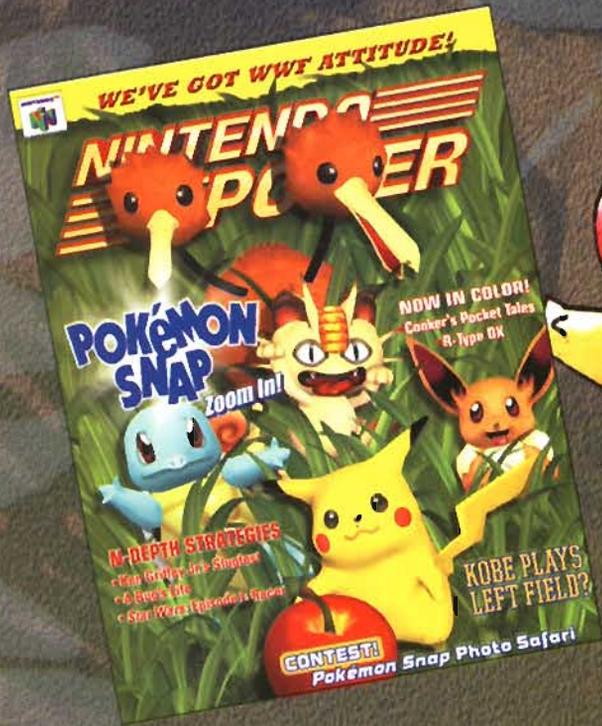
● TRAINER'S MANUAL

● FIELD GUIDE

| | | | | | | | | | | | | | | | | | |
|------------|-----|-------|------------|-----|-------|------------|-----|-------|-----------|-----|-------|------------|-----|-------|------------|-----|-------|
| ABRA | 63 | 77 86 | EEVEE | 133 | 37 84 | KABUTO | 140 | 56 85 | NIDORINO | 33 | 92 75 | SEADRA | 117 | 44 88 | | | |
| AERODACTYL | 142 | 56 86 | EKANS | 23 | 52 76 | KABUTOPS | 141 | 56 85 | NINETALES | 38 | 37 80 | SEAKING | 119 | 23 80 | SHELLER | 86 | 54 82 |
| ALAKAZAM | 65 | 35 87 | ELECTABUZZ | 125 | 53 82 | KADABRA | 64 | 35 85 | ODDISH | 43 | 25 81 | SEEL | 86 | 54 82 | SLOWBRO | 90 | 29 82 |
| ARBOK | 24 | 52 76 | ELECTRODE | 101 | 51 96 | KAKUNA | 14 | 52 74 | OMANYTE | 138 | 56 86 | SLOWPOKE | 80 | 44 88 | SLOWBRO | 80 | 44 88 |
| ARCANINE | 59 | 37 85 | EXEGGUTE | 102 | 48 96 | KANGASKHAN | 115 | 49 99 | OMASTAR | 139 | 56 86 | SNORLAX | 79 | 44 80 | SPEAROW | 143 | 44 86 |
| ARTICUNO | 144 | 54 86 | EXEGGUTOR | 103 | 48 96 | KINGLER | 99 | 25 95 | ONIX | 95 | 33 98 | SQUIRTLE | 21 | 20 76 | STARMIE | 121 | 14 80 |
| BEEBRILL | 15 | 52 74 | FARFETCH'D | 83 | 44 91 | KOFFING | 109 | 53 98 | PARAS | 46 | 21 82 | STARYU | 120 | 14 80 | TANGELA | 114 | 48 89 |
| BELLSPOUNT | 69 | 28 88 | FEAROW | 22 | 33 76 | KRABBY | 98 | 25 95 | PARASECT | 47 | 48 82 | TAUROS | 128 | 49 82 | TENTACOO | 72 | 14 88 |
| BLASTOISE | 9 | 28 73 | FLAREON | 136 | 37 88 | LAPRAS | 131 | 43 83 | PERSIAN | 53 | 53 84 | TENTACRUEL | 73 | 52 85 | TENTACRUEL | 73 | 52 85 |
| BULBASAUR | 1 | 24 71 | GASTLY | 92 | 39 93 | LICKITUNG | 108 | 62 97 | PIDGEOT | 18 | 18 75 | VAPOREON | 134 | 37 85 | VENOMOTH | 49 | 45 83 |
| BUTTERFREE | 12 | 18 73 | GENGAR | 94 | 39 94 | MACHAMP | 68 | 60 87 | PIDGEOTTO | 17 | 18 75 | VENONAT | 48 | 24 82 | VENUSAU | 3 | 24 71 |
| CATERPIE | 10 | 18 73 | GEDUDE | 74 | 20 89 | MACHOPE | 67 | 60 87 | PIDGEY | 16 | 15 74 | VICTREEBEL | 71 | 44 88 | VILEPLUM | 45 | 45 82 |
| CHARMANY | 113 | 48 99 | GLOOM | 44 | 45 81 | MACHOP | 66 | 43 87 | PIKACHU | 25 | 14 77 | VOLTORB | 100 | 51 85 | VOLTRUB | 100 | 51 85 |
| CHARIZARD | 6 | 25 72 | GOLBAT | 42 | 53 81 | MAGIKARP | 129 | 46 85 | PINSIR | 127 | 49 85 | VULPIX | 37 | 37 80 | WARTORTLE | 8 | 28 72 |
| CHARMANDER | 4 | 25 71 | GOLDEEN | 118 | 23 80 | MAGMAR | 126 | 53 97 | POLIWAG | 60 | 18 85 | WEEDLE | 13 | 52 74 | WEEDLE | 13 | 52 74 |
| CHARMELEON | 5 | 25 72 | GOLDUCK | 55 | 27 84 | MAGNEMITE | 81 | 33 91 | POLIWHIRL | 61 | 59 84 | WEEPINBELL | 70 | 45 88 | WEEZING | 110 | 53 88 |
| CLEFABLE | 36 | 21 79 | GOLEM | 76 | 60 89 | MAGNETON | 82 | 51 91 | POLIWRATH | 62 | 59 84 | WIGGLYUFF | 40 | 27 80 | ZAPDOS | 145 | 51 80 |
| CLEFAIRY | 35 | 21 79 | GRAVELER | 75 | 60 89 | MANKEY | 56 | 20 84 | PONYTA | 77 | 50 90 | ZUBAT | 41 | 21 81 | ZUBAT | 41 | 21 81 |
| CLOYSTER | 91 | 29 93 | GRIMER | 88 | 51 92 | MAROWAK | 105 | 49 97 | PORYGON | 137 | 37 85 | | | | | | |
| CUBONE | 104 | 39 96 | GROWLITHE | 58 | 57 85 | MEOWTH | 52 | 53 83 | PRIMEAPE | 57 | 59 85 | | | | | | |
| DEWGONG | 87 | 54 92 | GYARADOS | 130 | 46 80 | METAPOD | 11 | 18 73 | PSYDUCK | 54 | 27 81 | | | | | | |
| DIGLETT | 50 | 31 83 | HAUNTER | 93 | 39 94 | MEWTWO | 150 | 63 88 | RACHU | 26 | 14 77 | | | | | | |
| DITTO | 132 | 57 88 | HITMONCHAN | 107 | 41 97 | MOLTRES | 146 | 60 87 | RAPIDASH | 78 | 50 90 | | | | | | |
| DODRIO | 85 | 50 92 | HITMONLEE | 106 | 41 97 | MR. MIME | 122 | 17 80 | RATICATE | 20 | 31 76 | | | | | | |
| DODUO | 84 | 50 91 | HORSEA | 116 | 28 99 | MUK | 89 | 51 93 | RATATA | 19 | 15 75 | | | | | | |
| DRAGONAIR | 148 | 47 88 | HYPNO | 97 | 31 95 | HOOKING | 34 | 32 79 | RHYDON | 112 | 62 98 | | | | | | |
| DRAGONITE | 149 | 47 88 | IVYSAUR | 2 | 24 71 | NIDOQUEEN | 31 | 32 78 | RHYHORN | 111 | 48 98 | | | | | | |
| DRAFINI | 147 | 47 88 | JIGGLYPUFF | 39 | 27 80 | NIDORAN ♀ | 29 | 17 78 | SANDSHREW | 27 | 20 77 | | | | | | |
| DROWZEE | 96 | 31 83 | JOLTEON | 135 | 37 88 | NIDORAN ♂ | 32 | 17 78 | SANDSEASH | 28 | 62 77 | | | | | | |
| DUGTRIO | 51 | 31 83 | JYNX | 124 | 53 88 | NIDORINA | 30 | 32 78 | SCYTHER | 123 | 49 88 | | | | | | |



PIKA! PIKA PIKA!



CATCH EVERY ISSUE!

You've caught 'em all. You're the unquestioned master of the world of Pokémon. But just because all of your Pokémon are perfectly trained doesn't mean the rest of Nintendo's creatures will pay you any mind. If you want to truly become a master, subscribe to Nintendo Power magazine.

It'll run you just \$19.95*, and if you mention order #4108 you'll also become the proud owner of a fetching Pokémon T-shirt.



**CALL 1-800-255-3700
TO ORDER YOUR
SUBSCRIPTION TODAY!**

**ASK FOR OFFER NUMBER #4108
AND GET A FREE POKÉMON
T-SHIRT (YOUTH SIZE XL) WITH
YOUR PAID SUBSCRIPTION!**

*Canadian subscribers pay \$27.95 Cdn. Prices are subject to change. Please allow 4-6 weeks for delivery. Merchandise offer good while supplies last. Only VISA or MasterCard accepted with phone orders.

POKÉMON™

Gotta catch 'em all!™

The Essential Pokémon Guide

There's a whole world filled with Pokémon out there for you to catch, and you may need a little help. This Official Special Edition Player's Guide from the pros at Nintendo Power will show you every little detail of the three versions of Pokémon—Yellow, Red and Blue—and help you become the World's Greatest Trainer. Let Nintendo Power make you the master of the Pokémon League!

- Detailed **MAPS** of every area
- **TIPS** on where and how to catch 'em all!
- A Field Guide with complete **STATS** for every Pokémon
- Data **CHARTS** showing every machine, item and ability
- Covers **Yellow, Red and Blue** game paks!

PLUS

151 Collectible Pokémon Stickers Inside!

