

# POKÉMON

HEARTGOLD  
VERSION

SOULSILVER  
VERSION

## Pokédex

Official Pocket Version

### How to Use this eGuide

This eGuide has a custom navigation system to allow you to easily find content within the eGuide and move between sections as you choose.

You can use the “page forward” and “return to beginning” icons to navigate through the eGuide.

The buttons at the top of each page put all of the eGuide sections for **Pokémon HeartGold & SoulSilver Pokédex: Official Pocket Version** at your fingertips. You can select the Pokémon Index button from any eGuide page to return to the alphabetical list of Pokémon at any time.

Enter keywords to find a specific word or phrase.

For any other questions about your eGuide, check out the help button.

The screenshot shows the 'Prima Games eGuide' window. At the top, there are navigation icons: a search icon, a 'page forward' icon, a 'return to beginning' icon, and an 'Add Bookmark' button. Below these are three buttons: 'Getting Started', 'Pokémon Index', and 'Pokémon Moves'. The main content area is titled 'No. 001 | Seed Pokémon Bulbasaur' and features a 'Search' button. Below the title is a table of level-up moves.

| LV | Name          | Type   | Power | Accuracy | PP | Effect |
|----|---------------|--------|-------|----------|----|--------|
| 1  | Tackle        | Normal | 40    | 100      | 35 | —      |
| 3  | Growl         | Normal | —     | —        | —  | —      |
| 7  | Leafy Seed    | Grass  | —     | —        | —  | —      |
| 9  | Pinch Whip    | Grass  | —     | —        | —  | —      |
| 13 | Poison Powder | Poison | —     | —        | —  | —      |
| 13 | Sleep Powder  | Grass  | —     | —        | —  | —      |
| 16 | Tail Slap     | Normal | —     | —        | —  | —      |
| 19 | Razor Leaf    | Grass  | 120   | 100      | 25 | 2-Pass |
| 25 | Sweet Scent   | Normal | —     | —        | 40 | Self   |
| 26 | Growth        | Normal | —     | —        | —  | —      |
| 27 | Double-Edge   | Normal | 120   | 100      | 25 | Normal |
| 31 | Merry Seed    | Grass  | —     | —        | 10 | Normal |
| 33 | Hyperbeam     | Grass  | —     | —        | 5  | Self   |
| 37 | Seed Bomb     | Grass  | 90    | 100      | 15 | Normal |

# Pokémon Alphabetical Index

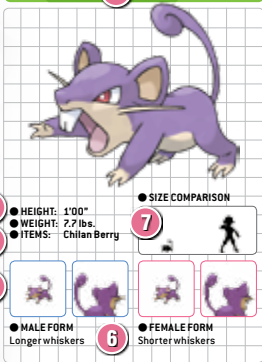
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# How to Use the National Pokédex

**1** No. 019 | Mouse Pokémon  
**Rattata**

**2** Normal



**3** ● HEIGHT: 1'00"  
● WEIGHT: 2.7 lbs.  
● ITEMS: Chilan Berry

**7** ● SIZE COMPARISON

**4** ● MALE FORM  
Longer whiskers

**5** ● FEMALE FORM  
Shorter whiskers

**8** ● ABILITIES  
● Run Away  
● Guts

**9** ● STATS  
HP  
ATTACK  
DEFENSE  
SP. ATTACK  
SP. DEFENSE  
SPEED

**10** ● EGG GROUPS  
Field

**11** ● PERFORMANCE  
SPEED ★★★★★ STAMINA ☆☆☆  
POWER ☆☆☆ JUMP ★☆☆  
SKILL ★☆☆

## ● MAIN WAYS TO OBTAIN

**14** **Pokémon HeartGold** Route 29

**Pokémon SoulSilver** Route 29

**Pokémon Diamond** Route 225

**Pokémon Pearl** Route 225

**Pokémon Platinum** Route 225

**Pokémon HeartGold** **Pokémon SoulSilver**

It eats anything. Wherever food is available, it will settle down and produce offspring continuously.

**12** Living wherever there is food available, it tirelessly scavenges for edibles the entire day.

**13** ● EVOLUTION  
Rattata → Lv. 20 → Raticate

## ● LEVEL-UP MOVES **15**

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|--------|----------|------|------|----|--------|----|
| 1   | Tackle       | Normal | Physical | 35   | 95   | 35 | Normal | ○  |
| 1   | Tail Whip    | Normal | Physical | —    | 100  | 30 | 2 Foes | —  |
| 4   | Quick Attack | Normal | Physical | 40   | 100  | 30 | Normal | ○  |
| 7   | Focus Energy | Normal | Status   | —    | —    | 30 | Self   | —  |
| 10  | Bite         | Dark   | Physical | 60   | 100  | 25 | Normal | ○  |
| 13  | Pursuit      | Dark   | Physical | 40   | 100  | 20 | Normal | ○  |
| 16  | Hyper Fang   | Normal | Physical | 80   | 90   | 15 | Normal | ○  |
| 19  | Sucker Punch | Dark   | Physical | 80   | 100  | 5  | Normal | ○  |
| 22  | Crunch       | Dark   | Physical | 80   | 100  | 15 | Normal | ○  |
| 25  | Assurance    | Dark   | Physical | 50   | 100  | 10 | Normal | ○  |
| 28  | Super Fang   | Normal | Physical | —    | 90   | 10 | Normal | ○  |
| 31  | Double-Edge  | Normal | Physical | 120  | 100  | 15 | Normal | ○  |
| 34  | Endeavor     | Normal | Physical | —    | 100  | 5  | Normal | ○  |

## ● MOVE MANIAC **16**

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES **17**

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|---------|----------|------|------|----|--------|----|
| Icy Wind     | Ice     | Special  | 55   | 95   | 15 | 2 Foes | —  |
| Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal | ○  |
| Sucker Punch | Dark    | Physical | 80   | 100  | 5  | Normal | ○  |
| Snore        | Normal  | Special  | 40   | 100  | 15 | Normal | —  |
| Last Resort  | Normal  | Physical | 130  | 100  | 5  | Normal | ○  |
| Swift        | Normal  | Special  | 60   | —    | 20 | 2 Foes | —  |
| Mud-Slap     | Ground  | Special  | 20   | 100  | 10 | Normal | —  |
| Endeavor     | Normal  | Physical | —    | 100  | 5  | Normal | ○  |
| Super Fang   | Normal  | Physical | —    | 90   | 10 | Normal | ○  |

## ● TM & HM MOVES **18**

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|----------|----------|------|------|----|---------|----|
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal  | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal  | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All     | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal  | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal  | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes  | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All     | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal  | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal  | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal  | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal  | ○  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal  | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self    | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal  | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal  | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self    | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal  | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal  | ○  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal  | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal  | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes  | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal  | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20 | Normal  | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal  | —  |
| TM88 | Puck         | Flying   | Physical | 60   | 100  | 20 | Normal  | ○  |
| TM89 | U-turn       | Bug      | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self    | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal  | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal  | ○  |

## ● EGG MOVES **19**

| Name        | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|-------------|----------|----------|------|------|----|----------|----|
| Scream      | Normal   | Status   | —    | 85   | 40 | Normal   | —  |
| Flame Wheel | Fire     | Physical | 60   | 100  | 25 | Normal   | ○  |
| Fury Swipes | Normal   | Physical | 18   | 80   | 15 | Normal   | ○  |
| Bite        | Dark     | Physical | 60   | 100  | 25 | Normal   | ○  |
| Counter     | Fighting | Physical | —    | 100  | 20 | Self     | ○  |
| Reversal    | Fighting | Physical | —    | 100  | 15 | Normal   | ○  |
| Uproar      | Normal   | Special  | 50   | 100  | 10 | 1 Random | —  |
| Swagger     | Normal   | Status   | —    | 90   | 15 | Normal   | ○  |
| Last Resort | Normal   | Physical | 130  | 100  | 5  | Normal   | ○  |
| Me First    | Normal   | Status   | —    | —    | 20 | Depends  | —  |

## Basic Data

## 1 National Pokédex Number

The National Pokédex number of the Pokémon.

## 2 Type

The Pokémon's type. Some Pokémon have two types.

## 3 Height and Weight

The height and weight of the Pokémon.

## 4 Held Item

The item that is sometimes held by the Pokémon when you encounter it in the wild in places such as tall grass, caves, and the ocean.

## 5 Gender

It shows whether the Pokémon has two genders. Some Pokémon's gender is unknown.

## 6 Male and Female Forms

Some Pokémon look a little bit different between male and female. Comments describe the differences between the two forms. If they share the same form, the common form is shown.

## 7 Size Comparison

The size of the Pokémon is compared to that of the hero/heroine.

## 8 Ability

The Pokémon's Ability. If two Abilities are listed, each individual Pokémon will have one of the two.

## 9 Stats

For each of the six key Pokémon stats, the number of dots (maximum of 6) indicates how readily that stat increases in comparison to other Pokémon.

## 10 Egg Group

The Egg group the Pokémon belongs to. Some Pokémon belong to two groups.

## 11 Performance

These are stats that affect how well a Pokémon performs in the Pokéathlon sports competition. The number of orange stars indicates the base Performance level, and white stars indicate how much further each Performance stat can be raised (maximum is five stars). For example, ★★☆☆ means that the Pokémon's standard Performance is 2, but can go up to 3. Performance level varies depending on the day of the week, the Pokémon's Nature, and what kinds of Aprjuice you use.

## 12 Pokédex Entry

It's the Pokémon summaries given in the Pokédex. Both the *Pokémon HeartGold* and *SoulSilver Version* entries are included.

## 13 Evolution

The course of Evolution for the Pokémon, as well as any conditions governing its Evolution.

## How to Obtain

## 14 Main Ways to Obtain

One main method to obtain the Pokémon is shown. The ways to obtain in *Pokémon Diamond*, *Pearl*, and *Platinum Versions* are also shown.

## Moves It Can Learn

## 15 Level-Up Moves

A list of the moves the Pokémon can learn by leveling up.

## 16 Move Maniac

A list of the moves that the Move Maniac can teach the Pokémon.

## 17 BP Moves

A list of the moves that can be learned in exchange for BP (Battle Points) obtained in the Battle Frontier.

## 18 TM &amp; HM Moves

A list of the moves the Pokémon can learn by using a TM or an HM.

## 19 Egg Moves

These moves are occasionally learned by the Pokémon upon hatching from an Egg, as long as they are known by the male Pokémon you leave at the Pokémon Day Care.

## Chart Key

**Lv.** ..... The level at which the move can be learned

**No.** ..... The TM's number

**Type** ..... The move's type

**Kind** ..... Whether the move is a physical, special, or status move

**Pow.** ..... The move's attack power

**Acc.** ..... The move's accuracy

**PP** ..... How many times the move can be used

**Range** ... The number and type of targets that the move affects

**DA** ..... Whether the move is a direct attack that makes physical contact with the target

# Type Matchup Chart

Types are assigned both to moves and to the Pokémon receiving them. These types can greatly affect the amount of damage dealt or received in battle, so learn how they stand up against one another and give yourself an advantage in battle.

|                               |   | Defending Pokémon's Type |      |       |       |          |     |   |             |        |        |         |     |      |       |        |      |       |
|-------------------------------|---|--------------------------|------|-------|-------|----------|-----|---|-------------|--------|--------|---------|-----|------|-------|--------|------|-------|
|                               |   | Normal                   | Fire | Water | Grass | Electric | Ice | Fighting  | Poison      | Ground | Flying | Psychic | Bug | Rock | Ghost | Dragon | Dark | Steel |
| Attacking Pokémon's Move Type | Normal                                      |                          |      |       |       |          |     |   |             |        |        |         |     | △    | ×     |        |      | △     |
|                               | Fire  |                          | △    | △     | ○     |          | ○   |   |             |        |        |         | ○   | △    |       | △      |      | ○     |
|                               | Water                                       |                          | ○    | △     | △     |          |     |   | ○           |        |        |         |     | ○    |       | △      |      |       |
|                               | Grass                                       |                          | △    | ○     | △     |          |     |   | △           | ○      | △      |         | △   | ○    |       | △      |      | △     |
|                               | Electric                                    |                          |      | ○     | △     | △        |     |   |             | ×      | ○      |         |     |      |       | △      |      |       |
|                               | Ice   |                          | △    | △     | ○     |          | △   |   |             | ○      | ○      |         |     |      |       |        | ○    | △     |
|                               | Fighting                                    | ○                        |      |       |       |          | ○   |   | △           |        | △      | △       | △   | ○    | ×     |        | ○    | ○     |
|                               | Poison                                      |                          |      |       | ○     |          |     |   | △           | △      |        |         |     | △    | △     |        |      | ×     |
|                               | Ground                                      |                          | ○    |       | △     | ○        |     |   | ○           |        | ×      |         | △   | ○    |       |        |      | ○     |
|                               | Flying                                      |                          |      |       | ○     | △        |     | ○   |             |        |        |         | ○   | △    |       |        |      | △     |
|                               | Psychic                                     |                          |      |       |       |          |     | ○   | ○           |        |        | △       |     |      |       |        | ×    | △     |
|                               | Bug   |                          | △    |       | ○     |          |     | △   | △           |        | △      | ○       |     |      | △     |        | ○    | △     |
|                               | Rock  |                          | ○    |       |       |          | ○   | △   |             | △      | ○      |         | ○   |      |       |        |      | △     |
|                               | Ghost                                       | ×                        |      |       |       |          |     |   |             |        |        | ○       |     |      | ○     |        | △    | △     |
|                               | Dragon                                      |                          |      |       |       |          |     |   |             |        |        |         |     |      |       | ○      |      | △     |
|                               | Dark  |                          |      |       |       |          |     | △   |             |        |        | ○       |     |      | ○     |        | △    | △     |
| Steel                         |   | △                        | △    |       | △     | ○        |     |   |             |        |        |         | ○   |      |       |        | △    |       |
| Legend                        | ○ Very effective<br>"It's super effective!" | <b>x2</b>                |      |       |       |          |     | △ Not too effective<br>"It's not very effective..." | <b>x0.5</b> |        |        |         |     |      |       |        |      |       |
|                               | ×   | <b>x0</b>                |      |       |       |          |     | (No Icon)<br>Normal damage                          | <b>x1</b>   |        |        |         |     |      |       |        |      |       |

- Fire-type Pokémon cannot be afflicted with the Burned condition.
- Grass-type Pokémon are immune to Leech Seed.
- Ice-type Pokémon cannot be afflicted with the Frozen condition, and take no damage from the Hail weather condition.
- Poison-type Pokémon cannot be afflicted with a Poison or a Badly Poisoned condition, even when switching in with Toxic Spikes in play. Poison-type Pokémon nullify Toxic Spikes (unless these Pokémon are also Flying type or have the Levitate Ability).
- Ground-type Pokémon are immune to Thunder Wave and to damage from the Sandstorm weather condition.
- Flying-type Pokémon cannot be damaged by Spikes when switching in, or become afflicted with a Poison or Badly Poisoned condition due to switching in with Toxic Spikes in play.
- Rock-type Pokémon are immune to damage from the Sandstorm weather condition.
- Steel-type Pokémon are immune to damage from the Sandstorm weather condition.

# How to obtain Pokémon

In order to succeed on your adventure, you'll have to partner up with Pokémon and use their powers to help you. For that reason, you'd better get acquainted with the various methods of obtaining Pokémon.

## ● How to obtain Pokémon

### Catch wild Pokémon

Most Pokémon inhabit places like fields, caves, and bodies of water. Go discover and catch them.



### Evolve them through battle

As Pokémon build up their strength by battling, some of them will evolve. After Evolution, the Pokémon's name and appearance will change.



### Get them through story events

You can get Pokémon or Pokémon Eggs as the story unfolds, so be sure to talk to townspeople.



### Link trade with friends

Some Pokémon are especially hard to obtain. The easiest way to get them is by trading with a friend.



# Pokémon Distributed in Events

Not all Pokémon can be obtained through regular gameplay. To get certain rare Pokémon, you'll have to attend a Pokémon event or connect to Nintendo Wi-Fi Connection. The Legendary Pokémon below are only available through special events and not through regular gameplay—check the official Pokémon website at [Pokemon.com](http://Pokemon.com) for updates on how to obtain these Pokémon.



## ● Pokémon Distributed in Events So Far



**Mew**

### Notes

If you fulfill certain conditions in the WiiWare game *My Pokémon Ranch*, Hayley will trade you a Mew. Note that *My Pokémon Ranch* is only compatible with *Pokémon Diamond* or *Pearl Version*, and can't be used with *Pokémon HeartGold* or *SoulSilver Version*.

**Celebi**

### Notes

Celebi can be transferred from Pal Park once acquired in *Pokémon FireRed*, *LeafGreen*, *Ruby*, *Sapphire*, or *Emerald version*.



**Jirachi**

### Notes

Jirachi can be transferred from Pal Park once acquired in *Pokémon FireRed*, *LeafGreen*, *Ruby*, *Sapphire*, or *Emerald version*.





Deoxys

### Notes

Deoxys can be transferred from Pal Park once acquired in *Pokémon Ruby*, *Sapphire*, or *Emerald* version.



Manaphy

### Notes

Manaphy is only available through distribution at special events.\*



Darkrai

### Notes

Darkrai is only available through distribution at special events.



Shaymin

### Notes

Shaymin is only available through distribution at special events.



Arceus

### Notes

Arceus is only available through distribution at special events.

\*Since Pionne can be obtained by hatching Eggs, it is not classified as a Legendary Pokémon.

## Battling makes Pokémon stronger

A Pokémon grows and becomes stronger by battling. If it wins a battle, it gains Exp. Points (Experience Points). Once it accumulates enough Experience Points, it levels up and gets a stat increase. Take care in training your Pokémon to make it powerful.

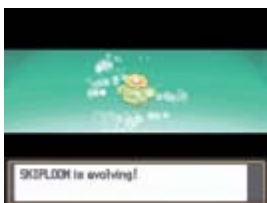


Earn Exp. Points to level up.



## Pokémon evolve by leveling up

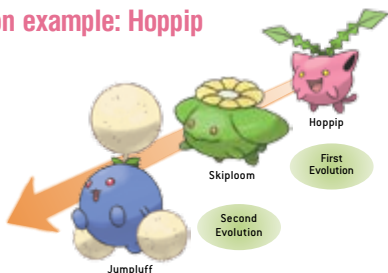
Some Pokémon can evolve into new Pokémon with different names, appearances, or moves. There are several ways to evolve Pokémon, but the most basic method is through battling and earning Experience Points to level up.



Don't blink, or you'll miss the magical moment when Evolution occurs.



## ● Evolution example: Hoppip



## ● Key Evolution methods

### Use special stones

Special stones, such as the Moon Stone or Dusk Stone, have the power to instantly trigger a Pokémon Evolution.



### Strengthen your friendship

Take good care of a Pokémon and it'll return the favor. Some Pokémon evolve if they level up while they're on friendly terms with you.



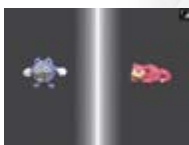
### Fulfill certain conditions

Some Pokémon can only evolve once you fulfill certain conditions. You may need to have them learn a particular move or set up your party in the right configuration, for example.



### Link trade

Some Pokémon evolve when they're traded. Many of these Pokémon also need to be holding a certain item during the trade.



# Learn how to catch wild Pokémon

You can't catch wild Pokémon without a Poké Ball. Even so, Pokémon won't just hop into a Poké Ball—they can be hard to catch unless you tire them out first. Increase your odds of success by knocking down their HP to the lowest possible amount.



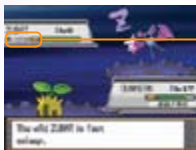
You want HP to be as low as possible.



## ● How to make catching Pokémon easier

### 1 Inflict status conditions

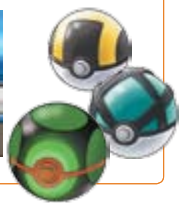
Some Pokémon moves inflict status conditions on their targets. A Pokémon saddled with a status condition is easier to catch. Out of the six status conditions, Sleep and Frozen are the most effective. Lower the target's HP and use status conditions to maximize your chances of success.



Sleep and Frozen are effective.

## 2 Use the right Poké Ball

There are many different kinds of Poké Balls, each specialized for a certain use. For instance, the Net Ball excels at catching Water- and Bug-type Pokémon. Always use a Poké Ball that's effective for the type of Pokémon you want to catch—it's a basic Pokémon-catching principle.



# Teach your party useful Pokémon-catching moves

As explained above, lowering a wild Pokémon's HP and using status conditions makes it easier to catch Pokémon. To do this, use moves like False Swipe and Spore—these moves are more convenient for catching wild Pokémon than other moves. You'll want your team to include Pokémon capable of using these moves.

## ● Examples of moves good for catching Pokémon

**False Swipe** Always leaves the target with at least 1 HP, even if the move would have KO'd it

**Spore** 100% chance of inflicting Sleep status

## ● Example: a useful Pokémon that can learn both False Swipe and Spore

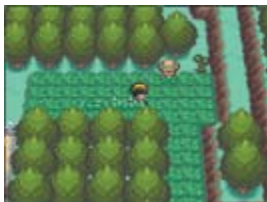


### Parasect

Catch a Paras in Ilex Forest or the Safari Zone, and raise it to Lv. 17 to teach it Spore. Then raise it to Lv. 24 to evolve it into Parasect, and use TM54 to teach it False Swipe.

# Tricks to increase your Pokémon encounter rate

In fields, inside caves, or wherever Pokémon are found, there are tricks you can use to increase your chance of encountering wild Pokémon. If you're hoping to run into a particular Pokémon, try techniques from the list below. On the other hand, there are ways to lower your wild Pokémon encounter rate, too. Use those tricks if you'd rather avoid meeting any wild Pokémon, such as when your team is injured.



## ● How to increase your wild Pokémon encounter rate

- 1 Ride your Bicycle
- 2 Turn the radio dial to Pokémon Music and play the Pokémon march
- 3 Walk through the tall grass
- 4 Use the White Flute
- 5 Put a Pokémon with the Arena Trap, Suction Cups, Sticky Hold, No Guard, or Illuminate Ability at the head of your party

## How to lower your wild Pokémon encounter rate

- 1 Walk, don't run (avoid using the Running Shoes)
- 2 Turn the radio dial to Pokémon Music and play the Pokémon lullaby
- 3 Have your lead Pokémon hold the Cleanse Tag
- 4 Use the Black Flute
- 5 Put a Pokémon with the Stench, White Smoke, Sand Veil, Quick Feet, or Snow Cloak Ability at the head of your party

## Pokémon can learn various moves

Pokémon can learn all kinds of moves, which are useful both in battle and on your adventure in general. There are many different moves, each with its own unique effects. If you put some thought into developing move sets, your Pokémon will stand out as an individual.



A Pokémon can learn up to four moves.

## Three fundamental kinds of moves

### Attack Moves

These moves do damage by attacking the enemy. There are many variations on the basic attack move. Some moves also inflict status conditions, while others let your Pokémon take the first attack.



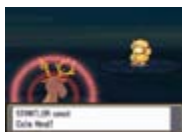
### Defense Moves

When your opponent has you in a tight spot, defense moves are a good idea. These moves can restore HP or cure status conditions. There are also defense moves that do everything from leeching an opponent's HP to regenerating HP each turn.



### Status Moves

These moves strengthen the user or weaken an opponent. They can do anything from raising a Pokémon's stats to inflicting status conditions that gradually drain an opponent's HP. There's even a move that forces the other Trainer to swap out Pokémon.



## How to teach moves to Pokémon

### Level them up

Pokémon can learn various moves at predetermined levels. Once they reach a certain level, they can learn the appropriate move.



### Use a TM

ATM (Technical Machine) is an item that teaches a move to a single Pokémon. There are 92 different TMs, and each TM is only good for one use.



### Use an HM

Each HM (Hidden Machine) is programmed with a special move. An HM can teach that move to an unlimited number of Pokémon.



### Have an expert teach them

During your travels, you'll meet people who can teach moves to Pokémon. There are several different moves that can be learned this way.



# No. 001 | Seed Pokémon

## Bulbasaur

Grass Poison



## SIZE COMPARISON

- HEIGHT: 2'04"
- WEIGHT: 15.2 lbs.
- ITEMS: None



● MALE/FEMALE HAVE SAME FORM

## ABILITIES

- Overgrow

## EGG GROUPS

Monster  
Grass

## PERFORMANCE

SPEED ★★☆☆  
POWER ★★☆☆  
SKILL ★★☆☆

STAMINA ★★☆☆  
JUMP ★★☆☆

## STATS

HP ●●●●●  
ATTACK ●●●●●  
DEFENSE ●●●●●  
SP. ATTACK ●●●●●  
SP. DEFENSE ●●●●●  
SPEED ●●●●●

## MAIN WAYS TO OBTAIN

## Pokémon HeartGold

Receive from Professor Oak in Pallet Town (after defeating Red)

## Pokémon SoulSilver

Receive from Professor Oak in Pallet Town (after defeating Red)

## Pokémon Diamond

—

## Pokémon Pearl

—

## Pokémon Platinum

—

## Pokémon HeartGold

The seed on its back is filled with nutrients. The seed grows steadily larger as its body grows.

## Pokémon SoulSilver

It carries a seed on its back right from birth. As it grows older, the seed also grows larger.

## EVOLUTION



## LEVEL-UP MOVES

| Lv. | Name          | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|---------------|--------|----------|------|------|----|--------|----|
| 1   | Tackle        | Normal | Physical | 35   | 95   | 35 | Normal | ○  |
| 3   | Growl         | Normal | Status   | —    | 100  | 40 | 2 Foes | —  |
| 7   | Leech Seed    | Grass  | Status   | —    | 90   | 10 | Normal | —  |
| 9   | Vine Whip     | Grass  | Physical | 35   | 100  | 15 | Normal | ○  |
| 13  | Poison Powder | Poison | Status   | —    | 75   | 35 | Normal | —  |
| 13  | Sleep Powder  | Grass  | Status   | —    | 75   | 15 | Normal | —  |
| 15  | Take Down     | Normal | Physical | 90   | 85   | 20 | Normal | ○  |
| 19  | Razor Leaf    | Grass  | Physical | 55   | 95   | 25 | 2 Foes | —  |
| 21  | Sweet Scent   | Normal | Status   | —    | 100  | 20 | 2 Foes | —  |
| 25  | Growth        | Normal | Status   | —    | —    | 40 | Self   | —  |
| 27  | Double-Edge   | Normal | Physical | 120  | 100  | 15 | Normal | ○  |
| 31  | Worry Seed    | Grass  | Status   | —    | 100  | 10 | Normal | —  |
| 33  | Synthesis     | Grass  | Status   | —    | —    | 5  | Self   | —  |
| 37  | Seed Bomb     | Grass  | Physical | 80   | 100  | 15 | Normal | —  |

## MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## BP MOVES

| Name        | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-------------|--------|----------|------|------|----|--------|----|
| Fury Cutter | Bug    | Physical | 10   | 95   | 20 | Normal | ○  |
| Knock Off   | Dark   | Physical | 20   | 100  | 20 | Normal | ○  |
| Snore       | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Synthesis   | Grass  | Status   | —    | —    | 5  | Self   | —  |
| String Shot | Bug    | Status   | —    | 95   | 40 | 2 Foes | —  |
| Worry Seed  | Grass  | Status   | —    | 100  | 10 | Normal | —  |
| Mud-Slap    | Ground | Special  | 20   | 100  | 10 | Normal | —  |
| Seed Bomb   | Grass  | Physical | 80   | 100  | 15 | Normal | —  |

## TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP      | Range  | DA |
|------|--------------|----------|----------|------|------|---------|--------|----|
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10      | Normal | —  |
| TM09 | Bullet Seed  | Grass    | Physical | 10   | 100  | 30      | Normal | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15      | Normal | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | All     | —      | —  |
| TM17 | Protect      | Normal   | Status   | —    | 10   | Self    | —      | —  |
| TM19 | Giga Drain   | Grass    | Special  | 60   | 100  | 10      | Normal | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20      | Normal | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10      | Normal | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20      | Normal | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | 15   | Self    | —      | —  |
| TM36 | Sludge Bomb  | Poison   | Special  | 90   | 100  | 10      | Normal | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20      | Normal | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20      | Normal | —  |
| TM44 | Rest         | Psychic  | Status   | —    | 10   | Self    | —      | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15      | Normal | —  |
| TM53 | Energy Ball  | Grass    | Special  | 80   | 100  | 10      | Normal | —  |
| TM58 | Endure       | Normal   | Status   | —    | 10   | Self    | —      | —  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20      | Normal | —  |
| TM75 | Swords Dance | Normal   | Status   | —    | 30   | Self    | —      | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20      | 2 Foes | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | 10   | Depends | —      | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15      | Normal | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20      | Normal | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15      | Normal | —  |
| TM90 | Substitute   | Normal   | Status   | —    | 10   | Self    | —      | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30      | Normal | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15      | Normal | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15      | Normal | ○  |

## EGG MOVES

| Name          | Type    | Kind     | Pow. | Acc. | PP  | Range       | DA     |   |
|---------------|---------|----------|------|------|-----|-------------|--------|---|
| Light Screen  | Psychic | Status   | —    | —    | 30  | 2 Allies    | —      |   |
| Skull Bash    | Normal  | Physical | 100  | 100  | 15  | Normal      | ○      |   |
| Safeguard     | Normal  | Status   | —    | —    | 25  | 2 Allies    | —      |   |
| Charm         | Normal  | Status   | —    | —    | 100 | 20          | Normal | — |
| Petal Dance   | Grass   | Special  | 90   | 100  | 20  | 1 Random    | ○      |   |
| Magical Leaf  | Grass   | Special  | 60   | —    | 20  | Normal      | —      |   |
| Grass Whistle | Grass   | Status   | —    | 55   | 15  | Normal      | —      |   |
| Curse         | ???     | Status   | —    | —    | 10  | Normal/Self | —      |   |
| Ingrain       | Grass   | Status   | —    | —    | 20  | Self        | —      |   |
| Nature Power  | Normal  | Status   | —    | —    | 20  | Depends     | —      |   |
| Amnesia       | Psychic | Status   | —    | —    | 20  | Self        | —      |   |
| Leaf Storm    | Grass   | Special  | 140  | 90   | 5   | Normal      | ○      |   |
| Power Whip    | Grass   | Physical | 120  | 85   | 10  | Normal      | ○      |   |
| Sludge        | Poison  | Special  | 65   | 100  | 20  | Normal      | —      |   |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|--------|----------|------|------|----|--------|----|
| 1   | Tackle       | Normal | Physical | 35   | 95   | 35 | Normal | ○  |
| 1   | Growl        | Normal | Status   | —    | 100  | 40 | 2 Foes | —  |
| 1   | Leech Seed   | Grass  | Status   | —    | 90   | 10 | Normal | —  |
| 3   | Growl        | Normal | Status   | —    | 100  | 40 | 2 Foes | —  |
| 7   | Leech Seed   | Grass  | Status   | —    | 90   | 10 | Normal | —  |
| 9   | Vine Whip    | Grass  | Physical | 35   | 100  | 15 | Normal | ○  |
| 13  | PoisonPowder | Poison | Status   | —    | 75   | 35 | Normal | —  |
| 13  | Sleep Powder | Grass  | Status   | —    | 75   | 15 | Normal | —  |
| 15  | Take Down    | Normal | Physical | 90   | 85   | 20 | Normal | ○  |
| 20  | Razor Leaf   | Grass  | Physical | 55   | 95   | 25 | 2 Foes | —  |
| 23  | Sweet Scent  | Normal | Status   | —    | 100  | 20 | 2 Foes | —  |
| 28  | Growth       | Normal | Status   | —    | —    | 40 | Self   | —  |
| 31  | Double-Edge  | Normal | Physical | 120  | 100  | 15 | Normal | ○  |
| 36  | Worry Seed   | Grass  | Status   | —    | 100  | 10 | Normal | —  |
| 39  | Synthesis    | Grass  | Status   | —    | —    | 5  | Self   | —  |
| 44  | SolarBeam    | Grass  | Special  | 120  | 100  | 10 | Normal | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name        | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-------------|--------|----------|------|------|----|--------|----|
| Fury Cutter | Bug    | Physical | 10   | 95   | 20 | Normal | ○  |
| Knock Off   | Dark   | Physical | 20   | 100  | 20 | Normal | ○  |
| Snore       | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Synthesis   | Grass  | Status   | —    | —    | 5  | Self   | —  |
| String Shot | Bug    | Status   | —    | 95   | 40 | 2 Foes | —  |
| Worry Seed  | Grass  | Status   | —    | 100  | 10 | Normal | —  |
| Mud-Slap    | Ground | Special  | 20   | 100  | 10 | Normal | —  |
| Seed Bomb   | Grass  | Physical | 80   | 100  | 15 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP      | Range  | DA |
|------|--------------|----------|----------|------|------|---------|--------|----|
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10      | Normal | —  |
| TM09 | Bullet Seed  | Grass    | Physical | 10   | 100  | 30      | Normal | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15      | Normal | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | All     | —      | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10      | Self   | —  |
| TM19 | Giga Drain   | Grass    | Special  | 60   | 100  | 10      | Normal | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20      | Normal | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10      | Normal | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20      | Normal | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | 15   | Self    | —      | —  |
| TM36 | Sludge Bomb  | Poison   | Special  | 90   | 100  | 10      | Normal | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20      | Normal | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20      | Normal | —  |
| TM44 | Rest         | Psychic  | Status   | —    | 10   | Self    | —      | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15      | Normal | —  |
| TM53 | Energy Ball  | Grass    | Special  | 80   | 100  | 10      | Normal | —  |
| TM58 | Endure       | Normal   | Status   | —    | 10   | Self    | —      | —  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20      | Normal | —  |
| TM75 | Swords Dance | Normal   | Status   | —    | 30   | Self    | —      | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20      | 2 Foes | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | 10   | Depends | —      | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15      | Normal | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20      | Normal | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15      | Normal | —  |
| TM90 | Substitute   | Normal   | Status   | —    | 10   | Self    | —      | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30      | Normal | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15      | Normal | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15      | Normal | ○  |

No. 002 | Seed Pokémon  
Ivysaur

Grass

Poison



## ● SIZE COMPARISON

● HEIGHT: 3'03"

● WEIGHT: 28.7 lbs.

● ITEMS: None



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

● Overgrow

## ● STATS



## ● EGG GROUPS

Monster

Grass

## ● PERFORMANCE

SPEED ★★

POWER ★★★☆

SKILL ★★☆☆

STAMINA ★★★★★☆

JUMP ★★★★★

## ● MAIN WAYS TO OBTAIN

Pokémon HeartGold Level up Bulbasaur to Lv. 16

Pokémon SoulSilver Level up Bulbasaur to Lv. 16

Pokémon Diamond —

Pokémon Pearl —

Pokémon Platinum —

Pokémon HeartGold

Pokémon SoulSilver

Exposure to sunlight adds to its strength. Sunlight also makes the bud on its back grow larger.

If the bud on its back starts to smell sweet, it is evidence that the large flower will soon bloom.

## ● EVOLUTION



No. 003 | Seed Pokémon  
**Venusaur**

Grass

Poison



## ● SIZE COMPARISON

- HEIGHT: 6'02"
- WEIGHT: 220.5 lbs.
- ITEMS: None

● MALE FORM  
No pistil● FEMALE FORM  
Pistil protruded

## ● ABILITIES

- Overgrow

## ● STATS



## ● EGG GROUPS

Monster  
 Grass

## ● PERFORMANCE

SPEED ★★☆☆  
 POWER ★★★★★☆  
 SKILL ★★★★★

STAMINA ★★★★★★  
 JUMP ★★★

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Level up Ivysaur to Lv. 32

**Pokémon SoulSilver** Level up Ivysaur to Lv. 32

**Pokémon Diamond** —

**Pokémon Pearl** —

**Pokémon Platinum** —

**Pokémon HeartGold**

By spreading the broad petals of its flower and catching the sun's rays, it fills its body with power.

**Pokémon SoulSilver**

It is able to convert sunlight into energy. As a result, it is more powerful in the summertime.

## ● EVOLUTION



Lv. 16



Lv. 32



Bulbasaur

Ivysaur

Venusaur

## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----|--------------|--------|----------|------|------|----|----------|----|
| 1   | Tackle       | Normal | Physical | 35   | 95   | 35 | Normal   | ○  |
| 1   | Growl        | Normal | Status   | —    | 100  | 40 | 2 Foes   | —  |
| 1   | Leech Seed   | Grass  | Status   | —    | 90   | 10 | Normal   | —  |
| 1   | Vine Whip    | Grass  | Physical | 35   | 100  | 15 | Normal   | ○  |
| 3   | Growl        | Normal | Status   | —    | 100  | 40 | 2 Foes   | —  |
| 7   | Leech Seed   | Grass  | Status   | —    | 90   | 10 | Normal   | —  |
| 9   | Vine Whip    | Grass  | Physical | 35   | 100  | 15 | Normal   | ○  |
| 13  | PoisonPowder | Poison | Status   | —    | 75   | 35 | Normal   | —  |
| 13  | Sleep Powder | Grass  | Status   | —    | 75   | 15 | Normal   | —  |
| 15  | Take Down    | Normal | Physical | 90   | 85   | 20 | Normal   | ○  |
| 20  | Razor Leaf   | Grass  | Physical | 55   | 95   | 25 | 2 Foes   | —  |
| 23  | Sweet Scent  | Normal | Status   | —    | 100  | 20 | 2 Foes   | —  |
| 28  | Growth       | Normal | Status   | —    | —    | 40 | Self     | —  |
| 31  | Double-Edge  | Normal | Physical | 120  | 100  | 15 | Normal   | ○  |
| 32  | Petal Dance  | Grass  | Special  | 90   | 100  | 20 | 1 Random | ○  |
| 39  | Worry Seed   | Grass  | Status   | —    | 100  | 10 | Normal   | —  |
| 45  | Synthesis    | Grass  | Status   | —    | —    | 5  | Self     | —  |
| 53  | SolarBeam    | Grass  | Special  | 120  | 100  | 10 | Normal   | —  |

## ● MOVE MANIAC

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Headbutt     | Normal | Physical | 70   | 100  | 15 | Normal | —  |
| Frenzy Plant | Grass  | Special  | 150  | 90   | 5  | Normal | —  |

## ● BP MOVES

| Name        | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|-------------|--------|----------|------|------|----|----------|----|
| Fury Cutter | Bug    | Physical | 10   | 95   | 20 | Normal   | ○  |
| Knock Off   | Dark   | Physical | 20   | 100  | 20 | Normal   | ○  |
| Snore       | Normal | Special  | 40   | 100  | 15 | Normal   | —  |
| Synthesis   | Grass  | Status   | —    | —    | 5  | Self     | —  |
| String Shot | Bug    | Status   | —    | 95   | 40 | 2 Foes   | —  |
| Worry Seed  | Grass  | Status   | —    | 100  | 10 | Normal   | —  |
| Block       | Normal | Status   | —    | —    | 5  | Normal   | —  |
| Mud-Slap    | Ground | Special  | 20   | 100  | 10 | Normal   | —  |
| Outrage     | Dragon | Physical | 120  | 100  | 15 | 1 Random | ○  |
| Seed Bomb   | Grass  | Physical | 80   | 100  | 15 | Normal   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM09 | Bullet Seed  | Grass    | Physical | 10   | 100  | 30 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM19 | Giga Drain   | Grass    | Special  | 60   | 100  | 10 | Normal        | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM36 | Sludge Bomb  | Poison   | Special  | 90   | 100  | 10 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM53 | Energy Ball  | Grass    | Special  | 80   | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM58 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM75 | Swords Dance | Normal   | Status   | —    | —    | 30 | Self          | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20 | Normal        | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal        | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20 | Normal        | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|--------|----------|------|------|----|--------|----|
| 1   | Scratch      | Normal | Physical | 40   | 100  | 35 | Normal | ○  |
| 1   | Growl        | Normal | Status   | —    | 100  | 40 | 2 Foes | —  |
| 7   | Ember        | Fire   | Special  | 40   | 100  | 25 | Normal | —  |
| 10  | SmokeScreen  | Normal | Status   | —    | 100  | 20 | Normal | —  |
| 16  | Dragon Rage  | Dragon | Special  | —    | 100  | 10 | Normal | —  |
| 19  | Scary Face   | Normal | Status   | —    | 90   | 10 | Normal | —  |
| 25  | Fire Fang    | Fire   | Physical | 65   | 95   | 15 | Normal | ○  |
| 28  | Slash        | Normal | Physical | 70   | 100  | 20 | Normal | ○  |
| 34  | Flamethrower | Fire   | Special  | 95   | 100  | 15 | Normal | —  |
| 37  | Fire Spin    | Fire   | Special  | 15   | 70   | 15 | Normal | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Fury Cutter  | Bug      | Physical | 10   | 95   | 20 | Normal | ○  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Heat Wave    | Fire     | Special  | 100  | 90   | 10 | 2 Foes | —  |

## ● TM &amp; HM MOVES

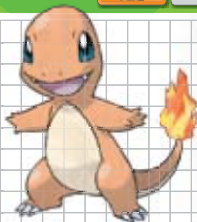
| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|----------|----------|------|------|----|---------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal  | ○  |
| TM02 | Dragon Claw  | Dragon   | Physical | 80   | 100  | 15 | Normal  | ○  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal  | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal  | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All     | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal  | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal  | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal  | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self    | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal  | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5  | Normal  | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal  | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal  | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal  | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self    | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal  | —  |
| TM50 | Overheat     | Fire     | Special  | 140  | 90   | 5  | Normal  | —  |
| TM55 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal  | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM61 | Will-O-Wisp  | Fire     | Status   | —    | 75   | 15 | Normal  | —  |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15 | Normal  | ○  |
| TM75 | Swords Dance | Normal   | Status   | —    | —    | 30 | Self    | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes  | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes  | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal  | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal  | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self    | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal  | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal  | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal  | ○  |

## ● EGG MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|----------|----------|------|------|----|----------|----|
| Belly Drum   | Normal   | Status   | —    | —    | 10 | Self     | —  |
| AncientPower | Rock     | Special  | 60   | 100  | 5  | Normal   | —  |
| Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes   | —  |
| Bite         | Dark     | Physical | 60   | 100  | 25 | Normal   | ○  |
| Outrage      | Dragon   | Physical | 120  | 100  | 15 | 1 Random | ○  |
| Beat Up      | Dark     | Physical | 10   | 100  | 10 | Normal   | —  |
| Swords Dance | Normal   | Status   | —    | —    | 30 | Self     | —  |
| Dragon Dance | Dragon   | Status   | —    | —    | 20 | Self     | —  |
| Crunch       | Dark     | Physical | 80   | 100  | 15 | Normal   | ○  |
| Dragon Rush  | Dragon   | Physical | 100  | 75   | 10 | Normal   | ○  |
| Metal Claw   | Steel    | Physical | 50   | 95   | 35 | Normal   | ○  |
| Flare Blitz  | Fire     | Physical | 120  | 100  | 15 | Normal   | ○  |
| Counter      | Fighting | Physical | —    | 100  | 20 | Self     | ○  |

No. 004 | Lizard Pokémon  
Charmander

Fire



## ● SIZE COMPARISON

- HEIGHT: 2'00"
- WEIGHT: 18.7 lbs.
- ITEMS: None



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Blaze

## ● STATS



## ● EGG GROUPS

- Monster
- Dragon

## ● PERFORMANCE



## ● MAIN WAYS TO OBTAIN

## Pokémon HeartGold

Receive from Professor Oak in Pallet Town (after defeating Red)

## Pokémon SoulSilver

Receive from Professor Oak in Pallet Town (after defeating Red)

## Pokémon Diamond

—

## Pokémon Pearl

—

## Pokémon Platinum

—

## Pokémon HeartGold

The flame on its tail shows the strength of its life force. If it is weak, the flame also burns weakly.

## Pokémon SoulSilver

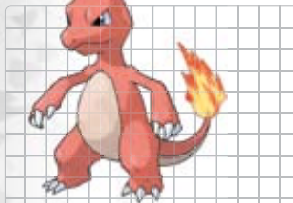
The flame on its tail indicates CHARMANDER's life force. If it is healthy, the flame burns brightly.

## ● EVOLUTION



# No. 005 | Flame Pokémon Charmeleon

Fire



- HEIGHT: 3'02"
- WEIGHT: 41.9 lbs.
- ITEMS: None

## ● SIZE COMPARISON



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Blaze

## ● EGG GROUPS

- Monster
- Dragon

## ● PERFORMANCE

- SPEED ★★★★★
- POWER ★★★★★
- SKILL ★★★★★

- STAMINA ★★★★★
- JUMP ★★★★★

## ● STATS



## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Level up Charmander to Lv. 16

**Pokémon SoulSilver** Level up Charmander to Lv. 16

**Pokémon Diamond** —

**Pokémon Pearl** —

**Pokémon Platinum** —

**Pokémon HeartGold**

**Pokémon SoulSilver**

It is very hotheaded by nature, so it constantly seeks opponents. It calms down only when it wins.

It has a barbaric nature. In battle, it whips its fiery tail around and slashes away with sharp claws.

## ● EVOLUTION



## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|--------|----------|------|------|----|--------|----|
| 1   | Scratch      | Normal | Physical | 40   | 100  | 35 | Normal | ○  |
| 1   | Growl        | Normal | Status   | —    | 100  | 40 | 2 Foes | —  |
| 1   | Ember        | Fire   | Special  | 40   | 100  | 25 | Normal | —  |
| 7   | Ember        | Fire   | Special  | 40   | 100  | 25 | Normal | —  |
| 10  | SmokeScreen  | Normal | Status   | —    | 100  | 20 | Normal | —  |
| 17  | Dragon Rage  | Dragon | Special  | —    | 100  | 10 | Normal | —  |
| 21  | Scary Face   | Normal | Status   | —    | 90   | 10 | Normal | —  |
| 28  | Fire Fang    | Fire   | Physical | 65   | 95   | 15 | Normal | ○  |
| 32  | Slash        | Normal | Physical | 70   | 100  | 20 | Normal | ○  |
| 39  | Flamethrower | Fire   | Special  | 95   | 100  | 15 | Normal | ○  |
| 43  | Fire Spin    | Fire   | Special  | 15   | 70   | 15 | Normal | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Fury Cutter  | Bug      | Physical | 10   | 95   | 20 | Normal | ○  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Heat Wave    | Fire     | Special  | 100  | 90   | 10 | 2 Foes | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP      | Range  | DA |
|------|--------------|----------|----------|------|------|---------|--------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20      | Normal | ○  |
| TM02 | Dragon Claw  | Dragon   | Physical | 80   | 100  | 15      | Normal | ○  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10      | Normal | —  |
| TM10 | Hidden Power | Normal   | Status   | —    | 100  | 15      | Normal | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | All     | —      | —  |
| TM17 | Protect      | Normal   | Status   | —    | 10   | Self    | —      | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20      | Normal | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15      | Normal | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20      | Normal | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10      | Normal | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15      | Normal | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | 15   | Self    | —      | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15      | Normal | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5       | Normal | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10      | Normal | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20      | Normal | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20      | Normal | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20      | Normal | —  |
| TM44 | Rest         | Psychic  | Status   | —    | 10   | Self    | —      | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15      | Normal | —  |
| TM50 | Overheat     | Fire     | Special  | 140  | 90   | 5       | Normal | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10      | Normal | —  |
| TM58 | Endure       | Normal   | Status   | —    | 10   | Self    | —      | —  |
| TM61 | Will-O-Wisp  | Fire     | Status   | —    | 75   | 15      | Normal | —  |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15      | Normal | ○  |
| TM75 | Swords Dance | Normal   | Status   | —    | 30   | Self    | —      | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20      | 2 Foes | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10      | 2 Foes | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | 10   | Depends | —      | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15      | Normal | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15      | Normal | —  |
| TM90 | Substitute   | Normal   | Status   | —    | 10   | Self    | —      | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30      | Normal | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15      | Normal | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15      | Normal | ○  |



## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|--------|----------|------|------|----|--------|----|
| 1   | Dragon Claw  | Dragon | Physical | 80   | 100  | 15 | Normal | ○  |
| 1   | Shadow Claw  | Ghost  | Physical | 70   | 100  | 15 | Normal | ○  |
| 1   | Air Slash    | Flying | Special  | 75   | 95   | 20 | Normal | ○  |
| 1   | Scratch      | Normal | Physical | 40   | 100  | 35 | Normal | ○  |
| 1   | Growl        | Normal | Status   | —    | 100  | 40 | 2 Foes | —  |
| 1   | Ember        | Fire   | Special  | 40   | 100  | 25 | Normal | —  |
| 1   | SmokeScreen  | Normal | Status   | —    | 100  | 20 | Normal | —  |
| 7   | Ember        | Fire   | Special  | 40   | 100  | 25 | Normal | —  |
| 10  | SmokeScreen  | Normal | Status   | —    | 100  | 20 | Normal | —  |
| 17  | Dragon Rage  | Dragon | Special  | —    | 100  | 10 | Normal | —  |
| 21  | Scary Face   | Normal | Status   | —    | 90   | 10 | Normal | —  |
| 28  | Fire Fang    | Fire   | Physical | 65   | 95   | 15 | Normal | ○  |
| 32  | Slash        | Normal | Physical | 70   | 100  | 20 | Normal | ○  |
| 36  | Wing Attack  | Flying | Physical | 60   | 100  | 35 | Normal | ○  |
| 42  | Flamethrower | Fire   | Special  | 95   | 100  | 15 | Normal | ○  |
| 49  | Fire Spin    | Fire   | Special  | 15   | 70   | 15 | Normal | —  |
| 59  | Heat Wave    | Fire   | Special  | 100  | 90   | 10 | 2 Foes | —  |
| 66  | Flare Blitz  | Fire   | Physical | 120  | 100  | 15 | Normal | ○  |

## ● MOVE MANIAC

| Name       | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|------------|--------|----------|------|------|----|--------|----|
| Headbutt   | Normal | Physical | 70   | 100  | 15 | Normal | ○  |
| Blast Burn | Fire   | Special  | 150  | 90   | 5  | Normal | —  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|----------|----------|------|------|----|----------|----|
| Fury Cutter  | Bug      | Physical | 10   | 95   | 20 | Normal   | ○  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal   | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal   | ○  |
| Ominous Wind | Ghost    | Special  | 60   | 100  | 5  | Normal   | —  |
| Air Cutter   | Flying   | Special  | 55   | 95   | 25 | 2 Foes   | —  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal   | —  |
| Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Tailwind     | Flying   | Status   | —    | 30   | 2  | Allies   | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal   | —  |
| Outrage      | Dragon   | Physical | 120  | 100  | 15 | 1 Random | ○  |
| Twister      | Dragon   | Special  | 40   | 100  | 20 | 2 Foes   | —  |
| Heat Wave    | Fire     | Special  | 100  | 90   | 10 | 2 Foes   | —  |

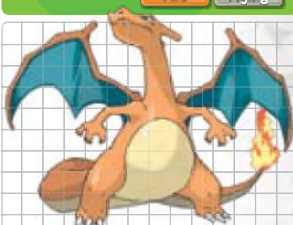
## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP      | Range         | DA |
|------|--------------|----------|----------|------|------|---------|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20      | Normal        | ○  |
| TM02 | Dragon Claw  | Dragon   | Physical | 80   | 100  | 15      | Normal        | ○  |
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20      | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10      | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15      | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | All     | —             |    |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5       | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | 10   | Self    | —             |    |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20      | Normal        | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10      | Normal        | —  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15      | Normal        | ○  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10      | 2 Foes/1 Ally | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20      | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10      | Normal        | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15      | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | 15   | Self    | —             |    |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15      | Normal        | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5       | Normal        | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10      | Normal        | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20      | Normal        | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20      | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20      | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | 10   | Self    | —             |    |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15      | Normal        | —  |
| TM47 | Steel Wing   | Steel    | Physical | 70   | 90   | 25      | Normal        | ○  |
| TM50 | Overheat     | Fire     | Special  | 140  | 90   | 5       | Normal        | —  |
| TM51 | Roost        | Flying   | Status   | —    | 10   | Self    | —             |    |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5       | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10      | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | 10   | Self    | —             |    |
| TM59 | Dragon Pulse | Dragon   | Special  | 90   | 100  | 10      | Normal        | —  |
| TM61 | Will-O-Wisp  | Fire     | Status   | —    | 75   | 15      | Normal        | —  |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15      | Normal        | ○  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5       | Normal        | ○  |
| TM75 | Swords Dance | Normal   | Status   | —    | 30   | Self    | —             |    |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20      | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10      | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | 10   | Depends | —             |    |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15      | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15      | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | 10   | Self    | —             |    |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30      | Normal        | ○  |
| HM02 | Fly          | Flying   | Physical | 90   | 95   | 15      | Normal        | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15      | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15      | Normal        | ○  |

No. 006 | Flame Pokémon  
Charizard

Fire

Flying



## ● SIZE COMPARISON

● HEIGHT: 5'07"

● WEIGHT: 199.5 lbs.

● ITEMS: None



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

● Blaze

## ● STATS



## ● EGG GROUPS

Monster

Dragon

## ● PERFORMANCE

SPEED ★★

POWER ★★

SKILL ★★

STAMINA ★★★★★☆

JUMP ★★★★★

## ● MAIN WAYS TO OBTAIN

Pokémon HeartGold Level up Charmeleon to Lv. 36

Pokémon SoulSilver Level up Charmeleon to Lv. 36

Pokémon Diamond —

Pokémon Pearl —

Pokémon Platinum —

Pokémon HeartGold

Pokémon SoulSilver

IF CHARIZARD becomes furious, the flame at the tip of its tail flares up in a light blue shade.

Breathing intense, hot flames, it can melt almost anything. Its breath inflicts terrible pain on enemies.

## ● EVOLUTION



# No. 007 | Tiny Turtle Pokémon

## Squirtle

Water



## ● SIZE COMPARISON

- HEIGHT: 1'08"
- WEIGHT: 19.8 lbs.
- ITEMS: None



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Torrent

## ● EGG GROUPS

Monster  
Water 1

## ● PERFORMANCE

SPEED ★★★★★  
POWER ★★☆☆☆  
SKILL ★★★★★

## ● STATS

HP ●●●●●  
ATTACK ●●●●●  
DEFENSE ●●●●●  
SP. ATTACK ●●●●●  
SP. DEFENSE ●●●●●  
SPEED ●●●●●

## ● MAIN WAYS TO OBTAIN

## Pokémon HeartGold

Receive from Professor Oak in Pallet Town (after defeating Red)

## Pokémon SoulSilver

Receive from Professor Oak in Pallet Town (after defeating Red)

## Pokémon Diamond

—

## Pokémon Pearl

—

## Pokémon Platinum

—

## Pokémon HeartGold

The shell is soft when it is born. It soon becomes so resilient, prodding fingers will bounce off it.

## Pokémon SoulSilver

The shell, which hardens soon after it is born, is resilient. If you poke it, it will bounce back out.

## ● EVOLUTION



Squirtle

Wartortle

Blastoise

## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|--------|----------|------|------|----|--------|----|
| 1   | Tackle       | Normal | Physical | 35   | 95   | 35 | Normal | ○  |
| 4   | Tail Whip    | Normal | Status   | —    | 100  | 30 | 2 Foes | —  |
| 7   | Bubble       | Water  | Special  | 20   | 100  | 30 | 2 Foes | —  |
| 10  | Withdraw     | Water  | Status   | —    | —    | 40 | Self   | —  |
| 13  | Water Gun    | Water  | Special  | 40   | 100  | 25 | Normal | —  |
| 16  | Bite         | Dark   | Physical | 60   | 100  | 25 | Normal | ○  |
| 19  | Rapid Spin   | Normal | Physical | 20   | 100  | 40 | Normal | ○  |
| 22  | Protect      | —      | —        | —    | —    | 10 | Self   | —  |
| 25  | Water Pulse  | Water  | Special  | 60   | 100  | 20 | Normal | —  |
| 28  | Aqua Tail    | Water  | Physical | 90   | 90   | 10 | Normal | ○  |
| 31  | Skull Bash   | Normal | Physical | 100  | 100  | 15 | Normal | ○  |
| 34  | Iron Defense | Steel  | Status   | —    | —    | 15 | Self   | —  |
| 37  | Rain Dance   | Water  | Status   | —    | —    | 5  | All    | —  |
| 40  | Hydro Pump   | Water  | Special  | 120  | 80   | 5  | Normal | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|---------|----------|------|------|----|--------|----|
| Dive         | Water   | Physical | 80   | 100  | 10 | Normal | ○  |
| Icy Wind     | Ice     | Special  | 55   | 95   | 15 | 2 Foes | —  |
| Ice Punch    | Ice     | Physical | 75   | 100  | 15 | Normal | ○  |
| Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal | ○  |
| Snore        | Normal  | Special  | 40   | 100  | 15 | Normal | —  |
| Mud-Slap     | Ground  | Special  | 20   | 100  | 10 | Normal | —  |
| Rollout      | Rock    | Physical | 30   | 90   | 20 | Normal | ○  |
| Aqua Tail    | Water   | Physical | 90   | 90   | 10 | Normal | ○  |
| Iron Defense | Steel   | Status   | —    | —    | 15 | Self   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal        | ○  |
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM07 | Hail         | Ice      | Status   | —    | —    | 10 | All           | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal        | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM55 | Brine        | Water    | Special  | 65   | 100  | 10 | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM74 | Gyro Ball    | Steel    | Physical | —    | 100  | 5  | Normal        | ○  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15 | Normal        | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM07 | Waterfall    | Water    | Physical | 80   | 100  | 15 | Normal        | ○  |

## ● EGG MOVES

| Name        | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|-------------|---------|----------|------|------|----|----------|----|
| Mirror Coat | Psychic | Special  | —    | 100  | 20 | Self     | —  |
| Haze        | Ice     | Status   | —    | —    | 30 | All      | —  |
| Mist        | Ice     | Status   | —    | —    | 30 | 2 Allies | —  |
| Foresight   | Normal  | Status   | —    | —    | 40 | Normal   | —  |
| Flail       | Normal  | Physical | —    | 100  | 15 | Normal   | ○  |
| Refresh     | Normal  | Status   | —    | —    | 20 | Self     | —  |
| Mud Sport   | Ground  | Status   | —    | —    | 15 | All      | —  |
| Yawn        | Normal  | Status   | —    | —    | 10 | Normal   | —  |
| Muddy Water | Water   | Special  | 95   | 85   | 10 | 2 Foes   | —  |
| Fake Out    | Normal  | Physical | 40   | 100  | 10 | Normal   | ○  |
| Aqua Ring   | Water   | Status   | —    | —    | 20 | Self     | —  |
| Aqua Jet    | Water   | Physical | 40   | 100  | 20 | Normal   | ○  |
| Water Spout | Water   | Special  | 150  | 100  | 5  | 2 Foes   | —  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|--------|----------|------|------|----|--------|----|
| 1   | Tackle       | Normal | Physical | 35   | 95   | 35 | Normal | ○  |
| 1   | Tail Whip    | Normal | Normal   | —    | 100  | 30 | 2 Foes | —  |
| 1   | Bubble       | Water  | Special  | 20   | 100  | 30 | 2 Foes | —  |
| 4   | Tail Whip    | Normal | Status   | —    | 100  | 30 | 2 Foes | —  |
| 7   | Bubble       | Water  | Special  | 20   | 100  | 30 | 2 Foes | —  |
| 10  | Withdraw     | Water  | Status   | —    | —    | 40 | Self   | —  |
| 13  | Water Gun    | Water  | Special  | 40   | 100  | 25 | Normal | —  |
| 16  | Bite         | Dark   | Physical | 60   | 100  | 25 | Normal | ○  |
| 20  | Rapid Spin   | Normal | Physical | 20   | 100  | 40 | Normal | ○  |
| 24  | Protect      | Normal | Status   | —    | —    | 10 | Self   | —  |
| 28  | Water Pulse  | Water  | Special  | 60   | 100  | 20 | Normal | —  |
| 32  | Aqua Tail    | Water  | Physical | 90   | 90   | 10 | Normal | ○  |
| 36  | Skull Bash   | Normal | Physical | 100  | 100  | 15 | Normal | ○  |
| 40  | Iron Defense | Steel  | Status   | —    | —    | 15 | Self   | —  |
| 44  | Rain Dance   | Water  | Status   | —    | —    | 5  | All    | —  |
| 48  | Hydro Pump   | Water  | Special  | 120  | 80   | 5  | Normal | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|---------|----------|------|------|----|--------|----|
| Dive         | Water   | Physical | 80   | 100  | 10 | Normal | ○  |
| Icy Wind     | Ice     | Special  | 55   | 95   | 15 | 2 Foes | ○  |
| Ice Punch    | Ice     | Physical | 75   | 100  | 15 | Normal | ○  |
| Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal | ○  |
| Snore        | Normal  | Special  | 40   | 100  | 15 | Normal | ○  |
| Mud-Slap     | Ground  | Special  | 20   | 100  | 10 | Normal | —  |
| Rollout      | Rock    | Physical | 30   | 90   | 20 | Normal | ○  |
| Aqua Tail    | Water   | Physical | 90   | 90   | 10 | Normal | ○  |
| Iron Defense | Steel   | Status   | —    | —    | 15 | Self   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal        | ○  |
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM07 | Hail         | Ice      | Status   | —    | —    | 10 | All           | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal        | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM55 | Brine        | Water    | Special  | 65   | 100  | 10 | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM74 | Gyro Ball    | Steel    | Physical | —    | 100  | 5  | Normal        | ○  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15 | Normal        | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM07 | Waterfall    | Water    | Physical | 80   | 100  | 15 | Normal        | ○  |



No. 008 | Turtle Pokémon

## Wartortle

Water



## ● SIZE COMPARISON

- HEIGHT: 3'03"
- WEIGHT: 49.6 lbs.
- ITEMS: None



## ● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Torrent

## ● STATS



## ● EGG GROUPS

Monster

Water 1

## ● PERFORMANCE

SPEED ★★☆☆☆  
 POWER ★★☆☆☆  
 SKILL ★★☆☆☆

STAMINA ★★☆☆☆  
 JUMP ★★☆☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Level up Squirtle to Lv. 16

**Pokémon SoulSilver** Level up Squirtle to Lv. 16

**Pokémon Diamond** —

**Pokémon Pearl** —

**Pokémon Platinum** —

**Pokémon HeartGold** **Pokémon SoulSilver**

It is a well-established symbol of longevity. Its shell has algae on it, that WARTORTLE is very old.

It cleverly controls its furry ears and tail to maintain its balance while swimming.

## ● EVOLUTION



Squirtle

Wartortle

Blastoise

# No. 009 | Shellfish Pokémon Blastoise

Water



● SIZE COMPARISON



- HEIGHT: 5'03"
- WEIGHT: 188.5 lbs.
- ITEMS: None



● MALE/FEMALE HAVE SAME FORM

## ABILITIES

- Torrent

## EGG GROUPS

- Monster
- Water 1

## PERFORMANCE

SPEED ★★★★★  
POWER ★★★★★☆  
SKILL ★★★★★☆

STAMINA ★★★★★☆  
JUMP ★★★★★☆

## STATS



## LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|--------|----------|------|------|----|--------|----|
| 1   | Flash Cannon | Steel  | Special  | 80   | 100  | 10 | Normal | —  |
| 1   | Tackle       | Normal | Physical | 35   | 95   | 35 | Normal | ○  |
| 1   | Tail Whip    | Normal | Status   | —    | 100  | 30 | 2 Foes | —  |
| 1   | Bubble       | Water  | Special  | 20   | 100  | 30 | 2 Foes | —  |
| 1   | Withdraw     | Water  | Status   | —    | —    | 40 | Self   | —  |
| 4   | Tail Whip    | Normal | Status   | —    | 100  | 30 | 2 Foes | —  |
| 7   | Bubble       | Water  | Special  | 20   | 100  | 30 | 2 Foes | —  |
| 10  | Withdraw     | Water  | Status   | —    | —    | 40 | Self   | —  |
| 13  | Water Gun    | Water  | Special  | 40   | 100  | 25 | Normal | —  |
| 16  | Bite         | Dark   | Physical | 60   | 100  | 25 | Normal | ○  |
| 20  | Rapid Spin   | Normal | Physical | 20   | 100  | 40 | Normal | ○  |
| 24  | Protect      | Normal | Status   | —    | —    | 10 | Self   | —  |
| 28  | Water Pulse  | Water  | Special  | 60   | 100  | 20 | Normal | —  |
| 32  | Aqua Tail    | Water  | Physical | 90   | 90   | 10 | Normal | ○  |
| 39  | Skull Bash   | Normal | Physical | 100  | 100  | 15 | Normal | ○  |
| 46  | Iron Defense | Steel  | Status   | —    | —    | 15 | Self   | —  |
| 53  | Rain Dance   | Water  | Status   | —    | —    | 5  | All    | —  |
| 60  | Hydro Pump   | Water  | Special  | 120  | 80   | 5  | Normal | —  |

## MOVE MANIAC

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Headbutt     | Normal | Physical | 70   | 100  | 15 | Normal | ○  |
| Hydro Cannon | Water  | Special  | 150  | 90   | 5  | Normal | —  |

## BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|---------|----------|------|------|----|----------|----|
| Dive         | Water   | Physical | 80   | 100  | 10 | Normal   | ○  |
| Icy Wind     | Ice     | Special  | 55   | 95   | 15 | 2 Foes   | —  |
| Ice Punch    | Ice     | Physical | 75   | 100  | 15 | Normal   | ○  |
| Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal   | ○  |
| Snore        | Normal  | Special  | 40   | 100  | 15 | Normal   | —  |
| Mud-Slap     | Ground  | Special  | 20   | 100  | 10 | Normal   | —  |
| Rollout      | Rock    | Physical | 30   | 90   | 20 | Normal   | ○  |
| Aqua Tail    | Water   | Physical | 90   | 90   | 10 | Normal   | ○  |
| Outrage      | Dragon  | Physical | 120  | 100  | 15 | 1 Random | ○  |
| Signal Beam  | Bug     | Special  | 75   | 100  | 15 | Normal   | —  |
| Iron Defense | Steel   | Status   | —    | —    | 15 | Self     | —  |

## TM & HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal        | ○  |
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal        | —  |
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM07 | Hail         | Ice      | Status   | —    | —    | 10 | All           | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5  | Normal        | —  |
| TM55 | Brine        | Water    | Special  | 65   | 100  | 10 | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM72 | Avalanche    | Ice      | Physical | 60   | 100  | 10 | Normal        | ○  |
| TM74 | Gyro Ball    | Steel    | Physical | —    | 100  | 5  | Normal        | ○  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM91 | Flash Cannon | Steel    | Special  | 80   | 100  | 10 | Normal        | —  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15 | Normal        | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM07 | Waterfall    | Water    | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20 | Normal        | ○  |

## MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Level up Wartortle to Lv. 36

**Pokémon SoulSilver** Level up Wartortle to Lv. 36

**Pokémon Diamond** —

**Pokémon Pearl** —

**Pokémon Platinum** —

**Pokémon HeartGold**

It deliberately makes itself heavy so it can withstand the recoil of the water jets it fires.

**Pokémon SoulSilver**

The rocket cannons on its shell fire jets of water capable of punching holes through thick steel.

## EVOLUTION



### ● LEVEL-UP MOVES

| Lv. | Name        | Type   | Kind            | Pow. | Acc. | PP | Range  | DA |
|-----|-------------|--------|-----------------|------|------|----|--------|----|
| 1   | Tackle      | Normal | Physical Status | 35   | 95   | 35 | Normal | ○  |
| 1   | String Shot | Bug    | Bug             | —    | 95   | 40 | 2 Foes | —  |
| 15  | Bug Bite    | Bug    | Physical        | 60   | 100  | 20 | Normal | ○  |

### ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|------|------|------|------|------|----|-------|----|

### ● BP MOVES

| Name        | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-------------|--------|----------|------|------|----|--------|----|
| Bug Bite    | Bug    | Physical | 60   | 100  | 20 | Normal | ○  |
| Snore       | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| String Shot | Bug    | Status   | —    | 95   | 40 | 2 Foes | —  |

### ● TM & HM MOVES

| No. | Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|-----|------|------|------|------|------|----|-------|----|
|-----|------|------|------|------|------|----|-------|----|



# No. 010 | Worm Pokémon

## Caterpie

Bug



● HEIGHT: 1'00"

● WEIGHT: 6.4 lbs.

● ITEMS: None

● SIZE COMPARISON



● MALE/FEMALE HAVE SAME FORM

#### ABILITIES

● Shield Dust

#### STATS



#### EGG GROUPS

Bug

#### PERFORMANCE

SPEED ★★☆☆

POWER ★☆☆☆

SKILL ★★★★★

STAMINA ★★★☆

JUMP ★★★

### ● MAIN WAYS TO OBTAIN

#### Pokémon HeartGold

Bug-Catching Contest at the National Park (after obtaining the National Pokédex/Tuesday)

#### Pokémon SoulSilver

Bug-Catching Contest at the National Park (after obtaining the National Pokédex/Tuesday)

#### Pokémon Diamond

Route 204 (after obtaining the National Pokédex, insert Pokémon FireRed into your Nintendo DS's Game Pak slot)

#### Pokémon Pearl

Route 204 (after obtaining the National Pokédex, insert Pokémon FireRed into your Nintendo DS's Game Pak slot)

#### Pokémon Platinum

Route 204 (after obtaining the National Pokédex, insert Pokémon FireRed into your Nintendo DS's Game Pak slot)

#### Pokémon HeartGold

For protection, it releases a horrible stench from the antennae on its head to drive away enemies.

#### Pokémon SoulSilver

Its feet have suction cups designed to stick to any surface. It tenaciously climbs trees to forage.

#### EVOLUTION



Lv. 7



Lv. 10



Caterpie

Metapod

Butterfree

No. 011 | Cocoon Pokémon  
**Metapod**

Bug



## ● SIZE COMPARISON

- HEIGHT: 2'04"
- WEIGHT: 21.8 lbs.
- ITEMS: None



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Shed Skin

## ● EGG GROUPS

Bug

## ● PERFORMANCE

SPEED ★☆☆  
POWER ★☆☆  
SKILL ★

STAMINA ★★★★★  
JUMP ★★★☆☆

## ● STATS

- HP ●●●●●
- ATTACK ●●●●●
- DEFENSE ●●●●●
- SP. ATTACK ●●●●●
- SP. DEFENSE ●●●●●
- SPEED ●●●●●

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold**

Bug-Catching Contest at the National Park (after obtaining the National Pokédex/Tuesday)

**Pokémon SoulSilver**

Bug-Catching Contest at the National Park (after obtaining the National Pokédex/Tuesday)

**Pokémon Diamond**

Eterna Forest (after obtaining the National Pokédex, insert *Pokémon FireRed* into your Nintendo DS's Game Pak slot)

**Pokémon Pearl**

Eterna Forest (after obtaining the National Pokédex, insert *Pokémon FireRed* into your Nintendo DS's Game Pak slot)

**Pokémon Platinum**

Eterna Forest (after obtaining the National Pokédex, insert *Pokémon FireRed* into your Nintendo DS's Game Pak slot)

**Pokémon HeartGold**

Inside the shell, it is soft and weak as it prepares to evolve. It stays motionless in the shell.

**Pokémon SoulSilver**

It prepares for evolution by hardening its shell as much as possible to protect its soft body.

## ● EVOLUTION



Caterpie

Metapod

Butterfree

## ● LEVEL-UP MOVES

| Lv. | Name   | Type   | Kind   | Pow. | Acc. | PP | Range | DA |
|-----|--------|--------|--------|------|------|----|-------|----|
| 1   | Harden | Normal | Status | —    | —    | 30 | Self  | —  |
| 7   | Harden | Normal | Status | —    | —    | 30 | Self  | —  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|------|------|------|------|------|----|-------|----|

## ● BP MOVES

| Name         | Type  | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|-------|----------|------|------|----|--------|----|
| Bug Bite     | Bug   | Physical | 60   | 100  | 20 | Normal | ○  |
| String Shot  | Bug   | Status   | —    | 95   | 40 | 2 Foes | —  |
| Iron Defense | Steel | Status   | —    | —    | 15 | Self   | —  |

## ● TM &amp; HM MOVES

| No. | Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|-----|------|------|------|------|------|----|-------|----|
|-----|------|------|------|------|------|----|-------|----|

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind    | Pow. | Acc. | PP       | Range  | DA |
|-----|--------------|---------|---------|------|------|----------|--------|----|
| 1   | Confusion    | Psychic | Special | 50   | 100  | 25       | Normal | —  |
| 10  | Confusion    | Psychic | Special | 50   | 100  | 25       | Normal | —  |
| 12  | PoisonPowder | Poison  | Status  | —    | 75   | 35       | Normal | —  |
| 12  | Stun Spore   | Grass   | Status  | —    | 75   | 30       | Normal | —  |
| 12  | Sleep Powder | Grass   | Status  | —    | 75   | 15       | Normal | —  |
| 16  | Gust         | Flying  | Special | 40   | 100  | 35       | Normal | —  |
| 18  | Supersonic   | Normal  | Status  | —    | 55   | 20       | Normal | —  |
| 22  | Whirlwind    | Normal  | Status  | —    | 100  | 20       | Normal | —  |
| 24  | Psybeam      | Psychic | Special | 65   | 100  | 20       | Normal | —  |
| 28  | Silver Wind  | Bug     | Special | 60   | 100  | 5        | Normal | —  |
| 30  | Tailwind     | Flying  | Status  | —    | 30   | 2 Allies | —      | —  |
| 34  | Safeguard    | Normal  | Status  | —    | 25   | 2 Allies | —      | —  |
| 36  | Captivate    | Normal  | Status  | —    | 100  | 20       | 2 Foes | —  |
| 40  | Bug Buzz     | Bug     | Special | 90   | 100  | 10       | Normal | —  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |
|      |      |      |      |      |    |       |    |
|      |      |      |      |      |    |       |    |
|      |      |      |      |      |    |       |    |

## ● BP MOVES

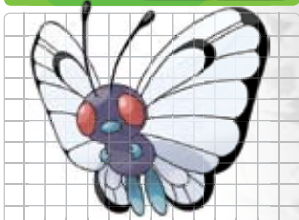
| Name         | Type   | Kind     | Pow. | Acc. | PP       | Range  | DA |
|--------------|--------|----------|------|------|----------|--------|----|
| Ominous Wind | Ghost  | Special  | 60   | 100  | 5        | Normal | —  |
| Air Cutter   | Flying | Special  | 55   | 95   | 25       | 2 Foes | —  |
| Bug Bite     | Bug    | Physical | 60   | 100  | 20       | Normal | ○  |
| Snore        | Normal | Special  | 40   | 100  | 15       | Normal | —  |
| Swift        | Normal | Special  | 60   | —    | 20       | 2 Foes | —  |
| String Shot  | Bug    | Status   | —    | 95   | 40       | 2 Foes | —  |
| Tailwind     | Flying | Status   | —    | 30   | 2 Allies | —      | —  |
| Signal Beam  | Bug    | Special  | 75   | 100  | 15       | Normal | —  |
| Twister      | Dragon | Special  | 40   | 100  | 20       | 2 Foes | —  |

## ● TM &amp; HM MOVES

| No. | Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|-----|------|------|------|------|------|----|-------|----|
|     |      |      |      |      |      |    |       |    |
|     |      |      |      |      |      |    |       |    |
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|     |      |      |      |      |      |    |       |    |
|     |      |      |      |      |      |    |       |    |

No. 012 | Butterfly Pokémon  
Butterfree

Bug | Flying



- HEIGHT: 3'07"
- WEIGHT: 70.5 lbs.
- ITEMS: SilverPowder

## ● SIZE COMPARISON



## ● MALE FORM

Lower parts of wings are white

## ● FEMALE FORM

Lower parts of wings have a black spot

## ● ABILITIES

- Compoundeyes

## ● STATS

HP ●●●●●

ATTACK ●●●●●

DEFENSE ●●●●●

SP. ATTACK ●●●●●

SP. DEFENSE ●●●●●

SPEED ●●●●●

## ● EGG GROUPS

Bug

## ● PERFORMANCE

SPEED ★★☆☆☆

POWER ★★☆☆☆

SKILL ★★☆☆☆

STAMINA ★★☆☆

JUMP ★★★★★

## ● MAIN WAYS TO OBTAIN

Pokémon HeartGold

Bug-Catching Contest at the National Park [after obtaining the National Pokédex/Tuesday]

Pokémon SoulSilver

Bug-Catching Contest at the National Park [after obtaining the National Pokédex/Tuesday]

Pokémon Diamond

Level up Metapod to Lv. 10

Pokémon Pearl

Level up Metapod to Lv. 10

Pokémon Platinum

Level up Metapod to Lv. 10

Pokémon HeartGold

It collects honey every day. It rubs honey onto the hairs on its legs to carry it back to its nest.

Pokémon SoulSilver

Water-repellent powder on its wings enables it to collect honey, even in the heaviest of rains.

## ● EVOLUTION



No. 013 | Hairy Bug Pokémon  
**Weedle**

Bug

Poison



## ● SIZE COMPARISON

- HEIGHT: 1'00"
- WEIGHT: 7.1 lbs.
- ITEMS: None



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Shield Dust

## ● EGG GROUPS

Bug

## ● PERFORMANCE

SPEED ★★☆☆  
POWER ★★☆☆  
SKILL ★★☆☆

STAMINA ★☆☆☆  
JUMP ★★☆☆

## ● STATS

- HP
- ATTACK
- DEFENSE
- SP. ATTACK
- SP. DEFENSE
- SPEED

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold**

Bug-Catching Contest at the National Park (after obtaining the National Pokédex/Tuesday)

**Pokémon SoulSilver**

Bug-Catching Contest at the National Park (after obtaining the National Pokédex/Tuesday)

**Pokémon Diamond**

Route 204 (after obtaining the National Pokédex, insert *Pokémon LeafGreen* into your Nintendo DS's Game Pak slot)

**Pokémon Pearl**

Route 204 (after obtaining the National Pokédex, insert *Pokémon LeafGreen* into your Nintendo DS's Game Pak slot)

**Pokémon Platinum**

Route 204 (after obtaining the National Pokédex, insert *Pokémon LeafGreen* into your Nintendo DS's Game Pak slot)

**Pokémon HeartGold**

Its poison stinger is very powerful. Its bright-colored body is intended to warn off its enemies.

**Pokémon SoulSilver**

It attacks using a two-inch poison barb on its head. It can usually be found under the leaves it eats.

## ● EVOLUTION



## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|--------|----------|------|------|----|--------|----|
| 1   | Poison Sting | Poison | Physical | 15   | 100  | 35 | Normal | —  |
| 1   | String Shot  | Bug    | Status   | —    | 95   | 40 | 2 Foes | —  |
| 15  | Bug Bite     | Bug    | Physical | 60   | 100  | 20 | Normal | ○  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|------|------|------|------|------|----|-------|----|

## ● BP MOVES

| Name        | Type | Kind     | Pow. | Acc. | PP | Range  | DA |
|-------------|------|----------|------|------|----|--------|----|
| Bug Bite    | Bug  | Physical | 60   | 100  | 20 | Normal | ○  |
| String Shot | Bug  | Status   | —    | 95   | 40 | 2 Foes | —  |

## ● TM &amp; HM MOVES

| No. | Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|-----|------|------|------|------|------|----|-------|----|
|-----|------|------|------|------|------|----|-------|----|



## ● LEVEL-UP MOVES

| Lv. | Name   | Type   | Kind   | Pow. | Acc. | PP | Range | DA |
|-----|--------|--------|--------|------|------|----|-------|----|
| 1   | Harden | Normal | Status | —    | —    | 30 | Self  | —  |
| 7   | Harden | Normal | Status | —    | —    | 30 | Self  | —  |
|     |        |        |        |      |      |    |       |    |
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|     |        |        |        |      |      |    |       |    |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |
|      |      |      |      |      |    |       |    |
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name         | Type  | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|-------|----------|------|------|----|--------|----|
| Bug Bite     | Bug   | Physical | 60   | 100  | 20 | Normal | ○  |
| String Shot  | Bug   | Status   | —    | 95   | 40 | 2 Foes | —  |
| Iron Defense | Steel | Status   | —    | —    | 15 | Self   | —  |
|              |       |          |      |      |    |        |    |
|              |       |          |      |      |    |        |    |
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|              |       |          |      |      |    |        |    |

## ● TM &amp; HM MOVES

| No. | Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|-----|------|------|------|------|------|----|-------|----|
|     |      |      |      |      |      |    |       |    |
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|     |      |      |      |      |      |    |       |    |

No. 014 | Cocoon Pokémon  
Kakuna

Bug

Poison



- HEIGHT: 2'00"
- WEIGHT: 22.0 lbs.
- ITEMS: None

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Shed Skin

## ● STATS

HP ●●●●●  
 ATTACK ●●●●●  
 DEFENSE ●●●●●  
 SP. ATTACK ●●●●●  
 SP. DEFENSE ●●●●●  
 SPEED ●●●●●

## ● EGG GROUPS

Bug

## ● PERFORMANCE

SPEED ★☆☆☆  
 POWER ★☆☆☆  
 SKILL ★★

STAMINA ★★★★★☆  
 JUMP ★★★☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold**

Bug-Catching Contest at the National Park (after obtaining the National Pokédex/Tuesday)

**Pokémon SoulSilver**

Bug-Catching Contest at the National Park (after obtaining the National Pokédex/Tuesday)

**Pokémon Diamond**

Eterna Forest (after obtaining the National Pokédex, insert *Pokémon LeafGreen* into your Nintendo DS's Game Pak slot)

**Pokémon Pearl**

Eterna Forest (after obtaining the National Pokédex, insert *Pokémon LeafGreen* into your Nintendo DS's Game Pak slot)

**Pokémon Platinum**

Eterna Forest (after obtaining the National Pokédex, insert *Pokémon LeafGreen* into your Nintendo DS's Game Pak slot)

**Pokémon HeartGold**

Although it is a cocoon, it can move a little. It can extend its poison barb if it is attacked.

**Pokémon SoulSilver**

From this form, it will grow into an adult. As its body becomes softer, the external shell hardens.

## ● EVOLUTION



Lv. 7



Lv. 10



Weedle

Kakuna

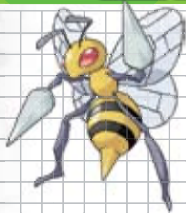
Beedrill



# No. 015 | Poison Bee Pokémon Beedrill

Bug

Poison



## ● SIZE COMPARISON

- HEIGHT: 3'03"
- WEIGHT: 65.0 lbs.
- ITEMS: Poison Barb



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Swarm

## ● STATS



## ● EGG GROUPS

Bug

## ● PERFORMANCE

SPEED ★★★★★  
POWER ★★★★★  
SKILL ★★★★★

STAMINA ★★★  
JUMP ★★★★★

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold**

Bug-Catching Contest at the National Park (after obtaining the National Pokédex/Tuesday)

**Pokémon SoulSilver**

Bug-Catching Contest at the National Park (after obtaining the National Pokédex/Tuesday)

**Pokémon Diamond**

Level up Kakuna to Lv. 10

**Pokémon Pearl**

Level up Kakuna to Lv. 10

**Pokémon Platinum**

Level up Kakuna to Lv. 10

**Pokémon HeartGold**

It can take down any opponent with its powerful poison stingers. It sometimes attacks in swarms.

**Pokémon SoulSilver**

It has three poison barbs. The barb on its tail secretes the most powerful poison.

## ● EVOLUTION



## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|---------|----------|------|------|----|--------|----|
| 1   | Fury Attack  | Normal  | Physical | 15   | 85   | 20 | Normal | ○  |
| 10  | Fury Attack  | Normal  | Physical | 15   | 85   | 20 | Normal | ○  |
| 13  | Focus Energy | Normal  | Status   | —    | —    | 30 | Self   | —  |
| 16  | Twineedle    | Bug     | Physical | 25   | 100  | 20 | Normal | —  |
| 19  | Rage         | Normal  | Physical | 20   | 100  | 20 | Normal | ○  |
| 22  | Pursuit      | Dark    | Physical | 40   | 100  | 20 | Normal | ○  |
| 25  | Toxic Spikes | Poison  | Status   | —    | —    | 20 | 2 Foes | —  |
| 28  | Pin Missile  | Bug     | Physical | 14   | 85   | 20 | Normal | —  |
| 31  | Agility      | Psychic | Status   | —    | —    | 30 | Self   | —  |
| 34  | Assurance    | Dark    | Physical | 50   | 100  | 10 | Normal | ○  |
| 37  | Poison Jab   | Poison  | Physical | 80   | 100  | 20 | Normal | ○  |
| 40  | Endeavor     | Normal  | Physical | —    | 100  | 5  | Normal | ○  |

## ● MOVE MANIA

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|--------|----------|------|------|----|----------|----|
| Fury Cutter  | Bug    | Physical | 10   | 95   | 20 | Normal   | ○  |
| Ominous Wind | Ghost  | Special  | 60   | 100  | 5  | Normal   | —  |
| Air Cutter   | Flying | Special  | 55   | 95   | 25 | 2 Foes   | —  |
| Knock Off    | Dark   | Physical | 20   | 100  | 20 | Normal   | ○  |
| Bug Bite     | Bug    | Physical | 60   | 100  | 20 | Normal   | ○  |
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal   | —  |
| Swift        | Normal | Special  | 60   | —    | 20 | 2 Foes   | —  |
| String Shot  | Bug    | Status   | —    | 95   | 40 | 2 Foes   | —  |
| Tailwind     | Flying | Status   | —    | —    | 30 | 2 Allies | —  |
| Endeavor     | Normal | Physical | —    | 100  | 5  | Normal   | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|----------|----------|------|------|----|---------|----|
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal  | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal  | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All     | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal  | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM19 | Giga Drain   | Grass    | Special  | 60   | 100  | 10 | Normal  | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal  | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal  | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self    | —  |
| TM36 | Sludge Bomb  | Poison   | Special  | 90   | 100  | 10 | Normal  | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal  | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal  | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self    | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal  | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal  | ○  |
| TM51 | Roost        | Flying   | Status   | —    | —    | 10 | Self    | —  |
| TM54 | False Swipe  | Normal   | Physical | 40   | 100  | 40 | Normal  | ○  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM62 | Silver Wind  | Bug      | Special  | 60   | 100  | 5  | Normal  | —  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10 | Normal  | ○  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal  | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal  | —  |
| TM75 | Swords Dance | Normal   | Status   | —    | —    | 30 | Self    | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes  | —  |
| TM81 | X-Scissor    | Bug      | Physical | 80   | 100  | 15 | Normal  | ○  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal  | —  |
| TM84 | Poison Jab   | Poison   | Physical | 80   | 100  | 20 | Normal  | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal  | —  |
| TM89 | U-turn       | Bug      | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self    | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal  | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal  | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name          | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----|---------------|---------|----------|------|------|----|----------|----|
| 1   | Tackle        | Normal  | Physical | 35   | 95   | 35 | Normal   | ○  |
| 5   | Sand-Attack   | Ground  | Status   | —    | 100  | 15 | Normal   | —  |
| 9   | Gust          | Flying  | Special  | 40   | 100  | 35 | Normal   | —  |
| 13  | Quick Attack  | Normal  | Physical | 40   | 100  | 30 | Normal   | ○  |
| 17  | Whirlwind     | Normal  | Status   | —    | 100  | 20 | Normal   | —  |
| 21  | Twister       | Dragon  | Special  | 40   | 100  | 20 | 2 Foes   | —  |
| 25  | Feather Dance | Flying  | Status   | —    | 100  | 15 | Normal   | —  |
| 29  | Agility       | Psychic | Status   | —    | —    | 30 | Self     | —  |
| 33  | Wing Attack   | Flying  | Physical | 60   | 100  | 35 | Normal   | ○  |
| 37  | Roost         | Flying  | Status   | —    | —    | 10 | Self     | —  |
| 41  | Tailwind      | Flying  | Status   | —    | —    | 30 | 2 Allies | —  |
| 45  | Mirror Move   | Flying  | Status   | —    | —    | 20 | Depends  | —  |
| 49  | Air Slash     | Flying  | Special  | 75   | 95   | 20 | Normal   | —  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name         | Type   | Kind    | Pow. | Acc. | PP | Range    | DA |
|--------------|--------|---------|------|------|----|----------|----|
| Ominous Wind | Ghost  | Special | 60   | 100  | 5  | Normal   | —  |
| Air Cutter   | Flying | Special | 55   | 95   | 25 | 2 Foes   | —  |
| Snore        | Normal | Special | 40   | 100  | 15 | Normal   | —  |
| Swift        | Normal | Special | 60   | —    | 20 | 2 Foes   | —  |
| Uproar       | Normal | Special | 50   | 100  | 10 | 1 Random | —  |
| Tailwind     | Flying | Status  | —    | —    | 30 | 2 Allies | —  |
| Mud-Slap     | Ground | Special | 20   | 100  | 10 | Normal   | —  |
| Twister      | Dragon | Special | 40   | 100  | 20 | 2 Foes   | —  |
| Heat Wave    | Fire   | Special | 100  | 90   | 10 | 2 Foes   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|---------|----------|------|------|----|---------|----|
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10 | Normal  | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15 | Normal  | —  |
| TM11 | Sunny Day    | Fire    | Status   | —    | —    | 5  | All     | —  |
| TM17 | Protect      | Normal  | Status   | —    | —    | 10 | Self    | —  |
| TM18 | Rain Dance   | Water   | Status   | —    | —    | 5  | All     | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20 | Normal  | ○  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20 | Normal  | ○  |
| TM32 | Double Team  | Normal  | Status   | —    | —    | 15 | Self    | —  |
| TM40 | Aerial Ace   | Flying  | Physical | 60   | —    | 20 | Normal  | ○  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20 | Normal  | —  |
| TM44 | Rest         | Psychic | Status   | —    | —    | 10 | Self    | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15 | Normal  | —  |
| TM46 | Theft        | Dark    | Physical | 40   | 100  | 10 | Normal  | ○  |
| TM47 | Steel Wing   | Steel   | Physical | 70   | 90   | 25 | Normal  | ○  |
| TM51 | Roost        | Flying  | Status   | —    | —    | 10 | Self    | —  |
| TM58 | Endure       | Normal  | Status   | —    | —    | 10 | Self    | —  |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20 | 2 Foes  | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | —    | 10 | Depends | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal  | —  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal  | —  |
| TM89 | Pluck        | Flying  | Physical | 60   | 100  | 20 | Normal  | ○  |
| TM89 | U-turn       | Bug     | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM90 | Substitute   | Normal  | Status   | —    | —    | 10 | Self    | —  |
| HM02 | Fly          | Flying  | Physical | 90   | 95   | 15 | Normal  | ○  |

## ● EGG MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|--------|----------|------|------|----|----------|----|
| Pursuit      | Dark   | Physical | 40   | 100  | 20 | Normal   | ○  |
| Faint Attack | Dark   | Physical | 60   | —    | 20 | Normal   | ○  |
| Foresight    | Normal | Status   | —    | —    | 40 | Normal   | —  |
| Steel Wing   | Steel  | Physical | 70   | 90   | 25 | Normal   | ○  |
| Air Cutter   | Flying | Special  | 55   | 95   | 25 | 2 Foes   | —  |
| Air Slash    | Flying | Special  | 75   | 95   | 20 | Normal   | —  |
| Brave Bird   | Flying | Physical | 120  | 100  | 15 | Normal   | —  |
| Uproar       | Normal | Special  | 50   | 100  | 10 | 1 Random | —  |



No. 016 | Tiny Bird Pokémon

Pidgey

Normal Flying

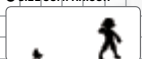


## ● SIZE COMPARISON

● HEIGHT: 1'00"

● WEIGHT: 4.0 lbs.

● ITEMS: None



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Keen Eye
- Tangled Feet

## ● STATS

HP  
 ATTACK  
 DEFENSE  
 SP. ATTACK  
 SP. DEFENSE  
 SPEED

## ● EGG GROUPS

Flying

## ● PERFORMANCE

SPEED ★★☆☆☆  
 POWER ★★☆☆☆  
 SKILL ★★☆☆☆

STAMINA ★★☆☆☆  
 JUMP ★★☆☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Route 29 (morning and afternoon only)

**Pokémon SoulSilver** Route 29 (morning and afternoon only)

**Pokémon Diamond** Route 229 (mass outbreak)

**Pokémon Pearl** Route 229 (mass outbreak)

**Pokémon Platinum** Route 229

**Pokémon HeartGold**

It usually hides in tall grass. Because it dislikes fighting, it protects itself by kicking up sand.

**Pokémon SoulSilver**

Common in grassy areas and forests, it is very docile and will chase off enemies by flapping up sand.

## ● EVOLUTION



Lv. 18



Lv. 36



Pidgey

Pidgeotto

Pidgeot



No. 017 | Bird Pokémon

## Pidgeotto

Normal Flying



## SIZE COMPARISON

- HEIGHT: 3'02"
- WEIGHT: 41.9 lbs.
- ITEMS: None



● MALE/FEMALE HAVE SAME FORM

## ABILITIES

- Keen Eye
- Tangled Feet

## STATS

HP  
 ATTACK  
 DEFENSE  
 SP. ATTACK  
 SP. DEFENSE  
 SPEED

## EGG GROUPS

Flying

## PERFORMANCE

SPEED ★★☆☆☆  
 POWER ★★☆☆☆  
 SKILL ★★☆☆☆

STAMINA ★★☆☆☆  
 JUMP ★★☆☆☆

## MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Route 43 (morning and afternoon only)

**Pokémon SoulSilver** Route 43 (morning and afternoon only)

**Pokémon Diamond** Level up Pidgey to Lv. 18

**Pokémon Pearl** Level up Pidgey to Lv. 18

**Pokémon Platinum** Level up Pidgey to Lv. 18

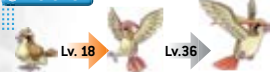
**Pokémon HeartGold**

It has outstanding vision. However high it flies, it is able to distinguish the movements of its prey.

**Pokémon SoulSilver**

It renders its prey immobile using well-developed claws, then carries the prey more than 60 miles to its nest.

## EVOLUTION



Pidgey

Pidgeotto

Pidgeot

## LEVEL-UP MOVES

| Lv. | Name          | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----|---------------|---------|----------|------|------|----|----------|----|
| 1   | Tackle        | Normal  | Physical | 35   | 95   | 35 | Normal   | ○  |
| 1   | Sand-Attack   | Ground  | Status   | —    | 100  | 15 | Normal   | —  |
| 1   | Gust          | Flying  | Special  | 40   | 100  | 35 | Normal   | —  |
| 5   | Sand-Attack   | Ground  | Status   | —    | 100  | 15 | Normal   | —  |
| 9   | Gust          | Flying  | Special  | 40   | 100  | 35 | Normal   | —  |
| 13  | Quick Attack  | Normal  | Physical | 40   | 100  | 30 | Normal   | ○  |
| 17  | Whirlwind     | Normal  | Status   | —    | 100  | 20 | Normal   | —  |
| 22  | Twister       | Dragon  | Special  | 40   | 100  | 20 | 2 Foes   | —  |
| 27  | Feather Dance | Flying  | Status   | —    | 100  | 15 | Normal   | —  |
| 32  | Agility       | Psychic | Status   | —    | —    | 30 | Self     | —  |
| 37  | Wing Attack   | Flying  | Physical | 60   | 100  | 35 | Normal   | ○  |
| 42  | Roost         | Status  | Status   | —    | —    | 10 | Self     | —  |
| 47  | Tailwind      | Flying  | Status   | —    | —    | 30 | 2 Allies | —  |
| 52  | Mirror Move   | Flying  | Status   | —    | —    | 20 | Depends  | —  |
| 57  | Air Slash     | Flying  | Special  | 75   | 95   | 20 | Normal   | —  |

## MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

## BP MOVES

| Name         | Type   | Kind    | Pow. | Acc. | PP | Range    | DA |
|--------------|--------|---------|------|------|----|----------|----|
| Ominous Wind | Ghost  | Special | 60   | 100  | 5  | Normal   | —  |
| Air Cutter   | Flying | Special | 55   | 95   | 25 | 2 Foes   | —  |
| Snore        | Normal | Special | 40   | 100  | 15 | Normal   | —  |
| Swift        | Normal | Special | 60   | —    | 20 | 2 Foes   | —  |
| Uproar       | Normal | Special | 50   | 100  | 10 | 1 Random | —  |
| Tailwind     | Flying | Status  | —    | —    | 30 | 2 Allies | —  |
| Mud-Slap     | Ground | Special | 20   | 100  | 10 | Normal   | —  |
| Twister      | Dragon | Special | 40   | 100  | 20 | 2 Foes   | —  |
| Heat Wave    | Fire   | Special | 100  | 90   | 10 | 2 Foes   | —  |

## TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|---------|----------|------|------|----|---------|----|
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10 | Normal  | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15 | Normal  | —  |
| TM11 | Sunny Day    | Fire    | Status   | —    | —    | 5  | All     | —  |
| TM17 | Protect      | Normal  | Status   | —    | —    | 10 | Self    | —  |
| TM18 | Rain Dance   | Water   | Status   | —    | —    | 5  | All     | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20 | Normal  | ○  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20 | Normal  | ○  |
| TM32 | Double Team  | Normal  | Status   | —    | —    | 15 | Self    | —  |
| TM40 | Aerial Ace   | Flying  | Physical | 60   | —    | 20 | Normal  | ○  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20 | Normal  | —  |
| TM44 | Rest         | Psychic | Status   | —    | —    | 10 | Self    | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15 | Normal  | —  |
| TM46 | Thief        | Dark    | Physical | 40   | 100  | 10 | Normal  | ○  |
| TM47 | Steel Wing   | Steel   | Physical | 70   | 90   | 25 | Normal  | ○  |
| TM51 | Roost        | Flying  | Status   | —    | —    | 10 | Self    | —  |
| TM58 | Endure       | Normal  | Status   | —    | —    | 10 | Self    | —  |
| TM78 | Capture      | Normal  | Status   | —    | 100  | 20 | 2 Foes  | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | —    | 10 | Depends | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal  | —  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal  | —  |
| TM88 | Pluck        | Flying  | Physical | 60   | 100  | 20 | Normal  | ○  |
| TM89 | U-turn       | Bug     | Physical | 70   | 100  | 20 | Normal  | —  |
| TM90 | Substitute   | Normal  | Status   | —    | —    | 10 | Self    | —  |
| HM02 | Fly          | Flying  | Physical | 90   | 95   | 15 | Normal  | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----|--------------|---------|----------|------|------|----|----------|----|
| 1   | Tackle       | Normal  | Physical | 35   | 95   | 35 | Normal   | ○  |
| 1   | Sand-Attack  | Ground  | Status   | —    | 100  | 15 | Normal   | —  |
| 1   | Gust         | Flying  | Special  | 40   | 100  | 35 | Normal   | —  |
| 1   | Quick Attack | Normal  | Physical | 40   | 100  | 30 | Normal   | ○  |
| 5   | Sand-Attack  | Ground  | Status   | —    | 100  | 15 | Normal   | —  |
| 9   | Gust         | Flying  | Special  | 40   | 100  | 35 | Normal   | —  |
| 13  | Quick Attack | Normal  | Physical | 40   | 100  | 30 | Normal   | ○  |
| 17  | Whirlwind    | Normal  | Status   | —    | 100  | 20 | Normal   | —  |
| 22  | Twister      | Dragon  | Special  | 40   | 100  | 20 | 2 Foes   | —  |
| 27  | FeatherDance | Flying  | Status   | —    | 100  | 15 | Normal   | —  |
| 32  | Agility      | Psychic | Status   | —    | —    | 30 | Self     | —  |
| 38  | Wing Attack  | Flying  | Physical | 60   | 100  | 35 | Normal   | ○  |
| 44  | Roost        | Flying  | Status   | —    | —    | 10 | Self     | —  |
| 50  | Tailwind     | Flying  | Status   | —    | —    | 30 | 2 Allies | —  |
| 56  | Mirror Move  | Flying  | Status   | —    | —    | 20 | Depends  | —  |
| 62  | Air Slash    | Flying  | Special  | 75   | 95   | 20 | Normal   | —  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

## ● BP MOVES

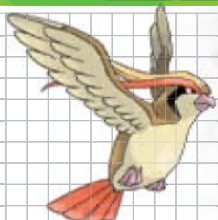
| Name         | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|--------|----------|------|------|----|----------|----|
| Ominous Wind | Ghost  | Special  | 60   | 100  | 5  | Normal   | —  |
| Air Cutter   | Flying | Special  | 55   | 95   | 25 | 2 Foes   | —  |
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal   | —  |
| Swift        | Normal | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Uproar       | Normal | Special  | 50   | 100  | 10 | 1 Random | —  |
| Tailwind     | Flying | Status   | —    | —    | 30 | 2 Allies | —  |
| Mud-Slap     | Ground | Special  | 20   | 100  | 10 | Normal   | —  |
| Twister      | Dragon | Special  | 40   | 100  | 20 | 2 Foes   | —  |
| Heat Wave    | Fire   | Special  | 100  | 90   | 10 | 2 Foes   | —  |
| Sky Attack   | Flying | Physical | 140  | 90   | 5  | Normal   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP      | Range  | DA |
|------|--------------|---------|----------|------|------|---------|--------|----|
| TM06 | Toxic        | Poison  | Status   | —    | 95   | 10      | Normal | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15      | Normal | —  |
| TM11 | Sunny Day    | Fire    | Status   | —    | 5    | —       | All    | —  |
| TM15 | Hyper Beam   | Normal  | Special  | 150  | 90   | 5       | Normal | —  |
| TM17 | Protect      | Normal  | Status   | —    | 10   | Self    | —      | —  |
| TM18 | Rain Dance   | Water   | Status   | —    | 5    | —       | All    | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20      | Normal | ○  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20      | Normal | ○  |
| TM32 | Double Team  | Normal  | Status   | —    | 15   | Self    | —      | —  |
| TM40 | Aerial Ace   | Flying  | Physical | 60   | —    | 20      | Normal | ○  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20      | Normal | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20      | Normal | —  |
| TM44 | Rest         | Psychic | Status   | —    | 10   | Self    | —      | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15      | Normal | —  |
| TM46 | Thief        | Dark    | Physical | 40   | 100  | 10      | Normal | ○  |
| TM47 | Steel Wing   | Steel   | Physical | 70   | 90   | 25      | Normal | ○  |
| TM51 | Roost        | Flying  | Status   | —    | 10   | Self    | —      | —  |
| TM58 | Endure       | Normal  | Status   | —    | 10   | Self    | —      | —  |
| TM68 | Giga Impact  | Normal  | Physical | 150  | 90   | 5       | Normal | ○  |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20      | 2 Foes | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | 10   | Depends | —      | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15      | Normal | —  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15      | Normal | —  |
| TM88 | Pluck        | Flying  | Physical | 60   | 100  | 20      | Normal | ○  |
| TM89 | U-turn       | Bug     | Physical | 70   | 100  | 20      | Normal | —  |
| TM90 | Substitute   | Normal  | Status   | —    | 10   | Self    | —      | —  |
| HM02 | Fly          | Flying  | Physical | 90   | 95   | 15      | Normal | ○  |

No. 018 | Bird Pokémon  
Pidgeot

Normal Flying



## ● SIZE COMPARISON

- HEIGHT: 4'11"
- WEIGHT: 87.1 lbs.
- ITEMS: None



## ● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Keen Eye
- Tangled Feet

## ● STATS



## ● EGG GROUPS

Flying

## ● PERFORMANCE

SPEED ★★★★★ STAMINA ★★★★★☆  
POWER ★★★★★ JUMP ★★★★★☆  
SKILL ★★★★★

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Level up Pidgeotto to Lv. 36**Pokémon SoulSilver** Level up Pidgeotto to Lv. 36**Pokémon Diamond** Level up Pidgeotto to Lv. 36**Pokémon Pearl** Level up Pidgeotto to Lv. 36**Pokémon Platinum** Level up Pidgeotto to Lv. 36**Pokémon HeartGold**

Its well-developed chest muscles make it strong enough to whip up a gusty windstorm with just a few flaps.

**Pokémon SoulSilver**

It spreads its beautiful wings wide to frighten its enemies. It can fly at Mach 2 speed.

## ● EVOLUTION



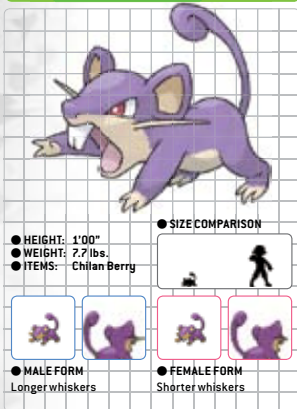
Pidgey

Pidgeotto

Pidgeot

No. 019 | Mouse Pokémon  
**Rattata**

Normal



## ● SIZE COMPARISON

- HEIGHT: 1'00"
- WEIGHT: 7.7 lbs.
- ITEMS: Chilan Berry



● MALE FORM  
Longer whiskers



● FEMALE FORM  
Shorter whiskers

## ● ABILITIES

- Run Away
- Guts

## ● STATS



## ● EGG GROUPS

Field

## ● PERFORMANCE

SPEED ★★★★★  
POWER ★☆☆☆  
SKILL ★★★

STAMINA ☆☆☆  
JUMP ★☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Route 29

**Pokémon SoulSilver** Route 29

**Pokémon Diamond** Route 225

**Pokémon Pearl** Route 225

**Pokémon Platinum** Route 225

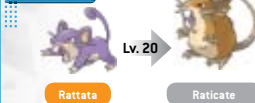
**Pokémon HeartGold**

It eats anything. Wherever food is available, it will settle down and produce offspring continuously.

**Pokémon SoulSilver**

Living wherever there is food available, it ceaselessly scavenges for edibles the entire day.

## ● EVOLUTION



Lv. 20

Rattata

Raticate

## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|--------|----------|------|------|----|--------|----|
| 1   | Tackle       | Normal | Physical | 35   | 95   | 35 | Normal | ○  |
| 1   | Tail Whip    | Normal | Status   | —    | 100  | 30 | 2 Foes | —  |
| 4   | Quick Attack | Normal | Physical | 40   | 100  | 30 | Normal | ○  |
| 7   | Focus Energy | Normal | Status   | —    | —    | 30 | Self   | —  |
| 10  | Bite         | Dark   | Physical | 60   | 100  | 25 | Normal | ○  |
| 13  | Pursuit      | Dark   | Physical | 40   | 100  | 20 | Normal | ○  |
| 16  | Hyper Fang   | Normal | Physical | 80   | 90   | 15 | Normal | ○  |
| 19  | Sucker Punch | Dark   | Physical | 80   | 100  | 5  | Normal | ○  |
| 22  | Crunch       | Dark   | Physical | 80   | 100  | 15 | Normal | ○  |
| 25  | Assurance    | Dark   | Physical | 50   | 100  | 10 | Normal | ○  |
| 28  | Super Fang   | Normal | Physical | —    | 90   | 10 | Normal | ○  |
| 31  | Double-Edge  | Normal | Physical | 120  | 100  | 15 | Normal | ○  |
| 34  | Endeavor     | Normal | Physical | —    | 100  | 5  | Normal | ○  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|---------|----------|------|------|----|--------|----|
| Icy Wind     | Ice     | Special  | 55   | 95   | 15 | 2 Foes | —  |
| Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal | ○  |
| Sucker Punch | Dark    | Physical | 80   | 100  | 5  | Normal | ○  |
| Snore        | Normal  | Special  | 40   | 100  | 15 | Normal | —  |
| Last Resort  | Normal  | Physical | 130  | 100  | 5  | Normal | ○  |
| Swift        | Normal  | Special  | 60   | —    | 20 | 2 Foes | —  |
| Mud-Slap     | Ground  | Special  | 20   | 100  | 10 | Normal | —  |
| Endeavor     | Normal  | Physical | —    | 100  | 5  | Normal | ○  |
| Super Fang   | Normal  | Physical | —    | 90   | 10 | Normal | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|----------|----------|------|------|----|---------|----|
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal  | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal  | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | —  | All     | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal  | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal  | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes  | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | —  | All     | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal  | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal  | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal  | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal  | ○  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal  | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self    | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal  | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal  | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self    | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal  | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal  | ○  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal  | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal  | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes  | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal  | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20 | Normal  | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal  | —  |
| TM88 | Pluck        | Flying   | Physical | 60   | 100  | 20 | Normal  | ○  |
| TM89 | U-turn       | Bug      | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self    | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal  | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal  | ○  |

## ● EGG MOVES

| Name        | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|-------------|----------|----------|------|------|----|----------|----|
| Screech     | Normal   | Status   | —    | 85   | 40 | Normal   | —  |
| Flame Wheel | Fire     | Physical | 60   | 100  | 25 | Normal   | ○  |
| Fury Swipes | Normal   | Physical | 18   | 80   | 15 | Normal   | ○  |
| Bite        | Dark     | Physical | 60   | 100  | 25 | Normal   | ○  |
| Counter     | Fighting | Physical | —    | 100  | 20 | Self     | ○  |
| Reversal    | Fighting | Physical | —    | 100  | 15 | Normal   | ○  |
| Uproar      | Normal   | Special  | 50   | 100  | 10 | 1 Random | —  |
| Swagger     | Normal   | Status   | —    | 90   | 15 | Normal   | —  |
| Last Resort | Normal   | Physical | 130  | 100  | 5  | Normal   | ○  |
| Me First    | Normal   | Status   | —    | —    | 20 | Depends  | —  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|--------|----------|------|------|----|--------|----|
| 1   | Swords Dance | Normal | Status   | —    | —    | 30 | Self   | —  |
| 1   | Tackle       | Normal | Physical | 35   | 95   | 35 | Normal | ○  |
| 1   | Tail Whip    | Normal | Status   | —    | 100  | 30 | 2 Foes | —  |
| 1   | Quick Attack | Normal | Physical | 40   | 100  | 30 | Normal | ○  |
| 1   | Focus Energy | Normal | Status   | —    | —    | 30 | Self   | —  |
| 4   | Quick Attack | Normal | Physical | 40   | 100  | 30 | Normal | ○  |
| 7   | Focus Energy | Normal | Status   | —    | —    | 30 | Self   | —  |
| 10  | Bite         | Dark   | Physical | 60   | 100  | 25 | Normal | ○  |
| 13  | Pursuit      | Dark   | Physical | 40   | 100  | 20 | Normal | ○  |
| 16  | Hyper Fang   | Normal | Physical | 80   | 90   | 15 | Normal | ○  |
| 19  | Sucker Punch | Dark   | Physical | 80   | 100  | 5  | Normal | ○  |
| 20  | Scary Face   | Normal | Status   | —    | 90   | 10 | Normal | —  |
| 24  | Crunch       | Dark   | Physical | 80   | 100  | 15 | Normal | ○  |
| 29  | Assurance    | Dark   | Physical | 50   | 100  | 10 | Normal | ○  |
| 34  | Super Fang   | Normal | Physical | —    | 90   | 10 | Normal | ○  |
| 39  | Double-Edge  | Normal | Physical | 120  | 100  | 15 | Normal | ○  |
| 44  | Endeavor     | Normal | Physical | —    | 100  | 5  | Normal | ○  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

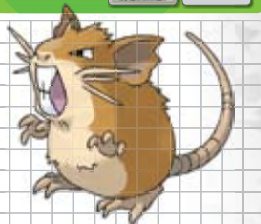
| Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|---------|----------|------|------|----|--------|----|
| Icy Wind     | Ice     | Special  | 55   | 95   | 15 | 2 Foes | —  |
| Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal | ○  |
| Sucker Punch | Dark    | Physical | 80   | 100  | 5  | Normal | ○  |
| Snore        | Normal  | Special  | 40   | 100  | 15 | Normal | —  |
| Last Resort  | Normal  | Physical | 130  | 100  | 5  | Normal | ○  |
| Swift        | Normal  | Special  | 60   | —    | 20 | 2 Foes | —  |
| Mud-Slap     | Ground  | Special  | 20   | 100  | 10 | Normal | —  |
| Endeavor     | Normal  | Physical | —    | 100  | 5  | Normal | ○  |
| Super Fang   | Normal  | Physical | —    | 90   | 10 | Normal | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP  | Range   | DA |
|------|--------------|----------|----------|------|------|-----|---------|----|
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20  | Normal  | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10  | Normal  | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15  | Normal  | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | All | —       | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20  | Normal  | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10  | Normal  | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5   | 2 Foes  | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5   | Normal  | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10  | Self    | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | All | —       | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20  | Normal  | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15  | Normal  | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15  | Normal  | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10  | Normal  | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20  | Normal  | —  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10  | Normal  | ○  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15  | Normal  | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15  | Self    | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20  | Normal  | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20  | Normal  | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20  | Normal  | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10  | Self    | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15  | Normal  | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10  | Normal  | ○  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10  | Normal  | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10  | Self    | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5   | Normal  | ○  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20  | Normal  | —  |
| TM75 | Swords Dance | Normal   | Status   | —    | —    | 30  | Self    | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20  | 2 Foes  | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10  | Depends | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15  | Normal  | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20  | Normal  | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15  | Normal  | —  |
| TM88 | Pluck        | Flying   | Physical | 60   | 100  | 20  | Normal  | ○  |
| TM89 | U-turn       | Bug      | Physical | 70   | 100  | 20  | Normal  | ○  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10  | Self    | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30  | Normal  | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15  | Normal  | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15  | Normal  | ○  |


**No. 020 | Mouse Pokémon**  
**Raticate**

Normal



## ● SIZE COMPARISON

- HEIGHT: 2'04"
- WEIGHT: 40.8 lbs.
- ITEMS: Chilan Berry



- MALE FORM  
Longer whiskers

- FEMALE FORM  
Shorter whiskers

## ● ABILITIES

- Run Away
- Guts

## ● STATS



## ● EGG GROUPS

Field

## ● PERFORMANCE



## ● MAIN WAYS TO OBTAIN

 Route 38

 Route 38

 Route 225

 Route 225

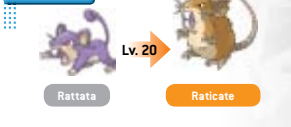
 Route 225




Gnaws on anything with its tough fangs. It can even topple concrete buildings by gnawing on them.

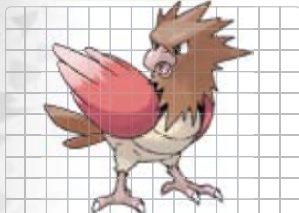
Its whiskers help it to maintain balance. Its fangs never stop growing, so it gnaws to pare them down.

## ● EVOLUTION



# No. 021 | Tiny Bird Pokémon

## Spearow

Normal Flying


### SIZE COMPARISON

- HEIGHT: 1'00"
- WEIGHT: 4.4 lbs.
- ITEMS: None



MALE/FEMALE HAVE SAME FORM

### ABILITIES

- Keen Eye

### EGG GROUPS

Flying

### PERFORMANCE

SPEED ★★★★★  
POWER ★★★★★  
SKILL ★★★★★

STAMINA ★★☆☆☆  
JUMP ★★★★★

### STATS

HP ●●●●●  
ATTACK ●●●●●  
DEFENSE ●●●●●  
SP. ATTACK ●●●●●  
SP. DEFENSE ●●●●●  
SPEED ●●●●●

### MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Route 33 (morning and afternoon only)

**Pokémon SoulSilver** Route 33 (morning and afternoon only)

**Pokémon Diamond** Route 225

**Pokémon Pearl** Route 225

**Pokémon Platinum** Route 225

**Pokémon HeartGold**

It flaps its short wings to flush out insects from tall grass. It then plucks them with its stubby beak.

**Pokémon SoulSilver**

Very protective of its territory, it flaps its short wings busily to dart around at high speed.

### EVOLUTION



Lv. 20



Spearow

Fearow

### LEVEL-UP MOVES

| Lv. | Name        | Type    | Kind     | Pow. | Acc. | PP | Range   | DA |
|-----|-------------|---------|----------|------|------|----|---------|----|
| 1   | Peck        | Flying  | Physical | 35   | 100  | 35 | Normal  | ○  |
| 1   | Growl       | Normal  | Status   | —    | 100  | 40 | 2 Foes  | —  |
| 5   | Leer        | Normal  | Status   | —    | 100  | 30 | 2 Foes  | —  |
| 9   | Fury Attack | Normal  | Physical | 15   | 85   | 20 | Normal  | ○  |
| 13  | Pursuit     | Dark    | Physical | 40   | 100  | 20 | Normal  | ○  |
| 17  | Aerial Ace  | Flying  | Physical | 60   | —    | 20 | Normal  | ○  |
| 21  | Mirror Move | Flying  | Status   | —    | —    | 20 | Depends | —  |
| 25  | Agility     | Psychic | Status   | —    | —    | 30 | Self    | —  |
| 29  | Assurance   | Dark    | Physical | 50   | 100  | 10 | Normal  | ○  |
| 33  | Roost       | Flying  | Status   | —    | —    | 10 | Self    | —  |
| 37  | Drill Peck  | Flying  | Physical | 80   | 100  | 20 | Normal  | ○  |

### MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

### BP MOVES

| Name         | Type   | Kind    | Pow. | Acc. | PP | Range    | DA |
|--------------|--------|---------|------|------|----|----------|----|
| Ominous Wind | Ghost  | Special | 60   | 100  | 5  | Normal   | —  |
| Air Cutter   | Flying | Special | 55   | 95   | 25 | 2 Foes   | —  |
| Snore        | Normal | Special | 40   | 100  | 15 | Normal   | —  |
| Swift        | Normal | Special | 60   | —    | 20 | 2 Foes   | —  |
| Tailwind     | Flying | Status  | —    | —    | 30 | 2 Allies | —  |
| Mud-Slap     | Ground | Special | 20   | 100  | 10 | Normal   | —  |
| Twister      | Dragon | Special | 40   | 100  | 20 | 2 Foes   | —  |
| Heat Wave    | Fire   | Special | 100  | 90   | 10 | 2 Foes   | —  |

### TM & HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|---------|----------|------|------|----|---------|----|
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10 | Normal  | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15 | Normal  | —  |
| TM11 | Sunny Day    | Fire    | Status   | —    | —    | 5  | All     | —  |
| TM17 | Protect      | Normal  | Status   | —    | —    | 10 | Self    | —  |
| TM18 | Rain Dance   | Water   | Status   | —    | —    | 5  | All     | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20 | Normal  | ○  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20 | Normal  | ○  |
| TM32 | Double Team  | Normal  | Status   | —    | —    | 15 | Self    | —  |
| TM40 | Aerial Ace   | Flying  | Physical | 60   | —    | 20 | Normal  | ○  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20 | Normal  | —  |
| TM44 | Rest         | Psychic | Status   | —    | —    | 10 | Self    | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15 | Normal  | —  |
| TM46 | Thief        | Dark    | Physical | 40   | 100  | 10 | Normal  | ○  |
| TM47 | Steel Wing   | Steel   | Physical | 70   | 90   | 25 | Normal  | ○  |
| TM51 | Roost        | Flying  | Status   | —    | —    | 10 | Self    | —  |
| TM58 | Endure       | Normal  | Status   | —    | —    | 10 | Self    | —  |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20 | 2 Foes  | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | —    | 10 | Depends | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal  | —  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal  | —  |
| TM88 | Pluck        | Flying  | Physical | 60   | 100  | 20 | Normal  | ○  |
| TM89 | U-turn       | Bug     | Physical | 70   | 100  | 20 | Normal  | —  |
| TM90 | Substitute   | Normal  | Status   | —    | —    | 10 | Self    | —  |
| HM02 | Fly          | Flying  | Physical | 90   | 95   | 15 | Normal  | ○  |

### EGG MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|--------|----------|------|------|----|----------|----|
| Faint Attack | Dark   | Physical | 60   | —    | 20 | Normal   | ○  |
| False Swipe  | Normal | Physical | 40   | 100  | 40 | Normal   | ○  |
| Scary Face   | Normal | Status   | —    | 90   | 10 | Normal   | —  |
| Quick Attack | Normal | Physical | 40   | 100  | 30 | Normal   | ○  |
| Tri Attack   | Normal | Special  | 80   | 100  | 10 | Normal   | ○  |
| Astonish     | Ghost  | Physical | 30   | 100  | 15 | Normal   | ○  |
| Sky Attack   | Flying | Physical | 140  | 90   | 5  | Normal   | —  |
| Whirlwind    | Normal | Status   | —    | 100  | 20 | Normal   | —  |
| Uproar       | Normal | Special  | 50   | 100  | 10 | 1 Random | —  |
| FeatherDance | Flying | Status   | —    | 100  | 15 | Normal   | —  |



## ● LEVEL-UP MOVES

| Lv. | Name        | Type    | Kind     | Pow. | Acc. | PP | Range   | DA |
|-----|-------------|---------|----------|------|------|----|---------|----|
| 1   | Pluck       | Flying  | Physical | 60   | 100  | 20 | Normal  | ○  |
| 1   | Peck        | Flying  | Physical | 35   | 100  | 35 | Normal  | ○  |
| 1   | Growl       | Normal  | Status   | —    | 100  | 40 | 2 Foes  | —  |
| 1   | Leer        | Normal  | Status   | —    | 100  | 30 | 2 Foes  | —  |
| 1   | Fury Attack | Normal  | Physical | 15   | 85   | 20 | Normal  | ○  |
| 5   | Leer        | Normal  | Status   | —    | 100  | 30 | 2 Foes  | —  |
| 9   | Fury Attack | Normal  | Physical | 15   | 85   | 20 | Normal  | ○  |
| 13  | Pursuit     | Dark    | Physical | 40   | 100  | 20 | Normal  | ○  |
| 17  | Aerial Ace  | Flying  | Physical | 60   | —    | 20 | Normal  | ○  |
| 23  | Mirror Move | Flying  | Status   | —    | —    | 20 | Depends | —  |
| 29  | Agility     | Psychic | Status   | —    | —    | 30 | Self    | —  |
| 35  | Assurance   | Dark    | Physical | 50   | 100  | 10 | Normal  | ○  |
| 41  | Roost       | Flying  | Status   | —    | —    | 10 | Self    | ○  |
| 47  | Drill Peck  | Flying  | Physical | 80   | 100  | —  | Normal  | ○  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

## ● BP MOVES

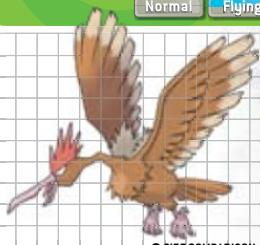
| Name         | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|--------|----------|------|------|----|----------|----|
| Ominous Wind | Ghost  | Special  | 60   | 100  | 5  | Normal   | —  |
| Air Cutter   | Flying | Special  | 55   | 95   | 25 | 2 Foes   | —  |
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal   | —  |
| Swift        | Normal | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Tailwind     | Flying | Status   | —    | —    | 30 | 2 Allies | —  |
| Mud-Slap     | Ground | Special  | 20   | 100  | 10 | Normal   | —  |
| Twister      | Dragon | Special  | 40   | 100  | 20 | 2 Foes   | —  |
| Heat Wave    | Fire   | Special  | 100  | 90   | 10 | 2 Foes   | —  |
| Sky Attack   | Flying | Physical | 140  | 90   | 5  | Normal   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP  | Range   | DA |
|------|--------------|---------|----------|------|------|-----|---------|----|
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10  | Normal  | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15  | Normal  | —  |
| TM11 | Sunny Day    | Fire    | Status   | —    | 5    | All | —       | —  |
| TM15 | Hyper Beam   | Normal  | Special  | 150  | 90   | 5   | Normal  | —  |
| TM17 | Protect      | Normal  | Status   | —    | —    | 10  | Self    | —  |
| TM18 | Rain Dance   | Water   | Status   | —    | 5    | All | —       | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20  | Normal  | ○  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20  | Normal  | ○  |
| TM32 | Double Team  | Normal  | Status   | —    | —    | 15  | Self    | —  |
| TM40 | Aerial Ace   | Flying  | Physical | 60   | —    | 20  | Normal  | ○  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20  | Normal  | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20  | Normal  | —  |
| TM44 | Rest         | Psychic | Status   | —    | —    | 10  | Self    | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15  | Normal  | —  |
| TM46 | Thief        | Dark    | Physical | 40   | 100  | 10  | Normal  | ○  |
| TM47 | Steel Wing   | Steel   | Physical | 70   | 90   | 25  | Normal  | ○  |
| TM51 | Roost        | Flying  | Status   | —    | —    | 10  | Self    | —  |
| TM58 | Endure       | Normal  | Status   | —    | —    | 10  | Self    | —  |
| TM68 | Giga Impact  | Normal  | Physical | 150  | 90   | 5   | Normal  | ○  |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20  | 2 Foes  | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | —    | 10  | Depends | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15  | Normal  | —  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15  | Normal  | —  |
| TM88 | Pluck        | Flying  | Physical | 60   | 100  | 20  | Normal  | ○  |
| TM89 | U-turn       | Bug     | Physical | 70   | 100  | 20  | Normal  | ○  |
| TM90 | Substitute   | Normal  | Status   | —    | —    | 10  | Self    | —  |
| HM02 | Fly          | Flying  | Physical | 90   | 95   | 15  | Normal  | ○  |

No. 022 | Beak Pokémon  
**Fearow**

Normal Flying



## ● SIZE COMPARISON

- HEIGHT: 3'11"
- WEIGHT: 83.8 lbs.
- ITEMS: Sharp Beak



## ● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Keen Eye

## ● STATS



## ● EGG GROUPS

Flying

## ● PERFORMANCE

SPEED ★★★★★  
POWER ★★★★★☆  
SKILL ★☆☆

STAMINA ★★☆☆  
JUMP ★★★★★★

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Route 47

**Pokémon SoulSilver** Route 47

**Pokémon Diamond** Route 225

**Pokémon Pearl** Route 225

**Pokémon Platinum** Route 225

**Pokémon HeartGold**

It shoots itself suddenly high into the sky, then plummets down in one fell swoop to strike its prey.

**Pokémon SoulSilver**

It cleverly uses its thin, long beak to pluck and eat small insects that hide under the ground.

## ● EVOLUTION



Lv. 20

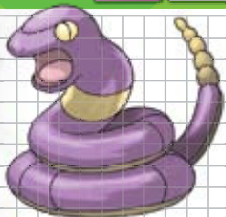


Spearow

Fearow

No. 023 | Snake Pokémon  
**Ekans**

Poison



## ● SIZE COMPARISON

- HEIGHT: 6'02"
- WEIGHT: 15.2 lbs.
- ITEMS: None



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Intimidate
- Shed Skin

## ● STATS



## ● EGG GROUPS

Field  
Dragon

## ● PERFORMANCE

SPEED ★★☆☆☆  
POWER ★★☆☆☆  
SKILL ★★☆☆☆STAMINA ★★☆☆☆  
JUMP ★★☆☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Goldenrod Game Corner prize (700 Coins)**Pokémon SoulSilver** Route 32**Pokémon Diamond** Route 212, Pastoria City side (after obtaining the National Pokédex, insert Pokémon FireRed into your Nintendo DS's Game Pak slot)**Pokémon Pearl** Route 212, Pastoria City side (after obtaining the National Pokédex, insert Pokémon FireRed into your Nintendo DS's Game Pak slot)**Pokémon Platinum** Route 212, Pastoria City side (after obtaining the National Pokédex, insert Pokémon FireRed into your Nintendo DS's Game Pak slot)**Pokémon HeartGold**

It can freely detach its jaw to swallow large prey whole. It can become too heavy to move, however.

**Pokémon SoulSilver**

It always hides in grass. When first born, it has no poison, so its bite is painful, but harmless.

## ● EVOLUTION



Lv. 22



Ekans

Arbok

## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|--------|----------|------|------|----|--------|----|
| 1   | Wrap         | Normal | Physical | 15   | 85   | 20 | Normal | ○  |
| 1   | Leer         | Normal | Status   | —    | 100  | 30 | Normal | —  |
| 4   | Poison Sting | Poison | Physical | 15   | 100  | 35 | Normal | —  |
| 9   | Bite         | Dark   | Physical | 60   | 100  | 25 | Normal | ○  |
| 12  | Glare        | Normal | Status   | —    | 75   | 30 | Normal | —  |
| 17  | Screech      | Normal | Status   | —    | 85   | 40 | Normal | —  |
| 20  | Acid         | Poison | Special  | 40   | 100  | 30 | 2 Foes | —  |
| 25  | Stockpile    | Normal | Status   | —    | —    | 20 | Self   | —  |
| 25  | Swallow      | Normal | Status   | —    | —    | 10 | Self   | —  |
| 25  | Spit Up      | Normal | Special  | —    | 100  | 10 | Normal | —  |
| 28  | Mud Bomb     | Ground | Special  | 65   | 85   | 10 | Normal | —  |
| 33  | Gastro Acid  | Poison | Status   | —    | 100  | 10 | Normal | —  |
| 36  | Haze         | Ice    | Status   | —    | —    | 30 | All    | —  |
| 41  | Gunk Shot    | Poison | Physical | 120  | 70   | 5  | Normal | —  |

## ● MOVE MANIA

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name        | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-------------|--------|----------|------|------|----|--------|----|
| Snore       | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Spite       | Ghost  | Status   | —    | 100  | 10 | Normal | —  |
| Aqua Tail   | Water  | Physical | 90   | 90   | 10 | Normal | ○  |
| Gastro Acid | Poison | Status   | —    | 100  | 10 | Normal | —  |
| Gunk Shot   | Poison | Physical | 120  | 70   | 5  | Normal | —  |
| Seed Bomb   | Grass  | Physical | 80   | 100  | 15 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP  | Range         | DA |
|------|--------------|---------|----------|------|------|-----|---------------|----|
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10  | Normal        | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15  | Normal        | —  |
| TM11 | Sunny Day    | Fire    | Status   | —    | 5    | All | —             | —  |
| TM17 | Protect      | Normal  | Status   | —    | —    | 10  | Self          | —  |
| TM18 | Rain Dance   | Water   | Status   | —    | 5    | All | —             | —  |
| TM19 | Giga Drain   | Grass   | Special  | 60   | 100  | 10  | Normal        | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20  | Normal        | ○  |
| TM23 | Iron Tail    | Steel   | Physical | 100  | 75   | 15  | Normal        | ○  |
| TM26 | Earthquake   | Ground  | Physical | 100  | 100  | 10  | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20  | Normal        | ○  |
| TM28 | Dig          | Ground  | Physical | 80   | 100  | 10  | Normal        | ○  |
| TM32 | Double Team  | Normal  | Status   | —    | —    | 15  | Self          | —  |
| TM36 | Sludge Bomb  | Poison  | Special  | 90   | 100  | 10  | Normal        | —  |
| TM39 | Rock Tomb    | Rock    | Physical | 50   | 80   | 10  | Normal        | —  |
| TM41 | Torment      | Dark    | Status   | —    | 100  | 15  | Normal        | —  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20  | Normal        | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20  | Normal        | —  |
| TM44 | Rest         | Psychic | Status   | —    | —    | 10  | Self          | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15  | Normal        | —  |
| TM46 | Theft        | Dark    | Physical | 40   | 100  | 10  | Normal        | ○  |
| TM49 | Snatch       | Dark    | Status   | —    | —    | 10  | Depends       | —  |
| TM58 | Endure       | Normal  | Status   | —    | —    | 10  | Self          | —  |
| TM66 | Payback      | Dark    | Physical | 50   | 100  | 10  | Normal        | ○  |
| TM79 | Captivate    | Normal  | Status   | —    | 100  | 20  | Normal        | —  |
| TM79 | Dark Pulse   | Dark    | Special  | 80   | 100  | 15  | Normal        | —  |
| TM80 | Rock Slide   | Rock    | Physical | 75   | 90   | 10  | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | —    | 10  | Depends       | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15  | Normal        | —  |
| TM84 | Poison Jab   | Poison  | Physical | 80   | 100  | 20  | Normal        | ○  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15  | Normal        | —  |
| TM90 | Substitute   | Normal  | Status   | —    | —    | 10  | Self          | —  |
| HM04 | Strength     | Normal  | Physical | 80   | 100  | 15  | Normal        | ○  |

## ● EGG MOVES

| Name        | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-------------|--------|----------|------|------|----|--------|----|
| Pursuit     | Dark   | Physical | 40   | 100  | 20 | Normal | ○  |
| Slam        | Normal | Physical | 80   | 75   | 20 | Normal | ○  |
| Spite       | Ghost  | Status   | —    | 100  | 10 | Normal | —  |
| Beat Up     | Dark   | Physical | 10   | 100  | 10 | Normal | —  |
| Poison Fang | Poison | Physical | 50   | 100  | 15 | Normal | ○  |
| Scary Face  | Normal | Status   | —    | 90   | 10 | Normal | —  |
| Poison Tail | Poison | Physical | 50   | 100  | 25 | Normal | ○  |
| Disable     | Normal | Status   | —    | 80   | 20 | Normal | —  |
| Switcheroo  | Dark   | Status   | —    | 100  | 10 | Normal | —  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|----------|----------|------|------|----|--------|----|
| 1   | Ice Fang     | Ice      | Physical | 65   | 95   | 15 | Normal | ○  |
| 1   | Thunder Fang | Electric | Physical | 65   | 95   | 15 | Normal | ○  |
| 1   | Fire Fang    | Fire     | Physical | 65   | 95   | 15 | Normal | ○  |
| 1   | Wrap         | Normal   | Physical | 15   | 85   | 20 | Normal | ○  |
| 1   | Leer         | Normal   | Status   | —    | 100  | 30 | 2 Foes | —  |
| 1   | Poison Sting | Poison   | Physical | 15   | 100  | 35 | Normal | —  |
| 1   | Bite         | Dark     | Physical | 60   | 100  | 25 | Normal | ○  |
| 4   | Poison Sting | Poison   | Physical | 15   | 100  | 35 | Normal | —  |
| 9   | Bite         | Dark     | Physical | 60   | 100  | 25 | Normal | ○  |
| 12  | Glare        | Normal   | Status   | —    | 75   | 30 | Normal | —  |
| 17  | Screech      | Normal   | Status   | —    | 85   | 40 | Normal | —  |
| 20  | Acid         | Poison   | Special  | 40   | 100  | 30 | 2 Foes | —  |
| 22  | Crunch       | Dark     | Physical | 80   | 100  | 15 | Normal | ○  |
| 28  | Stockpile    | Normal   | Status   | —    | —    | 20 | Self   | —  |
| 28  | Swallow      | Normal   | Status   | —    | —    | 10 | Self   | —  |
| 28  | Spit Up      | Normal   | Special  | —    | 100  | 10 | Normal | —  |
| 34  | Mud Bomb     | Ground   | Special  | 65   | 85   | 10 | Normal | —  |
| 42  | Gastro Acid  | Poison   | Status   | —    | 100  | 10 | Normal | —  |
| 48  | Haze         | Ice      | Status   | —    | —    | 30 | All    | —  |
| 56  | Gunk Shot    | Poison   | Physical | 120  | 70   | 5  | Normal | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name        | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-------------|--------|----------|------|------|----|--------|----|
| Snore       | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Spite       | Ghost  | Status   | —    | 100  | 10 | Normal | —  |
| Aqua Tail   | Water  | Physical | 90   | 90   | 10 | Normal | ○  |
| Gastro Acid | Poison | Status   | —    | 100  | 10 | Normal | —  |
| Gunk Shot   | Poison | Physical | 120  | 70   | 5  | Normal | —  |
| Seed Bomb   | Grass  | Physical | 80   | 100  | 15 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP      | Range         | DA |
|------|--------------|---------|----------|------|------|---------|---------------|----|
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10      | Normal        | —  |
| TM10 | Hidden Power | Normal  | Status   | —    | 100  | 15      | Normal        | —  |
| TM11 | Sunny Day    | Fire    | Status   | —    | 5    | All     | —             | —  |
| TM15 | Hyper Beam   | Normal  | Special  | 150  | 90   | 5       | Normal        | —  |
| TM17 | Protect      | Normal  | Status   | —    | 10   | Self    | —             | —  |
| TM18 | Rain Dance   | Water   | Status   | —    | 5    | All     | —             | —  |
| TM19 | Giga Drain   | Grass   | Special  | 60   | 100  | 10      | Normal        | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20      | Normal        | ○  |
| TM23 | Iron Tail    | Steel   | Physical | 100  | 75   | 15      | Normal        | ○  |
| TM26 | Earthquake   | Ground  | Physical | 100  | 100  | 10      | 2 Foes/1 Ally | ○  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20      | Normal        | ○  |
| TM28 | Dig          | Ground  | Physical | 80   | 100  | 10      | Normal        | ○  |
| TM32 | Double Team  | Normal  | Status   | —    | 15   | Self    | —             | —  |
| TM36 | Sludge Bomb  | Poison  | Special  | 90   | 100  | 10      | Normal        | —  |
| TM39 | Rock Tomb    | Rock    | Physical | 50   | 80   | 10      | Normal        | —  |
| TM41 | Torment      | Dark    | Status   | —    | 100  | 15      | Normal        | —  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20      | Normal        | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20      | Normal        | ○  |
| TM44 | Rest         | Psychic | Status   | —    | 10   | Self    | —             | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15      | Normal        | —  |
| TM46 | Thief        | Dark    | Physical | 40   | 100  | 10      | Normal        | ○  |
| TM49 | Snatch       | Dark    | Status   | —    | 10   | Depends | —             | —  |
| TM58 | Endure       | Normal  | Status   | —    | 10   | Self    | —             | —  |
| TM66 | Payback      | Dark    | Physical | 50   | 100  | 10      | Normal        | ○  |
| TM68 | Giga Impact  | Normal  | Physical | 150  | 90   | 5       | Normal        | ○  |
| TM78 | Captive      | Normal  | Status   | —    | 100  | 20      | 2 Foes        | —  |
| TM79 | Dark Pulse   | Dark    | Special  | 80   | 100  | 15      | Normal        | —  |
| TM80 | Rock Slide   | Rock    | Physical | 75   | 90   | 10      | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | 10   | Depends | —             | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15      | Normal        | —  |
| TM84 | Poison Jab   | Poison  | Physical | 80   | 100  | 20      | Normal        | ○  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15      | Normal        | —  |
| TM90 | Substitute   | Normal  | Status   | —    | 10   | Self    | —             | —  |
| HM04 | Strength     | Normal  | Physical | 80   | 100  | 15      | Normal        | ○  |



No. 024 | Cobra Pokémon

Arbok

Poison



## ● SIZE COMPARISON

- HEIGHT: 11'06"
- WEIGHT: 149.3 lbs.
- ITEMS: None



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Intimidate
- Shed Skin

## ● STATS



## ● EGG GROUPS

Field

Dragon

## ● PERFORMANCE

SPEED ★★☆☆

POWER ★★☆☆

SKILL ★★☆☆

STAMINA ★★☆☆

JUMP ★★☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Level up Ekans to Lv. 22**Pokémon SoulSilver** Route 27**Pokémon Diamond** Pastoria Great Marsh (after obtaining the National Pokédex, insert Pokémon FireRed into your Nintendo DS's Game Pak slot)**Pokémon Pearl** Pastoria Great Marsh (after obtaining the National Pokédex, insert Pokémon FireRed into your Nintendo DS's Game Pak slot)**Pokémon Platinum** Pastoria Great Marsh (after obtaining the National Pokédex, insert Pokémon FireRed into your Nintendo DS's Game Pak slot)**Pokémon HeartGold**

Transfixing prey with the face-like pattern on its belly, it binds and poisons the frightened victim.

**Pokémon SoulSilver**

With a very vengeful nature, it won't give up the chase, no matter how far, once it targets its prey.

## ● EVOLUTION



Ekans

Lv. 22



Arbok

# No. 025 | Mouse Pokémon

## Pikachu

Electric



## SIZE COMPARISON

- HEIGHT: 1'04"
- WEIGHT: 13.2 lbs.
- ITEMS: Oran Berry, Light Ball



● MALE FORM  
Flat tail



● FEMALE FORM  
Notched tail

## ABILITIES

- Static

## STATS



## EGG GROUPS

Field

Fairy

## PERFORMANCE

SPEED ★★★★★  
 POWER ★★★★★  
 SKILL ★★★★★

STAMINA ★★★★★  
 JUMP ★★★★★

## MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Viridian Forest

**Pokémon SoulSilver** Viridian Forest

**Pokémon Diamond** Trophy Garden at the Pokémon Mansion on Route 212

**Pokémon Pearl** Trophy Garden at the Pokémon Mansion on Route 212

**Pokémon Platinum** Trophy Garden at the Pokémon Mansion on Route 212

**Pokémon HeartGold**

This intelligent Pokémon roasts hard berries with electricity to make them tender enough to eat.

**Pokémon SoulSilver**

It raises its tail to check its surroundings. The tail is sometimes struck by lightning in this pose.

## EVOLUTION



## LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|--------------|----------|----------|------|------|----|---------------|----|
| 1   | ThunderShock | Electric | Special  | 40   | 100  | 30 | Normal        | —  |
| 1   | Growl        | Normal   | Status   | —    | 100  | 40 | 2 Foes        | —  |
| 5   | Tail Whip    | Normal   | Status   | —    | 100  | 30 | 2 Foes        | —  |
| 10  | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal        | —  |
| 13  | Quick Attack | Normal   | Physical | 40   | 100  | 30 | Normal        | ○  |
| 18  | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| 21  | Slam         | Normal   | Physical | 80   | 75   | 20 | Normal        | ○  |
| 26  | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal        | —  |
| 29  | Feint        | Normal   | Physical | 50   | 100  | 10 | Normal        | —  |
| 34  | Agility      | Psychic  | Status   | —    | —    | 30 | Self          | —  |
| 37  | Discharge    | Electric | Special  | 80   | 100  | 15 | 2 Foes/1 Ally | —  |
| 42  | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies      | —  |
| 45  | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal        | —  |

## MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal | ○  |
| Knock Off    | Dark     | Physical | 20   | 100  | 20 | Normal | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally | —  |
| Magnet Rise  | Electric | Status   | —    | —    | 10 | Self   | —  |
| Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Rollout      | Rock     | Physical | 30   | 90   | 20 | Normal | ○  |
| Signal Beam  | Bug      | Special  | 75   | 100  | 15 | Normal | —  |

## TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|------|--------------|----------|----------|------|------|----|----------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal   | ○  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal   | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal   | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All      | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal   | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal   | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal   | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal   | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal   | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self     | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal   | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal   | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self     | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal   | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal   | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal   | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal   | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal   | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes   | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends  | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal   | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20 | Normal   | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal   | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self     | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal   | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal   | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|----------|----------|------|------|----|--------|----|
| 1   | ThunderShock | Electric | Special  | 40   | 100  | 30 | Normal | —  |
| 1   | Tail Whip    | Normal   | Special  | —    | 100  | 30 | 2 Foes | —  |
| 1   | Quick Attack | Normal   | Physical | 40   | 100  | 30 | Normal | ○  |
| 1   | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal | ○  |
| Knock Off    | Dark     | Physical | 20   | 100  | 20 | Normal | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally | —  |
| Magnet Rise  | Electric | Status   | —    | —    | 10 | Self   | —  |
| Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Rollout      | Rock     | Physical | 30   | 90   | 20 | Normal | ○  |
| Signal Beam  | Bug      | Special  | 75   | 100  | 15 | Normal | —  |

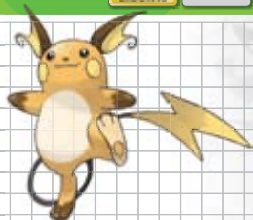
## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|------|--------------|----------|----------|------|------|----|----------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal   | ○  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal   | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal   | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal   | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All      | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal   | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal   | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal   | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal   | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal   | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self     | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal   | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self     | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal   | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal   | ○  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5  | Normal   | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal   | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal   | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal   | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal   | —  |
| TM73 | ThunderWave  | Electric | Status   | —    | 100  | 20 | Normal   | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes   | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends  | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal   | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20 | Normal   | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal   | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self     | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal   | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal   | ○  |



No. 026 | Mouse Pokémon  
**Raichu**

Electric

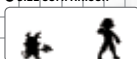


## ● SIZE COMPARISON

● HEIGHT: 2'07"

● WEIGHT: 66.1 lbs.

● ITEMS: None



● MALE FORM

Pointy tail end

● FEMALE FORM

Flat tail end

## ● ABILITIES

● Static

## ● STATS



## ● EGG GROUPS

Field

Fairy

## ● PERFORMANCE

SPEED ★★☆☆

POWER ★★★★★☆

SKILL ★★★★★☆

STAMINA ★★★★★☆

JUMP ★★☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Use Thunderstone on Pikachu

**Pokémon SoulSilver** Use Thunderstone on Pikachu

**Pokémon Diamond** Use Thunderstone on Pikachu

**Pokémon Pearl** Use Thunderstone on Pikachu

**Pokémon Platinum** Use Thunderstone on Pikachu

**Pokémon HeartGold** **Pokémon SoulSilver**

When its electricity builds, its muscles are stimulated, and it becomes more aggressive than usual.

If the electric pouches in its cheeks become fully charged, both ears will stand straight up.

## ● EVOLUTION



# No. 027 | Mouse Pokémon

## Sandshrew

Ground



## ● SIZE COMPARISON

- HEIGHT: 2'00"
- WEIGHT: 26.5 lbs.
- ITEMS: Quick Claw



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Sand Veil

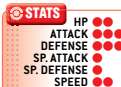
## ● EGG GROUPS

Field

## ● PERFORMANCE

SPEED ★★☆☆☆  
POWER ★★☆☆☆  
SKILL ★★☆☆☆

STAMINA ★★☆☆☆  
JUMP ★★☆☆☆



## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Union Cave 1F

**Pokémon SoulSilver** Safari Zone (Desert Area)

**Pokémon Diamond** Wayward Cave (after obtaining the National Pokédex, insert *Pokémon LeafGreen* into your Nintendo DS's Game Pak slot)

**Pokémon Pearl** Wayward Cave (after obtaining the National Pokédex, insert *Pokémon LeafGreen* into your Nintendo DS's Game Pak slot)

**Pokémon Platinum** Wayward Cave (after obtaining the National Pokédex, insert *Pokémon LeafGreen* into your Nintendo DS's Game Pak slot)

**Pokémon HeartGold**

If it fell from a great height, this Pokémon could save itself by rolling into a ball and bouncing.

**Pokémon SoulSilver**

Disliking water, it lives in deep burrows in arid areas. It can roll itself instantly into a ball.

## ● EVOLUTION



Lv. 22



Sandshrew

Sandslash

## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|--------|----------|------|------|----|--------|----|
| 1   | Scratch      | Normal | Physical | 40   | 100  | 35 | Normal | ○  |
| 3   | Defense Curl | Normal | Status   | —    | —    | 40 | Self   | —  |
| 7   | Sand-Attack  | Ground | Status   | —    | 100  | 15 | Normal | —  |
| 9   | Poison Sting | Poison | Physical | 15   | 100  | 35 | Normal | —  |
| 13  | Rapid Spin   | Normal | Physical | 20   | 100  | 40 | Normal | ○  |
| 15  | Swift        | Normal | Special  | 60   | —    | 20 | 2 Foes | —  |
| 19  | Fury Swipes  | Normal | Physical | 18   | 80   | 15 | Normal | ○  |
| 21  | Rollout      | Rock   | Physical | 30   | 90   | 20 | Normal | ○  |
| 25  | Fury Cutter  | Bug    | Physical | 10   | 95   | 20 | Normal | ○  |
| 27  | Sand Tomb    | Ground | Physical | 15   | 70   | 15 | Normal | —  |
| 31  | Slash        | Normal | Physical | 70   | 100  | 20 | Normal | ○  |
| 33  | Gyro Ball    | Steel  | Physical | —    | 100  | 5  | Normal | ○  |
| 37  | Sandstorm    | Rock   | Status   | —    | —    | 10 | All    | —  |

## ● MOVE MANIA

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name        | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-------------|--------|----------|------|------|----|--------|----|
| Fury Cutter | Bug    | Physical | 10   | 95   | 20 | Normal | ○  |
| Knock Off   | Dark   | Physical | 20   | 100  | 20 | Normal | ○  |
| Snore       | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Swift       | Normal | Special  | 60   | —    | 20 | 2 Foes | —  |
| Mud-Slap    | Ground | Special  | 20   | 100  | 10 | Normal | —  |
| Rollout     | Rock   | Physical | 30   | 90   | 20 | Normal | ○  |
| Earth Power | Ground | Special  | 90   | 100  | 10 | Normal | —  |
| Super Fang  | Normal | Physical | —    | 90   | 10 | Normal | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal        | ○  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal        | ○  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | —  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10 | All           | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal        | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM46 | Theft        | Dark     | Physical | 40   | 100  | 10 | Normal        | ○  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15 | Normal        | ○  |
| TM74 | Gyro Ball    | Steel    | Physical | —    | 100  | 5  | Normal        | ○  |
| TM75 | Swords Dance | Normal   | Status   | —    | —    | 30 | Self          | —  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20 | 2 Foes        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM81 | X-Scissor    | Bug      | Physical | 80   | 100  | 15 | Normal        | ○  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM84 | Poison Jab   | Poison   | Physical | 80   | 100  | 20 | Normal        | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal        | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20 | Normal        | ○  |

## ● EGG MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|----------|----------|------|------|----|----------|----|
| Flail        | Normal   | Physical | —    | 100  | 15 | Normal   | ○  |
| Safeguard    | Normal   | Status   | —    | —    | 25 | 2 Allies | —  |
| Counter      | Fighting | Physical | —    | 100  | 20 | Self     | ○  |
| Rapid Spin   | Normal   | Physical | 20   | 100  | 40 | Normal   | ○  |
| Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes   | —  |
| Metal Claw   | Steel    | Physical | 50   | 95   | 35 | Normal   | ○  |
| Swords Dance | Normal   | Status   | —    | —    | 30 | Self     | —  |
| Crush Claw   | Normal   | Physical | 75   | 95   | 10 | Normal   | ○  |
| Night Slash  | Dark     | Physical | 70   | 100  | 15 | Normal   | ○  |
| Mud Shot     | Ground   | Special  | 55   | 95   | 15 | Normal   | —  |

### LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|--------|----------|------|------|----|--------|----|
| 1   | Scratch      | Normal | Physical | 40   | 100  | 35 | Normal | ○  |
| 1   | Defense Curl | Normal | Status   | —    | —    | 40 | Self   | —  |
| 1   | Sand-Attack  | Ground | Status   | —    | 100  | 15 | Normal | —  |
| 3   | Defense Curl | Normal | Status   | —    | —    | 40 | Self   | —  |
| 7   | Sand-Attack  | Ground | Status   | —    | 100  | 15 | Normal | —  |
| 9   | Poison Sting | Poison | Physical | 15   | 100  | 35 | Normal | —  |
| 13  | Rapid Spin   | Normal | Physical | 20   | 100  | 40 | Normal | ○  |
| 15  | Swift        | Normal | Special  | 60   | —    | 20 | 2 Foes | —  |
| 19  | Fury Swipes  | Normal | Physical | 18   | 80   | 15 | Normal | ○  |
| 21  | Rollout      | Rock   | Physical | 30   | 90   | 20 | Normal | ○  |
| 22  | Crush Claw   | Normal | Physical | 75   | 95   | 10 | Normal | ○  |
| 28  | Fury Cutter  | Bug    | Physical | 10   | 95   | 20 | Normal | ○  |
| 33  | Sand Tomb    | Ground | Physical | 15   | 70   | 15 | Normal | ○  |
| 40  | Slash        | Normal | Physical | 70   | 100  | 20 | Normal | ○  |
| 45  | Gyro Ball    | Steel  | Physical | —    | 100  | 5  | Normal | ○  |
| 52  | Sandstorm    | Rock   | Status   | —    | —    | 10 | All    | —  |

### MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

### BP MOVES

| Name        | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-------------|--------|----------|------|------|----|--------|----|
| Fury Cutter | Bug    | Physical | 10   | 95   | 20 | Normal | ○  |
| Knock Off   | Dark   | Physical | 20   | 100  | 20 | Normal | ○  |
| Snore       | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Swift       | Normal | Special  | 60   | —    | 20 | 2 Foes | —  |
| Mud-Slap    | Ground | Special  | 20   | 100  | 10 | Normal | —  |
| Rollout     | Rock   | Physical | 30   | 90   | 20 | Normal | ○  |
| Earth Power | Ground | Special  | 90   | 100  | 10 | Normal | —  |
| Super Fang  | Normal | Physical | —    | 90   | 10 | Normal | ○  |
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### TM & HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal        | ○  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | —  | All           | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal        | ○  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10 | All           | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal        | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM46 | Theif        | Dark     | Physical | 40   | 100  | 10 | Normal        | ○  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5  | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15 | Normal        | ○  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5  | Normal        | —  |
| TM74 | Gyro Ball    | Steel    | Physical | —    | 100  | 5  | Normal        | ○  |
| TM74 | Swords Dance | Normal   | Status   | —    | —    | 30 | Self          | —  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20 | 2 Foes        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM81 | X-Scissor    | Bug      | Physical | 80   | 100  | 15 | Normal        | ○  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM84 | Poison Jab   | Poison   | Physical | 80   | 100  | 20 | Normal        | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal        | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20 | Normal        | ○  |
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## No. 028 | Mouse Pokémon Sandshrew

Ground



### SIZE COMPARISON

HEIGHT: 3'03"

WEIGHT: 65.0 lbs.

ITEMS: Quick Claw



MALE/FEMALE HAVE SAME FORM

### ABILITIES

Sand Veil

### STATS



### EGG GROUPS

Field

### PERFORMANCE

SPEED ★★☆☆  
POWER ★★☆☆  
SKILL ★★★★★

STAMINA ★★☆☆  
JUMP ★★☆☆

### MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Safari Zone (Desert Area)

**Pokémon SoulSilver** Safari Zone (Desert Area)

**Pokémon Diamond** Route 228 (after obtaining the National Pokédex, insert **Pokémon LeafGreen** into your Nintendo DS's Game Pak slot)

**Pokémon Pearl** Route 228 (after obtaining the National Pokédex, insert **Pokémon LeafGreen** into your Nintendo DS's Game Pak slot)

**Pokémon Platinum** Route 228 (after obtaining the National Pokédex, insert **Pokémon LeafGreen** into your Nintendo DS's Game Pak slot)

**Pokémon HeartGold** **Pokémon SoulSilver**

In an attempt to hide itself, it will run around at top speed to kick up a blinding dust storm.

If it digs at an incredible pace, it may snap off its spikes and claws. They grow back in a day.

### EVOLUTION



Sandshrew

Lv. 22



Sandslash



No. 029 | Poison Pin Pokémon

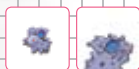
Nidoran♀

Poison



- HEIGHT: 1'04"
- WEIGHT: 15.4 lbs.
- ITEMS: None

## ● SIZE COMPARISON



## ● FEMALE FORM

## ● ABILITIES

- Poison Point
- Rivalry

## ● EGG GROUPS

- Monster
- Field

## ● PERFORMANCE

SPEED ★★★★★☆  
POWER ★★★★★☆  
SKILL ★★★★★☆

## ● STATS

HP ●●●●●  
ATTACK ●●●●●  
DEFENSE ●●●●●  
SP. ATTACK ●●●●●  
SP. DEFENSE ●●●●●  
SPEED ●●●●●

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Route 35

**Pokémon SoulSilver** Route 35

**Pokémon Diamond** Route 201 (use Poké Radar)

**Pokémon Pearl** Route 201 (occasionally appears when you use Poké Radar)

**Pokémon Platinum** Route 201 (use Poké Radar)

● **Pokémon HeartGold**

The poison hidden in its small horn is extremely potent. Even a tiny scratch can have fatal results.

● **Pokémon SoulSilver**

Although not very combative, it will torment its foes with poison spikes if it is threatened in any way.

## ● EVOLUTION



## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|----------|----------|------|------|----|--------|----|
| 1   | Growl        | Normal   | Status   | —    | 100  | 40 | 2 Foes | —  |
| 1   | Scratch      | Normal   | Physical | 40   | 100  | 35 | Normal | ○  |
| 7   | Tail Whip    | Normal   | Status   | —    | 100  | 30 | 2 Foes | —  |
| 9   | Double Kick  | Fighting | Physical | 30   | 100  | 30 | Normal | ○  |
| 13  | Poison Sting | Poison   | Physical | 15   | 100  | 35 | Normal | —  |
| 19  | Fury Swipes  | Normal   | Physical | 18   | 80   | 15 | Normal | ○  |
| 21  | Bite         | Dark     | Physical | 60   | 100  | 25 | Normal | ○  |
| 25  | Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally | —  |
| 31  | Toxic Spikes | Poison   | Status   | —    | —    | 20 | 2 Foes | —  |
| 33  | Flatter      | Dark     | Status   | —    | 100  | 15 | Normal | —  |
| 37  | Crunch       | Dark     | Physical | 80   | 100  | 15 | Normal | ○  |
| 43  | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes | —  |
| 45  | Poison Fang  | Poison   | Physical | 50   | 100  | 15 | Normal | ○  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Helping Hand | Normal | Status   | —    | —    | 20 | 1 Ally | —  |
| Mud-Slap     | Ground | Special  | 20   | 100  | 10 | Normal | —  |
| Super Fang   | Normal | Physical | —    | 90   | 10 | Normal | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP  | Range   | DA |
|------|--------------|----------|----------|------|------|-----|---------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20  | Normal  | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10  | Normal  | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15  | Normal  | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | All | —       | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10  | Normal  | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5   | 2 Foes  | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10  | Self    | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | All | —       | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20  | Normal  | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15  | Normal  | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15  | Normal  | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10  | Normal  | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20  | Normal  | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10  | Normal  | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15  | Self    | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20  | Normal  | —  |
| TM36 | Sludge Bomb  | Poison   | Special  | 90   | 100  | 10  | Normal  | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20  | Normal  | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20  | Normal  | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20  | Normal  | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10  | Self    | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15  | Normal  | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10  | Normal  | ○  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10  | Self    | —  |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15  | Normal  | ○  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20  | 2 Foes  | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10  | Depends | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15  | Normal  | —  |
| TM84 | Poison Jab   | Poison   | Physical | 80   | 100  | 20  | Normal  | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15  | Normal  | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10  | Self    | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30  | Normal  | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15  | Normal  | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15  | Normal  | ○  |

## ● EGG MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Supersonic   | Normal   | Status   | —    | 55   | 20 | Normal | —  |
| Disable      | Normal   | Status   | —    | 80   | 20 | Normal | —  |
| Take Down    | Normal   | Physical | 90   | 85   | 20 | Normal | ○  |
| Focus Energy | Normal   | Status   | —    | —    | 30 | Self   | —  |
| Charm        | Normal   | Status   | —    | 100  | 20 | Normal | —  |
| Counter      | Fighting | Physical | —    | 100  | 20 | Self   | ○  |
| Beat Up      | Dark     | Physical | 10   | 100  | 10 | Normal | —  |
| Pursuit      | Dark     | Physical | 40   | 100  | 20 | Normal | ○  |
| Skull Bash   | Normal   | Physical | 100  | 100  | 15 | Normal | ○  |



## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|----------|----------|------|------|----|--------|----|
| 1   | Growl        | Normal   | Status   | —    | 100  | 40 | 2 Foes | —  |
| 1   | Scratch      | Normal   | Physical | 40   | 100  | 35 | Normal | ○  |
| 7   | Tail Whip    | Normal   | Status   | —    | 100  | 30 | 2 Foes | —  |
| 9   | Double Kick  | Fighting | Physical | 30   | 100  | 30 | Normal | ○  |
| 13  | Poison Sting | Poison   | Physical | 15   | 100  | 35 | Normal | ○  |
| 20  | Fury Swipes  | Normal   | Physical | 18   | 80   | 15 | Normal | ○  |
| 23  | Bite         | Dark     | Physical | 60   | 100  | 25 | Normal | ○  |
| 28  | Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally | —  |
| 35  | Toxic Spikes | Poison   | Status   | —    | —    | 10 | 2 Foes | —  |
| 38  | Flatter      | Dark     | Status   | —    | 100  | 15 | Normal | —  |
| 43  | Crunch       | Dark     | Physical | 80   | 100  | 15 | Normal | ○  |
| 50  | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes | —  |
| 58  | Poison Fang  | Normal   | Physical | 50   | 100  | 15 | Normal | ○  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Helping Hand | Normal | Status   | —    | —    | 20 | 1 Ally | —  |
| Mud-Slap     | Ground | Special  | 20   | 100  | 10 | Normal | —  |
| Super Fang   | Normal | Physical | —    | 90   | 10 | Normal | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP      | Range  | DA |
|------|--------------|----------|----------|------|------|---------|--------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20      | Normal | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10      | Normal | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15      | Normal | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | All     | —      | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10      | Normal | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5       | 2 Foes | —  |
| TM17 | Protect      | Normal   | Status   | —    | 10   | Self    | —      | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | All     | —      | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20      | Normal | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15      | Normal | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15      | Normal | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10      | Normal | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20      | Normal | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10      | Normal | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | 15   | Self    | —      | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20      | Normal | —  |
| TM36 | Sludge Bomb  | Poison   | Special  | 90   | 100  | 10      | Normal | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20      | Normal | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20      | Normal | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20      | Normal | —  |
| TM44 | Rest         | Psychic  | Status   | —    | 10   | Self    | —      | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15      | Normal | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10      | Normal | ○  |
| TM58 | Endure       | Normal   | Status   | —    | 10   | Self    | —      | —  |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15      | Normal | ○  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20      | 2 Foes | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | 10   | Depends | —      | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15      | Normal | —  |
| TM84 | Poison Jab   | Poison   | Physical | 80   | 100  | 20      | Normal | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15      | Normal | —  |
| TM90 | Substitute   | Normal   | Status   | —    | 10   | Self    | —      | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30      | Normal | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15      | Normal | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15      | Normal | ○  |



No. 030 | Poison Pin Pokémon

Nidorina

Poison



## ● SIZE COMPARISON

● HEIGHT: 1'00"

● WEIGHT: 4.0 lbs.

● ITEMS: None



## ● FEMALE FORM

## ● ABILITIES

- Poison Point
- Rivalry

## ● STATS

HP ●●●●●  
 ATTACK ●●●●●  
 DEFENSE ●●●●●  
 SP. ATTACK ●●●●●  
 SP. DEFENSE ●●●●●  
 SPEED ●●●●●

## ● EGG GROUPS

No Egg has ever been discovered

## ● PERFORMANCE

SPEED ★★☆☆  
 POWER ★★☆☆  
 SKILL ★★☆☆

STAMINA ★★☆☆  
 JUMP ★★☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Route 13

**Pokémon SoulSilver** Route 13

**Pokémon Diamond** Route 221 (use Poké Radar)

**Pokémon Pearl** Route 221 (occasionally appears when you use Poké Radar)

**Pokémon Platinum** Valor Lakefront (use Poké Radar)

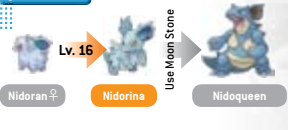
**Pokémon HeartGold**

**Pokémon SoulSilver**

When feeding its young, it first chews the food into a paste, then spits it out for the offspring.

It has a calm and caring nature. Because its horn grows slowly, it prefers not to fight.

## ● EVOLUTION



No. 031 | Drill Pokémon  
**Nidoqueen**

Poison Ground



## ● SIZE COMPARISON

- HEIGHT: 4'03"
- WEIGHT: 132.3 lbs.
- ITEMS: None



## ● FEMALE FORM

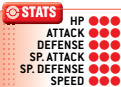
## ● ABILITIES

- Poison Point
- Rivalry

## ● EGG GROUPS

No Egg has ever been discovered

## ● PERFORMANCE

SPEED ★★☆☆  
POWER ★★★★★☆  
SKILL ★★★STAMINA ★★★★★  
JUMP ★★

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Use Moon Stone on Nidorina**Pokémon SoulSilver** Use Moon Stone on Nidorina**Pokémon Diamond** Use Moon Stone on Nidorina**Pokémon Pearl** Use Moon Stone on Nidorina**Pokémon Platinum** Use Moon Stone on Nidorina**Pokémon HeartGold**

Its body is covered with needle-like scales. It never shows signs of shrinking from any attack.

**Pokémon SoulSilver**

It uses its scaly, rugged body to seal the entrance of its nest and protect its young from predators.

## ● EVOLUTION



## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|----------|----------|------|------|----|--------|----|
| 1   | Scratch      | Normal   | Physical | 40   | 100  | 35 | Normal | ○  |
| 1   | Tail Whip    | Normal   | Status   | —    | 100  | 30 | 2 Foes | —  |
| 1   | Double Kick  | Fighting | Physical | 30   | 100  | 30 | Normal | ○  |
| 1   | Poison Sting | Poison   | Physical | 15   | 100  | 35 | Normal | —  |
| 23  | Body Slam    | Normal   | Physical | 85   | 100  | 15 | Normal | ○  |
| 43  | Earth Power  | Ground   | Special  | 90   | 100  | 10 | Normal | —  |
| 58  | Superpower   | Fighting | Physical | 120  | 100  | 5  | Normal | ○  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|----------|----------|------|------|----|----------|----|
| Fury Cutter  | Bug      | Physical | 10   | 95   | 20 | Normal   | ○  |
| Icy Wind     | Ice      | Special  | 55   | 95   | 15 | 2 Foes   | —  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal   | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal   | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal   | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal   | —  |
| Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally   | —  |
| Uproar       | Normal   | Special  | 50   | 100  | 10 | 1 Random | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal   | —  |
| Superpower   | Fighting | Physical | 120  | 100  | 5  | Normal   | ○  |
| Aqua Tail    | Water    | Physical | 90   | 90   | 10 | Normal   | ○  |
| Outrage      | Dragon   | Physical | 120  | 100  | 15 | 1 Random | ○  |
| Earth Power  | Ground   | Special  | 90   | 100  | 10 | Normal   | —  |
| Super Fang   | Normal   | Physical | —    | 90   | 10 | Normal   | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP  | Range         | DA     |   |
|------|--------------|----------|----------|------|------|-----|---------------|--------|---|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20  | Normal        | ○      |   |
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20  | Normal        | —      |   |
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20  | Normal        | —      |   |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10  | Normal        | —      |   |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15  | Normal        | —      |   |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | All | —             | —      |   |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20  | Normal        | —      |   |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10  | Normal        | —      |   |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5   | 2 Foes        | —      |   |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5   | Normal        | —      |   |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10  | Self          | —      |   |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | All | —             | —      |   |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20  | Normal        | ○      |   |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15  | Normal        | ○      |   |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15  | Normal        | —      |   |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10  | Normal        | —      |   |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10  | 2 Foes/1 Ally | —      |   |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20  | Normal        | ○      |   |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10  | Normal        | ○      |   |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15  | Normal        | —      |   |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15  | Normal        | ○      |   |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15  | Self          | —      |   |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20  | Normal        | —      |   |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15  | Normal        | —      |   |
| TM36 | Sludge Bomb  | Poison   | Special  | 90   | 100  | 10  | Normal        | —      |   |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10  | All           | —      |   |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5   | Normal        | —      |   |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10  | Normal        | —      |   |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20  | Normal        | ○      |   |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15  | Normal        | —      |   |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20  | Normal        | ○      |   |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20  | Normal        | —      |   |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10  | Self          | —      |   |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15  | Normal        | —      |   |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10  | Normal        | ○      |   |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5   | Normal        | —      |   |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10  | Normal        | —      |   |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10  | Self          | —      |   |
| TM59 | Dragon Pulse | Dragon   | Special  | 90   | 100  | 10  | Normal        | —      |   |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15  | Normal        | ○      |   |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5   | Normal        | ○      |   |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5   | Normal        | —      |   |
| TM72 | Avalanche    | Ice      | Physical | 60   | 100  | 10  | Normal        | ○      |   |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20  | 2 Foes        | —      |   |
| TM78 | Captivate    | Normal   | Status   | —    | —    | 100 | 20            | 2 Foes | — |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10  | 2 Foes        | —      |   |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10  | Depends       | —      |   |
| TM83 | Natural Gift | Physical | Special  | —    | 100  | 15  | Normal        | —      |   |
| TM84 | Poison Jab   | Poison   | Physical | 80   | 100  | 20  | Normal        | ○      |   |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15  | Normal        | —      |   |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10  | Self          | —      |   |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30  | Normal        | ○      |   |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15  | 2 Foes/1 Ally | —      |   |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15  | Normal        | ○      |   |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15  | Normal        | —      |   |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15  | Normal        | ○      |   |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20  | Normal        | ○      |   |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|--------|----------|------|------|----|--------|----|
| 1   | Leer         | Normal | Status   | —    | 100  | 30 | 2 Foes | —  |
| 1   | Peck         | Flying | Physical | 35   | 100  | 35 | Normal | ○  |
| 7   | Focus Energy | Normal | Status   | —    | —    | 30 | Self   | —  |
| 9   | Double Kick  | Normal | Physical | 30   | 100  | 30 | Normal | ○  |
| 13  | Poison Sting | Poison | Physical | 15   | 100  | 35 | Normal | —  |
| 19  | Fury Attack  | Normal | Physical | 15   | 95   | 20 | Normal | ○  |
| 21  | Horn Attack  | Normal | Physical | 65   | 100  | 25 | Normal | —  |
| 25  | Helping Hand | Normal | Status   | —    | —    | 20 | 1 Ally | —  |
| 31  | Toxic Spikes | Poison | Status   | —    | —    | 20 | 2 Foes | —  |
| 33  | Flatter      | Dark   | Status   | —    | 100  | 15 | Normal | —  |
| 37  | Poison Jab   | Poison | Physical | 80   | 100  | 20 | Normal | ○  |
| 43  | Captivate    | Normal | Status   | —    | 100  | 20 | 2 Foes | —  |
| 45  | Horn Drill   | Normal | Physical | —    | 30   | 5  | Normal | ○  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Sucker Punch | Dark   | Physical | 80   | 100  | 5  | Normal | ○  |
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Helping Hand | Normal | Status   | —    | —    | 20 | 1 Ally | —  |
| Mud-Slap     | Ground | Special  | 20   | 100  | 10 | Normal | —  |
| Super Fang   | Normal | Physical | —    | 90   | 10 | Normal | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|----------|----------|------|------|----|---------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal  | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 95   | 10 | Normal  | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal  | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All     | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal  | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes  | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All     | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal  | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal  | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal  | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal  | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self    | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal  | —  |
| TM36 | Sludge Bomb  | Poison   | Special  | 90   | 100  | 10 | Normal  | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal  | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self    | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal  | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal  | ○  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15 | Normal  | ○  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes  | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal  | —  |
| TM84 | Poison Jab   | Poison   | Physical | 80   | 100  | 20 | Normal  | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal  | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self    | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal  | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal  | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal  | ○  |

## ● EGG MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Counter      | Fighting | Physical | —    | 100  | 20 | Self   | ○  |
| Disable      | Normal   | Status   | —    | 80   | 20 | Normal | —  |
| Super Sonic  | Normal   | Status   | —    | 55   | 20 | Normal | —  |
| Take Down    | Normal   | Physical | 90   | —    | 20 | Normal | ○  |
| Amnesia      | Psychic  | Status   | —    | —    | 20 | Self   | —  |
| Confusion    | Special  | Special  | 50   | 100  | 25 | Normal | —  |
| Beat Up      | Dark     | Physical | 10   | 100  | 10 | Normal | —  |
| Sucker Punch | Dark     | Physical | 80   | 100  | 5  | Normal | ○  |
| Head Smash   | Rock     | Physical | 150  | 80   | 5  | Normal | ○  |



No. 032 | Poison Point Pokémon

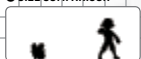
Nidoran♂

Poison



## ● SIZE COMPARISON

- HEIGHT: 1'08"
- WEIGHT: 19.8 lbs.
- ITEMS: None



## ● MALE FORM

## ● ABILITIES

- Poison Point
- Rivalry

## ● STATS



## ● EGG GROUPS

Monster  
Field

## ● PERFORMANCE



## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Route 35

**Pokémon SoulSilver** Route 35

**Pokémon Diamond** Route 201 (occasionally appears when you use Poké Radar)

**Pokémon Pearl** Route 201 (use Poké Radar)

**Pokémon Platinum** Route 201 (use Poké Radar)

**Pokémon HeartGold**

It is small, but its horn is filled with poison. It charges then stabs with the horn to inject poison.

**Pokémon SoulSilver**

It raises its big ears to check its surroundings. It will strike first if it senses any danger.

## ● EVOLUTION

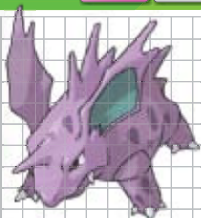




No. 033 | Poison Point Pokémon

**Nidorino**

Poison



● SIZE COMPARISON

- HEIGHT: 2'11"
- WEIGHT: 43.0 lbs.
- ITEMS: None



● MALE FORM

## ABILITIES

- Poison Point
- Rivalry

## EGG GROUPS

- Monster
- Field

## PERFORMANCE

- SPEED ★★☆☆ STAMINA ★★☆☆  
POWER ★★☆☆ JUMP ★★☆☆  
SKILL ★★☆☆

## STATS



## LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|----------|----------|------|------|----|--------|----|
| 1   | Leer         | Normal   | Status   | —    | 100  | 30 | 2 Foes | —  |
| 1   | Peck         | Flying   | Physical | 35   | 100  | 35 | Normal | ○  |
| 7   | Focus Energy | Normal   | Status   | —    | —    | 30 | Self   | —  |
| 9   | Double Kick  | Fighting | Physical | 30   | 100  | 30 | Normal | ○  |
| 13  | Poison Sting | Poison   | Physical | 15   | 100  | 35 | Normal | —  |
| 20  | Fury Attack  | Normal   | Physical | 15   | 85   | 20 | Normal | ○  |
| 23  | Horn Attack  | Normal   | Physical | 65   | 100  | 25 | Normal | ○  |
| 28  | Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally | —  |
| 35  | Toxic Spikes | Poison   | Status   | —    | —    | 20 | 2 Foes | —  |
| 38  | Flatter      | Dark     | Status   | —    | 100  | 15 | Normal | —  |
| 43  | Poison Jab   | Poison   | Physical | 80   | 100  | 20 | Normal | ○  |
| 50  | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes | —  |
| 58  | Horn Drill   | Normal   | Physical | —    | 30   | 5  | Normal | ○  |

## MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Sucker Punch | Dark   | Physical | 80   | 100  | 5  | Normal | ○  |
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Helping Hand | Normal | Status   | —    | —    | 20 | 1 Ally | —  |
| Mud-Slap     | Ground | Special  | 20   | 100  | 10 | Normal | —  |
| Super Fang   | Normal | Physical | —    | 90   | 10 | Normal | ○  |

## TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|----------|----------|------|------|----|---------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal  | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal  | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal  | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All     | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal  | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes  | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All     | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal  | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal  | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal  | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal  | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self    | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal  | —  |
| TM36 | Sludge Bomb  | Poison   | Special  | 90   | 100  | 10 | Normal  | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal  | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self    | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal  | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal  | ○  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15 | Normal  | ○  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes  | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal  | —  |
| TM84 | Poison Jab   | Poison   | Physical | 80   | 100  | 20 | Normal  | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal  | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self    | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal  | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal  | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal  | ○  |

## MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Route 13

**Pokémon SoulSilver** Route 13

**Pokémon Diamond** Route 221 (occasionally appears when you use Poké Radar)

**Pokémon Pearl** Route 221 (use Poké Radar)

**Pokémon Platinum** Valor Lakefront (use Poké Radar)

**Pokémon HeartGold**

It raises its big ears to check its surroundings. If it senses anything, it attacks immediately.

**Pokémon SoulSilver**

Quick to anger, it stabs enemies with its horn to inject a powerful poison when it becomes agitated.

## EVOLUTION



## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----|--------------|----------|----------|------|------|----|----------|----|
| 1   | Peck         | Flying   | Physical | 35   | 100  | 35 | Normal   | ○  |
| 1   | Focus Energy | Normal   | —        | —    | —    | 30 | Self     | —  |
| 1   | Double Kick  | Fighting | Physical | 30   | 100  | 30 | Normal   | ○  |
| 1   | Poison Sting | Poison   | Physical | 15   | 100  | 35 | Normal   | ○  |
| 23  | Thrash       | Normal   | Physical | 90   | 100  | 20 | 1 Random | ○  |
| 43  | Earth Power  | Ground   | Special  | 90   | 100  | 10 | Normal   | ○  |
| 58  | Megahorn     | Bug      | Physical | 120  | 85   | 10 | Normal   | ○  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|----------|----------|------|------|----|----------|----|
| Fury Cutter  | Bug      | Physical | 10   | 95   | 20 | Normal   | ○  |
| Icy Wind     | Ice      | Special  | 55   | 95   | 15 | 2 Foes   | ○  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal   | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal   | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal   | ○  |
| Sucker Punch | Dark     | Physical | 80   | 100  | 5  | Normal   | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal   | —  |
| Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally   | —  |
| Up roar      | Normal   | Special  | 50   | 100  | 10 | 1 Random | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal   | —  |
| Superpower   | Fighting | Physical | 120  | 100  | 5  | Normal   | ○  |
| Aqua Tail    | Water    | Physical | 90   | 90   | 10 | Normal   | ○  |
| Outrage      | Dragon   | Physical | 120  | 100  | 15 | 1 Random | ○  |
| Earth Power  | Ground   | Special  | 90   | 100  | 10 | Normal   | ○  |
| Super Fang   | Normal   | Physical | —    | 90   | 10 | Normal   | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal        | ○  |
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal        | —  |
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal        | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal        | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal        | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal        | —  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal        | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal        | —  |
| TM36 | Sludge Bomb  | Poison   | Special  | 90   | 100  | 10 | Normal        | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10 | All           | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5  | Normal        | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal        | ○  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5  | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM59 | Dragon Pulse | Dragon   | Special  | 90   | 100  | 10 | Normal        | —  |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15 | Normal        | ○  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5  | Normal        | —  |
| TM72 | Avalanche    | Ice      | Physical | 60   | 100  | 10 | Normal        | ○  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20 | 2 Foes        | —  |
| TM78 | Captive      | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM84 | Poison Jab   | Poison   | Physical | 80   | 100  | 20 | Normal        | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | ○  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal        | ○  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15 | Normal        | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20 | Normal        | ○  |


**No. 034 | Drill Pokémon**  
**Nidoking**
Poison Ground


## ● SIZE COMPARISON

- HEIGHT: 4'02"
- WEIGHT: 136.7 lbs.
- ITEMS: None



## ● MALE FORM

## ● ABILITIES

- Poison Point
- Rivalry

## ● STATS



## ● EGG GROUPS

Monster  
Field

## ● PERFORMANCE

SPEED ★★☆☆  
POWER ★★★★★  
SKILL ★★★

STAMINA ★★☆☆☆  
JUMP ★★

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Use Moon Stone on Nidorino

**Pokémon SoulSilver** Use Moon Stone on Nidorino

**Pokémon Diamond** Use Moon Stone on Nidorino

**Pokémon Pearl** Use Moon Stone on Nidorino

**Pokémon Platinum** Use Moon Stone on Nidorino

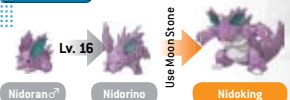
● **Pokémon HeartGold**

It swings its big tail around during battle. If its foe flinches, it will charge with its sturdy body.

● **Pokémon SoulSilver**

Its tail is thick and powerful. If it binds an enemy, it can render the victim helpless quite easily.

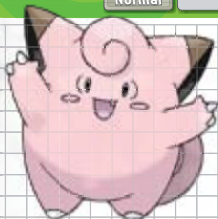
## ● EVOLUTION



# No. 035 | Fairy Pokémon

## Clefairy

Normal



## SIZE COMPARISON

- HEIGHT: 2'00"
- WEIGHT: 16.5 lbs.
- ITEMS: Leppa Berry, Moon Stone



● MALE/FEMALE HAVE SAME FORM

## ABILITIES

- Cute Charm
- Magic Guard

## EGG GROUPS

Fairy

## STATS



## PERFORMANCE

- SPEED ★★★★★ STAMINA ★★★★★  
 POWER ★★★★★ JUMP ★★★★★  
 SKILL ★★★★★

## MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Mt. Moon

**Pokémon SoulSilver** Mt. Moon

**Pokémon Diamond** Mt. Coronet 2F, 3F

**Pokémon Pearl** Mt. Coronet 2F, 3F

**Pokémon Platinum** Mt. Coronet (morning and night only)

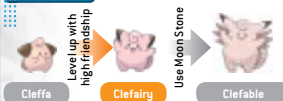
**Pokémon HeartGold**

The moonlight that it stores in the wings on its back apparently gives it the ability to float in midair.

**Pokémon SoulSilver**

Its adorable behavior and cry make it highly popular. However, this cute Pokémon is rarely found.

## EVOLUTION



## LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----|--------------|----------|----------|------|------|----|----------|----|
| 1   | Pound        | Normal   | Physical | 40   | 100  | 35 | Normal   | ○  |
| 1   | Growl        | Normal   | Status   | —    | 100  | 40 | 2 Foes   | —  |
| 4   | Encore       | Normal   | Status   | —    | 100  | 5  | Normal   | —  |
| 7   | Sing         | Normal   | Status   | —    | 55   | 15 | Normal   | —  |
| 10  | DoubleSlap   | Normal   | Physical | 15   | 85   | 10 | Normal   | ○  |
| 13  | Defense Curl | Normal   | Status   | —    | —    | 40 | Self     | —  |
| 16  | Follow Me    | Normal   | Status   | —    | —    | 20 | Self     | —  |
| 19  | Minimize     | Normal   | Status   | —    | —    | 20 | Self     | —  |
| 22  | Wake-Up Slap | Fighting | Physical | 60   | 100  | 10 | Normal   | ○  |
| 25  | Cosmic Power | Psychic  | Status   | —    | —    | 20 | Self     | —  |
| 28  | Lucky Chant  | Normal   | Status   | —    | —    | 30 | 2 Allies | —  |
| 31  | Metronome    | Normal   | Status   | —    | —    | 10 | Depends  | —  |
| 34  | Gravity      | Psychic  | Status   | —    | —    | 5  | All      | —  |
| 37  | Moonlight    | Normal   | Status   | —    | —    | 5  | Self     | —  |
| 40  | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies | —  |
| 43  | Meteor Mash  | Steel    | Physical | 100  | 85   | 10 | Normal   | ○  |
| 46  | Healing Wish | Psychic  | Status   | —    | —    | 10 | Self     | —  |

## MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range      | DA |
|--------------|----------|----------|------|------|----|------------|----|
| Icy Wind     | Ice      | Special  | 55   | 95   | 15 | 2 Foes     | —  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal     | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal     | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal     | ○  |
| Zen Headbutt | Psychic  | Physical | 80   | 90   | 15 | Normal     | ○  |
| Trick        | Psychic  | Status   | —    | 100  | 10 | Normal     | —  |
| Knock Off    | Dark     | Physical | 20   | 100  | 20 | Normal     | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal     | —  |
| Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally     | —  |
| Last Resort  | Normal   | Physical | 130  | 100  | 5  | Normal     | ○  |
| Gravity      | Psychic  | Status   | —    | —    | 5  | All        | —  |
| Magic Coat   | Psychic  | Status   | —    | —    | 15 | Self       | —  |
| Role Play    | Psychic  | Status   | —    | —    | 10 | Normal     | —  |
| Heal Bell    | Normal   | Status   | —    | —    | 5  | All Allies | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal     | —  |
| Rollout      | Rock     | Physical | 30   | 90   | 20 | Normal     | ○  |
| Endeavor     | Normal   | Physical | —    | 100  | 5  | Normal     | ○  |
| Signal Beam  | Bug      | Special  | 75   | 100  | 15 | Normal     | —  |
| Bounce       | Flying   | Physical | 85   | 85   | 5  | Normal     | ○  |

## TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP  | Range    | DA |
|------|--------------|----------|----------|------|------|-----|----------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20  | Normal   | ○  |
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20  | Normal   | —  |
| TM04 | Calm Mind    | Psychic  | Status   | —    | —    | 20  | Self     | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10  | Normal   | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15  | Normal   | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | All | —        |    |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10  | Normal   | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5   | 2 Foes   | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30  | 2 Allies | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10  | Self     | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | All | —        |    |
| TM20 | Safeguard    | Normal   | Status   | —    | —    | 25  | 2 Allies | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20  | Normal   | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10  | Normal   | —  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15  | Normal   | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15  | Normal   | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10  | Normal   | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20  | Normal   | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10  | Normal   | —  |
| TM29 | Psychic      | Ghost    | Special  | 90   | 100  | 10  | Normal   | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15  | Normal   | —  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15  | Normal   | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15  | Self     | —  |
| TM33 | Reflect      | Psychic  | Status   | —    | —    | 20  | 2 Allies | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20  | Normal   | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15  | Normal   | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5   | Normal   | —  |
| TM42 | Fade         | Normal   | Physical | 70   | 100  | 20  | Normal   | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20  | Normal   | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10  | Self     | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15  | Normal   | —  |
| TM49 | Snatch       | Dark     | Status   | —    | —    | 10  | Depends  | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10  | Normal   | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10  | Normal   | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10  | Self     | —  |
| TM60 | Drain Punch  | Fighting | Physical | 60   | 100  | 5   | Normal   | ○  |
| TM67 | Recycle      | Normal   | Status   | —    | —    | 10  | Self     | —  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20  | Normal   | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20  | Normal   | —  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20  | 2 Foes   | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10  | Normal   | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20  | 2 Foes   | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10  | Depends  | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15  | Normal   | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15  | Normal   | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20  | Normal   | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15  | Normal   | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10  | Self     | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15  | Normal   | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15  | Normal   | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name       | Type   | Kind     | Pow. | Acc. | PP | Range   | DA |
|-----|------------|--------|----------|------|------|----|---------|----|
| 1   | Sing       | Normal | Status   | —    | 55   | 15 | Normal  | —  |
| 1   | DoubleSlap | Normal | Physical | 15   | 85   | 10 | Normal  | ○  |
| 1   | Minimize   | Normal | Status   | —    | —    | 20 | Self    | —  |
| 1   | Metronome  | Normal | Status   | —    | —    | 10 | Depends | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range      | DA |
|--------------|----------|----------|------|------|----|------------|----|
| Icy Wind     | Ice      | Special  | 55   | 95   | 15 | 2 Foes     | —  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal     | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal     | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal     | ○  |
| Zen Headbutt | Psychic  | Physical | 80   | 90   | 15 | Normal     | ○  |
| Trick        | Psychic  | Status   | —    | 100  | 10 | Normal     | ○  |
| Knock Off    | Dark     | Physical | 20   | 100  | 20 | Normal     | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal     | —  |
| Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally     | —  |
| Last Resort  | Normal   | Physical | 130  | 100  | 5  | Normal     | ○  |
| Gravity      | Psychic  | Status   | —    | —    | 5  | All        | —  |
| Magic Coat   | Psychic  | Status   | —    | —    | 15 | Self       | —  |
| Role Play    | Psychic  | Status   | —    | —    | 10 | Normal     | —  |
| Heal Bell    | Normal   | Status   | —    | —    | 5  | All Allies | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal     | —  |
| Rollout      | Rock     | Physical | 30   | 90   | 20 | Normal     | ○  |
| Endeavor     | Normal   | Physical | —    | 100  | 5  | Normal     | ○  |
| Signal Beam  | Bug      | Special  | 75   | 100  | 15 | Normal     | —  |
| Bounce       | Flying   | Physical | 85   | 85   | 5  | Normal     | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|------|--------------|----------|----------|------|------|----|----------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal   | ○  |
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal   | —  |
| TM04 | Calm Mind    | Psychic  | Status   | —    | —    | 20 | Self     | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal   | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal   | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | —  | All      | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal   | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes   | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal   | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | —  | All      | —  |
| TM20 | Safeguard    | Normal   | Status   | —    | —    | 25 | 2 Allies | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal   | —  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal   | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal   | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal   | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal   | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal   | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal   | —  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal   | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self     | —  |
| TM33 | Reflect      | Psychic  | Status   | —    | —    | 20 | 2 Allies | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal   | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal   | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5  | Normal   | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal   | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self     | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal   | —  |
| TM49 | Snatch       | Dark     | Status   | —    | —    | 10 | Depends  | —  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5  | Normal   | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal   | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal   | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM60 | Drain Punch  | Fighting | Physical | 60   | 100  | 5  | Normal   | ○  |
| TM67 | Recycle      | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal   | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal   | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal   | —  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20 | 2 Foes   | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal   | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes   | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends  | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal   | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15 | Normal   | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20 | Normal   | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal   | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self     | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal   | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal   | ○  |

No. 036 | Fairy Pokémon  
Clefable

Normal



## ● SIZE COMPARISON

- HEIGHT: 4'03"
- WEIGHT: 88.2 lbs.
- ITEMS: None



## ● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Cute Charm
- Magic Guard

## ● STATS



## ● EGG GROUPS

Fairy

## ● PERFORMANCE

SPEED ★★  
POWER ★★  
SKILL ★★☆☆

STAMINA ★★☆☆☆  
JUMP ★★☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Use Moon Stone on Clefairy

**Pokémon SoulSilver** Use Moon Stone on Clefairy

**Pokémon Diamond** Use Moon Stone on Clefairy

**Pokémon Pearl** Use Moon Stone on Clefairy

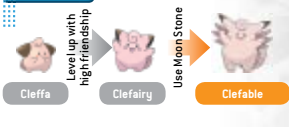
**Pokémon Platinum** Use Moon Stone on Clefairy

**Pokémon HeartGold** **Pokémon SoulSilver**

With its acute hearing, it can pick up sounds from far away. It usually hides in quiet places.

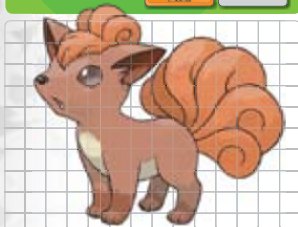
Its very sensitive ears let it distinguish distant sounds. As a result, it prefers quiet places.

## ● EVOLUTION



No. 037 | Fox Pokémon  
**Vulpix**

Fire



## ● SIZE COMPARISON

- HEIGHT: 2'00"
- WEIGHT: 21.8 lbs.
- ITEMS: Rawst Berry



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Flash Fire

## ● EGG GROUPS

Field

## ● PERFORMANCE

SPEED ★★★★★  
POWER ★★★★★  
SKILL ★★★★★

STAMINA ★★☆☆  
JUMP ★★★☆☆

## ● STATS

HP ●●●●●  
ATTACK ●●●●●  
DEFENSE ●●●●●  
SP. ATTACK ●●●●●  
SP. DEFENSE ●●●●●  
SPEED ●●●●●

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----|--------------|---------|----------|------|------|----|----------|----|
| 1   | Ember        | Fire    | Special  | 40   | 100  | 25 | Normal   | —  |
| 4   | Tail Whip    | Normal  | Status   | —    | 100  | 30 | 2 Foes   | —  |
| 7   | Roar         | Normal  | Status   | —    | 100  | 20 | Normal   | —  |
| 11  | Quick Attack | Normal  | Physical | 40   | 100  | 30 | Normal   | ○  |
| 14  | Will-O-Wisp  | Fire    | Status   | —    | 75   | 15 | Normal   | —  |
| 17  | Confuse Ray  | Ghost   | Status   | —    | 100  | 10 | Normal   | —  |
| 21  | Imprison     | Psychic | Status   | —    | —    | 10 | Self     | —  |
| 24  | Flamethrower | Fire    | Special  | 95   | 100  | 15 | Normal   | —  |
| 27  | Safeguard    | Normal  | Status   | —    | —    | 25 | 2 Allies | —  |
| 31  | Payback      | Dark    | Physical | 50   | 100  | 10 | Normal   | ○  |
| 34  | Fire Spin    | Fire    | Special  | 15   | 70   | 15 | Normal   | —  |
| 37  | Captivate    | Normal  | Status   | —    | 100  | 20 | 2 Foes   | —  |
| 41  | Gruddle      | Ghost   | Status   | —    | —    | 5  | Self     | —  |
| 44  | Extrasensory | Psychic | Special  | 80   | 100  | 30 | Normal   | —  |
| 47  | Fire Blast   | Fire    | Special  | 120  | 85   | 5  | Normal   | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|---------|----------|------|------|----|--------|----|
| Ominous Wind | Ghost   | Special  | 60   | 100  | 5  | Normal | —  |
| Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal | ○  |
| Snore        | Normal  | Special  | 40   | 100  | 15 | Normal | —  |
| Spite        | Ghost   | Status   | —    | 100  | 10 | Normal | —  |
| Swift        | Normal  | Special  | 60   | —    | 20 | 2 Foes | —  |
| Role Play    | Psychic | Status   | —    | —    | 10 | Normal | —  |
| Heat Wave    | Fire    | Special  | 100  | 90   | 10 | 2 Foes | —  |
| Pain Split   | Normal  | Status   | —    | —    | 20 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP  | Range    | DA |
|------|--------------|---------|----------|------|------|-----|----------|----|
| TM05 | Roar         | Normal  | Status   | —    | 100  | 20  | Normal   | —  |
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10  | Normal   | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15  | Normal   | —  |
| TM11 | Sunny Day    | Fire    | Status   | —    | 5    | All | —        | —  |
| TM17 | Protect      | Normal  | Status   | —    | —    | 10  | Self     | —  |
| TM20 | Safeguard    | Normal  | Status   | —    | —    | 25  | 2 Allies | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20  | Normal   | ○  |
| TM23 | Iron Tail    | Steel   | Physical | 100  | 75   | 15  | Normal   | ○  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20  | Normal   | ○  |
| TM28 | Dig          | Ground  | Physical | 80   | 100  | 10  | Normal   | ○  |
| TM32 | Double Team  | Normal  | Status   | —    | —    | 15  | Self     | —  |
| TM35 | Flamethrower | Fire    | Special  | 95   | 100  | 15  | Normal   | —  |
| TM38 | Fire Blast   | Fire    | Special  | 120  | 85   | 5   | Normal   | —  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20  | Normal   | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20  | Normal   | —  |
| TM44 | Rest         | Psychic | Status   | —    | —    | 10  | Self     | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15  | Normal   | —  |
| TM50 | Overheat     | Fire    | Special  | 140  | 90   | 5   | Normal   | —  |
| TM58 | Endure       | Normal  | Status   | —    | —    | 10  | Self     | —  |
| TM61 | Will-O-Wisp  | Fire    | Status   | —    | 75   | 15  | Normal   | —  |
| TM66 | Payback      | Dark    | Physical | 50   | 100  | 10  | Normal   | ○  |
| TM77 | Psych Up     | Normal  | Status   | —    | —    | 10  | Normal   | —  |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20  | 2 Foes   | —  |
| TM79 | Dark Pulse   | Dark    | Special  | 80   | 100  | 15  | Normal   | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | —    | 10  | Depends  | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15  | Normal   | —  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15  | Normal   | —  |
| TM90 | Substitute   | Normal  | Status   | —    | —    | 10  | Self     | —  |

## ● EGG MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|---------|----------|------|------|----|--------|----|
| Faint Attack | Dark    | Physical | 60   | —    | 20 | Normal | ○  |
| Hypnosis     | Psychic | Status   | —    | 60   | 20 | Normal | —  |
| Flail        | Normal  | Physical | —    | 100  | 15 | Normal | ○  |
| Spite        | Ghost   | Status   | —    | 100  | 10 | Normal | —  |
| Disable      | Normal  | Status   | —    | 80   | 20 | Normal | —  |
| Howl         | Normal  | Status   | —    | —    | 40 | Self   | —  |
| Psych Up     | Normal  | Status   | —    | —    | 10 | Normal | —  |
| Heat Wave    | Fire    | Special  | 100  | 90   | 10 | 2 Foes | —  |
| Flare Blitz  | Fire    | Physical | 120  | 100  | 15 | Normal | ○  |
| Extrasensory | Psychic | Special  | 80   | 100  | 30 | Normal | —  |
| Energy Ball  | Grass   | Special  | 80   | 100  | 10 | Normal | —  |
| Power Swap   | Psychic | Status   | —    | —    | 10 | Normal | —  |

## ● EVOLUTION



Vulpix



Ninetales

Use Fire Stone



## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----|--------------|--------|----------|------|------|----|----------|----|
| 1   | Nasty Plot   | Dark   | Status   | —    | —    | 20 | Self     | —  |
| 1   | Ember        | Fire   | Special  | 40   | 100  | 25 | Normal   | —  |
| 1   | Quick Attack | Normal | Physical | 40   | 100  | 30 | Normal   | ○  |
| 1   | Confuse Ray  | Ghost  | Status   | —    | 100  | 10 | Normal   | —  |
| 1   | Safeguard    | Normal | Status   | —    | —    | 25 | 2 Allies | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|---------|----------|------|------|----|--------|----|
| Ominous Wind | Ghost   | Special  | 60   | 100  | 5  | Normal | —  |
| Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal | ○  |
| Snore        | Normal  | Special  | 40   | 100  | 15 | Normal | —  |
| Spite        | Ghost   | Status   | —    | 100  | 10 | Normal | —  |
| Swift        | Normal  | Special  | 60   | —    | 20 | 2 Foes | —  |
| Role Play    | Psychic | Status   | —    | —    | 10 | Normal | —  |
| Heat Wave    | Fire    | Special  | 100  | 90   | 10 | 2 Foes | —  |
| Pain Split   | Normal  | Status   | —    | —    | 20 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|------|--------------|---------|----------|------|------|----|----------|----|
| TM04 | Calm Mind    | Psychic | Status   | —    | —    | 20 | Self     | —  |
| TM05 | Roar         | Normal  | Status   | —    | 100  | 20 | Normal   | —  |
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10 | Normal   | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15 | Normal   | —  |
| TM11 | Sunny Day    | Fire    | Status   | —    | —    | 5  | All      | —  |
| TM15 | Hyper Beam   | Normal  | Special  | 150  | 90   | 5  | Normal   | —  |
| TM17 | Protect      | Normal  | Status   | —    | —    | 10 | Self     | —  |
| TM20 | Safeguard    | Normal  | Status   | —    | —    | 25 | 2 Allies | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20 | Normal   | ○  |
| TM22 | SolarBeam    | Grass   | Special  | 120  | 100  | 10 | Normal   | —  |
| TM23 | Iron Tail    | Steel   | Physical | 100  | 75   | 15 | Normal   | ○  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20 | Normal   | ○  |
| TM28 | Dig          | Ground  | Physical | 80   | 100  | 10 | Normal   | ○  |
| TM32 | Double Team  | Normal  | Status   | —    | —    | 15 | Self     | —  |
| TM35 | Flamethrower | Fire    | Special  | 95   | 100  | 15 | Normal   | —  |
| TM38 | Fire Blast   | Fire    | Special  | 120  | 85   | 5  | Normal   | —  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20 | Normal   | —  |
| TM44 | Rest         | Psychic | Status   | —    | —    | 10 | Self     | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15 | Normal   | —  |
| TM50 | Overheat     | Fire    | Special  | 140  | 90   | 5  | Normal   | —  |
| TM58 | Endure       | Normal  | Status   | —    | —    | 10 | Self     | —  |
| TM61 | Will-O-Wisp  | Fire    | Status   | —    | 75   | 15 | Normal   | —  |
| TM65 | Payback      | Dark    | Physical | 50   | 100  | 10 | Normal   | ○  |
| TM68 | Giga Impact  | Normal  | Physical | 150  | 90   | 5  | Normal   | ○  |
| TM77 | Psych Up     | Normal  | Status   | —    | —    | 10 | Normal   | —  |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20 | 2 Foes   | —  |
| TM79 | Dark Pulse   | Dark    | Special  | 80   | 100  | 15 | Normal   | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | —    | 10 | Depends  | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal   | —  |
| TM85 | Dream Eater  | Psychic | Special  | 100  | 100  | 15 | Normal   | —  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal   | —  |
| TM90 | Substitute   | Normal  | Status   | —    | —    | 10 | Self     | —  |

No. 038 | Fox Pokémon  
**Ninetales**

Fire



## ● SIZE COMPARISON

- HEIGHT: 3'07"
- WEIGHT: 43.9 lbs.
- ITEMS: None



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Flash Fire

## ● STATS



## ● EGG GROUPS

Field

## ● PERFORMANCE

SPEED ★★☆☆☆  
POWER ★★☆☆☆  
SKILL ★★☆☆☆

STAMINA ★★☆☆☆  
JUMP ★★☆☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** —

**Pokémon SoulSilver** Use Fire Stone on Vulpix

**Pokémon Diamond** Use Fire Stone on Vulpix

**Pokémon Pearl** Use Fire Stone on Vulpix

**Pokémon Platinum** Use Fire Stone on Vulpix

**Pokémon HeartGold**

Some legends claim that each of its nine tails has its own unique type of special mystical power.

**Pokémon SoulSilver**

Its nine beautiful tails are filled with a wondrous energy that could keep it alive for 1,000 years.

## ● EVOLUTION



Vulpix

Use Fire Stone

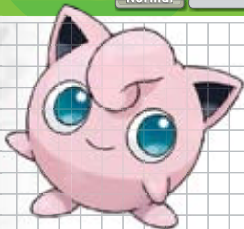


Ninetales

# No. 039 | Balloon Pokémon

## Jigglypuff

Normal



## ● SIZE COMPARISON

- HEIGHT: 1'08"
- WEIGHT: 12.1 lbs.
- ITEMS: None



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Cute Charm

## ● EGG GROUPS

Fairy

## ● PERFORMANCE

SPEED ★★☆☆☆  
POWER ★☆☆☆☆  
SKILL ★★☆☆☆

STAMINA ★★☆☆☆  
JUMP ★★☆☆☆

## ● STATS

HP ●●●●●  
ATTACK ●●●●●  
DEFENSE ●●●●●  
SP. ATTACK ●●●●●  
SP. DEFENSE ●●●●●  
SPEED ●●●●●

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Route 3 (morning and night only)

**Pokémon SoulSilver** Route 3 (morning and night only)

**Pokémon Diamond** Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)

**Pokémon Pearl** Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)

**Pokémon Platinum** Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)

**Pokémon HeartGold**

If it inflates to sing a lullaby, it can perform longer and cause sure drowsiness in its audience.

**Pokémon SoulSilver**

Looking into its cute, round eyes causes it to sing a relaxing melody, inducing its enemies to sleep.

## ● EVOLUTION



## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|----------|----------|------|------|----|--------|----|
| 1   | Sing         | Normal   | Status   | —    | 55   | 15 | Normal | —  |
| 5   | Defense Curl | Normal   | Status   | —    | —    | 40 | Self   | —  |
| 9   | Pound        | Normal   | Physical | 40   | 100  | 35 | Normal | ○  |
| 13  | Disable      | Normal   | Status   | —    | 80   | 20 | Normal | —  |
| 17  | Rollout      | Rock     | Physical | 30   | 90   | 20 | Normal | ○  |
| 21  | DoubleSlap   | Normal   | Physical | 15   | 85   | 10 | Normal | ○  |
| 25  | Rest         | Psychic  | Status   | —    | —    | 10 | Self   | —  |
| 29  | Body Slam    | Normal   | Physical | 85   | 100  | 15 | Normal | ○  |
| 33  | Gyro Ball    | Steel    | Physical | —    | 100  | 5  | Normal | ○  |
| 37  | Wake-Up Slap | Fighting | Physical | 60   | 100  | 10 | Normal | ○  |
| 41  | Mimic        | Normal   | Status   | —    | —    | 10 | Normal | —  |
| 45  | Hyper Voice  | Normal   | Special  | 90   | 100  | 10 | 2 Foes | —  |
| 49  | Double-Edge  | Normal   | Physical | 120  | 100  | 15 | Normal | ○  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range      | DA |
|--------------|----------|----------|------|------|----|------------|----|
| Icy Wind     | Ice      | Special  | 55   | 95   | 15 | 2 Foes     | —  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal     | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal     | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal     | ○  |
| Knock Off    | Dark     | Physical | 20   | 100  | 20 | Normal     | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal     | —  |
| Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally     | —  |
| Last Resort  | Normal   | Physical | 130  | 100  | 5  | Normal     | ○  |
| Gravity      | Psychic  | Status   | —    | —    | 5  | All        | —  |
| Magic Coat   | Psychic  | Status   | —    | —    | 15 | Self       | —  |
| Role Play    | Psychic  | Status   | —    | —    | 10 | Normal     | —  |
| Heal Bell    | Normal   | Status   | —    | —    | 5  | All Allies | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal     | —  |
| Rollout      | Rock     | Physical | 30   | 90   | 20 | Normal     | ○  |
| Endeavor     | Normal   | Physical | —    | 100  | 5  | Normal     | ○  |
| Bounce       | Flying   | Physical | 85   | 85   | 5  | Normal     | ○  |
| Pain Split   | Normal   | Status   | —    | —    | 20 | Normal     | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP  | Range    | DA     |   |
|------|--------------|----------|----------|------|------|-----|----------|--------|---|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20  | Normal   | ○      |   |
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20  | Normal   | —      |   |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10  | Normal   | —      |   |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15  | Normal   | —      |   |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | All | —        |        |   |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10  | Normal   | —      |   |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5   | 2 Foes   | —      |   |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30  | 2 Allies | —      |   |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10  | Self     | —      |   |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5   | All      | —      |   |
| TM20 | Safeguard    | Normal   | Status   | —    | —    | 25  | 2 Allies | —      |   |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20  | Normal   | ○      |   |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10  | Normal   | —      |   |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15  | Normal   | —      |   |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10  | Normal   | —      |   |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20  | Normal   | ○      |   |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10  | Normal   | ○      |   |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10  | Normal   | —      |   |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15  | Normal   | —      |   |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15  | Normal   | ○      |   |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15  | Self     | —      |   |
| TM33 | Reflect      | Psychic  | Status   | —    | —    | 20  | 2 Allies | —      |   |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20  | Normal   | —      |   |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15  | Normal   | —      |   |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5   | Normal   | —      |   |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20  | Normal   | ○      |   |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20  | Normal   | —      |   |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10  | Self     | —      |   |
| TM45 | Attract      | Normal   | Status   | —    | —    | 100 | 15       | Normal | — |
| TM49 | Snatch       | Dark     | Status   | —    | —    | 10  | Depends  | —      |   |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10  | Normal   | —      |   |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10  | Normal   | —      |   |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10  | Self     | —      |   |
| TM60 | Drain Punch  | Fighting | Physical | 60   | 100  | 5   | Normal   | ○      |   |
| TM67 | Recycle      | Normal   | Status   | —    | —    | 10  | Self     | —      |   |
| TM70 | Flash        | Normal   | Status   | —    | —    | 100 | 20       | Normal | — |
| TM73 | Thunder Wave | Electric | Status   | —    | —    | 100 | 20       | Normal | — |
| TM74 | Gyro Ball    | Steel    | Physical | —    | 100  | 5   | Normal   | ○      |   |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20  | 2 Foes   | —      |   |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10  | Normal   | —      |   |
| TM78 | Captivate    | Normal   | Status   | —    | —    | 100 | 20       | 2 Foes | — |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10  | Depends  | —      |   |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15  | Normal   | —      |   |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15  | Normal   | —      |   |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20  | Normal   | ○      |   |
| TM87 | Swagger      | Normal   | Status   | —    | —    | 90  | 15       | Normal | — |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10  | Self     | —      |   |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15  | Normal   | ○      |   |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|--------|----------|------|------|----|--------|----|
| 1   | Sing         | Normal | Status   | —    | 55   | 15 | Normal | —  |
| 1   | Disable      | Normal | Status   | —    | 80   | 20 | Normal | —  |
| 1   | Defense Curl | Normal | Status   | —    | —    | 40 | Self   | —  |
| 1   | DoubleSlap   | Normal | Physical | 15   | 85   | 10 | Normal | ○  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range      | DA |
|--------------|----------|----------|------|------|----|------------|----|
| Icy Wind     | Ice      | Special  | 55   | 95   | 15 | 2 Foes     | —  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal     | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal     | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal     | ○  |
| Knock Off    | Dark     | Physical | 20   | 100  | 20 | Normal     | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal     | —  |
| Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally     | —  |
| Last Resort  | Normal   | Physical | 130  | 100  | 5  | Normal     | ○  |
| Gravity      | Psychic  | Status   | —    | —    | 5  | All        | —  |
| Magic Coat   | Psychic  | Status   | —    | —    | 15 | Self       | —  |
| Role Play    | Psychic  | Status   | —    | —    | 10 | Normal     | —  |
| Heal Bell    | Normal   | Status   | —    | —    | 5  | All Allies | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal     | —  |
| Rollout      | Rock     | Physical | 30   | 90   | 20 | Normal     | ○  |
| Endeavor     | Normal   | Physical | —    | 100  | 5  | Normal     | ○  |
| Bounce       | Flying   | Physical | 85   | 85   | 5  | Normal     | ○  |
| Pain Split   | Normal   | Status   | —    | —    | 20 | Normal     | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|------|--------------|----------|----------|------|------|----|----------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal   | ○  |
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal   | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal   | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal   | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All      | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal   | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes   | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal   | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All      | —  |
| TM20 | Safeguard    | Normal   | Status   | —    | —    | 25 | 2 Allies | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal   | —  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal   | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal   | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal   | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal   | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal   | —  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal   | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self     | —  |
| TM33 | Reflect      | Psychic  | Status   | —    | —    | 20 | 2 Allies | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal   | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal   | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5  | Normal   | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal   | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self     | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal   | —  |
| TM49 | Snatch       | Dark     | Status   | —    | —    | 10 | Depends  | —  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5  | Normal   | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal   | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal   | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM60 | Drain Punch  | Fighting | Physical | 60   | 100  | 5  | Normal   | ○  |
| TM67 | Recycle      | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal   | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal   | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal   | —  |
| TM74 | Gyro Ball    | Steel    | Physical | —    | 100  | 5  | Normal   | ○  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20 | 2 Foes   | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal   | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes   | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends  | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal   | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15 | Normal   | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20 | Normal   | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal   | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self     | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal   | ○  |

No. 040 | Balloon Pokémon  
Wigglytuff

Normal



## ● SIZE COMPARISON

- HEIGHT: 3'03"
- WEIGHT: 26.5 lbs.
- ITEMS: None



## ● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Cute Charm

## ● EGG GROUPS

Fairy

## ● STATS



## ● PERFORMANCE

SPEED ★★★☆☆  
POWER ★★★★★☆  
SKILL ★★★☆☆

STAMINA ★★★★★☆  
JUMP ★★★★★☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Use Moon Stone on Jigglypuff

**Pokémon SoulSilver** Use Moon Stone on Jigglypuff

**Pokémon Diamond** Use Moon Stone on Jigglypuff

**Pokémon Pearl** Use Moon Stone on Jigglypuff

**Pokémon Platinum** Use Moon Stone on Jigglypuff

**Pokémon HeartGold**

**Pokémon SoulSilver**

Their fur feels so good that if two of them snuggle together, they won't want to be separated.

It has a very fine fur. Take care not to make it angry, or it may inflate steadily and hit with a body slam.

## ● EVOLUTION



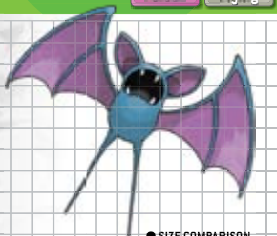


No. 041 | Bat Pokémon

## Zubat

Poison

Flying



## ● SIZE COMPARISON

- HEIGHT: 2'07"
- WEIGHT: 16.5 lbs.
- ITEMS: None

● MALE FORM  
Bigger fangs● FEMALE FORM  
Smaller fangs

## ● ABILITIES

- Inner Focus

## ● STATS



## ● EGG GROUPS

Flying

## ● PERFORMANCE

SPEED ★★★★★

POWER ★★★★★

SKILL ★★★★★

STAMINA ★☆☆

JUMP ★★★★★

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Route 32 (morning and night only)

**Pokémon SoulSilver** Route 32 (morning and night only)

**Pokémon Diamond** Oreburgh Gate 1F

**Pokémon Pearl** Oreburgh Gate 1F

**Pokémon Platinum** Oreburgh Gate 1F

**Pokémon HeartGold** **Pokémon SoulSilver**

While flying, it constantly emits ultrasonic waves from its mouth to check its surroundings.

Capable of flying safely in dark places, it emits ultrasonic cries to check for any obstacles.

## ● EVOLUTION



## ● LEVEL-UP MOVES

| Lv. | Name        | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|-------------|--------|----------|------|------|----|--------|----|
| 1   | Leech Life  | Bug    | Physical | 20   | 100  | 15 | Normal | ○  |
| 5   | Supersonic  | Normal | Status   | —    | 55   | 20 | Normal | —  |
| 9   | Astonish    | Ghost  | Physical | 30   | 100  | 15 | Normal | ○  |
| 13  | Bite        | Dark   | Physical | 60   | 100  | 25 | Normal | ○  |
| 17  | Wing Attack | Flying | Physical | 60   | 100  | 35 | Normal | ○  |
| 21  | Confuse Ray | Ghost  | Status   | —    | 100  | 10 | Normal | —  |
| 25  | Air Cutter  | Flying | Special  | 55   | 95   | 25 | 2 Foes | —  |
| 29  | Mean Look   | Normal | Status   | —    | —    | 5  | Normal | —  |
| 33  | Poison Fang | Poison | Physical | 50   | 100  | 15 | Normal | ○  |
| 37  | Haze        | Ice    | Status   | —    | —    | 30 | All    | —  |
| 41  | Air Slash   | Ice    | Flying   | 75   | 95   | 20 | Normal | —  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |
|      |      |      |      |      |    |       |    |
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|---------|----------|------|------|----|----------|----|
| Ominous Wind | Ghost   | Special  | 60   | 100  | 5  | Normal   | —  |
| Air Cutter   | Flying  | Special  | 55   | 95   | 25 | 2 Foes   | —  |
| Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal   | ○  |
| Snore        | Normal  | Special  | 40   | 100  | 15 | Normal   | —  |
| Swift        | Normal  | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Uproar       | Normal  | Special  | 50   | 100  | 10 | 1 Random | —  |
| Tailwind     | Flying  | Status   | —    | —    | 30 | 2 Allies | —  |
| Twister      | Dragon  | Special  | 40   | 100  | 20 | 2 Foes   | —  |
| Heat Wave    | Fire    | Special  | 100  | 90   | 10 | 2 Foes   | —  |
| Super Fang   | Normal  | Physical | —    | 90   | 10 | Normal   | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|---------|----------|------|------|----|---------|----|
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10 | Normal  | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15 | Normal  | —  |
| TM11 | Sunny Day    | Fire    | Status   | —    | —    | 5  | All     | —  |
| TM12 | Taunt        | Dark    | Status   | —    | 100  | 20 | Normal  | —  |
| TM17 | Protect      | Normal  | Status   | —    | —    | 10 | Self    | —  |
| TM18 | Rain Dance   | Water   | Status   | —    | —    | 5  | All     | —  |
| TM19 | Giga Drain   | Grass   | Special  | 60   | 100  | 10 | Normal  | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20 | Normal  | ○  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20 | Normal  | ○  |
| TM30 | Shadow Ball  | Ghost   | Special  | 80   | 100  | 15 | Normal  | —  |
| TM32 | Double Team  | Normal  | Status   | —    | —    | 15 | Self    | —  |
| TM36 | Sludge Bomb  | Poison  | Special  | 90   | 100  | 10 | Normal  | —  |
| TM40 | Aerial Ace   | Flying  | Physical | 60   | —    | 20 | Normal  | ○  |
| TM41 | Torment      | Dark    | Status   | —    | 100  | 15 | Normal  | —  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20 | Normal  | —  |
| TM44 | Rest         | Psychic | Status   | —    | —    | 10 | Self    | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15 | Normal  | —  |
| TM46 | Thief        | Dark    | Physical | 40   | 100  | 10 | Normal  | ○  |
| TM47 | Steel Wing   | Steel   | Physical | 70   | 90   | 25 | Normal  | ○  |
| TM49 | Snatch       | Dark    | Status   | —    | —    | 10 | Depends | —  |
| TM51 | Roost        | Flying  | Status   | —    | —    | 10 | Self    | —  |
| TM58 | Endure       | Normal  | Status   | —    | —    | 10 | Self    | —  |
| TM66 | Payback      | Dark    | Physical | 50   | 100  | 10 | Normal  | ○  |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20 | 2 Foes  | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | —    | 10 | Depends | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal  | —  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal  | —  |
| TM88 | Pluck        | Flying  | Physical | 60   | 100  | 20 | Normal  | ○  |
| TM89 | U-turn       | Bug     | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM90 | Substitute   | Normal  | Status   | —    | —    | 10 | Self    | —  |
| HM02 | Fly          | Flying  | Physical | 90   | 95   | 15 | Normal  | ○  |

## ● EGG MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range       | DA |
|--------------|---------|----------|------|------|----|-------------|----|
| Quick Attack | Normal  | Physical | 40   | 100  | 30 | Normal      | ○  |
| Pursuit      | Dark    | Physical | 40   | 100  | 20 | Normal      | ○  |
| Faint Attack | Dark    | Physical | 60   | —    | 20 | Normal      | ○  |
| Gust         | Flying  | Special  | 40   | 100  | 35 | Normal      | —  |
| Whirlwind    | Normal  | Status   | —    | 100  | 20 | Normal      | —  |
| Curse        | ???     | Status   | —    | —    | 10 | Normal/Self | —  |
| Nasty Plot   | Dark    | Status   | —    | —    | 20 | Self        | —  |
| Hypnosis     | Psychic | Status   | —    | 60   | 20 | Normal      | —  |
| Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal      | ○  |
| Brave Bird   | Flying  | Physical | 120  | 100  | 15 | Normal      | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name        | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|-------------|--------|----------|------|------|----|--------|----|
| 1   | Screech     | Normal | Status   | —    | 85   | 40 | Normal | —  |
| 1   | Leech Life  | Bug    | Physical | 20   | 100  | 15 | Normal | ○  |
| 1   | Supersonic  | Normal | Status   | —    | 55   | 20 | Normal | —  |
| 1   | Astonish    | Ghost  | Physical | 30   | 100  | 15 | Normal | ○  |
| 5   | Supersonic  | Normal | Status   | —    | 55   | 20 | Normal | —  |
| 9   | Astonish    | Ghost  | Physical | 30   | 100  | 15 | Normal | ○  |
| 13  | Bite        | Dark   | Physical | 60   | 100  | 25 | Normal | ○  |
| 17  | Wing Attack | Flying | Physical | 60   | 100  | 35 | Normal | ○  |
| 21  | Confuse Ray | Ghost  | Status   | —    | 100  | 10 | Normal | —  |
| 27  | Air Cutter  | Flying | Special  | 55   | 95   | 25 | 2 Foes | —  |
| 33  | Mean Look   | Normal | Status   | —    | 5    | 15 | Normal | —  |
| 39  | Poison Fang | Poison | Physical | 50   | 100  | 15 | Normal | ○  |
| 45  | Haze        | Ice    | Status   | —    | 30   | 10 | All    | —  |
| 51  | Air Slash   | Flying | Special  | 75   | 95   | 20 | Normal | —  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP       | Range    | DA |
|--------------|---------|----------|------|------|----------|----------|----|
| Ominous Wind | Ghost   | Special  | 60   | 100  | 5        | Normal   | —  |
| Air Cutter   | Flying  | Special  | 55   | 95   | 25       | 2 Foes   | —  |
| Zen Headbutt | Psychic | Physical | 80   | 90   | 15       | Normal   | ○  |
| Snore        | Normal  | Special  | 40   | 100  | 15       | Normal   | —  |
| Swift        | Normal  | Special  | 60   | —    | 20       | 2 Foes   | —  |
| Uproar       | Normal  | Special  | 50   | 100  | 10       | 1 Random | —  |
| Tailwind     | Flying  | Status   | —    | 30   | 2 Allies | —        | —  |
| Twister      | Dragon  | Special  | 40   | 100  | 20       | 2 Foes   | —  |
| Heat Wave    | Fire    | Special  | 100  | 90   | 10       | 2 Foes   | —  |
| Super Fang   | Normal  | Physical | —    | 90   | 10       | Normal   | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|---------|----------|------|------|----|---------|----|
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10 | Normal  | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15 | Normal  | —  |
| TM11 | Sunny Day    | Fire    | Status   | —    | 5    | 5  | All     | —  |
| TM12 | Taunt        | Dark    | Status   | —    | 100  | 20 | Normal  | —  |
| TM15 | Hyper Beam   | Normal  | Special  | 150  | 90   | 5  | Normal  | —  |
| TM17 | Protect      | Normal  | Status   | —    | 10   | 5  | Self    | —  |
| TM18 | Rain Dance   | Water   | Status   | —    | 5    | 5  | All     | —  |
| TM19 | Giga Drain   | Grass   | Special  | 60   | 100  | 10 | Normal  | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20 | Normal  | ○  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20 | Normal  | ○  |
| TM30 | Shadow Ball  | Ghost   | Special  | 80   | 100  | 15 | Normal  | —  |
| TM32 | Double Team  | Normal  | Status   | —    | 15   | 5  | Self    | —  |
| TM36 | Sludge Bomb  | Poison  | Special  | 90   | 100  | 10 | Normal  | —  |
| TM40 | Aerial Ace   | Flying  | Physical | 60   | —    | 20 | Normal  | ○  |
| TM41 | Torment      | Dark    | Status   | —    | 100  | 15 | Normal  | —  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM44 | Rest         | Psychic | Status   | —    | 10   | 5  | Self    | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15 | Normal  | —  |
| TM46 | Thief        | Dark    | Physical | 40   | 100  | 10 | Normal  | ○  |
| TM49 | Steel Wing   | Steel   | Physical | 70   | 90   | 25 | Normal  | ○  |
| TM49 | Snatch       | Dark    | Status   | —    | 10   | 5  | Depends | —  |
| TM51 | Roost        | Flying  | Status   | —    | 10   | 5  | Self    | —  |
| TM58 | Endure       | Normal  | Status   | —    | 10   | 5  | Self    | —  |
| TM66 | Payback      | Dark    | Physical | 50   | 100  | 10 | Normal  | ○  |
| TM68 | Giga Impact  | Normal  | Physical | 150  | 90   | 5  | Normal  | ○  |
| TM78 | Captive      | Normal  | Status   | —    | 100  | 20 | 2 Foes  | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | 10   | 5  | Depends | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal  | —  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal  | —  |
| TM88 | Pluck        | Flying  | Physical | 60   | 100  | 20 | Normal  | ○  |
| TM89 | U-turn       | Bug     | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM90 | Substitute   | Normal  | Status   | —    | 10   | 5  | Self    | —  |
| HM02 | Fly          | Flying  | Physical | 90   | 95   | 15 | Normal  | ○  |



# No. 042 | Bat Pokémon Golbat

Poison Flying



## ● SIZE COMPARISON

- HEIGHT: 5'03"
- WEIGHT: 121.3 lbs.
- ITEMS: None



● MALE FORM  
Bigger fangs

● FEMALE FORM  
Smaller fangs

## ● ABILITIES

- Inner Focus

## ● STATS



## ● EGG GROUPS

Flying

## ● PERFORMANCE

SPEED ★★★★★☆  
POWER ★★☆☆☆  
SKILL ★☆☆☆☆

STAMINA ★★☆☆☆  
JUMP ★★★★★☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Union Cave B2F

**Pokémon SoulSilver** Union Cave B2F

**Pokémon Diamond** Lost Tower 5F

**Pokémon Pearl** Lost Tower 5F

**Pokémon Platinum** Lost Tower 5F

**Pokémon HeartGold**

**Pokémon SoulSilver**

However hard its victim's hide may be, it punctures with sharp fangs and gorges itself with blood.

It can drink more than 10 ounces of blood at once. If it has too much, it gets heavy and flies clumsily.

## ● EVOLUTION





No. 043 | Weed Pokémon

Oddish

Grass

Poison



## ● SIZE COMPARISON

- HEIGHT: 1'08"
- WEIGHT: 11.9 lbs.
- ITEMS: None



● MALE/FEMALE HAVE SAME FORM

## ◎ ABILITIES

- Chlorophyll

## ◎ EGG GROUPS

Grass

## ◎ PERFORMANCE

SPEED ★★★☆☆ STAMINA ★★★★★  
POWER ★☆☆☆☆ JUMP ★★★☆☆  
SKILL ★★★☆☆

## ◎ STATS



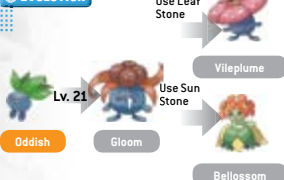
## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Ilex Forest (night only)**Pokémon SoulSilver** Ilex Forest (night only)**Pokémon Diamond** Route 229**Pokémon Pearl** Route 229**Pokémon Platinum** Route 224 (night only)**Pokémon HeartGold** **Pokémon SoulSilver**

Awakened by moonlight, it roams actively at night. In the day, it stays quietly underground.

If exposed to moonlight, it starts to move. It roams far and wide at night to scatter its seeds.

## ◎ EVOLUTION



## ● LEVEL-UP MOVES

| Lv. | Name          | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----|---------------|--------|----------|------|------|----|----------|----|
| 1   | Absorb        | Grass  | Special  | 20   | 100  | 25 | Normal   | —  |
| 5   | Sweet Scent   | Normal | Status   | —    | 100  | 20 | 2 Foes   | —  |
| 9   | Acid          | Poison | Special  | 40   | 100  | 30 | 2 Foes   | —  |
| 13  | Poison Powder | Poison | Status   | —    | 75   | 35 | Normal   | —  |
| 15  | Stun Spore    | Grass  | Status   | —    | 75   | 30 | Normal   | —  |
| 17  | Sleep Powder  | Grass  | Status   | —    | 75   | 15 | Normal   | —  |
| 21  | Mega Drain    | Grass  | Special  | 40   | 100  | 15 | Normal   | —  |
| 25  | Lucky Chant   | Normal | Status   | —    | —    | 30 | 2 Allies | —  |
| 29  | Natural Gift  | Normal | Physical | —    | 100  | 15 | Normal   | —  |
| 33  | Moonlight     | Normal | Status   | —    | —    | 5  | Self     | —  |
| 37  | Giga Drain    | Grass  | Special  | 60   | 100  | 10 | Normal   | —  |
| 41  | Petal Dance   | Grass  | Special  | 90   | 100  | 20 | 1 Random | ○  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|------|------|------|------|------|----|-------|----|

## ● BP MOVES

| Name        | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-------------|--------|----------|------|------|----|--------|----|
| Snore       | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Synthesis   | Grass  | Status   | —    | —    | 5  | Self   | —  |
| Worry Seed  | Grass  | Status   | —    | 100  | 10 | Normal | —  |
| Gastro Acid | Poison | Status   | —    | 100  | 10 | Normal | —  |
| Seed Bomb   | Grass  | Physical | 80   | 100  | 15 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|------|--------------|---------|----------|------|------|----|--------|----|
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10 | Normal | —  |
| TM09 | Bullet Seed  | Grass   | Physical | 10   | 100  | 30 | Normal | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15 | Normal | —  |
| TM11 | Sunny Day    | Fire    | Status   | —    | 5    | —  | All    | —  |
| TM17 | Protect      | Normal  | Status   | —    | 10   | —  | Self   | —  |
| TM19 | Giga Drain   | Grass   | Special  | 60   | 100  | 10 | Normal | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20 | Normal | ○  |
| TM22 | SolarBeam    | Grass   | Special  | 120  | 100  | 10 | Normal | —  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20 | Normal | ○  |
| TM32 | Double Team  | Normal  | Status   | —    | 15   | —  | Self   | —  |
| TM36 | Sludge Bomb  | Poison  | Special  | 90   | 100  | 10 | Normal | —  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20 | Normal | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20 | Normal | —  |
| TM44 | Rest         | Psychic | Status   | —    | 10   | —  | Self   | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15 | Normal | —  |
| TM53 | Energy Ball  | Grass   | Special  | 80   | 100  | 10 | Normal | —  |
| TM58 | Endure       | Normal  | Status   | —    | 10   | —  | Self   | —  |
| TM70 | Flash        | Normal  | Status   | —    | 100  | 20 | Normal | —  |
| TM75 | Swords Dance | Normal  | Status   | —    | 30   | —  | Self   | —  |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20 | 2 Foes | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | 10   | —  | Normal | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal | —  |
| TM86 | Grass Knot   | Grass   | Special  | —    | 100  | 20 | Normal | ○  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal | —  |
| TM90 | Substitute   | Normal  | Status   | —    | 10   | —  | Self   | —  |
| HM01 | Cut          | Normal  | Physical | 50   | 95   | 30 | Normal | ○  |

## ● EGG MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range         | DA |
|--------------|--------|----------|------|------|----|---------------|----|
| Swords Dance | Normal | Status   | —    | —    | 30 | Self          | —  |
| Razor Leaf   | Grass  | Physical | 55   | 95   | 25 | 2 Foes        | —  |
| Flail        | Normal | Physical | —    | 100  | 15 | Normal        | ○  |
| Synthesis    | Grass  | Status   | —    | —    | 5  | Self          | —  |
| Charm        | Normal | Status   | —    | 100  | 20 | Normal        | —  |
| Ingrain      | Grass  | Status   | —    | —    | 20 | Self          | —  |
| Tickle       | Normal | Status   | —    | 100  | 20 | Normal        | —  |
| Teeter Dance | Normal | Status   | —    | 100  | 20 | 2 Foes/1 Ally | —  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----|--------------|--------|----------|------|------|----|----------|----|
| 1   | Absorb       | Grass  | Special  | 20   | 100  | 25 | Normal   | —  |
| 1   | Sweet Scent  | Normal | Status   | —    | 100  | 20 | 2 Foes   | —  |
| 1   | Acid         | Poison | Special  | 40   | 100  | 30 | 2 Foes   | —  |
| 5   | Sweet Scent  | Normal | Status   | —    | 100  | 20 | 2 Foes   | —  |
| 9   | Acid         | Poison | Special  | 40   | 100  | 30 | 2 Foes   | —  |
| 13  | PoisonPowder | Poison | Status   | —    | 75   | 35 | Normal   | —  |
| 15  | Stun Spore   | Grass  | Status   | —    | 75   | 30 | Normal   | —  |
| 17  | Sleep Powder | Grass  | Status   | —    | 75   | 15 | Normal   | —  |
| 23  | Mega Drain   | Grass  | Special  | 40   | 100  | 15 | Normal   | —  |
| 29  | Lucky Chant  | Normal | Status   | —    | —    | 30 | 2 Allies | —  |
| 35  | Natural Gift | Normal | Physical | —    | 100  | 15 | Normal   | —  |
| 41  | Moonlight    | Normal | Status   | —    | —    | 5  | Self     | —  |
| 47  | Giga Drain   | Grass  | Special  | 60   | 100  | 10 | Normal   | —  |
| 53  | Petal Dance  | Grass  | Special  | 90   | 100  | 20 | 1 Random | ○  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name        | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-------------|--------|----------|------|------|----|--------|----|
| Snore       | Normal | Status   | 40   | 100  | 15 | Normal | —  |
| Synthesis   | Grass  | Status   | —    | —    | 5  | Self   | —  |
| Worry Seed  | Grass  | Status   | —    | 100  | 10 | Normal | —  |
| Gastro Acid | Poison | Status   | —    | 100  | 10 | Normal | —  |
| Seed Bomb   | Grass  | Physical | 80   | 100  | 15 | Normal | —  |

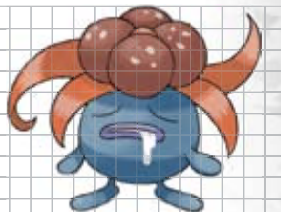
## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|----------|----------|------|------|----|---------|----|
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal  | —  |
| TM09 | Bullet Seed  | Grass    | Physical | 10   | 100  | 30 | Normal  | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal  | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All     | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM19 | Giga Drain   | Grass    | Special  | 60   | 100  | 10 | Normal  | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal  | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self    | —  |
| TM36 | Sludge Bomb  | Poison   | Special  | 90   | 100  | 10 | Normal  | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal  | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self    | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal  | —  |
| TM53 | Energy Ball  | Grass    | Special  | 80   | 100  | 10 | Normal  | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal  | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM60 | Drain Punch  | Fighting | Physical | 60   | 100  | 5  | Normal  | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal  | —  |
| TM75 | Swords Dance | Normal   | Status   | —    | —    | 30 | Self    | —  |
| TM79 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes  | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal  | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20 | Normal  | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal  | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self    | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal  | ○  |

No. 044 | Flower Pokémon  
**Gloom**

Grass

Poison



## ● SIZE COMPARISON

- HEIGHT: 2'02"
- WEIGHT: 19.0 lbs.
- ITEMS: None



- MALE FORM  
Smaller spots on petals

- FEMALE FORM  
Larger spots on petals

## ● ABILITIES

- Chlorophyll

## ● STATS



## ● EGG GROUPS

Grass

## ● PERFORMANCE

SPEED ★★☆☆☆  
POWER ★☆☆☆☆  
SKILL ★★☆☆☆

STAMINA ★★★★★  
JUMP ★★★☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Route 48

**Pokémon SoulSilver** Route 48

**Pokémon Diamond** Route 229

**Pokémon Pearl** Route 229

**Pokémon Platinum** Route 229

**Pokémon HeartGold**

**Pokémon SoulSilver**

What appears to be drool is actually sweet honey. It is very sticky and clings stubbornly if touched.

It secretes a sticky, drool-like honey. Although sweet, it smells too repulsive to get very close.

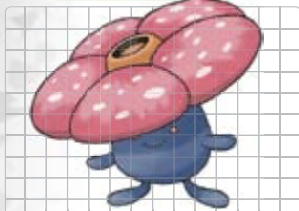
## ● EVOLUTION



# No. 045 | Flower Pokémon

## Vileplume

Grass Poison



## SIZE COMPARISON

- HEIGHT: 3'11"
- WEIGHT: 41.0 lbs.
- ITEMS: None



## MALE FORM

Smaller spots on petals

## FEMALE FORM

Larger spots on petals

## ABILITIES

- Chlorophyll

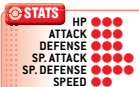
## EGG GROUPS

Grass

## PERFORMANCE

SPEED ★★  
POWER ★★★  
SKILL ★★★

STAMINA ★★★★★  
JUMP ★★★☆



## MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Use Leaf Stone on Gloom

**Pokémon SoulSilver** Use Leaf Stone on Gloom

**Pokémon Diamond** Use Leaf Stone on Gloom

**Pokémon Pearl** Use Leaf Stone on Gloom

**Pokémon Platinum** Use Leaf Stone on Gloom

**Pokémon HeartGold** **Pokémon SoulSilver**

It has the world's largest petals. With every step, the petals shake out heavy clouds of toxic pollen.

The bud bursts into bloom with a bang. It then starts scattering allergenic, poisonous pollen.

## EVOLUTION



## LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind    | Pow. | Acc. | PP | Range      | DA |
|-----|--------------|--------|---------|------|------|----|------------|----|
| 1   | Mega Drain   | Grass  | Special | 40   | 100  | 15 | Normal     | —  |
| 1   | Aromatherapy | Grass  | Status  | —    | —    | 5  | All Allies | —  |
| 1   | Stun Spore   | Grass  | Status  | —    | 75   | 30 | Normal     | —  |
| 1   | PoisonPowder | Poison | Status  | —    | 75   | 35 | Normal     | —  |
| 53  | Petal Dance  | Grass  | Special | 90   | 100  | 20 | 1 Random   | ○  |
| 65  | SolarBeam    | Grass  | Special | 120  | 100  | 10 | Normal     | —  |

## MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

## BP MOVES

| Name        | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-------------|--------|----------|------|------|----|--------|----|
| Snore       | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Synthesis   | Grass  | Status   | —    | —    | 5  | Self   | —  |
| Worry Seed  | Grass  | Status   | —    | 100  | 10 | Normal | —  |
| Gastro Acid | Poison | Status   | —    | 100  | 10 | Normal | —  |
| Seed Bomb   | Grass  | Physical | 80   | 100  | 15 | Normal | —  |

## TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|----------|----------|------|------|----|---------|----|
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal  | —  |
| TM09 | Bullet Seed  | Grass    | Physical | 10   | 100  | 30 | Normal  | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal  | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All     | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal  | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM19 | Giga Drain   | Grass    | Special  | 60   | 100  | 10 | Normal  | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal  | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self    | —  |
| TM36 | Sludge Bomb  | Poison   | Special  | 90   | 100  | 10 | Normal  | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal  | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self    | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal  | —  |
| TM53 | Energy Ball  | Grass    | Special  | 80   | 100  | 10 | Normal  | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal  | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM60 | Drain Punch  | Fighting | Physical | 60   | 100  | 5  | Normal  | ○  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal  | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal  | —  |
| TM75 | Swords Dance | Normal   | Status   | —    | —    | 30 | Self    | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes  | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal  | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20 | Normal  | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal  | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self    | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal  | ○  |



## ● LEVEL-UP MOVES

| Lv. | Name          | Type   | Kind     | Pow. | Acc. | PP | Range      | DA |
|-----|---------------|--------|----------|------|------|----|------------|----|
| 1   | Scratch       | Normal | Physical | 40   | 100  | 35 | Normal     | ○  |
| 6   | Stun Spore    | Grass  | Status   | —    | 75   | 30 | Normal     | —  |
| 6   | Poison Powder | Poison | Status   | —    | 75   | 35 | Normal     | —  |
| 11  | Leech Life    | Bug    | Physical | 20   | 100  | 15 | Normal     | ○  |
| 17  | Spore         | Grass  | Status   | —    | 100  | 15 | Normal     | —  |
| 22  | Slash         | Normal | Physical | 70   | 100  | 20 | Normal     | ○  |
| 27  | Growth        | Normal | Status   | —    | —    | 40 | Self       | —  |
| 33  | Giga Drain    | Grass  | Special  | 60   | 100  | 10 | Normal     | —  |
| 38  | Aromatherapy  | Grass  | Status   | —    | —    | 5  | All Allies | —  |
| 43  | X-Scissor     | Bug    | Physical | 80   | 100  | 15 | Normal     | ○  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name        | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-------------|--------|----------|------|------|----|--------|----|
| Fury Cutter | Bug    | Physical | 10   | 95   | 20 | Normal | ○  |
| Knock Off   | Dark   | Physical | 20   | 100  | 20 | Normal | ○  |
| Bug Bite    | Bug    | Physical | 60   | 100  | 20 | Normal | ○  |
| Snore       | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Synthesis   | Grass  | Status   | —    | —    | 5  | Self   | —  |
| String Shot | Bug    | Status   | —    | 95   | 40 | 2 Foes | —  |
| Worry Seed  | Grass  | Status   | —    | 100  | 10 | Normal | —  |
| Seed Bomb   | Grass  | Physical | 80   | 100  | 15 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|----------|----------|------|------|----|---------|----|
| TM06 | Toxic        | Poison   | Status   | —    | 95   | 10 | Normal  | —  |
| TM09 | Bullet Seed  | Grass    | Physical | 10   | 100  | 30 | Normal  | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal  | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All     | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM19 | Giga Drain   | Grass    | Special  | 60   | 100  | 10 | Normal  | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal  | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal  | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal  | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self    | —  |
| TM36 | Sludge Bomb  | Poison   | Special  | 90   | 100  | 10 | Normal  | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal  | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal  | —  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal  | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self    | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal  | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal  | ○  |
| TM53 | Energy Ball  | Grass    | Special  | 80   | 100  | 10 | Normal  | —  |
| TM54 | False Swipe  | Normal   | Physical | 40   | 100  | 40 | Normal  | ○  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal  | —  |
| TM75 | Swords Dance | Normal   | Status   | —    | —    | 30 | Self    | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes  | —  |
| TM81 | X-Scissor    | Bug      | Physical | 80   | 100  | 15 | Normal  | ○  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal  | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20 | Normal  | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal  | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self    | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal  | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal  | ○  |

## ● EGG MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|----------|----------|------|------|----|----------|----|
| False Swipe  | Normal   | Physical | 40   | 100  | 40 | Normal   | ○  |
| Scream       | Normal   | Status   | —    | 85   | 40 | Normal   | —  |
| Counter      | Fighting | Physical | —    | 100  | 20 | Self     | ○  |
| Psybeam      | Psychic  | Special  | 65   | 100  | 20 | Normal   | ○  |
| Flail        | Normal   | Physical | —    | 100  | 15 | Normal   | ○  |
| Sweet Scent  | Normal   | Status   | —    | 100  | 20 | 2 Foes   | —  |
| Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies | —  |
| Pursuit      | Dark     | Physical | 40   | 100  | 20 | Normal   | ○  |
| Metal Claw   | Steel    | Physical | 50   | 95   | 35 | Normal   | ○  |
| Bug Bite     | Bug      | Physical | 60   | 100  | 20 | Normal   | ○  |
| Cross Poison | Poison   | Physical | 70   | 100  | 20 | Normal   | ○  |
| Agility      | Psychic  | Status   | —    | —    | 30 | Self     | —  |

No. 046 | Mushroom Pokémon  
**Paras**

Bug

Grass



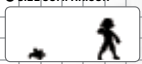
## ● SIZE COMPARISON

● HEIGHT: 1'00"

● WEIGHT: 11.9 lbs.

● ITEMS: Tiny Mushroom

Big Mushroom



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Effect Spore
- Dry Skin

## ● STATS



## ● EGG GROUPS

Bug

Grass

## ● PERFORMANCE

SPEED ★★☆☆☆  
 POWER ★☆☆☆☆  
 SKILL ★★☆☆☆

STAMINA ★★★☆☆  
 JUMP ★★★☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Ilex Forest

**Pokémon SoulSilver** Ilex Forest

**Pokémon Diamond** Pastoria Great Marsh (after obtaining the National Pokédex/changes daily)

**Pokémon Pearl** Pastoria Great Marsh (after obtaining the National Pokédex/changes daily)

**Pokémon Platinum** Pastoria Great Marsh (after obtaining the National Pokédex/changes daily)

**Pokémon HeartGold**

It is doused with mushrooms when it is born. As its body grows, mushrooms sprout from its back.

**Pokémon SoulSilver**

As its body grows, large mushroom spores when it is born. As its body grows, mushrooms named tochukaso start sprouting out of its back.

## ● EVOLUTION



Lv. 24



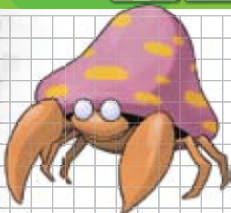
Paras

Parasect

No. 047 | Mushroom Pokémon  
**Parasect**

Bug

Grass



## ● SIZE COMPARISON

● HEIGHT: 3'03"

● WEIGHT: 65.0 lbs.

● ITEMS: TinyMushroom  
Big Mushroom

● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Effect Spore
- Dry Skin

## ● EGG GROUPS

- Bug
- Grass

## ● PERFORMANCE

SPEED ★☆☆☆  
POWER ★★☆☆☆  
SKILL ★★☆☆☆

STAMINA ★★★★★  
JUMP ★★☆☆☆

## ● STATS



## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range      | DA |
|-----|--------------|--------|----------|------|------|----|------------|----|
| 1   | Cross Poison | Poison | Physical | 70   | 100  | 20 | Normal     | ○  |
| 1   | Scratch      | Normal | Physical | 40   | 100  | 35 | Normal     | ○  |
| 1   | Stun Spore   | Grass  | Status   | —    | 75   | 30 | Normal     | —  |
| 1   | PoisonPowder | Poison | Status   | —    | 75   | 35 | Normal     | —  |
| 1   | Leech Life   | Bug    | Physical | 20   | 100  | 15 | Normal     | ○  |
| 6   | Stun Spore   | Grass  | Status   | —    | 75   | 30 | Normal     | —  |
| 6   | PoisonPowder | Poison | Status   | —    | 75   | 35 | Normal     | —  |
| 11  | Leech Life   | Bug    | Physical | 20   | 100  | 15 | Normal     | ○  |
| 17  | Spore        | Grass  | Status   | —    | 100  | 15 | Normal     | —  |
| 22  | Slash        | Normal | Physical | 70   | 100  | 20 | Normal     | ○  |
| 30  | Growth       | Normal | Status   | —    | —    | 40 | Self       | —  |
| 39  | Giga Drain   | Grass  | Special  | 60   | 100  | 10 | Normal     | —  |
| 47  | Aromatherapy | Grass  | Status   | —    | —    | 5  | All Allies | —  |
| 55  | X-Scissor    | Bug    | Physical | 80   | 100  | 15 | Normal     | ○  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name        | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-------------|--------|----------|------|------|----|--------|----|
| Fury Cutter | Bug    | Physical | 10   | 95   | 20 | Normal | ○  |
| Knock Off   | Dark   | Physical | 20   | 100  | 20 | Normal | ○  |
| Bug Bite    | Bug    | Physical | 60   | 100  | 20 | Normal | ○  |
| Snore       | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Synthesis   | Grass  | Status   | —    | —    | 5  | Self   | —  |
| String Shot | Bug    | Status   | —    | 95   | 40 | 2 Foes | —  |
| Worry Seed  | Grass  | Status   | —    | 100  | 10 | Normal | —  |
| Seed Bomb   | Grass  | Physical | 80   | 100  | 15 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|----------|----------|------|------|----|---------|----|
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal  | —  |
| TM09 | Bullet Seed  | Grass    | Physical | 10   | 100  | 30 | Normal  | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal  | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All     | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal  | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM19 | Giga Drain   | Grass    | Special  | 60   | 100  | 10 | Normal  | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal  | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal  | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal  | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self    | —  |
| TM36 | Sludge Bomb  | Poison   | Special  | 90   | 100  | 10 | Normal  | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal  | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal  | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self    | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal  | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal  | ○  |
| TM53 | Energy Ball  | Grass    | Special  | 80   | 100  | 10 | Normal  | —  |
| TM54 | False Swipe  | Normal   | Physical | 40   | 100  | 40 | Normal  | ○  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal  | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal  | —  |
| TM75 | Swords Dance | Normal   | Status   | —    | —    | 30 | Self    | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes  | —  |
| TM81 | X-Scissor    | Bug      | Physical | 80   | 100  | 15 | Normal  | ○  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal  | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20 | Normal  | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal  | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self    | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal  | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal  | ○  |

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Cerulean Cave

**Pokémon SoulSilver** Cerulean Cave

**Pokémon Diamond** Level up Paras to Lv. 24

**Pokémon Pearl** Level up Paras to Lv. 24

**Pokémon Platinum** Level up Paras to Lv. 24

**Pokémon HeartGold** **Pokémon SoulSilver**

It stays mostly in dark, damp places, the preference not of the bug, but of the big mushroom on its back.

The larger the mushroom on its back grows, the stronger the mushroom spores it scatters.

## ● EVOLUTION



Paras

Parasect

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|---------|----------|------|------|----|--------|----|
| 1   | Tackle       | Normal  | Physical | 35   | 95   | 35 | Normal | ○  |
| 1   | Disable      | Normal  | Status   | —    | 80   | 20 | Normal | —  |
| 1   | Foresight    | Normal  | Status   | —    | —    | 40 | Normal | —  |
| 5   | Supersonic   | Normal  | Status   | —    | 55   | 20 | Normal | —  |
| 11  | Confusion    | Psychic | Special  | 50   | 100  | 25 | Normal | —  |
| 13  | PoisonPowder | Poison  | Status   | —    | 75   | 35 | Normal | —  |
| 17  | Leech Life   | Bug     | Physical | 20   | 100  | 15 | Normal | ○  |
| 23  | Stun Spore   | Grass   | Status   | —    | 75   | 30 | Normal | —  |
| 25  | Psybeam      | Psychic | Special  | 65   | 100  | 20 | Normal | —  |
| 29  | Sleep Powder | Grass   | Status   | —    | 75   | 15 | Normal | —  |
| 35  | Signal Beam  | Bug     | Special  | 75   | 100  | 15 | Normal | —  |
| 37  | Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal | ○  |
| 41  | Poison Fang  | Poison  | Physical | 50   | 100  | 15 | Normal | ○  |
| 47  | Psychic      | Psychic | Special  | 90   | 100  | 10 | Normal | —  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|---------|----------|------|------|----|--------|----|
| Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal | ○  |
| Bug Bite     | Bug     | Physical | 60   | 100  | 20 | Normal | ○  |
| Snore        | Normal  | Special  | 40   | 100  | 15 | Normal | —  |
| Swift        | Normal  | Special  | 60   | —    | 20 | 2 Foes | —  |
| String Shot  | Bug     | Status   | —    | 95   | 40 | 2 Foes | —  |
| Signal Beam  | Bug     | Special  | 75   | 100  | 15 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP  | Range   | DA     |
|------|--------------|---------|----------|------|------|-----|---------|--------|
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10  | Normal  | —      |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15  | Normal  | —      |
| TM11 | Sunny Day    | Fire    | Status   | —    | 5    | All | —       | —      |
| TM17 | Protect      | Normal  | Status   | —    | —    | 10  | Self    | —      |
| TM19 | Giga Drain   | Grass   | Special  | 60   | 100  | 10  | Normal  | —      |
| TM21 | Frustration  | Normal  | Special  | —    | 100  | 20  | Normal  | ○      |
| TM22 | SolarBeam    | Grass   | Special  | 120  | 100  | 10  | Normal  | —      |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20  | Normal  | ○      |
| TM29 | Psychic      | Psychic | Special  | 90   | 100  | 10  | Normal  | —      |
| TM32 | Double Team  | Normal  | Status   | —    | —    | 15  | Self    | —      |
| TM36 | Sludge Bomb  | Poison  | Special  | 90   | 100  | 10  | Normal  | —      |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20  | Normal  | ○      |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20  | Normal  | —      |
| TM44 | Rest         | Psychic | Status   | —    | —    | 10  | Self    | —      |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15  | Normal  | —      |
| TM46 | Theft        | Dark    | Physical | 40   | 100  | 10  | Normal  | ○      |
| TM48 | Skill Swap   | Psychic | Status   | —    | —    | 10  | Normal  | —      |
| TM58 | Endure       | Normal  | Status   | —    | —    | 10  | Self    | —      |
| TM70 | Flash        | Normal  | Status   | —    | 100  | 20  | Normal  | 2 Foes |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20  | 2 Foes  | —      |
| TM82 | Sleep Talk   | Normal  | Status   | —    | —    | 10  | Depends | —      |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15  | Normal  | —      |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15  | Normal  | —      |
| TM90 | Substitute   | Normal  | Status   | —    | —    | 10  | Self    | —      |

## ● EGG MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|---------|----------|------|------|----|--------|----|
| Baton Pass   | Normal  | Status   | —    | —    | 40 | Self   | —  |
| Screech      | Normal  | Status   | —    | 85   | 40 | Normal | —  |
| Giga Drain   | Grass   | Special  | 60   | 100  | 10 | Normal | —  |
| Signal Beam  | Bug     | Special  | 75   | 100  | 15 | Normal | —  |
| Agility      | Psychic | Status   | —    | —    | 30 | Self   | —  |
| Morning Sun  | Normal  | Status   | —    | —    | 5  | Self   | —  |
| Toxic Spikes | Poison  | Status   | —    | —    | 20 | 2 Foes | —  |
| Bug Bite     | Bug     | Physical | 60   | 100  | 20 | Normal | ○  |


**No. 048** | Insect Pokémon  
**Venonat**

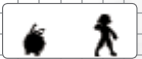
Bug

Poison



## ● SIZE COMPARISON

- HEIGHT: 3'03"
- WEIGHT: 66.1 lbs.
- ITEMS: None



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Compoundeyes
- Tinted Lens

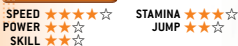
## ● STATS



## ● EGG GROUPS

Bug

## ● PERFORMANCE



## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Route 43 (morning and night only)

**Pokémon SoulSilver** Route 43 (morning and night only)

**Pokémon Diamond** Route 229 (occasionally appears when you use Poké Radar)

**Pokémon Pearl** Route 229 (occasionally appears when you use Poké Radar)

**Pokémon Platinum** Route 229 (occasionally appears when you use Poké Radar)

**Pokémon HeartGold**

Its eyes also function as radar units. It catches and eats small bugs that hide in darkness.

**Pokémon SoulSilver**

Poison oozes from all over its body. It catches and eats small bugs at night that are attracted by light.

## ● EVOLUTION



Lv. 31

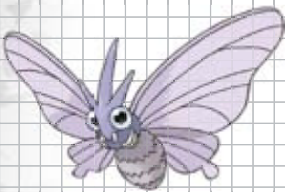


Venonat

Venomoth

No. 049 | Poison Moth Pokémon  
**Venomoth**

Bug Poison



● SIZE COMPARISON

- HEIGHT: 4'11"
- WEIGHT: 27.6 lbs.
- ITEMS: Shed Shell



● MALE/FEMALE HAVE SAME FORM

● ABILITIES

- Shield Dust
- Tinted Lens

● STATS



● EGG GROUPS

Bug

● PERFORMANCE

SPEED ★★★★★  
 POWER ★★★★★  
 SKILL ★★★★★

STAMINA ★☆☆☆  
 JUMP ★★★★★

● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Route 25 (night only)

**Pokémon SoulSilver** Route 25 (night only)

**Pokémon Diamond** Route 229 (use Poké Radar)

**Pokémon Pearl** Route 229 (use Poké Radar)

**Pokémon Platinum** Route 229 (use Poké Radar)

**Pokémon HeartGold**

When it attacks, it flaps its large wings violently to scatter its poisonous powder all around.

**Pokémon SoulSilver**

The powder on its wings is poisonous if it is dark in hue. If it is light in hue, it causes paralysis.

● EVOLUTION



● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|---------|----------|------|------|----|--------|----|
| 1   | Silver Wind  | Bug     | Special  | 60   | 100  | 5  | Normal | —  |
| 1   | Tackle       | Normal  | Physical | 35   | 95   | 35 | Normal | ○  |
| 1   | Disable      | Normal  | Status   | —    | 80   | 20 | Normal | —  |
| 1   | Foresight    | Normal  | Status   | —    | —    | 40 | Normal | —  |
| 1   | Supersonic   | Normal  | Status   | —    | 55   | 20 | Normal | —  |
| 5   | Supersonic   | Normal  | Status   | —    | 55   | 20 | Normal | —  |
| 11  | Confusion    | Psychic | Special  | 50   | 100  | 25 | Normal | —  |
| 13  | PoisonPowder | Poison  | Status   | —    | 75   | 35 | Normal | —  |
| 17  | Leech Life   | Bug     | Physical | 20   | 100  | 15 | Normal | —  |
| 23  | Stun Spore   | Grass   | Status   | —    | 75   | 30 | Normal | ○  |
| 25  | Psybeam      | Psychic | Special  | 65   | 100  | 20 | Normal | —  |
| 29  | Sleep Powder | Grass   | Status   | —    | 75   | 15 | Normal | —  |
| 31  | Gust         | Flying  | Special  | 40   | 100  | 35 | Normal | —  |
| 37  | Signal Beam  | Bug     | Special  | 75   | 100  | 15 | Normal | —  |
| 41  | Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal | ○  |
| 47  | Poison Fang  | Poison  | Physical | 50   | 100  | 15 | Normal | ○  |
| 55  | Psychic      | Psychic | Special  | 90   | 100  | 10 | Normal | —  |
| 59  | Bug Buzz     | Bug     | Special  | 90   | 100  | 10 | Normal | —  |

● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

● BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|---------|----------|------|------|----|----------|----|
| Ominous Wind | Ghost   | Special  | 60   | 100  | 5  | Normal   | —  |
| Air Cutter   | Flying  | Special  | 55   | 95   | 25 | 2 Foes   | —  |
| Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal   | ○  |
| Bug Bite     | Bug     | Physical | 60   | 100  | 20 | Normal   | ○  |
| Snore        | Normal  | Special  | 40   | 100  | 15 | Normal   | —  |
| Swift        | Normal  | Special  | 60   | —    | 20 | 2 Foes   | —  |
| String Shot  | Bug     | Status   | —    | 95   | 40 | 2 Foes   | —  |
| Tailwind     | Flying  | Status   | —    | —    | 30 | 2 Allies | —  |
| Signal Beam  | Bug     | Special  | 75   | 100  | 15 | Normal   | —  |
| Twister      | Dragon  | Special  | 40   | 100  | 20 | 2 Foes   | —  |

● TM & HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|---------|----------|------|------|----|---------|----|
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10 | Normal  | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15 | Normal  | —  |
| TM11 | Sunny Day    | Fire    | Status   | —    | —    | 5  | All     | —  |
| TM15 | Hyper Beam   | Normal  | Special  | 150  | 90   | 5  | Normal  | —  |
| TM17 | Protect      | Normal  | Status   | —    | —    | 10 | Self    | —  |
| TM19 | Giga Drain   | Grass   | Special  | 60   | 100  | 10 | Normal  | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20 | Normal  | ○  |
| TM22 | SolarBeam    | Grass   | Special  | 120  | 100  | 10 | Normal  | —  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20 | Normal  | ○  |
| TM29 | Psychic      | Psychic | Special  | 90   | 100  | 10 | Normal  | —  |
| TM32 | Double Team  | Normal  | Status   | —    | —    | 15 | Self    | —  |
| TM36 | Sludge Bomb  | Poison  | Special  | 90   | 100  | 10 | Normal  | —  |
| TM40 | Aerial Ace   | Flying  | Physical | 60   | —    | 20 | Normal  | ○  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20 | Normal  | —  |
| TM44 | Rest         | Psychic | Status   | —    | —    | 10 | Self    | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15 | Normal  | —  |
| TM46 | Thief        | Dark    | Physical | 40   | 100  | 10 | Normal  | ○  |
| TM48 | Skill Swap   | Psychic | Status   | —    | —    | 10 | Normal  | —  |
| TM51 | Roost        | Flying  | Status   | —    | —    | 10 | Self    | —  |
| TM53 | Energy Ball  | Grass   | Special  | 80   | 100  | 10 | Normal  | —  |
| TM58 | Endure       | Normal  | Status   | —    | —    | 10 | Self    | —  |
| TM62 | Silver Wind  | Bug     | Special  | 60   | 100  | 5  | Normal  | —  |
| TM68 | Giga Impact  | Normal  | Physical | 150  | 90   | 5  | Normal  | ○  |
| TM70 | Flash        | Normal  | Status   | —    | 100  | 20 | Normal  | —  |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20 | 2 Foes  | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | —    | 10 | Depends | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal  | —  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal  | —  |
| TM89 | U-turn       | Bug     | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM90 | Substitute   | Normal  | Status   | —    | —    | 10 | Self    | —  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|--------------|--------|----------|------|------|----|---------------|----|
| 1   | Scratch      | Normal | Physical | 40   | 100  | 35 | Normal        | ○  |
| 1   | Sand-Attack  | Ground | Status   | —    | 100  | 15 | Normal        | —  |
| 4   | Growl        | Normal | Status   | —    | 100  | 40 | 2 Foes        | —  |
| 7   | Astonish     | Ghost  | Physical | 30   | 100  | 15 | Normal        | ○  |
| 12  | Magnitude    | Ground | Physical | —    | 100  | 30 | 2 Foes/1 Ally | —  |
| 15  | Mud-Slap     | Ground | Special  | 20   | 100  | 10 | Normal        | —  |
| 18  | Dig          | Ground | Physical | 80   | 100  | 10 | Normal        | ○  |
| 23  | Sucker Punch | Dark   | Physical | 80   | 100  | 5  | Normal        | —  |
| 26  | Earth Power  | Ground | Special  | 90   | 100  | 10 | Normal        | —  |
| 29  | Mud Bomb     | Ground | Special  | 65   | 85   | 10 | Normal        | —  |
| 34  | Slash        | Normal | Physical | 70   | 100  | 20 | Normal        | ○  |
| 37  | Earthquake   | Ground | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| 40  | Fissure      | Ground | Physical | —    | 30   | 5  | Normal        | —  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Sucker Punch | Dark   | Physical | 80   | 100  | 5  | Normal | ○  |
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Mud-Slap     | Ground | Special  | 20   | 100  | 10 | Normal | —  |
| Earth Power  | Ground | Special  | 90   | 100  | 10 | Normal | —  |
|              |        |          |      |      |    |        |    |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | All           | —  |
| TM36 | Sludge Bomb  | Poison   | Special  | 90   | 100  | 10 | Normal        | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10 | All           | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal        | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal        | ○  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15 | Normal        | ○  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20 | 2 Foes        | —  |
| TM78 | Capitivate   | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |

## ● EGG MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|----------|----------|------|------|----|----------|----|
| Faint Attack | Dark     | Physical | 60   | —    | 20 | Normal   | ○  |
| Scream       | Normal   | Status   | —    | 85   | 40 | Normal   | —  |
| AncientPower | Rock     | Special  | 60   | 100  | 5  | Normal   | ○  |
| Pursuit      | Dark     | Physical | 40   | 100  | 20 | Normal   | ○  |
| Beat Up      | Dark     | Physical | 10   | 100  | 10 | Normal   | —  |
| Uproar       | Normal   | Special  | 50   | 100  | 10 | 1 Random | —  |
| Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes   | —  |
| Mud Bomb     | Ground   | Special  | 65   | 85   | 10 | Normal   | ○  |
| Astonish     | Ghost    | Physical | 30   | 100  | 15 | Normal   | ○  |
| Reversal     | Fighting | Physical | —    | 100  | 15 | Normal   | ○  |

No. 050 | Mole Pokémon  
Diglett

Ground

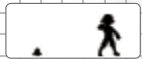


## ● SIZE COMPARISON

● HEIGHT: 0'08"

● WEIGHT: 1.8 lbs.

● ITEMS: Soft Sand



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Sand Veil
- Arena Trap

## ● STATS



## ● EGG GROUPS

Field

## ● PERFORMANCE

SPEED ★★★★★  
POWER ★★☆☆  
SKILL ★★★☆☆STAMINA ★★★★★  
JUMP ★★

## ● MAIN WAYS TO OBTAIN

Pokémon HeartGold Route 48

Pokémon SoulSilver Route 48

Pokémon Diamond Route 228

Pokémon Pearl Route 228

Pokémon Platinum Route 228

Pokémon HeartGold

Pokémon SoulSilver

Its skin is very thin. If it is exposed to light, its blood heats up, causing it to grow weak.

If a DIGLETT digs through a field, it leaves the soil perfectly tilled and ideal for planting crops.

## ● EVOLUTION



Diglett

Dugtrio



## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|--------|----------|------|------|----|--------|----|
| 1   | Scratch      | Normal | Physical | 40   | 100  | 35 | Normal | ○  |
| 1   | Growl        | Normal | Status   | —    | 100  | 40 | 2 Foes | —  |
| 6   | Bite         | Dark   | Physical | 60   | 100  | 25 | Normal | ○  |
| 9   | Fake Out     | Normal | Physical | 40   | 100  | 10 | Normal | ○  |
| 14  | Fury Swipes  | Normal | Physical | 18   | 80   | 15 | Normal | ○  |
| 17  | Screech      | Normal | Status   | —    | 85   | 40 | Normal | ○  |
| 22  | Faint Attack | Dark   | Physical | 60   | —    | 20 | Normal | ○  |
| 25  | Taunt        | Dark   | Status   | —    | 100  | 20 | Normal | —  |
| 30  | Pay Day      | Normal | Physical | 40   | 100  | 20 | Normal | —  |
| 33  | Slash        | Normal | Physical | 70   | 100  | 20 | Normal | ○  |
| 38  | Nasty Plot   | Dark   | Status   | —    | —    | 20 | Self   | —  |
| 41  | Assurance    | Dark   | Physical | 50   | 100  | 10 | Normal | ○  |
| 46  | Captivate    | Normal | Status   | —    | 100  | 20 | 2 Foes | —  |
| 49  | Night Slash  | Dark   | Physical | 70   | 100  | 15 | Normal | ○  |
| 54  | Feint        | Normal | Physical | 50   | 100  | 10 | Normal | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name        | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|-------------|--------|----------|------|------|----|----------|----|
| Icy Wind    | Ice    | Special  | 55   | 95   | 15 | 2 Foes   | —  |
| Knock Off   | Dark   | Physical | 20   | 100  | 20 | Normal   | ○  |
| Snore       | Normal | Special  | 40   | 100  | 15 | Normal   | —  |
| Spite       | Ghost  | Status   | —    | 100  | 10 | Normal   | —  |
| Last Resort | Normal | Physical | 130  | 100  | 5  | Normal   | ○  |
| Swift       | Normal | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Updraft     | Normal | Special  | 50   | 100  | 10 | 1 Random | —  |
| Mud-Slap    | Ground | Special  | 20   | 100  | 10 | Normal   | —  |
| Gunk Shot   | Poison | Special  | 120  | 70   | 5  | Normal   | —  |
| Seed Bomb   | Grass  | Physical | 80   | 100  | 15 | Normal   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP      | Range  | DA |
|------|--------------|----------|----------|------|------|---------|--------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20      | Normal | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10      | Normal | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15      | Normal | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | All     | —      | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20      | Normal | —  |
| TM17 | Protect      | Normal   | Status   | —    | 10   | Self    | —      | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | All     | —      | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20      | Normal | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15      | Normal | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15      | Normal | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10      | Normal | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20      | Normal | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10      | Normal | ○  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15      | Normal | —  |
| TM32 | Double Team  | Normal   | Status   | —    | 15   | Self    | —      | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20      | Normal | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20      | Normal | ○  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15      | Normal | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20      | Normal | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20      | Normal | —  |
| TM44 | Rest         | Psychic  | Status   | —    | 10   | Self    | —      | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15      | Normal | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10      | Normal | ○  |
| TM49 | Snatch       | Dark     | Status   | —    | 10   | Depends | —      | —  |
| TM58 | Endure       | Normal   | Status   | —    | 10   | Self    | —      | —  |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15      | Normal | ○  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10      | Normal | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20      | Normal | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | 10   | Normal  | —      | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20      | 2 Foes | —  |
| TM79 | Dark Pulse   | Dark     | Special  | 80   | 100  | 15      | Normal | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | 10   | Depends | —      | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15      | Normal | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15      | Normal | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15      | Normal | —  |
| TM89 | U-turn       | Bug      | Physical | 70   | 100  | 20      | Normal | ○  |
| TM90 | Substitute   | Normal   | Status   | —    | 10   | Self    | —      | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30      | Normal | ○  |

## ● EGG MOVES

| Name        | Type    | Kind     | Pow. | Acc. | PP | Range   | DA |
|-------------|---------|----------|------|------|----|---------|----|
| Spite       | Ghost   | Status   | —    | 100  | 10 | Normal  | —  |
| Charm       | Normal  | Status   | —    | 100  | 20 | Normal  | —  |
| Hypnosis    | Psychic | Status   | —    | 60   | 20 | Normal  | —  |
| Amnesia     | Psychic | Status   | —    | —    | 20 | Self    | —  |
| Psych Up    | Normal  | Status   | —    | —    | 10 | Normal  | —  |
| Assist      | Normal  | Status   | —    | —    | 20 | Depends | —  |
| Odor Sleuth | Normal  | Status   | —    | —    | 40 | Normal  | —  |
| Flail       | Normal  | Physical | —    | 100  | 15 | Normal  | ○  |
| Last Resort | Normal  | Physical | 130  | 100  | 5  | Normal  | ○  |
| Punishment  | Dark    | Physical | —    | 100  | 5  | Normal  | ○  |
| Tail Whip   | Normal  | Status   | —    | 100  | 30 | 2 Foes  | —  |



No. 052 | Scratch Cat Pokémon

Meowth

Normal



## ● SIZE COMPARISON

- HEIGHT: 1'04"
- WEIGHT: 9.3 lbs.
- ITEMS: Quick Claw



## ● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Pickup
- Technician

## ● STATS



## ● EGG GROUPS

Field

## ● PERFORMANCE



## ● MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver Route 38

Pokémon Diamond Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)

Pokémon Pearl Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)

Pokémon Platinum Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)

Pokémon HeartGold

Pokémon SoulSilver

It is fascinated by round objects. It can't stop playing with them until it tires and falls asleep.

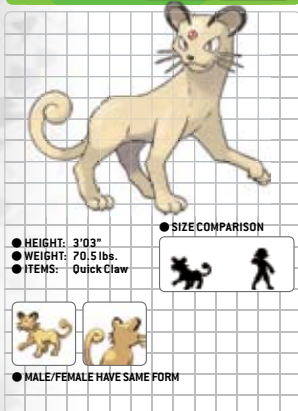
It loves anything that shines. It especially adores coins that it picks up and secretly hoards.

## ● EVOLUTION



No. 053 | Classy Cat Pokémon  
**Persian**

Normal



## ● SIZE COMPARISON

- HEIGHT: 3'03"
- WEIGHT: 70.5 lbs.
- ITEMS: Quick Claw



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Limber
- Technician

## ● EGG GROUPS

Field

## ● PERFORMANCE

SPEED ★★★★★  
POWER ★★★★★  
SKILL ★★★★★

STAMINA ★★  
JUMP ★★★★★

## ● STATS



## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|--------|----------|------|------|----|--------|----|
| 1   | Switcheroo   | Dark   | Status   | —    | 100  | 10 | Normal | —  |
| 1   | Scratch      | Normal | Physical | 40   | 100  | 35 | Normal | ○  |
| 1   | Growl        | Normal | Status   | —    | 100  | 40 | 2 Foes | —  |
| 1   | Bite         | Dark   | Physical | 60   | 100  | 25 | Normal | ○  |
| 1   | Fake Out     | Normal | Physical | 40   | 100  | 10 | Normal | ○  |
| 6   | Bite         | Dark   | Physical | 60   | 100  | 25 | Normal | ○  |
| 9   | Fake Out     | Normal | Physical | 40   | 100  | 10 | Normal | ○  |
| 14  | Fury Swipes  | Normal | Physical | 18   | 80   | 15 | Normal | ○  |
| 17  | Screech      | Normal | Status   | —    | 85   | 40 | Normal | —  |
| 22  | Faint Attack | Dark   | Physical | 60   | —    | 20 | Normal | ○  |
| 25  | Taunt        | Dark   | Status   | —    | 100  | 20 | Normal | —  |
| 32  | Power Gem    | Rock   | Special  | 70   | 100  | 20 | Normal | —  |
| 37  | Slash        | Normal | Physical | 70   | 100  | 20 | Normal | ○  |
| 44  | Nasty Plot   | Dark   | Status   | —    | —    | 20 | Self   | —  |
| 49  | Assurance    | Dark   | Physical | 50   | 100  | 10 | Normal | ○  |
| 56  | Captivate    | Normal | Status   | —    | 100  | 20 | 2 Foes | —  |
| 61  | Night Slash  | Dark   | Physical | 70   | 100  | 15 | Normal | ○  |
| 68  | Feint        | Normal | Physical | 50   | 100  | 10 | Normal | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name        | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|-------------|--------|----------|------|------|----|----------|----|
| Icy Wind    | Ice    | Special  | 55   | 95   | 15 | 2 Foes   | —  |
| Knock Off   | Dark   | Physical | 20   | 100  | 20 | Normal   | ○  |
| Snore       | Normal | Special  | 40   | 100  | 15 | Normal   | —  |
| Spite       | Ghost  | Status   | —    | 100  | 10 | Normal   | —  |
| Last Resort | Normal | Physical | 130  | 100  | 5  | Normal   | ○  |
| Swift       | Normal | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Uproar      | Normal | Special  | 50   | 100  | 10 | 1 Random | —  |
| Mud-Slap    | Ground | Special  | 20   | 100  | 10 | Normal   | —  |
| Gunk Shot   | Poison | Physical | 120  | 70   | 5  | Normal   | —  |
| Seed Bomb   | Grass  | Physical | 80   | 100  | 15 | Normal   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|----------|----------|------|------|----|---------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal  | —  |
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20 | Normal  | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal  | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal  | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All     | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal  | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal  | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All     | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal  | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal  | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal  | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal  | ○  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal  | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self    | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal  | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal  | ○  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15 | Normal  | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | —    | 20 | Normal  | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self    | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal  | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal  | ○  |
| TM49 | Snatch       | Dark     | Status   | —    | —    | 10 | Depends | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM63 | Embargo      | Dark     | Status   | —    | 100  | 15 | Normal  | —  |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15 | Normal  | ○  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10 | Normal  | ○  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal  | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal  | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal  | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes  | —  |
| TM79 | Dark Pulse   | Dark     | Special  | 80   | 100  | 15 | Normal  | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends | —  |
| TM83 | Natural Gift | Normal   | Special  | —    | 100  | 15 | Normal  | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15 | Normal  | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal  | —  |
| TM89 | U-turn       | Bug      | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self    | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal  | ○  |

## ● EVOLUTION



Lv. 28



Meowth

Persian



## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|---------|----------|------|------|----|--------|----|
| 1   | Water Sport  | Water   | Status   | —    | —    | 15 | All    | —  |
| 1   | Scratch      | Normal  | Physical | 40   | 100  | 35 | Normal | ○  |
| 5   | Tail Whip    | Normal  | Status   | —    | 100  | 30 | 2 Foes | —  |
| 9   | Water Gun    | Water   | Special  | 40   | 100  | 25 | Normal | —  |
| 14  | Disable      | Normal  | Status   | —    | 80   | 20 | Normal | —  |
| 18  | Confusion    | Psychic | Special  | 50   | 100  | 25 | Normal | —  |
| 22  | Water Pulse  | Water   | Special  | 60   | 100  | 20 | Normal | —  |
| 27  | Fury Swipes  | Normal  | Physical | 18   | 80   | 15 | Normal | ○  |
| 31  | Screech      | Normal  | Status   | —    | 85   | 40 | Normal | —  |
| 35  | Psych Up     | Normal  | Status   | —    | —    | 10 | Normal | —  |
| 40  | Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal | ○  |
| 44  | Amnesia      | Psychic | Status   | —    | —    | 20 | Self   | —  |
| 48  | Hydro Pump   | Water   | Special  | 120  | 80   | 5  | Normal | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|---------|----------|------|------|----|--------|----|
| Dive         | Water   | Physical | 80   | 100  | 10 | Normal | ○  |
| Icy Wind     | Ice     | Special  | 55   | 95   | 15 | 2 Foes | ○  |
| Ice Punch    | Ice     | Physical | 75   | 100  | 15 | Normal | ○  |
| Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal | ○  |
| Snore        | Normal  | Special  | 40   | 100  | 15 | Normal | —  |
| Swift        | Normal  | Special  | 60   | —    | 20 | 2 Foes | —  |
| Worry Seed   | Grass   | Status   | —    | 100  | 10 | Normal | —  |
| Role Play    | Psychic | Status   | —    | —    | 10 | Normal | —  |
| Mud-Slap     | Ground  | Special  | 20   | 100  | 10 | Normal | —  |
| Aqua Tail    | Water   | Special  | 90   | 90   | 10 | Normal | ○  |
| Signal Beam  | Bug     | Physical | 75   | 100  | 15 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal        | ○  |
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal        | —  |
| TM04 | Calm Mind    | Psychic  | Status   | —    | —    | 20 | Self          | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM07 | Hail         | Ice      | Status   | —    | —    | 10 | All           | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal        | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal        | —  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal        | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM55 | Brine        | Water    | Special  | 65   | 100  | 10 | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15 | Normal        | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM80 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15 | Normal        | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM07 | Waterfall    | Water    | Physical | 80   | 100  | 15 | Normal        | ○  |

## ● EGG MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|----------|----------|------|------|----|----------|----|
| Hypnosis     | Psychic  | Status   | —    | 60   | 20 | Normal   | —  |
| Psybeam      | Psychic  | Special  | 65   | 100  | 20 | Normal   | —  |
| Foresight    | Normal   | Status   | —    | —    | 40 | Normal   | —  |
| Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies | —  |
| Future Sight | Psychic  | Special  | 80   | 90   | 15 | Normal   | —  |
| Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal   | —  |
| Cross Chop   | Fighting | Physical | 100  | 80   | 5  | Normal   | ○  |
| Refresh      | Normal   | Status   | —    | —    | 20 | Self     | —  |
| Confuse Ray  | Dark     | Status   | —    | 100  | 10 | Normal   | —  |
| Yawn         | Normal   | Status   | —    | —    | 10 | Normal   | —  |
| Mud Bomb     | Ground   | Special  | 65   | 85   | 10 | Normal   | —  |
| Encore       | Normal   | Status   | —    | 100  | 5  | Normal   | —  |

No. 054 | Duck Pokémon  
Psyduck

Water



## ● SIZE COMPARISON

- HEIGHT: 2'07"
- WEIGHT: 43.2 lbs.
- ITEMS: None



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Damp
- Cloud Nine

## ● STATS



## ● EGG GROUPS

Water 1

Field

## ● PERFORMANCE

SPEED ★★☆☆☆  
POWER ★★☆☆☆  
SKILL ★★☆☆☆

STAMINA ★★☆☆☆  
JUMP ★★☆☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Ilex Forest (water surface)

**Pokémon SoulSilver** Ilex Forest (water surface)

**Pokémon Diamond** Oreburgh Gate B1F

**Pokémon Pearl** Oreburgh Gate B1F

**Pokémon Platinum** Oreburgh Gate1F

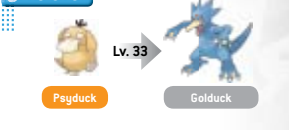
**Pokémon HeartGold**

**Pokémon SoulSilver**

It has mystical powers but doesn't recall that it has used them. That is why it always looks puzzled.

If its chronic headache peaks, it may exhibit odd powers. It seems unable to recall such an episode.

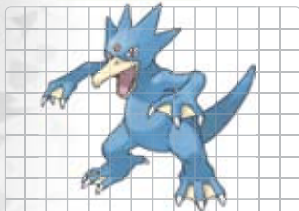
## ● EVOLUTION



# No. 055 | Duck Pokémon

## Golduck

Water



● SIZE COMPARISON

- HEIGHT: 5'07"
- WEIGHT: 168.9 lbs.
- ITEMS: None



● MALE/FEMALE HAVE SAME FORM

### ABILITIES

- Damp
- Cloud Nine

### EGG GROUPS

Water 1  
Field

### PERFORMANCE

SPEED ★★★★★  
POWER ★★★★★☆  
SKILL ★★★★★☆

STAMINA ★★★★★  
JUMP ★★★★★☆

### MAIN WAYS TO OBTAIN

#### Pokémon HeartGold

Ilex Forest (water surface) or Safari Zone (Wetland Area: if Rock objects are placed, may appear in tall grass)

#### Pokémon SoulSilver

Ilex Forest (water surface) or Safari Zone (Wetland Area: if Rock objects are placed, may appear in tall grass)

#### Pokémon Diamond

Lake Verity (water surface)

#### Pokémon Pearl

Lake Verity (water surface)

#### Pokémon Platinum

Lake Verity (water surface)

#### Pokémon HeartGold

When it swims at full speed using its long, webbed limbs, its forehead somehow begins to glow.

#### Pokémon SoulSilver

It appears by waterways at dusk. It may use telekinetic powers if its forehead glows mysteriously.

### EVOLUTION



Lv. 33



Psyduck

Golduck

### LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA     |   |
|-----|--------------|---------|----------|------|------|----|--------|--------|---|
| 1   | Aqua Jet     | Water   | Physical | 40   | 100  | 20 | Normal | ○      |   |
| 1   | Water Sport  | Water   | Status   | —    | —    | 15 | All    | —      |   |
| 1   | Scratch      | Normal  | Physical | 40   | 100  | 35 | Normal | ○      |   |
| 1   | Tail Whip    | Normal  | Status   | —    | —    | 30 | 2 Foes | —      |   |
| 1   | Water Gun    | Water   | Special  | 40   | 100  | 25 | Normal | —      |   |
| 5   | Tail Whip    | Normal  | Status   | —    | —    | 30 | 2 Foes | —      |   |
| 9   | Water Gun    | Water   | Special  | 40   | 100  | 25 | Normal | —      |   |
| 14  | Disable      | Normal  | Status   | —    | —    | 80 | 20     | Normal | — |
| 18  | Confusion    | Psychic | Special  | 50   | 100  | 25 | Normal | —      |   |
| 22  | Water Pulse  | Water   | Special  | 60   | 100  | 20 | Normal | —      |   |
| 27  | Fury Swipes  | Normal  | Physical | 18   | 80   | 15 | Normal | ○      |   |
| 31  | Screech      | Normal  | Status   | —    | —    | 85 | 40     | Normal | — |
| 37  | Psych Up     | Normal  | Status   | —    | —    | 10 | Normal | —      |   |
| 44  | Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal | ○      |   |
| 50  | Amnesia      | Psychic | Status   | —    | —    | 20 | Self   | —      |   |
| 56  | Hydro Pump   | Water   | Special  | 120  | 80   | 5  | Normal | —      |   |

### MOVE MANIA

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

### BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Dive         | Water    | Physical | 80   | 100  | 10 | Normal | ○  |
| Fury Cutter  | Bug      | Physical | 10   | 95   | 20 | Normal | ○  |
| Icy Wind     | Ice      | Special  | 55   | 95   | 15 | 2 Foes | —  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal | ○  |
| Zen Headbutt | Psychic  | Physical | 80   | 90   | 15 | Normal | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes | —  |
| Worry Seed   | Grass    | Status   | —    | 100  | 10 | Normal | —  |
| Role Play    | Psychic  | Status   | —    | —    | 10 | Normal | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Aqua Tail    | Water    | Physical | 90   | 90   | 10 | Normal | ○  |
| Signal Beam  | Bug      | Special  | 75   | 100  | 15 | Normal | —  |
| Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal | ○  |

### TM & HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP  | Range         | DA |
|------|--------------|----------|----------|------|------|-----|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20  | Normal        | ○  |
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20  | Normal        | —  |
| TM04 | Calm Mind    | Psychic  | Status   | —    | —    | 20  | Self          | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10  | Normal        | —  |
| TM07 | Hail         | Ice      | Status   | —    | —    | 10  | All           | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15  | Normal        | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10  | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5   | 2 Foes        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5   | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10  | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5   | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20  | Normal        | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15  | Normal        | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20  | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10  | Normal        | —  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10  | Normal        | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15  | Normal        | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15  | Self          | ○  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20  | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20  | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20  | Normal        | ○  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10  | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15  | Normal        | —  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5   | Normal        | —  |
| TM55 | Brine        | Water    | Special  | 65   | 100  | 10  | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10  | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10  | Self          | —  |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15  | Normal        | ○  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5   | Normal        | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20  | Normal        | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10  | Normal        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | —    | 100 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10  | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15  | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15  | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10  | Self          | —  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15  | 2 Foes/1 Ally | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15  | Normal        | ○  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15  | Normal        | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15  | Normal        | ○  |
| HM07 | Waterfall    | Water    | Physical | 80   | 100  | 15  | Normal        | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20  | Normal        | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----|--------------|----------|----------|------|------|----|----------|----|
| 1   | Covet        | Normal   | Physical | 40   | 100  | 40 | Normal   | ○  |
| 1   | Scratch      | Normal   | Physical | 40   | 100  | 35 | Normal   | ○  |
| 1   | Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal   | ○  |
| 1   | Leer         | Normal   | Status   | —    | 100  | 30 | 2 Foes   | —  |
| 1   | Focus Energy | Normal   | Status   | —    | —    | 30 | Self     | —  |
| 9   | Fury Swipes  | Normal   | Physical | 18   | 80   | 15 | Normal   | ○  |
| 13  | Karate Chop  | Fighting | Physical | 50   | 100  | 25 | Normal   | ○  |
| 17  | Seismic Toss | Fighting | Physical | —    | 100  | 20 | Normal   | ○  |
| 21  | Screech      | Normal   | Status   | —    | 85   | 40 | Normal   | ○  |
| 25  | Assurance    | Dark     | Physical | 50   | 100  | 10 | Normal   | ○  |
| 33  | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal   | ○  |
| 37  | Cross Chop   | Fighting | Physical | 100  | 80   | 5  | Normal   | ○  |
| 41  | Thrash       | Normal   | Physical | 90   | 100  | 20 | 1 Random | ○  |
| 45  | Punishment   | Dark     | Physical | —    | 100  | 5  | Normal   | ○  |
| 49  | Close Combat | Fighting | Physical | 120  | 100  | 5  | Normal   | ○  |

## ● MOVE MANIA

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|----------|----------|------|------|----|----------|----|
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal   | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal   | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal   | ○  |
| Vacuum Wave  | Fighting | Special  | 40   | 100  | 30 | Normal   | —  |
| Spite        | Ghost    | Status   | —    | 100  | 10 | Normal   | —  |
| Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally   | —  |
| Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Uproar       | Normal   | Special  | 50   | 100  | 10 | 1 Random | —  |
| Role Play    | Psychic  | Status   | —    | —    | 10 | Normal   | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal   | —  |
| Endeavor     | Normal   | Physical | —    | 100  | 5  | Normal   | ○  |
| Outrage      | Dragon   | Physical | 120  | 100  | 15 | 1 Random | ○  |
| Gunk Shot    | Poison   | Physical | 120  | 70   | 5  | Normal   | ○  |
| Seed Bomb    | Grass    | Physical | 80   | 100  | 15 | Normal   | —  |
| Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal   | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal        | ○  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM08 | Bulk Up      | Fighting | Status   | —    | —    | 20 | Self          | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal        | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal        | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal        | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal        | ○  |
| TM50 | Overheat     | Fire     | Special  | 140  | 90   | 5  | Normal        | —  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5  | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10 | Normal        | ○  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | ○  |
| TM84 | Poison Jab   | Poison   | Physical | 80   | 100  | 20 | Normal        | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM89 | U-turn       | Bug      | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20 | Normal        | ○  |

## ● EGG MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes | —  |
| Foresight    | Normal   | Status   | —    | —    | 40 | Normal | —  |
| Meditate     | Psychic  | Status   | —    | —    | 40 | Self   | —  |
| Counter      | Fighting | Physical | —    | 100  | 20 | Self   | ○  |
| Reversal     | Fighting | Physical | —    | 100  | 15 | Normal | ○  |
| Beat Up      | Dark     | Physical | 10   | 100  | 10 | Normal | —  |
| Revenge      | Fighting | Physical | 60   | 100  | 10 | Normal | ○  |
| SmellingSalt | Normal   | Physical | 60   | 100  | 10 | Normal | ○  |
| Close Combat | Fighting | Physical | 120  | 100  | 5  | Normal | ○  |
| Encore       | Normal   | Status   | —    | 100  | 5  | Normal | —  |



No. 056 | Pig Monkey Pokémon

Mankey

Fighting



- HEIGHT: 1'08"
- WEIGHT: 61.7 lbs.
- ITEMS: Payapa Berry

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Vital Spirit
- Anger Point

## ● EGG GROUPS

Field

## ● STATS



## ● PERFORMANCE

SPEED ★★☆☆  
 POWER ★★☆☆  
 SKILL ★★☆☆

STAMINA ★☆☆  
 JUMP ★☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Route 42

**Pokémon SoulSilver** —

**Pokémon Diamond** Route 225 (occasionally appears when you use Poké Radar)

**Pokémon Pearl** Route 225 (occasionally appears when you use Poké Radar)

**Pokémon Platinum** Route 225 (occasionally appears when you use Poké Radar)

**Pokémon HeartGold**

It is extremely ill-tempered. Groups of them will attack any handy target for no reason.

**Pokémon SoulSilver**  
 It's unsafe to approach if it gets violently enraged for no reason and can't distinguish friends from foes.

## ● EVOLUTION



Lv. 28



Mankey

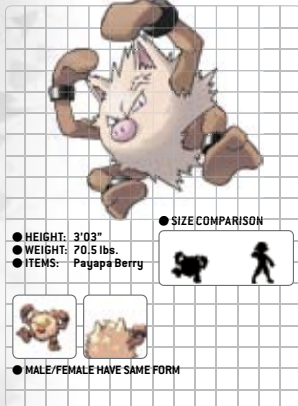
Primeape



No. 057 | Pig Monkey Pokémon

## Primeape

Fighting



## SIZE COMPARISON

- HEIGHT: 3'03"
- WEIGHT: 70.5 lbs.
- ITEMS: Payapa Berry



● MALE/FEMALE HAVE SAME FORM

## ABILITIES

- Vital Spirit
- Anger Point

## EGG GROUPS

Field

## PERFORMANCE

SPEED ★★★★★  
POWER ★★★★★  
SKILL ★

STAMINA ★★☆☆  
JUMP ★★☆☆

## STATS



## MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Cerulean Cave

**Pokémon SoulSilver** —

**Pokémon Diamond** Route 225 (use Poké Radar)

**Pokémon Pearl** Route 225 (use Poké Radar)

**Pokémon Platinum** Route 225 (use Poké Radar)

**Pokémon HeartGold**

If approached while asleep, it may awaken and angrily give chase in a groggy state of semi-sleep.

**Pokémon SoulSilver**

It becomes wildly furious if it even senses someone looking at it. It chases anyone that meets its glare.

## EVOLUTION



## LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----|--------------|----------|----------|------|------|----|----------|----|
| 1   | Fling        | Dark     | Physical | —    | 100  | 10 | Normal   | —  |
| 1   | Scratch      | Normal   | Physical | 40   | 100  | 35 | Normal   | ○  |
| 1   | Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal   | ○  |
| 1   | Leer         | Normal   | Status   | —    | 100  | 30 | 2 Foes   | —  |
| 1   | Focus Energy | Normal   | Status   | —    | —    | 30 | Self     | —  |
| 9   | Fury Swipes  | Normal   | Physical | 18   | 80   | 15 | Normal   | ○  |
| 13  | Karate Chop  | Fighting | Physical | 50   | 100  | 25 | Normal   | ○  |
| 17  | Seismic Toss | Fighting | Physical | —    | 100  | 20 | Normal   | ○  |
| 21  | Screech      | Normal   | Status   | —    | 85   | 40 | Normal   | —  |
| 25  | Assurance    | Dark     | Physical | 50   | 100  | 10 | Normal   | ○  |
| 28  | Rage         | Normal   | Physical | 20   | 100  | 20 | Normal   | ○  |
| 35  | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal   | —  |
| 41  | Cross Chop   | Fighting | Physical | 100  | 80   | 5  | Normal   | ○  |
| 47  | Thrash       | Normal   | Physical | 90   | 100  | 20 | 1 Random | ○  |
| 53  | Punishment   | Dark     | Physical | —    | 100  | 5  | Normal   | ○  |
| 59  | Close Combat | Fighting | Physical | 120  | 100  | 5  | Normal   | ○  |

## MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|----------|----------|------|------|----|----------|----|
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal   | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal   | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal   | ○  |
| Vacuum Wave  | Fighting | Special  | 40   | 100  | 30 | Normal   | —  |
| Spite        | Ghost    | Status   | —    | 100  | 10 | Normal   | —  |
| Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally   | —  |
| Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Uproar       | Normal   | Special  | 50   | 100  | 10 | 1 Random | —  |
| Role Play    | Psychic  | Status   | —    | —    | 10 | Normal   | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal   | —  |
| Endeavor     | Normal   | Physical | —    | 100  | 5  | Normal   | ○  |
| Outrage      | Dragon   | Physical | 120  | 100  | 15 | 1 Random | ○  |
| Gunk Shot    | Poison   | Physical | 120  | 70   | 5  | Normal   | —  |
| Seed Bomb    | Grass    | Physical | 80   | 100  | 15 | Normal   | —  |
| Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal   | ○  |

## TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal        | ○  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM08 | Bulk Up      | Fighting | Status   | —    | —    | 20 | Self          | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal        | —  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal        | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal        | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal        | ○  |
| TM50 | Overheat     | Fire     | Special  | 140  | 90   | 5  | Normal        | —  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5  | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10 | Normal        | ○  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5  | Normal        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM84 | Poison Jab   | Poison   | Physical | 80   | 100  | 20 | Normal        | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM89 | U-turn       | Bug      | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20 | Normal        | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|----------|----------|------|------|----|--------|----|
| 1   | Bite         | Dark     | Physical | 60   | 100  | 25 | Normal | ○  |
| 1   | Roar         | Normal   | Status   | —    | 100  | 20 | Normal | —  |
| 6   | Ember        | Fire     | Special  | 40   | 100  | 25 | Normal | —  |
| 9   | Leer         | Normal   | Status   | —    | 100  | 30 | 2 Foes | —  |
| 14  | Odor Sleuth  | Normal   | Status   | —    | —    | 40 | 1 Ally | —  |
| 17  | Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally | —  |
| 20  | Flame Wheel  | Fire     | Physical | 60   | 100  | 25 | Normal | ○  |
| 25  | Reversal     | Fighting | Physical | —    | 100  | 15 | Normal | —  |
| 28  | Fire Fang    | Fire     | Physical | 65   | 95   | 15 | Normal | ○  |
| 31  | Take Down    | Normal   | Physical | 90   | 85   | 20 | Normal | ○  |
| 34  | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal | —  |
| 39  | Agility      | Psychic  | Status   | —    | —    | 30 | Self   | —  |
| 42  | Crunch       | Dark     | Physical | 80   | 100  | 15 | Normal | ○  |
| 45  | Heat Wave    | Fire     | Special  | 100  | 90   | 10 | 2 Foes | —  |
| 48  | Flare Blitz  | Fire     | Physical | 120  | 100  | 15 | Normal | ○  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type   | Kind    | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|---------|------|------|----|--------|----|
| Snore        | Normal | Status  | —    | 100  | 15 | Normal | —  |
| Helping Hand | Normal | Status  | —    | —    | 20 | 1 Ally | —  |
| Swift        | Normal | Special | 60   | —    | 20 | 2 Foes | —  |
| Mud-Slap     | Ground | Special | 20   | 100  | 10 | Normal | —  |
| Heat Wave    | Fire   | Special | 100  | 90   | 10 | 2 Foes | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP  | Range   | DA |
|------|--------------|----------|----------|------|------|-----|---------|----|
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20  | Normal  | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10  | Normal  | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15  | Normal  | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | All | —       | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10  | Self    | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20  | Normal  | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15  | Normal  | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20  | Normal  | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10  | Normal  | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15  | Self    | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15  | Normal  | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5   | Normal  | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20  | Normal  | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20  | Normal  | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20  | Normal  | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10  | Self    | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15  | Normal  | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10  | Normal  | ○  |
| TM50 | Overheat     | Fire     | Special  | 140  | 90   | 5   | Normal  | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10  | Self    | —  |
| TM61 | Will-O-Wisp  | Fire     | Status   | —    | 75   | 15  | Normal  | —  |
| TM79 | Captivate    | Normal   | Status   | —    | 100  | 20  | 2 Foes  | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10  | Depends | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15  | Normal  | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15  | Normal  | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10  | Self    | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15  | Normal  | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15  | Normal  | ○  |

## ● EGG MOVES

| Name        | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|-------------|--------|----------|------|------|----|----------|----|
| Body Slam   | Normal | Physical | 85   | 100  | 15 | Normal   | ○  |
| Safeguard   | Normal | Status   | —    | —    | 25 | 2 Allies | —  |
| Crunch      | Dark   | Physical | 80   | 100  | 15 | Normal   | ○  |
| Thrash      | Normal | Physical | 90   | 100  | 20 | 1 Random | ○  |
| Fire Spin   | Fire   | Special  | 15   | 70   | 15 | Normal   | —  |
| Howl        | Normal | Status   | —    | —    | 40 | Self     | —  |
| Heat Wave   | Fire   | Special  | 100  | 90   | 10 | 2 Foes   | —  |
| Double-Edge | Normal | Physical | 120  | 100  | 15 | Normal   | ○  |
| Flare Blitz | Fire   | Physical | 120  | 100  | 15 | Normal   | ○  |
| Morning Sun | Normal | Status   | —    | —    | 5  | Self     | —  |



No. 058 | Puppy Pokémon

## Growlithe

Fire



## ● SIZE COMPARISON

- HEIGHT: 2'04"
- WEIGHT: 41.9 lbs.
- ITEMS: Rawst Berry



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Intimidate
- Flash Fire

## ● STATS



## ● EGG GROUPS

Field

## ● PERFORMANCE

SPEED ★★☆☆  
 POWER ★★☆☆  
 SKILL ★★☆☆

STAMINA ★★☆☆  
 JUMP ★★☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Route 36

**Pokémon SoulSilver** —

**Pokémon Diamond** Route 201 (after obtaining the National Pokédex, insert *Pokémon FireRed* into your Nintendo DS's Game Pak slot)

**Pokémon Pearl** Route 201 (after obtaining the National Pokédex, insert *Pokémon FireRed* into your Nintendo DS's Game Pak slot)

**Pokémon Platinum** Route 201 (after obtaining the National Pokédex, insert *Pokémon FireRed* into your Nintendo DS's Game Pak slot)

**Pokémon HeartGold**

It has a brave and trustworthy nature. It fearlessly stands up to bigger and stronger foes.

**Pokémon SoulSilver**

Extremely loyal, it will fearlessly bark at any opponent to protect its own Trainer from harm.

## ● EVOLUTION



Use Fire Stone



Growlithe

Arcanine

No. 059 | Legendary Pokémon  
**Arcanine**

Fire



## ● SIZE COMPARISON

- HEIGHT: 6'03"
- WEIGHT: 341.7 lbs.
- ITEMS: None



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Intimidate
- Flash Fire

## ● EGG GROUPS

Field

## ● STATS



## ● PERFORMANCE

SPEED ★★★★★☆

POWER ★★★★★☆

SKILL ★★☆☆

STAMINA ★★☆☆

JUMP ★★☆☆

● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Use Fire Stone on Growlithe

**Pokémon SoulSilver** —

**Pokémon Diamond** Use Fire Stone on Growlithe

**Pokémon Pearl** Use Fire Stone on Growlithe

**Pokémon Platinum** Use Fire Stone on Growlithe

**Pokémon HeartGold**

This legendary Chinese Pokémon is considered magnificent. Many people are enchanted by its grand mane.

**Pokémon SoulSilver**

Its magnificent bark conveys a sense of majesty. Anyone hearing it can't help but grovel before it.

● EVOLUTION

Growlithe

Use Fire Stone

Arcanine

● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|----------|----------|------|------|----|--------|----|
| 1   | Thunder Fang | Electric | Physical | 65   | 95   | 15 | Normal | ○  |
| 1   | Bite         | Dark     | Physical | 60   | 100  | 25 | Normal | ○  |
| 1   | Roar         | Normal   | Status   | —    | 100  | 20 | Normal | —  |
| 1   | Fire Fang    | Fire     | Physical | 65   | 95   | 15 | Normal | ○  |
| 1   | Odor Sleuth  | Normal   | Status   | —    | —    | 40 | Normal | —  |
| 39  | ExtremeSpeed | Normal   | Physical | 80   | 100  | 5  | Normal | ○  |

● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

● BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Helping Hand | Normal | Status   | —    | —    | 20 | 1 Ally | —  |
| Swift        | Normal | Special  | 60   | —    | 20 | 2 Foes | —  |
| Mud-Slap     | Ground | Special  | 20   | 100  | 10 | Normal | —  |
| Iron Head    | Steel  | Physical | 80   | 100  | 15 | Normal | ○  |
| Heat Wave    | Fire   | Special  | 100  | 90   | 10 | 2 Foes | —  |

● TM & HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|----------|----------|------|------|----|---------|----|
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20 | Normal  | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal  | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal  | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All     | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal  | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal  | —  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal  | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal  | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self    | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal  | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5  | Normal  | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal  | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal  | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self    | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal  | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal  | ○  |
| TM50 | Overheat     | Fire     | Special  | 140  | 90   | 5  | Normal  | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM59 | Dragon Pulse | Dragon   | Special  | 90   | 100  | 10 | Normal  | —  |
| TM61 | Will-O-Wisp  | Fire     | Status   | —    | 75   | 15 | Normal  | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal  | ○  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes  | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal  | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal  | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self    | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal  | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal  | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20 | Normal  | ○  |

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## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|----------|----------|------|------|----|--------|----|
| 1   | Water Sport  | Water    | Status   | —    | —    | 15 | All    | —  |
| 5   | Bubble       | Water    | Special  | 20   | 100  | 30 | 2 Foes | —  |
| 8   | Hypnosis     | Psychic  | Status   | —    | 60   | 20 | Normal | —  |
| 11  | Water Gun    | Water    | Special  | 40   | 100  | 25 | Normal | —  |
| 15  | DoubleSlap   | Normal   | Physical | 15   | 85   | 10 | Normal | ○  |
| 18  | Rain Dance   | Water    | Status   | —    | —    | 5  | All    | —  |
| 21  | Body Slam    | Normal   | Physical | 85   | 100  | 15 | Normal | ○  |
| 25  | BubbleBeam   | Water    | Special  | 65   | 100  | 20 | Normal | —  |
| 28  | Mud Shot     | Ground   | Special  | 55   | 95   | 15 | Normal | —  |
| 31  | Belly Drum   | Normal   | Status   | —    | —    | 10 | Self   | —  |
| 35  | Wake-Up Slap | Fighting | Physical | 60   | 100  | 10 | Normal | ○  |
| 38  | Hydro Pump   | Water    | Special  | 120  | 80   | 5  | Normal | —  |
| 41  | Mud Bomb     | Ground   | Special  | 65   | 85   | 10 | Normal | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Dive         | Water  | Physical | 80   | 100  | 10 | Normal | ○  |
| Icy Wind     | Ice    | Special  | 55   | 95   | 15 | 2 Foes | —  |
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Helping Hand | Normal | Status   | —    | —    | 20 | 1 Ally | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|---------|----------|------|------|----|---------------|----|
| TM03 | Water Pulse  | Water   | Special  | 60   | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10 | Normal        | —  |
| TM07 | Hail         | Ice     | Status   | —    | —    | 10 | All           | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15 | Normal        | —  |
| TM13 | Ice Beam     | Ice     | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice     | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM17 | Protect      | Normal  | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water   | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20 | Normal        | ○  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground  | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM29 | Psychic      | Psychic | Special  | 90   | 100  | 10 | Normal        | —  |
| TM32 | Double Team  | Normal  | Status   | —    | —    | 15 | Self          | —  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15 | Normal        | —  |
| TM46 | Thief        | Dark    | Physical | 40   | 100  | 10 | Normal        | ○  |
| TM58 | Endure       | Normal  | Status   | —    | —    | 10 | Self          | —  |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal  | Status   | —    | —    | 10 | Self          | —  |
| HM03 | Surf         | Water   | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | —  |
| HM05 | Whirlpool    | Water   | Special  | 15   | 70   | 15 | Normal        | —  |
| HM07 | Waterfall    | Water   | Physical | 80   | 100  | 15 | Normal        | ○  |

## ● EGG MOVES

| Name        | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|-------------|--------|----------|------|------|----|----------|----|
| Mist        | Ice    | Status   | —    | —    | 30 | 2 Allies | —  |
| Splash      | Normal | Status   | —    | —    | 40 | Self     | —  |
| BubbleBeam  | Water  | Special  | 65   | 100  | 20 | Normal   | —  |
| Haze        | Ice    | Status   | —    | —    | 30 | All      | —  |
| Mind Reader | Normal | Status   | —    | —    | 5  | Normal   | —  |
| Water Sport | Water  | Status   | —    | —    | 15 | All      | —  |
| Ice Ball    | Ice    | Physical | 30   | 90   | 20 | Normal   | ○  |
| Mud Shot    | Ground | Special  | 55   | 95   | 15 | Normal   | —  |
| Refresh     | Normal | Status   | —    | —    | 20 | Self     | —  |
| Endeavor    | Normal | Physical | —    | 100  | 5  | Normal   | ○  |
| Encore      | Normal | Status   | —    | 100  | 5  | Normal   | —  |

No. 060 | Tadpole Pokémon  
**Poliwag**

Water



## ● SIZE COMPARISON

- HEIGHT: 2'00"
- WEIGHT: 27;3 lbs.
- ITEMS: None



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Water Absorb
- Damp

## ● STATS



## ● EGG GROUPS

Water 1

## ● PERFORMANCE

SPEED ★★☆☆  
POWER ★☆☆☆  
SKILL ★★☆☆STAMINA ★★☆☆☆  
JUMP ★★☆☆☆

## ● MAIN WAYS TO OBTAIN

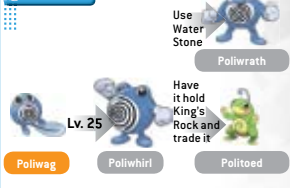
**Pokémon HeartGold** Route 30 (water surface)**Pokémon SoulSilver** Route 30 (water surface)**Pokémon Diamond** Route 227 (water surface)**Pokémon Pearl** Route 227 (water surface)**Pokémon Platinum** Route 227 (water surface)**Pokémon HeartGold**

Because it is inept at walking on its newly grown legs, it always swims around in water.

**Pokémon SoulSilver**

The direction of its belly spiral differs by area. The equator is thought to have an effect on this.

## ● EVOLUTION



# No. 061 | Tadpole Pokémon

## Poliwhirl

Water



## ● SIZE COMPARISON

- HEIGHT: 3'03"
- WEIGHT: 44.1 lbs.
- ITEMS: King's Rock



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Water Absorb
- Damp

## ● STATS



## ● EGG GROUPS

Water 1

## ● PERFORMANCE

SPEED ★★☆☆  
 POWER ★★☆☆  
 SKILL ★★☆☆

STAMINA ★★☆☆  
 JUMP ★★☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Route 30 (water surface)

**Pokémon SoulSilver** Route 30 (water surface)

**Pokémon Diamond** Route 225 (water surface)

**Pokémon Pearl** Route 225 (water surface)

**Pokémon Platinum** Route 225 (water surface)

**Pokémon HeartGold**

**Pokémon SoulSilver**

The swirl on its belly subtly undulates. Staring at it may gradually cause drowsiness.

The skin on most of its body is moist. However, the skin on its belly spiral feels smooth.

## ● EVOLUTION

Use Water Stone



Poliwrath

Lv. 25

Have it hold King's Rock and trade it



Poliwhirl

Poliwhirl

Politoed

## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|----------|----------|------|------|----|--------|----|
| 1   | Water Sport  | Water    | Status   | —    | 100  | 15 | All    | —  |
| 1   | Bubble       | Water    | Special  | 20   | 100  | 30 | 2 Foes | —  |
| 1   | Hypnosis     | Psychic  | Status   | —    | 60   | 20 | Normal | —  |
| 5   | Bubble       | Water    | Special  | 20   | 100  | 30 | 2 Foes | —  |
| 8   | Hypnosis     | Psychic  | Status   | —    | 60   | 20 | Normal | —  |
| 11  | Water Gun    | Water    | Special  | 40   | 100  | 25 | Normal | —  |
| 15  | DoubleSlap   | Normal   | Physical | 15   | 85   | 10 | Normal | ○  |
| 18  | Rain Dance   | Water    | Status   | —    | —    | 5  | All    | —  |
| 21  | Body Slam    | Normal   | Physical | 85   | 100  | 15 | Normal | ○  |
| 27  | BubbleBeam   | Water    | Special  | 65   | 100  | 20 | Normal | —  |
| 32  | Mud Shot     | Ground   | Special  | 55   | 95   | 15 | Normal | —  |
| 37  | Belly Drum   | Normal   | Status   | —    | —    | 10 | Self   | —  |
| 43  | Wake-Up Slap | Fighting | Physical | 60   | 100  | 10 | Normal | ○  |
| 48  | Hydro Pump   | Water    | Special  | 120  | 80   | 5  | Normal | —  |
| 53  | Mud Bomb     | Ground   | Special  | 65   | 85   | 10 | Normal | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Dive         | Water  | Physical | 80   | 100  | 10 | Normal | ○  |
| Icy Wind     | Ice    | Special  | 55   | 95   | 15 | 2 Foes | —  |
| Ice Punch    | Ice    | Physical | 75   | 100  | 15 | Normal | ○  |
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Helping Hand | Normal | Status   | —    | —    | 20 | 1 Ally | —  |
| Mud-Slap     | Ground | Special  | 20   | 100  | 10 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal        | ○  |
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM07 | Hail         | Ice      | Status   | —    | —    | 10 | All           | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal        | —  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal        | ○  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15 | Normal        | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM07 | Waterfall    | Water    | Physical | 80   | 100  | 15 | Normal        | ○  |



## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|----------|----------|------|------|----|--------|----|
| 1   | BubbleBeam   | Water    | Special  | 65   | 100  | 20 | Normal | —  |
| 1   | Hypnosis     | Psychic  | Special  | —    | 60   | 20 | Normal | —  |
| 1   | DoubleSlap   | Normal   | Physical | 15   | 85   | 10 | Normal | ○  |
| 1   | Submission   | Fighting | Physical | 80   | 80   | 25 | Normal | ○  |
| 43  | DynamicPunch | Fighting | Physical | 100  | 50   | 5  | Normal | ○  |
| 53  | Mind Reader  | Normal   | Status   | —    | —    | 5  | Normal | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Dive         | Water    | Physical | 80   | 100  | 10 | Normal | ○  |
| Icy Wind     | Ice      | Special  | 55   | 95   | 15 | 2 Foes | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal | ○  |
| Vacuum Wave  | Fighting | Special  | 40   | 100  | 30 | Normal | —  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP      | Range         | DA |
|------|--------------|----------|----------|------|------|---------|---------------|----|
| TM01 | Focus Punch  | Fighting | Special  | 150  | 100  | 20      | Normal        | ○  |
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20      | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10      | Normal        | —  |
| TM07 | Hail         | Ice      | Status   | —    | 10   | All     | Self          | —  |
| TM08 | Bulk Up      | Fighting | Status   | —    | 20   | Self    | —             | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15      | Normal        | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10      | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5       | 2 Foes        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5       | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | 10   | Self    | —             | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | All     | —             | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20      | Normal        | ○  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10      | 2 Foes/1 Ally | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20      | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10      | Normal        | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10      | Normal        | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15      | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | 15   | Self    | —             | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10      | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20      | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20      | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | 10   | Self    | —             | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15      | Normal        | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10      | Normal        | ○  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5       | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10      | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | 10   | Self    | —             | —  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10      | Normal        | ○  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5       | Normal        | ○  |
| TM79 | Captivate    | Normal   | Status   | —    | 100  | 20      | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10      | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | 10   | Depends | —             | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15      | Normal        | —  |
| TM84 | Poison Jab   | Poison   | Physical | 80   | 100  | 20      | Normal        | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15      | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | 10   | Self    | —             | —  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15      | 2 Foes/1 Ally | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15      | Normal        | ○  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15      | Normal        | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15      | Normal        | ○  |
| HM07 | Waterfall    | Water    | Physical | 80   | 100  | 15      | Normal        | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20      | Normal        | ○  |


**No. 062 | Tadpole Pokémon**  
**Poliwrath**
Water Fighting


## ● SIZE COMPARISON

- HEIGHT: 4'03"
- WEIGHT: 119.0 lbs.
- ITEMS: None



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Water Absorb
- Damp

## ● STATS



## ● EGG GROUPS

Water 1

## ● PERFORMANCE

SPEED ★★ STAMINA ★★★★★☆  
 POWER ★★★★★★ JUMP ★★  
 SKILL ★★★☆☆

## ● MAIN WAYS TO OBTAIN

Pokémon HeartGold Use Water Stone on Poliwhirl

Pokémon SoulSilver Use Water Stone on Poliwhirl

Pokémon Diamond Use Water Stone on Poliwhirl

Pokémon Pearl Use Water Stone on Poliwhirl

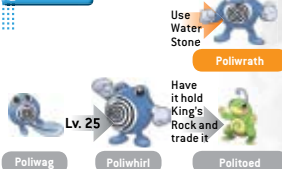
Pokémon Platinum Use Water Stone on Poliwhirl

Pokémon HeartGold Pokémon SoulSilver

This strong and skilled swimmer is even capable of crossing the Pacific Ocean just by kicking.

Although an energetic, skilled swimmer that uses all of its muscles, it lives on dry land.

## ● EVOLUTION





No. 063 | Psi Pokémon

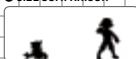
Abra

Psychic



## ● SIZE COMPARISON

- HEIGHT: 2'11"
- WEIGHT: 43.0 lbs.
- ITEMS: TwistedSpoon



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Synchronize
- Inner Focus

## ● EGG GROUPS

Human-Like

## ● STATS



## ● PERFORMANCE

SPEED ★★★★★  
 POWER ★★★★★  
 SKILL ★★★★★

STAMINA ★★★★★  
 JUMP ★★★★★

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Route 34

**Pokémon SoulSilver** Route 34

**Pokémon Diamond** Route 203

**Pokémon Pearl** Route 203

**Pokémon Platinum** Route 203

**Pokémon HeartGold**

It senses impending attacks and teleports away to safety before the actual attacks can strike.

**Pokémon SoulSilver**

If it decides to teleport randomly, it evokes the illusion that it has created copies of itself.

## ● EVOLUTION



## ● LEVEL-UP MOVES

| Lv. | Name     | Type    | Kind   | Pow. | Acc. | PP | Range | DA |
|-----|----------|---------|--------|------|------|----|-------|----|
| 1   | Teleport | Psychic | Status | —    | —    | 20 | Self  | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal | ○  |
| Zen Headbutt | Psychic  | Physical | 80   | 90   | 15 | Normal | ○  |
| Trick        | Psychic  | Status   | —    | 100  | 10 | Normal | —  |
| Knock Off    | Dark     | Physical | 20   | 100  | 20 | Normal | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Gravity      | Psychic  | Status   | —    | 5    | —  | All    | —  |
| Magic Coat   | Psychic  | Status   | —    | 15   | —  | Self   | —  |
| Role Play    | Psychic  | Status   | —    | 10   | —  | Normal | —  |
| Signal Beam  | Bug      | Special  | 75   | 100  | 15 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|----------|----------|------|------|----|---------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal  | ○  |
| TM04 | Calm Mind    | Psychic  | Status   | —    | 20   | —  | Self    | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal  | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal  | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | —  | All     | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal  | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | 30   | 2  | Allies  | —  |
| TM17 | Protect      | Normal   | Status   | —    | 10   | —  | Self    | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | —  | All     | —  |
| TM20 | Safeguard    | Normal   | Status   | —    | 25   | 2  | Allies  | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal  | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal  | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal  | —  |
| TM32 | Double Team  | Normal   | Status   | —    | 15   | —  | Self    | —  |
| TM33 | Reflect      | Psychic  | Status   | —    | 20   | 2  | Allies  | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal  | —  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15 | Normal  | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal  | —  |
| TM44 | Rest         | Psychic  | Status   | —    | 10   | —  | Self    | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal  | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal  | ○  |
| TM48 | Skill Swap   | Psychic  | Status   | —    | 10   | —  | Normal  | —  |
| TM49 | Snatch       | Dark     | Status   | —    | 10   | —  | Depends | —  |
| TM53 | Energy Ball  | Grass    | Special  | 80   | 100  | 10 | Normal  | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal  | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal  | —  |
| TM58 | Endure       | Normal   | Status   | —    | 10   | —  | Self    | —  |
| TM60 | Drain Punch  | Fighting | Physical | 60   | 100  | 5  | Normal  | ○  |
| TM63 | Embargo      | Dark     | Status   | —    | 100  | 15 | Normal  | —  |
| TM67 | Recycle      | Normal   | Status   | —    | 10   | —  | Self    | —  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal  | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal  | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | 10   | —  | Normal  | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes  | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | 10   | —  | Depends | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal  | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15 | Normal  | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20 | Normal  | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal  | —  |
| TM90 | Substitute   | Normal   | Status   | —    | 10   | —  | Self    | —  |
| TM92 | Trick Room   | Psychic  | Status   | —    | 5    | —  | All     | —  |

## ● EGG MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Encore       | Normal   | Status   | —    | 100  | 5  | Normal | —  |
| Barrier      | Psychic  | Status   | —    | 30   | —  | Self   | —  |
| Knock Off    | Dark     | Physical | 20   | 100  | 20 | Normal | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal | ○  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal | ○  |
| Power Trick  | Psychic  | Status   | —    | 10   | —  | Self   | —  |
| Guard Swap   | Psychic  | Status   | —    | 10   | —  | Normal | —  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP  | Range    | DA |
|-----|--------------|---------|----------|------|------|-----|----------|----|
| 1   | Teleport     | Psychic | Status   | —    | —    | 20  | Self     | —  |
| 1   | Kinesis      | Psychic | Status   | —    | 80   | 15  | Normal   | —  |
| 16  | Confusion    | Psychic | Special  | 50   | 100  | 25  | Normal   | —  |
| 16  | Confusion    | Psychic | Special  | 50   | 100  | 25  | Normal   | —  |
| 18  | Disable      | Normal  | Status   | —    | 80   | 20  | Normal   | —  |
| 22  | Miracle Eye  | Psychic | Status   | —    | —    | 40  | Normal   | —  |
| 24  | Psybeam      | Psychic | Special  | 65   | 100  | 20  | Normal   | —  |
| 28  | Reflect      | Psychic | Status   | —    | —    | 20  | 2 Allies | —  |
| 30  | Recover      | Normal  | Status   | —    | —    | 10  | Self     | —  |
| 34  | Psycho Cut   | Psychic | Physical | 70   | 100  | 20  | Normal   | —  |
| 36  | Role Play    | Psychic | Status   | —    | —    | 10  | Normal   | —  |
| 40  | Psychic      | Psychic | Special  | 90   | 100  | 10  | Normal   | —  |
| 42  | Future Sight | Psychic | Special  | 80   | 90   | 15  | Normal   | —  |
| 46  | Trick        | Psychic | Status   | —    | —    | 100 | Normal   | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal | ○  |
| Zen Headbutt | Psychic  | Physical | 80   | 90   | 15 | Normal | ○  |
| Trick        | Psychic  | Status   | —    | 100  | 10 | Normal | —  |
| Knock Off    | Dark     | Physical | 20   | 100  | 20 | Normal | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Gravity      | Psychic  | Status   | —    | —    | 5  | All    | —  |
| Magic Coat   | Psychic  | Status   | —    | —    | 15 | Self   | —  |
| Role Play    | Psychic  | Status   | —    | —    | 10 | Normal | —  |
| Signal Beam  | Bug      | Special  | 75   | 100  | 15 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|------|--------------|----------|----------|------|------|----|----------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal   | ○  |
| TM04 | Calm Mind    | Psychic  | Status   | —    | —    | 20 | Self     | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal   | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal   | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All      | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal   | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All      | —  |
| TM20 | Safeguard    | Normal   | Status   | —    | —    | 25 | 2 Allies | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal   | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal   | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal   | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self     | —  |
| TM33 | Reflect      | Psychic  | Status   | —    | —    | 20 | 2 Allies | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal   | —  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15 | Normal   | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal   | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self     | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal   | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal   | —  |
| TM48 | Skill Swap   | Psychic  | Status   | —    | —    | 10 | Normal   | —  |
| TM49 | Snatch       | Dark     | Status   | —    | —    | 10 | Depends  | —  |
| TM53 | Energy Ball  | Grass    | Special  | 80   | 100  | 10 | Normal   | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal   | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal   | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM60 | Drain Punch  | Fighting | Physical | 60   | 100  | 5  | Normal   | ○  |
| TM63 | Embargo      | Dark     | Status   | —    | 100  | 15 | Normal   | —  |
| TM67 | Recycle      | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal   | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal   | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal   | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes   | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends  | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal   | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15 | Normal   | ○  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20 | Normal   | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal   | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM92 | Trick Room   | Psychic  | Status   | —    | —    | 5  | All      | —  |

No. 064 | Psi Pokémon  
**Kadabra**

Psychic



## ● SIZE COMPARISON

● HEIGHT: 4'03"

● WEIGHT: 124.6 lbs.

● ITEMS: Twisted Spoon



## ● MALE FORM

Longer whiskers

## ● FEMALE FORM

Shorter whiskers

## ● ABILITIES

- Synchronize
- Inner Focus

## ● STATS



## ● EGG GROUPS

Human-Like

## ● PERFORMANCE

SPEED ★★☆☆

POWER ★☆☆☆

SKILL ★★★★★

STAMINA ★★★☆

JUMP ★★☆☆

## ● MAIN WAYS TO OBTAIN

Pokémon HeartGold Cerulean Cave

Pokémon SoulSilver Cerulean Cave

Pokémon Diamond Route 215

Pokémon Pearl Route 215

Pokémon Platinum Route 215

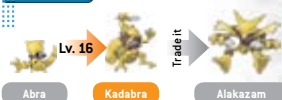
Pokémon HeartGold

It possesses strong spiritual power. The more danger it faces, the stronger its psychic power.

Pokémon SoulSilver

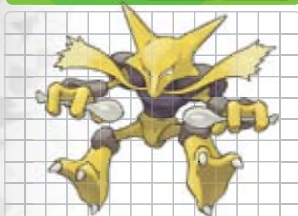
If it uses its abilities, it emits special alpha waves that cause machines to malfunction.

## ● EVOLUTION



# No. 065 | Psi Pokémon Alakazam

Psychic



- HEIGHT: 4'11"
- WEIGHT: 105.8 lbs.
- ITEMS: None

## ● SIZE COMPARISON



- MALE FORM  
Longer whiskers

- FEMALE FORM  
Shorter whiskers

## ● ABILITIES

- Synchronize
- Inner Focus

## ● EGG GROUPS

Human-Like

## ● PERFORMANCE

SPEED ★★☆☆  
POWER ★  
SKILL ★★★★★

STAMINA ★  
JUMP ★★

## ● STATS



## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Link trade Kadabra

**Pokémon SoulSilver** Link trade Kadabra

**Pokémon Diamond** Link trade Kadabra

**Pokémon Pearl** Link trade Kadabra

**Pokémon Platinum** Link trade Kadabra

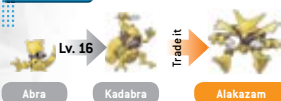
**Pokémon HeartGold**

Closing both its eyes heightens all its other senses. This enables it to use its abilities to their extremes.

**Pokémon SoulSilver**

Its brain cells multiply continually until it dies. As a result, it remembers everything.

## ● EVOLUTION



## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP  | Range    | DA |
|-----|--------------|---------|----------|------|------|-----|----------|----|
| 1   | Teleport     | Psychic | Status   | —    | —    | 20  | Self     | —  |
| 1   | Kinesis      | Psychic | Status   | —    | 80   | 15  | Normal   | —  |
| 1   | Confusion    | Psychic | Special  | 50   | 100  | 25  | Normal   | —  |
| 16  | Confusion    | Psychic | Special  | 50   | 100  | 25  | Normal   | —  |
| 18  | Disable      | Normal  | Status   | —    | 80   | 20  | Normal   | —  |
| 22  | Miracle Eye  | Psychic | Status   | —    | —    | 40  | Normal   | —  |
| 24  | Psybeam      | Psychic | Special  | 65   | 100  | 20  | Normal   | —  |
| 28  | Reflect      | Psychic | Status   | —    | —    | 20  | 2 Allies | —  |
| 30  | Recover      | Normal  | Status   | —    | —    | 10  | Self     | —  |
| 34  | Psycho Cut   | Psychic | Physical | 70   | 100  | 20  | Normal   | —  |
| 36  | Calm Mind    | Psychic | Status   | —    | —    | 20  | Self     | —  |
| 40  | Psychic      | Psychic | Special  | 90   | 100  | 10  | Normal   | —  |
| 42  | Future Sight | Psychic | Special  | 80   | 90   | 15  | Normal   | —  |
| 46  | Trick        | Psychic | Status   | —    | —    | 100 | Normal   | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal | ○  |
| Zen Headbutt | Psychic  | Physical | 80   | 90   | 15 | Normal | ○  |
| Trick        | Psychic  | Status   | —    | 100  | 10 | Normal | —  |
| Knock Off    | Dark     | Physical | 20   | 100  | 20 | Normal | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Gravity      | Psychic  | Status   | —    | —    | 5  | All    | —  |
| Magic Coat   | Psychic  | Status   | —    | —    | 15 | Self   | —  |
| Role Play    | Psychic  | Status   | —    | —    | 10 | Normal | —  |
| Signal Beam  | Bug      | Special  | 75   | 100  | 15 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|------|--------------|----------|----------|------|------|----|----------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal   | ○  |
| TM04 | Calm Mind    | Psychic  | Status   | —    | —    | 20 | Self     | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal   | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal   | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All      | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal   | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal   | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All      | —  |
| TM20 | Safeguard    | Normal   | Status   | —    | —    | 25 | 2 Allies | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal   | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal   | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal   | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self     | —  |
| TM33 | Reflect      | Psychic  | Status   | —    | —    | 20 | 2 Allies | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal   | —  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15 | Normal   | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal   | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self     | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal   | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal   | ○  |
| TM48 | Skill Swap   | Psychic  | Status   | —    | —    | 10 | Normal   | —  |
| TM49 | Snatch       | Dark     | Status   | —    | —    | 10 | Depends  | —  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5  | Normal   | —  |
| TM53 | Energy Ball  | Grass    | Special  | 80   | 100  | 10 | Normal   | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal   | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal   | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM60 | Drain Punch  | Fighting | Physical | 60   | 100  | 5  | Normal   | ○  |
| TM63 | Embargo      | Dark     | Status   | —    | 100  | 15 | Normal   | —  |
| TM67 | Recycle      | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal   | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal   | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal   | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal   | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes   | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends  | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal   | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15 | Normal   | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20 | Normal   | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal   | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM92 | Trick Room   | Psychic  | Status   | —    | —    | 5  | All      | —  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|----------|----------|------|------|----|--------|----|
| 1   | Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal | ○  |
| 1   | Leer         | Normal   | Status   | —    | 100  | 30 | 2 Foes | —  |
| 7   | Focus Energy | Normal   | Status   | —    | —    | 30 | Self   | —  |
| 10  | Karate Chop  | Fighting | Physical | 50   | 100  | 25 | Normal | ○  |
| 13  | Foresight    | Normal   | Status   | —    | —    | 40 | Normal | ○  |
| 19  | Seismic Toss | Fighting | Physical | —    | 100  | 20 | Normal | ○  |
| 22  | Revenge      | Fighting | Physical | 60   | 100  | 10 | Normal | ○  |
| 25  | Vital Throw  | Fighting | Physical | 70   | —    | 10 | Normal | ○  |
| 31  | Submission   | Fighting | Physical | 80   | 80   | 25 | Normal | ○  |
| 34  | Wake-Up Slap | Fighting | Physical | 60   | 100  | 10 | Normal | ○  |
| 37  | Cross Chop   | Fighting | Physical | 100  | 80   | 5  | Normal | ○  |
| 43  | Scary Face   | Normal   | Status   | —    | 90   | 10 | Normal | ○  |
| 46  | DynamicPunch | Fighting | Physical | 100  | 50   | 5  | Normal | ○  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal | ○  |
| Vacuum Wave  | Fighting | Special  | 40   | 100  | 30 | Normal | —  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally | —  |
| Role Play    | Psychic  | Status   | —    | —    | 10 | Normal | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | ○  |
| Superpower   | Fighting | Physical | 120  | 100  | 5  | Normal | ○  |
| Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal        | ○  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM08 | Bulk Up      | Fighting | Status   | —    | —    | 20 | Self          | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal        | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5  | Normal        | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal        | ○  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5  | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM59 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10 | Normal        | ○  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM84 | Poison Jab   | Poison   | Physical | 80   | 100  | 20 | Normal        | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20 | Normal        | ○  |

## ● EGG MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|----------|----------|------|------|----|----------|----|
| Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies | —  |
| Meditate     | Psychic  | Status   | —    | —    | 40 | Self     | —  |
| Rolling Kick | Fighting | Physical | 60   | 85   | 15 | Normal   | ○  |
| Encore       | Normal   | Status   | —    | 100  | 5  | Normal   | —  |
| SmellingSalt | Normal   | Physical | 60   | 100  | 10 | Normal   | ○  |
| Counter      | Fighting | Physical | —    | 100  | 20 | Self     | ○  |
| Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes   | —  |
| Close Combat | Fighting | Physical | 120  | 100  | 5  | Normal   | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal   | ○  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal   | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal   | ○  |
| Bullet Punch | Steel    | Physical | 40   | 100  | 30 | Normal   | ○  |
| Power Trick  | Psychic  | Status   | —    | —    | 10 | Self     | —  |



No. 066 | Superpower Pokémon

Machop

Fighting



## ● SIZE COMPARISON

● HEIGHT: 2'07"

● WEIGHT: 43.0 lbs.

● ITEMS: None



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Guts
- No Guard

## ● EGG GROUPS

Human-Like

## ● STATS



## ● PERFORMANCE

SPEED ★★☆☆  
POWER ★★☆☆  
SKILL ★☆☆☆STAMINA ★★☆☆  
JUMP ★★☆☆

## ● MAIN WAYS TO OBTAIN

Pokémon HeartGold Mt. Mortar

Pokémon SoulSilver Mt. Mortar

Pokémon Diamond Route 207

Pokémon Pearl Route 207

Pokémon Platinum Route 207

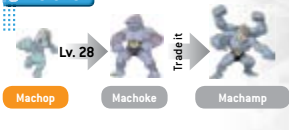
Pokémon HeartGold

Pokémon SoulSilver

Always brimming with power, it passes time by lifting boulders. Doing so makes it even stronger.

It loves to work out and build its muscles. It is never satisfied, even if it trains hard all day long.

## ● EVOLUTION



# No. 067 | Superpower Pokémon

## Machoke

Fighting



● SIZE COMPARISON

- HEIGHT: 4'11"
- WEIGHT: 155.4 lbs.
- ITEMS: None



● MALE/FEMALE HAVE SAME FORM

### ABILITIES

- Guts
- No Guard

### EGG GROUPS

Human-Like

### PERFORMANCE

SPEED ★★  
POWER ★★★★★  
SKILL ★★★☆

STAMINA ★★★★★☆  
JUMP ★★★

### STATS



### MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Cliff Cave

**Pokémon SoulSilver** Cliff Cave

**Pokémon Diamond** Route 210, Celestic Town side

**Pokémon Pearl** Route 210, Celestic Town side

**Pokémon Platinum** Route 210, Celestic Town side

**Pokémon HeartGold**

It always goes at its full power, but this very tough and durable Pokémon never gets tired.

**Pokémon SoulSilver**

The muscles covering its body team with power. Even when still, it exudes an amazing sense of strength.

### EVOLUTION



### LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|----------|----------|------|------|----|--------|----|
| 1   | Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal | ○  |
| 1   | Leer         | Normal   | Status   | —    | 100  | 30 | 2 Foes | —  |
| 1   | Focus Energy | Normal   | Status   | —    | —    | 30 | Self   | —  |
| 7   | Focus Energy | Normal   | Status   | —    | —    | 30 | Self   | —  |
| 10  | Karate Chop  | Fighting | Physical | 50   | 100  | 25 | Normal | ○  |
| 13  | Foresight    | Normal   | Status   | —    | —    | 40 | Normal | —  |
| 19  | Seismic Toss | Fighting | Physical | —    | 100  | 20 | Normal | ○  |
| 22  | Revenge      | Fighting | Physical | 60   | 100  | 10 | Normal | ○  |
| 25  | Vital Throw  | Fighting | Physical | 70   | —    | 10 | Normal | ○  |
| 32  | Submission   | Fighting | Physical | 80   | 80   | 25 | Normal | ○  |
| 36  | Wake-Up Slap | Fighting | Physical | 60   | 100  | 10 | Normal | ○  |
| 40  | Cross Chop   | Fighting | Physical | 100  | 80   | 5  | Normal | ○  |
| 44  | Scary Face   | Normal   | Status   | —    | 90   | 10 | Normal | —  |
| 51  | DynamicPunch | Fighting | Physical | 100  | 50   | 5  | Normal | ○  |

### MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

### BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal | ○  |
| Vacuum Wave  | Fighting | Special  | 40   | 100  | 30 | Normal | —  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally | —  |
| Role Play    | Psychic  | Status   | —    | —    | 10 | Normal | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Superpower   | Fighting | Physical | 120  | 100  | 5  | Normal | ○  |
| Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal | ○  |

### TM & HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP  | Range         | DA     |   |
|------|--------------|----------|----------|------|------|-----|---------------|--------|---|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20  | Normal        | ○      |   |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10  | Normal        | —      |   |
| TM08 | Bulk Up      | Fighting | Status   | —    | —    | 20  | Self          | —      |   |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15  | Normal        | —      |   |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5   | All           | —      |   |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10  | Self          | —      |   |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5   | All           | —      |   |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20  | Normal        | ○      |   |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10  | 2 Foes/1 Ally | ○      |   |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20  | Normal        | ○      |   |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10  | Normal        | ○      |   |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15  | Normal        | ○      |   |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15  | Self          | —      |   |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15  | Normal        | —      |   |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5   | Normal        | —      |   |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10  | Normal        | —      |   |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20  | Normal        | ○      |   |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20  | Normal        | —      |   |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10  | Self          | —      |   |
| TM45 | Attract      | Normal   | Status   | —    | —    | 100 | 15            | Normal | — |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10  | Normal        | ○      |   |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5   | Normal        | —      |   |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10  | Normal        | —      |   |
| TM59 | Endure       | Normal   | Status   | —    | —    | 10  | Self          | —      |   |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10  | Normal        | ○      |   |
| TM78 | Captivate    | Normal   | Status   | —    | —    | 100 | 20            | 2 Foes | — |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10  | 2 Foes        | —      |   |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10  | Depends       | —      |   |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15  | Normal        | —      |   |
| TM84 | Poison Jab   | Poison   | Physical | 80   | 100  | 20  | Normal        | ○      |   |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15  | Normal        | —      |   |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10  | Self          | —      |   |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15  | Normal        | ○      |   |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15  | Normal        | ○      |   |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20  | Normal        | ○      |   |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|----------|----------|------|------|----|--------|----|
| 1   | Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal | ○  |
| 1   | Leer         | Normal   | Status   | —    | 100  | 30 | 2 Foes | —  |
| 1   | Focus Energy | Normal   | Status   | —    | —    | 30 | Self   | —  |
| 7   | Focus Energy | Normal   | Status   | —    | —    | 30 | Self   | —  |
| 10  | Karate Chop  | Fighting | Physical | 50   | 100  | 25 | Normal | ○  |
| 13  | Foresight    | Normal   | Status   | —    | —    | 40 | Normal | —  |
| 19  | Seismic Toss | Fighting | Physical | —    | 100  | 20 | Normal | ○  |
| 22  | Revenge      | Fighting | Physical | 60   | 100  | 10 | Normal | ○  |
| 25  | Vital Throw  | Fighting | Physical | 70   | —    | 10 | Normal | ○  |
| 32  | Submission   | Fighting | Physical | 80   | 80   | 25 | Normal | ○  |
| 36  | Wake-Up Slap | Fighting | Physical | 60   | 100  | 10 | Normal | ○  |
| 40  | Cross Chop   | Fighting | Physical | 100  | 80   | 5  | Normal | —  |
| 44  | Scary Face   | Normal   | Status   | —    | 90   | 10 | Normal | —  |
| 51  | DynamicPunch | Fighting | Physical | 100  | 50   | 5  | Normal | ○  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal | ○  |
| Vacuum Wave  | Fighting | Special  | 40   | 100  | 30 | Normal | —  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally | —  |
| Role Play    | Psychic  | Status   | —    | —    | 10 | Normal | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Superpower   | Fighting | Physical | 120  | 100  | 5  | Normal | ○  |
| Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal | ○  |

## ● TM &amp; HM MOVES

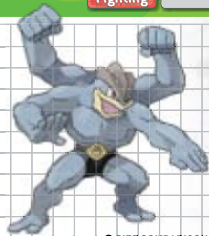
| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal        | ○  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM08 | Bulk Up      | Fighting | Status   | —    | —    | 20 | Self          | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal        | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5  | Normal        | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM46 | Theft        | Dark     | Physical | 40   | 100  | 10 | Normal        | ○  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5  | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10 | Normal        | ○  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5  | Normal        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM84 | Poison Jab   | Poison   | Physical | 80   | 100  | 20 | Normal        | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM08 | Rock Climb   | Rock     | Physical | 90   | 85   | 20 | Normal        | ○  |



No. 068 | Superpower Pokémon

Machop

Fighting



## ● SIZE COMPARISON

- HEIGHT: 5'03"
- WEIGHT: 286.6 lbs.
- ITEMS: None



## ● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Guts
- No Guard

## ● STATS



## ● EGG GROUPS

Human-Like

## ● PERFORMANCE

SPEED ★☆☆  
 POWER ★★★★★  
 SKILL ★★★★★

STAMINA ★★★  
 JUMP ★★

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Link trade Machoke

**Pokémon SoulSilver** Link trade Machoke

**Pokémon Diamond** Link trade Machoke

**Pokémon Pearl** Link trade Machoke

**Pokémon Platinum** Link trade Machoke

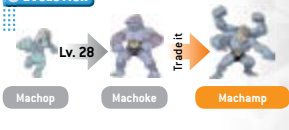
**Pokémon HeartGold**

**Pokémon SoulSilver**

It quickly swings its four arms to rock its opponents with ceaseless punches and chops from all angles.

It uses its four powerful arms to pin the limbs of its foe, then throws the victim over the horizon.

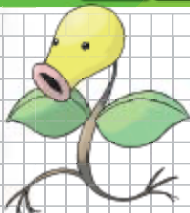
## ● EVOLUTION



# No. 069 | Flower Pokémon

## Bellsprout

Grass Poison



## ● SIZE COMPARISON

- HEIGHT: 2'04"
- WEIGHT: 8.8 lbs.
- ITEMS: None



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Chlorophyll

## ● EGG GROUPS

Grass

## ● PERFORMANCE

SPEED ★☆☆  
POWER ★☆☆  
SKILL ★☆☆

STAMINA ★★☆☆☆  
JUMP ★★☆☆

## ● STATS



## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Route 31

**Pokémon SoulSilver** Route 31

**Pokémon Diamond** Route 229

**Pokémon Pearl** Route 229

**Pokémon Platinum** Route 224 (morning and afternoon only)

**Pokémon HeartGold**

Even though its body is extremely skinny, it is blindingly fast when catching its prey.

**Pokémon SoulSilver**

It plants its feet deep underground to replenish water. It can't escape its enemy while it's rooted.

## ● EVOLUTION



## ● LEVEL-UP MOVES

| Lv. | Name          | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|---------------|--------|----------|------|------|----|--------|----|
| 1   | Vine Whip     | Grass  | Physical | 35   | 100  | 15 | Normal | ○  |
| 7   | Growth        | Normal | Status   | —    | —    | 40 | Self   | —  |
| 11  | Wrap          | Normal | Physical | 15   | 85   | 20 | Normal | ○  |
| 13  | Sleep Powder  | Grass  | Status   | —    | 75   | 15 | Normal | —  |
| 15  | Poison Powder | Poison | Status   | —    | 75   | 35 | Normal | —  |
| 17  | Stun Spore    | Grass  | Status   | —    | 75   | 30 | Normal | —  |
| 23  | Acid          | Poison | Special  | 40   | 100  | 30 | 2 Foes | —  |
| 27  | Knock Off     | Dark   | Physical | 20   | 100  | 20 | Normal | ○  |
| 29  | Sweet Scent   | Normal | Status   | —    | 100  | 20 | 2 Foes | —  |
| 35  | Gastro Acid   | Poison | Status   | —    | 100  | 10 | Normal | —  |
| 39  | Razor Leaf    | Grass  | Physical | 55   | 95   | 25 | 2 Foes | —  |
| 41  | Slam          | Normal | Physical | 80   | 75   | 20 | Normal | ○  |
| 47  | Wring Out     | Normal | Special  | —    | 100  | 5  | Normal | ○  |

## ● MOVE MANIA

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Knock Off    | Dark   | Physical | 20   | 100  | 20 | Normal | ○  |
| Sucker Punch | Dark   | Physical | 80   | 100  | 5  | Normal | ○  |
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Synthesis    | Grass  | Status   | —    | —    | 5  | Self   | —  |
| Worry Seed   | Grass  | Status   | —    | 100  | 10 | Normal | —  |
| Gastro Acid  | Poison | Status   | —    | 100  | 10 | Normal | —  |
| Seed Bomb    | Grass  | Physical | 80   | 100  | 15 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|---------|----------|------|------|----|---------|----|
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10 | Normal  | —  |
| TM09 | Bullet Seed  | Grass   | Physical | 10   | 100  | 30 | Normal  | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15 | Normal  | —  |
| TM11 | Sunny Day    | Fire    | Status   | —    | —    | 5  | All     | —  |
| TM17 | Protect      | Normal  | Status   | —    | —    | 10 | Self    | —  |
| TM19 | Giga Drain   | Grass   | Special  | 60   | 100  | 10 | Normal  | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20 | Normal  | ○  |
| TM22 | SolarBeam    | Grass   | Special  | 120  | 100  | 10 | Normal  | —  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20 | Normal  | ○  |
| TM32 | Double Team  | Normal  | Status   | —    | —    | 15 | Self    | —  |
| TM36 | Sludge Bomb  | Poison  | Special  | 90   | 100  | 10 | Normal  | —  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20 | Normal  | —  |
| TM44 | Rest         | Psychic | Status   | —    | —    | 10 | Self    | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15 | Normal  | —  |
| TM46 | Thief        | Dark    | Physical | 40   | 100  | 10 | Normal  | ○  |
| TM53 | Energy Ball  | Grass   | Special  | 80   | 100  | 10 | Normal  | —  |
| TM58 | Endure       | Normal  | Status   | —    | —    | 10 | Self    | —  |
| TM70 | Flash        | Normal  | Status   | —    | 100  | 20 | Normal  | —  |
| TM75 | Swords Dance | Normal  | Status   | —    | —    | 30 | Self    | —  |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20 | 2 Foes  | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | —    | 10 | Depends | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal  | —  |
| TM86 | Grass Knot   | Grass   | Special  | —    | 100  | 20 | Normal  | ○  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal  | —  |
| TM90 | Substitute   | Normal  | Status   | —    | —    | 10 | Self    | —  |
| HM01 | Cut          | Normal  | Physical | 50   | 95   | 30 | Normal  | ○  |

## ● EGG MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|---------|----------|------|------|----|----------|----|
| Swords Dance | Normal  | Status   | —    | —    | 30 | Self     | —  |
| Encore       | Normal  | Status   | —    | 100  | 5  | Normal   | —  |
| Reflect      | Psychic | Status   | —    | —    | 20 | 2 Allies | —  |
| Synthesis    | Grass   | Status   | —    | —    | 5  | Self     | —  |
| Leech Life   | Bug     | Physical | 20   | 100  | 15 | Normal   | ○  |
| Ingrain      | Grass   | Status   | —    | —    | 20 | Self     | —  |
| Magical Leaf | Grass   | Special  | 60   | —    | 20 | Normal   | —  |
| Worry Seed   | Grass   | Status   | —    | 100  | 10 | Normal   | —  |
| Tickle       | Normal  | Status   | —    | 100  | 20 | Normal   | —  |
| Weather Ball | Normal  | Special  | 50   | 100  | 10 | Normal   | —  |



## LEVEL-UP MOVES

| Lv. | Name          | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|---------------|--------|----------|------|------|----|--------|----|
| 1   | Vine Whip     | Grass  | Physical | 35   | 100  | 15 | Normal | ○  |
| 1   | Growth        | Normal | Status   | —    | —    | 40 | Self   | —  |
| 1   | Wrap          | Normal | Physical | 15   | 85   | 20 | Normal | ○  |
| 7   | Growth        | Normal | Status   | —    | —    | 40 | Self   | —  |
| 11  | Wrap          | Normal | Physical | 15   | 85   | 20 | Normal | ○  |
| 13  | Sleep Powder  | Grass  | Status   | —    | 75   | 15 | Normal | —  |
| 15  | Poison Powder | Poison | Status   | —    | 75   | 35 | Normal | —  |
| 17  | Stun Spore    | Grass  | Status   | —    | 75   | 30 | Normal | —  |
| 23  | Acid          | Poison | Special  | 40   | 100  | 30 | 2 Foes | —  |
| 27  | Knock Off     | Dark   | Physical | 20   | 100  | 20 | Normal | ○  |
| 29  | Sweet Scent   | Normal | Status   | —    | 100  | 20 | 2 Foes | —  |
| 35  | Gastro Acid   | Poison | Status   | —    | 100  | 10 | Normal | —  |
| 39  | Razor Leaf    | Grass  | Physical | 55   | 95   | 25 | 2 Foes | —  |
| 41  | Slam          | Normal | Physical | 80   | 75   | 20 | Normal | ○  |
| 47  | Wring Out     | Normal | Special  | —    | 100  | 5  | Normal | ○  |

## MOVE MANIA

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |
|      |      |      |      |      |    |       |    |

## BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Knock Off    | Dark   | Physical | 20   | 100  | 20 | Normal | ○  |
| Sucker Punch | Dark   | Physical | 80   | 100  | 5  | Normal | ○  |
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Synthesis    | Grass  | Status   | —    | —    | 5  | Self   | —  |
| Worry Seed   | Grass  | Status   | —    | 100  | 10 | Normal | —  |
| Gastro Acid  | Poison | Status   | —    | 100  | 10 | Normal | —  |
| Seed Bomb    | Grass  | Physical | 80   | 100  | 15 | Normal | —  |
|              |        |          |      |      |    |        |    |
|              |        |          |      |      |    |        |    |
|              |        |          |      |      |    |        |    |
|              |        |          |      |      |    |        |    |
|              |        |          |      |      |    |        |    |
|              |        |          |      |      |    |        |    |
|              |        |          |      |      |    |        |    |
|              |        |          |      |      |    |        |    |
|              |        |          |      |      |    |        |    |
|              |        |          |      |      |    |        |    |
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|              |        |          |      |      |    |        |    |
|              |        |          |      |      |    |        |    |
|              |        |          |      |      |    |        |    |
|              |        |          |      |      |    |        |    |

## TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP  | Range   | DA |
|------|--------------|---------|----------|------|------|-----|---------|----|
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10  | Normal  | —  |
| TM09 | Bullet Seed  | Grass   | Physical | 10   | 100  | 30  | Normal  | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15  | Normal  | —  |
| TM11 | Sunny Day    | Fire    | Status   | —    | 5    | All | —       | —  |
| TM17 | Protect      | Normal  | Status   | —    | —    | 10  | Self    | —  |
| TM19 | Giga Drain   | Grass   | Special  | 60   | 100  | 10  | Normal  | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20  | Normal  | ○  |
| TM22 | SolarBeam    | Grass   | Special  | 120  | 100  | 10  | Normal  | —  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20  | Normal  | ○  |
| TM32 | Double Team  | Normal  | Status   | —    | —    | 15  | Self    | —  |
| TM36 | Sludge Bomb  | Poison  | Special  | 90   | 100  | 10  | Normal  | —  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20  | Normal  | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20  | Normal  | ○  |
| TM44 | Rest         | Psychic | Status   | —    | —    | 10  | Self    | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15  | Normal  | ○  |
| TM46 | Thief        | Dark    | Physical | 40   | 100  | 10  | Normal  | —  |
| TM53 | Energy Ball  | Grass   | Special  | 80   | 100  | 10  | Normal  | —  |
| TM58 | Endure       | Normal  | Status   | —    | —    | 10  | Self    | —  |
| TM70 | Flash        | Normal  | Status   | —    | 100  | 20  | Normal  | —  |
| TM75 | Swords Dance | Normal  | Status   | —    | —    | 30  | Self    | —  |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20  | 2 Foes  | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | —    | 10  | Depends | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15  | Normal  | —  |
| TM86 | Grass Knot   | Grass   | Special  | —    | 100  | 20  | Normal  | ○  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15  | Normal  | —  |
| TM90 | Substitute   | Normal  | Status   | —    | —    | 10  | Self    | —  |
| HM01 | Cut          | Normal  | Physical | 50   | 95   | 30  | Normal  | ○  |
|      |              |         |          |      |      |     |         |    |
|      |              |         |          |      |      |     |         |    |
|      |              |         |          |      |      |     |         |    |
|      |              |         |          |      |      |     |         |    |
|      |              |         |          |      |      |     |         |    |
|      |              |         |          |      |      |     |         |    |
|      |              |         |          |      |      |     |         |    |
|      |              |         |          |      |      |     |         |    |
|      |              |         |          |      |      |     |         |    |

No. 070 | Flycatcher Pokémon  
**Weepinbell**

Grass Poison



- HEIGHT: 3'03"
- WEIGHT: 14.1 lbs.
- ITEMS: None

## SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ABILITIES

- Chlorophyll

## EGG GROUPS

Grass

## STATS

HP  
ATTACK  
DEFENSE  
SP. ATTACK  
SP. DEFENSE  
SPEED

## PERFORMANCE

SPEED ☆☆☆  
POWER ☆☆☆  
SKILL ☆☆☆

STAMINA ☆☆☆☆  
JUMP ☆☆☆

## MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Route 44

**Pokémon SoulSilver** Route 44

**Pokémon Diamond** Route 224

**Pokémon Pearl** Route 224

**Pokémon Platinum** Route 224

## Pokémon HeartGold

Even though it is filled with acid, it does not melt because it also oozes a protective fluid.

## Pokémon SoulSilver

If its prey is bigger than its mouth, it slices up the victim with sharp leaves, then eats every morsel.

## EVOLUTION

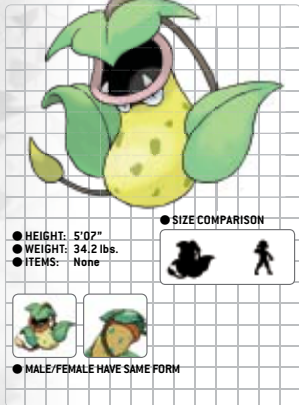




No. 071 | Flycatcher Pokémon

## Victreebel

Grass Poison



- HEIGHT: 5'02"
- WEIGHT: 34.2 lbs.
- ITEMS: None

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Chlorophyll

## ● EGG GROUPS

Grass

## ● PERFORMANCE

SPEED ★  
POWER ★★★★★  
SKILL ★★★★★☆

STAMINA ★★★★★  
JUMP ★★★★★

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Use Leaf Stone on Weepinbell

**Pokémon SoulSilver** Use Leaf Stone on Weepinbell

**Pokémon Diamond** Use Leaf Stone on Weepinbell

**Pokémon Pearl** Use Leaf Stone on Weepinbell

**Pokémon Platinum** Use Leaf Stone on Weepinbell

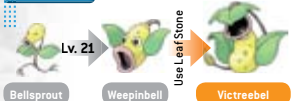
**Pokémon HeartGold**

Acid that has dissolved many prey becomes sweeter, making it even more effective at attracting prey.

**Pokémon SoulSilver**

This horrifying plant Pokémon attracts prey with aromatic honey, then melts them in its mouth.

## ● EVOLUTION



## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|--------|----------|------|------|----|--------|----|
| 1   | Stockpile    | Normal | Status   | —    | —    | 20 | Self   | —  |
| 1   | Swallow      | Normal | Status   | —    | —    | 10 | Self   | —  |
| 1   | Spit Up      | Normal | Special  | —    | 100  | 10 | Normal | —  |
| 1   | Vine Whip    | Grass  | Physical | 35   | 100  | 15 | Normal | ○  |
| 1   | Sleep Powder | Grass  | Status   | —    | 75   | 15 | Normal | —  |
| 1   | Sweet Scent  | Normal | Status   | —    | 100  | 20 | 2 Foes | —  |
| 1   | Razor Leaf   | Grass  | Physical | 55   | 95   | 25 | 2 Foes | —  |
| 47  | Leaf Storm   | Grass  | Special  | 140  | 90   | 5  | Normal | —  |
| 47  | Leaf Blade   | Grass  | Physical | 90   | 100  | 15 | Normal | ○  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Knock Off    | Dark   | Physical | 20   | 100  | 20 | Normal | ○  |
| Sucker Punch | Dark   | Physical | 80   | 100  | 5  | Normal | ○  |
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Synthesis    | Grass  | Status   | —    | —    | 5  | Self   | —  |
| Worry Seed   | Grass  | Status   | —    | 100  | 10 | Normal | —  |
| Gastro Acid  | Poison | Status   | —    | 100  | 10 | Normal | —  |
| Seed Bomb    | Grass  | Physical | 80   | 100  | 15 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|---------|----------|------|------|----|---------|----|
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10 | Normal  | —  |
| TM09 | Bullet Seed  | Grass   | Physical | 10   | 100  | 30 | Normal  | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15 | Normal  | —  |
| TM11 | Sunny Day    | Fire    | Status   | —    | 5    | —  | All     | —  |
| TM15 | Hyper Beam   | Normal  | Special  | 150  | 90   | 5  | Normal  | —  |
| TM17 | Protect      | Normal  | Status   | —    | —    | 10 | Self    | —  |
| TM19 | Giga Drain   | Grass   | Special  | 60   | 100  | 10 | Normal  | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20 | Normal  | ○  |
| TM22 | SolarBeam    | Grass   | Special  | 120  | 100  | 10 | Normal  | —  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20 | Normal  | ○  |
| TM32 | Double Team  | Normal  | Status   | —    | —    | 15 | Self    | —  |
| TM36 | Sludge Bomb  | Poison  | Special  | 90   | 100  | 10 | Normal  | —  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20 | Normal  | —  |
| TM44 | Rest         | Psychic | Status   | —    | —    | 10 | Self    | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15 | Normal  | —  |
| TM46 | Thief        | Dark    | Physical | 40   | 100  | 10 | Normal  | ○  |
| TM53 | Energy Ball  | Grass   | Special  | 80   | 100  | 10 | Normal  | —  |
| TM58 | Endure       | Normal  | Status   | —    | —    | 10 | Self    | —  |
| TM68 | Giga Impact  | Normal  | Physical | 150  | 90   | 5  | Normal  | ○  |
| TM70 | Flash        | Normal  | Status   | —    | 100  | 20 | Normal  | —  |
| TM75 | Swords Dance | Normal  | Status   | —    | —    | 30 | Self    | —  |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20 | 2 Foes  | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | —    | 10 | Depends | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal  | —  |
| TM86 | Grass Knot   | Grass   | Special  | —    | 100  | 20 | Normal  | ○  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal  | —  |
| TM90 | Substitute   | Normal  | Status   | —    | —    | 10 | Self    | —  |
| HM01 | Cut          | Normal  | Physical | 50   | 95   | 30 | Normal  | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|---------|----------|------|------|----|--------|----|
| 1   | Poison Sting | Poison  | Physical | 15   | 100  | 35 | Normal | —  |
| 5   | Supersonic   | Normal  | Status   | —    | 55   | 20 | Normal | —  |
| 8   | Constrict    | Normal  | Physical | 10   | 100  | 35 | Normal | ○  |
| 12  | Acid         | Poison  | Special  | 40   | 100  | 30 | 2 Foes | —  |
| 15  | Toxic Spikes | Poison  | Status   | —    | —    | 20 | 2 Foes | —  |
| 19  | BubbleBeam   | Water   | Special  | 65   | 100  | 20 | Normal | —  |
| 22  | Wrap         | Normal  | Physical | 15   | 85   | 20 | Normal | ○  |
| 26  | Barrier      | Psychic | Status   | —    | —    | 30 | Self   | —  |
| 29  | Water Pulse  | Water   | Special  | 60   | 100  | 20 | Normal | —  |
| 33  | Poison Jab   | Poison  | Physical | 80   | 100  | 20 | Normal | ○  |
| 36  | Screech      | Normal  | Status   | —    | 85   | 40 | Normal | —  |
| 40  | Hydro Pump   | Water   | Special  | 120  | 80   | 5  | Normal | —  |
| 43  | Wring Out    | Normal  | Special  | —    | 100  | 5  | Normal | ○  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name       | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|------------|---------|----------|------|------|----|--------|----|
| Dive       | Water   | Special  | 80   | 100  | 10 | Normal | ○  |
| Icy Wind   | Ice     | Special  | 55   | 95   | 15 | 2 Foes | ○  |
| Knock Off  | Dark    | Physical | 20   | 100  | 20 | Normal | ○  |
| Snore      | Normal  | Special  | 40   | 100  | 15 | Normal | —  |
| Magic Coat | Psychic | Status   | —    | —    | 15 | Self   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|---------|----------|------|------|----|---------------|----|
| TM03 | Water Pulse  | Water   | Special  | 60   | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10 | Normal        | —  |
| TM07 | Hail         | Ice     | Status   | —    | 10   | 10 | All           | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15 | Normal        | —  |
| TM13 | Ice Beam     | Ice     | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice     | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM17 | Protect      | Normal  | Status   | —    | 10   | 10 | Self          | —  |
| TM18 | Rain Dance   | Water   | Status   | —    | 5    | 5  | All           | —  |
| TM19 | Giga Drain   | Grass   | Special  | 60   | 100  | 10 | Normal        | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20 | Normal        | ○  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20 | Normal        | ○  |
| TM32 | Double Team  | Normal  | Status   | —    | 15   | 15 | Self          | —  |
| TM36 | Sludge Bomb  | Poison  | Special  | 90   | 100  | 10 | Normal        | —  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic | Status   | —    | 10   | 10 | Self          | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15 | Normal        | —  |
| TM46 | Thief        | Dark    | Physical | 40   | 100  | 10 | Normal        | ○  |
| TM55 | Brine        | Water   | Special  | 65   | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal  | Status   | —    | 10   | 10 | Self          | —  |
| TM66 | Payback      | Dark    | Physical | 50   | 100  | 10 | Normal        | ○  |
| TM75 | Swords Dance | Normal  | Status   | —    | 30   | 30 | Self          | —  |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | 10   | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal        | —  |
| TM84 | Poison Jab   | Poison  | Physical | 80   | 100  | 20 | Normal        | ○  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal  | Status   | —    | 10   | 10 | Self          | —  |
| HM01 | Cut          | Normal  | Physical | 50   | 95   | 30 | Normal        | ○  |
| HM03 | Surf         | Water   | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | —  |
| HM05 | Whirlpool    | Water   | Special  | 15   | 70   | 15 | Normal        | —  |
| HM07 | Waterfall    | Water   | Physical | 80   | 100  | 15 | Normal        | ○  |

## ● EGG MOVES

| Name        | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|-------------|---------|----------|------|------|----|----------|----|
| Aurora Beam | Ice     | Special  | 65   | 100  | 20 | Normal   | —  |
| Mirror Coat | Psychic | Special  | —    | 100  | 20 | Self     | —  |
| Rapid Spin  | Normal  | Physical | 20   | 100  | 40 | Normal   | ○  |
| Haze        | Ice     | Status   | —    | —    | 30 | All      | —  |
| Safeguard   | Normal  | Status   | —    | 25   | 25 | 2 Allies | —  |
| Confuse Ray | Ghost   | Status   | —    | 100  | 10 | Normal   | —  |
| Knock Off   | Dark    | Physical | 20   | 100  | 20 | Normal   | ○  |
| Acupressure | Normal  | Status   | —    | 30   | 30 | 1 Ally   | —  |
| Muddy Water | Water   | Special  | 95   | 85   | 10 | 2 Foes   | —  |

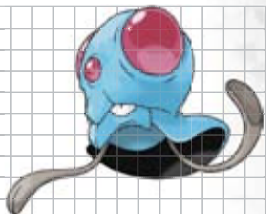


No. 072 | Jellyfish Pokémon

Tentacool

Water

Poison



## ● SIZE COMPARISON

- HEIGHT: 2'11"
- WEIGHT: 100.3 lbs.
- ITEMS: Poison Barb



- MALE/FEMALE HAVE SAME FORM

## ◎ ABILITIES

- Clear Body
- Liquid Ooze

## ◎ STATS



## ◎ EGG GROUPS

Water 3

## ◎ PERFORMANCE

SPEED ★★☆☆

POWER ★★☆☆

SKILL ★★☆☆

STAMINA ★★☆☆

JUMP ★★☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** New Bark Town (water surface)

**Pokémon SoulSilver** New Bark Town (water surface)

**Pokémon Diamond** Route 205 (water surface)

**Pokémon Pearl** Route 205 (water surface)

**Pokémon Platinum** Route 205 (water surface)

**Pokémon HeartGold**

**Pokémon SoulSilver**

When the tide goes out, dehydrated TENTACOOOL remains can be found washed up on the shore.

It drifts aimlessly in waves. Very difficult to see in water, it may not be noticed until it stings.

## ◎ EVOLUTION



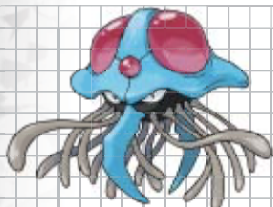
Lv. 30

Tentacool

Tentacruel

No. 073 | Jellyfish Pokémon  
**Tentacruel**

Water Poison



## SIZE COMPARISON

- HEIGHT: 6'03"
- WEIGHT: 341.7 lbs.
- ITEMS: None



● MALE/FEMALE HAVE SAME FORM

## ABILITIES

- Clear Body
- Liquid Ooze

## STATS



## EGG GROUPS

Water 3

## PERFORMANCE

SPEED ★★☆☆☆  
 POWER ★★☆☆☆  
 SKILL ★★☆☆☆

STAMINA ★★☆☆☆  
 JUMP ★★☆☆☆

## MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Route 36

**Pokémon SoulSilver** —

**Pokémon Diamond** Route 224 (water surface)

**Pokémon Pearl** Route 224 (water surface)

**Pokémon Platinum** Route 224 (water surface)

**Pokémon HeartGold**

It has a brave and trustworthy nature. It fearlessly stands up to bigger and stronger foes.

**Pokémon SoulSilver**

In battle, it extends all 80 of its tentacles to entrap its opponent inside a poisonous net.

## EVOLUTION



Lv. 30



Tentacool

Tentacruel

## LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|----------|----------|------|------|----|--------|----|
| 1   | Poison Sting | Poison   | Physical | 15   | 100  | 35 | Normal | —  |
| 1   | Supersonic   | Normal   | Status   | —    | 55   | 20 | Normal | —  |
| 1   | Constrict    | Normal   | Physical | 10   | 100  | 35 | Normal | ○  |
| 5   | Supersonic   | Normal   | Status   | —    | 55   | 20 | Normal | —  |
| 8   | Constrict    | Normal   | Physical | 10   | 100  | 35 | Normal | ○  |
| 12  | Acid         | Poison   | Special  | 40   | 100  | 30 | 2 Foes | —  |
| 15  | Toxic Spikes | Poison   | Status   | —    | —    | 20 | 2 Foes | —  |
| 19  | BubbleBeam   | Water    | Special  | 65   | 100  | 20 | Normal | —  |
| 22  | Wrap         | Normal   | Physical | 15   | 85   | 20 | Normal | ○  |
| 26  | Barrier      | Psychic  | Status   | —    | —    | 30 | Self   | —  |
| 29  | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal | —  |
| 36  | Poison Jab   | Physical | Special  | 80   | 100  | 20 | Normal | ○  |
| 42  | Screech      | Normal   | Status   | —    | 85   | 40 | Normal | —  |
| 49  | Hydro Pump   | Water    | Special  | 120  | 80   | 5  | Normal | —  |
| 55  | Wring Out    | Normal   | Special  | —    | 100  | 5  | Normal | ○  |

## MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

## BP MOVES

| Name       | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|------------|---------|----------|------|------|----|--------|----|
| Dive       | Water   | Physical | 80   | 100  | 10 | Normal | ○  |
| Icy Wind   | Ice     | Special  | 55   | 95   | 15 | 2 Foes | —  |
| Knock Off  | Dark    | Physical | 20   | 100  | 20 | Normal | ○  |
| Snore      | Normal  | Special  | 40   | 100  | 15 | Normal | —  |
| Magic Coat | Psychic | Status   | —    | —    | 15 | Self   | —  |

## TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP      | Range         | DA |
|------|--------------|---------|----------|------|------|---------|---------------|----|
| TM03 | Water Pulse  | Water   | Special  | 60   | 100  | 20      | Normal        | —  |
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10      | Normal        | —  |
| TM07 | Hail         | Ice     | Status   | —    | 10   | All     | —             | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15      | Normal        | —  |
| TM13 | Ice Beam     | Ice     | Special  | 95   | 100  | 10      | Normal        | —  |
| TM14 | Blizzard     | Ice     | Special  | 120  | 70   | 5       | 2 Foes        | —  |
| TM15 | Hyper Beam   | Normal  | Special  | 150  | 90   | 5       | Normal        | —  |
| TM17 | Protect      | Normal  | Status   | —    | 10   | Self    | —             | —  |
| TM18 | Rain Dance   | Water   | Status   | —    | 5    | All     | —             | —  |
| TM19 | Giga Drain   | Grass   | Special  | 60   | 100  | 10      | Normal        | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20      | Normal        | ○  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20      | Normal        | ○  |
| TM32 | Double Team  | Normal  | Status   | —    | 15   | Self    | —             | —  |
| TM36 | Sludge Bomb  | Poison  | Special  | 90   | 100  | 10      | Normal        | —  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20      | Normal        | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20      | Normal        | —  |
| TM44 | Rest         | Psychic | Status   | —    | 10   | Self    | —             | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15      | Normal        | —  |
| TM46 | Thief        | Dark    | Physical | 40   | 100  | 10      | Normal        | ○  |
| TM55 | Brine        | Water   | Special  | 65   | 100  | 10      | Normal        | —  |
| TM58 | Endure       | Normal  | Status   | —    | 10   | Self    | —             | —  |
| TM66 | Payback      | Dark    | Physical | 50   | 100  | 10      | Normal        | ○  |
| TM68 | Giga Impact  | Normal  | Physical | 150  | 90   | 5       | Normal        | ○  |
| TM75 | Swords Dance | Normal  | Status   | —    | 30   | Self    | —             | —  |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20      | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | 10   | Depends | —             | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15      | Normal        | —  |
| TM84 | Poison Jab   | Poison  | Physical | 80   | 100  | 20      | Normal        | ○  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15      | Normal        | —  |
| TM90 | Substitute   | Normal  | Status   | —    | 10   | Self    | —             | —  |
| HM01 | Cut          | Normal  | Physical | 50   | 95   | 30      | Normal        | ○  |
| HM03 | Surf         | Water   | Special  | 95   | 100  | 15      | 2 Foes/1 Ally | —  |
| HM05 | Whirlpool    | Water   | Special  | 15   | 70   | 15      | Normal        | —  |
| HM07 | Waterfall    | Water   | Physical | 80   | 100  | 15      | Normal        | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|--------------|--------|----------|------|------|----|---------------|----|
| 1   | Tackle       | Normal | Physical | 35   | 95   | 35 | Normal        | ○  |
| 1   | Defense Curl | Normal | Status   | —    | —    | 40 | Self          | —  |
| 4   | Mud Sport    | Ground | Status   | —    | —    | 15 | All           | —  |
| 8   | Rock Polish  | Rock   | Status   | —    | —    | 20 | Self          | —  |
| 11  | Rock Throw   | Rock   | Physical | 50   | 90   | 15 | Normal        | —  |
| 15  | Magnitude    | Ground | Physical | —    | 100  | 30 | 2 Foes/1 Ally | —  |
| 18  | Selfdestruct | Normal | Physical | 200  | 100  | 5  | 2 Foes/1 Ally | —  |
| 22  | Rollout      | Rock   | Physical | 30   | 90   | 20 | Normal        | ○  |
| 25  | Rock Blast   | Rock   | Physical | 25   | 80   | 10 | Normal        | —  |
| 29  | Earthquake   | Ground | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| 32  | Explosion    | Normal | Physical | 250  | 100  | 5  | 2 Foes/1 Ally | —  |
| 36  | Double-Edge  | Normal | Physical | 120  | 100  | 15 | Normal        | ○  |
| 39  | Stone Edge   | Rock   | Physical | 100  | 80   | 5  | Normal        | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal | ○  |
| Sucker Punch | Dark     | Physical | 80   | 100  | 5  | Normal | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Block        | Normal   | Status   | —    | —    | 5  | Normal | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Rollout      | Rock     | Physical | 30   | 90   | 20 | Normal | ○  |
| Superpower   | Fighting | Physical | 120  | 100  | 5  | Normal | ○  |
| AncientPower | Rock     | Special  | 60   | 100  | 5  | Normal | —  |
| Earth Power  | Ground   | Special  | 90   | 100  | 10 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal        | ○  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal        | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10 | All           | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5  | Normal        | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM64 | Explosion    | Normal   | Physical | 250  | 100  | 5  | 2 Foes/1 Ally | —  |
| TM69 | Rock Polish  | Rock     | Status   | —    | —    | 20 | Self          | —  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5  | Normal        | —  |
| TM74 | Gyro Ball    | Steel    | Physical | —    | 100  | 5  | Normal        | ○  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20 | 2 Foes        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20 | Normal        | ○  |

## ● EGG MOVES

| Name       | Type     | Kind     | Pow. | Acc. | PP | Range       | DA |
|------------|----------|----------|------|------|----|-------------|----|
| Mega Punch | Normal   | Physical | 80   | 85   | 20 | Normal      | ○  |
| Rock Slide | Rock     | Physical | 75   | 90   | 10 | 2 Foes      | —  |
| Block      | Normal   | Status   | —    | —    | 5  | Normal      | —  |
| Hammer Arm | Fighting | Physical | 100  | 90   | 10 | Normal      | ○  |
| Flail      | Normal   | Physical | —    | 100  | 15 | Normal      | ○  |
| Curse      | ???      | Status   | —    | —    | 10 | Normal/Self | —  |

No. 074 | Rock Pokémon  
**Geodude**

Rock Ground



- HEIGHT: 1'04"
- WEIGHT: 44.1 lbs.
- ITEMS: Everstone

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Rock Head
- Sturdy

## ● STATS



## ● EGG GROUPS

Mineral

## ● PERFORMANCE

SPEED ★★  
POWER ★★★  
SKILL ★★STAMINA ★★★☆  
JUMP ★★

## ● MAIN WAYS TO OBTAIN

Pokémon HeartGold Union Cave

Pokémon SoulSilver Union Cave

Pokémon Diamond Oreburgh Gate 1F

Pokémon Pearl Oreburgh Gate 1F

Pokémon Platinum Oreburgh Gate 1F

Pokémon HeartGold

Pokémon SoulSilver

Most people may not notice, but a closer look should reveal that there are many GEODUDE around.

It uses its arms to steadily climb steep mountain paths. It swings its fists around if angered.

## ● EVOLUTION



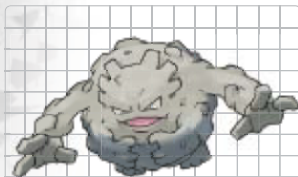
Geodude

Graveler

Golem

No. 075 | Rock Pokémon  
**Graveler**

Rock Ground



- HEIGHT: 3'03"
- WEIGHT: 44.1 lbs.
- ITEMS: King's Rock

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Rock Head
- Sturdy

## ● STATS



## ● EGG GROUPS

Mineral

## ● PERFORMANCE

SPEED ★☆☆  
POWER ★★★★★  
SKILL ★★STAMINA ★★★★★  
JUMP ★★

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Route 45**Pokémon SoulSilver** Route 45**Pokémon Diamond** Route 214**Pokémon Pearl** Route 214**Pokémon Platinum** Route 214**Pokémon HeartGold**

With a free and uncaring nature, it doesn't mind if pieces break off while it rolls down mountains.

**Pokémon SoulSilver**

A slow walker, it rolls to move. It pays no attention to any object that happens to be in its path.

## ● EVOLUTION



## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|--------------|--------|----------|------|------|----|---------------|----|
| 1   | Tackle       | Normal | Physical | 35   | 95   | 35 | Normal        | ○  |
| 1   | Defense Curl | Normal | Status   | —    | —    | 40 | Self          | —  |
| 1   | Mud Sport    | Ground | Status   | —    | —    | 15 | All           | —  |
| 1   | Rock Polish  | Rock   | Status   | —    | —    | 20 | Self          | —  |
| 4   | Mud Sport    | Ground | Status   | —    | —    | 15 | All           | —  |
| 8   | Rock Polish  | Rock   | Status   | —    | —    | 20 | Self          | —  |
| 11  | Rock Throw   | Rock   | Physical | 50   | 90   | 15 | Normal        | —  |
| 15  | Magnitude    | Ground | Physical | —    | 100  | 30 | 2 Foes/1 Ally | —  |
| 18  | Selfdestruct | Normal | Physical | 200  | 100  | 5  | 2 Foes/1 Ally | —  |
| 22  | Rollout      | Rock   | Special  | 30   | 90   | 20 | Normal        | ○  |
| 27  | Rock Blast   | Rock   | Physical | 25   | 80   | 10 | Normal        | —  |
| 33  | Earthquake   | Ground | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| 38  | Explosion    | Normal | Physical | 250  | 100  | 5  | 2 Foes/1 Ally | —  |
| 44  | Double-Edge  | Normal | Physical | 120  | 100  | 15 | Normal        | ○  |
| 49  | Stone Edge   | Rock   | Physical | 100  | 80   | 5  | Normal        | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal | ○  |
| Sucker Punch | Dark     | Physical | 80   | 100  | 5  | Normal | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Block        | Normal   | Status   | —    | —    | 5  | Normal | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Rollout      | Rock     | Physical | 30   | 90   | 20 | Normal | ○  |
| Superpower   | Fighting | Physical | 120  | 100  | 5  | Normal | ○  |
| AncientPower | Rock     | Special  | 60   | 100  | 5  | Normal | —  |
| Earth Power  | Ground   | Special  | 90   | 100  | 10 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal        | ○  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal        | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10 | All           | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5  | Normal        | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM64 | Explosion    | Normal   | Physical | 250  | 100  | 5  | 2 Foes/1 Ally | —  |
| TM69 | Rock Polish  | Rock     | Status   | —    | —    | 20 | Self          | —  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5  | Normal        | —  |
| TM74 | Gyro Ball    | Steel    | Physical | —    | 100  | 5  | Normal        | ○  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20 | 2 Foes        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Physical | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20 | Normal        | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|--------------|--------|----------|------|------|----|---------------|----|
| 1   | Tackle       | Normal | Physical | 35   | 95   | 35 | Normal        | ○  |
| 1   | Defense Curl | Normal | Status   | —    | —    | 40 | Self          | —  |
| 1   | Mud Sport    | Ground | Status   | —    | —    | 15 | All           | —  |
| 1   | Rock Polish  | Rock   | Status   | —    | —    | 20 | Self          | —  |
| 4   | Mud Sport    | Ground | Status   | —    | —    | 15 | All           | —  |
| 8   | Rock Polish  | Rock   | Status   | —    | —    | 20 | Self          | —  |
| 11  | Rock Throw   | Rock   | Physical | 50   | 90   | 15 | Normal        | —  |
| 15  | Magnitude    | Ground | Physical | —    | 100  | 30 | 2 Foes/1 Ally | —  |
| 18  | Selfdestruct | Normal | Physical | 200  | 100  | 5  | 2 Foes/1 Ally | —  |
| 22  | Rollout      | Rock   | Physical | 30   | 90   | 20 | Normal        | ○  |
| 27  | Rock Blast   | Rock   | Physical | 25   | 80   | 10 | Normal        | —  |
| 33  | Earthquake   | Ground | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| 38  | Explosion    | Normal | Physical | 250  | 100  | 5  | 2 Foes/1 Ally | —  |
| 44  | Double-Edge  | Normal | Physical | 120  | 100  | 15 | Normal        | ○  |
| 49  | Stone Edge   | Rock   | Physical | 100  | 80   | 5  | Normal        | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Fury Cutter  | Bug      | Physical | 10   | 95   | 20 | Normal | ○  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal | ○  |
| Sucker Punch | Dark     | Physical | 80   | 100  | 5  | Normal | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Block        | Normal   | Status   | —    | —    | 5  | Normal | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Rollout      | Rock     | Physical | 30   | 90   | 20 | Normal | ○  |
| Superpower   | Fighting | Physical | 120  | 100  | 5  | Normal | ○  |
| Iron Head    | Steel    | Physical | 80   | 100  | 15 | Normal | ○  |
| AncientPower | Rock     | Special  | 60   | 100  | 5  | Normal | ○  |
| Earth Power  | Ground   | Special  | 90   | 100  | 10 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP  | Range         | DA |
|------|--------------|----------|----------|------|------|-----|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20  | Normal        | ○  |
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20  | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10  | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15  | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | All | —             | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5   | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10  | Self          | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20  | Normal        | ○  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10  | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20  | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10  | Normal        | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15  | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15  | Self          | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15  | Normal        | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10  | All           | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5   | Normal        | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10  | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20  | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20  | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10  | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15  | Normal        | —  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5   | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10  | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10  | Self          | —  |
| TM64 | Explosion    | Normal   | Physical | 250  | 100  | 5   | 2 Foes/1 Ally | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5   | Normal        | ○  |
| TM69 | Rock Polish  | Rock     | Status   | —    | —    | 20  | Self          | —  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5   | Normal        | —  |
| TM74 | Gyro Ball    | Steel    | Physical | —    | 100  | 5   | Normal        | ○  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20  | 2 Foes        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20  | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10  | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10  | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15  | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15  | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10  | Self          | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15  | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15  | Normal        | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20  | Normal        | ○  |

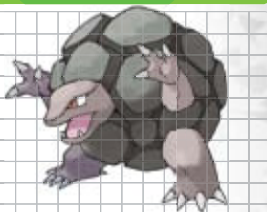


No. 076 | Megaton Pokémon

Golem

Rock

Ground



## ● SIZE COMPARISON

- HEIGHT: 4'02"
- WEIGHT: 661.4 lbs.
- ITEMS: None



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Rock Head
- Sturdy

## ● STATS



## ● EGG GROUPS

Mineral

## ● PERFORMANCE

SPEED ★★  
 POWER ★★★  
 SKILL ★☆

STAMINA ★★★★★  
 JUMP ★★

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Link trade Graveler

**Pokémon SoulSilver** Link trade Graveler

**Pokémon Diamond** Link trade Graveler

**Pokémon Pearl** Link trade Graveler

**Pokémon Platinum** Link trade Graveler

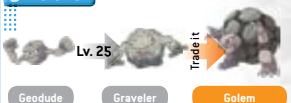
**Pokémon HeartGold**

**Pokémon SoulSilver**

It sheds its skin once a year. The discarded shell immediately hardens and crumbles away.

It is capable of blowing itself up. It uses this explosive force to jump from mountain to mountain.

## ● EVOLUTION





No. 077 | Fire Horse Pokémon

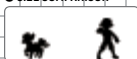
Ponyta

Fire



## SIZE COMPARISON

- HEIGHT: 3'03"
- WEIGHT: 66.1 lbs.
- ITEMS: Shuca Berry



- MALE/FEMALE HAVE SAME FORM

## ABILITIES

- Run Away
- Flash Fire

## STATS



## EGG GROUPS

Field

## PERFORMANCE

SPEED ★★★★★☆  
 POWER ★★  
 SKILL ★★

STAMINA ★★  
 JUMP ★★

## MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Route 26

**Pokémon SoulSilver** Route 26

**Pokémon Diamond** Route 206

**Pokémon Pearl** Route 206

**Pokémon Platinum** Route 206

**Pokémon HeartGold**

It is a weak runner immediately after birth. It gradually becomes faster by chasing after its parents.

**Pokémon SoulSilver**

Its hind legs, which have hooves that are harder than diamond, kick back at any presence it senses behind it.

## EVOLUTION



Lv. 40



Ponyta

Rapidash

## LEVEL-UP MOVES

| Lv. | Name        | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|-------------|---------|----------|------|------|----|--------|----|
| 1   | Growl       | Normal  | Status   | —    | 100  | 40 | 2 Foes | —  |
| 1   | Tackle      | Normal  | Physical | 35   | 95   | 35 | Normal | ○  |
| 6   | Tail Whip   | Normal  | Status   | —    | 100  | 30 | 2 Foes | —  |
| 10  | Ember       | Fire    | Special  | 40   | 100  | 25 | Normal | —  |
| 15  | Flame Wheel | Fire    | Physical | 60   | 100  | 25 | Normal | ○  |
| 19  | Stomp       | Normal  | Physical | 65   | 100  | 20 | Normal | —  |
| 24  | Fire Spin   | Fire    | Special  | 15   | 70   | 15 | Normal | —  |
| 28  | Take Down   | Normal  | Physical | 90   | 85   | 20 | Normal | ○  |
| 33  | Agility     | Psychic | Status   | —    | 30   | —  | Self   | —  |
| 37  | Fire Blast  | Fire    | Special  | 120  | 85   | 5  | Normal | —  |
| 42  | Bounce      | Flying  | Physical | 85   | 85   | 5  | Normal | ○  |
| 46  | Flare Blitz | Fire    | Physical | 120  | 100  | 15 | Normal | ○  |

## MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## BP MOVES

| Name      | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----------|--------|----------|------|------|----|--------|----|
| Snore     | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Swift     | Normal | Special  | 60   | —    | 20 | 2 Foes | —  |
| Bounce    | Flying | Physical | 85   | 85   | 5  | Normal | ○  |
| Heat Wave | Fire   | Special  | 100  | 90   | 10 | 2 Foes | —  |

## TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|---------|----------|------|------|----|---------|----|
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10 | Normal  | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15 | Normal  | —  |
| TM11 | Sunny Day    | Fire    | Status   | —    | 5    | —  | All     | —  |
| TM17 | Protect      | Normal  | Status   | —    | 10   | —  | Self    | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20 | Normal  | ○  |
| TM22 | SolarBeam    | Grass   | Special  | 120  | 100  | 10 | Normal  | —  |
| TM23 | Iron Tail    | Steel   | Physical | 100  | 75   | 15 | Normal  | ○  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20 | Normal  | ○  |
| TM32 | Double Team  | Normal  | Status   | —    | 15   | —  | Self    | —  |
| TM35 | Flamethrower | Fire    | Special  | 95   | 100  | 15 | Normal  | —  |
| TM38 | Fire Blast   | Fire    | Special  | 120  | 85   | 5  | Normal  | —  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20 | Normal  | —  |
| TM44 | Rest         | Psychic | Status   | —    | 10   | —  | Self    | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15 | Normal  | —  |
| TM50 | Overheat     | Fire    | Special  | 140  | 90   | 5  | Normal  | —  |
| TM58 | Endure       | Normal  | Status   | —    | 10   | —  | Self    | —  |
| TM61 | Will-O-Wisp  | Fire    | Status   | —    | 75   | 15 | Normal  | —  |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20 | 2 Foes  | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | 10   | —  | Depends | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal  | —  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal  | —  |
| TM90 | Substitute   | Normal  | Status   | —    | 10   | —  | Self    | —  |
| HM04 | Strength     | Normal  | Physical | 80   | 100  | 15 | Normal  | ○  |

## EGG MOVES

| Name        | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|-------------|----------|----------|------|------|----|----------|----|
| Flame Wheel | Fire     | Physical | 60   | 100  | 25 | Normal   | ○  |
| Thrash      | Normal   | Physical | 90   | 100  | 20 | 1 Random | ○  |
| Double Kick | Fighting | Physical | 30   | 100  | 30 | Normal   | ○  |
| Hypnosis    | Psychic  | Status   | —    | 60   | 20 | Normal   | —  |
| Charm       | Normal   | Status   | —    | 100  | 20 | Normal   | ○  |
| Double-Edge | Normal   | Physical | 120  | 100  | 15 | Normal   | ○  |
| Horn Drill  | Normal   | Physical | —    | 30   | 5  | Normal   | ○  |
| Morning Sun | Normal   | Status   | —    | 5    | —  | Self     | —  |



## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|---------|----------|------|------|----|--------|----|
| 1   | Poison Jab   | Poison  | Physical | 80   | 100  | 20 | Normal | ○  |
| 1   | Megahorn     | Bug     | Physical | 120  | 85   | 10 | Normal | ○  |
| 1   | Growl        | Normal  | Status   | —    | 100  | 40 | 2 Foes | —  |
| 1   | Quick Attack | Normal  | Physical | 40   | 100  | 30 | Normal | ○  |
| 1   | Tail Whip    | Normal  | Status   | —    | 100  | 30 | 2 Foes | —  |
| 1   | Ember        | Fire    | Special  | 40   | 100  | 25 | Normal | ○  |
| 6   | Tail Whip    | Normal  | Status   | —    | 100  | 30 | 2 Foes | —  |
| 10  | Ember        | Fire    | Special  | 40   | 100  | 25 | Normal | ○  |
| 15  | Flame Wheel  | Fire    | Physical | 60   | 100  | 25 | Normal | ○  |
| 19  | Stomp        | Normal  | Physical | 65   | 100  | 20 | Normal | ○  |
| 24  | Fire Spin    | Fire    | Special  | 15   | 70   | 15 | Normal | ○  |
| 28  | Take Down    | Normal  | Physical | 90   | 85   | 20 | Normal | ○  |
| 33  | Agility      | Psychic | Status   | —    | —    | 30 | Self   | —  |
| 37  | Fire Blast   | Fire    | Special  | 120  | 85   | 5  | Normal | ○  |
| 40  | Fury Attack  | Normal  | Physical | 15   | 85   | 20 | Normal | ○  |
| 47  | Bounce       | Flying  | Physical | 85   | 85   | 5  | Normal | ○  |
| 56  | Flare Blitz  | Fire    | Physical | 120  | 100  | 15 | Normal | ○  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

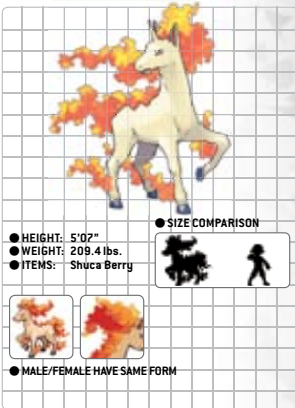
| Name      | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----------|--------|----------|------|------|----|--------|----|
| Snore     | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Swift     | Normal | Special  | 60   | —    | 20 | 2 Foes | —  |
| Bounce    | Normal | Physical | 85   | 85   | 5  | Normal | ○  |
| Heat Wave | Fire   | Special  | 100  | 90   | 10 | 2 Foes | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP  | Range   | DA |
|------|--------------|---------|----------|------|------|-----|---------|----|
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10  | Normal  | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15  | Normal  | —  |
| TM11 | Sunny Day    | Fire    | Status   | —    | 5    | All | —       | —  |
| TM15 | Hyper Beam   | Normal  | Special  | 150  | 90   | 5   | Normal  | —  |
| TM17 | Protect      | Normal  | Status   | —    | —    | 10  | Self    | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20  | Normal  | ○  |
| TM22 | SolarBeam    | Grass   | Special  | 120  | 100  | 10  | Normal  | —  |
| TM23 | Iron Tail    | Steel   | Physical | 100  | 75   | 15  | Normal  | ○  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20  | Normal  | ○  |
| TM32 | Double Team  | Normal  | Status   | —    | —    | 15  | Self    | —  |
| TM35 | Flamethrower | Fire    | Special  | 95   | 100  | 15  | Normal  | —  |
| TM38 | Fire Blast   | Fire    | Special  | 120  | 85   | 5   | Normal  | —  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20  | Normal  | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20  | Normal  | —  |
| TM44 | Rest         | Psychic | Status   | —    | —    | 10  | Self    | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15  | Normal  | —  |
| TM50 | Overheat     | Fire    | Special  | 140  | 90   | 5   | Normal  | —  |
| TM58 | Endure       | Normal  | Status   | —    | —    | 10  | Self    | —  |
| TM61 | Will-O-Wisp  | Fire    | Status   | —    | 75   | 15  | Normal  | —  |
| TM68 | Giga Impact  | Normal  | Physical | 150  | 90   | 5   | Normal  | ○  |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20  | 2 Foes  | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | —    | 10  | Depends | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15  | Normal  | —  |
| TM84 | Poison Jab   | Poison  | Physical | 80   | 100  | 20  | Normal  | ○  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15  | Normal  | —  |
| TM90 | Substitute   | Normal  | Status   | —    | —    | 10  | Self    | —  |
| HM04 | Strength     | Normal  | Physical | 80   | 100  | 15  | Normal  | ○  |

No. 078 | Fire Horse Pokémon  
**Rapidash**

Fire



## ● ABILITIES

- Run Away
- Flash Fire

## ● STATS



## ● EGG GROUPS

Field

## ● PERFORMANCE



## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Route 28**Pokémon SoulSilver** Route 28**Pokémon Diamond** Level up Ponyta to Lv. 40**Pokémon Pearl** Level up Ponyta to Lv. 40**Pokémon Platinum** Level up Ponyta to Lv. 40**Pokémon HeartGold****Pokémon SoulSilver**

At full gallop, its four hooves barely touch the ground because it moves so incredibly fast.

With incredible acceleration, it reaches its top speed of 150 mph after running just 10 steps.

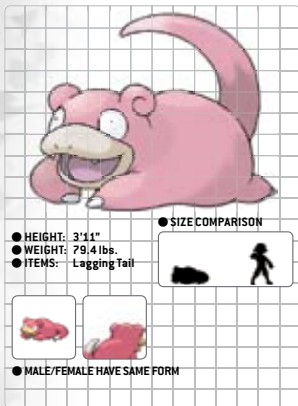
## ● EVOLUTION



No. 079 | Dopey Pokémon  
**Slowpoke**

Water

Psychic

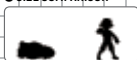


## ● SIZE COMPARISON

● HEIGHT: 3'11"

● WEIGHT: 79.4 lbs.

● ITEMS: Laggie Tail



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Oblivious
- Own Tempo

## ● STATS



## ● EGG GROUPS

Monster  
Water 1

## ● PERFORMANCE

SPEED ★★  
POWER ★★★  
SKILL ★★☆☆☆

STAMINA ★★★★★☆  
JUMP ★★★

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** SLOWPOKE Well

**Pokémon SoulSilver** SLOWPOKE Well

**Pokémon Diamond** —

**Pokémon Pearl** Route 205, Eterna City side  
(use Poké Radar)

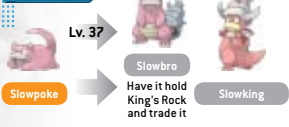
**Pokémon Platinum** Route 205, Eterna City side  
(use Poké Radar)

**Pokémon HeartGold** **Pokémon SoulSilver**

It lazes vacantly near water. If something bites its tail, it won't even notice for a whole day.

A sweet sap leaks from its tail's tip. Although not nutritious, the tail is pleasant to chew on.

## ● EVOLUTION



## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range       | DA |
|-----|--------------|---------|----------|------|------|----|-------------|----|
| 1   | Curse        | ???     | Status   | —    | —    | 10 | Normal/Self | —  |
| 1   | Yawn         | Normal  | Status   | —    | —    | 10 | Normal      | —  |
| 1   | Tackle       | Normal  | Physical | 35   | 95   | 35 | Normal      | ○  |
| 6   | Growl        | Normal  | Status   | —    | 100  | 40 | 2 Foes      | —  |
| 11  | Water Gun    | Water   | Special  | 40   | 100  | 25 | Normal      | —  |
| 15  | Confusion    | Psychic | Special  | 50   | 100  | 25 | Normal      | —  |
| 20  | Disable      | Normal  | Status   | —    | 80   | 20 | Normal      | —  |
| 25  | Headbutt     | Normal  | Physical | 70   | 100  | 15 | Normal      | ○  |
| 29  | Water Pulse  | Water   | Special  | 60   | 100  | 20 | Normal      | —  |
| 34  | Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal      | ○  |
| 39  | Slack Off    | Normal  | Status   | —    | 10   | 10 | Self        | —  |
| 43  | Amnesia      | Psychic | Status   | —    | 20   | 10 | Self        | —  |
| 48  | Psychic      | Psychic | Special  | 90   | 100  | 10 | Normal      | —  |
| 53  | Rain Dance   | Water   | Status   | —    | 5    | 10 | All         | —  |
| 57  | Psych Up     | Normal  | Status   | —    | —    | 10 | Normal      | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|---------|----------|------|------|----|--------|----|
| Dive         | Water   | Physical | 80   | 100  | 10 | Normal | ○  |
| Icy Wind     | Ice     | Special  | 55   | 95   | 15 | 2 Foes | —  |
| Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal | ○  |
| Trick        | Psychic | Status   | —    | 100  | 10 | Normal | —  |
| Snore        | Normal  | Special  | 40   | 100  | 15 | Normal | —  |
| Swift        | Normal  | Special  | 60   | —    | 20 | 2 Foes | —  |
| Magic Coat   | Psychic | Status   | —    | —    | 15 | Self   | —  |
| Block        | Normal  | Status   | —    | —    | 5  | Normal | —  |
| Mud-Slap     | Ground  | Special  | 20   | 100  | 10 | Normal | —  |
| Aqua Tail    | Water   | Physical | 90   | 90   | 10 | Normal | ○  |
| Signal Beam  | Bug     | Special  | 75   | 100  | 15 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal        | —  |
| TM04 | Calm Mind    | Psychic  | Status   | —    | 20   | 10 | Self          | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM07 | Hail         | Ice      | Status   | —    | 10   | 10 | All           | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | 10 | All           | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | 30   | 2  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | 10   | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | 10 | All           | —  |
| TM20 | Safeguard    | Normal   | Status   | —    | 25   | 2  | Allies        | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | —  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | —  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | —  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal        | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal        | —  |
| TM32 | Double Team  | Normal   | Status   | —    | 15   | 10 | Self          | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal        | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5  | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | 10   | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM48 | Skill Swap   | Psychic  | Status   | —    | 10   | 10 | Normal        | —  |
| TM55 | Bribe        | Water    | Special  | 65   | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | 10   | 10 | Self          | —  |
| TM67 | Recycle      | Normal   | Status   | —    | 10   | 10 | Self          | —  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal        | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | 10   | 10 | Normal        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | 10   | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15 | Normal        | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | 10   | 10 | Self          | —  |
| TM92 | Trick Room   | Psychic  | Status   | —    | 5    | 10 | All           | —  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | —  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15 | Normal        | —  |

## ● EGG MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|---------|----------|------|------|----|----------|----|
| Safeguard    | Normal  | Status   | —    | —    | 25 | 2 Allies | —  |
| Belly Drum   | Normal  | Status   | —    | —    | 10 | Self     | —  |
| Future Sight | Psychic | Special  | 80   | 90   | 15 | Normal   | —  |
| Stomp        | Normal  | Physical | 65   | 100  | 20 | Normal   | ○  |
| Mud Sport    | Ground  | Status   | —    | —    | 15 | All      | —  |
| Sleep Talk   | Normal  | Status   | —    | —    | 10 | Depends  | —  |
| Snore        | Normal  | Special  | 40   | 100  | 15 | Normal   | —  |
| Me First     | Normal  | Status   | —    | —    | 20 | Depends  | —  |
| Block        | Normal  | Status   | —    | —    | 5  | Normal   | —  |
| Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal   | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP     | Range       | DA |
|-----|--------------|---------|----------|------|------|--------|-------------|----|
| 1   | Curse        | ???     | Status   | —    | —    | 10     | Normal/Self | —  |
| 1   | Yawn         | Normal  | Status   | —    | —    | 10     | Normal      | —  |
| 1   | Tackle       | Normal  | Physical | 35   | 95   | 35     | Normal      | ○  |
| 1   | Growl        | Normal  | Status   | —    | 100  | 40     | 2 Foes      | —  |
| 6   | Growl        | Normal  | Status   | —    | 100  | 40     | 2 Foes      | —  |
| 11  | Water Gun    | Water   | Special  | 40   | 100  | 25     | Normal      | —  |
| 15  | Confusion    | Psychic | Special  | 50   | 100  | 25     | Normal      | —  |
| 20  | Disable      | Normal  | Status   | —    | 80   | 20     | Normal      | —  |
| 25  | Headbutt     | Normal  | Physical | 70   | 100  | 15     | Normal      | ○  |
| 29  | Water Pulse  | Water   | Special  | 60   | 100  | 20     | Normal      | —  |
| 34  | Zen Headbutt | Psychic | Physical | 80   | 90   | 15     | Normal      | ○  |
| 37  | Withdraw     | Water   | Status   | —    | 40   | Self   | —           | —  |
| 41  | Slack Off    | Normal  | Status   | —    | 10   | Self   | —           | —  |
| 47  | Amnesia      | Psychic | Status   | —    | 20   | Self   | —           | —  |
| 54  | Psychic      | Psychic | Special  | 90   | 100  | 10     | Normal      | —  |
| 61  | Rain Dance   | Water   | Status   | —    | 5    | All    | —           | —  |
| 67  | Psych Up     | Normal  | Status   | —    | 10   | Normal | —           | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP     | Range  | DA |
|--------------|---------|----------|------|------|--------|--------|----|
| Dive         | Water   | Physical | 80   | 100  | 10     | Normal | ○  |
| Fury Cutter  | Bug     | Physical | 10   | 95   | 20     | Normal | ○  |
| Icy Wind     | Ice     | Special  | 55   | 95   | 15     | 2 Foes | —  |
| Ice Punch    | Ice     | Physical | 75   | 100  | 15     | Normal | ○  |
| Zen Headbutt | Psychic | Physical | 80   | 90   | 15     | Normal | ○  |
| Trick        | Psychic | Status   | —    | 100  | 10     | Normal | —  |
| Snore        | Normal  | Special  | 40   | 100  | 15     | Normal | —  |
| Swift        | Normal  | Special  | 60   | —    | 20     | 2 Foes | —  |
| Magic Coat   | Psychic | Status   | —    | 15   | Self   | —      | —  |
| Block        | Normal  | Status   | —    | 5    | Normal | —      | —  |
| Mud-Slap     | Ground  | Special  | 20   | 100  | 10     | Normal | —  |
| Aqua Tail    | Water   | Physical | 90   | 100  | 10     | Normal | ○  |
| Signal Beam  | Bug     | Special  | 75   | 100  | 15     | Normal | —  |
| Iron Defense | Steel   | Status   | —    | 15   | Self   | —      | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP       | Range         | DA |
|------|--------------|----------|----------|------|------|----------|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20       | Normal        | ○  |
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20       | Normal        | ○  |
| TM04 | Calm Mind    | Psychic  | Status   | —    | 20   | Self     | —             | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10       | Normal        | —  |
| TM07 | Hail         | Ice      | Status   | —    | 10   | All      | —             | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15       | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | All      | —             | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10       | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5        | 2 Foes        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5        | Normal        | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | 30   | 2 Allies | —             | —  |
| TM17 | Protect      | Normal   | Status   | —    | 10   | Self     | —             | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | All      | —             | —  |
| TM20 | Safeguard    | Normal   | Status   | —    | 25   | 2 Allies | —             | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20       | Normal        | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15       | Normal        | ○  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10       | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20       | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10       | Normal        | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10       | Normal        | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15       | Normal        | —  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15       | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | 15   | Self     | —             | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15       | Normal        | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5        | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20       | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20       | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | 10   | Self     | —             | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15       | Normal        | —  |
| TM48 | Skill Swap   | Psychic  | Status   | —    | 10   | Normal   | —             | —  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5        | Normal        | —  |
| TM55 | Brine        | Water    | Special  | 65   | 100  | 10       | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10       | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | 10   | Self     | —             | —  |
| TM60 | Drain Punch  | Fighting | Physical | 60   | 100  | 5        | Normal        | ○  |
| TM67 | Recycle      | Normal   | Status   | —    | 10   | Self     | —             | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5        | Normal        | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20       | Normal        | —  |
| TM72 | Avalanche    | Ice      | Physical | 60   | 100  | 10       | Normal        | ○  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20       | Normal        | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | 10   | Normal   | —             | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20       | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | 10   | Depends  | —             | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15       | Normal        | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15       | Normal        | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20       | Normal        | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15       | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | 10   | Self     | —             | —  |
| TM92 | Trick Room   | Psychic  | Status   | —    | 5    | All      | —             | —  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15       | 2 Foes/1 Ally | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15       | Normal        | ○  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15       | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15       | Normal        | ○  |


 No. 080 | Hermit Crab Pokémon  
**Slowbro**
Water Psychic


## ● SIZE COMPARISON

- HEIGHT: 5'03"
- WEIGHT: 173.1 lbs.
- ITEMS: King's Rock



## ● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Oblivious
- Own Tempo

## ● STATS



## ● EGG GROUPS

Monster  
 Water 1

## ● PERFORMANCE



## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** SLOWPOKE Well B2F (water surface)

**Pokémon SoulSilver** SLOWPOKE Well B2F (water surface)

**Pokémon Diamond** —

**Pokémon Pearl** Level up Slowpoke to Lv. 37

**Pokémon Platinum** Level up Slowpoke to Lv. 37

**Pokémon HeartGold**

**Pokémon SoulSilver**

If the tail-biting SHELLDER is thrown off in a harsh battle, it reverts to being an ordinary SLOWPOKE.

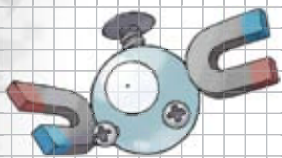
Naturally dull to begin with, it lost its ability to feel pain due to SHELLDER's seeping poison.

## ● EVOLUTION



No. 081 | Magnet Pokémon  
**Magnemite**

Electric Steel



- HEIGHT: 1'00"
- WEIGHT: 13.2 lbs.
- ITEMS: Metal Coat

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Magnet Pull
- Sturdy

## ● STATS



## ● EGG GROUPS

Mineral

## ● PERFORMANCE

SPEED ★★☆☆  
POWER ★☆☆☆  
SKILL ★★☆☆STAMINA ☆☆☆☆  
JUMP ★★☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Route 38**Pokémon SoulSilver** Route 38**Pokémon Diamond** Fuego Ironworks (mass outbreak)**Pokémon Pearl** Fuego Ironworks (mass outbreak)**Pokémon Platinum** Fuego Ironworks**Pokémon HeartGold**

It is attracted by electromagnetic waves. It may approach Trainers if they are using their Pokégear.

**Pokémon SoulSilver**

The units at the sides of its body generate anti-gravity energy to keep it aloft in the air.

## ● EVOLUTION



## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|--------------|----------|----------|------|------|----|---------------|----|
| 1   | Metal Sound  | Steel    | Status   | —    | 85   | 40 | Normal        | —  |
| 1   | Tackle       | Normal   | Physical | 35   | 95   | 35 | Normal        | ○  |
| 6   | ThunderShock | Electric | Special  | 40   | 100  | 30 | Normal        | —  |
| 11  | Supersonic   | Normal   | Status   | —    | 55   | 20 | Normal        | —  |
| 14  | Sonic Boom   | Normal   | Special  | —    | 90   | 20 | Normal        | —  |
| 17  | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal        | —  |
| 22  | Spark        | Electric | Physical | 65   | 100  | 20 | Normal        | ○  |
| 27  | Lock-On      | Normal   | Status   | —    | —    | 5  | Normal        | —  |
| 30  | Magnet Bomb  | Steel    | Physical | 60   | —    | 20 | Normal        | —  |
| 33  | Screech      | Normal   | Status   | —    | 85   | 40 | Normal        | —  |
| 38  | Discharge    | Electric | Special  | 80   | 100  | 15 | 2 Foes/1 Ally | —  |
| 43  | Mirror Shot  | Steel    | Special  | 65   | 85   | 10 | Normal        | —  |
| 46  | Magnet Rise  | Electric | Status   | —    | —    | 10 | Self          | —  |
| 49  | Gyro Ball    | Steel    | Physical | —    | 100  | 5  | Normal        | ○  |
| 54  | Zap Cannon   | Electric | Special  | 120  | 50   | 5  | Normal        | —  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Magnet Rise  | Electric | Status   | —    | —    | 10 | Self   | —  |
| Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes | —  |
| Gravity      | Psychic  | Status   | —    | —    | 5  | All    | —  |
| Magic Coat   | Psychic  | Status   | —    | —    | 15 | Self   | —  |
| Rollout      | Rock     | Physical | 30   | 90   | 20 | Normal | ○  |
| Signal Beam  | Bug      | Special  | 75   | 100  | 15 | Normal | —  |
| Iron Defense | Steel    | Status   | —    | —    | 15 | Self   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP  | Range         | DA     |   |
|------|--------------|----------|----------|------|------|-----|---------------|--------|---|
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10  | Normal        | —      |   |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15  | Normal        | —      |   |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | 5   | All           | —      |   |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30  | 2 Allies      | —      |   |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10  | Self          | —      |   |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5   | All           | —      |   |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20  | Normal        | ○      |   |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15  | Normal        | —      |   |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10  | Normal        | —      |   |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20  | Normal        | ○      |   |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15  | Self          | —      |   |
| TM33 | Reflect      | Psychic  | Status   | —    | —    | 20  | 2 Allies      | —      |   |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20  | Normal        | —      |   |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20  | Normal        | ○      |   |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20  | Normal        | —      |   |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10  | Self          | —      |   |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10  | Normal        | —      |   |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10  | Self          | —      |   |
| TM64 | Explosion    | Normal   | Physical | 250  | 100  | 5   | 2 Foes/1 Ally | —      |   |
| TM67 | Recycle      | Normal   | Status   | —    | —    | 10  | Self          | —      |   |
| TM70 | Flash        | Normal   | Status   | —    | —    | 100 | 20            | Normal | — |
| TM73 | Thunder Wave | Electric | Status   | —    | —    | 100 | 20            | Normal | — |
| TM74 | Gyro Ball    | Steel    | Physical | —    | 100  | 5   | Normal        | ○      |   |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10  | Normal        | —      |   |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10  | Depends       | —      |   |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15  | Normal        | —      |   |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15  | Normal        | —      |   |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10  | Self          | —      |   |
| TM91 | Flash Cannon | Steel    | Special  | 80   | 100  | 10  | Normal        | —      |   |

\* Unable to evolve in Pokémon HeartGold or SoulSilver Version. Transfer from Diamond, Pearl, or Platinum Version.

## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP     | Range         | DA |
|-----|--------------|----------|----------|------|------|--------|---------------|----|
| 1   | Tri Attack   | Normal   | Special  | 80   | 100  | 10     | Normal        | —  |
| 1   | Metal Sound  | Steel    | Status   | —    | 85   | 40     | Normal        | —  |
| 1   | Tackle       | Normal   | Physical | 35   | 95   | 35     | Normal        | ○  |
| 1   | ThunderShock | Electric | Special  | 40   | 100  | 30     | Normal        | —  |
| 1   | Supersonic   | Normal   | Status   | —    | 55   | 20     | Normal        | —  |
| 6   | ThunderShock | Electric | Special  | 40   | 100  | 30     | Normal        | —  |
| 11  | Supersonic   | Normal   | Status   | —    | 55   | 20     | Normal        | —  |
| 14  | SonicBoom    | Normal   | Special  | —    | 90   | 20     | Normal        | —  |
| 17  | Thunder Wave | Electric | Status   | —    | 100  | 20     | Normal        | —  |
| 22  | Spark        | Electric | Physical | 65   | 100  | 20     | Normal        | ○  |
| 27  | Lock-On      | Normal   | Status   | —    | 5    | Normal | —             | —  |
| 30  | Magnet Bomb  | Steel    | Special  | 60   | —    | 20     | Normal        | —  |
| 34  | Screech      | Normal   | Status   | —    | 85   | 40     | Normal        | —  |
| 40  | Discharge    | Electric | Special  | 80   | 100  | 15     | 2 Foes/1 Ally | —  |
| 46  | Mirror Shot  | Steel    | Special  | 65   | 85   | 10     | Normal        | —  |
| 50  | Magnet Rise  | Electric | Status   | —    | 10   | Self   | —             | —  |
| 54  | Gyro Ball    | Steel    | Physical | —    | 100  | 5      | Normal        | ○  |
| 60  | Zap Cannon   | Electric | Special  | 120  | 50   | 5      | Normal        | —  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP   | Range  | DA |
|--------------|----------|----------|------|------|------|--------|----|
| Snore        | Normal   | Status   | 40   | 100  | 15   | Normal | —  |
| Magnet Rise  | Electric | Status   | —    | 10   | Self | —      | —  |
| Swift        | Normal   | Special  | 60   | —    | 20   | 2 Foes | —  |
| Gravity      | Psychic  | Status   | —    | 5    | All  | —      | —  |
| Magic Coat   | Psychic  | Status   | —    | 15   | Self | —      | —  |
| Rollout      | Rock     | Physical | 30   | 90   | 20   | Normal | ○  |
| Signal Beam  | Bug      | Special  | 75   | 100  | 15   | Normal | —  |
| Iron Defense | Steel    | Status   | —    | 15   | Self | —      | —  |
|              |          |          |      |      |      |        |    |
|              |          |          |      |      |      |        |    |

## ● TM &amp; HM MOVES

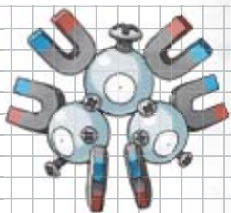
| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP       | Range         | DA |
|------|--------------|----------|----------|------|------|----------|---------------|----|
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10       | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15       | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | All      | —             | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5        | Normal        | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | 30   | 2 Allies | —             | —  |
| TM17 | Protect      | Normal   | Status   | —    | 10   | Self     | —             | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | All      | —             | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20       | Normal        | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15       | Normal        | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10       | Normal        | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20       | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | 15   | Self     | —             | —  |
| TM33 | Reflect      | Psychic  | Status   | —    | 20   | 2 Allies | —             | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20       | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20       | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20       | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | 10   | Self     | —             | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10       | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | 10   | Self     | —             | —  |
| TM64 | Explosion    | Normal   | Physical | 250  | 100  | 5        | 2 Foes/1 Ally | —  |
| TM67 | Recycle      | Normal   | Status   | —    | 10   | Self     | —             | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5        | Normal        | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20       | Normal        | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20       | Normal        | —  |
| TM74 | Gyro Ball    | Steel    | Physical | —    | 100  | 5        | Normal        | ○  |
| TM77 | Psych Up     | Normal   | Status   | —    | 10   | Normal   | —             | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | 10   | Depends  | —             | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15       | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15       | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | 10   | Self     | —             | —  |
| TM91 | Flash Cannon | Steel    | Special  | 80   | 100  | 10       | Normal        | —  |



## No. 082 | Magnet Pokémon

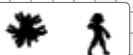
## Magnetron

Electric Steel



## ● SIZE COMPARISON

- HEIGHT: 3'03"
- WEIGHT: 132.3 lbs.
- ITEMS: Metal Coat



## ● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Magnet Pull
- Sturdy

## ● STATS



## ● EGG GROUPS

Mineral

## ● PERFORMANCE

SPEED ★★★  
POWER ★★☆☆  
SKILL ★★★☆☆STAMINA ★★☆☆☆  
JUMP ★★☆☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Safari Zone (Peak Area)**Pokémon SoulSilver** Safari Zone (Peak Area)**Pokémon Diamond** Level up Magnetite to Lv. 30**Pokémon Pearl** Level up Magnetite to Lv. 30**Pokémon Platinum** Victory Road 2F**Pokémon HeartGold**

Three MAGNETITE are linked by a strong magnetic force. Earaches will occur if you get too close.

**Pokémon SoulSilver**

The MAGNETITE are united by a magnetism so powerful, it dries all moisture in its vicinity.

## ● EVOLUTION



\*Unable to evolve in Pokémon HeartGold or SoulSilver Version. Transfer from Diamond, Pearl, or Platinum Version.

No. 083 | Wild Duck Pokémon  
**Farfetch'd**

Normal Flying



## ● SIZE COMPARISON

- HEIGHT: 2'02"
- WEIGHT: 33.1 lbs.
- ITEMS: Stick



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Keen Eye
- Inner Focus

## ● EGG GROUPS

Flying  
Field

## ● PERFORMANCE

SPEED ★★☆☆  
POWER ★★☆☆  
SKILL ★★☆☆STAMINA ★★☆☆  
JUMP ★★☆☆

## ● STATS

HP ●●●●●  
 ATTACK ●●●●●  
 DEFENSE ●●●●●  
 SP. ATTACK ●●●●●  
 SP. DEFENSE ●●●●●  
 SPEED ●●●●●

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold**Route 38 or Safari Zone  
(Wetland Area: if Forest  
objects are placed, may  
appear in tall grass)**Pokémon SoulSilver**Route 38 or Safari Zone  
(Wetland Area: if Forest  
objects are placed, may  
appear in tall grass)**Pokémon Diamond**

Route 221 (mass outbreak)

**Pokémon Pearl**

Route 221 (mass outbreak)

**Pokémon Platinum**

Route 221 (mass outbreak)

**Pokémon HeartGold**If anyone tries to disturb  
where the essential plant  
stalks grow, it uses its  
own stalk to thwart them.**Pokémon SoulSilver**If it eats the plant stalk  
it carries as emergency  
rations, it runs off  
in search of a new stalk.

## ● EVOLUTION

Does not evolve

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|---------|----------|------|------|----|--------|----|
| 1   | Poison Jab   | Poison  | Physical | 80   | 100  | 20 | Normal | ○  |
| 1   | Peck         | Flying  | Physical | 35   | 100  | 35 | Normal | ○  |
| 1   | Sand-Attack  | Ground  | Status   | —    | 100  | 15 | Normal | —  |
| 1   | Leer         | Normal  | Status   | —    | 100  | 30 | 2 Foes | —  |
| 1   | Fury Cutter  | Bug     | Physical | 10   | 95   | 20 | Normal | ○  |
| 7   | Fury Attack  | Normal  | Physical | 15   | 85   | 20 | Normal | ○  |
| 9   | Knock Off    | Dark    | Physical | 20   | 100  | 20 | Normal | ○  |
| 13  | Aerial Ace   | Flying  | Physical | 60   | —    | 20 | Normal | ○  |
| 19  | Slash        | Normal  | Physical | 70   | 100  | 20 | Normal | ○  |
| 21  | Air Cutter   | Flying  | Special  | 55   | 95   | 25 | 2 Foes | —  |
| 25  | Swords Dance | Normal  | Status   | —    | —    | 30 | Self   | —  |
| 31  | Agility      | Psychic | Status   | —    | —    | 30 | Self   | —  |
| 33  | Night Slash  | Dark    | Physical | 70   | 100  | 15 | Normal | ○  |
| 37  | Air Slash    | Flying  | Special  | 75   | 95   | 20 | Normal | —  |
| 43  | Feint        | Normal  | Physical | 50   | 100  | 10 | Normal | —  |
| 45  | False Swipe  | Normal  | Physical | 40   | 100  | 40 | Normal | ○  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|--------|----------|------|------|----|----------|----|
| Fury Cutter  | Bug    | Physical | 10   | 95   | 20 | Normal   | ○  |
| Ominous Wind | Ghost  | Special  | 60   | 100  | 5  | Normal   | —  |
| Air Cutter   | Flying | Special  | 55   | 95   | 25 | 2 Foes   | —  |
| Knock Off    | Dark   | Physical | 20   | 100  | 20 | Normal   | ○  |
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal   | —  |
| Last Resort  | Normal | Physical | 130  | 100  | 5  | Normal   | ○  |
| Swift        | Normal | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Uproar       | Normal | Special  | 50   | 100  | 10 | 1 Random | —  |
| Mud-Slap     | Ground | Special  | 20   | 100  | 10 | Normal   | —  |
| Twister      | Dragon | Special  | 40   | 100  | 20 | 2 Foes   | —  |
| Heat Wave    | Fire   | Special  | 100  | 90   | 10 | 2 Foes   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|---------|----------|------|------|----|---------|----|
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10 | Normal  | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15 | Normal  | —  |
| TM11 | Sunny Day    | Fire    | Status   | —    | 5    | —  | All     | —  |
| TM17 | Protect      | Normal  | Status   | —    | —    | 10 | Self    | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20 | Normal  | ○  |
| TM23 | Iron Tail    | Steel   | Physical | 100  | 75   | 15 | Normal  | ○  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20 | Normal  | ○  |
| TM32 | Double Team  | Normal  | Status   | —    | —    | 15 | Self    | —  |
| TM40 | Aerial Ace   | Flying  | Physical | 60   | —    | 20 | Normal  | ○  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM44 | Rest         | Psychic | Status   | —    | —    | 10 | Self    | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15 | Normal  | —  |
| TM46 | Thief        | Dark    | Physical | 40   | 100  | 10 | Normal  | ○  |
| TM47 | Steel Wing   | Steel   | Physical | 70   | 90   | 25 | Normal  | ○  |
| TM51 | Roost        | Flying  | Status   | —    | —    | 10 | Self    | —  |
| TM54 | False Swipe  | Normal  | Physical | 40   | 100  | 40 | Normal  | ○  |
| TM58 | Endure       | Normal  | Status   | —    | —    | 10 | Self    | —  |
| TM75 | Swords Dance | Normal  | Status   | —    | —    | 30 | Self    | —  |
| TM77 | Psych Up     | Normal  | Status   | —    | —    | 10 | Normal  | —  |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20 | 2 Foes  | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | —    | 10 | Depends | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal  | —  |
| TM84 | Poison Jab   | Poison  | Physical | 80   | 100  | 20 | Normal  | ○  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal  | —  |
| TM88 | Pluck        | Flying  | Physical | 60   | 100  | 20 | Normal  | ○  |
| TM89 | U-turn       | Bug     | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM90 | Substitute   | Normal  | Status   | —    | —    | 10 | Self    | —  |
| HM01 | Cut          | Normal  | Physical | 50   | 95   | 30 | Normal  | ○  |
| HM02 | Fly          | Flying  | Physical | 90   | 95   | 15 | Normal  | ○  |

## ● EGG MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range       | DA |
|--------------|--------|----------|------|------|----|-------------|----|
| Steel Wing   | Steel  | Physical | 70   | 90   | 25 | Normal      | ○  |
| Foresight    | Normal | Status   | —    | —    | 40 | Normal      | —  |
| Mirror Move  | Flying | Status   | —    | —    | 20 | Depends     | —  |
| Gust         | Flying | Special  | 40   | 100  | 35 | Normal      | —  |
| Quick Attack | Normal | Physical | 40   | 100  | 30 | Normal      | ○  |
| Flail        | Normal | Physical | —    | 100  | 15 | Normal      | ○  |
| FeatherDance | Flying | Status   | —    | 100  | 15 | Normal/Self | ○  |
| Curse        | ???    | Status   | —    | —    | 10 | Normal/Self | —  |
| Covet        | Normal | Physical | 40   | 100  | 40 | Normal      | ○  |
| Mud-Slap     | Ground | Special  | 20   | 100  | 10 | Normal      | ○  |
| Night Slash  | Dark   | Physical | 70   | 100  | 15 | Normal      | ○  |
| Leaf Blade   | Grass  | Physical | 90   | 100  | 15 | Normal      | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----|--------------|---------|----------|------|------|----|----------|----|
| 1   | Peck         | Flying  | Physical | 35   | 100  | 35 | Normal   | ○  |
| 1   | Growl        | Normal  | Status   | —    | 100  | 40 | 2 Foes   | —  |
| 5   | Quick Attack | Normal  | Physical | 40   | 100  | 30 | Normal   | ○  |
| 10  | Rage         | Normal  | Physical | 20   | 100  | 20 | Normal   | ○  |
| 14  | Fury Attack  | Normal  | Physical | 15   | 85   | 20 | Normal   | ○  |
| 19  | Pursuit      | Dark    | Physical | 40   | 100  | 20 | Normal   | ○  |
| 23  | Updraft      | Normal  | Special  | 50   | 100  | 10 | 1 Random | —  |
| 28  | Acupressure  | Normal  | Status   | —    | —    | 30 | 1 Ally   | —  |
| 32  | Double Hit   | Normal  | Physical | 35   | 90   | 10 | Normal   | ○  |
| 37  | Agility      | Psychic | Status   | —    | —    | 30 | Self     | —  |
| 41  | Drill Peck   | Flying  | Physical | 80   | 100  | 20 | Normal   | ○  |
| 46  | Endeavor     | Normal  | Physical | —    | 100  | 5  | Normal   | ○  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name       | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|------------|--------|----------|------|------|----|----------|----|
| Air Cutter | Flying | Special  | 55   | 95   | 25 | 2 Foes   | —  |
| Knock Off  | Dark   | Physical | 20   | 100  | 20 | Normal   | ○  |
| Snore      | Normal | Special  | 40   | 100  | 15 | Normal   | —  |
| Swift      | Normal | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Updraft    | Normal | Special  | 50   | 100  | 10 | 1 Random | —  |
| Mud-Slap   | Ground | Special  | 20   | 100  | 10 | Normal   | —  |
| Endeavor   | Normal | Physical | —    | 100  | 5  | Normal   | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP      | Range  | DA |
|------|--------------|---------|----------|------|------|---------|--------|----|
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10      | Normal | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15      | Normal | —  |
| TM11 | Sunny Day    | Fire    | Status   | —    | 5    | All     | —      | —  |
| TM17 | Protect      | Normal  | Status   | —    | 10   | Self    | —      | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20      | Normal | ○  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20      | Normal | ○  |
| TM32 | Double Team  | Normal  | Status   | —    | 15   | Self    | —      | —  |
| TM40 | Aerial Ace   | Flying  | Physical | 60   | —    | 20      | Normal | ○  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20      | Normal | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20      | Normal | —  |
| TM44 | Rest         | Psychic | Status   | —    | 10   | Self    | —      | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15      | Normal | —  |
| TM46 | Thief        | Dark    | Physical | 40   | 100  | 10      | Normal | ○  |
| TM47 | Steel Wing   | Steel   | Physical | 70   | 90   | 25      | Normal | ○  |
| TM51 | Roost        | Flying  | Status   | —    | 10   | Self    | —      | —  |
| TM58 | Endure       | Normal  | Status   | —    | 10   | Self    | —      | —  |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20      | 2 Foes | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | 10   | Depends | —      | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15      | Normal | —  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15      | Normal | —  |
| TM88 | Pluck        | Flying  | Physical | 60   | 100  | 20      | Normal | ○  |
| TM90 | Substitute   | Normal  | Status   | —    | 10   | Self    | —      | —  |
| HM02 | Fly          | Flying  | Physical | 90   | 95   | 15      | Normal | ○  |

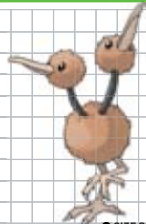
## ● EGG MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP  | Range   | DA |
|--------------|--------|----------|------|------|-----|---------|----|
| Quick Attack | Normal | Physical | 40   | 100  | 30  | Normal  | ○  |
| Supersonic   | Normal | Status   | —    | 55   | 20  | Normal  | —  |
| Haze         | Ice    | Status   | —    | 30   | All | —       | —  |
| Faint Attack | Dark   | Physical | 60   | —    | 20  | Normal  | ○  |
| Flail        | Normal | Physical | —    | 100  | 15  | Normal  | ○  |
| Endeavor     | Normal | Physical | —    | 100  | 5   | Normal  | ○  |
| Mirror Move  | Flying | Status   | —    | —    | 20  | Depends | —  |
| Brave Bird   | Flying | Physical | 120  | 100  | 15  | Normal  | ○  |



No. 084 | Twin Bird Pokémon  
**Doduo**

Normal Flying



## ● SIZE COMPARISON

- HEIGHT: 3'03"
- WEIGHT: 14.1 lbs.
- ITEMS: None



## ● MALE FORM

Black necks

## ● FEMALE FORM

Brown necks

## ● ABILITIES

- Run Away
- Early Bird

## ● STATS



## ● EGG GROUPS

Flying

## ● PERFORMANCE

SPEED ★★★★★☆  
 POWER ★★☆☆☆  
 SKILL ★★☆☆

STAMINA ★★☆☆☆  
 JUMP ★★☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Route 28 (morning and afternoon only)

**Pokémon SoulSilver** Route 28 (morning and afternoon only)

**Pokémon Diamond** Route 201 (mass outbreak)

**Pokémon Pearl** Route 201 (mass outbreak)

**Pokémon Platinum** Route 201 (mass outbreak)

## ● Pokémon HeartGold

By alternately raising and lowering its two heads, it balances itself to be more stable while running.

## ● Pokémon SoulSilver

It races through grassy plains with powerful strides, leaving footprints up to four inches deep.

## ● EVOLUTION



Lv. 31



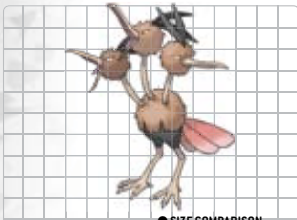
Doduo

Dodrio

No. 085 | Triple Bird Pokémon  
**Dodrio**

Normal

Flying



## ● SIZE COMPARISON

- HEIGHT: 5'11"
- WEIGHT: 187.8 lbs.
- ITEMS: Sharp Beak

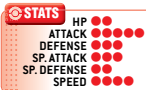


- MALE FORM  
Black necks

- FEMALE FORM  
Brown necks

## ● ABILITIES

- Run Away
- Early Bird



## ● EGG GROUPS

Flying

## ● PERFORMANCE

SPEED ★★★★★☆  
POWER ★★★★★  
SKILL ★★

STAMINA ★★  
JUMP ★★

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Route 28 (morning and afternoon only)

**Pokémon SoulSilver** Route 28 (morning and afternoon only)

**Pokémon Diamond** Level up Doduo to Lv. 31

**Pokémon Pearl** Level up Doduo to Lv. 31

**Pokémon Platinum** Level up Doduo to Lv. 31

**Pokémon HeartGold**

It collects data and plans three times as wisely, but it may think too much and fall into a state of immobility.

**Pokémon SoulSilver**

If one of the heads gets to eat, the others will be satisfied, too, and they will stop squabbling.

## ● EVOLUTION



Lv. 31

Doduo



Dodrio

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----|--------------|---------|----------|------|------|----|----------|----|
| 1   | Pluck        | Flying  | Physical | 60   | 100  | 20 | Normal   | ○  |
| 1   | Peck         | Flying  | Physical | 35   | 100  | 35 | Normal   | ○  |
| 1   | Growl        | Normal  | Status   | —    | 100  | 40 | 2 Foes   | —  |
| 1   | Quick Attack | Normal  | Physical | 40   | 100  | 30 | Normal   | ○  |
| 1   | Rage         | Normal  | Physical | 20   | 100  | 20 | Normal   | ○  |
| 5   | Quick Attack | Normal  | Physical | 40   | 100  | 30 | Normal   | ○  |
| 10  | Rage         | Normal  | Physical | 20   | 100  | 20 | Normal   | ○  |
| 14  | Fury Attack  | Normal  | Physical | 15   | 85   | 20 | Normal   | ○  |
| 19  | Pursuit      | Dark    | Physical | 40   | 100  | 20 | Normal   | ○  |
| 23  | Uproar       | Normal  | Special  | 50   | 100  | 10 | 1 Random | —  |
| 28  | Acupressure  | Normal  | Status   | —    | —    | 30 | 1 Ally   | —  |
| 34  | Tri Attack   | Normal  | Special  | 80   | 100  | 10 | Normal   | —  |
| 41  | Agility      | Psychic | Status   | —    | —    | 30 | Self     | —  |
| 47  | Drill Peck   | Flying  | Physical | 80   | 100  | 20 | Normal   | ○  |
| 54  | Endeavor     | Normal  | Physical | —    | 100  | 5  | Normal   | ○  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name       | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|------------|--------|----------|------|------|----|----------|----|
| Air Cutter | Flying | Special  | 55   | 95   | 25 | 2 Foes   | —  |
| Knock Off  | Dark   | Physical | 20   | 100  | 20 | Normal   | ○  |
| Snore      | Normal | Special  | 40   | 100  | 15 | Normal   | —  |
| Swift      | Normal | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Uproar     | Normal | Special  | 50   | 100  | 10 | 1 Random | —  |
| Mud-Slap   | Ground | Special  | 20   | 100  | 10 | Normal   | —  |
| Endeavor   | Normal | Physical | —    | 100  | 5  | Normal   | ○  |
| Sky Attack | Flying | Physical | 140  | 90   | 5  | Normal   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|---------|----------|------|------|----|---------|----|
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10 | Normal  | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15 | Normal  | —  |
| TM11 | Sunny Day    | Fire    | Status   | —    | 5    | 5  | All     | —  |
| TM12 | Taunt        | Dark    | Status   | —    | 100  | 20 | Normal  | —  |
| TM15 | Hyper Beam   | Normal  | Special  | 150  | 90   | 5  | Normal  | —  |
| TM17 | Protect      | Normal  | Status   | —    | —    | 10 | Self    | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20 | Normal  | ○  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20 | Normal  | ○  |
| TM32 | Double Team  | Normal  | Status   | —    | —    | 15 | Self    | —  |
| TM40 | Aerial Ace   | Flying  | Physical | 60   | —    | 20 | Normal  | ○  |
| TM41 | Torment      | Dark    | Status   | —    | 100  | 15 | Normal  | —  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20 | Normal  | —  |
| TM44 | Rest         | Psychic | Status   | —    | —    | 10 | Self    | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15 | Normal  | —  |
| TM46 | Theif        | Dark    | Physical | 40   | 100  | 10 | Normal  | ○  |
| TM47 | Steel Wing   | Steel   | Physical | 70   | 90   | 25 | Normal  | ○  |
| TM51 | Roost        | Flying  | Status   | —    | —    | 10 | Self    | —  |
| TM58 | Endure       | Normal  | Status   | —    | —    | 10 | Self    | —  |
| TM66 | Payback      | Dark    | Physical | 50   | 100  | 5  | Normal  | ○  |
| TM68 | Giga Impact  | Normal  | Physical | 150  | 90   | 5  | Normal  | ○  |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20 | 2 Foes  | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | —    | 10 | Depends | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal  | —  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal  | —  |
| TM88 | Pluck        | Flying  | Physical | 60   | 100  | 20 | Normal  | ○  |
| TM90 | Substitute   | Normal  | Status   | —    | —    | 10 | Self    | —  |
| HM02 | Fly          | Flying  | Physical | 90   | 95   | 15 | Normal  | ○  |



## ● LEVEL-UP MOVES

| Lv. | Name        | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----|-------------|---------|----------|------|------|----|----------|----|
| 1   | Headbutt    | Normal  | Physical | 70   | 100  | 15 | Normal   | ○  |
| 3   | Growl       | Normal  | Status   | —    | 100  | 40 | 2 Foes   | —  |
| 7   | Water Sport | Water   | Status   | —    | —    | 15 | All      | —  |
| 11  | Icy Wind    | Ice     | Special  | 55   | 95   | 15 | 2 Foes   | —  |
| 13  | Encore      | Normal  | Status   | —    | 100  | 5  | Normal   | —  |
| 17  | Ice Shard   | Ice     | Physical | 40   | 100  | 30 | Normal   | —  |
| 21  | Rest        | Psychic | Status   | —    | —    | 10 | Self     | —  |
| 23  | Aqua Ring   | Water   | Status   | —    | —    | 20 | Self     | —  |
| 27  | Aurora Beam | Ice     | Special  | 65   | 100  | 20 | Normal   | —  |
| 31  | Aqua Jet    | Water   | Physical | 40   | 100  | 20 | Normal   | ○  |
| 33  | Brine       | Water   | Special  | 65   | 100  | 10 | Normal   | —  |
| 37  | Take Down   | Normal  | Physical | 90   | 85   | 20 | Normal   | ○  |
| 41  | Dive        | Water   | Physical | 80   | 100  | 10 | Normal   | ○  |
| 43  | Aqua Tail   | Water   | Physical | 90   | 90   | 10 | Normal   | ○  |
| 47  | Ice Beam    | Ice     | Special  | 95   | 100  | 10 | Normal   | ○  |
| 51  | Safeguard   | Normal  | Status   | —    | —    | 25 | 2 Allies | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name        | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-------------|--------|----------|------|------|----|--------|----|
| Dive        | Water  | Physical | 80   | 100  | 10 | Normal | ○  |
| Icy Wind    | Ice    | Special  | 55   | 95   | 15 | 2 Foes | —  |
| Snore       | Normal | Status   | 40   | 100  | 15 | Normal | —  |
| Aqua Tail   | Water  | Physical | 90   | 90   | 10 | Normal | ○  |
| Signal Beam | Bug    | Special  | 75   | 100  | 15 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|---------|----------|------|------|----|---------------|----|
| TM03 | Water Pulse  | Water   | Special  | 60   | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10 | Normal        | —  |
| TM07 | Hail         | Ice     | Status   | —    | —    | 10 | All           | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15 | Normal        | —  |
| TM13 | Ice Beam     | Ice     | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice     | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM17 | Protect      | Normal  | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water   | Status   | —    | —    | 5  | All           | —  |
| TM20 | Safeguard    | Normal  | Status   | —    | —    | 25 | 2 Allies      | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20 | Normal        | ○  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20 | Normal        | ○  |
| TM32 | Double Team  | Normal  | Status   | —    | —    | 15 | Self          | —  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15 | Normal        | ○  |
| TM46 | Thief        | Dark    | Physical | 40   | 100  | 10 | Normal        | ○  |
| TM55 | Brine        | Water   | Special  | 65   | 100  | 10 | Normal        | —  |
| TM56 | Fling        | Dark    | Physical | —    | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal  | Status   | —    | —    | 10 | Self          | —  |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal  | Status   | —    | —    | 10 | Self          | —  |
| HM03 | Surf         | Water   | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | —  |
| HM05 | Whirlpool    | Water   | Special  | 15   | 70   | 15 | Normal        | —  |
| HM07 | Waterfall    | Water   | Physical | 80   | 100  | 15 | Normal        | ○  |

## ● EGG MOVES

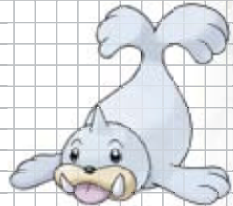
| Name          | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|---------------|--------|----------|------|------|----|--------|----|
| Lick          | Ghost  | Physical | 20   | 100  | 30 | Normal | ○  |
| Perish Song   | Normal | Status   | —    | —    | 5  | All    | —  |
| Disable       | Normal | Status   | —    | 80   | 20 | Normal | —  |
| Horn Drill    | Normal | Physical | —    | 30   | 5  | Normal | —  |
| Slam          | Normal | Physical | 80   | 75   | 20 | Normal | ○  |
| Encore        | Normal | Status   | —    | 100  | 5  | Normal | —  |
| Fake Out      | Normal | Physical | 40   | 100  | 10 | Normal | ○  |
| Iceberg Spear | Ice    | Physical | 10   | 100  | 30 | Normal | —  |
| Signal Beam   | Bug    | Special  | 75   | 100  | 15 | Normal | —  |
| Stockpile     | Normal | Status   | —    | —    | 20 | Self   | —  |
| Swallow       | Normal | Status   | —    | —    | 10 | Self   | —  |
| Spit Up       | Normal | Special  | —    | 100  | 10 | Normal | —  |



## No. 086 | Sea Lion Pokémon

Seel

Water



## ● SIZE COMPARISON

- HEIGHT: 2'11"
- WEIGHT: 100.3 lbs.
- ITEMS: Poison Barb



● MALE/FEMALE HAVE SAME FORM

## ◎ ABILITIES

- Thick Fat
- Hydration

## ◎ STATS

HP ●●●●●  
ATTACK ●●●●●  
DEFENSE ●●●●●  
SP. ATTACK ●●●●●  
SP. DEFENSE ●●●●●  
SPEED ●●●●●

## ◎ EGG GROUPS

Water 1

Field

## ◎ PERFORMANCE

SPEED ★★☆☆  
POWER ★★☆☆  
SKILL ★★☆☆

STAMINA ★★★☆☆  
JUMP ★★★☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Whirl Islands

**Pokémon SoulSilver** Whirl Islands

**Pokémon Diamond** Route 226 (water surface)

**Pokémon Pearl** —

**Pokémon Platinum** Find its Egg at the Pokémon Day Care and hatch it

**Pokémon HeartGold**

Although it can't walk well on land, it is a graceful swimmer. It especially loves being in frigid seas.

**Pokémon SoulSilver**

In daytime, it is often found asleep on the seabed in shallow waters. Its nostrils close while it swims.

## ◎ EVOLUTION



Lv. 34



Seel

Dewgong

# No. 087 | Sea Lion Pokémon

## Dewgong

Water

Ice



- HEIGHT: 5'02"
- WEIGHT: 264.6 lbs.
- ITEMS: None

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Thick Fat
- Hydration

## ● STATS



## ● EGG GROUPS

Water 1  
Field

## ● PERFORMANCE

SPEED ★★★  
POWER ★★★★★  
SKILL ★★★

STAMINA ★★★★★☆  
JUMP ★★★

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Seafoam Islands B3F

**Pokémon SoulSilver** Seafoam Islands B3F

**Pokémon Diamond** Route 226 (water surface)

**Pokémon Pearl** —

**Pokémon Platinum** Victory Road 1F (Route 224 side, water surface)

**Pokémon HeartGold**

Its streamlined body has little drag in water. The colder the temperature, the friskier it gets.

**Pokémon SoulSilver**

It loves frigid seas with ice floes. It uses its long tail to change swimming direction quickly.

## ● EVOLUTION



Seel

Dewgong

## ● LEVEL-UP MOVES

| Lv. | Name        | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----|-------------|---------|----------|------|------|----|----------|----|
| 1   | Headbutt    | Normal  | Physical | 70   | 100  | 15 | Normal   | ○  |
| 1   | Growl       | Normal  | Status   | —    | 100  | 40 | 2 Foes   | —  |
| 1   | Signal Beam | Bug     | Special  | 75   | 100  | 15 | Normal   | —  |
| 1   | Icy Wind    | Ice     | Special  | 55   | 95   | 15 | 2 Foes   | —  |
| 3   | Growl       | Normal  | Status   | —    | 100  | 40 | 2 Foes   | —  |
| 7   | Signal Beam | Bug     | Special  | 75   | 100  | 15 | Normal   | —  |
| 11  | Icy Wind    | Ice     | Special  | 55   | 95   | 15 | 2 Foes   | —  |
| 13  | Encore      | Normal  | Status   | —    | 100  | 5  | Normal   | —  |
| 17  | Ice Shard   | Ice     | Physical | 40   | 100  | 30 | Normal   | —  |
| 21  | Rest        | Psychic | Status   | —    | —    | 10 | Self     | —  |
| 23  | Aqua Ring   | Water   | Status   | —    | —    | 20 | Normal   | —  |
| 27  | Aurora Beam | Ice     | Special  | 65   | 100  | 10 | Self     | —  |
| 31  | Aqua Jet    | Water   | Physical | 40   | 100  | 20 | Normal   | ○  |
| 33  | Brine       | Water   | Special  | 65   | 100  | 10 | Normal   | —  |
| 34  | Sheer Cold  | Ice     | Special  | —    | 30   | 5  | Normal   | —  |
| 37  | Take Down   | Normal  | Physical | 90   | 85   | 20 | Normal   | ○  |
| 41  | Dive        | Water   | Physical | 80   | 100  | 10 | Normal   | ○  |
| 43  | Aqua Tail   | Water   | Physical | 90   | 90   | 10 | Normal   | ○  |
| 47  | Ice Beam    | Ice     | Special  | 95   | 100  | 10 | Normal   | ○  |
| 51  | Safeguard   | Normal  | Status   | —    | —    | 25 | 2 Allies | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name        | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-------------|--------|----------|------|------|----|--------|----|
| Dive        | Water  | Physical | 80   | 100  | 10 | Normal | ○  |
| Icy Wind    | Ice    | Special  | 55   | 95   | 15 | 2 Foes | —  |
| Snore       | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Aqua Tail   | Water  | Physical | 90   | 90   | 10 | Normal | ○  |
| Signal Beam | Bug    | Special  | 75   | 100  | 15 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|---------|----------|------|------|----|---------------|----|
| TM03 | Water Pulse  | Water   | Special  | 60   | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10 | Normal        | —  |
| TM07 | Hail         | Ice     | Status   | —    | —    | 10 | All           | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15 | Normal        | —  |
| TM13 | Ice Beam     | Ice     | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice     | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM15 | Hyper Beam   | Normal  | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal  | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water   | Status   | —    | —    | 5  | All           | —  |
| TM20 | Safeguard    | Normal  | Status   | —    | —    | 25 | 2 Allies      | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20 | Normal        | ○  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20 | Normal        | ○  |
| TM32 | Double Team  | Normal  | Status   | —    | —    | 15 | Self          | —  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15 | Normal        | —  |
| TM46 | Thief        | Dark    | Physical | 40   | 100  | 10 | Normal        | ○  |
| TM55 | Brine        | Water   | Special  | 65   | 100  | 10 | Normal        | —  |
| TM56 | Fling        | Dark    | Physical | —    | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal  | Status   | —    | —    | 10 | Self          | —  |
| TM68 | Giga Impact  | Normal  | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM72 | Avalanche    | Ice     | Physical | 60   | 100  | 10 | Normal        | ○  |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal  | Status   | —    | —    | 10 | Self          | —  |
| HM03 | Surf         | Water   | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | —  |
| HM05 | Whirlpool    | Water   | Special  | 15   | 70   | 15 | Normal        | —  |
| HM07 | Waterfall    | Water   | Physical | 80   | 100  | 15 | Normal        | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name        | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|-------------|--------|----------|------|------|----|--------|----|
| 1   | Poison Gas  | Poison | Status   | —    | 55   | 40 | Normal | —  |
| 1   | Pound       | Normal | Physical | 40   | 100  | 35 | Normal | ○  |
| 4   | Harden      | Normal | Status   | —    | —    | 30 | Self   | —  |
| 7   | Mud-Slap    | Ground | Special  | 20   | 100  | 10 | Normal | —  |
| 12  | Disable     | Normal | Status   | —    | 80   | 20 | Normal | —  |
| 17  | Minimize    | Normal | Status   | —    | —    | 20 | Self   | —  |
| 20  | Sludge      | Poison | Special  | 65   | 100  | 20 | Normal | —  |
| 23  | Mud Bomb    | Ground | Special  | 65   | 85   | 10 | Normal | —  |
| 28  | Fling       | Dark   | Physical | —    | 100  | 10 | Normal | —  |
| 33  | Screech     | Normal | Status   | —    | 85   | 40 | Normal | —  |
| 36  | Sludge Bomb | Poison | Special  | 90   | 100  | 10 | Normal | —  |
| 39  | Acid Armor  | Poison | Status   | —    | —    | 40 | Self   | —  |
| 44  | Gunk Shot   | Poison | Physical | 120  | 70   | 5  | Normal | —  |
| 49  | Memento     | Dark   | Status   | —    | 100  | 10 | Normal | —  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Gunk Shot    | Poison   | Physical | 120  | 70   | 5  | Normal | —  |
| Pain Split   | Normal   | Status   | —    | —    | 20 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP      | Range         | DA |
|------|--------------|----------|----------|------|------|---------|---------------|----|
| TM06 | Toxic        | Poison   | Status   | —    | 95   | 10      | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15      | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | All     | —             | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20      | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10      | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | All     | —             | —  |
| TM19 | Giga Drain   | Grass    | Special  | 60   | 100  | 10      | Normal        | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20      | Normal        | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15      | Normal        | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10      | Normal        | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20      | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10      | Normal        | ○  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15      | Normal        | —  |
| TM32 | Double Team  | Normal   | Status   | —    | 15   | Self    | —             | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20      | Normal        | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15      | Normal        | —  |
| TM36 | Sludge Bomb  | Poison   | Special  | 90   | 100  | 10      | Normal        | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5       | Normal        | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10      | Normal        | —  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15      | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20      | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20      | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | 10   | Self    | —             | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15      | Normal        | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10      | Normal        | ○  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10      | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | 10   | Self    | —             | —  |
| TM64 | Explosion    | Normal   | Physical | 250  | 100  | 5       | 2 Foes/1 Ally | —  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10      | Normal        | ○  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20      | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10      | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | 10   | Depends | —             | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15      | Normal        | —  |
| TM84 | Attract      | Poison   | Physical | 80   | 100  | 20      | Normal        | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15      | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | 10   | Self    | —             | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15      | Normal        | ○  |

## ● EGG MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range         | DA |
|--------------|---------|----------|------|------|----|---------------|----|
| Haze         | Ice     | Status   | —    | —    | 30 | All           | —  |
| Mean Look    | Normal  | Status   | —    | —    | 5  | Normal        | —  |
| Lick         | Ghost   | Physical | 20   | 100  | 30 | Normal        | ○  |
| Imprison     | Psychic | Status   | —    | —    | 10 | Self          | —  |
| Curse        | ???     | Status   | —    | —    | 10 | Normal/Self   | —  |
| Shadow Punch | Ghost   | Physical | 60   | —    | 20 | Normal        | ○  |
| Explosion    | Normal  | Physical | 250  | 100  | 5  | 2 Foes/1 Ally | —  |
| Stockpile    | Ghost   | Physical | 40   | 100  | 30 | Normal        | ○  |
| Swallow      | Normal  | Status   | —    | —    | 20 | Self          | —  |
| Swallow      | Normal  | Status   | —    | —    | 10 | Self          | —  |
| Spit Up      | Normal  | Special  | —    | 100  | 10 | Normal        | —  |



## No. 088 | Sludge Pokémon

## Grimmer

Poison



- HEIGHT: 2'11"
- WEIGHT: 66.1 lbs.
- ITEMS: Nugget

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Stench
- Sticky Hold

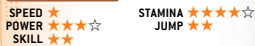
## ● STATS



## ● EGG GROUPS

Amorphous

## ● PERFORMANCE



## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Safari Zone (Marshland Area)

**Pokémon SoulSilver** Safari Zone (Marshland Area)

**Pokémon Diamond** Route 212, Pastoria City side (use Poké Radar)

**Pokémon Pearl** Route 212, Pastoria City side (use Poké Radar)

**Pokémon Platinum** Route 212, Pastoria City side (use Poké Radar)

**Pokémon HeartGold** **Pokémon SoulSilver**

As it moves, it loses bits of its body, from which new GRIMER emerge. This worsens the stench around it.

Wherever GRIMER has passed, so many germs are left behind that no plants will ever grow again.

## ● EVOLUTION





## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|--------|----------|------|------|----|--------|----|
| 1   | Tackle       | Normal | Physical | 35   | 95   | 35 | Normal | ○  |
| 4   | Withdraw     | Water  | Status   | —    | —    | 40 | Self   | —  |
| 8   | Supersonic   | Normal | Status   | —    | 55   | 20 | Normal | —  |
| 13  | Icicle Spear | Ice    | Physical | 10   | 100  | 30 | Normal | —  |
| 16  | Protect      | Normal | Status   | —    | —    | 10 | Self   | —  |
| 20  | Leer         | Normal | Status   | —    | 100  | 30 | 2 Foes | —  |
| 25  | Clamp        | Water  | Physical | 35   | 75   | 10 | Normal | ○  |
| 28  | Ice Shard    | Ice    | Physical | 40   | 100  | 30 | Normal | —  |
| 32  | Aurora Beam  | Ice    | Special  | 65   | 100  | 20 | Normal | —  |
| 37  | Whirlpool    | Water  | Special  | 15   | 70   | 15 | Normal | —  |
| 40  | Iron Defense | Steel  | Status   | —    | —    | 15 | Self   | —  |
| 44  | Brine        | Water  | Special  | 65   | 100  | 10 | Normal | —  |
| 49  | Ice Beam     | Ice    | Special  | 95   | 100  | 10 | Normal | —  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Dive         | Water  | Physical | 80   | 100  | 10 | Normal | —  |
| Icy Wind     | Ice    | Special  | 55   | 95   | 15 | 2 Foes | —  |
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Swift        | Normal | Special  | 60   | —    | 20 | 2 Foes | —  |
| Iron Defense | Steel  | Status   | —    | —    | 15 | Self   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|---------|----------|------|------|----|---------------|----|
| TM03 | Water Pulse  | Water   | Special  | 60   | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10 | Normal        | —  |
| TM07 | Hail         | Ice     | Status   | —    | —    | 10 | All           | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15 | Normal        | —  |
| TM13 | Ice Beam     | Ice     | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice     | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM17 | Protect      | Normal  | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water   | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20 | Normal        | ○  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20 | Normal        | ○  |
| TM32 | Double Team  | Normal  | Status   | —    | —    | 15 | Self          | —  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15 | Normal        | —  |
| TM55 | Brine        | Water   | Special  | 65   | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal  | Status   | —    | —    | 10 | Self          | —  |
| TM64 | Explosion    | Normal  | Physical | 250  | 100  | 5  | 2 Foes/1 Ally | —  |
| TM66 | Payback      | Dark    | Physical | 50   | 100  | 10 | Normal        | ○  |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal  | Status   | —    | —    | 10 | Self          | —  |
| HM03 | Surf         | Water   | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | —  |
| HM05 | Whirlpool    | Water   | Special  | 15   | 70   | 15 | Normal        | —  |

## ● EGG MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|---------|----------|------|------|----|--------|----|
| BubbleBeam   | Water   | Special  | 65   | 100  | 20 | Normal | ○  |
| Take Down    | Normal  | Physical | 90   | 85   | 20 | Normal | —  |
| Barrier      | Psychic | Status   | —    | —    | 30 | Self   | —  |
| Rapid Spin   | Normal  | Physical | 20   | 100  | 40 | Normal | ○  |
| Screech      | Normal  | Status   | —    | 85   | 40 | Normal | —  |
| Icicle Spear | Ice     | Physical | 10   | 100  | 30 | Normal | —  |
| Mud Shot     | Ground  | Special  | 55   | 95   | 15 | Normal | —  |
| Rock Blast   | Rock    | Physical | 25   | 80   | 10 | Normal | —  |

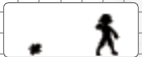
No. 090 | Bivalve Pokémon  
**Shellder**

Water



## ● SIZE COMPARISON

- HEIGHT: 1'00"
- WEIGHT: 8.8 lbs.
- ITEMS: Pearl, Big Pearl



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Shell Armor
- Skill Link

## ● STATS



## ● EGG GROUPS

Water 3

## ● PERFORMANCE

SPEED ★★☆☆  
POWER ★★☆☆  
SKILL ★★☆☆

STAMINA ★★☆☆☆  
JUMP ★★☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** New Bark Town (Good Rod)

**Pokémon SoulSilver** New Bark Town (Good Rod)

**Pokémon Diamond** Route 205 (Super Rod)

**Pokémon Pearl** Route 205 (Super Rod)

**Pokémon Platinum** Route 205 (Super Rod)

**Pokémon HeartGold**

It swims facing backward by opening and closing its two-piece shell. It is surprisingly fast.

**Pokémon SoulSilver**

Grains of sand trapped in its shells mix with its body fluids to form beautiful pearls.

## ● EVOLUTION



Use Water Stone



Shellder

Cloyster

No. 091 | Bivalve Pokémon  
**Cloyster**

Water

Ice



## ● SIZE COMPARISON

- HEIGHT: 4'11"
- WEIGHT: 292.1 lbs.
- ITEMS: None



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Shell Armor
- Skill Link

## ● STATS



## ● EGG GROUPS

Water 3

## ● PERFORMANCE

SPEED ★☆☆  
 POWER ★★★★★  
 SKILL ★

STAMINA ★★★★★  
 JUMP ★★★

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Use Water Stone on Shellder

**Pokémon SoulSilver** Use Water Stone on Shellder

**Pokémon Diamond** Use Water Stone on Shellder

**Pokémon Pearl** Use Water Stone on Shellder

**Pokémon Platinum** Use Water Stone on Shellder

**Pokémon HeartGold** **Pokémon SoulSilver**

Once it slams its shell shut, it is impossible to open, even by those with superior strength.

CLOYSTER that live in seas with harsh tidal currents grow large, sharp spikes on their shells.

## ● EVOLUTION



## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range | DA |
|-----|--------------|--------|----------|------|------|----|-------|----|
| 1   | Toxic Spikes | Poison | Status   | —    | —    | 20 | —     | —  |
| 1   | Withdraw     | Water  | Status   | —    | —    | 40 | —     | —  |
| 1   | Supersonic   | Normal | Status   | —    | 55   | 20 | —     | —  |
| 1   | Aurora Beam  | Ice    | Special  | 65   | 100  | 20 | —     | —  |
| 1   | Protect      | Normal | Status   | —    | —    | 10 | —     | —  |
| 28  | Spikes       | Ground | Status   | —    | —    | 20 | —     | —  |
| 40  | Spike Cannon | Normal | Physical | 20   | 100  | 15 | —     | —  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       | —  |

## ● BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Dive         | Water  | Physical | 80   | 100  | 10 | Normal | ○  |
| Icy Wind     | Ice    | Special  | 55   | 95   | 15 | 2 Foes | —  |
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Swift        | Normal | Special  | 60   | —    | 20 | 2 Foes | —  |
| Signal Beam  | Bug    | Special  | 75   | 100  | 15 | Normal | —  |
| Iron Defense | Steel  | Status   | —    | —    | 15 | Self   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|---------|----------|------|------|----|---------------|----|
| TM03 | Water Pulse  | Water   | Special  | 60   | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10 | Normal        | —  |
| TM07 | Hail         | Ice     | Status   | —    | —    | 10 | All           | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15 | Normal        | —  |
| TM13 | Ice Beam     | Ice     | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice     | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM15 | Hyper Beam   | Normal  | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal  | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water   | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20 | Normal        | ○  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20 | Normal        | ○  |
| TM32 | Double Team  | Normal  | Status   | —    | —    | 15 | Self          | —  |
| TM41 | Torment      | Dark    | Status   | —    | 100  | 15 | Normal        | —  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15 | Normal        | —  |
| TM55 | Brine        | Water   | Special  | 65   | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal  | Status   | —    | —    | 10 | Self          | —  |
| TM64 | Explosion    | Normal  | Physical | 250  | 100  | 5  | 2 Foes/1 Ally | —  |
| TM66 | Payback      | Dark    | Physical | 50   | 100  | 10 | Normal        | ○  |
| TM68 | Giga Impact  | Normal  | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM72 | Avalanche    | Ice     | Physical | 60   | 100  | 10 | Normal        | ○  |
| TM79 | Captivate    | Normal  | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal        | —  |
| TM84 | Poison Jab   | Poison  | Physical | 80   | 100  | 20 | Normal        | ○  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal  | Status   | —    | —    | 10 | Self          | —  |
| HM03 | Surf         | Water   | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | —  |
| HM05 | Whirlpool    | Water   | Special  | 15   | 70   | 15 | Normal        | —  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP          | Range  | DA |
|-----|--------------|---------|----------|------|------|-------------|--------|----|
| 1   | Hypnosis     | Psychic | Status   | —    | 60   | 20          | Normal | —  |
| 1   | Lick         | Ghost   | Physical | 20   | 100  | 30          | Normal | —  |
| 5   | Spite        | Ghost   | Status   | —    | 100  | 10          | Normal | —  |
| 8   | Mean Look    | Normal  | Status   | —    | 5    | Normal      | —      | —  |
| 12  | Curse        | ???     | Status   | —    | 10   | Normal/Self | —      | —  |
| 15  | Night Shade  | Ghost   | Special  | —    | 100  | 15          | Normal | —  |
| 19  | Confuse Ray  | Ghost   | Status   | —    | 100  | 10          | Normal | —  |
| 22  | Sucker Punch | Dark    | Physical | 80   | 100  | 5           | Normal | —  |
| 26  | Payback      | Dark    | Physical | 50   | 100  | 10          | Normal | —  |
| 29  | Shadow Ball  | Ghost   | Special  | 80   | 100  | 15          | Normal | —  |
| 33  | Dream Eater  | Psychic | Special  | 100  | 100  | 15          | Normal | —  |
| 36  | Dark Pulse   | Dark    | Special  | 80   | 100  | 15          | Normal | —  |
| 40  | Destiny Bond | Ghost   | Status   | —    | 5    | Self        | —      | —  |
| 43  | Nightmare    | Ghost   | Status   | —    | 100  | 15          | Normal | —  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|----------|----------|------|------|----|----------|----|
| Icy Wind     | Ice      | Special  | 55   | 95   | 15 | 2 Foes   | —  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal   | —  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal   | —  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal   | —  |
| Ominous Wind | Ghost    | Special  | 60   | 100  | 5  | Normal   | —  |
| Trick        | Psychic  | Status   | —    | 100  | 10 | Normal   | —  |
| Knock Off    | Dark     | Physical | 20   | 100  | 20 | Normal   | —  |
| Sucker Punch | Dark     | Physical | 80   | 100  | 5  | Normal   | —  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal   | —  |
| Spite        | Ghost    | Status   | —    | 100  | 10 | Normal   | —  |
| Updraft      | Normal   | Special  | 50   | 100  | 10 | 1 Random | —  |
| Pain Split   | Normal   | Status   | —    | —    | 20 | Normal   | —  |

## ● TM &amp; HM MOVES

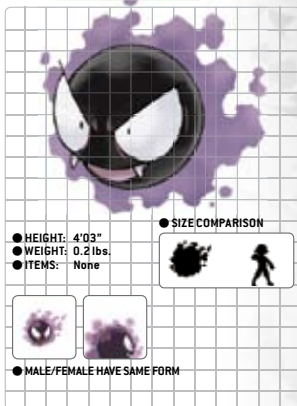
| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP      | Range         | DA |
|------|--------------|----------|----------|------|------|---------|---------------|----|
| TM06 | Toxic        | Poison   | Status   | —    | 95   | 10      | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15      | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | All     | —             | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20      | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | 10   | Self    | —             | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | All     | —             | —  |
| TM19 | Giga Drain   | Grass    | Special  | 60   | 100  | 10      | Normal        | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20      | Normal        | —  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15      | Normal        | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20      | Normal        | —  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10      | Normal        | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15      | Normal        | —  |
| TM32 | Double Team  | Normal   | Status   | —    | 15   | Self    | —             | —  |
| TM36 | Sludge Bomb  | Poison   | Special  | 90   | 100  | 10      | Normal        | —  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15      | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20      | Normal        | —  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20      | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | 10   | Self    | —             | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15      | Normal        | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10      | Normal        | —  |
| TM48 | Skill Swap   | Psychic  | Status   | —    | 10   | Normal  | —             | —  |
| TM49 | Snatch       | Dark     | Status   | —    | 10   | Depends | —             | —  |
| TM53 | Energy Ball  | Grass    | Special  | 80   | 100  | 10      | Normal        | —  |
| TM59 | Endure       | Normal   | Status   | —    | 10   | Self    | —             | —  |
| TM61 | Will-O-Wisp  | Fire     | Status   | —    | 75   | 15      | Normal        | —  |
| TM63 | Embargo      | Dark     | Status   | —    | 100  | 15      | Normal        | —  |
| TM64 | Explosion    | Normal   | Physical | 250  | 100  | 5       | 2 Foes/1 Ally | —  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10      | Normal        | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | 10   | Normal  | —             | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20      | 2 Foes        | —  |
| TM79 | Dark Pulse   | Dark     | Special  | 80   | 100  | 15      | Normal        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | 10   | Depends | —             | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15      | Normal        | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15      | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15      | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | 10   | Self    | —             | —  |
| TM92 | Trick Room   | Psychic  | Status   | —    | 5    | All     | —             | —  |

## ● EGG MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP   | Range         | DA |
|--------------|----------|----------|------|------|------|---------------|----|
| Psywave      | Psychic  | Special  | —    | 80   | 15   | Normal        | —  |
| Perish Song  | Normal   | Status   | —    | 5    | All  | —             | —  |
| Haze         | Ice      | Status   | —    | 30   | All  | —             | —  |
| Astonish     | Ghost    | Physical | 30   | 100  | 15   | Normal        | —  |
| Will-O-Wisp  | Fire     | Status   | —    | 75   | 15   | Normal        | —  |
| Grudge       | Ghost    | Status   | —    | 5    | Self | —             | —  |
| Explosion    | Normal   | Physical | 250  | 100  | 5    | 2 Foes/1 Ally | —  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15   | Normal        | —  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15   | Normal        | —  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15   | Normal        | —  |
| Disable      | Normal   | Status   | —    | 80   | 20   | Normal        | —  |

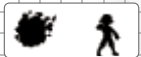
No. 092 | Gas Pokémon  
Gastly

Ghost Poison



- HEIGHT: 4'03"
- WEIGHT: 0.2 lbs.
- ITEMS: None

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Levitate

## ● STATS



## ● EGG GROUPS

Amorphous

## ● PERFORMANCE

SPEED ★★★ STAMINA ☆☆☆  
 POWER ★ JUMP ☆☆☆  
 SKILL ★☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Sprout Tower (night only)

**Pokémon SoulSilver** Sprout Tower (night only)

**Pokémon Diamond** Old Chateau

**Pokémon Pearl** Old Chateau

**Pokémon Platinum** Old Chateau

**Pokémon HeartGold** **Pokémon SoulSilver**

With its gas-like body, it can sneak into any place it desires. However, it can be blown away by wind.

Its body is made of gas. Despite lacking substance, it can envelop an opponent of any size and cause suffocation.

## ● EVOLUTION

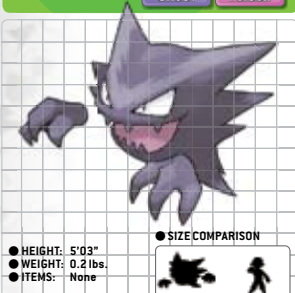
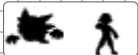




No. 093 | Gas Pokémon

# Haunter

Ghost Poison


**SIZE COMPARISON**

 ● HEIGHT: 5'03"  
 ● WEIGHT: 0.2 lbs.  
 ● ITEMS: None


● MALE/FEMALE HAVE SAME FORM

**ABILITIES**

● Levitate

**STATS**

 HP   
 ATTACK   
 DEFENSE   
 SP. ATTACK   
 SP. DEFENSE   
 SPEED

**EGG GROUPS**

Amorphous

**PERFORMANCE**

 SPEED ★★☆☆  
 POWER ★  
 SKILL ★★★★★

 STAMINA ★★☆☆  
 JUMP ★★★☆☆

**MAIN WAYS TO OBTAIN**
**Pokémon HeartGold** Safari Zone (Forest Area)

**Pokémon SoulSilver** Safari Zone (Forest Area)

**Pokémon Diamond** Turnback Cave

**Pokémon Pearl** Turnback Cave

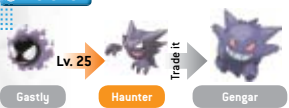
**Pokémon Platinum** Turnback Cave

**Pokémon HeartGold**

In total darkness, where nothing is visible, HAUNTER lurks, silently stalking its next victim.

**Pokémon SoulSilver**

Its tongue is made of gas. If licked, its victim starts shaking constantly until death eventually comes.

**EVOLUTION**

**LEVEL-UP MOVES**

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range       | DA |
|-----|--------------|---------|----------|------|------|----|-------------|----|
| 1   | Hypnosis     | Psychic | Status   | —    | 60   | 20 | Normal      | —  |
| 1   | Lick         | Ghost   | Physical | 20   | 100  | 30 | Normal      | ○  |
| 1   | Spite        | Ghost   | Status   | —    | 100  | 10 | Normal      | —  |
| 5   | Spite        | Ghost   | Status   | —    | 100  | 10 | Normal      | —  |
| 8   | Mean Look    | Normal  | Status   | —    | —    | 5  | Normal      | —  |
| 12  | Curse        | ???     | Status   | —    | —    | 10 | Normal/Self | —  |
| 15  | Night Shade  | Ghost   | Special  | —    | 100  | 15 | Normal      | —  |
| 19  | Confuse Ray  | Ghost   | Status   | —    | 100  | 10 | Normal      | —  |
| 22  | Sucker Punch | Dark    | Physical | 80   | 100  | 5  | Normal      | ○  |
| 25  | Shadow Punch | Ghost   | Special  | 60   | —    | 20 | Normal      | ○  |
| 28  | Payback      | Dark    | Physical | 50   | 100  | 10 | Normal      | ○  |
| 33  | Shadow Ball  | Ghost   | Special  | 80   | 100  | 15 | Normal      | —  |
| 39  | Dream Eater  | Psychic | Special  | 100  | 100  | 15 | Normal      | —  |
| 44  | Dark Pulse   | Dark    | Special  | 80   | 100  | 15 | Normal      | —  |
| 50  | Destiny Bond | Ghost   | Status   | —    | —    | 5  | Self        | —  |
| 55  | Nightmare    | Ghost   | Status   | —    | 100  | 15 | Normal      | —  |

**MOVE MANIAC**

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|------|------|------|------|------|----|-------|----|

**BP MOVES**

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|----------|----------|------|------|----|----------|----|
| Icy Wind     | Ice      | Special  | 55   | 95   | 15 | 2 Foes   | —  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal   | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal   | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal   | ○  |
| Ominous Wind | Ghost    | Special  | 60   | 100  | 5  | Normal   | —  |
| Trick        | Psychic  | Status   | —    | 100  | 10 | Normal   | —  |
| Knock Off    | Dark     | Physical | 20   | 100  | 20 | Normal   | ○  |
| Sucker Punch | Dark     | Physical | 80   | 100  | 5  | Normal   | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal   | —  |
| Spite        | Ghost    | Status   | —    | 100  | 10 | Normal   | —  |
| Uproar       | Normal   | Special  | 50   | 100  | 10 | 1 Random | —  |
| Pain Split   | Normal   | Status   | —    | —    | 20 | Normal   | —  |

**TM & HM MOVES**

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP  | Range         | DA |
|------|--------------|----------|----------|------|------|-----|---------------|----|
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10  | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15  | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | All | —             | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10  | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5   | All           | —  |
| TM19 | Giga Drain   | Grass    | Special  | 60   | 100  | 10  | Normal        | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20  | Normal        | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15  | Normal        | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20  | Normal        | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10  | Normal        | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15  | Normal        | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15  | Self          | —  |
| TM36 | Sludge Bomb  | Poison   | Special  | 90   | 100  | 10  | Normal        | —  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15  | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20  | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20  | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10  | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15  | Normal        | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10  | Normal        | ○  |
| TM48 | Skill Swap   | Psychic  | Status   | —    | —    | 10  | Normal        | —  |
| TM49 | Snatch       | Dark     | Status   | —    | —    | 10  | Depends       | —  |
| TM53 | Energy Ball  | Grass    | Special  | 80   | 100  | 10  | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10  | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10  | Self          | —  |
| TM61 | Will-O-Wisp  | Fire     | Status   | —    | 75   | 15  | Normal        | —  |
| TM63 | Embargo      | Dark     | Status   | —    | 100  | 15  | Normal        | —  |
| TM64 | Explosion    | Normal   | Physical | 250  | 100  | 5   | 2 Foes/1 Ally | —  |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15  | Normal        | ○  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10  | Normal        | ○  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10  | Normal        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20  | 2 Foes        | —  |
| TM79 | Dark Pulse   | Dark     | Special  | 80   | 100  | 15  | Normal        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10  | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15  | Normal        | —  |
| TM84 | Poison Jab   | Poison   | Physical | 80   | 100  | 20  | Normal        | ○  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15  | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15  | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10  | Self          | —  |
| TM92 | Trick Room   | Psychic  | Status   | —    | —    | 5   | All           | —  |



## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range       | DA |
|-----|--------------|---------|----------|------|------|----|-------------|----|
| 1   | Hypnosis     | Psychic | Status   | —    | 60   | 20 | Normal      | —  |
| 1   | Lick         | Ghost   | Physical | 20   | 100  | 30 | Normal      | ○  |
| 1   | Spite        | Ghost   | Status   | —    | 100  | 10 | Normal      | —  |
| 5   | Ghite        | Ghost   | Status   | —    | 100  | 10 | Normal      | —  |
| 8   | Mean Look    | Normal  | Status   | —    | 5    | 5  | Normal      | —  |
| 12  | Curse        | ???     | Status   | —    | —    | 10 | Normal/Self | —  |
| 15  | Night Shade  | Ghost   | Special  | —    | 100  | 15 | Normal      | —  |
| 19  | Confuse Ray  | Ghost   | Status   | —    | 100  | 10 | Normal      | —  |
| 22  | Sucker Punch | Dark    | Physical | 80   | 100  | 5  | Normal      | ○  |
| 25  | Shadow Punch | Ghost   | Physical | 60   | —    | 20 | Normal      | ○  |
| 28  | Payback      | Dark    | Physical | 50   | 100  | 10 | Normal      | ○  |
| 33  | Shadow Ball  | Ghost   | Special  | 80   | 100  | 15 | Normal      | ○  |
| 39  | Dream Eater  | Psychic | Special  | 100  | 100  | 15 | Normal      | —  |
| 44  | Dark Pulse   | Dark    | Special  | 80   | 100  | 15 | Normal      | —  |
| 50  | Destiny Bond | Ghost   | Status   | —    | 5    | 5  | Self        | —  |
| 55  | Nightmare    | Ghost   | Status   | —    | 100  | 15 | Normal      | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|----------|----------|------|------|----|----------|----|
| Icy Wind     | Ice      | Special  | 55   | 95   | 15 | 2 Foes   | —  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal   | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal   | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal   | ○  |
| Ominous Wind | Ghost    | Special  | 60   | 100  | 5  | Normal   | —  |
| Trick        | Psychic  | Status   | —    | 100  | 10 | Normal   | —  |
| Knock Off    | Dark     | Physical | 20   | 100  | 20 | Normal   | ○  |
| Sucker Punch | Dark     | Physical | 80   | 100  | 5  | Normal   | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal   | —  |
| Spite        | Ghost    | Status   | —    | 100  | 10 | Normal   | —  |
| Updraft      | Normal   | Special  | 50   | 100  | 10 | 1 Random | —  |
| Role Play    | Psychic  | Status   | —    | —    | 10 | Normal   | —  |
| Pain Split   | Normal   | Status   | —    | —    | 20 | Normal   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal        | ○  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | 5  | All           | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | 5  | All           | —  |
| TM19 | Giga Drain   | Grass    | Special  | 60   | 100  | 10 | Normal        | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal        | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal        | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal        | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal        | —  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM36 | Sludge Bomb  | Poison   | Special  | 90   | 100  | 10 | Normal        | —  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal        | ○  |
| TM48 | Skill Swap   | Psychic  | Status   | —    | —    | 10 | Normal        | —  |
| TM49 | Snatch       | Dark     | Status   | —    | —    | 10 | Depends       | —  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5  | Normal        | —  |
| TM53 | Energy Ball  | Grass    | Special  | 80   | 100  | 10 | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM60 | Drain Punch  | Fighting | Physical | 60   | 100  | 5  | Normal        | ○  |
| TM61 | Will-O-Wisp  | Fire     | Status   | —    | 75   | 15 | Normal        | —  |
| TM63 | Embargo      | Dark     | Status   | —    | 100  | 15 | Normal        | —  |
| TM64 | Explosion    | Normal   | Physical | 250  | 100  | 5  | 2 Foes/1 Ally | —  |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15 | Normal        | ○  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10 | Normal        | ○  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM79 | Dark Pulse   | Dark     | Special  | 80   | 100  | 15 | Normal        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM84 | Poison Jab   | Poison   | Physical | 80   | 100  | 20 | Normal        | ○  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM92 | Trick Room   | Psychic  | Status   | —    | —    | 5  | All           | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |



No. 094 | Shadow Pokémon

Gengar

Ghost

Poison



## ● SIZE COMPARISON

- HEIGHT: 4'11"
- WEIGHT: 89.3 lbs.
- ITEMS: None



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Levitate

## ● STATS



## ● EGG GROUPS

Amorphous

## ● PERFORMANCE

SPEED ★★★☆  
 POWER ★★★☆  
 SKILL ★★★★★

STAMINA ★★★★★  
 JUMP ★★★☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Link trade Haunter

**Pokémon SoulSilver** Link trade Haunter

**Pokémon Diamond** Old Chateau 2F, 2nd room from right (after obtaining the National Pokédex, insert *Pokémon Ruby* into your Nintendo DS's Game Pak slot)

**Pokémon Pearl** Old Chateau 2F, 2nd room from right (after obtaining the National Pokédex, insert *Pokémon Ruby* into your Nintendo DS's Game Pak slot)

**Pokémon Platinum** Old Chateau 2F, 2nd room from right (after obtaining the National Pokédex, insert *Pokémon Ruby* into your Nintendo DS's Game Pak slot)

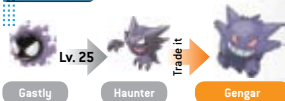
**Pokémon HeartGold**

It steals heat from its surroundings. If you feel a sudden chill, it is certain that a GENGAR appeared.

**Pokémon SoulSilver**

To steal the life of its target, it slips into the prey's shadow and silently waits for an opportunity.

## ● EVOLUTION

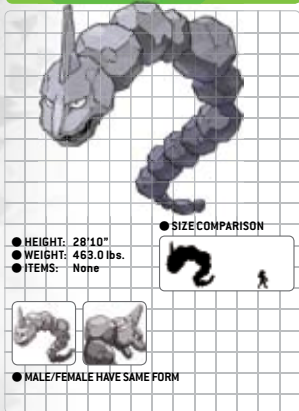




No. 095 | Rock Snake Pokémon

Onix

Rock Ground



## ● SIZE COMPARISON



- HEIGHT: 28'10"
- WEIGHT: 463.0 lbs.
- ITEMS: None



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Rock Head
- Sturdy

## ● EGG GROUPS

Mineral

## ● PERFORMANCE

SPEED ★★★☆  
POWER ★★☆☆  
SKILL ★☆☆

STAMINA ★★★★★  
JUMP ★★☆☆

## ● STATS



## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Union Cave (night only)

**Pokémon SoulSilver** Union Cave (night only)

**Pokémon Diamond** Oreburgh Mine B1F

**Pokémon Pearl** Oreburgh Mine B1F

**Pokémon Platinum** Oreburgh Mine B1F

**Pokémon HeartGold**

It twists and squirms through the ground. The thunderous roar of its tunneling echoes a long way.

**Pokémon SoulSilver**

It rapidly bores through the ground at 50 mph by squirming and twisting its massive, rugged body.

## ● EVOLUTION



Have it hold Metal Coat and trade it

Onix

Steelix

## ● LEVEL-UP MOVES

| Lv. | Name          | Type   | Kind     | Pow. | Acc. | PP | Range       | DA |
|-----|---------------|--------|----------|------|------|----|-------------|----|
| 1   | Mud Sport     | Ground | Status   | —    | —    | 15 | All         | —  |
| 1   | Tackle        | Normal | Physical | 35   | 95   | 35 | Normal      | ○  |
| 1   | Harden        | Normal | Status   | —    | —    | 30 | Self        | —  |
| 1   | Bind          | Normal | Physical | 15   | 75   | 20 | Normal      | ○  |
| 6   | Scream        | Normal | Status   | —    | 85   | 40 | Normal      | —  |
| 9   | Rock Throw    | Rock   | Physical | 50   | 90   | 15 | Normal      | —  |
| 14  | Rage          | Normal | Physical | 20   | 100  | 20 | Normal      | ○  |
| 17  | Rock Tomb     | Rock   | Physical | 50   | 80   | 10 | Normal      | —  |
| 22  | Sandstorm     | Rock   | Status   | —    | —    | 10 | All         | —  |
| 25  | Slam          | Normal | Physical | 80   | 75   | 20 | Normal      | ○  |
| 30  | Rock Polish   | Rock   | Status   | —    | —    | 20 | Normal      | —  |
| 33  | Dragon Breath | Dragon | Special  | 60   | 100  | 20 | Normal      | —  |
| 38  | Curse         | ???    | Status   | —    | —    | 10 | Normal/Self | —  |
| 41  | Iron Tail     | Steel  | Physical | 100  | 75   | 15 | Normal      | ○  |
| 46  | Sand Tomb     | Ground | Physical | 15   | 70   | 15 | Normal      | —  |
| 49  | Double-Edge   | Normal | Physical | 120  | 100  | 15 | Normal      | ○  |
| 54  | Stone Edge    | Rock   | Physical | 100  | 80   | 5  | Normal      | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Block        | Normal | Status   | —    | —    | 5  | Normal | —  |
| Mud-Slap     | Ground | Special  | 20   | 100  | 10 | Normal | —  |
| Rollout      | Rock   | Physical | 30   | 90   | 20 | Normal | ○  |
| Iron Head    | Steel  | Physical | 80   | 100  | 15 | Normal | ○  |
| AncientPower | Rock   | Special  | 60   | 100  | 5  | Normal | —  |
| Earth Power  | Ground | Special  | 90   | 100  | 10 | Normal | —  |
| Twister      | Dragon | Special  | 40   | 100  | 20 | 2 Foes | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | —  | All           | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal        | ○  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10 | All           | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM59 | Dragon Pulse | Dragon   | Special  | 90   | 100  | 10 | Normal        | —  |
| TM64 | Explosion    | Normal   | Physical | 250  | 100  | 5  | 2 Foes/1 Ally | —  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10 | Normal        | ○  |
| TM69 | Rock Polish  | Rock     | Status   | —    | —    | 20 | Self          | —  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5  | Normal        | —  |
| TM74 | Gyro Ball    | Steel    | Physical | —    | 100  | 5  | Normal        | ○  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20 | 2 Foes        | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM91 | Flash Cannon | Steel    | Special  | 80   | 100  | 10 | Normal        | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20 | Normal        | ○  |

## ● EGG MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range         | DA |
|--------------|--------|----------|------|------|----|---------------|----|
| Rock Slide   | Rock   | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| Flail        | Normal | Physical | —    | 100  | 15 | Normal        | ○  |
| Explosion    | Normal | Physical | 250  | 100  | 5  | 2 Foes/1 Ally | —  |
| Block        | Normal | Status   | —    | —    | 5  | Normal        | —  |
| Defense Curl | Normal | Status   | —    | —    | 40 | Self          | —  |
| Rollout      | Rock   | Physical | 30   | 90   | 20 | Normal        | ○  |
| Rock Blast   | Rock   | Physical | 25   | 80   | 10 | Normal        | —  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|---------|----------|------|------|----|--------|----|
| 1   | Pound        | Normal  | Physical | 40   | 100  | 35 | Normal | ○  |
| 1   | Hypnosis     | Psychic | Status   | —    | 60   | 20 | Normal | —  |
| 7   | Disable      | Normal  | Status   | —    | 80   | 20 | Normal | —  |
| 9   | Confusion    | Psychic | Special  | 50   | 100  | 25 | Normal | —  |
| 15  | Headbutt     | Normal  | Physical | 70   | 100  | 15 | Normal | ○  |
| 18  | Poison Gas   | Poison  | Status   | —    | 55   | 40 | Normal | —  |
| 21  | Meditate     | Psychic | Status   | —    | 40   | 20 | Self   | —  |
| 26  | Psybeam      | Psychic | Special  | 65   | 100  | 20 | Normal | —  |
| 29  | Psych Up     | Normal  | Status   | —    | 10   | 15 | Normal | —  |
| 32  | Headbutt     | Normal  | Physical | 70   | 100  | 15 | Normal | ○  |
| 37  | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal | —  |
| 40  | Psychic      | Psychic | Special  | 90   | 100  | 10 | Normal | —  |
| 43  | Nasty Plot   | Dark    | Status   | —    | 20   | 15 | Self   | —  |
| 50  | Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal | ○  |
| 53  | Future Sight | Psychic | Special  | 80   | 90   | 15 | Normal | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP     | Range  | DA |
|--------------|----------|----------|------|------|--------|--------|----|
| ThunderPunch | Electric | Physical | 75   | 100  | 15     | Normal | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15     | Normal | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15     | Normal | ○  |
| Zen Headbutt | Psychic  | Physical | 80   | 90   | 15     | Normal | ○  |
| Trick        | Psychic  | Status   | —    | 100  | 10     | Normal | —  |
| Magic Coat   | Psychic  | Status   | —    | 15   | Self   | —      |    |
| Role Play    | Psychic  | Status   | —    | 10   | Normal | —      |    |
| Signal Beam  | Bug      | Special  | 75   | 100  | 15     | Normal | —  |
| Low Kick     | Fighting | Physical | —    | 100  | 20     | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP       | Range  | DA |
|------|--------------|----------|----------|------|------|----------|--------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20       | Normal | ○  |
| TM04 | Calm Mind    | Psychic  | Status   | —    | 20   | Self     | —      |    |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10       | Normal | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15       | Normal | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | All      | —      |    |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20       | Normal | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | 30   | 2 Allies | —      |    |
| TM17 | Protect      | Normal   | Status   | —    | 10   | Self     | —      |    |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | All      | —      |    |
| TM20 | Safeguard    | Normal   | Status   | —    | 25   | 2 Allies | —      |    |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20       | Normal | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20       | Normal | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10       | Normal | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15       | Normal | —  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15       | Normal | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | 15   | Self     | —      |    |
| TM33 | Reflect      | Psychic  | Status   | —    | 20   | 2 Allies | —      |    |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15       | Normal | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20       | Normal | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20       | Normal | ○  |
| TM44 | Rest         | Psychic  | Status   | —    | 10   | Self     | —      |    |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15       | Normal | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10       | Normal | ○  |
| TM48 | Skill Swap   | Psychic  | Status   | —    | 10   | Normal   | —      |    |
| TM49 | Snatch       | Dark     | Status   | —    | 10   | Depends  | —      |    |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10       | Normal | —  |
| TM58 | Endure       | Normal   | Status   | —    | 10   | Self     | —      |    |
| TM60 | Drain Punch  | Fighting | Physical | 60   | 100  | 5        | Normal | ○  |
| TM67 | Recycle      | Normal   | Status   | —    | 10   | Self     | —      |    |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20       | Normal | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20       | Normal | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | 10   | Normal   | —      |    |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20       | 2 Foes | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | 10   | Depends  | —      |    |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15       | Normal | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15       | Normal | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20       | Normal | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15       | Normal | —  |
| TM90 | Substitute   | Normal   | Status   | —    | 10   | Self     | —      |    |
| TM92 | Trick Room   | Psychic  | Status   | —    | 5    | All      | —      |    |

## ● EGG MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP      | Range  | DA |
|--------------|----------|----------|------|------|---------|--------|----|
| Barrier      | Psychic  | Status   | —    | 30   | Self    | —      |    |
| Assist       | Normal   | Status   | —    | 20   | Depends | —      |    |
| Role Play    | Psychic  | Status   | —    | 10   | Normal  | —      |    |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15      | Normal | ○  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15      | Normal | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15      | Normal | ○  |
| Nasty Plot   | Dark     | Status   | —    | 20   | Self    | —      |    |
| Flatter      | Dark     | Status   | —    | 100  | 15      | Normal | —  |
| Psycho Cut   | Psychic  | Physical | 70   | 100  | 20      | Normal | —  |
| Guard Swap   | Psychic  | Status   | —    | 10   | Normal  | —      |    |



No. 096 | Hypnosis Pokémon

Drowzee

Psychic



## ● SIZE COMPARISON

- HEIGHT: 3'03"
- WEIGHT: 132.3 lbs.
- ITEMS: Metal Coat



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Insomnia
- Forewarn

## ● STATS



## ● EGG GROUPS

Human-Like

## ● PERFORMANCE

SPEED ☆☆☆  
 POWER ☆☆☆☆  
 SKILL ☆☆☆

STAMINA ☆☆☆☆  
 JUMP ☆☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Route 34

**Pokémon SoulSilver** Route 34

**Pokémon Diamond** Route 215 (mass outbreak)

**Pokémon Pearl** Route 215 (mass outbreak)

**Pokémon Platinum** Route 215 (mass outbreak)

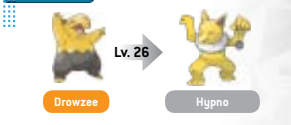
**Pokémon HeartGold**

**Pokémon SoulSilver**

If you think that you had a good dream but you can't remember it, a DROWZEE has probably eaten it.

It remembers every dream it eats. It rarely eats the dreams of adults because children's are much tastier.

## ● EVOLUTION





No. 097 | Hypnosis Pokémon

**Hypno**

Psychic



● SIZE COMPARISON

- HEIGHT: 5'03"
- WEIGHT: 166.7 lbs.
- ITEMS: None

● MALE FORM  
Shorter mane● FEMALE FORM  
Longer mane

## ABILITIES

- Insomnia
- Forewarn

## EGG GROUPS

Human-Like

## STATS



## PERFORMANCE

SPEED ★★☆☆  
 POWER ★★☆☆  
 SKILL ★★☆☆

STAMINA ★★☆☆  
 JUMP ★★☆☆

## MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Safari Zone (Swamp Area, night only)

**Pokémon SoulSilver** Safari Zone (Swamp Area, night only)

**Pokémon Diamond** Level up Drowzee to Lv. 26

**Pokémon Pearl** Level up Drowzee to Lv. 26

**Pokémon Platinum** Level up Drowzee to Lv. 26

**Pokémon HeartGold**

When it is very hungry, it puts humans it meets to sleep, then it feasts on their dreams.

**Pokémon SoulSilver**

Always holding a pendulum that it swings at a steady rhythm, it causes drowsiness in anyone nearby.

## EVOLUTION



Lv. 26



Drowzee

Hypno

## LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|---------|----------|------|------|----|--------|----|
| 1   | Nightmare    | Ghost   | Status   | —    | 100  | 15 | Normal | —  |
| 1   | Switcheroo   | Dark    | Status   | —    | 100  | 10 | Normal | —  |
| 1   | Pound        | Normal  | Physical | 40   | 100  | 35 | Normal | ○  |
| 1   | Hypnosis     | Psychic | Status   | —    | 60   | 20 | Normal | —  |
| 1   | Disable      | Normal  | Status   | —    | 80   | 20 | Normal | —  |
| 1   | Confusion    | Psychic | Special  | 50   | 100  | 25 | Normal | —  |
| 7   | Disable      | Normal  | Status   | —    | 80   | 20 | Normal | —  |
| 9   | Confusion    | Psychic | Special  | 50   | 100  | 25 | Normal | —  |
| 15  | Headbutt     | Normal  | Physical | 70   | 100  | 15 | Normal | ○  |
| 18  | Poison Gas   | Poison  | Status   | —    | 55   | 40 | Normal | —  |
| 21  | Meditate     | Psychic | Status   | —    | —    | 40 | Self   | —  |
| 28  | Psybeam      | Psychic | Special  | 65   | 100  | 20 | Normal | —  |
| 33  | Psych Up     | Normal  | Status   | —    | —    | 10 | Normal | —  |
| 38  | Headbutt     | Normal  | Physical | 70   | 100  | 15 | Normal | ○  |
| 45  | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal | —  |
| 50  | Psychic      | Psychic | Special  | 90   | 100  | 10 | Normal | —  |
| 55  | Nasty Plot   | Dark    | Status   | —    | —    | 20 | Self   | —  |
| 64  | Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal | ○  |
| 69  | Future Sight | Psychic | Special  | 80   | 90   | 15 | Normal | —  |

## MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal | ○  |
| FirePunch    | Fire     | Physical | 75   | 100  | 15 | Normal | ○  |
| IcePunch     | Ice      | Physical | 75   | 100  | 15 | Normal | ○  |
| Zen Headbutt | Psychic  | Physical | 80   | 90   | 15 | Normal | ○  |
| Trick        | Psychic  | Status   | —    | 100  | 10 | Normal | —  |
| Magic Coat   | Psychic  | Status   | —    | —    | 15 | Self   | —  |
| Role Play    | Psychic  | Status   | —    | —    | 10 | Normal | —  |
| Signal Beam  | Bug      | Special  | 75   | 100  | 15 | Normal | —  |
| Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal | ○  |

## TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|------|--------------|----------|----------|------|------|----|----------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal   | ○  |
| TM04 | Calm Mind    | Psychic  | Status   | —    | —    | 20 | Self     | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal   | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal   | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All      | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal   | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal   | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All      | —  |
| TM20 | Safeguard    | Normal   | Status   | —    | —    | 25 | 2 Allies | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal   | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal   | —  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal   | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self     | —  |
| TM33 | Reflect      | Psychic  | Status   | —    | —    | 20 | 2 Allies | —  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15 | Normal   | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal   | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self     | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal   | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal   | ○  |
| TM48 | Skill Swap   | Psychic  | Status   | —    | —    | 10 | Normal   | —  |
| TM49 | Snatch       | Dark     | Status   | —    | —    | 10 | Depends  | —  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5  | Normal   | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal   | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM60 | Drain Punch  | Fighting | Physical | 60   | 100  | 5  | Normal   | ○  |
| TM67 | Recycle      | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal   | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal   | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal   | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal   | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes   | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends  | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal   | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15 | Normal   | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20 | Normal   | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal   | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM92 | Trick Room   | Psychic  | Status   | —    | —    | 5  | All      | —  |

## ● LEVEL-UP MOVES

| Lv. | Name       | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|------------|--------|----------|------|------|----|--------|----|
| 1   | Mud Sport  | Ground | Status   | —    | —    | 15 | All    | —  |
| 1   | Bubble     | Water  | Special  | 20   | 100  | 30 | 2 Foes | —  |
| 5   | ViceGrip   | Normal | Physical | 55   | 100  | 30 | Normal | —  |
| 9   | Leer       | Normal | Status   | —    | 100  | 30 | 2 Foes | —  |
| 11  | Harden     | Normal | Status   | —    | —    | 30 | Self   | —  |
| 15  | BubbleBeam | Water  | Special  | 65   | 100  | 20 | Normal | —  |
| 19  | Mud Shot   | Ground | Special  | 55   | 95   | 15 | Normal | —  |
| 21  | Metal Claw | Steel  | Physical | 50   | 95   | 35 | Normal | —  |
| 25  | Stomp      | Normal | Physical | 65   | 100  | 20 | Normal | —  |
| 29  | Protect    | Normal | Status   | —    | —    | 10 | Self   | —  |
| 31  | Gullotine  | Normal | Physical | —    | 30   | 5  | Normal | —  |
| 35  | Slam       | Normal | Physical | 80   | 75   | 20 | Normal | —  |
| 39  | Brine      | Water  | Special  | 65   | 100  | 10 | Normal | —  |
| 41  | Crabhammer | Water  | Physical | 90   | 85   | 10 | Normal | —  |
| 45  | Flail      | Normal | Physical | —    | 100  | 15 | Normal | —  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Dive         | Water    | Physical | 80   | 100  | 10 | Normal | —  |
| Fury Cutter  | Bug      | Physical | 10   | 95   | 20 | Normal | —  |
| Icy Wind     | Ice      | Special  | 55   | 95   | 15 | 2 Foes | —  |
| Knock Off    | Dark     | Physical | 20   | 100  | 20 | Normal | —  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Superpower   | Fighting | Physical | 120  | 100  | 5  | Normal | —  |
| AncientPower | Rock     | Special  | 60   | 100  | 5  | Normal | —  |
| Iron Defense | Steel    | Status   | —    | —    | 15 | Self   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP      | Range         | DA |
|------|--------------|----------|----------|------|------|---------|---------------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20      | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10      | Normal        | —  |
| TM07 | Hail         | Ice      | Status   | —    | 10   | 10      | All           | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15      | Normal        | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10      | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5       | 2 Foes        | —  |
| TM17 | Protect      | Normal   | Status   | —    | 10   | Self    | —             |    |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | All     | —             |    |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20      | Normal        | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20      | Normal        | —  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10      | Normal        | —  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15      | Normal        | —  |
| TM32 | Double Team  | Normal   | Status   | —    | 15   | Self    | —             |    |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10      | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20      | Normal        | —  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20      | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | 10   | Self    | —             |    |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15      | Normal        | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10      | Normal        | —  |
| TM54 | False Swipe  | Normal   | Physical | 40   | 100  | 40      | Normal        | —  |
| TM55 | Brine        | Water    | Special  | 65   | 100  | 10      | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10      | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | 10   | Self    | —             |    |
| TM75 | Swords Dance | Normal   | Status   | —    | 30   | Self    | —             |    |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20      | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10      | 2 Foes        | —  |
| TM81 | X-Scissor    | Bug      | Physical | 80   | 100  | 15      | Normal        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | 10   | Depends | —             |    |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15      | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15      | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | 10   | Self    | —             |    |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30      | Normal        | —  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15      | 2 Foes/1 Ally | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15      | Normal        | —  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15      | Normal        | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15      | Normal        | —  |

## ● EGG MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP     | Range  | DA |
|--------------|---------|----------|------|------|--------|--------|----|
| Dig          | Ground  | Physical | 80   | 100  | 10     | Normal | —  |
| Haze         | Ice     | Status   | —    | 30   | 10     | All    | —  |
| Amnesia      | Psychic | Status   | —    | 20   | Self   | —      |    |
| Flail        | Normal  | Physical | 100  | 15   | Normal | —      |    |
| Slam         | Normal  | Physical | 80   | 75   | 20     | Normal | —  |
| Knock Off    | Dark    | Physical | 20   | 100  | 20     | Normal | —  |
| Swords Dance | Normal  | Status   | —    | 30   | Self   | —      |    |
| Tickle       | Normal  | Status   | —    | 100  | 20     | Normal | —  |
| AncientPower | Rock    | Special  | 60   | 100  | 5      | Normal | —  |
| Apility      | Psychic | Status   | —    | 30   | Self   | —      |    |



No. 098 | River Crab Pokémon

Krabby

Water



- HEIGHT: 1'04"
- WEIGHT: 14.3 lbs.
- ITEMS: None

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Hyper Cutter
- Shell Armor

## ● STATS



## ● EGG GROUPS

Water 3

## ● PERFORMANCE

SPEED ★★☆☆  
 POWER ★★☆☆  
 SKILL ★☆☆☆

STAMINA ★★☆☆  
 JUMP ★★☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Whirl Islands

**Pokémon SoulSilver** Whirl Islands

**Pokémon Diamond** Route 226 (mass outbreak)

**Pokémon Pearl** Route 226 (mass outbreak)

**Pokémon Platinum** Route 226 (mass outbreak)

**Pokémon HeartGold**

**Pokémon SoulSilver**

If it senses danger approaching, it cloaks itself with bubbles from its mouth so it will look bigger.

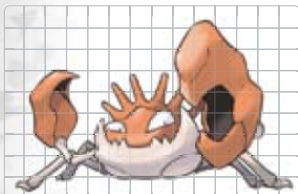
The pincers break off easily. If it loses a pincer, it somehow becomes incapable of walking sideways.

## ● EVOLUTION



No. 099 | Pincer Pokémon  
**Kingler**

Water



## ● SIZE COMPARISON

- HEIGHT: 4'03"
- WEIGHT: 132.3 lbs.
- ITEMS: None



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Hyper Cutter
- Shell Armor

## ● STATS



## ● EGG GROUPS

Water 3

## ● PERFORMANCE

SPEED ★☆☆  
 POWER ★★★★★  
 SKILL ★★☆☆

STAMINA ★★★★★☆  
 JUMP ★★★

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Cliff Cave**Pokémon SoulSilver** Cliff Cave**Pokémon Diamond** Level up Krabby to Lv. 28**Pokémon Pearl** Level up Krabby to Lv. 28**Pokémon Platinum** Level up Krabby to Lv. 28**Pokémon HeartGold**

It can hardly lift its massive, overgrown pincer. The pincer's size makes it difficult to aim properly.

**Pokémon SoulSilver**

Its pincers grow peculiarly large. If it lifts the pincers too fast, it loses its balance and staggers.

## ● EVOLUTION



Krabby

Kingler

## ● LEVEL-UP MOVES

| Lv. | Name       | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|------------|--------|----------|------|------|----|--------|----|
| 1   | Mud Sport  | Ground | Status   | —    | —    | 15 | All    | —  |
| 1   | Bubble     | Water  | Special  | 20   | 100  | 30 | 2 Foes | —  |
| 1   | ViceGrip   | Normal | Physical | 55   | 100  | 30 | Normal | ○  |
| 5   | ViceGrip   | Normal | Physical | 55   | 100  | 30 | Normal | ○  |
| 9   | Leer       | Normal | Status   | —    | 100  | 30 | 2 Foes | —  |
| 11  | Harden     | Normal | Status   | —    | —    | 30 | Self   | —  |
| 15  | BubbleBeam | Water  | Special  | 65   | 100  | 20 | Normal | —  |
| 19  | Mud Shot   | Ground | Special  | 55   | 95   | 15 | Normal | —  |
| 21  | Metal Claw | Steel  | Physical | 50   | 95   | 35 | Normal | ○  |
| 25  | Stomp      | Normal | Physical | 65   | 100  | 20 | Normal | —  |
| 32  | Protect    | Normal | Status   | —    | —    | 10 | Self   | —  |
| 37  | Guillotine | Normal | Physical | —    | 30   | 5  | Normal | ○  |
| 44  | Slam       | Normal | Physical | 80   | 75   | 20 | Normal | —  |
| 51  | Brine      | Water  | Special  | 65   | 100  | 10 | Normal | —  |
| 56  | Crabhammer | Water  | Physical | 90   | 85   | 10 | Normal | ○  |
| 63  | Flail      | Normal | Physical | —    | 100  | 15 | Normal | ○  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Dive         | Water    | Physical | 80   | 100  | 10 | Normal | —  |
| Fury Cutter  | Bug      | Physical | 10   | 95   | 20 | Normal | ○  |
| Icy Wind     | Ice      | Special  | 55   | 95   | 15 | 2 Foes | —  |
| Knock Off    | Dark     | Physical | 20   | 100  | 20 | Normal | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Superpower   | Fighting | Physical | 120  | 100  | 5  | Normal | ○  |
| AncientPower | Rock     | Special  | 60   | 100  | 5  | Normal | —  |
| Iron Defense | Steel    | Status   | —    | —    | 15 | Self   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM07 | Hail         | Ice      | Status   | —    | —    | 10 | All           | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal        | ○  |
| TM54 | False Swipe  | Normal   | Physical | 40   | 100  | 40 | Normal        | ○  |
| TM55 | Brine        | Water    | Special  | 65   | 100  | 10 | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM75 | Swords Dance | Normal   | Status   | —    | —    | 30 | Self          | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM81 | X-Scissor    | Bug      | Physical | 80   | 100  | 15 | Normal        | ○  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal        | ○  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15 | Normal        | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|--------------|----------|----------|------|------|----|---------------|----|
| 1   | Charge       | Electric | Status   | —    | —    | 20 | Self          | —  |
| 5   | Tackle       | Normal   | Physical | 35   | 95   | 35 | Normal        | ○  |
| 8   | Sonic Boom   | Normal   | Special  | —    | 90   | 20 | Normal        | —  |
| 12  | Spark        | Electric | Physical | 65   | 100  | 20 | Normal        | ○  |
| 15  | Rollout      | Rock     | Physical | 30   | 90   | 20 | Normal        | ○  |
| 19  | Screech      | Normal   | Status   | —    | 85   | 40 | Normal        | —  |
| 22  | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies      | —  |
| 26  | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal        | —  |
| 29  | Selfdestruct | Normal   | Physical | 200  | 100  | 5  | 2 Foes/1 Ally | —  |
| 33  | Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes        | —  |
| 36  | Magnet Rise  | Electric | Status   | —    | —    | 10 | Self          | —  |
| 40  | Gyro Ball    | Steel    | Physical | —    | 100  | 5  | Normal        | ○  |
| 43  | Explosion    | Normal   | Physical | 250  | 100  | 5  | 2 Foes/1 Ally | —  |
| 47  | Mirror Coat  | Psychic  | Special  | —    | 100  | 20 | Self          | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Sucker Punch | Dark     | Physical | 80   | 100  | 5  | Normal | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Magnet Rise  | Electric | Status   | —    | —    | 10 | Self   | —  |
| Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes | —  |
| Magic Coat   | Psychic  | Status   | —    | —    | 15 | Self   | —  |
| Rollout      | Rock     | Physical | 30   | 90   | 20 | Normal | ○  |
| Signal Beam  | Bug      | Special  | 75   | 100  | 15 | Normal | —  |

## ● TM &amp; HM MOVES

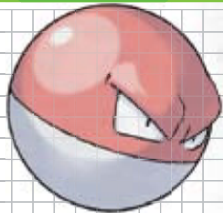
| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal        | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies      | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal        | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal        | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal        | —  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal        | ○  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM64 | Explosion    | Normal   | Physical | 250  | 100  | 5  | 2 Foes/1 Ally | —  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal        | —  |
| TM74 | Gyro Ball    | Steel    | Physical | —    | 100  | 5  | Normal        | ○  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |



## No. 100 | Ball Pokémon

## Voltorb

Electric



- HEIGHT: 1'08"
- WEIGHT: 22.9 lbs.
- ITEMS: None

## ● SIZE COMPARISON



- GENDER UNKNOWN

## ● ABILITIES

- Soundproof
- Static

## ● STATS



## ● EGG GROUPS

Mineral

## ● PERFORMANCE

SPEED ★★★★★  
 POWER ★★☆☆☆  
 SKILL ★★★☆☆

STAMINA ☆☆☆☆☆  
 JUMP ★★★★★☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Route 10

**Pokémon SoulSilver** Route 10

**Pokémon Diamond** Route 218 (mass outbreak)

**Pokémon Pearl** Route 218 (mass outbreak)

**Pokémon Platinum** Route 218 (mass outbreak)

**Pokémon HeartGold**

It rolls to move. If the ground is uneven, a sudden jolt from hitting a bump can cause it to explode.

**Pokémon SoulSilver**

It was discovered when Poké Balls were introduced. It is said that there is some connection.

## ● EVOLUTION



Lv. 30

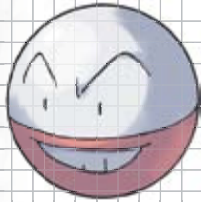


Voltorb

Electrode



# No. 101 | Ball Pokémon Electrode

Electric


- HEIGHT: 3'11"
- WEIGHT: 146.8 lbs.
- ITEMS: None

**SIZE COMPARISON**

**GENDER UNKNOWN**
**ABILITIES**

- Soundproof
- Static

**STATS**

**EGG GROUPS**

Mineral

**PERFORMANCE**

SPEED ★★★★★  
POWER ★★★★★  
SKILL ★★★★★

STAMINA ★★★★★  
JUMP ★★★★★

**MAIN WAYS TO OBTAIN**
Pokémon HeartGold Team Rocket's HQ (story event)

Pokémon SoulSilver Team Rocket's HQ (story event)

Pokémon Diamond Level up Voltorb to Lv. 30

Pokémon Pearl Level up Voltorb to Lv. 30

Pokémon Platinum Level up Voltorb to Lv. 30

Pokémon HeartGold Pokémon SoulSilver

It is dangerous. If it has too much electricity and has nothing to do, it amuses itself by exploding.

It stores an overflowing amount of electric energy inside its body. Even a small shock makes it explode.

**EVOLUTION**


Voltorb

Electrode

**LEVEL-UP MOVES**

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|--------------|----------|----------|------|------|----|---------------|----|
| 1   | Charge       | Electric | Status   | —    | —    | 20 | Self          | —  |
| 1   | Tackle       | Normal   | Physical | 35   | 95   | 35 | Normal        | ○  |
| 1   | SonicBoom    | Normal   | Special  | —    | 90   | 20 | Normal        | —  |
| 1   | Spark        | Electric | Physical | 65   | 100  | 20 | Normal        | ○  |
| 5   | Tackle       | Normal   | Physical | 35   | 95   | 35 | Normal        | ○  |
| 8   | SonicBoom    | Normal   | Special  | —    | 90   | 20 | Normal        | —  |
| 12  | Spark        | Electric | Physical | 65   | 100  | 20 | Normal        | ○  |
| 15  | Rollout      | Rock     | Physical | 30   | 90   | 20 | Normal        | ○  |
| 19  | Screech      | Normal   | Status   | —    | 85   | 40 | Normal        | —  |
| 22  | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies      | —  |
| 26  | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal        | —  |
| 29  | Selfdestruct | Normal   | Physical | 200  | 100  | 5  | 2 Foes/1 Ally | —  |
| 35  | Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes        | —  |
| 40  | Magnet Rise  | Electric | Status   | —    | —    | 10 | Self          | —  |
| 46  | Gyro Ball    | Steel    | Physical | —    | 100  | 5  | Normal        | ○  |
| 51  | Explosion    | Normal   | Physical | 250  | 100  | 5  | 2 Foes/1 Ally | —  |
| 57  | Mirror Coat  | Psychic  | Special  | —    | 100  | 20 | Self          | —  |

**MOVE MANIAC**

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

**BP MOVES**

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Sucker Punch | Dark     | Physical | 80   | 100  | 5  | Normal | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Magnet Rise  | Electric | Status   | —    | —    | 10 | Self   | —  |
| Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes | —  |
| Magic Coat   | Psychic  | Status   | —    | —    | 15 | Self   | —  |
| Rollout      | Rock     | Physical | 30   | 90   | 20 | Normal | ○  |
| Signal Beam  | Bug      | Special  | 75   | 100  | 15 | Normal | —  |
|              |          |          |      |      |    |        |    |
|              |          |          |      |      |    |        |    |
|              |          |          |      |      |    |        |    |
|              |          |          |      |      |    |        |    |
|              |          |          |      |      |    |        |    |
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|              |          |          |      |      |    |        |    |
|              |          |          |      |      |    |        |    |
|              |          |          |      |      |    |        |    |

**TM & HM MOVES**

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies      | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal        | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal        | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal        | —  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal        | ○  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM64 | Explosion    | Normal   | Physical | 250  | 100  | 5  | 2 Foes/1 Ally | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal        | —  |
| TM74 | Gyro Ball    | Steel    | Physical | —    | 100  | 5  | Normal        | ○  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
|      |              |          |          |      |      |    |               |    |
|      |              |          |          |      |      |    |               |    |
|      |              |          |          |      |      |    |               |    |
|      |              |          |          |      |      |    |               |    |
|      |              |          |          |      |      |    |               |    |
|      |              |          |          |      |      |    |               |    |
|      |              |          |          |      |      |    |               |    |
|      |              |          |          |      |      |    |               |    |



## ● LEVEL-UP MOVES

| Lv. | Name          | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----|---------------|---------|----------|------|------|----|----------|----|
| 1   | Barrage       | Normal  | Physical | 15   | 85   | 20 | Normal   | —  |
| 1   | Uproar        | Normal  | Special  | 50   | 100  | 10 | 1 Random | —  |
| 1   | Hypnosis      | Psychic | Status   | —    | 60   | 20 | Normal   | —  |
| 7   | Reflect       | Psychic | Status   | —    | —    | 20 | 2 Allies | —  |
| 11  | Leech Seed    | Grass   | Status   | —    | 90   | 10 | Normal   | —  |
| 17  | Bullet Seed   | Grass   | Physical | 10   | 100  | 30 | Normal   | —  |
| 19  | Stun Spore    | Grass   | Status   | —    | 75   | 30 | Normal   | —  |
| 21  | Poison Powder | Poison  | Status   | —    | 75   | 35 | Normal   | —  |
| 23  | Sleep Powder  | Grass   | Status   | —    | 75   | 15 | Normal   | —  |
| 27  | Confusion     | Psychic | Special  | 50   | 100  | 25 | Normal   | —  |
| 33  | Worry Seed    | Grass   | Status   | —    | 100  | 10 | Normal   | —  |
| 37  | Natural Gift  | Normal  | Physical | —    | 100  | 15 | Normal   | —  |
| 43  | SolarBeam     | Grass   | Special  | 120  | 100  | 10 | Normal   | —  |
| 47  | Psychic       | Psychic | Special  | 90   | 100  | 10 | Normal   | —  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |
|      |      |      |      |      |    |       |    |
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|---------|----------|------|------|----|----------|----|
| Snore        | Normal  | Special  | 40   | 100  | 15 | Normal   | —  |
| Synthesis    | Grass   | Status   | —    | —    | 5  | Self     | —  |
| Uproar       | Normal  | Special  | 50   | 100  | 10 | 1 Random | —  |
| Gravity      | Psychic | Status   | —    | —    | 5  | All      | —  |
| Worry Seed   | Grass   | Status   | —    | 100  | 10 | Normal   | —  |
| Rollout      | Rock    | Physical | 30   | 90   | 20 | Normal   | ○  |
| AncientPower | Rock    | Special  | 60   | 100  | 5  | Normal   | —  |
| Seed Bomb    | Grass   | Physical | 80   | 100  | 15 | Normal   | —  |
|              |         |          |      |      |    |          |    |
|              |         |          |      |      |    |          |    |
|              |         |          |      |      |    |          |    |

## ● TM &amp; HM MOVES

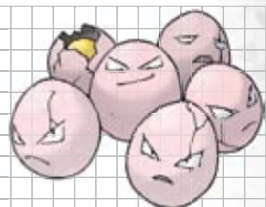
| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|---------|----------|------|------|----|---------------|----|
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10 | Normal        | —  |
| TM09 | Bullet Seed  | Grass   | Physical | 10   | 100  | 30 | Normal        | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire    | Status   | —    | 5    | —  | All           | —  |
| TM16 | Light Screen | Psychic | Status   | —    | —    | 30 | 2 Allies      | —  |
| TM17 | Protect      | Normal  | Status   | —    | —    | 10 | Self          | —  |
| TM19 | Giga Drain   | Grass   | Special  | 60   | 100  | 10 | Normal        | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20 | Normal        | ○  |
| TM22 | SolarBeam    | Grass   | Special  | 120  | 100  | 10 | Normal        | —  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20 | Normal        | ○  |
| TM29 | Psychic      | Psychic | Special  | 90   | 100  | 10 | Normal        | —  |
| TM32 | Double Team  | Normal  | Status   | —    | —    | 15 | Self          | —  |
| TM33 | Reflect      | Psychic | Status   | —    | —    | 20 | 2 Allies      | —  |
| TM36 | Sludge Bomb  | Poison  | Special  | 90   | 100  | 10 | Normal        | —  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15 | Normal        | —  |
| TM46 | Thief        | Dark    | Physical | 40   | 100  | 10 | Normal        | ○  |
| TM48 | Skill Swap   | Psychic | Status   | —    | —    | 10 | Normal        | —  |
| TM53 | Energy Ball  | Grass   | Special  | 80   | 100  | 10 | Normal        | —  |
| TM59 | Endure       | Normal  | Status   | —    | —    | 10 | Self          | —  |
| TM64 | Explosion    | Normal  | Physical | 250  | 100  | 5  | 2 Foes/1 Ally | —  |
| TM70 | Flash        | Normal  | Status   | —    | 100  | 20 | Normal        | —  |
| TM75 | Swords Dance | Normal  | Status   | —    | —    | 30 | Self          | —  |
| TM77 | Psych Up     | Normal  | Status   | —    | —    | 10 | Normal        | —  |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal        | —  |
| TM85 | Dream Eater  | Psychic | Special  | 100  | 100  | 15 | Normal        | —  |
| TM86 | Grass Knot   | Grass   | Special  | —    | 100  | 20 | Normal        | ○  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal  | Status   | —    | —    | 10 | Self          | —  |
| TM92 | Trick Room   | Psychic | Status   | —    | —    | 5  | All           | —  |
| HM04 | Strength     | Normal  | Physical | 80   | 100  | 15 | Normal        | ○  |
|      |              |         |          |      |      |    |               |    |
|      |              |         |          |      |      |    |               |    |

## ● EGG MOVES

| Name         | Type    | Kind    | Pow. | Acc. | PP | Range       | DA |
|--------------|---------|---------|------|------|----|-------------|----|
| Synthesis    | Grass   | Status  | —    | —    | 5  | Self        | —  |
| Moonlight    | Normal  | Status  | —    | —    | 5  | Self        | —  |
| Reflect      | Psychic | Status  | —    | —    | 20 | 2 Allies    | —  |
| AncientPower | Rock    | Special | 60   | 100  | 5  | Normal      | —  |
| Psych Up     | Normal  | Status  | —    | —    | 10 | Normal      | —  |
| Ingrain      | Grass   | Status  | —    | —    | 20 | Self        | —  |
| Curse        | ???     | Status  | —    | —    | 10 | Normal/Self | —  |
| Nature Power | Normal  | Status  | —    | —    | 20 | Depends     | —  |
| Lucky Chant  | Normal  | Status  | —    | —    | 30 | 2 Allies    | —  |
| Leaf Storm   | Grass   | Special | 140  | 90   | 5  | Normal      | —  |
| Power Swap   | Psychic | Status  | —    | —    | 10 | Normal      | —  |

No. 102 | Egg Pokémon  
Exeggcute

Grass Psychic



## ● SIZE COMPARISON

- HEIGHT: 1'04"
- WEIGHT: 5.5 lbs.
- ITEMS: None



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Chlorophyll

## ● STATS



## ● EGG GROUPS

Grass

## ● PERFORMANCE

SPEED ★★★  
 POWER ★★☆☆  
 SKILL ★★☆☆

STAMINA ★★★★★  
 JUMP ★★★☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** New Bark Town  
(use Headbutt)

**Pokémon SoulSilver** New Bark Town  
(use Headbutt)

**Pokémon Diamond** Pastoria Great Marsh  
(after obtaining the National Pokédex [changes daily])

**Pokémon Pearl** Pastoria Great Marsh  
(after obtaining the National Pokédex [changes daily])

**Pokémon Platinum** Pastoria Great Marsh  
(after obtaining the National Pokédex [changes daily])

**Pokémon HeartGold**  
 Their shells are very durable. Even if they crack, they can survive without spilling their contents.

**Pokémon SoulSilver**  
 Using telepathy only they can employ, they always form a cluster of six EXEGGCUTE.

## ● EVOLUTION



Use Leaf Stone



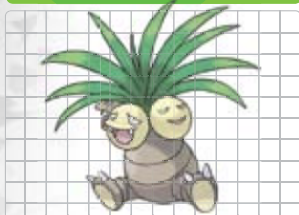
Exeggcute

Exeggutor

# No. 103 | Coconut Pokémon

## Exeggutor

Grass Psychic



## SIZE COMPARISON

- HEIGHT: 6'02"
- WEIGHT: 264.6 lbs.
- ITEMS: None



- MALE/FEMALE HAVE SAME FORM

## ABILITIES

- Chlorophyll

## EGG GROUPS

Grass

## PERFORMANCE

SPEED ★★☆☆  
POWER ★★☆☆  
SKILL ★★☆☆

STAMINA ★★☆☆  
JUMP ★★☆☆

## STATS



## MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Use the Leaf Stone on Exeggcute

**Pokémon SoulSilver** Use the Leaf Stone on Exeggcute

**Pokémon Diamond** Use the Leaf Stone on Exeggcute

**Pokémon Pearl** Use the Leaf Stone on Exeggcute

**Pokémon Platinum** Use the Leaf Stone on Exeggcute

**Pokémon HeartGold**

Its three heads think independently. However, they are friendly and never appear to squabble.

**Pokémon SoulSilver**

If a head drops off, it emits a telepathic call in search of others to form an EXEGGUTE cluster.

## EVOLUTION



## LEVEL-UP MOVES

| Lv. | Name        | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|-------------|---------|----------|------|------|----|--------|----|
| 1   | Seed Bomb   | Grass   | Physical | 80   | 100  | 15 | Normal | —  |
| 1   | Barrage     | Normal  | Physical | 15   | 85   | 20 | Normal | —  |
| 1   | Hypnosis    | Psychic | Status   | —    | 60   | 20 | Normal | —  |
| 1   | Confusion   | Psychic | Special  | 50   | 100  | 25 | Normal | —  |
| 1   | Stomp       | Normal  | Physical | 65   | 100  | 20 | Normal | ○  |
| 17  | Stomp       | Normal  | Physical | 65   | 100  | 20 | Normal | ○  |
| 27  | Egg Bomb    | Normal  | Physical | 100  | 75   | 10 | Normal | ○  |
| 37  | Wood Hammer | Grass   | Physical | 120  | 100  | 15 | Normal | ○  |
| 47  | Leaf Storm  | Grass   | Special  | 140  | 90   | 5  | Normal | —  |

## MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP   | Range  | DA |
|--------------|----------|----------|------|------|------|--------|----|
| Zen Headbutt | Psychic  | Physical | 80   | 90   | 15   | Normal | ○  |
| Snore        | Normal   | Status   | 40   | 100  | 15   | Normal | —  |
| Synthesis    | Grass    | Special  | —    | 5    | Self | —      | —  |
| Gravity      | Psychic  | Status   | —    | 5    | All  | —      | —  |
| Worry Seed   | Grass    | Status   | —    | 100  | 10   | Normal | —  |
| Rollout      | Rock     | Physical | 30   | 90   | 20   | Normal | ○  |
| AncientPower | Rock     | Special  | 60   | 100  | 5    | Normal | —  |
| Seed Bomb    | Grass    | Physical | 80   | 100  | 15   | Normal | —  |
| Low Kick     | Fighting | Physical | —    | 100  | 20   | Normal | ○  |

## TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP       | Range         | DA |
|------|--------------|---------|----------|------|------|----------|---------------|----|
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10       | Normal        | —  |
| TM09 | Bullet Seed  | Grass   | Physical | 10   | 100  | 30       | Normal        | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15       | Normal        | —  |
| TM11 | Sunny Day    | Fire    | Status   | —    | 5    | All      | —             | —  |
| TM15 | Hyper Beam   | Normal  | Special  | 150  | 90   | 5        | Normal        | —  |
| TM16 | Light Screen | Psychic | Status   | —    | 30   | 2 Allies | Self          | —  |
| TM17 | Protect      | Normal  | Status   | —    | 10   | Self     | —             | —  |
| TM19 | Giga Drain   | Grass   | Special  | 60   | 100  | 10       | Normal        | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20       | Normal        | ○  |
| TM22 | SolarBeam    | Grass   | Special  | 120  | 100  | 10       | Normal        | —  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20       | Normal        | ○  |
| TM29 | Psychic      | Psychic | Special  | 90   | 100  | 10       | Normal        | —  |
| TM32 | Double Team  | Normal  | Status   | —    | 15   | Self     | —             | —  |
| TM33 | Reflect      | Psychic | Status   | —    | 20   | 2 Allies | Self          | —  |
| TM36 | Sludge Bomb  | Poison  | Special  | 90   | 100  | 10       | Normal        | —  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20       | Normal        | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20       | Normal        | —  |
| TM44 | Rest         | Psychic | Status   | —    | 10   | Self     | —             | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15       | Normal        | —  |
| TM46 | Thief        | Dark    | Physical | 40   | 100  | 10       | Normal        | ○  |
| TM48 | Skill Swap   | Psychic | Status   | —    | 10   | Normal   | —             | —  |
| TM53 | Energy Ball  | Grass   | Special  | 80   | 100  | 10       | Normal        | —  |
| TM58 | Endure       | Normal  | Status   | —    | 10   | Self     | —             | —  |
| TM64 | Explosion    | Normal  | Physical | 250  | 100  | 5        | 2 Foes/1 Ally | —  |
| TM68 | Giga Impact  | Normal  | Physical | 150  | 90   | 5        | Normal        | ○  |
| TM70 | Flash        | Normal  | Status   | —    | 100  | 20       | Normal        | —  |
| TM75 | Swords Dance | Normal  | Status   | —    | 30   | Self     | —             | —  |
| TM77 | Swagger      | Normal  | Status   | —    | 10   | Normal   | —             | —  |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20       | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | 10   | Depends  | —             | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15       | Normal        | —  |
| TM85 | Dream Eater  | Psychic | Special  | 100  | 100  | 15       | Normal        | —  |
| TM86 | Grass Knot   | Grass   | Special  | —    | 100  | 20       | Normal        | ○  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15       | Normal        | —  |
| TM90 | Substitute   | Normal  | Status   | —    | 10   | Self     | —             | —  |
| TM92 | Trick Room   | Psychic | Status   | —    | 5    | All      | —             | —  |
| HM04 | Strength     | Normal  | Physical | 80   | 100  | 15       | Normal        | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----|--------------|--------|----------|------|------|----|----------|----|
| 1   | Growl        | Normal | Status   | —    | 100  | 40 | 2 Foes   | —  |
| 3   | Tail Whip    | Normal | Status   | —    | 100  | 30 | 2 Foes   | —  |
| 7   | Bone Club    | Ground | Physical | 65   | 85   | 20 | Normal   | —  |
| 11  | Headbutt     | Normal | Physical | 70   | 100  | 15 | Normal   | ○  |
| 13  | Leer         | Normal | Status   | —    | 100  | 30 | 2 Foes   | —  |
| 17  | Focus Energy | Normal | Status   | —    | —    | 30 | Self     | —  |
| 21  | Bonemerang   | Ground | Physical | 50   | 90   | 10 | Normal   | —  |
| 23  | Rage         | Normal | Physical | 20   | 100  | 20 | Normal   | ○  |
| 27  | False Swipe  | Normal | Physical | 40   | 100  | 40 | Normal   | ○  |
| 31  | Thrash       | Normal | Physical | 90   | 100  | 20 | 1 Random | ○  |
| 33  | Fling        | Dark   | Physical | —    | 100  | 10 | Normal   | —  |
| 37  | Bone Rush    | Ground | Physical | 25   | 80   | 10 | Normal   | —  |
| 41  | Endeavor     | Normal | Physical | —    | 100  | 5  | Normal   | ○  |
| 43  | Double-Edge  | Normal | Physical | 120  | 100  | 15 | Normal   | ○  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|----------|----------|------|------|----|----------|----|
| Fury Cutter  | Bug      | Physical | 10   | 95   | 20 | Normal   | ○  |
| Icy Wind     | Ice      | Special  | 55   | 95   | 15 | 2 Foes   | ○  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal   | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal   | ○  |
| Knock Off    | Dark     | Physical | 20   | 100  | 20 | Normal   | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal   | ○  |
| Uproar       | Normal   | Special  | 50   | 100  | 10 | 1 Random | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal   | —  |
| Endeavor     | Normal   | Physical | —    | 100  | 5  | Normal   | ○  |
| Earth Power  | Ground   | Special  | 90   | 100  | 10 | Normal   | ○  |
| Iron Defense | Steel    | Status   | —    | —    | 15 | Self     | —  |
| Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal   | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP   | Range         | DA |
|------|--------------|----------|----------|------|------|------|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20   | Normal        | ○  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10   | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15   | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | All  | —             | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10   | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5    | 2 Foes        | —  |
| TM17 | Protect      | Normal   | Status   | —    | 10   | Self | —             | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20   | Normal        | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15   | Normal        | ○  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10   | 2 Foes/1 Ally | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20   | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10   | Normal        | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15   | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | 15   | Self | —             | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15   | Normal        | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | 10   | All  | —             | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5    | Normal        | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10   | Normal        | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20   | Normal        | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20   | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20   | Normal        | ○  |
| TM44 | Rest         | Psychic  | Status   | —    | 10   | Self | —             | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15   | Normal        | —  |
| TM45 | Thief        | Dark     | Physical | 40   | 100  | 10   | Normal        | ○  |
| TM54 | False Swipe  | Normal   | Physical | 40   | 100  | 40   | Normal        | ○  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10   | Normal        | ○  |
| TM58 | Endure       | Normal   | Status   | —    | 10   | Self | —             | —  |
| TM75 | Swords Dance | Normal   | Status   | —    | —    | 30   | Self          | —  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20   | 2 Foes        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20   | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10   | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10   | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15   | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15   | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10   | Self          | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15   | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15   | Normal        | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20   | Normal        | ○  |

## ● EGG MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes | —  |
| AncientPower | Rock     | Special  | 60   | 100  | 5  | Normal | —  |
| Belly Drum   | Normal   | Status   | —    | —    | 10 | Self   | —  |
| Screech      | Normal   | Status   | —    | 85   | 40 | Normal | —  |
| Skull Bash   | Normal   | Physical | 100  | 100  | 15 | Normal | ○  |
| Perish Song  | Normal   | Status   | —    | —    | 5  | All    | —  |
| Swords Dance | Normal   | Status   | —    | —    | 30 | Self   | —  |
| Double Kick  | Normal   | Physical | 30   | 100  | 30 | Normal | ○  |
| Iron Head    | Steel    | Physical | 80   | 100  | 15 | Normal | ○  |
| Detect       | Fighting | Status   | —    | —    | 5  | Self   | —  |

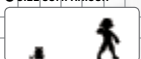
No. 104 | Lonely Pokémon  
**Cubone**

Ground



## ● SIZE COMPARISON

- HEIGHT: 1'04"
- WEIGHT: 14.3 lbs.
- ITEMS: Thick Club



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Rock Head
- Lightningrod

## ● STATS



## ● EGG GROUPS

Monster

## ● PERFORMANCE

SPEED ★★★★★ STAMINA ★★☆☆  
 POWER ★★☆☆☆ JUMP ★★☆☆  
 SKILL ★★☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Safari Zone (Desert Area, morning and afternoon only)

**Pokémon SoulSilver** Safari Zone (Desert Area, morning and afternoon only)

**Pokémon Diamond** Route 203 (mass outbreak)

**Pokémon Pearl** Route 203 (mass outbreak)

**Pokémon Platinum** Route 203 (mass outbreak)

**Pokémon HeartGold** **Pokémon SoulSilver**

If it is sad or lonely, the skull it wears shakes and emits a plaintive and mournful sound.

It always wears the skull of its dead mother, so no one has any idea what its hidden face looks like.

## ● EVOLUTION



Lv. 28



Cubone

Marowak

# No. 105 | Bone Keeper Pokémon

## Marowak

Ground



## ● SIZE COMPARISON

- HEIGHT: 3'03"
- WEIGHT: 99.2 lbs.
- ITEMS: Thick Club



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Rock Head
- Lightningrod

## ● STATS



## ● EGG GROUPS

- Flying
- Field

## ● PERFORMANCE

SPEED ★★☆☆☆  
 POWER ★★☆☆☆  
 SKILL ★★☆☆☆

STAMINA ★★☆☆☆  
 JUMP ★★☆☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Safari Zone (Desert Area, morning and afternoon only)

**Pokémon SoulSilver** Safari Zone (Desert Area, morning and afternoon only)

**Pokémon Diamond** Level up Cubone to Lv. 28

**Pokémon Pearl** Level up Cubone to Lv. 28

**Pokémon Platinum** Level up Cubone to Lv. 28

**Pokémon HeartGold**

It has been seen pounding boulders with the bone it carries in order to tap out messages to others.

**Pokémon SoulSilver**

It collects bones from an unknown place. Some whisper that a MAROWAK graveyard exists somewhere in the world.

## ● EVOLUTION



Lv. 28



Cubone

Marowak

## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----|--------------|--------|----------|------|------|----|----------|----|
| 1   | Growl        | Normal | Status   | —    | 100  | 40 | 2 Foes   | —  |
| 1   | Tail Whip    | Normal | Status   | —    | 100  | 30 | 2 Foes   | —  |
| 1   | Bone Club    | Ground | Physical | 65   | 85   | 20 | Normal   | —  |
| 1   | Headbutt     | Normal | Physical | 70   | 100  | 15 | Normal   | ○  |
| 3   | Tail Whip    | Normal | Status   | —    | 100  | 30 | 2 Foes   | —  |
| 7   | Bone Club    | Ground | Physical | 65   | 85   | 20 | Normal   | —  |
| 11  | Headbutt     | Normal | Physical | 70   | 100  | 15 | Normal   | ○  |
| 13  | Leer         | Normal | Status   | —    | 100  | 30 | 2 Foes   | —  |
| 17  | Focus Energy | Normal | Status   | —    | —    | 30 | Self     | —  |
| 21  | Bonemerang   | Ground | Physical | 50   | 90   | 10 | Normal   | —  |
| 23  | Rage         | Normal | Physical | 20   | 100  | 20 | Normal   | —  |
| 27  | False Swipe  | Normal | Physical | 40   | 100  | 40 | Normal   | —  |
| 33  | Thrash       | Normal | Physical | 90   | 100  | 20 | 1 Random | —  |
| 37  | Fling        | Dark   | Physical | —    | 100  | 10 | Normal   | —  |
| 43  | Bone Rush    | Ground | Physical | 25   | 80   | 10 | Normal   | —  |
| 49  | Endeavor     | Normal | Physical | —    | 100  | 5  | Normal   | ○  |
| 53  | Double-Edge  | Normal | Physical | 120  | 100  | 15 | Normal   | ○  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|----------|----------|------|------|----|----------|----|
| Fury Cutter  | Bug      | Physical | 10   | 95   | 20 | Normal   | ○  |
| Icy Wind     | Ice      | Special  | 55   | 95   | 15 | 2 Foes   | —  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal   | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal   | ○  |
| Knock Off    | Dark     | Physical | 20   | 100  | 20 | Normal   | —  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal   | —  |
| Uproar       | Normal   | Special  | 50   | 100  | 10 | 1 Random | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal   | —  |
| Endeavor     | Normal   | Physical | —    | 100  | 5  | Normal   | —  |
| Outrage      | Dragon   | Physical | 120  | 100  | 15 | 1 Random | ○  |
| Earth Power  | Ground   | Special  | 90   | 100  | 10 | Normal   | ○  |
| Iron Defense | Steel    | Status   | —    | —    | 15 | Self     | —  |
| Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal   | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP  | Range         | DA |
|------|--------------|----------|----------|------|------|-----|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20  | Normal        | ○  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10  | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15  | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | All | —             | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10  | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5   | 2 Foes        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5   | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10  | Self          | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20  | Normal        | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15  | Normal        | ○  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10  | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20  | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10  | Normal        | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15  | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15  | Self          | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15  | Normal        | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10  | All           | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5   | Normal        | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10  | Normal        | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20  | Normal        | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20  | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20  | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10  | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15  | Normal        | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10  | Normal        | ○  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5   | Normal        | —  |
| TM54 | False Swipe  | Normal   | Physical | 40   | 100  | 40  | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10  | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10  | Self          | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5   | Normal        | ○  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5   | Normal        | —  |
| TM75 | Swords Dance | Normal   | Status   | —    | —    | 30  | Self          | —  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20  | 2 Foes        | —  |
| TM78 | Captive      | Normal   | Status   | —    | 100  | 20  | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10  | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10  | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15  | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15  | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10  | Self          | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15  | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15  | Normal        | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20  | Normal        | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|----------|----------|------|------|----|--------|----|
| 1   | Revenge      | Fighting | Physical | 60   | 100  | 10 | Normal | ○  |
| 1   | Double Kick  | Fighting | Physical | 30   | 100  | 30 | Normal | ○  |
| 5   | Meditate     | Psychic  | Status   | —    | —    | 40 | Self   | —  |
| 9   | Rolling Kick | Fighting | Physical | 60   | 85   | 15 | Normal | ○  |
| 13  | Jump Kick    | Fighting | Physical | 85   | 95   | 25 | Normal | ○  |
| 17  | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal | ○  |
| 21  | Focus Energy | Normal   | Status   | —    | —    | 30 | Self   | —  |
| 25  | Feint        | Normal   | Physical | 50   | 100  | 10 | Normal | ○  |
| 29  | Hi Jump Kick | Fighting | Physical | 100  | 90   | 20 | Normal | ○  |
| 33  | Mind Reader  | Normal   | Status   | —    | —    | 5  | Normal | —  |
| 37  | Foresight    | Normal   | Status   | —    | —    | 40 | Normal | —  |
| 41  | Blaze Kick   | Fire     | Physical | 85   | 90   | 10 | Normal | ○  |
| 45  | Endure       | Normal   | Status   | —    | —    | 10 | Self   | —  |
| 49  | Mega Kick    | Normal   | Physical | 120  | 75   | 5  | Normal | ○  |
| 53  | Close Combat | Fighting | Physical | 120  | 100  | 5  | Normal | ○  |
| 57  | Reversal     | Fighting | Physical | —    | 100  | 15 | Normal | ○  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Vacuum Wave  | Fighting | Special  | 40   | 100  | 30 | Normal | ○  |
| Knock Off    | Dark     | Physical | 20   | 100  | 20 | Normal | ○  |
| Sucker Punch | Dark     | Physical | 80   | 100  | 5  | Normal | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally | —  |
| Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes | —  |
| Role Play    | Psychic  | Status   | —    | —    | 10 | Normal | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Superpower   | Fighting | Physical | 120  | 100  | 5  | Normal | ○  |
| Bounce       | Flying   | Physical | 85   | 85   | 5  | Normal | ○  |
| Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal        | ○  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM08 | Bulk Up      | Fighting | Status   | —    | —    | 20 | Self          | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | —  | All           | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | —  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal        | ○  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5  | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5  | Normal        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM84 | Poison Jab   | Poison   | Physical | 80   | 100  | 20 | Normal        | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20 | Normal        | ○  |

No. 106 | Kicking Pokémon  
**Hitmonlee**

Fighting



- HEIGHT: 4'11"
- WEIGHT: 109.8 lbs.
- ITEMS: None

## ● SIZE COMPARISON



## ● MALE FORM

## ● ABILITIES

- Limber
- Reckless

## ● STATS



## ● EGG GROUPS

Human-Like

## ● PERFORMANCE

SPEED ★★☆☆  
 POWER ★★☆☆  
 SKILL ★★☆☆

STAMINA ★★☆☆  
 JUMP ★★☆☆

## ● Pokémon HeartGold

Make Tyrogue's Attack higher than its Defense, then level it up to Lv. 20

## ● Pokémon SoulSilver

Make Tyrogue's Attack higher than its Defense, then level it up to Lv. 20

## ● Pokémon Diamond

Make Tyrogue's Attack higher than its Defense, then level it up to Lv. 20

## ● Pokémon Pearl

Make Tyrogue's Attack higher than its Defense, then level it up to Lv. 20

## ● Pokémon Platinum

Make Tyrogue's Attack higher than its Defense, then level it up to Lv. 20

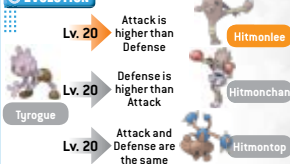
## ● Pokémon HeartGold

This amazing Pokémon has an awesome sense of balance. It can kick in succession from any position.

## ● Pokémon SoulSilver

If it starts kicking repeatedly, both legs will stretch even longer to strike a fleeing foe.

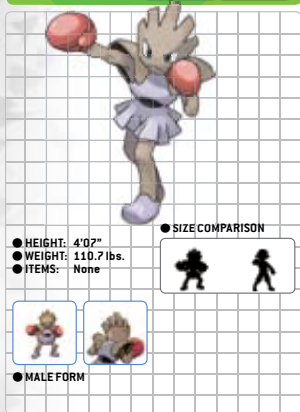
## ● EVOLUTION



# No. 107 | Punching Pokémon

## Hitmonchan

Fighting



## SIZE COMPARISON

- HEIGHT: 4'02"
- WEIGHT: 110.7 lbs.
- ITEMS: None



## MALE FORM

## ABILITIES

- Keen Eye
- Iron Fist

## EGG GROUPS

Human-Like

## STATS



## PERFORMANCE

SPEED ★★★★★

POWER ★★★★★☆

SKILL ★★★★★☆

STAMINA ★★★★★

JUMP ★★★☆☆

## Pokémon HeartGold

Make Tyrogue's Defense higher than its Attack, then level it up to Lv. 20

## Pokémon SoulSilver

Make Tyrogue's Defense higher than its Attack, then level it up to Lv. 20

## Pokémon Diamond

Make Tyrogue's Defense higher than its Attack, then level it up to Lv. 20

## Pokémon Pearl

Make Tyrogue's Defense higher than its Attack, then level it up to Lv. 20

## Pokémon Platinum

Make Tyrogue's Defense higher than its Attack, then level it up to Lv. 20

## Pokémon HeartGold

Its punches slice the air. However, it seems to need a short break after fighting for three minutes.

## Pokémon SoulSilver

Its punches slice the air. They are launched at such high speed, even a slight graze could cause a burn.

## EVOLUTION

Lv. 20  
Attack is higher than Defense



Hitmonlee

Lv. 20  
Defense is higher than Attack



Hitmonchan

Lv. 20  
Attack and Defense are the same



Hitmontop

## LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|----------|----------|------|------|----|--------|----|
| 1   | Revenge      | Fighting | Physical | 60   | 100  | 10 | Normal | ○  |
| 1   | Comet Punch  | Normal   | Physical | 18   | 85   | 15 | Normal | ○  |
| 6   | Agility      | Psychic  | Status   | —    | —    | 30 | Self   | —  |
| 11  | Pursuit      | Dark     | Physical | 40   | 100  | 20 | Normal | ○  |
| 16  | Mach Punch   | Fighting | Physical | 40   | 100  | 30 | Normal | ○  |
| 16  | Bullet Punch | Steel    | Physical | 40   | 100  | 30 | Normal | ○  |
| 21  | Feint        | Normal   | Physical | 50   | 100  | 10 | Normal | —  |
| 26  | Vacuum Wave  | Fighting | Special  | 40   | 100  | 30 | Normal | —  |
| 31  | ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal | ○  |
| 31  | Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal | ○  |
| 31  | Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal | ○  |
| 36  | Sky Uppercut | Fighting | Physical | 85   | 90   | 15 | Normal | ○  |
| 41  | Mega Punch   | Normal   | Physical | 80   | 85   | 20 | Normal | ○  |
| 46  | Detect       | Fighting | Status   | —    | —    | 5  | Self   | —  |
| 51  | Counter      | Fighting | Physical | —    | 100  | 20 | Self   | ○  |
| 56  | Close Combat | Fighting | Physical | 120  | 100  | 5  | Normal | ○  |

## MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal | ○  |
| Vacuum Wave  | Fighting | Special  | 40   | 100  | 30 | Normal | —  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally | —  |
| Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes | —  |
| Role Play    | Psychic  | Status   | —    | —    | 10 | Normal | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal | ○  |

## TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal        | ○  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM08 | Bulk Up      | Fighting | Status   | —    | —    | 20 | Self          | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal        | ○  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5  | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM60 | Drain Punch  | Fighting | Physical | 60   | 100  | 5  | Normal        | ○  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5  | Normal        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20 | Normal        | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range   | DA |
|-----|--------------|--------|----------|------|------|----|---------|----|
| 1   | Lick         | Ghost  | Physical | 20   | 100  | 30 | Normal  | ○  |
| 5   | Supersonic   | Normal | Status   | —    | 55   | 20 | Normal  | ○  |
| 9   | Defense Curl | Normal | Status   | —    | 40   | —  | Self    | —  |
| 13  | Knock Off    | Dark   | Physical | 20   | 100  | 20 | Normal  | ○  |
| 17  | Wrap         | Normal | Physical | 15   | 85   | 20 | Normal  | ○  |
| 21  | Stomp        | Normal | Physical | 65   | 100  | 20 | Normal  | ○  |
| 25  | Disable      | Normal | Status   | —    | 80   | 20 | Normal  | ○  |
| 29  | Slam         | Normal | Physical | 80   | 75   | 20 | Normal  | ○  |
| 33  | Rollout      | Rock   | Physical | 30   | 90   | 20 | Normal  | ○  |
| 37  | Me First     | Normal | Status   | —    | 20   | 20 | Depends | ○  |
| 41  | Refresh      | Normal | Status   | —    | 20   | —  | Self    | —  |
| 45  | Screach      | Normal | Status   | —    | 85   | 40 | Normal  | ○  |
| 49  | Power Whip   | Grass  | Physical | 120  | 85   | 10 | Normal  | ○  |
| 53  | Wring Out    | Normal | Special  | —    | 100  | 5  | Normal  | ○  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES


| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Icy Wind     | Ice      | Special  | 55   | 95   | 15 | 2 Foes | —  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal | ○  |
| Zen Headbutt | Psychic  | Physical | 80   | 90   | 15 | Normal | ○  |
| Knock Off    | Dark     | Physical | 20   | 100  | 20 | Normal | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | ○  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | ○  |
| Rollout      | Rock     | Special  | 30   | 90   | 20 | Normal | ○  |
| Aqua Tail    | Water    | Physical | 90   | 90   | 10 | Normal | ○  |

## ● TM &amp; HM MOVES


| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal        | ○  |
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal        | ○  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal        | —  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal        | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal        | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | —  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal        | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal        | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal        | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10 | All           | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5  | Normal        | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal        | ○  |
| TM56 | Fling        | Dark     | Status   | —    | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM75 | Swords Dance | Normal   | Status   | —    | —    | 30 | Self          | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal        | ○  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15 | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20 | Normal        | ○  |


## ● EGG MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|--------------|----------|----------|------|------|----|---------------|----|
| Belly Drum   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| Magnitude    | Ground   | Physical | —    | 100  | 30 | 2 Foes/1 Ally | —  |
| Body Slam    | Normal   | Physical | 85   | 100  | 15 | Normal        | ○  |
| Curse        | ???      | Status   | —    | —    | 10 | Normal/Self   | —  |
| SmellingSalt | Normal   | Physical | 60   | 100  | 10 | Normal        | ○  |
| Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal        | —  |
| Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| Amnesia      | Psychic  | Status   | —    | —    | 20 | Self          | —  |
| Hammer Arm   | Fighting | Physical | 100  | 90   | 10 | Normal        | ○  |
| Muddy Water  | Water    | Special  | 95   | 85   | 10 | 2 Foes        | —  |


**No. 108** | Licking Pokémon  
**Lickitung**
Normal


● **HEIGHT:** 3'11"  
 ● **WEIGHT:** 144.4 lbs.  
 ● **ITEMS:** Lagging Tail

● **SIZE COMPARISON**  


  
 ● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Own Tempo
- Oblivious

## ● STATS



## ● EGG GROUPS

Monster

## ● PERFORMANCE



## ● MAIN WAYS TO OBTAIN

Pokémon HeartGold Route 44

Pokémon SoulSilver Route 44

Pokémon Diamond Lake Valor (mass outbreak)

Pokémon Pearl Lake Valor (mass outbreak)


Pokémon Platinum Route 215

Pokémon HeartGold
Pokémon SoulSilver

Its tongue has well-developed nerves that run to the very tip, so it can be deftly manipulated.

Its long tongue, slathered with a gooey saliva, sticks to anything, so it is very useful.

## ● EVOLUTION



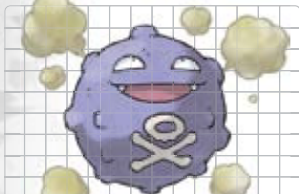
Level it up to Lv. 33 and teach it Rollout. Or, level it up once it knows Rollout.

Lickitung → Lickilicky



No. 109 | Poison Gas Pokémon  
**Koffing**

Poison



- HEIGHT: 2'00"
- WEIGHT: 2.2 lbs.
- ITEMS: Smoke Ball

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Levitate

## ● EGG GROUPS

Amorphous

## ● PERFORMANCE

SPEED ★★☆☆  
POWER ★★☆☆  
SKILL ★★☆☆

STAMINA ★★★★★  
JUMP ★★☆☆

## ● STATS

HP ●●●●●  
ATTACK ●●●●●  
DEFENSE ●●●●●  
SP. ATTACK ●●●●●  
SP. DEFENSE ●●●●●  
SPEED ●●●●●

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Burned Tower

**Pokémon SoulSilver** Burned Tower

**Pokémon Diamond** Find its Egg at the Pokémon Day Care and hatch it

**Pokémon Pearl** Find its Egg at the Pokémon Day Care and hatch it

**Pokémon Platinum** Stark Mountain interior 2

**Pokémon HeartGold**

In total darkness, where nothing is visible, HAUNTER lurks, silently stalking its next victim.

**Pokémon SoulSilver**

The poisonous gases it contains are a little bit lighter than air, keeping it slightly airborne.

## ● EVOLUTION

Lv. 35

Koffing

Weezing

## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|--------------|--------|----------|------|------|----|---------------|----|
| 1   | Poison Gas   | Poison | Status   | —    | 55   | 40 | Normal        | —  |
| 1   | Tackle       | Normal | Physical | 35   | 95   | 35 | Normal        | ○  |
| 6   | Smog         | Poison | Special  | 20   | 70   | 20 | Normal        | —  |
| 10  | SmokeScreen  | Normal | Status   | —    | 100  | 20 | Normal        | —  |
| 15  | Assurance    | Dark   | Physical | 50   | 100  | 10 | Normal        | ○  |
| 19  | Selfdestruct | Normal | Physical | 200  | 100  | 5  | 2 Foes/1 Ally | —  |
| 24  | Sludge       | Poison | Special  | 65   | 100  | 20 | Normal        | —  |
| 28  | Haze         | Ice    | Status   | —    | —    | 30 | All           | —  |
| 33  | Gyro Ball    | Steel  | Physical | —    | 100  | 5  | Normal        | ○  |
| 37  | Explosion    | Normal | Physical | 250  | 100  | 5  | 2 Foes/1 Ally | —  |
| 42  | Sludge Bomb  | Poison | Special  | 90   | 100  | 10 | Normal        | —  |
| 46  | Destiny Bond | Ghost  | Status   | —    | —    | 5  | Self          | —  |
| 51  | Memento      | Dark   | Status   | —    | 100  | 10 | Normal        | —  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name       | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|------------|--------|----------|------|------|----|----------|----|
| Snore      | Normal | Status   | 40   | 100  | 15 | Normal   | —  |
| Spite      | Ghost  | Status   | —    | 100  | 10 | Normal   | —  |
| Uproar     | Normal | Special  | 50   | 100  | 10 | 1 Random | —  |
| Rollout    | Rock   | Physical | 30   | 90   | 20 | Normal   | ○  |
| Pain Split | Normal | Status   | —    | —    | 20 | Normal   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP  | Range         | DA |
|------|--------------|----------|----------|------|------|-----|---------------|----|
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10  | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15  | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | All | —             |    |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10  | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | All | —             |    |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20  | Normal        | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15  | Normal        | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10  | Normal        | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20  | Normal        | ○  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15  | Normal        | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15  | Self          | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20  | Normal        | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15  | Normal        | —  |
| TM36 | Sludge Bomb  | Poison   | Special  | 90   | 100  | 10  | Normal        | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5   | Normal        | —  |
| TM41 | Torment      | Dark     | Status   | —    | —    | 15  | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20  | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20  | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10  | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15  | Normal        | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10  | Normal        | ○  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10  | Self          | —  |
| TM61 | Will-O-Wisp  | Fire     | Status   | —    | 75   | 15  | Normal        | —  |
| TM64 | Explosion    | Normal   | Physical | 250  | 100  | 5   | 2 Foes/1 Ally | —  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10  | Normal        | ○  |
| TM70 | Flash        | Normal   | Status   | —    | —    | 20  | Normal        | —  |
| TM74 | Gyro Ball    | Steel    | Physical | —    | 100  | 5   | Normal        | ○  |
| TM78 | Captivate    | Normal   | Status   | —    | —    | 100 | 2 Foes        | —  |
| TM79 | Dark Pulse   | Dark     | Special  | 80   | 100  | 15  | Normal        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10  | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15  | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15  | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10  | Self          | —  |

## ● EGG MOVES

| Name         | Type    | Kind    | Pow. | Acc. | PP | Range       | DA |
|--------------|---------|---------|------|------|----|-------------|----|
| Screech      | Normal  | Status  | —    | 85   | 40 | Normal      | —  |
| Psywave      | Psychic | Special | —    | 80   | 15 | Normal      | —  |
| Psybeam      | Psychic | Special | 65   | 100  | 20 | Normal      | —  |
| Destiny Bond | Ghost   | Status  | —    | —    | 5  | Self        | —  |
| Pain Split   | Normal  | Status  | —    | —    | 20 | Normal      | —  |
| Will-O-Wisp  | Fire    | Status  | —    | 75   | 15 | Normal      | —  |
| Grudge       | Ghost   | Status  | —    | —    | 5  | Self        | —  |
| Spite        | Ghost   | Status  | —    | 100  | 10 | Normal      | —  |
| Curse        | ???     | Status  | —    | —    | 10 | Normal/Self | —  |



## ● LEVEL-UP MOVES

| Lv. | Name          | Type   | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|---------------|--------|----------|------|------|----|---------------|----|
| 1   | Poison Gas    | Poison | Status   | —    | 55   | 40 | Normal        | —  |
| 1   | Tackle        | Normal | Physical | 35   | 95   | 35 | Normal        | ○  |
| 1   | Smog          | Poison | Special  | 20   | 70   | 20 | Normal        | —  |
| 1   | SmokeScreen   | Normal | Status   | —    | 100  | 20 | Normal        | —  |
| 6   | Smog          | Poison | Special  | 20   | 70   | 20 | Normal        | —  |
| 10  | SmokeScreen   | Normal | Status   | —    | 100  | 20 | Normal        | —  |
| 15  | Assurance     | Dark   | Physical | 50   | 100  | 10 | Normal        | ○  |
| 19  | Selfdestruct  | Normal | Physical | 200  | 100  | 5  | 2 Foes/1 Ally | —  |
| 24  | Sludge        | Poison | Special  | 65   | 100  | 20 | Normal        | —  |
| 28  | Haze          | Ice    | Status   | —    | 30   | —  | All           | —  |
| 33  | Double Hit    | Normal | Physical | 35   | 90   | 10 | Normal        | ○  |
| 40  | Explosion     | Normal | Physical | 250  | 100  | 5  | 2 Foes/1 Ally | —  |
| 48  | Sludge Bomb   | Poison | Special  | 90   | 100  | 10 | Normal        | —  |
| 55  | Ghosting Bond | Ghost  | Status   | —    | 5    | —  | Self          | —  |
| 63  | Memento       | Dark   | Status   | —    | 100  | 10 | Normal        | —  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name       | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|------------|--------|----------|------|------|----|----------|----|
| Snore      | Normal | Special  | 40   | 100  | 15 | Normal   | —  |
| Spite      | Ghost  | Status   | —    | 100  | 10 | Normal   | —  |
| Uproar     | Normal | Special  | 50   | 100  | 10 | 1 Random | —  |
| Rollout    | Rock   | Physical | 30   | 90   | 20 | Normal   | ○  |
| Pain Split | Normal | Status   | —    | —    | 20 | Normal   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM06 | Toxic        | Poison   | Status   | —    | 95   | 10 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | —  | All           | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | 10   | —  | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | —  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal        | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal        | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal        | —  |
| TM32 | Double Team  | Normal   | Status   | —    | 15   | —  | Self          | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal        | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal        | —  |
| TM36 | Sludge Bomb  | Poison   | Special  | 90   | 100  | 10 | Normal        | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5  | Normal        | —  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | 10   | —  | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal        | ○  |
| TM59 | Endure       | Normal   | Status   | —    | 10   | —  | Self          | —  |
| TM61 | Will-O-Wisp  | Fire     | Status   | —    | 75   | 15 | Normal        | —  |
| TM64 | Explosion    | Normal   | Physical | 250  | 100  | 5  | 2 Foes/1 Ally | —  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10 | Normal        | ○  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM74 | Gyro Ball    | Steel    | Physical | —    | 100  | 5  | Normal        | ○  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM79 | Dark Pulse   | Dark     | Special  | 80   | 100  | 15 | Normal        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | 10   | —  | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |


**No. 110** | Poison Gas Pokémon  
**Weezing**

Poison



## ● SIZE COMPARISON

- HEIGHT: 3'11"
- WEIGHT: 20.9 lbs.
- ITEMS: Smoke Ball



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Levitate

## ● STATS



## ● EGG GROUPS

Amorphous

## ● PERFORMANCE

SPEED ★★  
POWER ★★★☆  
SKILL ★★☆☆

STAMINA ★★★★★  
JUMP ★★★☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Safari Zone (Marshland Area, morning and afternoon only)

**Pokémon SoulSilver** Safari Zone (Marshland Area, morning and afternoon only)

**Pokémon Diamond** Route 227

**Pokémon Pearl** Route 227

**Pokémon Platinum** Route 227

**Pokémon HeartGold** **Pokémon SoulSilver**

If one of the twin **KOFFING** inflates, the other one deflates. It constantly mixes its poisonous gases.

Top-grade perfume is made using its internal poison gases by diluting them to the highest level.

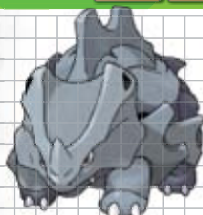
## ● EVOLUTION



# No. 111 | Spikes Pokémon

## Rhyhorn

Ground Rock



### SIZE COMPARISON

- HEIGHT: 3'03"
- WEIGHT: 253.5 lbs.
- ITEMS: None



● MALE FORM  
Longer horn

● FEMALE FORM  
Shorter horn

### ABILITIES

- Lightningrod
- Rock Head

### EGG GROUPS

Monster  
Field

### STATS

HP  
ATTACK  
DEFENSE  
SP. ATTACK  
SP. DEFENSE  
SPEED

### PERFORMANCE

SPEED ★★☆☆☆  
POWER ★★☆☆☆  
SKILL ★★☆☆☆

STAMINA ★★☆☆☆  
JUMP ★★☆☆☆

### MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Victory Road

**Pokémon SoulSilver** Victory Road

**Pokémon Diamond** Route 227

**Pokémon Pearl** Route 227

**Pokémon Platinum** Route 227

**Pokémon HeartGold** **Pokémon SoulSilver**

It is inept at turning because of its four short legs. It can only charge and run in one direction.

It doesn't care if there is anything in its way. It just charges and destroys all obstacles.

### EVOLUTION



Lv. 42



Have it hold  
Protector and trade it



Rhyhorn

Rhydon

Rhyperior

### LEVEL-UP MOVES

| Lv. | Name        | Type   | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|-------------|--------|----------|------|------|----|---------------|----|
| 1   | Horn Attack | Normal | Physical | 65   | 100  | 25 | Normal        | ○  |
| 1   | Tail Whip   | Normal | Status   | —    | 100  | 30 | 2 Foes        | ○  |
| 9   | Stomp       | Normal | Physical | 65   | 100  | 20 | Normal        | ○  |
| 13  | Fury Attack | Normal | Physical | 15   | 85   | 20 | Normal        | ○  |
| 21  | Scary Face  | Normal | Status   | —    | 90   | 10 | Normal        | —  |
| 25  | Rock Blast  | Rock   | Physical | 25   | 80   | 10 | Normal        | —  |
| 33  | Take Down   | Normal | Physical | 90   | 85   | 20 | Normal        | ○  |
| 37  | Horn Drill  | Normal | Physical | —    | 30   | 5  | Normal        | ○  |
| 45  | Stone Edge  | Rock   | Physical | 100  | 80   | 5  | Normal        | ○  |
| 49  | Earthquake  | Ground | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| 57  | Megahorn    | Bug    | Physical | 120  | 85   | 10 | Normal        | ○  |

### MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

### BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|----------|----------|------|------|----|----------|----|
| Icy Wind     | Ice      | Special  | 55   | 95   | 15 | 2 Foes   | —  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal   | —  |
| Spite        | Ghost    | Status   | —    | 100  | 10 | Normal   | —  |
| Uproar       | Normal   | Special  | 50   | 100  | 10 | 1 Normal | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal   | —  |
| Rollout      | Rock     | Physical | 30   | 90   | 20 | Normal   | ○  |
| Superpower   | Fighting | Physical | 120  | 100  | 5  | Normal   | ○  |
| Aqua Tail    | Water    | Physical | 90   | 90   | 10 | Normal   | ○  |
| Endeavor     | Normal   | Physical | —    | 100  | 5  | Normal   | ○  |
| AncientPower | Rock     | Special  | 60   | 100  | 5  | Normal   | ○  |
| Earth Power  | Ground   | Special  | 90   | 100  | 10 | Normal   | —  |

### TM & HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP  | Range         | DA |
|------|--------------|----------|----------|------|------|-----|---------------|----|
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20  | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10  | Normal        | —  |
| TM10 | Hidden Power | Normal   | Status   | —    | 100  | 15  | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | All | —             | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10  | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5   | 2 Foes        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10  | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | All | —             | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20  | Normal        | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15  | Normal        | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15  | Normal        | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10  | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10  | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20  | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10  | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15  | Self          | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20  | Normal        | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15  | Normal        | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10  | All           | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5   | Normal        | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10  | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20  | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20  | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10  | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15  | Normal        | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10  | Normal        | ○  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10  | Self          | —  |
| TM59 | Dragon Pulse | Dragon   | Special  | 90   | 100  | 10  | Normal        | —  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10  | Normal        | ○  |
| TM69 | Rock Polish  | Rock     | Status   | —    | —    | 20  | Self          | —  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5   | Normal        | —  |
| TM75 | Swords Dance | Normal   | Status   | —    | —    | 30  | Self          | —  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20  | 2 Foes        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20  | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10  | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10  | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15  | Normal        | —  |
| TM84 | Poison Jab   | Poison   | Physical | 80   | 100  | 20  | Normal        | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15  | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10  | Self          | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15  | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15  | Normal        | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20  | Normal        | ○  |

### EGG MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|--------------|----------|----------|------|------|----|---------------|----|
| Crunch       | Dark     | Physical | 80   | 100  | 15 | Normal        | ○  |
| Reversal     | Fighting | Physical | —    | 100  | 15 | Normal        | ○  |
| Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | ○  |
| Counter      | Fighting | Physical | —    | 100  | 20 | Self          | ○  |
| Magnitude    | Ground   | Physical | —    | 100  | 30 | 2 Foes/1 Ally | ○  |
| Swords Dance | Normal   | Status   | —    | —    | 30 | Self          | —  |
| Curse        | ???      | Status   | —    | —    | 10 | Normal/Self   | ○  |
| Crush Claw   | Normal   | Physical | 75   | 95   | 10 | Normal        | ○  |
| Dragon Rush  | Dragon   | Physical | 100  | 75   | 10 | Normal        | ○  |
| Ice Fang     | Ice      | Physical | 65   | 95   | 15 | Normal        | ○  |
| Fire Fang    | Fire     | Physical | 65   | 95   | 15 | Normal        | ○  |
| Thunder Fang | Electric | Physical | 65   | 95   | 15 | Normal        | ○  |
| Skull Bash   | Normal   | Physical | 100  | 100  | 15 | Normal        | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name        | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|-------------|----------|----------|------|------|----|---------------|----|
| 1   | Horn Attack | Normal   | Physical | 65   | 100  | 25 | Normal        | ○  |
| 1   | Tail Whip   | Normal   | Status   | —    | 100  | 30 | 2 Foes        | —  |
| 1   | Stomp       | Normal   | Physical | 65   | 100  | 20 | Normal        | ○  |
| 1   | Fury Attack | Normal   | Physical | 15   | 85   | 20 | Normal        | ○  |
| 9   | Stomp       | Normal   | Physical | 65   | 100  | 20 | Normal        | ○  |
| 13  | Fury Attack | Normal   | Physical | 15   | 85   | 20 | Normal        | ○  |
| 21  | Scary Face  | Normal   | Status   | —    | 90   | 10 | Normal        | —  |
| 25  | Rock Blast  | Rock     | Physical | 25   | 80   | 10 | Normal        | —  |
| 33  | Take Down   | Normal   | Physical | 90   | 85   | 20 | Normal        | ○  |
| 37  | Horn Drill  | Normal   | Physical | —    | 30   | 5  | Normal        | ○  |
| 42  | Hammer Arm  | Fighting | Physical | 100  | 90   | 10 | Normal        | —  |
| 45  | Stone Edge  | Rock     | Physical | 100  | 80   | 5  | Normal        | —  |
| 49  | Earthquake  | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| 57  | Megahorn    | Bug      | Physical | 120  | 85   | 10 | Normal        | ○  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP     | Range    | DA |
|--------------|----------|----------|------|------|--------|----------|----|
| Fury Cutter  | Bug      | Physical | 10   | 95   | 20     | Normal   | ○  |
| Icy Wind     | Ice      | Special  | 55   | 95   | 15     | 2 Foes   | —  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15     | Normal   | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15     | Normal   | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15     | Normal   | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15     | Normal   | —  |
| Spite        | Ghost    | Status   | —    | 100  | 10     | Normal   | —  |
| Uproar       | Normal   | Special  | 50   | 100  | 10     | 1 Random | —  |
| Block        | Normal   | Status   | —    | 5    | Normal | —        | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10     | Normal   | —  |
| Rollout      | Rock     | Physical | 30   | 90   | 20     | Normal   | ○  |
| Superpower   | Fighting | Physical | 120  | 100  | 5      | Normal   | ○  |
| Aqua Tail    | Water    | Physical | 90   | 100  | 5      | Normal   | ○  |
| Endeavor     | Normal   | Physical | —    | 100  | 5      | Normal   | ○  |
| Outrage      | Dragon   | Physical | 120  | 100  | 15     | 1 Random | ○  |
| AncientPower | Rock     | Special  | 60   | 100  | 5      | Normal   | ○  |
| Earth Power  | Ground   | Special  | 90   | 100  | 10     | Normal   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP      | Range         | DA |
|------|--------------|----------|----------|------|------|---------|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20      | Normal        | ○  |
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20      | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10      | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15      | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | All     | —             | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10      | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5       | 2 Foes        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5       | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | 10   | Self    | —             | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | All     | —             | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20      | Normal        | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15      | Normal        | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15      | Normal        | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10      | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10      | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20      | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10      | Normal        | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15      | Normal        | —  |
| TM32 | Double Team  | Normal   | Status   | —    | 15   | Self    | —             | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20      | Normal        | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15      | Normal        | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | 10   | All     | —             | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5       | Normal        | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10      | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20      | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20      | Normal        | ○  |
| TM44 | Rest         | Psychic  | Status   | —    | 10   | Self    | —             | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15      | Normal        | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10      | Normal        | ○  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5       | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10      | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | 10   | Self    | —             | —  |
| TM59 | Dragon Pulse | Dragon   | Special  | 90   | 100  | 10      | Normal        | —  |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15      | Normal        | —  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10      | Normal        | ○  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5       | Normal        | ○  |
| TM69 | Rock Polish  | Rock     | Status   | —    | 20   | Self    | —             | —  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5       | Normal        | —  |
| TM72 | Avalanche    | Ice      | Physical | 60   | 100  | 10      | Normal        | ○  |
| TM75 | Swords Dance | Normal   | Status   | —    | 30   | Self    | —             | —  |
| TM76 | Stealth Rock | Rock     | Status   | —    | 20   | 2 Foes  | —             | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20      | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10      | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | 10   | Depends | —             | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15      | Normal        | ○  |
| TM84 | Poison Jab   | Poison   | Physical | 80   | 100  | 20      | Normal        | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15      | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | 10   | Self    | —             | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30      | Normal        | ○  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15      | 2 Foes/1 Ally | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15      | Normal        | ○  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15      | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15      | Normal        | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20      | Normal        | ○  |



# No. 112 | Drill Pokémon

## Rhydon

Ground Rock


## ● SIZE COMPARISON

- HEIGHT: 6'03"
- WEIGHT: 264.6 lbs.
- ITEMS: None



## ● MALE FORM

Longer horn

## ● FEMALE FORM

Shorter horn

## ● ABILITIES

- Lightningrod
- Rock Head

## ● EGG GROUPS

- Monster
- Field

## ● PERFORMANCE

SPEED ★★  
POWER ★★★☆☆  
SKILL ★★☆☆

STAMINA ★★★★★☆  
JUMP ★★★☆☆

## ● MAIN STAYS TO OBTAIN

**Pokémon HeartGold** Safari Zone (Savannah Area: if Rock objects are placed, may appear in tall grass)

**Pokémon SoulSilver** Safari Zone (Savannah Area: if Rock objects are placed, may appear in tall grass)

**Pokémon Diamond** Route 227

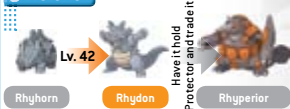
**Pokémon Pearl** Route 227

**Pokémon Platinum** Victory Road 1F

**Pokémon HeartGold** Its rugged hide protects it from even the heat of lava. However, the hide also makes it insensitive.

**Pokémon SoulSilver** Its brain developed when it began walking on hind legs. Its thick hide protects it even in magma.

## ● EVOLUTION



# No. 113 | Egg Pokémon

## Chansey

Normal



● HEIGHT: 3'07"  
● WEIGHT: 76.3 lbs.  
● ITEMS: Oval Stone, Lucky Egg

● SIZE COMPARISON



● FEMALE FORM

## ABILITIES

- Natural Cure
- Serene Grace

## EGG GROUPS

Fairy

## PERFORMANCE

SPEED ★☆☆☆  
POWER ★☆☆☆  
SKILL ★☆☆☆

## STATS

HP ●●●●●●●●  
ATTACK ●●●●●●●●  
DEFENSE ●●●●●●●●  
SP. ATTACK ●●●●●●●●  
SP. DEFENSE ●●●●●●●●  
SPEED ●●●●●●●●

STAMINA ★★★★★★  
JUMP ★★★

**Pokémon HeartGold**  
Route 13 or level up  
Happy while it holds the  
Oval Stone between 4:00 A.M.  
and 8:00 P.M.

**Pokémon SoulSilver**  
Route 13 or level up  
Happy while it holds the  
Oval Stone between 4:00 A.M.  
and 8:00 P.M.

**Pokémon Diamond**  
Route 13 or level up  
Happy while it holds the  
Oval Stone between 4:00 A.M.  
and 8:00 P.M.

**Pokémon Pearl**  
Route 13 or level up  
Happy while it holds the  
Oval Stone between 4:00 A.M.  
and 8:00 P.M.

**Pokémon Platinum**  
Route 13 or level up  
Happy while it holds the  
Oval Stone between 4:00 A.M.  
and 8:00 P.M.

**Pokémon HeartGold**

It walks carefully to  
prevent its egg from  
breaking. However, it is  
extremely fast at  
running away.

**Pokémon SoulSilver**

Being few in number and  
difficult to capture, it is  
said to bring happiness to  
the Trainer who  
catches it.

## EVOLUTION

Have it hold  
Oval Stone and  
then level it up between  
4:00 A.M. and 8:00 P.M.

Happy

Chansey

Level up with high  
friendship

Blissey

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----|--------------|---------|----------|------|------|----|----------|----|
| 1   | Pound        | Normal  | Physical | 40   | 100  | 35 | Normal   | ○  |
| 1   | Growl        | Normal  | Status   | —    | 100  | 40 | 2 Foes   | —  |
| 5   | Tail Whip    | Normal  | Status   | —    | 100  | 30 | 2 Foes   | —  |
| 9   | Refresh      | Normal  | Status   | —    | —    | 20 | Self     | —  |
| 12  | Softboiled   | Normal  | Status   | —    | —    | 10 | Self     | —  |
| 16  | DoubleSlap   | Normal  | Physical | 15   | 85   | 10 | Normal   | ○  |
| 20  | Minimize     | Normal  | Status   | —    | —    | 20 | Self     | —  |
| 23  | Sing         | Normal  | Status   | —    | 55   | 15 | Normal   | —  |
| 27  | Fling        | Dark    | Physical | —    | 100  | 10 | Normal   | —  |
| 31  | Defense Curl | Normal  | Status   | —    | —    | 40 | Self     | —  |
| 34  | Light Screen | Psychic | Status   | —    | —    | 30 | 2 Allies | —  |
| 38  | Egg Bomb     | Normal  | Physical | 100  | 75   | 10 | Normal   | —  |
| 42  | Healing Wish | Psychic | Status   | —    | —    | 10 | Self     | —  |
| 46  | Double-Edge  | Normal  | Physical | 120  | 100  | 15 | Normal   | ○  |

## ● MOVE MANIA

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range      | DA |
|--------------|----------|----------|------|------|----|------------|----|
| Icy Wind     | Ice      | Special  | 55   | 95   | 15 | 2 Foes     | —  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal     | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal     | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal     | ○  |
| Zen Headbutt | Psychic  | Special  | 80   | 90   | 15 | Normal     | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal     | —  |
| Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally     | —  |
| Last Resort  | Normal   | Physical | 130  | 100  | 5  | Normal     | ○  |
| Gravity      | Psychic  | Status   | —    | —    | 5  | All        | —  |
| Heal Bell    | Normal   | Status   | —    | —    | 5  | All Allies | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal     | ○  |
| Rollout      | Rock     | Physical | 30   | 90   | 20 | Normal     | ○  |
| Endeavor     | Normal   | Physical | —    | 100  | 5  | Normal     | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP  | Range         | DA |
|------|--------------|----------|----------|------|------|-----|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20  | Normal        | ○  |
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20  | Normal        | —  |
| TM04 | Calm Mind    | Psychic  | Status   | —    | —    | 20  | Self          | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10  | Normal        | —  |
| TM07 | Hail         | Ice      | Status   | —    | —    | 10  | All           | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15  | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | All | —             |    |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10  | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5   | 2 Foes        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5   | Normal        | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30  | 2 Allies      | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10  | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5   | All           | —  |
| TM20 | Safeguard    | Normal   | Status   | —    | —    | 25  | 2 Allies      | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20  | Normal        | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10  | Normal        | —  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15  | Normal        | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15  | Normal        | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10  | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10  | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20  | Normal        | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10  | Normal        | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15  | Normal        | —  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15  | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15  | Self          | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20  | Normal        | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15  | Normal        | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10  | All           | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5   | Normal        | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10  | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20  | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20  | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10  | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15  | Normal        | —  |
| TM48 | Skill Swap   | Psychic  | Status   | —    | —    | 10  | Normal        | —  |
| TM49 | Snatch       | Dark     | Status   | —    | —    | 10  | Depends       | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10  | Normal        | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10  | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10  | Self          | —  |
| TM60 | Drain Punch  | Fighting | Physical | 60   | 100  | 5   | Normal        | ○  |
| TM67 | Recycle      | Normal   | Status   | —    | —    | 10  | Self          | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5   | Normal        | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20  | Normal        | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20  | Normal        | —  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20  | 2 Foes        | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10  | Normal        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20  | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10  | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10  | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15  | Normal        | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15  | Normal        | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20  | Normal        | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15  | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10  | Self          | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15  | Normal        | ○  |
| HM08 | Rock Smash   | Fighting | Physical | 40   | 100  | 15  | Normal        | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20  | Normal        | ○  |

## ● EGG MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP         | Range   | DA |
|--------------|----------|----------|------|------|------------|---------|----|
| Present      | Normal   | Physical | —    | 90   | 15         | Normal  | —  |
| Metronome    | Normal   | Status   | —    | 10   | 10         | Depends | —  |
| Heal Bell    | Normal   | Status   | —    | 5    | All Allies | —       | —  |
| Aromatherapy | Grass    | Status   | —    | 5    | All Allies | —       | —  |
| Substitute   | Normal   | Status   | —    | 10   | Self       | —       | ○  |
| Counter      | Fighting | Physical | —    | 100  | 20         | Self    | ○  |
| Helping Hand | Normal   | Status   | —    | —    | 20         | 1 Ally  | —  |
| Gravity      | Psychic  | Status   | —    | 5    | All        | —       | —  |
| Mud Bomb     | Ground   | Special  | 65   | 85   | 10         | Normal  | —  |

## ● LEVEL-UP MOVES

| Lv. | Name          | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|---------------|--------|----------|------|------|----|--------|----|
| 1   | Ingrain       | Grass  | Status   | —    | —    | 20 | Self   | —  |
| 1   | Constrict     | Normal | Physical | 10   | 100  | 35 | Normal | ○  |
| 5   | Sleep Powder  | Grass  | Status   | —    | 75   | 15 | Normal | —  |
| 8   | Absorb        | Grass  | Special  | 20   | 100  | 25 | Normal | —  |
| 12  | Growth        | Normal | Status   | —    | 40   | 5  | Self   | —  |
| 15  | Poison Powder | Poison | Status   | —    | 75   | 35 | Normal | —  |
| 19  | Vine Whip     | Grass  | Physical | 35   | 100  | 15 | Normal | ○  |
| 22  | Bind          | Normal | Physical | 15   | 75   | 20 | Normal | —  |
| 26  | Mega Drain    | Grass  | Special  | 40   | 100  | 15 | Normal | —  |
| 29  | Stun Spore    | Grass  | Status   | —    | 75   | 30 | Normal | —  |
| 33  | Ancient Power | Rock   | Special  | 60   | 100  | 5  | Normal | —  |
| 36  | Knock Off     | Dark   | Physical | 20   | 100  | 20 | Normal | ○  |
| 40  | Natural Gift  | Normal | Physical | —    | 100  | 15 | Normal | —  |
| 43  | Slam          | Normal | Physical | 80   | 75   | 20 | Normal | ○  |
| 47  | Tickle        | Normal | Status   | —    | 100  | 20 | Normal | —  |
| 50  | Wring Out     | Normal | Special  | —    | 100  | 5  | Normal | ○  |
| 54  | Power Whip    | Grass  | Physical | 120  | 85   | 10 | Normal | ○  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name          | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|---------------|--------|----------|------|------|----|--------|----|
| Knock Off     | Dark   | Physical | 20   | 100  | 20 | Normal | ○  |
| Snore         | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Synthesis     | Grass  | Status   | —    | —    | 5  | Self   | —  |
| Worry Seed    | Grass  | Status   | —    | 100  | 10 | Normal | —  |
| Ancient Power | Rock   | Special  | 60   | 100  | 5  | Normal | —  |
| Seed Bomb     | Grass  | Physical | 80   | 100  | 15 | Normal | —  |
| Pain Split    | Normal | Status   | —    | —    | 20 | Normal | —  |

## ● TM &amp; HM MOVES

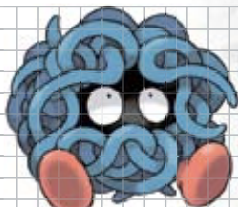
| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP       | Range  | DA |
|------|--------------|----------|----------|------|------|----------|--------|----|
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10       | Normal | —  |
| TM09 | Bullet Seed  | Grass    | Physical | 10   | 100  | 30       | Normal | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15       | Normal | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | All      | —      |    |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5        | Normal | —  |
| TM17 | Protect      | Normal   | Status   | —    | 10   | Self     | —      |    |
| TM19 | Giga Drain   | Grass    | Special  | 60   | 100  | 10       | Normal | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20       | Normal | ○  |
| TM22 | Solar Beam   | Grass    | Special  | 120  | 100  | 10       | Normal | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20       | Normal | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | 15   | Self     | —      |    |
| TM33 | Reflect      | Psychic  | Status   | —    | 20   | 2 Allies | —      |    |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20       | Normal | —  |
| TM36 | Sludge Bomb  | Poison   | Special  | 90   | 100  | 10       | Normal | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20       | Normal | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20       | Normal | —  |
| TM44 | Rest         | Psychic  | Status   | —    | 10   | Self     | —      |    |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15       | Normal | —  |
| TM46 | Theft        | Dark     | Physical | 40   | 100  | 10       | Normal | ○  |
| TM53 | Energy Ball  | Grass    | Special  | 80   | 100  | 10       | Normal | —  |
| TM58 | Endure       | Normal   | Status   | —    | 10   | Self     | —      |    |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5        | Normal | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20       | Normal | —  |
| TM75 | Swords Dance | Normal   | Status   | —    | 30   | Self     | —      |    |
| TM77 | Psych Up     | Normal   | Status   | —    | 10   | Normal   | —      |    |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20       | 2 Foes | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | 10   | Depends  | —      |    |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15       | Normal | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20       | Normal | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15       | Normal | —  |
| TM90 | Substitute   | Normal   | Status   | —    | 10   | Self     | —      |    |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30       | Normal | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15       | Normal | ○  |

## ● EGG MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP       | Range  | DA |
|--------------|---------|----------|------|------|----------|--------|----|
| Flail        | Normal  | Physical | —    | 100  | 15       | Normal | ○  |
| Confusion    | Psychic | Special  | 50   | 100  | 25       | Normal | —  |
| Mega Drain   | Grass   | Special  | 40   | 100  | 15       | Normal | —  |
| Reflect      | Psychic | Status   | —    | 20   | 2 Allies | —      |    |
| Amnesia      | Psychic | Status   | —    | 20   | Self     | —      |    |
| Leech Seed   | Grass   | Status   | —    | 90   | 10       | Normal | —  |
| Nature Power | Normal  | Status   | —    | 20   | Depends  | —      |    |
| Endeavor     | Normal  | Physical | —    | 100  | 5        | Normal | ○  |
| Leaf Storm   | Grass   | Special  | 140  | 90   | 5        | Normal | —  |
| Power Swap   | Psychic | Status   | —    | 10   | Normal   | —      |    |

No. 114 | Vine Pokémon  
**Tangela**

Grass



## ● SIZE COMPARISON

- HEIGHT: 3'03"
- WEIGHT: 77.2 lbs.
- ITEMS: None



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Chlorophyll
- Leaf Guard

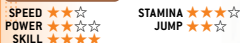
## ● STATS



## ● EGG GROUPS

Grass

## ● PERFORMANCE



## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Route 44**Pokémon SoulSilver** Route 44**Pokémon Diamond** —**Pokémon Pearl** —**Pokémon Platinum** Pastoria Great Marsh**Pokémon HeartGold**

The vines that cloak its entire body are always jiggling. They effectively unnerve its foes.

**Pokémon SoulSilver**

It tangles any moving thing with its vines. Their subtle shaking is ticklish if you get ensnared.

## ● EVOLUTION

Level it up to Lv. 33 and teach it Ancient Power. Or, level it up once it knows Ancient Power.



Tangela



Tangrowth



# No. 115 | Parent Pokémon

## Kangaskhan

Normal



- HEIGHT: 2'03"
- WEIGHT: 176.4 lbs.
- ITEMS: None

### SIZE COMPARISON



### FEMALE FORM

### ABILITIES

- Early Bird
- Scrappy

### EGG GROUPS

Monster

### PERFORMANCE

SPEED ★★☆☆☆  
POWER ★★☆☆☆  
SKILL ★★☆☆☆

### STATS



STAMINA ★★☆☆☆  
JUMP ★★☆☆☆

### MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Safari Zone (Wasteland Area, morning and afternoon only)

**Pokémon SoulSilver** Safari Zone (Wasteland Area, morning and afternoon only)

**Pokémon Diamond** Pastoria Great Marsh (after obtaining the National Pokédex / changes daily)

**Pokémon Pearl** Pastoria Great Marsh (after obtaining the National Pokédex / changes daily)

**Pokémon Platinum** Pastoria Great Marsh (after obtaining the National Pokédex / changes daily)

### Pokémon HeartGold

If it is safe, the young gets out of the belly pouch to play. The adult keeps a close eye on the youngster.

### Pokémon SoulSilver

To protect its young, it will never give up during battle, no matter how badly wounded it is.

### EVOLUTION

Does not evolve

### LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----|--------------|----------|----------|------|------|----|----------|----|
| 1   | Comet Punch  | Normal   | Physical | 18   | 85   | 15 | Normal   | ○  |
| 1   | Leer         | Normal   | Status   | —    | 100  | 30 | 2 Foes   | —  |
| 7   | Fake Out     | Normal   | Physical | 40   | 100  | 10 | Normal   | ○  |
| 10  | Tail Whip    | Normal   | Status   | —    | 100  | 30 | 2 Foes   | —  |
| 13  | Bite         | Dark     | Physical | 60   | 100  | 25 | Normal   | ○  |
| 19  | Mega Punch   | Normal   | Physical | 80   | 85   | 20 | Normal   | ○  |
| 22  | Rage         | Normal   | Physical | 20   | 100  | 20 | Normal   | ○  |
| 25  | Dizzy Punch  | Normal   | Physical | 70   | 100  | 10 | Normal   | ○  |
| 31  | Crunch       | Dark     | Physical | 80   | 100  | 15 | Normal   | ○  |
| 34  | Endure       | Normal   | Status   | —    | —    | 10 | Self     | —  |
| 37  | Outrage      | Dragon   | Physical | 120  | 100  | 15 | 1 Random | ○  |
| 43  | Double Hit   | Normal   | Physical | 35   | 90   | 10 | Normal   | ○  |
| 46  | Sucker Punch | Dark     | Physical | 80   | 100  | 5  | Normal   | ○  |
| 49  | Reversal     | Fighting | Physical | —    | 100  | 15 | Normal   | ○  |

### MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

### BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|----------|----------|------|------|----|----------|----|
| Fury Cutter  | Bug      | Physical | 10   | 95   | 20 | Normal   | ○  |
| Icy Wind     | Ice      | Special  | 55   | 95   | 15 | 2 Foes   | —  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal   | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal   | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal   | ○  |
| Sucker Punch | Dark     | Physical | 80   | 100  | 5  | Normal   | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal   | —  |
| Spite        | Ghost    | Status   | —    | 100  | 10 | Normal   | —  |
| Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally   | —  |
| Uproar       | Normal   | Special  | 50   | 100  | 10 | 1 Random | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal   | —  |
| Aqua Tail    | Water    | Physical | 90   | 90   | 10 | Normal   | ○  |
| Endeavor     | Normal   | Physical | —    | 100  | 5  | Normal   | ○  |
| Outrage      | Dragon   | Physical | 120  | 100  | 15 | 1 Random | ○  |
| Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal   | ○  |

### TM & HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal        | ○  |
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal        | —  |
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM07 | Wall         | Ice      | Status   | —    | —    | 10 | All           | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal        | —  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal        | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal        | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal        | —  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal        | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal        | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10 | All           | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5  | Normal        | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal        | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM46 | Theft        | Dark     | Physical | 40   | 100  | 10 | Normal        | ○  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5  | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM60 | Drain Punch  | Fighting | Physical | 60   | 100  | 5  | Normal        | ○  |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15 | Normal        | ○  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | —  |
| TM72 | Avalanche    | Ice      | Physical | 60   | 100  | 10 | Normal        | ○  |
| TM78 | Captive      | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal        | ○  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15 | Normal        | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20 | Normal        | ○  |

### EGG MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|----------|----------|------|------|----|----------|----|
| Stomp        | Normal   | Physical | 65   | 100  | 20 | Normal   | ○  |
| Foresight    | Normal   | Status   | —    | —    | 40 | Normal   | —  |
| Focus Energy | Normal   | Status   | —    | —    | 30 | Self     | —  |
| Safeguard    | Normal   | Status   | —    | —    | 25 | 2 Allies | —  |
| Disable      | Normal   | Status   | —    | 80   | 20 | Normal   | —  |
| Counter      | Fighting | Physical | —    | 100  | 20 | Self     | ○  |
| Crush Claw   | Normal   | Physical | 75   | 95   | 10 | Normal   | —  |
| Substitute   | Normal   | Status   | —    | —    | 10 | Self     | —  |
| Double-Edge  | Normal   | Physical | 120  | 100  | 15 | Normal   | ○  |
| Endeavor     | Normal   | Physical | —    | 100  | 5  | Normal   | ○  |
| Hammer Arm   | Fighting | Physical | 100  | 90   | 10 | Normal   | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind    | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|---------|---------|------|------|----|--------|----|
| 1   | Bubble       | Water   | Special | 20   | 100  | 30 | 2 Foes | —  |
| 4   | SmokeScreen  | Normal  | Status  | —    | 100  | 20 | Normal | —  |
| 8   | Leer         | Normal  | Status  | —    | 100  | 30 | 2 Foes | —  |
| 11  | Water Gun    | Water   | Special | 40   | 100  | 25 | Normal | —  |
| 14  | Focus Energy | Normal  | Status  | —    | —    | 30 | Self   | —  |
| 18  | BubbleBeam   | Water   | Special | 65   | 100  | 20 | Normal | —  |
| 23  | Agility      | Psychic | Status  | —    | —    | 30 | Self   | —  |
| 26  | Twister      | Dragon  | Special | 40   | 100  | 20 | 2 Foes | —  |
| 30  | Brine        | Water   | Special | 65   | 100  | 10 | Normal | —  |
| 35  | Hydro Pump   | Water   | Special | 120  | 80   | 5  | Normal | —  |
| 38  | Dragon Dance | Dragon  | Status  | —    | —    | 20 | Self   | —  |
| 42  | Dragon Pulse | Dragon  | Special | 90   | 100  | 10 | Normal | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name        | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|-------------|--------|----------|------|------|----|----------|----|
| Dive        | Water  | Physical | 80   | 100  | 10 | Normal   | ○  |
| Icy Wind    | Ice    | Special  | 55   | 95   | 15 | 2 Foes   | —  |
| Snore       | Normal | Special  | 40   | 100  | 15 | Normal   | —  |
| Swift       | Normal | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Outrage     | Dragon | Physical | 120  | 100  | 15 | 1 Random | ○  |
| Signal Beam | Bug    | Special  | 75   | 100  | 15 | Normal   | —  |
| Twister     | Dragon | Special  | 40   | 100  | 20 | 2 Foes   | —  |
| Bounce      | Flying | Physical | 85   | 85   | 5  | Normal   | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|---------|----------|------|------|----|---------------|----|
| TM03 | Water Pulse  | Water   | Special  | 60   | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10 | Normal        | —  |
| TM07 | Hail         | Ice     | Status   | —    | —    | 10 | All           | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15 | Normal        | —  |
| TM13 | Ice Beam     | Ice     | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice     | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM17 | Protect      | Normal  | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water   | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20 | Normal        | ○  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20 | Normal        | ○  |
| TM32 | Double Team  | Normal  | Status   | —    | —    | 15 | Self          | —  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15 | Normal        | —  |
| TM55 | Brine        | Water   | Special  | 65   | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal  | Status   | —    | —    | 10 | Self          | —  |
| TM59 | Dragon Pulse | Dragon  | Special  | 90   | 100  | 10 | Normal        | —  |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal  | Status   | —    | —    | 10 | Self          | —  |
| TM91 | Flash Cannon | Steel   | Special  | 80   | 100  | 10 | Normal        | —  |
| HM03 | Surf         | Water   | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | —  |
| HM05 | Whirlpool    | Water   | Special  | 15   | 70   | 15 | Normal        | —  |
| HM07 | Waterfall    | Water   | Physical | 80   | 100  | 15 | Normal        | ○  |

## ● EGG MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Flail        | Normal | Physical | —    | 100  | 15 | Normal | ○  |
| Aurora Beam  | Ice    | Special  | 65   | 100  | 20 | Normal | —  |
| Octazooka    | Water  | Special  | 65   | 85   | 10 | Normal | —  |
| Disable      | Normal | Status   | —    | 80   | 20 | Normal | —  |
| Splash       | Normal | Status   | —    | —    | 40 | Self   | —  |
| Dragon Rage  | Dragon | Special  | —    | 100  | 10 | Normal | —  |
| DragonBreath | Dragon | Special  | 60   | 100  | 20 | Normal | —  |
| Signal Beam  | Bug    | Special  | 75   | 100  | 15 | Normal | —  |
| Razor Wind   | Normal | Special  | 80   | 100  | 10 | 2 Foes | —  |
| Muddy Water  | Water  | Special  | 95   | 85   | 10 | 2 Foes | —  |

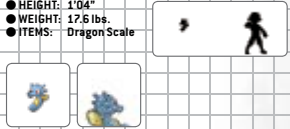
No. 116 | Dragon Pokémon  
**Horsea**

Water



- HEIGHT: 1'04"
- WEIGHT: 17.6 lbs.
- ITEMS: Dragon Scale

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Swift Swim
- Sniper

## ● STATS



## ● EGG GROUPS

Water 1  
 Dragon

## ● PERFORMANCE

SPEED ★★☆☆☆ STAMINA ★★☆☆☆  
 POWER ★★☆☆☆ JUMP ★★☆☆☆  
 SKILL ★★☆☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Whirl Islands (water surface)

**Pokémon SoulSilver** Whirl Islands (water surface)

**Pokémon Diamond** Route 226 (Good Rod)

**Pokémon Pearl** Route 226 (Good Rod)

**Pokémon Platinum** Route 226 (Good Rod)

**Pokémon HeartGold**

If attacked by a larger enemy, it quickly swims to safety by adeptly controlling its well-developed dorsal fin.

**Pokémon SoulSilver**

Its big, developed fins move rapidly, allowing it to swim backward while still facing forward.

## ● EVOLUTION



# No. 117 | Dragon Pokémon

## Seadra

Water



## ● SIZE COMPARISON

- HEIGHT: 3'11"
- WEIGHT: 55.1 lbs.
- ITEMS: Dragon Scale



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Poison Point
- Sniper

## ● STATS



## ● EGG GROUPS

- Water 1
- Dragon

## ● PERFORMANCE

- SPEED ★★☆☆  
 POWER ★★☆☆  
 SKILL ★★☆☆

- STAMINA ★★☆☆  
 JUMP ★★☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Whirl Islands, entrance to the Waterfall Basin (water surface)

**Pokémon SoulSilver** Whirl Islands, entrance to the Waterfall Basin (water surface)

**Pokémon Diamond** Route 226 (Super Rod)

**Pokémon Pearl** Route 226 (Super Rod)

**Pokémon Platinum** Route 226 (Super Rod)

**Pokémon HeartGold** **Pokémon SoulSilver**

An examination of its cells revealed the presence of a gene not found in HORSEA. It became a hot topic.

Its fin-tips leak poison. Its fins and bones are highly valued as ingredients in herbal medicine.

## ● EVOLUTION



## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind    | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|---------|---------|------|------|----|--------|----|
| 1   | Bubble       | Water   | Special | 20   | 100  | 30 | 2 Foes | —  |
| 1   | SmokeScreen  | Normal  | Status  | —    | 100  | 20 | Normal | —  |
| 1   | Leer         | Normal  | Status  | —    | 100  | 30 | 2 Foes | —  |
| 1   | Water Gun    | Water   | Special | 40   | 100  | 25 | Normal | —  |
| 4   | SmokeScreen  | Normal  | Status  | —    | 100  | 20 | Normal | —  |
| 8   | Leer         | Normal  | Status  | —    | 100  | 30 | 2 Foes | —  |
| 11  | Water Gun    | Water   | Special | 40   | 100  | 25 | Normal | —  |
| 14  | Focus Energy | Normal  | Status  | —    | —    | 30 | Self   | —  |
| 18  | BubbleBeam   | Water   | Special | 65   | 100  | 20 | Normal | —  |
| 23  | Agility      | Psychic | Status  | —    | —    | 30 | Self   | —  |
| 26  | Twister      | Dragon  | Special | 40   | 100  | 20 | 2 Foes | —  |
| 30  | Brine        | Water   | Special | 65   | 100  | 10 | Normal | —  |
| 40  | Hydro Pump   | Water   | Special | 120  | 80   | 5  | Normal | —  |
| 48  | Dragon Dance | Dragon  | Status  | —    | —    | 20 | Self   | —  |
| 57  | Dragon Pulse | Dragon  | Special | 90   | 100  | 10 | Normal | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name        | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|-------------|--------|----------|------|------|----|----------|----|
| Dive        | Water  | Physical | 80   | 100  | 10 | Normal   | ○  |
| Icy Wind    | Ice    | Special  | 55   | 95   | 15 | 2 Foes   | —  |
| Snore       | Normal | Special  | 40   | 100  | 15 | Normal   | —  |
| Swift       | Normal | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Outrage     | Dragon | Physical | 120  | 100  | 15 | 1 Random | ○  |
| Signal Beam | Bug    | Special  | 75   | 100  | 15 | Normal   | —  |
| Twister     | Dragon | Special  | 40   | 100  | 20 | 2 Foes   | —  |
| Bounce      | Flying | Physical | 85   | 85   | 5  | Normal   | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|---------|----------|------|------|----|---------------|----|
| TM03 | Water Pulse  | Water   | Special  | 60   | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10 | Normal        | —  |
| TM07 | Hail         | Ice     | Status   | —    | —    | 10 | All           | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15 | Normal        | —  |
| TM13 | Ice Beam     | Ice     | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice     | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM15 | Hyper Beam   | Normal  | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal  | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water   | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20 | Normal        | ○  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20 | Normal        | ○  |
| TM32 | Double Team  | Normal  | Status   | —    | —    | 15 | Self          | —  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15 | Normal        | —  |
| TM55 | Brine        | Water   | Special  | 65   | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal  | Status   | —    | —    | 10 | Self          | —  |
| TM59 | Dragon Pulse | Dragon  | Special  | 90   | 100  | 10 | Normal        | —  |
| TM68 | Giga Impact  | Normal  | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal  | Status   | —    | —    | 10 | Self          | —  |
| TM91 | Flash Cannon | Steel   | Special  | 80   | 100  | 10 | Normal        | —  |
| HM03 | Surf         | Water   | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | —  |
| HM05 | Whirlpool    | Water   | Special  | 15   | 70   | 15 | Normal        | —  |
| HM07 | Waterfall    | Water   | Physical | 80   | 100  | 15 | Normal        | ○  |



## ● LEVEL-UP MOVES

| Lv. | Name        | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|-------------|---------|----------|------|------|----|--------|----|
| 1   | Peck        | Flying  | Physical | 35   | 100  | 35 | Normal | ○  |
| 1   | Tail Whip   | Normal  | Status   | —    | 100  | 30 | 2 Foes | —  |
| 1   | Water Sport | Water   | Status   | —    | —    | 15 | All    | —  |
| 7   | Supersonic  | Normal  | Status   | —    | 55   | 20 | Normal | —  |
| 11  | Horn Attack | Normal  | Physical | 65   | 100  | 25 | Normal | ○  |
| 17  | Water Pulse | Water   | Special  | 60   | 100  | 20 | Normal | ○  |
| 21  | Flail       | Normal  | Physical | —    | 100  | 15 | Normal | ○  |
| 27  | Aqua Ring   | Water   | Status   | —    | —    | 20 | Self   | ○  |
| 31  | Fury Attack | Normal  | Physical | 15   | 85   | 20 | Normal | ○  |
| 37  | Waterfall   | Water   | Physical | 80   | 100  | 15 | Normal | ○  |
| 41  | Horn Drill  | Normal  | Physical | —    | 30   | 5  | Normal | ○  |
| 47  | Agility     | Psychic | Status   | —    | —    | 30 | Self   | ○  |
| 51  | Megahorn    | Bug     | Physical | 120  | 85   | 10 | Normal | ○  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name        | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-------------|--------|----------|------|------|----|--------|----|
| Dive        | Water  | Physical | 80   | 100  | 10 | Normal | ○  |
| Fury Cutter | Bug    | Physical | 10   | 95   | 20 | Normal | ○  |
| Icy Wind    | Ice    | Special  | 55   | 95   | 15 | 2 Foes | —  |
| Knock Off   | Dark   | Physical | 20   | 100  | 20 | Normal | ○  |
| Snore       | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Swift       | Normal | Special  | 60   | —    | 20 | 2 Foes | —  |
| Mud-Slap    | Ground | Special  | 20   | 100  | 10 | Normal | —  |
| Aqua Tail   | Water  | Physical | 90   | 90   | 10 | Normal | ○  |
| Bounce      | Flying | Physical | 85   | 85   | 5  | Normal | ○  |

## ● TM &amp; HM MOVES

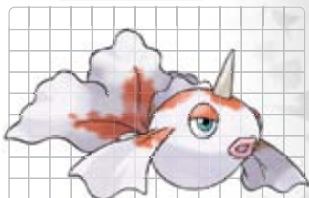
| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|---------|----------|------|------|----|---------------|----|
| TM03 | Water Pulse  | Water   | Special  | 60   | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10 | Normal        | —  |
| TM07 | Hail         | Ice     | Status   | —    | —    | 10 | All           | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15 | Normal        | —  |
| TM13 | Ice Beam     | Ice     | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice     | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM17 | Protect      | Normal  | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water   | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20 | Normal        | ○  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20 | Normal        | ○  |
| TM32 | Double Team  | Normal  | Status   | —    | —    | 15 | Self          | —  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15 | Normal        | —  |
| TM58 | Endure       | Normal  | Status   | —    | —    | 10 | Self          | —  |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal        | —  |
| TM84 | Poison Jab   | Poison  | Physical | 80   | 100  | 20 | Normal        | ○  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal  | Status   | —    | —    | 10 | Self          | —  |
| HM03 | Surf         | Water   | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | —  |
| HM05 | Whirlpool    | Water   | Special  | 15   | 70   | 15 | Normal        | —  |
| HM07 | Waterfall    | Water   | Physical | 80   | 100  | 15 | Normal        | ○  |

## ● EGG MOVES

| Name       | Type    | Kind     | Pow. | Acc. | PP | Range   | DA |
|------------|---------|----------|------|------|----|---------|----|
| Psybeam    | Psychic | Special  | 65   | 100  | 20 | Normal  | —  |
| Haze       | Ice     | Status   | —    | —    | 30 | All     | —  |
| Hydro Pump | Water   | Special  | 120  | 80   | 5  | Normal  | —  |
| Sleep Talk | Normal  | Status   | —    | —    | 10 | Depends | —  |
| Mud Sport  | Ground  | Status   | —    | —    | 15 | All     | —  |
| Mud-Slap   | Ground  | Special  | 20   | 100  | 10 | Normal  | —  |
| Aqua Tail  | Water   | Physical | 90   | 90   | 10 | Normal  | ○  |
| Body Slam  | Normal  | Physical | 85   | 100  | 15 | Normal  | ○  |

No. 118 | Goldfish Pokémon  
**Goodeen**

Water



- HEIGHT: 2'00"
- WEIGHT: 33.1 lbs.
- ITEMS: None

## ● SIZE COMPARISON



## ● MALE FORM

Longer horn

## ● FEMALE FORM

Shorter horn

## ● ABILITIES

- Swift Swim
- Water Veil

## ● STATS



## ● EGG GROUPS

Water 2

## ● PERFORMANCE

SPEED ★★☆☆☆  
 POWER ★★☆☆☆  
 SKILL ★★☆☆☆

STAMINA ★☆☆☆  
 JUMP ★★☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** SLOWPOKE Well (Old Rod)

**Pokémon SoulSilver** SLOWPOKE Well (Old Rod)

**Pokémon Diamond** Route 203 (Good Rod)

**Pokémon Pearl** Route 203 (Good Rod)

**Pokémon Platinum** Route 203 (Good Rod)

**Pokémon HeartGold**

Its dorsal, pectoral and tail fins wave elegantly in water. That is why it is known as the water dancer.

**Pokémon SoulSilver**

A strong swimmer, it is capable of swimming nonstop up fast streams at a steady speed of five knots per hour.

## ● EVOLUTION



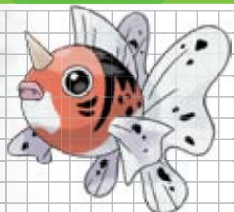
Goodeen

Seaking

# No. 119 | Goldfish Pokémon

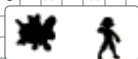
## Seaking

Water



## ● SIZE COMPARISON

- HEIGHT: 4'03"
- WEIGHT: 86.0 lbs.
- ITEMS: None

● MALE FORM  
Longer horn● FEMALE FORM  
Shorter horn

## ● ABILITIES

- Swift Swim
- Water Veil

## ● STATS



## ● EGG GROUPS

Water 2

## ● PERFORMANCE

SPEED ★★★★★  
 POWER ★★★★★  
 SKILL ★★★☆☆

STAMINA ★★★★★  
 JUMP ★★★☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Route 42 (water surface)

**Pokémon SoulSilver** Route 42 (water surface)

**Pokémon Diamond** Route 203 (Super Rod)

**Pokémon Pearl** Route 203 (Super Rod)

**Pokémon Platinum** Route 203 (Super Rod)

**Pokémon HeartGold**

**Pokémon SoulSilver**

During spawning season, SEAKING gather from all over, causing rivers to appear a brilliant red.

Using its horn, it bores holes in riverbed boulders, making nests to prevent its eggs from washing away.

## ● EVOLUTION



Lv. 33



Goldeen

Seaking

## ● LEVEL-UP MOVES

| Lv. | Name        | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|-------------|---------|----------|------|------|----|--------|----|
| 1   | Poison Jab  | Poison  | Physical | 80   | 100  | 20 | Normal | ○  |
| 1   | Peck        | Flying  | Physical | 35   | 100  | 35 | Normal | ○  |
| 1   | Tail Whip   | Normal  | Status   | —    | 100  | 30 | 2 Foes | —  |
| 1   | Water Sport | Water   | Status   | —    | —    | 15 | All    | —  |
| 1   | Supersonic  | Normal  | Status   | —    | 55   | 20 | Normal | —  |
| 7   | Supersonic  | Normal  | Status   | —    | 55   | 20 | Normal | —  |
| 11  | Horn Attack | Normal  | Physical | 65   | 100  | 25 | Normal | ○  |
| 17  | Water Pulse | Water   | Special  | 60   | 100  | 20 | Normal | —  |
| 21  | Flail       | Normal  | Physical | —    | 100  | 15 | Normal | ○  |
| 27  | Aqua Ring   | Water   | Status   | —    | —    | 20 | Self   | —  |
| 31  | Fury Attack | Normal  | Physical | 15   | 85   | 20 | Normal | ○  |
| 40  | Waterfall   | Water   | Physical | 80   | 100  | 15 | Normal | ○  |
| 47  | Horn Drill  | Normal  | Physical | —    | 30   | 5  | Normal | ○  |
| 56  | Agility     | Psychic | Status   | —    | —    | 30 | Self   | ○  |
| 63  | Megahorn    | Bug     | Physical | 120  | 85   | 10 | Normal | ○  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name        | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-------------|--------|----------|------|------|----|--------|----|
| Dive        | Water  | Physical | 80   | 100  | 10 | Normal | ○  |
| Fury Cutter | Bug    | Physical | 10   | 95   | 20 | Normal | ○  |
| Icy Wind    | Ice    | Special  | 55   | 95   | 15 | 2 Foes | —  |
| Knock Off   | Dark   | Physical | 20   | 100  | 20 | Normal | ○  |
| Snore       | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Swift       | Normal | Special  | 60   | —    | 20 | 2 Foes | —  |
| Mud-Slap    | Ground | Special  | 20   | 100  | 10 | Normal | —  |
| Aqua Tail   | Water  | Physical | 90   | 90   | 10 | Normal | ○  |
| Bounce      | Flying | Physical | 85   | 85   | 5  | Normal | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|---------|----------|------|------|----|---------------|----|
| TM03 | Water Pulse  | Water   | Special  | 60   | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10 | Normal        | —  |
| TM07 | Hall         | Ice     | Status   | —    | —    | 10 | All           | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15 | Normal        | —  |
| TM13 | Ice Beam     | Ice     | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice     | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM15 | Hyper Beam   | Normal  | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal  | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water   | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20 | Normal        | ○  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20 | Normal        | ○  |
| TM32 | Double Team  | Normal  | Status   | —    | —    | 15 | Self          | —  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15 | Normal        | —  |
| TM58 | Endure       | Normal  | Status   | —    | —    | 10 | Self          | —  |
| TM68 | Giga Impact  | Normal  | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal        | —  |
| TM84 | Poison Jab   | Poison  | Physical | 80   | 100  | 20 | Normal        | ○  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal  | Status   | —    | —    | 10 | Self          | —  |
| HM03 | Surf         | Water   | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | —  |
| HM05 | Whirlpool    | Water   | Special  | 15   | 70   | 15 | Normal        | —  |
| HM07 | Waterfall    | Water   | Physical | 80   | 100  | 15 | Normal        | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----|--------------|---------|----------|------|------|----|----------|----|
| 1   | Tackle       | Normal  | Physical | 35   | 95   | 35 | Normal   | ○  |
| 1   | Harden       | Normal  | Status   | —    | —    | 30 | Self     | —  |
| 6   | Water Gun    | Water   | Special  | 40   | 100  | 25 | Normal   | —  |
| 10  | Rapid Spin   | Normal  | Physical | 20   | 100  | 40 | Normal   | ○  |
| 15  | Recover      | Normal  | Status   | —    | —    | 10 | Self     | —  |
| 19  | Camouflage   | Normal  | Status   | —    | —    | 20 | Self     | —  |
| 24  | Swift        | Normal  | Special  | 60   | —    | 20 | 2 Foes   | —  |
| 28  | BubbleBeam   | Water   | Special  | 65   | 100  | 20 | Normal   | —  |
| 33  | Minimize     | Normal  | Status   | —    | —    | 20 | Self     | —  |
| 37  | Gyro Ball    | Steel   | Physical | —    | 100  | 5  | Normal   | ○  |
| 42  | Light Screen | Psychic | Status   | —    | —    | 30 | 2 Allies | —  |
| 46  | Power Gem    | Rock    | Special  | 70   | 100  | 20 | Normal   | —  |
| 51  | Cosmic Power | Psychic | Status   | —    | —    | 20 | Self     | —  |
| 55  | Hydro Pump   | Water   | Special  | 120  | 80   | 5  | Normal   | —  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       | —  |

## ● BP MOVES

| Name        | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|-------------|---------|----------|------|------|----|--------|----|
| Dive        | Water   | Physical | 80   | 100  | 10 | Normal | ○  |
| Icy Wind    | Ice     | Special  | 55   | 95   | 15 | 2 Foes | —  |
| Snore       | Normal  | Special  | 40   | 100  | 15 | Normal | —  |
| Swift       | Normal  | Special  | 60   | —    | 20 | 2 Foes | —  |
| Gravity     | Psychic | Status   | —    | —    | 5  | All    | —  |
| Magic Coat  | Psychic | Status   | —    | —    | 15 | Self   | —  |
| Rollout     | Rock    | Physical | 30   | 90   | 20 | Normal | ○  |
| Signal Beam | Bug     | Special  | 75   | 100  | 15 | Normal | —  |
| Twister     | Dragon  | Special  | 40   | 100  | 20 | 2 Foes | —  |
| Pain Split  | Normal  | Status   | —    | —    | 20 | Normal | —  |

## ● TM &amp; HM MOVES

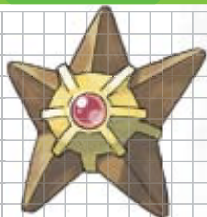
| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM07 | Hail         | Ice      | Status   | —    | —    | 10 | All           | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies      | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal        | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal        | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal        | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM33 | Reflect      | Psychic  | Status   | —    | —    | 20 | 2 Allies      | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM55 | Brine        | Water    | Special  | 65   | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM67 | Recycle      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal        | —  |
| TM74 | Gyro Ball    | Steel    | Physical | —    | 100  | 5  | Normal        | ○  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM91 | Flash Cannon | Steel    | Special  | 80   | 100  | 10 | Normal        | —  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | —  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15 | Normal        | —  |
| HM07 | Waterfall    | Water    | Physical | 80   | 100  | 15 | Normal        | ○  |



No. 120 | Star Shape Pokémon

Staryu

Water



## ● SIZE COMPARISON

- HEIGHT: 2'02"
- WEIGHT: 76.1 lbs.
- ITEMS: Stardust, Star Piece



## ● GENDER UNKNOWN

## ● ABILITIES

- Illuminate
- Natural Cure

## ● STATS



## ● EGG GROUPS

Water 3

## ● PERFORMANCE

SPEED ★★★★★☆ STAMINA ★★★☆  
 POWER ★☆☆☆ JUMP ★★★  
 SKILL ★★★

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Cherrygrove City (Good Rod, night only)

**Pokémon SoulSilver** Cherrygrove City (Good Rod, night only)

**Pokémon Diamond** Canalave City (Super Rod)

**Pokémon Pearl** Canalave City (Super Rod)

**Pokémon Platinum** Canalave City (Super Rod)

**Pokémon HeartGold**

At night, the middle of its body slowly flickers with the same rhythm as a human heartbeat.

**Pokémon SoulSilver**

Even if its body is torn, it can regenerate as long as the glowing central core remains intact.

## ● EVOLUTION



Staryu

Use Water Stone

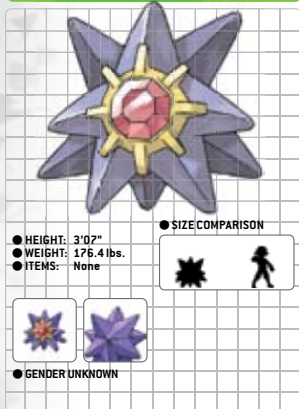


Starmie

# No. 121 | Mysterious Pokémon

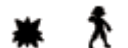
## Starmie

Water Psychic



- HEIGHT: 3'02"
- WEIGHT: 176.4 lbs.
- ITEMS: None

## ● SIZE COMPARISON



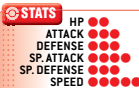
● GENDER UNKNOWN

## ● ABILITIES

- Illuminate
- Natural Cure

## ● EGG GROUPS

Water 3



## ● PERFORMANCE

SPEED ★★★★★ STAMINA ★★☆☆  
 POWER ★★★★★ JUMP ★★★★★  
 SKILL ★★★★★

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Use Water Stone on Staryu

**Pokémon SoulSilver** Use Water Stone on Staryu

**Pokémon Diamond** Use Water Stone on Staryu

**Pokémon Pearl** Use Water Stone on Staryu

**Pokémon Platinum** Use Water Stone on Staryu

**Pokémon HeartGold** **Pokémon SoulSilver**

The middle section of its body is called the core. It glows in a different color each time it is seen.

Regardless of the environment it lives in, its body grows to form a symmetrical geometric shape.

## ● EVOLUTION



## ● LEVEL-UP MOVES

| Lv. | Name        | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|-------------|--------|----------|------|------|----|--------|----|
| 1   | Water Gun   | Water  | Special  | 40   | 100  | 25 | Normal | —  |
| 1   | Rapid Spin  | Normal | Physical | 20   | 100  | 40 | Normal | ○  |
| 1   | Recover     | Normal | Status   | —    | —    | 10 | Self   | —  |
| 1   | Swift       | Normal | Special  | 60   | —    | 20 | 2 Foes | —  |
| 28  | Confuse Ray | Ghost  | Status   | —    | 100  | 10 | Normal | —  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name        | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|-------------|---------|----------|------|------|----|--------|----|
| Dive        | Water   | Physical | 80   | 100  | 10 | Normal | ○  |
| Icy Wind    | Ice     | Special  | 55   | 95   | 15 | 2 Foes | —  |
| Trick       | Psychic | Status   | —    | 100  | 10 | Normal | —  |
| Snore       | Normal  | Special  | 40   | 100  | 15 | Normal | —  |
| Swift       | Normal  | Special  | 60   | —    | 20 | 2 Foes | —  |
| Gravity     | Psychic | Status   | —    | —    | 5  | All    | —  |
| Magic Coat  | Psychic | Status   | —    | —    | 15 | Self   | —  |
| Rollout     | Rock    | Physical | 30   | 90   | 20 | Normal | ○  |
| Signal Beam | Bug     | Special  | 75   | 100  | 15 | Normal | —  |
| Twister     | Dragon  | Special  | 40   | 100  | 20 | 2 Foes | —  |
| Pain Split  | Normal  | Status   | —    | —    | 20 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA     |   |
|------|--------------|----------|----------|------|------|----|---------------|--------|---|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal        | —      |   |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —      |   |
| TM07 | Hail         | Ice      | Status   | —    | —    | 10 | All           | —      |   |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —      |   |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —      |   |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes        | —      |   |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —      |   |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies      | —      |   |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —      |   |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —      |   |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○      |   |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal        | —      |   |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal        | —      |   |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○      |   |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal        | —      |   |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —      |   |
| TM33 | Reflect      | Psychic  | Status   | —    | —    | 20 | 2 Allies      | —      |   |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○      |   |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —      |   |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —      |   |
| TM48 | Skill Swap   | Psychic  | Status   | —    | —    | 10 | Normal        | —      |   |
| TM55 | Brine        | Water    | Special  | 65   | 100  | 10 | Normal        | —      |   |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —      |   |
| TM67 | Recycle      | Normal   | Status   | —    | —    | 10 | Self          | —      |   |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○      |   |
| TM70 | Flash        | Normal   | Status   | —    | —    | 10 | 20            | Normal | — |
| TM72 | Avalanche    | Ice      | Physical | 60   | 100  | 10 | Normal        | ○      |   |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal        | —      |   |
| TM74 | Gyro Ball    | Steel    | Physical | —    | 100  | 5  | Normal        | ○      |   |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal        | —      |   |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —      |   |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —      |   |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15 | Normal        | —      |   |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20 | Normal        | ○      |   |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —      |   |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —      |   |
| TM91 | Flash Cannon | Steel    | Special  | 80   | 100  | 10 | Normal        | —      |   |
| TM92 | Trick Room   | Psychic  | Status   | —    | —    | 5  | All           | —      |   |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | —      |   |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15 | Normal        | —      |   |
| HM07 | Waterfall    | Water    | Physical | 80   | 100  | 15 | Normal        | ○      |   |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP  | Range    | DA     |
|-----|--------------|---------|----------|------|------|-----|----------|--------|
| 1   | Magical Leaf | Grass   | Special  | 60   | —    | 20  | Normal   | —      |
| 1   | Power Swap   | Psychic | Status   | —    | —    | 10  | Normal   | —      |
| 1   | Guard Swap   | Psychic | Status   | —    | —    | 10  | Normal   | —      |
| 1   | Barrier      | Psychic | Status   | —    | —    | 30  | Self     | —      |
| 1   | Confusion    | Psychic | Special  | 50   | 100  | 25  | Normal   | —      |
| 4   | Copycat      | Normal  | Status   | —    | —    | 20  | Depends  | —      |
| 8   | Meditate     | Psychic | Status   | —    | —    | 40  | Self     | —      |
| 11  | Encore       | Normal  | Status   | —    | —    | 100 | 5        | Normal |
| 15  | DoubleSlap   | Normal  | Physical | 15   | 85   | 10  | Normal   | ○      |
| 18  | Mimic        | Normal  | Status   | —    | —    | 10  | Normal   | —      |
| 22  | Light Screen | Psychic | Status   | —    | —    | 30  | 2 Allies | —      |
| 22  | Reflect      | Psychic | Status   | —    | —    | 20  | 2 Allies | —      |
| 25  | Psybeam      | Psychic | Special  | 65   | 100  | 20  | Normal   | —      |
| 29  | Substitute   | Normal  | Status   | —    | —    | 10  | Self     | —      |
| 32  | Recycle      | Normal  | Status   | —    | —    | 10  | Self     | —      |
| 36  | Trick        | Psychic | Status   | —    | —    | 100 | 10       | Normal |
| 39  | Psychic      | Psychic | Special  | 90   | 100  | 10  | Normal   | —      |
| 43  | Role Play    | Psychic | Status   | —    | —    | 10  | Normal   | —      |
| 46  | Baton Pass   | Normal  | Status   | —    | —    | 40  | Self     | —      |
| 50  | Safeguard    | Normal  | Status   | —    | —    | 25  | 2 Allies | —      |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal | ○  |
| Zen Headbutt | Psychic  | Physical | 80   | 90   | 15 | Normal | ○  |
| Trick        | Psychic  | Status   | —    | —    | 10 | Normal | —  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally | —  |
| Magic Coat   | Psychic  | Status   | —    | —    | 15 | Self   | —  |
| Role Play    | Psychic  | Status   | —    | —    | 10 | Normal | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Signal Beam  | Bug      | Special  | 75   | 100  | 15 | Normal | —  |
| Iron Defense | Steel    | Status   | —    | —    | 15 | Self   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP  | Range    | DA     |
|------|--------------|----------|----------|------|------|-----|----------|--------|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20  | Normal   | ○      |
| TM04 | Calm Mind    | Psychic  | Status   | —    | —    | 20  | Self     | —      |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10  | Normal   | —      |
| TM10 | Hidden Power | Normal   | Special  | —    | —    | 100 | 15       | Normal |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5   | All      | —      |
| TM12 | Taunt        | Dark     | Status   | —    | —    | 100 | 20       | Normal |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5   | Normal   | —      |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30  | 2 Allies | —      |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10  | Self     | —      |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5   | All      | —      |
| TM20 | Safeguard    | Normal   | Status   | —    | —    | 25  | 2 Allies | —      |
| TM21 | Frustration  | Normal   | Physical | —    | —    | 100 | 20       | Normal |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10  | Normal   | —      |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15  | Normal   | —      |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10  | Normal   | —      |
| TM27 | Return       | Normal   | Physical | —    | —    | 100 | 20       | Normal |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10  | Normal   | —      |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15  | Normal   | —      |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15  | Normal   | ○      |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15  | Self     | —      |
| TM33 | Reflect      | Psychic  | Status   | —    | —    | 20  | 2 Allies | —      |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20  | Normal   | —      |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20  | Normal   | ○      |
| TM41 | Torment      | Dark     | Status   | —    | —    | 100 | 15       | Normal |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20  | Normal   | ○      |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20  | Normal   | —      |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10  | Self     | —      |
| TM45 | Attract      | Normal   | Status   | —    | —    | 100 | 15       | Normal |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10  | Normal   | ○      |
| TM48 | Skill Swap   | Psychic  | Status   | —    | —    | 10  | Normal   | —      |
| TM49 | Snatch       | Dark     | Status   | —    | —    | 10  | Depends  | —      |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5   | Normal   | —      |
| TM53 | Energy Ball  | Grass    | Special  | 80   | 100  | 10  | Normal   | —      |
| TM56 | Fling        | Dark     | Physical | —    | —    | 100 | 10       | Normal |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10  | Normal   | —      |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10  | Self     | —      |
| TM60 | Drain Punch  | Fighting | Physical | 60   | 100  | 5   | Normal   | ○      |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10  | Normal   | ○      |
| TM67 | Recycle      | Normal   | Status   | —    | —    | 10  | Self     | —      |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5   | Normal   | ○      |
| TM70 | Flash        | Normal   | Status   | —    | —    | 100 | 20       | Normal |
| TM73 | Thunder Wave | Electric | Status   | —    | —    | 100 | 20       | Normal |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10  | Normal   | —      |
| TM78 | Captivate    | Normal   | Status   | —    | —    | 100 | 20       | 2 Foes |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10  | Depends  | —      |
| TM83 | Natural Gift | Normal   | Physical | —    | —    | 100 | 15       | Normal |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15  | Normal   | —      |
| TM86 | Grass Knot   | Grass    | Status   | —    | —    | 100 | 20       | Normal |
| TM87 | Swagger      | Normal   | Status   | —    | —    | 90  | 15       | Normal |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10  | Self     | —      |
| TM92 | Trick Room   | Psychic  | Status   | —    | —    | 5   | All      | —      |

## ● EGG MOVES

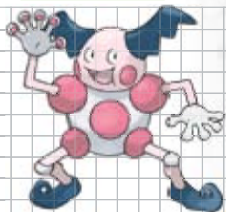
| Name         | Type     | Kind     | Pow. | Acc. | PP  | Range  | DA            |   |
|--------------|----------|----------|------|------|-----|--------|---------------|---|
| Future Sight | Psychic  | Special  | 80   | 90   | 15  | Normal | —             |   |
| Hypnosis     | Psychic  | Status   | —    | 60   | 20  | Normal | —             |   |
| Mimic        | Normal   | Status   | —    | —    | 10  | Normal | —             |   |
| Psych Up     | Normal   | Status   | —    | —    | 10  | Normal | —             |   |
| Fake Out     | Normal   | Physical | 40   | 100  | 10  | Normal | ○             |   |
| Trick        | Psychic  | Status   | —    | —    | 100 | 10     | Normal        | — |
| Confuse Ray  | Ghost    | Status   | —    | —    | 100 | 10     | Normal        | — |
| Wake-Up Slap | Fighting | Physical | 60   | 100  | 10  | Normal | —             |   |
| Teeter Dance | Normal   | Status   | —    | —    | 100 | 20     | 2 Foes/1 Ally | — |
| Nasty Plot   | Dark     | Status   | —    | —    | 20  | Self   | —             |   |



## No. 122 | Barrier Pokémon

## Mr. Mime

Psychic



## ● SIZE COMPARISON

- HEIGHT: 4'03"
- WEIGHT: 120.1 lbs.
- ITEMS: Leppa Berry



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Soundproof
- Filter

## ● STATS



## ● EGG GROUPS

Human-Like

## ● PERFORMANCE

SPEED ★★★☆  
 POWER ★★★☆  
 SKILL ★★★★★

STAMINA ★★★★★  
 JUMP ★★★★★

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Celadon Game Corner prize (3,333 Coins)

**Pokémon SoulSilver** Celadon Game Corner prize (3,333 Coins)

**Pokémon Diamond** Route 218

**Pokémon Pearl** Level up Mime Jr. to Lv. 18 and have it learn Mimic, or level it up once it knows Mimic

**Pokémon Platinum** Route 218

**Pokémon HeartGold** **Pokémon SoulSilver**

A skilled mime from birth, it gains the ability to create invisible objects as it matures.

Its fingertips emit a peculiar force field that hardens air to create an actual wall.

## ● EVOLUTION



Mime Jr.

Level it up to Lv. 18 and teach it Mimic. Or, level it up once it knows Mimic.



Mr. Mime

# No. 123 | Mantis Pokémon

## Koffing

Bug

Flying



## ● SIZE COMPARISON

- HEIGHT: 4'11"
- WEIGHT: 123.5 lbs.
- ITEMS: None



## ● MALE FORM

Shorter abdomen

## ● FEMALE FORM

Longer abdomen

## ● ABILITIES

- Swarm
- Technician

## ● STATS



## ● EGG GROUPS

Bug

## ● PERFORMANCE

SPEED ★★☆☆☆

POWER ★★☆☆☆

SKILL ★★☆☆☆

STAMINA ★★☆☆☆

JUMP ★★☆☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Bug-Catching Contest at the National Park

**Pokémon SoulSilver** Bug-Catching Contest at the National Park

**Pokémon Diamond** Route 229

**Pokémon Pearl** —

**Pokémon Platinum** Route 210

**Pokémon HeartGold**

It slashes through grass with its sharp scythes, moving too fast for the human eye to track.

**Pokémon SoulSilver**

When it moves, it leaves only a blur. If it hides in grass, its protective coloration makes it invisible.

## ● EVOLUTION



Scyther

Have it hold Metal Coat and trade it.



Scizor

## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|----------|----------|------|------|----|--------|----|
| 1   | Vacuum Wave  | Fighting | Special  | 40   | 100  | 30 | Normal | —  |
| 1   | Quick Attack | Normal   | Physical | 40   | 100  | 30 | Normal | ○  |
| 1   | Leer         | Normal   | Status   | —    | 100  | 30 | 2 Foes | —  |
| 5   | Focus Energy | Normal   | Status   | —    | —    | 30 | Self   | —  |
| 9   | Pursuit      | Dark     | Physical | 40   | 100  | 20 | Normal | ○  |
| 13  | False Swipe  | Normal   | Physical | 40   | 100  | 40 | Normal | ○  |
| 17  | Agility      | Psychic  | Status   | —    | —    | 30 | Self   | —  |
| 21  | Wing Attack  | Flying   | Physical | 60   | 100  | 35 | Normal | ○  |
| 25  | Fury Cutter  | Bug      | Physical | 10   | 95   | 20 | Normal | ○  |
| 29  | Slash        | Normal   | Physical | 70   | 100  | 20 | Normal | ○  |
| 33  | Razor Wind   | Normal   | Special  | 80   | 100  | 10 | 2 Foes | —  |
| 37  | Double Team  | Normal   | Status   | —    | —    | 15 | Self   | —  |
| 41  | X-Scissor    | Bug      | Physical | 80   | 100  | 15 | Normal | ○  |
| 45  | Night Slash  | Dark     | Physical | 70   | 100  | 15 | Normal | ○  |
| 49  | Double Hit   | Normal   | Physical | 35   | 90   | 10 | Normal | ○  |
| 53  | Air Slash    | Flying   | Special  | 75   | 95   | 20 | Normal | —  |
| 57  | Swords Dance | Normal   | Status   | —    | —    | 30 | Self   | —  |
| 61  | Feint        | Normal   | Physical | 50   | 100  | 10 | Normal | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|--------|----------|------|------|----|----------|----|
| Fury Cutter  | Bug    | Physical | 10   | 95   | 20 | Normal   | ○  |
| Ominous Wind | Ghost  | Special  | 60   | 100  | 5  | Normal   | ○  |
| Knock Off    | Dark   | Physical | 20   | 100  | 20 | Normal   | ○  |
| Bug Bite     | Bug    | Physical | 60   | 100  | 20 | Normal   | ○  |
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal   | —  |
| Swift        | Normal | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Tailwind     | Flying | Status   | —    | —    | 30 | 2 Allies | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP  | Range   | DA |
|------|--------------|----------|----------|------|------|-----|---------|----|
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10  | Normal  | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15  | Normal  | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | All | —       | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5   | Normal  | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10  | Self    | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | All | —       | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20  | Normal  | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20  | Normal  | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15  | Normal  | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15  | Self    | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20  | Normal  | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20  | Normal  | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20  | Normal  | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10  | Self    | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15  | Normal  | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10  | Normal  | ○  |
| TM47 | Steel Wing   | Steel    | Physical | 70   | 90   | 25  | Normal  | ○  |
| TM51 | Roost        | Flying   | Status   | —    | —    | 10  | Self    | —  |
| TM54 | False Swipe  | Normal   | Physical | 40   | 100  | 40  | Normal  | ○  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10  | Self    | —  |
| TM62 | Silver Wind  | Bug      | Special  | 60   | 100  | 5   | Normal  | —  |
| TM69 | Giga Impact  | Normal   | Physical | 150  | 90   | 5   | Normal  | ○  |
| TM75 | Swords Dance | Normal   | Status   | —    | —    | 30  | Self    | —  |
| TM79 | Captivate    | Normal   | Status   | —    | 100  | 20  | 2 Foes  | —  |
| TM81 | X-Scissor    | Bug      | Physical | 80   | 100  | 15  | Normal  | ○  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10  | Depends | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15  | Normal  | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15  | Normal  | —  |
| TM89 | U-turn       | Bug      | Physical | 70   | 100  | 20  | Normal  | ○  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10  | Self    | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30  | Normal  | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15  | Normal  | ○  |

## ● EGG MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|----------|----------|------|------|----|----------|----|
| Counter      | Fighting | Physical | —    | 100  | 20 | Self     | ○  |
| Safeguard    | Normal   | Status   | —    | —    | 25 | 2 Allies | —  |
| Baton Pass   | Normal   | Status   | —    | —    | 40 | Self     | —  |
| Razor Wind   | Normal   | Special  | 80   | 100  | 10 | 2 Foes   | —  |
| Reversal     | Fighting | Physical | —    | 100  | 15 | Normal   | ○  |
| Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies | —  |
| Endure       | Normal   | Status   | —    | —    | 10 | Self     | —  |
| Silver Wind  | Bug      | Special  | 60   | 100  | 5  | Normal   | —  |
| Bug Buzz     | Bug      | Special  | 90   | 100  | 10 | Normal   | —  |
| Night Slash  | Dark     | Physical | 70   | 100  | 15 | Normal   | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|----------|----------|------|------|----|--------|----|
| 1   | Pound        | Normal   | Physical | 40   | 100  | 35 | Normal | ○  |
| 1   | Lick         | Ghost    | Physical | 20   | 100  | 30 | Normal | ○  |
| 1   | Lovely Kiss  | Normal   | Status   | —    | 75   | 10 | Normal | —  |
| 1   | Powder Snow  | Ice      | Special  | 40   | 100  | 25 | 2 Foes | —  |
| 5   | Lick         | Ghost    | Physical | 20   | 100  | 30 | Normal | ○  |
| 8   | Lovely Kiss  | Normal   | Status   | —    | 75   | 10 | Normal | —  |
| 11  | Powder Snow  | Ice      | Special  | 40   | 100  | 25 | 2 Foes | —  |
| 15  | DoubleSlap   | Normal   | Physical | 15   | 85   | 10 | Normal | —  |
| 18  | Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal | ○  |
| 21  | Mean Look    | Normal   | Status   | —    | 5    | 5  | Normal | —  |
| 25  | Fake Tears   | Dark     | Status   | —    | 100  | 20 | Normal | —  |
| 28  | Wake-Up Slap | Fighting | Physical | 60   | 100  | 10 | Normal | —  |
| 33  | Avalanche    | Ice      | Physical | 60   | 100  | 10 | Normal | ○  |
| 39  | Body Slam    | Normal   | Physical | 85   | 100  | 15 | Normal | ○  |
| 44  | Wring Out    | Normal   | Special  | —    | 100  | 5  | Normal | —  |
| 49  | Perish Song  | Normal   | Status   | —    | 5    | 5  | All    | —  |
| 55  | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range      | DA |
|--------------|---------|----------|------|------|----|------------|----|
| Icy Wind     | Ice     | Special  | 55   | 95   | 15 | 2 Foes     | —  |
| Ice Punch    | Ice     | Physical | 75   | 100  | 15 | Normal     | ○  |
| Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal     | ○  |
| Trick        | Psychic | Status   | —    | 100  | 10 | Normal     | —  |
| Snore        | Normal  | Special  | 40   | 100  | 15 | Normal     | —  |
| Helping Hand | Normal  | Status   | —    | —    | 20 | 1 Ally     | —  |
| Magic Coat   | Psychic | Status   | —    | —    | 15 | Self       | —  |
| Role Play    | Psychic | Status   | —    | —    | 10 | Normal     | —  |
| Heal Bell    | Normal  | Status   | —    | —    | 5  | All Allies | —  |
| Mud-Slap     | Ground  | Special  | 20   | 100  | 10 | Normal     | —  |
| Signal Beam  | Bug     | Special  | 75   | 100  | 15 | Normal     | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP  | Range    | DA     |   |
|------|--------------|----------|----------|------|------|-----|----------|--------|---|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20  | Normal   | ○      |   |
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20  | Normal   | ○      |   |
| TM04 | Calm Mind    | Psychic  | Status   | —    | —    | 20  | Self     | —      |   |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10  | Normal   | —      |   |
| TM07 | Hail         | Ice      | Status   | —    | —    | 10  | All      | —      |   |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15  | Normal   | —      |   |
| TM12 | Taunt        | Dark     | Status   | —    | —    | 100 | 20       | Normal | — |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10  | Normal   | —      |   |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5   | 2 Foes   | —      |   |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5   | Normal   | —      |   |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30  | 2 Allies | —      |   |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10  | Self     | —      |   |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5   | All      | —      |   |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20  | Normal   | ○      |   |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20  | Normal   | ○      |   |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10  | Normal   | —      |   |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15  | Normal   | —      |   |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15  | Normal   | ○      |   |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15  | Self     | —      |   |
| TM33 | Reflect      | Psychic  | Status   | —    | —    | 20  | 2 Allies | —      |   |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15  | Normal   | —      |   |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20  | Normal   | ○      |   |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20  | Normal   | ○      |   |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10  | Self     | —      |   |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15  | Normal   | —      |   |
| TM46 | Theft        | Dark     | Physical | 40   | 100  | 10  | Normal   | ○      |   |
| TM48 | Skill Swap   | Psychic  | Status   | —    | —    | 10  | Normal   | —      |   |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5   | Normal   | —      |   |
| TM53 | Energy Ball  | Grass    | Special  | 80   | 100  | 10  | Normal   | —      |   |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10  | Normal   | —      |   |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10  | Self     | —      |   |
| TM60 | Drain Punch  | Fighting | Physical | 60   | 100  | 5   | Normal   | ○      |   |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10  | Normal   | ○      |   |
| TM67 | Recycle      | Normal   | Status   | —    | —    | 10  | Self     | —      |   |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5   | Normal   | ○      |   |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20  | Normal   | —      |   |
| TM72 | Avalanche    | Ice      | Physical | 60   | 100  | 10  | Normal   | ○      |   |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10  | Normal   | —      |   |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20  | 2 Foes   | —      |   |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10  | Depends  | —      |   |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15  | Normal   | —      |   |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15  | Normal   | —      |   |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20  | Normal   | ○      |   |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15  | Normal   | —      |   |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10  | Self     | —      |   |
| TM92 | Trick Room   | Psychic  | Status   | —    | —    | 5   | All      | —      |   |



No. 124 | Human Shape Pokémon

Jynx

Ice

Psychic



## ● SIZE COMPARISON

- HEIGHT: 4'02"
- WEIGHT: 89.5 lbs.
- ITEMS: AspearBerry



## ● FEMALE FORM

## ● ABILITIES

- Oblivious
- Forewarn

## ● STATS



## ● EGG GROUPS

Human-Like

## ● PERFORMANCE

SPEED ★★  
POWER ★★★☆  
SKILL ★★☆☆

STAMINA ★★★★★  
JUMP ★★★☆

## ● MAIN WAYS TO OBTAIN

Pokémon HeartGold Ice Path

Pokémon SoulSilver Ice Path

Pokémon Diamond Level up Smoochum to Lv. 30

Pokémon Pearl Level up Smoochum to Lv. 30

Pokémon Platinum Snowpoint Temple B1F

Pokémon HeartGold

It rocks its body rhythmically. It appears to alter the rhythm depending on how it is feeling.

Pokémon SoulSilver

It speaks a language similar to that of humans. However, it seems to use dancing to communicate.

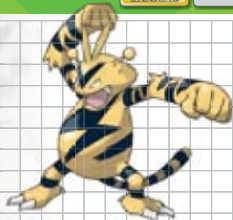
## ● EVOLUTION



# No. 125 | Electric Pokémon

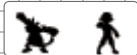
## Electabuzz

Electric



## ● SIZE COMPARISON

- HEIGHT: 3'02"
- WEIGHT: 66.1 lbs.
- ITEMS: None



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Static

## ● EGG GROUPS

Human-Like

## ● PERFORMANCE

SPEED ★★☆☆☆  
POWER ★★☆☆☆  
SKILL ★★☆☆☆

STAMINA ★★☆☆☆  
JUMP ★★☆☆☆

## ● STATS



## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Route 10

**Pokémon SoulSilver** Route 10

**Pokémon Diamond** Level up Elekid to Lv. 30

**Pokémon Pearl** Level up Elekid to Lv. 30

**Pokémon Platinum** Route 222

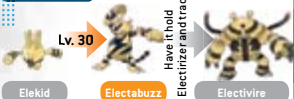
**Pokémon HeartGold**

Electricity runs across the surface of its body. In darkness, its entire body glows a whitish-blue.

**Pokémon SoulSilver**

Its body constantly discharges electricity. Getting close to it will make your hair stand on end.

## ● EVOLUTION



## ● LEVEL-UP MOVES

| Lv. | Name          | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|---------------|----------|----------|------|------|----|---------------|----|
| 1   | Quick Attack  | Normal   | Physical | 40   | 100  | 30 | Normal        | ○  |
| 1   | Leer          | Normal   | Status   | —    | 100  | 30 | 2 Foes        | —  |
| 1   | Thunder Shock | Electric | Special  | 40   | 100  | 30 | Normal        | —  |
| 7   | Thunder Shock | Electric | Special  | 40   | 100  | 30 | Normal        | —  |
| 10  | Low Kick      | Fighting | Physical | —    | 100  | 20 | Normal        | ○  |
| 16  | Swift         | Normal   | Special  | 60   | —    | 20 | 2 Foes        | —  |
| 19  | Shock Wave    | Electric | Special  | 60   | —    | 20 | Normal        | —  |
| 25  | Light Screen  | Psychic  | Status   | —    | —    | 30 | 2 Allies      | —  |
| 28  | ThunderPunch  | Electric | Physical | 75   | 100  | 15 | Normal        | ○  |
| 37  | Discharge     | Electric | Special  | 80   | 100  | 15 | 2 Foes/1 Ally | —  |
| 43  | Thunderbolt   | Electric | Special  | 95   | 100  | 15 | Normal        | —  |
| 52  | Screech       | Normal   | Status   | —    | 85   | 40 | Normal        | —  |
| 58  | Thunder       | Electric | Special  | 120  | 70   | 10 | Normal        | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally | —  |
| Magnet Rise  | Electric | Status   | —    | —    | 10 | Self   | —  |
| Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Signal Beam  | Bug      | Special  | 75   | 100  | 15 | Normal | —  |
| Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|------|--------------|----------|----------|------|------|----|----------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal   | ○  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal   | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal   | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal   | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All      | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal   | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal   | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal   | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal   | —  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal   | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self     | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal   | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self     | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal   | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal   | ○  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5  | Normal   | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal   | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal   | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal   | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal   | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal   | —  |
| TM79 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes   | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends  | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal   | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal   | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self     | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal   | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal   | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20 | Normal   | ○  |



## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|--------------|--------|----------|------|------|----|---------------|----|
| 1   | Smog         | Poison | Special  | 20   | 70   | 20 | Normal        | —  |
| 1   | Leer         | Normal | Status   | —    | 100  | 30 | 2 Foes        | —  |
| 1   | Ember        | Fire   | Special  | 40   | 100  | 25 | Normal        | —  |
| 7   | Ember        | Fire   | Special  | 40   | 100  | 25 | Normal        | —  |
| 10  | SmokeScreen  | Normal | Status   | —    | 100  | 20 | Normal        | —  |
| 16  | Faint Attack | Dark   | Physical | 60   | —    | 20 | Normal        | ○  |
| 19  | Fire Spin    | Fire   | Special  | 15   | 70   | 15 | Normal        | —  |
| 25  | Confuse Ray  | Ghost  | Status   | —    | 100  | 10 | Normal        | —  |
| 28  | Fire Punch   | Fire   | Physical | 75   | 100  | 15 | Normal        | ○  |
| 36  | Lava Plume   | Fire   | Special  | 80   | 100  | 15 | 2 Foes/1 Ally | ○  |
| 41  | Flamethrower | Fire   | Special  | 95   | 100  | 15 | Normal        | —  |
| 49  | Sunny Day    | Fire   | Status   | —    | —    | 5  | All           | —  |
| 54  | Fire Blast   | Fire   | Special  | 120  | 85   | 5  | Normal        | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Heat Wave    | Fire     | Special  | 100  | 90   | 10 | 2 Foes | —  |
| Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|----------|----------|------|------|----|---------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal  | ○  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal  | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal  | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All     | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal  | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal  | —  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal  | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal  | —  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal  | —  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal  | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self    | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal  | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5  | Normal  | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal  | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self    | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal  | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal  | ○  |
| TM50 | Overheat     | Fire     | Special  | 140  | 90   | 5  | Normal  | —  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5  | Normal  | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal  | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM61 | Will-O-Wisp  | Fire     | Status   | —    | 75   | 15 | Normal  | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal  | ○  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes  | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal  | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal  | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self    | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | —  | Normal  | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal  | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20 | Normal  | ○  |

No. 126 | Spitfire Pokémon  
Magmar

Fire



## ● SIZE COMPARISON

- HEIGHT: 4'03"
- WEIGHT: 98.1 lbs.

- ITEMS: None



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Flame Body

## ● STATS



## ● EGG GROUPS

Human-Like

## ● PERFORMANCE

SPEED ★★  
 POWER ★★★☆  
 SKILL ★★★★★

STAMINA ★★★★★☆  
 JUMP ★★★☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Burned Tower B1F

**Pokémon SoulSilver** Burned Tower B1F

**Pokémon Diamond** Level up Magby to Lv. 30

**Pokémon Pearl** Level up Magby to Lv. 30

**Pokémon Platinum** Fuego Ironworks

**Pokémon HeartGold** **Pokémon SoulSilver**

It dislikes cold places, so it blows scorching flames to make the environment suitable for itself.

The fiery surface of its body gives off a wavering, rippling glare that is similar to the sun.

## ● EVOLUTION

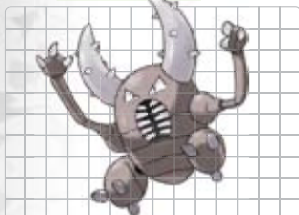




No. 127 | Stag Beetle Pokémon

Pinsir

Bug



## ● SIZE COMPARISON

- HEIGHT: 4'11"
- WEIGHT: 121.3 lbs.
- ITEMS: None



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Hyper Cutter
- Mold Breaker

## ● EGG GROUPS

Bug

## ● PERFORMANCE

SPEED ★★★  
POWER ★★★★★☆  
SKILL ★★★☆☆

STAMINA ★★★★★☆  
JUMP ★★☆☆

## ● STATS



## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Bug-Catching Contest at the National Park

**Pokémon SoulSilver** Bug-Catching Contest at the National Park

**Pokémon Diamond** —

**Pokémon Pearl** Route 229

**Pokémon Platinum** Route 229 (mass outbreak)

**Pokémon HeartGold** **Pokémon SoulSilver**

With its pincer horns, it digs burrows to sleep in at night. In the morning, damp soil clings to its body.

It swings its long pincer horns wildly to attack. During cold periods, it hides deep in forests.

## ● EVOLUTION

Does not evolve

## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----|--------------|----------|----------|------|------|----|----------|----|
| 1   | ViceGrip     | Normal   | Physical | 55   | 100  | 30 | Normal   | ○  |
| 1   | Focus Energy | Normal   | Status   | —    | —    | 30 | Self     | ○  |
| 4   | Bind         | Normal   | Physical | 15   | 75   | 20 | Normal   | ○  |
| 8   | Seismic Toss | Fighting | Physical | —    | 100  | 20 | Normal   | ○  |
| 13  | Harden       | Normal   | Status   | —    | —    | 30 | Self     | ○  |
| 18  | Revenge      | Fighting | Physical | 60   | 100  | 10 | Normal   | ○  |
| 21  | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal   | ○  |
| 25  | Vital Throw  | Fighting | Physical | 70   | —    | 10 | Normal   | ○  |
| 30  | X-Scissor    | Bug      | Physical | 80   | 100  | 15 | Normal   | ○  |
| 35  | Thrash       | Normal   | Physical | 90   | 100  | 20 | 1 Random | ○  |
| 38  | Swords Dance | Normal   | Status   | —    | —    | 30 | Self     | ○  |
| 42  | Submission   | Fighting | Physical | 80   | 80   | 25 | Normal   | ○  |
| 47  | Guillotine   | Normal   | Physical | —    | 30   | 5  | Normal   | ○  |
| 52  | Superpower   | Fighting | Physical | 120  | 100  | 5  | Normal   | ○  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Fury Cutter  | Bug      | Physical | 10   | 95   | 20 | Normal | ○  |
| Knock Off    | Dark     | Physical | 20   | 100  | 20 | Normal | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | ○  |
| String Shot  | Bug      | Status   | —    | 95   | 40 | 2 Foes | ○  |
| Superpower   | Fighting | Physical | 120  | 100  | 5  | Normal | ○  |
| Iron Defense | Steel    | Status   | —    | —    | 15 | Self   | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal        | ○  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | ○  |
| TM08 | Bulk Up      | Fighting | Status   | —    | —    | 20 | Self          | ○  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | ○  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | ○  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | ○  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | ○  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | ○  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | ○  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | ○  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | ○  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal        | ○  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5  | Normal        | ○  |
| TM54 | False Swipe  | Normal   | Physical | 40   | 100  | 40 | Normal        | ○  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | ○  |
| TM59 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | ○  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5  | Normal        | ○  |
| TM75 | Swords Dance | Normal   | Status   | —    | —    | 30 | Self          | ○  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20 | 2 Foes        | ○  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | ○  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | ○  |
| TM81 | X-Scissor    | Bug      | Physical | 80   | 100  | 15 | Normal        | ○  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | ○  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | ○  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | ○  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal        | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20 | Normal        | ○  |

## ● EGG MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Fury Attack  | Normal   | Physical | 15   | 85   | 20 | Normal | ○  |
| Flail        | Normal   | Physical | —    | 100  | 15 | Normal | ○  |
| False Swipe  | Normal   | Physical | 40   | 100  | 40 | Normal | ○  |
| Faint Attack | Dark     | Physical | 60   | —    | 20 | Normal | ○  |
| Quick Attack | Normal   | Physical | 40   | 100  | 30 | Normal | ○  |
| Close Combat | Fighting | Physical | 120  | 100  | 5  | Normal | ○  |
| Feint        | Normal   | Physical | 50   | 100  | 10 | Normal | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----|--------------|---------|----------|------|------|----|----------|----|
| 1   | Tackle       | Normal  | Physical | 35   | 95   | 35 | Normal   | ○  |
| 3   | Tail Whip    | Normal  | Status   | —    | 100  | 30 | 2 Foes   | ○  |
| 5   | Rage         | Normal  | Physical | 20   | 100  | 20 | Normal   | ○  |
| 8   | Horn Attack  | Normal  | Physical | 65   | 100  | 25 | Normal   | ○  |
| 11  | Scary Face   | Normal  | Status   | —    | 90   | 10 | Normal   | ○  |
| 15  | Pursuit      | Dark    | Physical | 40   | 100  | 20 | Normal   | ○  |
| 19  | Rest         | Psychic | Status   | —    | 10   | 10 | Self     | ○  |
| 24  | Payback      | Dark    | Physical | 50   | 100  | 10 | Normal   | ○  |
| 29  | Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal   | ○  |
| 35  | Take Down    | Normal  | Physical | 90   | 85   | 20 | Normal   | ○  |
| 41  | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal   | ○  |
| 48  | Thrash       | Normal  | Physical | 90   | 100  | 20 | 1 Random | ○  |
| 55  | Giga Impact  | Normal  | Physical | 150  | 90   | 5  | Normal   | ○  |

## ● MOVE MANIA

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP     | Range    | DA |
|--------------|---------|----------|------|------|--------|----------|----|
| Icy Wind     | Ice     | Special  | 55   | 95   | 15     | 2 Foes   | —  |
| Zen Headbutt | Psychic | Special  | 80   | 90   | 15     | Normal   | ○  |
| Snore        | Normal  | Special  | 40   | 100  | 15     | Normal   | —  |
| Spite        | Ghost   | Status   | —    | 100  | 10     | Normal   | —  |
| Helping Hand | Normal  | Status   | —    | 20   | 1 Ally | —        | —  |
| Uproar       | Normal  | Special  | 50   | 100  | 10     | 1 Random | —  |
| Role Play    | Psychic | Status   | —    | 10   | Normal | —        | —  |
| Iron Head    | Steel   | Physical | 80   | 100  | 15     | Normal   | ○  |
| Endeavor     | Normal  | Physical | —    | 100  | 5      | Normal   | ○  |
| Outrage      | Dragon  | Physical | 120  | 100  | 15     | 1 Random | ○  |

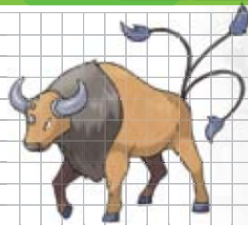
## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP      | Range         | DA |
|------|--------------|----------|----------|------|------|---------|---------------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20      | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10      | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15      | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | All     | —             | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10      | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5       | 2 Foes        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5       | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | 10   | Self    | —             | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | All     | —             | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20      | Normal        | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10      | Normal        | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15      | Normal        | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15      | Normal        | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10      | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10      | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20      | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | 15   | Self    | —             | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | 20   | Normal  | —             | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15      | Normal        | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | 10   | All     | —             | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5       | Normal        | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10      | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20      | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20      | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | 10   | Self    | —             | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15      | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | 10   | Self    | —             | —  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10      | Normal        | ○  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5       | Normal        | ○  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5       | Normal        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20      | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10      | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | 10   | Depends | —             | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15      | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15      | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | 10   | Self    | —             | —  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15      | 2 Foes/1 Ally | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15      | Normal        | ○  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15      | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15      | Normal        | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20      | Normal        | ○  |



No. 128 | Wild Bull Pokémon  
**Tauros**

Normal



## ● SIZE COMPARISON

- HEIGHT: 4'02"
- WEIGHT: 194.9 lbs.
- ITEMS: None



## ● MALE FORM

## ● ABILITIES

- Intimidate
- Anger Point

## ● STATS



## ● EGG GROUPS

Field

## ● PERFORMANCE

SPEED ★★☆☆☆  
 POWER ★★☆☆☆  
 SKILL ★★☆☆

STAMINA ★★☆☆☆  
 JUMP ★★☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Route 38

**Pokémon SoulSilver** Route 38

**Pokémon Diamond** Route 209 (use Poké Radar)

**Pokémon Pearl** Route 209 (use Poké Radar)

**Pokémon Platinum** Route 210 in Solaceon Town (use Poké Radar)

**Pokémon HeartGold**

**Pokémon SoulSilver**

They fight each other by locking horns. The herd's protector takes pride in its battle-scarred horns.

After heightening its will to fight by whipping itself with its three tails, it charges at full speed.

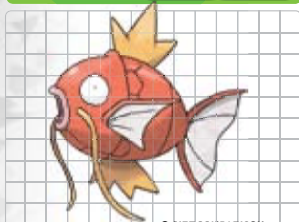
## ● EVOLUTION

Does not evolve

# No. 129 | Fish Pokémon

## Magikarp

Water



## ● SIZE COMPARISON

- HEIGHT: 2'11"
- WEIGHT: 22.0 lbs.
- ITEMS: None



● MALE FORM  
Yellow barbels

● FEMALE FORM  
White barbels

## ● ABILITIES

- Swift Swim

## ● STATS



## ● EGG GROUPS

Water 2  
 Dragon

## ● PERFORMANCE

SPEED ★★★★★  
 POWER ★★★★★  
 SKILL ★★★

STAMINA ★★★★★  
 JUMP ★★☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Route 43 (water surface)

**Pokémon SoulSilver** Route 43 (water surface)

**Pokémon Diamond** Route 203 (Old Rod)

**Pokémon Pearl** Route 203 (Old Rod)

**Pokémon Platinum** Route 203 (Old Rod)

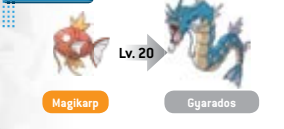
**Pokémon HeartGold**

An underpowered, pathetic Pokémon. It may jump high on rare occasions, but usually not more than seven feet.

**Pokémon SoulSilver**

For no reason, it jumps and splashes about, making it easy for predators like PIDGEOTTO to catch it mid-jump.

## ● EVOLUTION



## ● LEVEL-UP MOVES

| Lv. | Name   | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------|--------|----------|------|------|----|--------|----|
| 1   | Splash | Normal | Status   | —    | —    | 40 | Self   | —  |
| 15  | Tackle | Normal | Physical | 35   | 95   | 35 | Normal | ○  |
| 30  | Flail  | Normal | Physical | —    | 100  | 15 | Normal | ○  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|------|------|------|------|------|----|-------|----|

## ● BP MOVES

| Name   | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------|--------|----------|------|------|----|--------|----|
| Bounce | Flying | Physical | 85   | 85   | 5  | Normal | ○  |

## ● TM &amp; HM MOVES

| No. | Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|-----|------|------|------|------|------|----|-------|----|
|-----|------|------|------|------|------|----|-------|----|

## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----|--------------|--------|----------|------|------|----|----------|----|
| 1   | Thrash       | Normal | Physical | 90   | 100  | 20 | 1 Random | ○  |
| 20  | Bite         | Dark   | Physical | 60   | 100  | 25 | Normal   | ○  |
| 23  | Dragon Rage  | Dragon | Special  | —    | 100  | 10 | Normal   | —  |
| 26  | Leer         | Normal | Status   | —    | 100  | 30 | 2 Foes   | —  |
| 29  | Twister      | Dragon | Special  | 40   | 100  | 20 | 2 Foes   | —  |
| 32  | Ice Fang     | Ice    | Physical | 65   | 95   | 15 | Normal   | ○  |
| 35  | Aqua Tail    | Water  | Physical | 90   | 90   | 10 | Normal   | ○  |
| 38  | Rain Dance   | Water  | Status   | —    | —    | 5  | All      | —  |
| 41  | Hydro Pump   | Water  | Special  | 120  | 80   | 5  | Normal   | —  |
| 44  | Dragon Dance | Dragon | Status   | —    | —    | 20 | Self     | —  |
| 47  | Hyper Beam   | Normal | Special  | 150  | 90   | 5  | Normal   | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

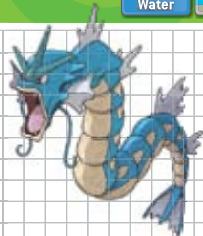
| Name      | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----------|--------|----------|------|------|----|----------|----|
| Dive      | Water  | Physical | 80   | 100  | 10 | Normal   | ○  |
| Icy Wind  | Ice    | Special  | 55   | 95   | 15 | 2 Foes   | —  |
| Snore     | Normal | Special  | 40   | 100  | 15 | Normal   | —  |
| Spite     | Ghost  | Status   | —    | 100  | 10 | Normal   | —  |
| Uproar    | Normal | Special  | 50   | 100  | 10 | 1 Random | —  |
| Iron Head | Steel  | Physical | 80   | 100  | 15 | Normal   | ○  |
| Aqua Tail | Water  | Physical | 90   | 90   | 10 | Normal   | ○  |
| Outrage   | Dragon | Physical | 120  | 100  | 15 | 1 Random | ○  |
| Twister   | Dragon | Special  | 40   | 100  | 20 | 2 Foes   | ○  |
| Bounce    | Flying | Physical | 85   | 85   | 5  | Normal   | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal        | —  |
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM07 | Hail         | Ice      | Status   | —    | —    | 10 | All           | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal        | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal        | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal        | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10 | All           | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5  | Normal        | —  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM55 | Brine        | Water    | Special  | 65   | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM59 | Dragon Pulse | Dragon   | Special  | 90   | 100  | 10 | Normal        | —  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10 | Normal        | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5  | Normal        | —  |
| TM72 | Avalanche    | Ice      | Physical | 60   | 100  | 10 | Normal        | ○  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM79 | Dark Pulse   | Dark     | Special  | 80   | 100  | 15 | Normal        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | —  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15 | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM07 | Waterfall    | Water    | Physical | 80   | 100  | 15 | Normal        | ○  |

No. 130 | Atrocious Pokémon  
Gyarados

Water Flying



● HEIGHT: 21'04"  
● WEIGHT: 518.1 lbs.  
● ITEMS: None

## ● SIZE COMPARISON



● MALE FORM  
Blue barbels

● FEMALE FORM  
White barbels

## ● ABILITIES

● Intimidate

## ● STATS



## ● EGG GROUPS

Water 2

Dragon

## ● PERFORMANCE

SPEED ★★★☆☆  
POWER ★★★★★  
SKILL ★★☆☆☆

STAMINA ★★★☆☆  
JUMP ★★★★★☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Lake of Rage (water surface)

**Pokémon SoulSilver** Lake of Rage (water surface)

**Pokémon Diamond** Route 203 (Super Rod)

**Pokémon Pearl** Route 203 (Super Rod)

**Pokémon Platinum** Route 203 (Super Rod)

**Pokémon HeartGold**

**Pokémon SoulSilver**

They say that during past strife, GYARADOS would appear and leave blazing ruins in its wake.

Once it appears, it goes on a rampage. It remains enraged until it demolishes everything around it.

## ● EVOLUTION



Lv. 20



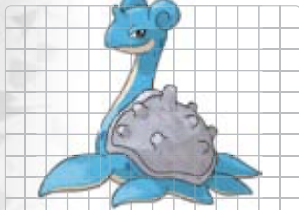
Magikarp

Gyarados

No. 131 | Transport Pokémon  
**Lapras**

Water

Ice



## ● SIZE COMPARISON

- HEIGHT: 8'02"
- WEIGHT: 485.0 lbs.
- ITEMS: None



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Water Absorb
- Shell Armor

## ● EGG GROUPS

Monster  
Water 1

## ● PERFORMANCE

SPEED ★★☆☆  
POWER ★★☆☆  
SKILL ★★☆☆

STAMINA ★★☆☆☆  
JUMP ★★☆☆

## ● STATS



## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Safari Zone (Rocky Beach Area, water surface)

**Pokémon SoulSilver** Safari Zone (Rocky Beach Area, water surface)

**Pokémon Diamond** Victory Road 1F Back 2 (water surface)

**Pokémon Pearl** Victory Road 1F Back 2 (water surface)

**Pokémon Platinum** Victory Road 1F Back 2 (water surface)

**Pokémon HeartGold**

They have gentle hearts. Because they rarely fight, many have been caught. Their number has dwindled.

**Pokémon SoulSilver**

It ferries people across the sea on its back. It may sing an enchanting cry if it is in a good mood.

## ● EVOLUTION

Does not evolve

## ● LEVEL-UP MOVES

| Lv. | Name        | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----|-------------|--------|----------|------|------|----|----------|----|
| 1   | Sing        | Normal | Status   | —    | 55   | 15 | Normal   | —  |
| 1   | Growl       | Normal | Status   | —    | 100  | 40 | 2 Foes   | —  |
| 1   | Water Gun   | Water  | Special  | 40   | 100  | 25 | Normal   | —  |
| 4   | Mist        | Ice    | Status   | —    | —    | 30 | 2 Allies | —  |
| 7   | Confuse Ray | Ghost  | Status   | —    | 100  | 10 | Normal   | —  |
| 10  | Ice Shard   | Ice    | Physical | 40   | 100  | 30 | Normal   | —  |
| 14  | Water Pulse | Water  | Special  | 60   | 100  | 20 | Normal   | —  |
| 18  | Body Slam   | Normal | Physical | 85   | 100  | 15 | Normal   | ○  |
| 22  | Rain Dance  | Water  | Status   | —    | —    | 5  | All      | —  |
| 27  | Perish Song | Normal | Status   | —    | —    | 5  | All      | —  |
| 32  | Ice Beam    | Ice    | Special  | 95   | 100  | 10 | Normal   | —  |
| 37  | Brine       | Water  | Special  | 65   | 100  | 10 | Normal   | —  |
| 43  | Safeguard   | Normal | Status   | —    | —    | 25 | 2 Allies | —  |
| 49  | Hydro Pump  | Water  | Special  | 120  | 80   | 5  | Normal   | —  |
| 55  | Sheer Cold  | Ice    | Special  | —    | 30   | 5  | Normal   | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range      | DA |
|--------------|---------|----------|------|------|----|------------|----|
| Dive         | Water   | Physical | 80   | 100  | 10 | Normal     | ○  |
| Icy Wind     | Ice     | Special  | 55   | 95   | 15 | 2 Foes     | —  |
| Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal     | ○  |
| Snore        | Normal  | Special  | 40   | 100  | 15 | Normal     | —  |
| Heal Bell    | Normal  | Status   | —    | —    | 5  | All Allies | —  |
| Block        | Normal  | Status   | —    | —    | 5  | Normal     | —  |
| Iron Head    | Steel   | Physical | 80   | 100  | 15 | Normal     | ○  |
| Aqua Tail    | Water   | Physical | 90   | 90   | 10 | Normal     | ○  |
| Outrage      | Dragon  | Physical | 120  | 100  | 15 | 1 Random   | ○  |
| AncientPower | Rock    | Special  | 60   | 100  | 5  | Normal     | —  |
| Signal Beam  | Bug     | Special  | 75   | 100  | 15 | Normal     | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal        | —  |
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM07 | Hail         | Ice      | Status   | —    | —    | 10 | All           | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM20 | Safeguard    | Normal   | Status   | —    | —    | 25 | 2 Allies      | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal        | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal        | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal        | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal        | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM45 | Brine        | Water    | Special  | 65   | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM59 | Dragon Pulse | Dragon   | Special  | 90   | 100  | 10 | Normal        | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM72 | Avalanche    | Ice      | Physical | 60   | 100  | 10 | Normal        | ○  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15 | Normal        | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM07 | Waterfall    | Water    | Physical | 80   | 100  | 15 | Normal        | ○  |

## ● EGG MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range       | DA |
|--------------|--------|----------|------|------|----|-------------|----|
| Foresight    | Normal | Status   | —    | —    | 40 | Normal      | —  |
| Substitute   | Normal | Status   | —    | —    | 10 | Self        | —  |
| Tickle       | Normal | Status   | —    | 100  | 20 | Normal      | —  |
| Refresh      | Normal | Status   | —    | —    | 20 | Self        | —  |
| Dragon Dance | Dragon | Status   | —    | —    | 20 | Self        | —  |
| Curse        | ???    | Status   | —    | —    | 10 | Normal/Self | —  |
| Sleep Talk   | Normal | Status   | —    | —    | 10 | Depends     | —  |
| Horn Drill   | Normal | Physical | —    | 30   | 5  | Normal      | ○  |
| AncientPower | Rock   | Special  | 60   | 100  | 5  | Normal      | —  |
| Whirlpool    | Water  | Special  | 15   | 70   | 15 | Normal      | —  |
| Fissure      | Ground | Physical | —    | 30   | 5  | Normal      | —  |

● LEVEL-UP MOVES

| Lv. | Name      | Type   | Kind   | Pow. | Acc. | PP | Range  | DA |
|-----|-----------|--------|--------|------|------|----|--------|----|
| 1   | Transform | Normal | Status | —    | —    | 10 | Normal | —  |

● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|------|------|------|------|------|----|-------|----|

● BP MOVES

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|------|------|------|------|------|----|-------|----|

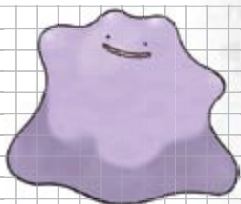
● TM & HM MOVES

| No. | Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|-----|------|------|------|------|------|----|-------|----|
|-----|------|------|------|------|------|----|-------|----|



No. 132 | Transform Pokémon  
**Ditto**

Normal



● SIZE COMPARISON

- HEIGHT: 1'00"
- WEIGHT: 8.8 lbs.
- ITEMS: Quick Powder  
Metal Powder



● GENDER UNKNOWN

● ABILITIES

- Limber

● STATS

HP ●●●●●  
ATTACK ●●●●●  
DEFENSE ●●●●●  
SP. ATTACK ●●●●●  
SP. DEFENSE ●●●●●  
SPEED ●●●●●

● EGG GROUPS

Ditto

● PERFORMANCE

SPEED ★★☆☆☆  
POWER ★★☆☆☆  
SKILL ★★☆☆☆

STAMINA ★★☆☆☆  
JUMP ★★☆☆☆

● MAIN WAYS TO OBTAIN

**Pokémon HeartGold**

Route 34 or Safari Zone (Wetland Area: if Water objects are placed, may appear in tall grass)

**Pokémon SoulSilver**

Route 34 or Safari Zone (Wetland Area: if Water objects are placed, may appear in tall grass)

**Pokémon Diamond**

Route 218 (use Poké Radar)

**Pokémon Pearl**

Route 218 (use Poké Radar)

**Pokémon Platinum**

Trophy Garden at the Pokémon Mansion on Route 212 [after obtaining the National Pokédex, talk to Mr. Backlot]

**Pokémon HeartGold**

It can transform into anything. When it sleeps, it changes into a stone to avoid being attacked.

**Pokémon SoulSilver**

Its transformation ability is perfect. However, if made to laugh, it can't maintain its disguise.

● EVOLUTION

Does not evolve

# No. 133 | Evolution Pokémon

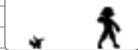
## Eevee

Normal



## ● SIZE COMPARISON

- HEIGHT: 1'00"
- WEIGHT: 14.3 lbs.
- ITEMS: None



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Run Away
- Adaptability

## ● EGG GROUPS

Field

## ● PERFORMANCE

SPEED ★★★★★  
POWER ★★★★★  
SKILL ★★★★★

STAMINA ★★★★★  
JUMP ★★★★★

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Receive from Bill in Goldenrod City

**Pokémon SoulSilver** Receive from Bill in Goldenrod City

**Pokémon Diamond** Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)

**Pokémon Pearl** Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)

**Pokémon Platinum** Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)

**Pokémon HeartGold**

It has the ability to alter the composition of its body to suit its surrounding environment.

**Pokémon SoulSilver**

Its irregularly configured DNA is affected by its surroundings. It evolves if its environment changes.

## ● EVOLUTION

Eevee

Espeon  
Level up Eevee with high friendship in the morning or afternoon

Vaporeon  
Use Water Stone on Eevee

Umbreon  
Level up Eevee with high friendship at night

Jolteon  
Use Thunderstone on Eevee

Leafeon  
Level up Eevee in Eterna Forest\*

Flareon  
Use Fire Stone on Eevee

Glaceon  
Level up Eevee on Route 217\*

## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|--------|----------|------|------|----|--------|----|
| 1   | Tail Whip    | Normal | Status   | —    | 100  | 30 | 2 Foes | —  |
| 1   | Tackle       | Normal | Physical | 35   | 95   | 35 | Normal | ○  |
| 1   | Helping Hand | Normal | Status   | —    | —    | 20 | 1 Ally | —  |
| 8   | Sand-Attack  | Ground | Status   | —    | 100  | 15 | Normal | —  |
| 15  | Growl        | Normal | Status   | —    | 100  | 40 | 2 Foes | —  |
| 22  | Quick Attack | Normal | Physical | 40   | 100  | 30 | Normal | ○  |
| 29  | Bite         | Dark   | Physical | 60   | 100  | 25 | Normal | ○  |
| 36  | Baton Pass   | Normal | Status   | —    | —    | 40 | Self   | ○  |
| 43  | Take Down    | Normal | Physical | 90   | 85   | 20 | Normal | ○  |
| 50  | Last Resort  | Normal | Physical | 130  | 100  | 5  | Normal | ○  |
| 57  | Trump Card   | Normal | Special  | —    | —    | 5  | Normal | ○  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range      | DA |
|--------------|--------|----------|------|------|----|------------|----|
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal     | —  |
| Helping Hand | Normal | Status   | —    | —    | 20 | 1 Ally     | —  |
| Last Resort  | Normal | Physical | 130  | 100  | 5  | Normal     | ○  |
| Swift        | Normal | Special  | 60   | —    | 20 | 2 Foes     | —  |
| Heal Bell    | Normal | Status   | —    | —    | 5  | All Allies | —  |
| Mud-Slap     | Ground | Special  | 20   | 100  | 10 | Normal     | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|---------|----------|------|------|----|---------|----|
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10 | Normal  | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15 | Normal  | —  |
| TM11 | Sunny Day    | Fire    | Status   | —    | —    | 5  | All     | —  |
| TM17 | Protect      | Normal  | Status   | —    | —    | 10 | Self    | —  |
| TM18 | Rain Dance   | Water   | Status   | —    | —    | 5  | All     | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20 | Normal  | ○  |
| TM23 | Iron Tail    | Steel   | Physical | 100  | 75   | 15 | Normal  | ○  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20 | Normal  | ○  |
| TM28 | Dig          | Ground  | Physical | 80   | 100  | 10 | Normal  | ○  |
| TM30 | Shadow Ball  | Ghost   | Special  | 80   | 100  | 15 | Normal  | —  |
| TM32 | Double Team  | Normal  | Status   | —    | —    | 15 | Self    | —  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20 | Normal  | —  |
| TM44 | Rest         | Psychic | Status   | —    | —    | 10 | Self    | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15 | Normal  | —  |
| TM58 | Endure       | Normal  | Status   | —    | —    | 10 | Self    | —  |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20 | 2 Foes  | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | —    | 10 | Depends | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal  | —  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal  | —  |
| TM90 | Substitute   | Normal  | Status   | —    | —    | 10 | Self    | —  |

## ● EGG MOVES

| Name       | Type     | Kind     | Pow. | Acc. | PP | Range       | DA |
|------------|----------|----------|------|------|----|-------------|----|
| Charm      | Normal   | Status   | —    | 100  | 20 | Normal      | —  |
| Flail      | Normal   | Physical | —    | 100  | 15 | Normal      | ○  |
| Endure     | Normal   | Status   | —    | —    | 10 | Self        | —  |
| Curse      | ???      | Status   | —    | —    | 10 | Normal/Self | —  |
| Tickle     | Normal   | Status   | —    | 100  | 20 | Normal      | —  |
| Wish       | Normal   | Status   | —    | —    | 10 | Self        | —  |
| Yawn       | Normal   | Status   | —    | —    | 10 | Normal      | —  |
| Fake Tears | Dark     | Status   | —    | 100  | 20 | Normal      | —  |
| Covet      | Normal   | Physical | 40   | 100  | 40 | Normal      | ○  |
| Detect     | Fighting | Status   | —    | —    | 5  | Self        | —  |

\* Unable to evolve in Pokémon HeartGold or SoulSilver Version. Transfer from Diamond, Pearl, or Platinum Version.



## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|--------|----------|------|------|----|--------|----|
| 1   | Tail Whip    | Normal | Status   | —    | 100  | 30 | 2 Foes | —  |
| 1   | Tackle       | Normal | Physical | 35   | 95   | 35 | Normal | —  |
| 1   | Helping Hand | Normal | Status   | —    | —    | 20 | 1 Ally | —  |
| 8   | Sand-Attack  | Ground | Status   | —    | 100  | 15 | Normal | —  |
| 15  | Water Gun    | Water  | Special  | 40   | 100  | 25 | Normal | —  |
| 22  | Quick Attack | Normal | Physical | 40   | 100  | 30 | Normal | —  |
| 29  | Bite         | Dark   | Physical | 60   | 100  | 25 | Normal | —  |
| 36  | Aurora Beam  | Ice    | Special  | 65   | 100  | 20 | Normal | —  |
| 43  | Aqua Ring    | Water  | Status   | —    | —    | 20 | Self   | —  |
| 50  | Last Resort  | Normal | Physical | 130  | 100  | 5  | Normal | —  |
| 57  | Haze         | Ice    | Status   | —    | —    | 30 | All    | —  |
| 64  | Acid Armor   | Poison | Status   | —    | —    | 40 | Self   | —  |
| 71  | Hydro Pump   | Water  | Special  | 120  | 80   | 5  | Normal | —  |
| 78  | Muddy Water  | Water  | Special  | 95   | 85   | 10 | 2 Foes | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | —  |

## ● BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range      | DA |
|--------------|--------|----------|------|------|----|------------|----|
| Dive         | Water  | Physical | 80   | 100  | 10 | Normal     | —  |
| Icy Wind     | Ice    | Special  | 55   | 95   | 15 | 2 Foes     | —  |
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal     | —  |
| Helping Hand | Normal | Status   | —    | —    | 20 | 1 Ally     | —  |
| Last Resort  | Normal | Physical | 130  | 100  | 5  | Normal     | —  |
| Swift        | Normal | Special  | 60   | —    | 20 | 2 Foes     | —  |
| Heal Bell    | Normal | Status   | —    | —    | 5  | All Allies | —  |
| Mud-Slap     | Ground | Special  | 20   | 100  | 10 | Normal     | —  |
| Aqua Tail    | Water  | Physical | 90   | 90   | 10 | Normal     | —  |
| Signal Beam  | Bug    | Special  | 75   | 100  | 15 | Normal     | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal        | —  |
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM07 | Hail         | Ice      | Status   | —    | —    | 10 | All           | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | —  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal        | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | —  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal        | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM55 | Brine        | Water    | Special  | 65   | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | —  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15 | Normal        | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | —  |
| HM07 | Waterfall    | Water    | Physical | 80   | 100  | 15 | Normal        | —  |



## No. 134 | Bubble Jet Pokémon

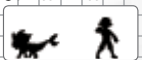
## Vaporeon

Water



## ● SIZE COMPARISON

- HEIGHT: 3'03"
- WEIGHT: 63.9 lbs.
- ITEMS: None



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Water Absorb

## ● STATS



## ● EGG GROUPS

Field

## ● PERFORMANCE

SPEED ★★☆☆  
POWER ★☆☆☆  
SKILL ★★★★★

STAMINA ★★★★★☆  
JUMP ★★★★★

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Use Water Stone on Eevee

**Pokémon SoulSilver** Use Water Stone on Eevee

**Pokémon Diamond** Use Water Stone on Eevee

**Pokémon Pearl** Use Water Stone on Eevee

**Pokémon Platinum** Use Water Stone on Eevee

**Pokémon HeartGold**

When VAPOREON's fins begin to vibrate, it is a sign that rain will come within a few hours.

**Pokémon SoulSilver**

It prefers beautiful shores. With cells similar to water molecules, it could melt in water.

## ● EVOLUTION

Eevee → Vaporeon (Use Water Stone on Eevee)  
Eevee → Jolteon (Use Thunderstone on Eevee)  
Eevee → Flareon (Use Fire Stone on Eevee)  
Eevee → Umbreon (Level up Eevee with high friendship at night)  
Eevee → Leafeon (Level up Eevee in Eterna Forest\*)  
Eevee → Glaceon (Level up Eevee on Route 217\*)

\* Unable to evolve in Pokémon HeartGold or SoulSilver Version. Transfer from Diamond, Pearl, or Platinum Version.

# No. 135 | Lightning Pokémon

## Jolteon

Electric



## ● SIZE COMPARISON

- HEIGHT: 2'02"
- WEIGHT: 54.0 lbs.
- ITEMS: None



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Volt Absorb

## ● EGG GROUPS

Field

## ● PERFORMANCE

SPEED ★★★★★☆  
POWER ★★★★★☆  
SKILL ★★★★★☆

## ● STATS



## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|--------------|----------|----------|------|------|----|---------------|----|
| 1   | Tail Whip    | Normal   | Status   | —    | 100  | 30 | 2 Foes        | —  |
| 1   | Tackle       | Normal   | Physical | 35   | 95   | 35 | Normal        | ○  |
| 1   | Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally        | —  |
| 8   | Sand-Attack  | Ground   | Status   | —    | 100  | 15 | Normal        | —  |
| 15  | ThunderShock | Electric | Special  | 40   | 100  | 30 | Normal        | ○  |
| 22  | Quick Attack | Normal   | Physical | 40   | 100  | 30 | Normal        | ○  |
| 29  | Double Kick  | Fighting | Physical | 30   | 100  | 30 | Normal        | ○  |
| 36  | Pin Missile  | Bug      | Physical | 14   | 85   | 20 | Normal        | —  |
| 43  | Thunder Fang | Electric | Physical | 65   | 95   | 15 | Normal        | ○  |
| 50  | Last Resort  | Normal   | Physical | 130  | 100  | 5  | Normal        | ○  |
| 57  | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal        | —  |
| 64  | Agility      | Psychic  | Status   | —    | —    | 30 | Self          | —  |
| 71  | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal        | —  |
| 78  | Discharge    | Electric | Special  | 80   | 100  | 15 | 2 Foes/1 Ally | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range      | DA |
|--------------|----------|----------|------|------|----|------------|----|
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal     | —  |
| Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally     | —  |
| Magnet Rise  | Electric | Status   | —    | —    | 10 | Self       | —  |
| Last Resort  | Normal   | Physical | 130  | 100  | 5  | Normal     | ○  |
| Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes     | —  |
| Heal Bell    | Normal   | Status   | —    | —    | 5  | All Allies | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal     | —  |
| Signal Beam  | Bug      | Special  | 75   | 100  | 15 | Normal     | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP  | Range    | DA |
|------|--------------|----------|----------|------|------|-----|----------|----|
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20  | Normal   | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10  | Normal   | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15  | Normal   | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | All | —        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5   | Normal   | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30  | 2 Allies | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10  | Self     | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | All | —        | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20  | Normal   | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15  | Normal   | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15  | Normal   | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10  | Normal   | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20  | Normal   | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10  | Normal   | ○  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15  | Normal   | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15  | Self     | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20  | Normal   | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20  | Normal   | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20  | Normal   | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10  | Self     | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15  | Normal   | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10  | Normal   | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10  | Self     | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5   | Normal   | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20  | Normal   | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20  | Normal   | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20  | 2 Foes   | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10  | Depends  | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15  | Normal   | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15  | Normal   | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10  | Self     | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15  | Normal   | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15  | Normal   | ○  |

\* Unable to evolve in Pokémon HeartGold or SoulSilver Version. Transfer from Diamond, Pearl, or Platinum Version.

## ● EVOLUTION

|   |  |
|---|--|
| Eevee   | Espeon                                       |
| Level up Eevee with high friendship in the morning or afternoon |  |
| Vaporeon  | Umbreon                                      |
| Use Water Stone on Eevee  | Level up Eevee with high friendship at night |
| Jolteon   | Leafeon                                      |
| Use Thunderstone on Eevee                                       | Level up Eevee in Eterna Forest*             |
| Flareon   | Glaceon                                      |
| Use Fire Stone on Eevee   | Level up Eevee on Route 217*                 |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|--------------|--------|----------|------|------|----|---------------|----|
| 1   | Tail Whip    | Normal | Status   | —    | 100  | 30 | 2 Foes        | —  |
| 1   | Tackle       | Normal | Physical | 35   | 95   | 35 | Normal        | ○  |
| 1   | Helping Hand | Normal | Status   | —    | —    | 20 | 1 Ally        | —  |
| 8   | Sand-Attack  | Ground | Status   | —    | 100  | 15 | Normal        | —  |
| 15  | Ember        | Fire   | Special  | 40   | 100  | 25 | Normal        | ○  |
| 22  | Quick Attack | Normal | Physical | 40   | 100  | 30 | Normal        | ○  |
| 29  | Bite         | Dark   | Physical | 60   | 100  | 25 | Normal        | ○  |
| 36  | Fire Spin    | Fire   | Special  | 15   | 70   | 15 | Normal        | ○  |
| 43  | Fire Fang    | Fire   | Physical | 65   | 95   | 15 | Normal        | ○  |
| 50  | Last Resort  | Normal | Physical | 130  | 100  | 5  | Normal        | ○  |
| 57  | Smog         | Poison | Special  | 20   | 70   | 20 | Normal        | —  |
| 64  | Scary Face   | Normal | Status   | —    | 90   | 10 | Normal        | —  |
| 71  | Fire Blast   | Fire   | Special  | 120  | 85   | 5  | Normal        | —  |
| 78  | Lava Plume   | Fire   | Special  | 80   | 100  | 15 | 2 Foes/1 Ally | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range      | DA |
|--------------|----------|----------|------|------|----|------------|----|
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal     | —  |
| Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally     | —  |
| Last Resort  | Normal   | Physical | 130  | 100  | 5  | Normal     | ○  |
| Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes     | —  |
| Heal Bell    | Normal   | Status   | —    | —    | 5  | All Allies | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal     | —  |
| Superpower   | Fighting | Physical | 120  | 100  | 5  | Normal     | ○  |
| Heat Wave    | Fire     | Special  | 100  | 90   | 10 | 2 Foes     | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|----------|----------|------|------|----|---------|----|
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20 | Normal  | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal  | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal  | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | —  | All     | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal  | —  |
| TM17 | Protect      | Normal   | Status   | —    | 10   | —  | Self    | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | —  | All     | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal  | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal  | ○  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal  | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self    | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal  | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5  | Normal  | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal  | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self    | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal  | —  |
| TM50 | Overheat     | Fire     | Special  | 140  | 90   | 5  | Normal  | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM61 | Will-O-Wisp  | Fire     | Status   | —    | 75   | 15 | Normal  | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal  | ○  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes  | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal  | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal  | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self    | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal  | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal  | ○  |

No. 136 | Flame Pokémon  
Flareon

Fire



- HEIGHT: 2'11"
- WEIGHT: 55.1 lbs.
- ITEMS: None

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Flash Fire

## ● STATS



## ● EGG GROUPS

Field

## ● PERFORMANCE

SPEED ★★☆☆☆  
POWER ★★☆☆☆  
SKILL ★★☆☆☆

STAMINA ★★☆☆☆  
JUMP ★★☆☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Use Fire Stone on Eevee

**Pokémon SoulSilver** Use Fire Stone on Eevee

**Pokémon Diamond** Use Fire Stone on Eevee

**Pokémon Pearl** Use Fire Stone on Eevee

**Pokémon Platinum** Use Fire Stone on Eevee

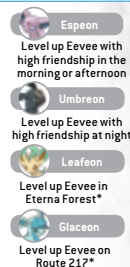
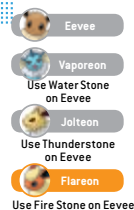
**Pokémon HeartGold**

It stores some of the air it inhales in its internal flame pouch, which heats it to over 3,000 degrees Fahrenheit.

**Pokémon SoulSilver**

It fluffs out its fur collar to cool down its body temperature, which can reach 1,650 degrees Fahrenheit.

## ● EVOLUTION

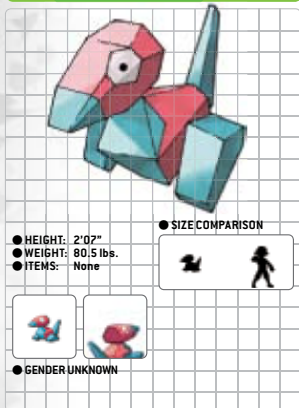


\* Unable to evolve in *Pokémon HeartGold* or *SoulSilver* Version. Transfer from *Diamond*, *Pearl*, or *Platinum* Version.

# No. 137 | Virtual Pokémon

## Porygon

Normal



## SIZE COMPARISON



- HEIGHT: 2'02"
- WEIGHT: 80.5 lbs.
- ITEMS: None



● GENDER UNKNOWN

## ABILITIES

- Trace
- Download

## EGG GROUPS

Mineral

## STATS



## PERFORMANCE

SPEED ★★☆☆  
POWER ★★☆☆  
SKILL ★★☆☆

STAMINA ★★☆☆☆  
JUMP ★★☆☆

## MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Celadon Game Corner prize (9,999 Coins)

**Pokémon SoulSilver** Celadon Game Corner prize (9,999 Coins)

**Pokémon Diamond** Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)

**Pokémon Pearl** Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)

**Pokémon Platinum** Receive from a man in a house in Veilstone City

**Pokémon HeartGold** **Pokémon SoulSilver**

It is a manmade Pokémon. Since it doesn't breathe, people are eager to try it in any environment.

A manmade Pokémon that came about as a result of research. It is programmed with only basic motions.

## EVOLUTION



## LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|--------------|----------|----------|------|------|----|---------------|----|
| 1   | Conversion 2 | Normal   | Status   | —    | —    | 30 | Self          | —  |
| 1   | Tackle       | Normal   | Physical | 35   | 95   | 35 | Normal        | ○  |
| 1   | Conversion   | Normal   | Status   | —    | —    | 30 | Self          | —  |
| 1   | Sharpen      | Normal   | Status   | —    | —    | 30 | Self          | —  |
| 7   | Psybeam      | Psychic  | Special  | 65   | 100  | 20 | Normal        | —  |
| 12  | Agility      | Psychic  | Status   | —    | —    | 30 | Self          | —  |
| 18  | Recover      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| 23  | Magnet Rise  | Electric | Status   | —    | —    | 10 | Self          | —  |
| 29  | Signal Beam  | Bug      | Special  | 75   | 100  | 15 | Normal        | —  |
| 34  | Recycle      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| 40  | Discharge    | Electric | Special  | 80   | 100  | 15 | 2 Foes/1 Ally | —  |
| 45  | Lock-On      | Normal   | Status   | —    | —    | 5  | Normal        | —  |
| 51  | Tri Attack   | Normal   | Special  | 80   | 100  | 10 | Normal        | —  |
| 56  | Magic Coat   | Psychic  | Status   | —    | —    | 15 | Self          | —  |
| 62  | Zap Cannon   | Electric | Special  | 120  | 50   | 5  | Normal        | —  |

## MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

## BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|---------|----------|------|------|----|--------|----|
| Icy Wind     | Ice     | Special  | 55   | 95   | 15 | 2 Foes | —  |
| Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal | ○  |
| Trick        | Psychic | Status   | —    | 100  | 10 | Normal | —  |
| Snore        | Normal  | Special  | 40   | 100  | 15 | Normal | —  |
| Last Resort  | Normal  | Physical | 130  | 100  | 5  | Normal | ○  |
| Swift        | Normal  | Special  | 60   | —    | 20 | 2 Foes | —  |
| Gravity      | Psychic | Status   | —    | —    | 5  | All    | —  |
| Magic Coat   | Psychic | Status   | —    | —    | 15 | Self   | —  |
| Signal Beam  | Bug     | Special  | 75   | 100  | 15 | Normal | —  |
| Pain Split   | Normal  | Status   | —    | —    | 20 | Normal | —  |

## TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP  | Range   | DA |
|------|--------------|----------|----------|------|------|-----|---------|----|
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10  | Normal  | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15  | Normal  | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | All | —       | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10  | Normal  | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5   | 2 Foes  | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5   | Normal  | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10  | Self    | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | All | —       | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20  | Normal  | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10  | Normal  | —  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15  | Normal  | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15  | Normal  | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10  | Normal  | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20  | Normal  | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10  | Normal  | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15  | Normal  | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15  | Self    | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20  | Normal  | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20  | Normal  | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20  | Normal  | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20  | Normal  | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10  | Self    | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10  | Normal  | ○  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10  | Normal  | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10  | Self    | —  |
| TM67 | Recycle      | Normal   | Status   | —    | —    | 10  | Self    | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5   | Normal  | —  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20  | Normal  | ○  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20  | Normal  | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10  | Normal  | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10  | Depends | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15  | Normal  | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15  | Normal  | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15  | Normal  | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10  | Self    | —  |
| TM92 | Trick Room   | Psychic  | Status   | —    | —    | 5   | All     | —  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|--------|----------|------|------|----|--------|----|
| 1   | Constrict    | Normal | Physical | 10   | 100  | 35 | Normal | ○  |
| 1   | Withdraw     | Water  | Status   | —    | —    | 40 | Self   | ○  |
| 7   | Bite         | Dark   | Physical | 60   | 100  | 25 | Normal | ○  |
| 10  | Water Gun    | Water  | Special  | 40   | 100  | 25 | Normal | ○  |
| 16  | Rollout      | Rock   | Physical | 30   | 90   | 20 | Normal | ○  |
| 19  | Leer         | Normal | Status   | —    | 100  | 30 | 2 Foes | ○  |
| 25  | Mud Shot     | Ground | Special  | 55   | 95   | 15 | Normal | —  |
| 28  | Brine        | Water  | Special  | 65   | 100  | 10 | Normal | —  |
| 34  | Protect      | Normal | Status   | —    | —    | 10 | Self   | —  |
| 37  | AncientPower | Rock   | Special  | 60   | 100  | 5  | Normal | —  |
| 43  | Tickle       | Normal | Status   | —    | 100  | 20 | Normal | —  |
| 46  | Rock Blast   | Rock   | Physical | 25   | 80   | 10 | Normal | —  |
| 52  | Hydro Pump   | Water  | Special  | 120  | 80   | 5  | Normal | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Dive         | Water  | Physical | 80   | 100  | 10 | Normal | ○  |
| Icy Wind     | Ice    | Special  | 55   | 95   | 15 | 2 Foes | ○  |
| Knock Off    | Dark   | Physical | 20   | 100  | 20 | Normal | ○  |
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal | ○  |
| Rollout      | Rock   | Physical | 30   | 90   | 20 | Normal | ○  |
| AncientPower | Rock   | Special  | 60   | 100  | 5  | Normal | —  |
| Earth Power  | Ground | Special  | 90   | 100  | 10 | Normal | —  |
| Iron Defense | Steel  | Status   | —    | —    | 15 | Self   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP      | Range         | DA |
|------|--------------|----------|----------|------|------|---------|---------------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20      | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10      | Normal        | —  |
| TM07 | Hail         | Ice      | Status   | —    | 10   | All     | —             | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15      | Normal        | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10      | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5       | 2 Foes        | —  |
| TM17 | Protect      | Normal   | Status   | —    | 10   | Self    | —             | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | All     | —             | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20      | Normal        | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20      | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | 15   | Self    | —             | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | 10   | All     | —             | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10      | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20      | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20      | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | 10   | Self    | —             | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15      | Normal        | —  |
| TM46 | Theft        | Dark     | Physical | 40   | 100  | 10      | Normal        | ○  |
| TM55 | Brine        | Water    | Special  | 65   | 100  | 10      | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | 10   | Self    | —             | —  |
| TM59 | Rock Polish  | Rock     | Status   | —    | 20   | Self    | —             | —  |
| TM74 | Gyro Ball    | Steel    | Physical | —    | 100  | 5       | Normal        | ○  |
| TM76 | Stealth Rock | Rock     | Status   | —    | 20   | 2 Foes  | —             | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20      | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10      | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | 10   | Depends | —             | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15      | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15      | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | 10   | Self    | —             | —  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15      | 2 Foes/1 Ally | ○  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15      | Normal        | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15      | Normal        | ○  |
| HM07 | Waterfall    | Water    | Physical | 80   | 100  | 15      | Normal        | ○  |

## ● EGG MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP     | Range  | DA |
|--------------|--------|----------|------|------|--------|--------|----|
| BubbleBeam   | Water  | Special  | 65   | 100  | 20     | Normal | —  |
| Aurora Beam  | Ice    | Special  | 65   | 100  | 20     | Normal | —  |
| Slam         | Normal | Physical | 80   | 75   | 20     | Normal | ○  |
| Supersonic   | Normal | Status   | —    | 55   | 20     | Normal | —  |
| Haze         | Ice    | Status   | —    | 30   | All    | —      | —  |
| Rock Slide   | Rock   | Physical | 75   | 90   | 10     | 2 Foes | —  |
| Spikes       | Ground | Status   | —    | 20   | 2 Foes | —      | —  |
| Knock Off    | Dark   | Physical | 20   | 100  | 20     | Normal | ○  |
| Wring Out    | Normal | Special  | —    | 100  | 5      | Normal | ○  |
| Toxic Spikes | Poison | Status   | —    | 20   | 2 Foes | —      | —  |
| Muddy Water  | Water  | Special  | 95   | 85   | 10     | 2 Foes | —  |

No. 138 | Spiral Pokémon  
**Omanyte**

Rock Water



- HEIGHT: 1'04"
- WEIGHT: 16.5 lbs.
- ITEMS: None

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Swift Swim
- Shell Armor

## ● STATS



## ● EGG GROUPS

Water 1

Water 3

## ● PERFORMANCE

SPEED ★★☆☆  
POWER ★★☆☆  
SKILL ★★☆☆STAMINA ★★☆☆  
JUMP ★★☆☆

## ● MAIN WAYS TO OBTAIN

## Pokémon HeartGold

Have the Helix Fossil restored at the Pewter Museum of Science

## Pokémon SoulSilver

—

## Pokémon Diamond

After obtaining the National Pokédex, find the Helix Fossil in the Underground and have it restored at the Oreburgh Mining Museum

## Pokémon Pearl

After obtaining the National Pokédex, find the Helix Fossil in the Underground and have it restored at the Oreburgh Mining Museum

## Pokémon Platinum

After obtaining the National Pokédex, find the Helix Fossil in the Underground and have it restored at the Oreburgh Mining Museum

## Pokémon HeartGold

Revived from an ancient fossil, this Pokémon uses air stored in its shell to sink and rise in water.

## Pokémon SoulSilver

This Pokémon from ancient times is said to have navigated the sea by adeptly twisting its 10 tentacles.

## ● EVOLUTION



Lv. 40

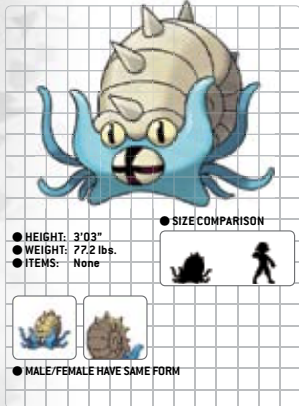


Omanyte

Omasstar

# No. 139 | Spiral Pokémon

## Omastar

Rock Water


- HEIGHT: 3'03"
- WEIGHT: 77.2 lbs.
- ITEMS: None

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Swift Swim
- Shell Armor

## ● STATS



## ● EGG GROUPS

- Water 1
- Water 3

## ● PERFORMANCE

SPEED ★★☆☆

POWER ★★☆☆

SKILL ★★☆☆

STAMINA ★★☆☆

JUMP ★★☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Level up 0manyte to Lv. 40

**Pokémon SoulSilver** —

**Pokémon Diamond** Level up 0manyte to Lv. 40

**Pokémon Pearl** Level up 0manyte to Lv. 40

**Pokémon Platinum** Level up 0manyte to Lv. 40

**Pokémon HeartGold**

Apparently, it cracked SHELLDER's shell with its sharp fangs and sucked out the insides.

**Pokémon SoulSilver**

Once wrapped around its prey, it never lets go. It eats the prey by tearing at it with sharp fangs.

## ● EVOLUTION



Lv. 40



Omastar

Omastar

## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|--------|----------|------|------|----|--------|----|
| 1   | Constrict    | Normal | Physical | 10   | 100  | 35 | Normal | ○  |
| 1   | Withdraw     | Water  | Status   | —    | —    | 40 | Self   | —  |
| 1   | Bite         | Dark   | Physical | 60   | 100  | 25 | Normal | ○  |
| 7   | Bite         | Dark   | Physical | 60   | 100  | 25 | Normal | ○  |
| 10  | Water Gun    | Water  | Special  | 40   | 100  | 25 | Normal | —  |
| 16  | Rollout      | Rock   | Physical | 30   | 90   | 20 | Normal | ○  |
| 19  | Leer         | Normal | Status   | —    | 100  | 30 | 2 Foes | —  |
| 25  | Mud Shot     | Ground | Special  | 55   | 95   | 15 | Normal | —  |
| 28  | Brine        | Water  | Special  | 65   | 100  | 10 | Normal | —  |
| 34  | Protect      | Normal | Status   | —    | —    | 10 | Self   | —  |
| 37  | AncientPower | Rock   | Special  | 60   | 100  | 5  | Normal | —  |
| 40  | Spike Cannon | Normal | Physical | 20   | 100  | 15 | Normal | —  |
| 48  | Tickle       | Normal | Status   | —    | 100  | 20 | Normal | —  |
| 56  | Rock Blast   | Rock   | Physical | 25   | 80   | 10 | Normal | —  |
| 67  | Hydro Pump   | Water  | Special  | 120  | 80   | 5  | Normal | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Dive         | Water  | Physical | 80   | 100  | 10 | Normal | ○  |
| Icy Wind     | Ice    | Special  | 55   | 95   | 15 | 2 Foes | —  |
| Knock Off    | Dark   | Physical | 20   | 100  | 20 | Normal | ○  |
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Rollout      | Rock   | Physical | 30   | 90   | 20 | Normal | ○  |
| AncientPower | Rock   | Special  | 60   | 100  | 5  | Normal | —  |
| Earth Power  | Ground | Special  | 90   | 100  | 10 | Normal | —  |
| Iron Defense | Steel  | Status   | —    | —    | 15 | Self   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP     | Range         | DA |
|------|--------------|----------|----------|------|------|--------|---------------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20     | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10     | Normal        | —  |
| TM07 | Hail         | Ice      | Status   | —    | 10   | All    | —             | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15     | Normal        | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10     | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5      | 2 Foes        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5      | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10     | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | All    | —             | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20     | Normal        | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20     | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15     | Self          | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10     | All           | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10     | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20     | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20     | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10     | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15     | Normal        | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10     | Normal        | ○  |
| TM55 | Brine        | Water    | Special  | 65   | 100  | 10     | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10     | Self          | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5      | Normal        | ○  |
| TM69 | Rock Polish  | Rock     | Status   | —    | —    | 20     | Self          | —  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5      | Normal        | —  |
| TM74 | Gyro Ball    | Steel    | Physical | —    | 100  | 5      | Normal        | ○  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20     | 2 Foes        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20     | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10     | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10     | Depends       | —  |
| TM83 | Natural Gift | Physical | —        | 100  | 15   | Normal | —             | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15     | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10     | Self          | —  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15     | 2 Foes/1 Ally | —  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15     | Normal        | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15     | Normal        | ○  |
| HM07 | Waterfall    | Water    | Physical | 80   | 100  | 15     | Normal        | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20     | Normal        | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|--------|----------|------|------|----|--------|----|
| 1   | Scratch      | Normal | Physical | 40   | 100  | 35 | Normal | ○  |
| 1   | Harden       | Normal | Status   | —    | —    | 30 | Self   | ○  |
| 6   | Absorb       | Grass  | Special  | 20   | 100  | 25 | Normal | —  |
| 11  | Leer         | Normal | Status   | —    | 100  | 30 | 2 Foes | —  |
| 16  | Mud Shot     | Ground | Special  | 55   | 95   | 15 | Normal | —  |
| 21  | Sand-Attack  | Ground | Status   | —    | 100  | 15 | Normal | —  |
| 26  | Endure       | Normal | Status   | —    | —    | 10 | Self   | ○  |
| 31  | Aqua Jet     | Water  | Physical | 40   | 100  | 20 | Normal | ○  |
| 36  | Mega Drain   | Grass  | Special  | 40   | 100  | 15 | Normal | —  |
| 41  | Metal Sound  | Steel  | Status   | —    | 85   | 40 | Normal | —  |
| 46  | AncientPower | Rock   | Special  | 60   | 100  | 5  | Normal | —  |
| 51  | Wring Out    | Normal | Special  | —    | 100  | 5  | Normal | ○  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Icy Wind     | Ice    | Special  | 55   | 95   | 15 | 2 Foes | —  |
| Knock Off    | Dark   | Physical | 20   | 100  | 20 | Normal | ○  |
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Mud-Slap     | Ground | Special  | 20   | 100  | 10 | Normal | —  |
| Rollout      | Rock   | Physical | 30   | 90   | 20 | Normal | ○  |
| AncientPower | Rock   | Special  | 60   | 100  | 5  | Normal | —  |
| Earth Power  | Ground | Special  | 90   | 100  | 10 | Normal | —  |
| Iron Defense | Steel  | Status   | —    | —    | 15 | Self   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP  | Range         | DA |
|------|--------------|----------|----------|------|------|-----|---------------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20  | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10  | Normal        | —  |
| TM07 | Hail         | Ice      | Status   | —    | 10   | All | —             |    |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15  | Normal        | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10  | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5   | 2 Foes        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10  | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | All | —             |    |
| TM19 | Giga Drain   | Grass    | Special  | 60   | 100  | 10  | Normal        | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20  | Normal        | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20  | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10  | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15  | Self          | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | 10   | All | —             |    |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10  | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20  | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20  | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10  | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15  | Normal        | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10  | Normal        | ○  |
| TM55 | Brine        | Water    | Special  | 65   | 100  | 10  | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10  | Self          | —  |
| TM69 | Rock Polish  | Rock     | Status   | —    | —    | 20  | Self          | —  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20  | 2 Foes        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20  | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10  | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10  | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15  | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15  | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10  | Self          | —  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15  | 2 Foes/1 Ally | —  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15  | Normal        | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15  | Normal        | ○  |
| HM07 | Waterfall    | Water    | Physical | 80   | 100  | 15  | Normal        | ○  |

## ● EGG MOVES

| Name        | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-------------|--------|----------|------|------|----|--------|----|
| BubbleBeam  | Water  | Special  | 65   | 100  | 20 | Normal | —  |
| Aurora Beam | Ice    | Special  | 65   | 100  | 20 | Normal | —  |
| Rapid Spin  | Normal | Physical | 20   | 100  | 40 | Normal | ○  |
| Dig         | Ground | Physical | 80   | 100  | 10 | Normal | ○  |
| Flail       | Normal | Physical | —    | 100  | 15 | Normal | ○  |
| Knock Off   | Dark   | Physical | 20   | 100  | 20 | Normal | —  |
| Confuse Ray | Ghost  | Status   | —    | 100  | 10 | Normal | —  |
| Mud Shot    | Ground | Special  | 55   | 95   | 15 | Normal | —  |
| Icy Wind    | Ice    | Special  | 55   | 95   | 15 | 2 Foes | —  |
| Scream      | Normal | Status   | —    | 85   | 40 | Normal | —  |



## No. 140 | Shellfish Pokémon

Kabuto

Rock

Water



- HEIGHT: 1'08"
- WEIGHT: 25.4 lbs.
- ITEMS: None

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Swift Swim
- Battle Armor

## ● STATS



## ● EGG GROUPS

Water 1

Water 3

## ● PERFORMANCE

SPEED ★★☆☆  
POWER ★★☆☆  
SKILL ★★☆☆

STAMINA ★★☆☆  
JUMP ★★☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** —

**Pokémon SoulSilver**

Have the Dome Fossil restored at the Pewter Museum of Science

**Pokémon Diamond**

After obtaining the National Pokédex, find the Dome Fossil in the Underground and have it restored at Oreburgh Mine Museum

**Pokémon Pearl**

After obtaining the National Pokédex, find the Dome Fossil in the Underground and have it restored at Oreburgh Mine Museum

**Pokémon Platinum**

After obtaining the National Pokédex, find the Dome Fossil in the Underground and have it restored at Oreburgh Mine Museum

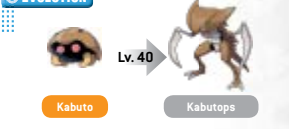
**Pokémon HeartGold**

On rare occasions, some have been found as fossils which they became while hiding on the ocean floor.

**Pokémon SoulSilver**

This Pokémon lived in ancient times. On rare occasions, it has been discovered as a living fossil.

## ● EVOLUTION

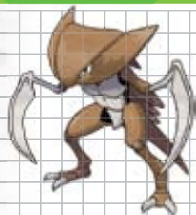




No. 141 | Shellfish Pokémon

## Kabutops

Rock Water



## ● SIZE COMPARISON

- HEIGHT: 4'03"
- WEIGHT: 89.3 lbs.
- ITEMS: None



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Swift Swim
- Battle Armor

## ● EGG GROUPS

- Water 1
- Water 3

## ● PERFORMANCE

SPEED ★★★★★☆  
POWER ★★★★★☆  
SKILL ★★★★★☆

STAMINA ★★★★★☆  
JUMP ★★★★★☆

## ● STATS



## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** —

**Pokémon SoulSilver** Level up Kabuto to Lv. 40

**Pokémon Diamond** Level up Kabuto to Lv. 40

**Pokémon Pearl** Level up Kabuto to Lv. 40

**Pokémon Platinum** Level up Kabuto to Lv. 40

**Pokémon HeartGold**

In the water, it tucks in its limbs to become more compact, then it wiggles its shell to swim fast.

**Pokémon SoulSilver**

With sharp claws, this ferocious, ancient Pokémon rips apart prey and sucks their body fluids.

## ● EVOLUTION



Lv. 40



Kabuto

Kabutops

## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|--------|----------|------|------|----|--------|----|
| 1   | Feint        | Normal | Physical | 50   | 100  | 10 | Normal | —  |
| 1   | Scratch      | Normal | Physical | 40   | 100  | 35 | Normal | ○  |
| 1   | Harden       | Normal | Status   | —    | —    | 30 | Self   | —  |
| 1   | Absorb       | Grass  | Special  | 20   | 100  | 25 | Normal | —  |
| 1   | Leer         | Normal | Status   | —    | 100  | 30 | 2 Foes | —  |
| 6   | Absorb       | Grass  | Special  | 20   | 100  | 25 | Normal | —  |
| 11  | Leer         | Normal | Status   | —    | 100  | 30 | 2 Foes | —  |
| 16  | Mud Shot     | Ground | Special  | 55   | 95   | 15 | Normal | —  |
| 21  | Sand-Attack  | Ground | Status   | —    | 100  | 15 | Normal | —  |
| 26  | Endure       | Normal | Status   | —    | —    | 10 | Self   | —  |
| 31  | Aqua Jet     | Water  | Physical | 40   | 100  | 20 | Normal | ○  |
| 36  | Mega Drain   | Grass  | Special  | 40   | 100  | 15 | Normal | —  |
| 40  | Slash        | Normal | Physical | 70   | 100  | 20 | Normal | ○  |
| 45  | Metal Sound  | Steel  | Status   | —    | 85   | 40 | Normal | —  |
| 54  | AncientPower | Rock   | Special  | 60   | 100  | 5  | Normal | ○  |
| 63  | Wring Out    | Normal | Special  | —    | 100  | 5  | Normal | ○  |
| 72  | Night Slash  | Dark   | Physical | 70   | 100  | 15 | Normal | ○  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Dive         | Water    | Physical | 80   | 100  | 10 | Normal | ○  |
| Fury Cutter  | Bug      | Physical | 10   | 95   | 20 | Normal | ○  |
| Icy Wind     | Ice      | Special  | 55   | 95   | 15 | 2 Foes | —  |
| Knock Off    | Dark     | Physical | 20   | 100  | 20 | Normal | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | ○  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | ○  |
| Rollout      | Rock     | Physical | 30   | 90   | 20 | Normal | ○  |
| Superpower   | Fighting | Physical | 120  | 100  | 5  | Normal | ○  |
| Aqua Tail    | Water    | Physical | 90   | 90   | 10 | Normal | ○  |
| AncientPower | Rock     | Special  | 60   | 100  | 5  | Normal | ○  |
| Earth Power  | Ground   | Special  | 90   | 100  | 10 | Normal | —  |
| Iron Defense | Steel    | Status   | —    | —    | 15 | Self   | —  |
| Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM07 | Hail         | Ice      | Status   | —    | —    | 10 | All           | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM19 | Giga Drain   | Grass    | Special  | 60   | 100  | 10 | Normal        | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10 | All           | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal        | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal        | ○  |
| TM55 | Brine        | Water    | Special  | 65   | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM69 | Rock Polish  | Rock     | Status   | —    | —    | 20 | Self          | —  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5  | Normal        | —  |
| TM75 | Swords Dance | Normal   | Status   | —    | —    | 30 | Self          | —  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20 | 2 Foes        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM81 | X-Scissor    | Bug      | Physical | 80   | 100  | 15 | Normal        | ○  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal        | ○  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | —  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15 | Normal        | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM07 | Waterfall    | Water    | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20 | Normal        | ○  |



## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|----------|----------|------|------|----|--------|----|
| 1   | Ice Fang     | Ice      | Physical | 65   | 95   | 15 | Normal | ○  |
| 1   | Fire Fang    | Fire     | Physical | 65   | 95   | 15 | Normal | ○  |
| 1   | Thunder Fang | Electric | Physical | 65   | 95   | 15 | Normal | ○  |
| 1   | Wing Attack  | Flying   | Physical | 60   | 100  | 35 | Normal | ○  |
| 1   | Supersonic   | Normal   | Status   | —    | 55   | 20 | Normal | ○  |
| 1   | Bite         | Dark     | Physical | 60   | 100  | 25 | Normal | ○  |
| 1   | Scary Face   | Normal   | Status   | —    | 90   | 10 | Normal | —  |
| 9   | Roar         | Normal   | Status   | —    | 100  | 20 | Normal | —  |
| 17  | Agility      | Psychic  | Status   | —    | 30   | —  | Self   | —  |
| 25  | AncientPower | Rock     | Special  | 60   | 100  | 5  | Normal | —  |
| 33  | Crunch       | Dark     | Physical | 80   | 100  | 15 | Normal | ○  |
| 41  | Take Down    | Normal   | Physical | 90   | 85   | 20 | Normal | ○  |
| 49  | Iron Head    | Steel    | Physical | 80   | 100  | 15 | Normal | ○  |
| 57  | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal | ○  |
| 65  | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes | ○  |
| 73  | Giga Impact  | Physical | Physical | 150  | 90   | 5  | Normal | ○  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|--------|----------|------|------|----|----------|----|
| Ominous Wind | Ghost  | Special  | 60   | 100  | 5  | Normal   | —  |
| Air Cutter   | Flying | Special  | 55   | 95   | 25 | 2 Foes   | —  |
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal   | —  |
| Swift        | Normal | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Tailwind     | Flying | Status   | —    | —    | 30 | 2 Allies | —  |
| Iron Head    | Steel  | Physical | 80   | 100  | 15 | Normal   | ○  |
| Aqua Tail    | Water  | Physical | 90   | 90   | 10 | Normal   | ○  |
| AncientPower | Rock   | Special  | 60   | 100  | 5  | Normal   | —  |
| Earth Power  | Ground | Special  | 90   | 100  | 10 | Normal   | —  |
| Twister      | Dragon | Special  | 40   | 100  | 20 | 2 Foes   | —  |
| Heat Wave    | Fire   | Special  | 100  | 90   | 10 | 2 Foes   | —  |
| Sky Attack   | Flying | Physical | 140  | 90   | 5  | Normal   | —  |

## ● TM &amp; HM MOVES

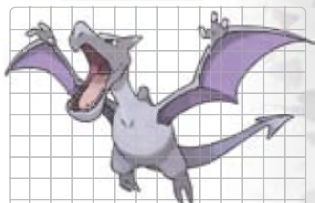
| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP     | Range         | DA |
|------|--------------|----------|----------|------|------|--------|---------------|----|
| TM02 | Dragon Claw  | Dragon   | Physical | 80   | 100  | 15     | Normal        | ○  |
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20     | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10     | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15     | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | —      | All           | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20     | Normal        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5      | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | 10   | —      | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | —      | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20     | Normal        | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15     | Normal        | ○  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10     | 2 Foes/1 Ally | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20     | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | 15   | —      | Self          | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15     | Normal        | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | 10   | —      | All           | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5      | Normal        | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10     | Normal        | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20     | Normal        | ○  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15     | Normal        | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 20   | 20     | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 20   | 20     | Normal        | ○  |
| TM44 | Rest         | Psychic  | Status   | —    | 10   | —      | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15     | Normal        | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10     | Normal        | ○  |
| TM47 | Steel Wing   | Steel    | Physical | 70   | 90   | 25     | Normal        | ○  |
| TM51 | Roost        | Flying   | Status   | —    | 10   | —      | Self          | —  |
| TM58 | Endure       | Normal   | Status   | —    | 10   | —      | Self          | —  |
| TM59 | Dragon Pulse | Dragon   | Special  | 90   | 100  | 10     | Normal        | —  |
| TM66 | Payback      | Dark     | Physical | 90   | 100  | 10     | Normal        | ○  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5      | Normal        | ○  |
| TM69 | Rock Polish  | Rock     | Status   | —    | 20   | —      | Self          | —  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5      | Normal        | —  |
| TM76 | Stealth Rock | Rock     | Status   | —    | 20   | 2 Foes | —             | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20     | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10     | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | 10   | —      | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15     | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15     | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | 10   | —      | Self          | —  |
| HM02 | Fly          | Flying   | Physical | 90   | 95   | 15     | Normal        | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15     | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15     | Normal        | ○  |

## ● EGG MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range       | DA |
|--------------|--------|----------|------|------|----|-------------|----|
| Whirlwind    | Normal | Status   | —    | 100  | 20 | Normal      | —  |
| Pursuit      | Dark   | Physical | 40   | 100  | 20 | Normal      | ○  |
| Foresight    | Normal | Status   | —    | 40   | —  | Normal      | —  |
| Steel Wing   | Steel  | Physical | 70   | 90   | 25 | Normal      | ○  |
| DragonBreath | Dragon | Special  | 60   | 100  | 20 | Normal      | —  |
| Curse        | ???    | Status   | —    | 10   | —  | Normal/Self | —  |
| Assurance    | Dark   | Physical | 50   | 100  | 10 | Normal      | ○  |

No. 142 | Fossil Pokémon  
**Aerodactyl**

Rock Flying



- HEIGHT: 5'11"
- WEIGHT: 130.1 lbs.
- ITEMS: None

## ● SIZE COMPARISON



## ● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Rock Head
- Pressure

## ● STATS



## ● EGG GROUPS

Flying

## ● PERFORMANCE

SPEED ★★★★★ STAMINA ★★☆☆  
POWER ★★★☆☆ JUMP ★★★★★  
SKILL ★★☆☆☆

## ● MAIN WAYS TO OBTAIN

## Pokémon HeartGold

Have the Old Amber restored at the Pewter Museum of Science

## Pokémon SoulSilver

Have the Old Amber restored at the Pewter Museum of Science

## Pokémon Diamond

After obtaining the National Pokédex, find the Old Amber in the Underground and have it restored at Oreburgh Mine Museum

## Pokémon Pearl

After obtaining the National Pokédex, find the Old Amber in the Underground and have it restored at Oreburgh Mine Museum

## Pokémon Platinum

After obtaining the National Pokédex, find the Old Amber in the Underground and have it restored at Oreburgh Mine Museum

## Pokémon HeartGold

It can transform into anything. When it sleeps, it changes into a stone to avoid being attacked.

## Pokémon SoulSilver

Its transformation ability is perfect. However, if made to laugh, it can't maintain its disguise.

## ● EVOLUTION

Does not evolve

No. 143 | Sleeping Pokémon  
**Snorlax**

Normal



## ● SIZE COMPARISON

- HEIGHT: 6'11"
- WEIGHT: 1,014.1 lbs.
- ITEMS: None



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Immunity
- Thick Fat

## ● EGG GROUPS

Monster

## ● PERFORMANCE

SPEED ★☆☆☆  
POWER ★☆☆☆  
SKILL ★★★★★

STAMINA ★★★★★☆  
JUMP ★★★★★

## ● MAIN TIPS TO OBTAIN

**Pokémon HeartGold**

Wake up the sleeping Snorlax on Route 11 by tuning the radio to the Poké Flute

**Pokémon SoulSilver**

Wake up the sleeping Snorlax on Route 11 by tuning the radio to the Poké Flute

**Pokémon Diamond**

Level up Munchlax with high friendship

**Pokémon Pearl**

Level up Munchlax with high friendship

**Pokémon Platinum**

Level up Munchlax with high friendship

**Pokémon HeartGold**

What sounds like its cry may actually be its snores or the rumblings of its hungry belly.

**Pokémon SoulSilver**

Its stomach's digestive juices can dissolve any kind of poison. It can even eat things off the ground.

## ● EVOLUTION



Munchlax

Level it up with high friendship



Snorlax

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range   | DA |
|-----|--------------|---------|----------|------|------|----|---------|----|
| 1   | Tackle       | Normal  | Physical | 35   | 95   | 35 | Normal  | ○  |
| 4   | Defense Curl | Normal  | Status   | —    | —    | 40 | Self    | —  |
| 9   | Amnesia      | Psychic | Status   | —    | —    | 30 | Self    | —  |
| 12  | Lick         | Ghost   | Physical | 20   | 100  | 20 | Normal  | ○  |
| 17  | Belly Drum   | Normal  | Status   | —    | —    | 10 | Self    | —  |
| 20  | Yawn         | Normal  | Status   | —    | —    | 10 | Normal  | —  |
| 25  | Rest         | Psychic | Status   | —    | —    | 10 | Self    | —  |
| 28  | Snore        | Normal  | Special  | 40   | 100  | 15 | Normal  | —  |
| 28  | Sleep Talk   | Normal  | Status   | —    | —    | 10 | Depends | ○  |
| 33  | Body Slam    | Normal  | Physical | 85   | 100  | 15 | Normal  | —  |
| 36  | Block        | Normal  | Status   | —    | —    | 5  | Normal  | —  |
| 41  | Rollout      | Rock    | Physical | 30   | 90   | 20 | Normal  | ○  |
| 44  | Crunch       | Dark    | Physical | 80   | 100  | 15 | Normal  | ○  |
| 49  | Giga Impact  | Normal  | Physical | 150  | 90   | 5  | Normal  | ○  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|----------|----------|------|------|----|----------|----|
| Icy Wind     | Ice      | Special  | 55   | 95   | 15 | 2 Foes   | —  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal   | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal   | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal   | ○  |
| Zen Headbutt | Psychic  | Physical | 80   | 90   | 15 | Normal   | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal   | —  |
| Last Resort  | Normal   | Physical | 130  | 100  | 5  | Normal   | ○  |
| Block        | Normal   | Status   | —    | —    | 5  | Normal   | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal   | —  |
| Rollout      | Rock     | Physical | 30   | 90   | 20 | Normal   | ○  |
| Superpower   | Fighting | Physical | 120  | 100  | 5  | Normal   | ○  |
| Iron Head    | Steel    | Physical | 80   | 100  | 15 | Normal   | ○  |
| Outrage      | Dragon   | Physical | 120  | 100  | 15 | 1 Random | ○  |
| Gunk Shot    | Poison   | Physical | 120  | 70   | 5  | Normal   | ○  |
| Seed Bomb    | Grass    | Physical | 80   | 100  | 15 | Normal   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal        | ○  |
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal        | —  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal        | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal        | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal        | —  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal        | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal        | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10 | All           | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5  | Normal        | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5  | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM67 | Recycle      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15 | Normal        | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20 | Normal        | ○  |

## ● EGG MOVES

| Name        | Type     | Kind     | Pow. | Acc. | PP | Range       | DA |
|-------------|----------|----------|------|------|----|-------------|----|
| Lick        | Ghost    | Physical | 20   | 100  | 30 | Normal      | ○  |
| Charm       | Normal   | Status   | —    | 100  | 20 | Normal      | —  |
| Double-Edge | Normal   | Physical | 120  | 100  | 15 | Normal      | ○  |
| Curse       | ???      | Status   | —    | —    | 10 | Normal/Self | —  |
| Fissure     | Ground   | Physical | —    | 30   | 5  | Normal      | —  |
| Substitute  | Normal   | Status   | —    | —    | 10 | Self        | —  |
| Whirlwind   | Normal   | Status   | —    | 100  | 20 | Normal      | —  |
| Pursuit     | Dark     | Physical | 40   | 100  | 20 | Normal      | ○  |
| Counter     | Fighting | Physical | —    | 100  | 20 | Self        | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----|--------------|---------|----------|------|------|----|----------|----|
| 1   | Gust         | Flying  | Special  | 40   | 100  | 35 | Normal   | —  |
| 1   | Powder Snow  | Ice     | Special  | 40   | 100  | 25 | 2 Foes   | —  |
| 8   | Mist         | Ice     | Status   | —    | —    | 30 | 2 Allies | —  |
| 15  | Ice Shard    | Ice     | Physical | 40   | 100  | 30 | Normal   | —  |
| 22  | Mind Reader  | Normal  | Status   | —    | —    | 5  | Normal   | —  |
| 29  | AncientPower | Rock    | Special  | 60   | 100  | 5  | Normal   | —  |
| 36  | Agility      | Psychic | Status   | —    | —    | 30 | Self     | —  |
| 43  | Ice Beam     | Ice     | Special  | 95   | 100  | 10 | Normal   | —  |
| 50  | Reflect      | Psychic | Status   | —    | —    | 20 | 2 Allies | —  |
| 57  | Roost        | Flying  | Status   | —    | —    | 10 | Self     | —  |
| 64  | Tailwind     | Flying  | Status   | —    | —    | 30 | 2 Allies | —  |
| 71  | Blizzard     | Ice     | Special  | 120  | 70   | 5  | 2 Foes   | —  |
| 78  | Sheer Cold   | Ice     | Special  | —    | 30   | 5  | Normal   | —  |
| 85  | Hail         | Ice     | Status   | —    | —    | 10 | All      | —  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|--------|----------|------|------|----|----------|----|
| Icy Wind     | Ice    | Special  | 55   | 95   | 15 | 2 Foes   | —  |
| Ominous Wind | Ghost  | Special  | 60   | 100  | 5  | Normal   | —  |
| Air Cutter   | Flying | Special  | 55   | 95   | 25 | 2 Foes   | —  |
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal   | —  |
| Swift        | Normal | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Tailwind     | Flying | Status   | —    | —    | 30 | 2 Allies | —  |
| Mud-Slap     | Ground | Special  | 20   | 100  | 10 | Normal   | —  |
| AncientPower | Rock   | Special  | 60   | 100  | 5  | Normal   | —  |
| Signal Beam  | Bug    | Special  | 75   | 100  | 15 | Normal   | —  |
| Twister      | Dragon | Special  | 40   | 100  | 20 | 2 Foes   | —  |
| Sky Attack   | Flying | Physical | 140  | 90   | 5  | Normal   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|------|--------------|----------|----------|------|------|----|----------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal   | —  |
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20 | Normal   | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal   | —  |
| TM07 | Hail         | Ice      | Status   | —    | —    | 10 | All      | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal   | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All      | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal   | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes   | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal   | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All      | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self     | —  |
| TM33 | Reflect      | Psychic  | Status   | —    | —    | 20 | 2 Allies | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10 | All      | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal   | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal   | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self     | —  |
| TM47 | Steel Wing   | Steel    | Physical | 70   | 90   | 25 | Normal   | ○  |
| TM51 | Roost        | Flying   | Status   | —    | —    | 10 | Self     | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal   | ○  |
| TM72 | Avalanche    | Ice      | Physical | 60   | 100  | 10 | Normal   | ○  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends  | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal   | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal   | —  |
| TM89 | Pluck        | Flying   | Physical | 60   | 100  | 20 | Normal   | ○  |
| TM89 | U-turn       | Bug      | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self     | —  |
| HM02 | Fly          | Flying   | Physical | 90   | 95   | 15 | Normal   | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal   | ○  |

No. 144 | Freeze Pokémon  
**Articuno**

Ice

Flying



## ● SIZE COMPARISON

- HEIGHT: 5'02"
- WEIGHT: 122.1 lbs.
- ITEMS: None



## ● GENDER UNKNOWN

## ● ABILITIES

- Pressure

## ● STATS



## ● EGG GROUPS

No Egg has ever been discovered

## ● PERFORMANCE

SPEED ★★☆☆☆  
POWER ★★☆☆☆  
SKILL ★★★★★

STAMINA ★★☆☆☆  
JUMP ★★★★★

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Appears in the Seafoam Islands

**Pokémon SoulSilver** Appears in the Seafoam Islands

**Pokémon Diamond** —

**Pokémon Pearl** —

**Pokémon Platinum** After you obtain the National Pokédex and talk to Professor Oak in Eterna City, it begins roaming the Sinnoh region

**Pokémon HeartGold**

The magnificent, seemingly translucent wings of this legendary bird Pokémon are said to be made of ice.

**Pokémon SoulSilver**

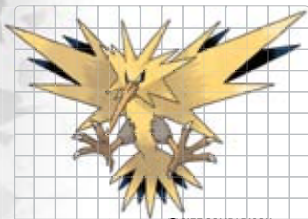
One of the legendary bird Pokémon, it chills moisture in the atmosphere to create snow while flying.

## ● EVOLUTION

Does not evolve

# No. 145 | Electric Pokémon

## Zapdos

Electric Flying


### SIZE COMPARISON

- HEIGHT: 5'03"
- WEIGHT: 116.0 lbs.
- ITEMS: None



● MALE/FEMALE HAVE SAME FORM

### ABILITIES

- Pressure

### EGG GROUPS

No Egg has ever been discovered

### PERFORMANCE

SPEED ★★★★★☆  
POWER ★★★★★☆  
SKILL ★★★★★☆

STAMINA ★★★★★☆  
JUMP ★★★★★☆

### STATS



### MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Appears on Route 10 (after collecting all eight Kanto Gym Badges)

**Pokémon SoulSilver** Appears on Route 10 (after collecting all eight Kanto Gym Badges)

**Pokémon Diamond** —

**Pokémon Pearl** —

**Pokémon Platinum** After you obtain the National Pokédex and talk to Professor Oak in Eterna City, it begins roaming the Sinnoh region

**Pokémon HeartGold**

This legendary bird Pokémon causes savage thunderstorms by flapping its glittering wings.

**Pokémon SoulSilver**

This legendary bird Pokémon is said to appear only when a thundercloud parts into two halves.

### EVOLUTION

Does not evolve

### LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|--------------|----------|----------|------|------|----|---------------|----|
| 1   | Peck         | Flying   | Physical | 35   | 100  | 35 | Normal        | —  |
| 1   | ThunderShock | Electric | Special  | 40   | 100  | 30 | Normal        | —  |
| 8   | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal        | —  |
| 15  | Detect       | Fighting | Status   | —    | —    | 5  | Self          | —  |
| 22  | Pluck        | Flying   | Physical | 60   | 100  | 20 | Normal        | ○  |
| 29  | AncientPower | Rock     | Special  | 60   | 100  | 5  | Normal        | —  |
| 36  | Charge       | Electric | Status   | —    | —    | 20 | Self          | —  |
| 43  | Agility      | Psychic  | Status   | —    | —    | 30 | Self          | —  |
| 50  | Discharge    | Electric | Special  | 80   | 100  | 15 | 2 Foes/1 Ally | —  |
| 57  | Roost        | Flying   | Status   | —    | —    | 10 | Self          | —  |
| 64  | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies      | —  |
| 71  | Drill Peck   | Flying   | Physical | 80   | 100  | 20 | Normal        | ○  |
| 78  | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal        | —  |
| 85  | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |

### MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |
|      |      |      |      |      |    |       |    |

### BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|--------|----------|------|------|----|----------|----|
| Ominous Wind | Ghost  | Special  | 60   | 100  | 5  | Normal   | —  |
| Air Cutter   | Flying | Special  | 55   | 95   | 25 | 2 Foes   | —  |
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal   | —  |
| Swift        | Normal | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Tailwind     | Flying | Status   | —    | —    | 30 | 2 Allies | —  |
| Mud-Slap     | Ground | Special  | 20   | 100  | 10 | Normal   | —  |
| AncientPower | Rock   | Special  | 60   | 100  | 5  | Normal   | —  |
| Signal Beam  | Bug    | Special  | 75   | 100  | 15 | Normal   | —  |
| Twister      | Dragon | Special  | 40   | 100  | 20 | 2 Foes   | —  |
| Heat Wave    | Fire   | Special  | 100  | 90   | 10 | 2 Foes   | —  |
| Sky Attack   | Flying | Physical | 140  | 90   | 5  | Normal   | —  |

### TM & HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|------|--------------|----------|----------|------|------|----|----------|----|
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20 | Normal   | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal   | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal   | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All      | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal   | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All      | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal   | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal   | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self     | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal   | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10 | All      | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal   | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal   | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self     | —  |
| TM47 | Steel Wing   | Steel    | Physical | 70   | 90   | 25 | Normal   | ○  |
| TM51 | Roost        | Flying   | Status   | —    | —    | 10 | Self     | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal   | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal   | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal   | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal   | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends  | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal   | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal   | —  |
| TM88 | Pluck        | Flying   | Physical | 60   | 100  | 20 | Normal   | ○  |
| TM89 | U-turn       | Bug      | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self     | —  |
| HM02 | Fly          | Flying   | Physical | 90   | 95   | 15 | Normal   | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal   | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----|--------------|---------|----------|------|------|----|----------|----|
| 1   | Wing Attack  | Flying  | Physical | 60   | 100  | 35 | Normal   | ○  |
| 1   | Ember        | Fire    | Special  | 40   | 100  | 25 | Normal   | —  |
| 8   | Fire Spin    | Fire    | Special  | 15   | 70   | 15 | Normal   | —  |
| 15  | Agility      | Psychic | Status   | —    | —    | 30 | Self     | —  |
| 22  | Endure       | Normal  | Status   | —    | —    | 10 | Self     | —  |
| 29  | AncientPower | Rock    | Special  | 60   | 100  | 5  | Normal   | —  |
| 36  | Flamethrower | Fire    | Special  | 95   | 100  | 15 | Normal   | —  |
| 43  | Safeguard    | Normal  | Status   | —    | —    | 25 | 2 Allies | —  |
| 50  | Air Slash    | Flying  | Special  | 75   | 95   | 20 | Normal   | —  |
| 57  | Roost        | Flying  | Status   | —    | —    | 10 | Self     | —  |
| 64  | Heat Wave    | Fire    | Special  | 100  | 90   | 10 | 2 Foes   | —  |
| 71  | SolarBeam    | Grass   | Special  | 120  | 100  | 10 | Normal   | —  |
| 78  | Sky Attack   | Flying  | Physical | 140  | 90   | 5  | Normal   | —  |
| 85  | Sunny Day    | Fire    | Status   | —    | —    | 5  | All      | —  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |
|      |      |      |      |      |    |       |    |
|      |      |      |      |      |    |       |    |
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|--------|----------|------|------|----|----------|----|
| Ominous Wind | Ghost  | Special  | 60   | 100  | 5  | Normal   | —  |
| Air Cutter   | Flying | Special  | 55   | 95   | 25 | 2 Foes   | —  |
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal   | —  |
| Swift        | Normal | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Tailwind     | Flying | Status   | —    | —    | 30 | 2 Allies | —  |
| Mud-Slap     | Ground | Special  | 20   | 100  | 10 | Normal   | —  |
| AncientPower | Rock   | Special  | 60   | 100  | 5  | Normal   | —  |
| Twister      | Dragon | Special  | 40   | 100  | 20 | 2 Foes   | —  |
| Heat Wave    | Fire   | Special  | 100  | 90   | 10 | 2 Foes   | —  |
| Sky Attack   | Flying | Physical | 140  | 90   | 5  | Normal   | —  |

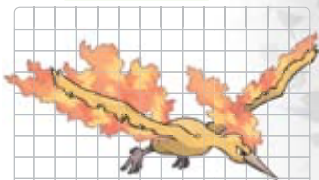
## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP  | Range    | DA |
|------|--------------|----------|----------|------|------|-----|----------|----|
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20  | Normal   | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10  | Normal   | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15  | Normal   | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | All | —        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5   | Normal   | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10  | Self     | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5   | All      | —  |
| TM20 | Safeguard    | Normal   | Status   | —    | —    | 25  | 2 Allies | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20  | Normal   | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10  | Normal   | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20  | Normal   | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15  | Self     | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15  | Normal   | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10  | All      | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5   | Normal   | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20  | Normal   | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20  | Normal   | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20  | Normal   | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10  | Self     | —  |
| TM47 | Steel Wing   | Steel    | Physical | 70   | 90   | 25  | Normal   | ○  |
| TM50 | Overheat     | Fire     | Special  | 140  | 90   | 5   | Normal   | —  |
| TM51 | Roost        | Flying   | Status   | —    | —    | 10  | Self     | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10  | Self     | —  |
| TM61 | Will-O-Wisp  | Fire     | Status   | —    | 75   | 15  | Normal   | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5   | Normal   | ○  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10  | Depends  | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15  | Normal   | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15  | Normal   | —  |
| TM88 | Pluck        | Flying   | Physical | 60   | 100  | 20  | Normal   | ○  |
| TM89 | U-turn       | Bug      | Physical | 70   | 100  | 20  | Normal   | ○  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10  | Self     | ○  |
| HM02 | Fly          | Flying   | Physical | 90   | 95   | 15  | Normal   | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15  | Normal   | ○  |

No. 146 | Flame Pokémon  
Moltres

Fire

Flying



- HEIGHT: 6'02"
- WEIGHT: 132.3 lbs.
- ITEMS: None

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Pressure

## ● STATS



## ● EGG GROUPS

No Egg has ever been discovered

## ● PERFORMANCE

SPEED ★★☆☆☆  
POWER ★★☆☆☆  
SKILL ★★☆☆☆

STAMINA ★★★★★☆  
JUMP ★★★★★☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Appears at Mt. Silver

**Pokémon SoulSilver** Appears at Mt. Silver

**Pokémon Diamond** —

**Pokémon Pearl** —

**Pokémon Platinum** After you obtain the National Pokédex and talk to Professor Oak in Eterna City, it begins roaming the Sinnoh region

**Pokémon HeartGold**

This legendary Pokémon scatters embers with every flap of its wings. It is a thrilling sight to behold.

**Pokémon SoulSilver**

This legendary bird Pokémon is said to bring early spring to the wintry lands it visits.

## ● EVOLUTION

Does not evolve

# No. 147 | Dragon Pokémon

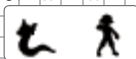
## Dratini

Dragon



## ● SIZE COMPARISON

- HEIGHT: 5'11"
- WEIGHT: 7.3 lbs.
- ITEMS: Dragon Scale



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Shed Skin

## ● STATS



## ● EGG GROUPS

- Water 1
- Dragon

## ● PERFORMANCE

- SPEED ★★★★★☆ STAMINA ★★★★★☆  
POWER ★★★★★☆ JUMP ★★★★★☆  
SKILL ★★★★★☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Dragon's Den (water surface)

**Pokémon SoulSilver** Dragon's Den (water surface)

**Pokémon Diamond** Mt. Coronet 4F 1(Super Rod)

**Pokémon Pearl** Mt. Coronet 4F 1(Super Rod)

**Pokémon Platinum** Mt. Coronet 4F 1(Super Rod)

**Pokémon HeartGold**

It is born large to start with. It repeatedly sheds its skin as it steadily grows longer.

**Pokémon SoulSilver**

This Pokémon is full of life energy. It continually sheds its skin and grows steadily larger.

## ● EVOLUTION



## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----|--------------|----------|----------|------|------|----|----------|----|
| 1   | Wrap         | Normal   | Physical | 15   | 85   | 20 | Normal   | ○  |
| 1   | Leer         | Normal   | Status   | —    | 100  | 30 | 2 Foes   | —  |
| 5   | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal   | —  |
| 11  | Twister      | Dragon   | Special  | 40   | 100  | 20 | 2 Foes   | —  |
| 15  | Dragon Rage  | Dragon   | Special  | —    | 100  | 10 | Normal   | —  |
| 21  | Slam         | Normal   | Physical | 80   | 75   | 20 | Normal   | ○  |
| 25  | Agility      | Psychic  | Status   | —    | —    | 30 | Self     | —  |
| 31  | Aqua Tail    | Water    | Physical | 90   | 90   | 10 | Normal   | ○  |
| 35  | Dragon Rush  | Dragon   | Physical | 100  | 75   | 10 | Normal   | ○  |
| 41  | Safeguard    | Normal   | Status   | —    | —    | 25 | 2 Allies | —  |
| 45  | Dragon Dance | Dragon   | Status   | —    | —    | 20 | Self     | —  |
| 51  | Outrage      | Dragon   | Physical | 120  | 100  | 15 | 1 Random | ○  |
| 55  | HyperBeam    | Normal   | Special  | 150  | 90   | 5  | Normal   | —  |

## ● MOVE MANIAC

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Headbutt     | Normal | Physical | 70   | 100  | 15 | Normal | —  |
| Draco Meteor | Dragon | Special  | 140  | 90   | 5  | Normal | —  |

## ● BP MOVES

| Name      | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----------|--------|----------|------|------|----|----------|----|
| Icy Wind  | Ice    | Special  | 55   | 95   | 15 | 2 Foes   | —  |
| Snore     | Normal | Special  | 40   | 100  | 15 | Normal   | —  |
| Swift     | Normal | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Aqua Tail | Water  | Physical | 90   | 90   | 10 | Normal   | ○  |
| Outrage   | Dragon | Physical | 120  | 100  | 15 | 1 Random | ○  |
| Twister   | Dragon | Special  | 40   | 100  | 20 | 2 Foes   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM07 | Hail         | Ice      | Status   | —    | —    | 10 | All           | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM15 | HyperBeam    | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM20 | Safeguard    | Normal   | Status   | —    | —    | 25 | 2 Allies      | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal        | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal        | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal        | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal        | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal        | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5  | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM59 | Dragon Pulse | Dragon   | Special  | 90   | 100  | 10 | Normal        | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | —  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15 | Normal        | —  |
| HM07 | Waterfall    | Water    | Physical | 80   | 100  | 15 | Normal        | ○  |

## ● EGG MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|---------|----------|------|------|----|----------|----|
| Light Screen | Psychic | Status   | —    | —    | 30 | 2 Allies | —  |
| Mist         | Ice     | Status   | —    | —    | 30 | 2 Allies | —  |
| Haze         | Ice     | Status   | —    | —    | 30 | All      | —  |
| Supersonic   | Normal  | Status   | —    | 55   | 20 | Normal   | —  |
| DragonBreath | Dragon  | Special  | 60   | 100  | 20 | Normal   | —  |
| Dragon Dance | Dragon  | Status   | —    | —    | 20 | Self     | —  |
| Dragon Rush  | Dragon  | Physical | 100  | 75   | 10 | Normal   | ○  |
| ExtremeSpeed | Normal  | Physical | 80   | 100  | 5  | Normal   | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----|--------------|----------|----------|------|------|----|----------|----|
| 1   | Wrap         | Normal   | Physical | 15   | 95   | 20 | Normal   | ○  |
| 1   | Leer         | Normal   | Status   | —    | 100  | 30 | 2 Foes   | —  |
| 1   | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal   | —  |
| 1   | Twister      | Dragon   | Special  | 40   | 100  | 20 | 2 Foes   | —  |
| 5   | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal   | —  |
| 11  | Twister      | Dragon   | Special  | 40   | 100  | 20 | 2 Foes   | —  |
| 15  | Dragon Rage  | Dragon   | Special  | —    | 100  | 10 | Normal   | —  |
| 21  | Slam         | Normal   | Physical | 80   | 75   | 20 | Normal   | —  |
| 25  | Agility      | Psychic  | Status   | —    | —    | 30 | Self     | —  |
| 33  | Aqua Tail    | Water    | Physical | 90   | 90   | 10 | Normal   | ○  |
| 39  | Dragon Rush  | Dragon   | Physical | 100  | 75   | 10 | Normal   | ○  |
| 47  | Safeguard    | Normal   | Status   | —    | —    | 25 | 2 Allies | ○  |
| 53  | Dragon Dance | Dragon   | Status   | —    | —    | 20 | Self     | ○  |
| 61  | Outrage      | Dragon   | Physical | 120  | 100  | 15 | 1 Random | ○  |
| 67  | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal   | —  |

## ● MOVE MANIAC

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Headbutt     | Normal | Physical | 70   | 100  | 15 | Normal | —  |
| Draco Meteor | Dragon | Special  | 140  | 90   | 5  | Normal | —  |

## ● BP MOVES

| Name      | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----------|--------|----------|------|------|----|----------|----|
| Icy Wind  | Ice    | Special  | 55   | 95   | 15 | 2 Foes   | —  |
| Snore     | Normal | Special  | 40   | 100  | 15 | Normal   | —  |
| Swift     | Normal | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Aqua Tail | Water  | Physical | 90   | 90   | 10 | Normal   | ○  |
| Outrage   | Dragon | Physical | 120  | 100  | 15 | 1 Random | ○  |
| Twister   | Dragon | Special  | 40   | 100  | 20 | 2 Foes   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM07 | Hail         | Ice      | Status   | —    | —    | 10 | All           | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM20 | Safeguard    | Normal   | Status   | —    | —    | 25 | 2 Allies      | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal        | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal        | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal        | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal        | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal        | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5  | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM59 | Dragon Pulse | Dragon   | Special  | 90   | 100  | 10 | Normal        | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | —  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15 | Normal        | —  |
| HM07 | Waterfall    | Water    | Physical | 80   | 100  | 15 | Normal        | ○  |


**No. 148 | Dragon Pokémon**  
**Dragonair**

Dragon



## ● SIZE COMPARISON

● HEIGHT: 13'01"

● WEIGHT: 36.4 lbs.

● ITEMS: Dragon Scale



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

● Shed Skin

## ● STATS



## ● EGG GROUPS

Water 1

Dragon

## ● PERFORMANCE

SPEED ★★☆☆

POWER ★★☆☆

SKILL ★★☆☆

STAMINA ★★☆☆

JUMP ★★☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Dragon's Den (Super Rod)

**Pokémon SoulSilver** Dragon's Den (Super Rod)

**Pokémon Diamond** Mt. Coronet 4F 1 (Super Rod)

**Pokémon Pearl** Mt. Coronet 4F 1 (Super Rod)

**Pokémon Platinum** Mt. Coronet 4F 1 (Super Rod)

**Pokémon HeartGold** **Pokémon SoulSilver**

They say that if it emits an aura from its whole body, the weather will begin to change instantly.

Its crystalline orbs appear to give this Pokémon the power to freely control the weather.

## ● EVOLUTION



Lv. 33



Lv. 55



Dratini

Dragonair

Dragonite

# No. 149 | Dragon Pokémon

## Dragonite

Dragon Flying


- HEIGHT: 2'03"
- WEIGHT: 463.0 lbs.
- ITEMS: None

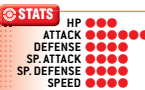
## ● SIZE COMPARISON



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Inner Focus



## ● EGG GROUPS

Water 1  
Dragon

## ● PERFORMANCE

SPEED ★★★★★  
POWER ★★★★★  
SKILL ★★★

STAMINA ★★★★★  
JUMP ★★★★★

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Level up Dragonair to Lv. 55

**Pokémon SoulSilver** Level up Dragonair to Lv. 55

**Pokémon Diamond** Level up Dragonair to Lv. 55

**Pokémon Pearl** Level up Dragonair to Lv. 55

**Pokémon Platinum** Level up Dragonair to Lv. 55

**Pokémon HeartGold** **Pokémon SoulSilver**

It is said that this Pokémon constantly flies over the immense seas and rescues drowning people.

This marine Pokémon has an impressive build that lets it freely fly over raging seas without trouble.

## ● EVOLUTION



## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----|--------------|----------|----------|------|------|----|----------|----|
| 1   | Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal   | ○  |
| 1   | ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal   | ○  |
| 1   | Roost        | Flying   | Status   | —    | —    | 10 | Self     | ○  |
| 1   | Wrap         | Normal   | Physical | 15   | 85   | 20 | Normal   | ○  |
| 1   | Leer         | Normal   | Status   | —    | 100  | 30 | 2 Foes   | ○  |
| 1   | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal   | ○  |
| 5   | Twister      | Dragon   | Special  | 40   | 100  | 20 | 2 Foes   | —  |
| 1   | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal   | —  |
| 11  | Twister      | Dragon   | Special  | 40   | 100  | 20 | 2 Foes   | —  |
| 15  | Dragon Rage  | Dragon   | Special  | —    | 100  | 10 | Normal   | —  |
| 21  | Slam         | Normal   | Physical | 80   | 75   | 20 | Normal   | ○  |
| 25  | Agility      | Psychic  | Status   | —    | —    | 30 | Self     | ○  |
| 33  | Aqua Tail    | Water    | Physical | 90   | 90   | 10 | Normal   | ○  |
| 39  | Dragon Rush  | Dragon   | Physical | 100  | 75   | 10 | Normal   | ○  |
| 47  | Safeguard    | Normal   | Status   | —    | —    | 25 | 2 Allies | —  |
| 53  | Dragon Dance | Dragon   | Status   | —    | —    | 20 | Self     | —  |
| 55  | Wing Attack  | Flying   | Physical | 60   | 100  | 35 | Normal   | ○  |
| 64  | Outrage      | Dragon   | Physical | 120  | 100  | 15 | 1 Random | ○  |
| 73  | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal   | —  |

## ● MOVE MANIAC

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Headbutt     | Normal | Physical | 70   | 100  | 15 | Normal | ○  |
| Draco Meteor | Dragon | Special  | 140  | 90   | 5  | Normal | —  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|----------|----------|------|------|----|----------|----|
| Dive         | Water    | Physical | 80   | 100  | 10 | Normal   | ○  |
| Fury Cutter  | Bug      | Physical | 10   | 95   | 20 | Normal   | ○  |
| Icy Wind     | Ice      | Special  | 55   | 95   | 15 | 2 Foes   | ○  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal   | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal   | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal   | ○  |
| Ominous Wind | Ghost    | Special  | 60   | 100  | 5  | Normal   | —  |
| Air Cutter   | Flying   | Special  | 55   | 95   | 25 | 2 Foes   | —  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal   | —  |
| Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Tailwind     | Flying   | Status   | —    | —    | 30 | 2 Allies | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal   | —  |
| Superpower   | Fighting | Physical | 120  | 100  | 5  | Normal   | ○  |
| Iron Head    | Steel    | Physical | 80   | 100  | 15 | Normal   | ○  |
| Aqua Tail    | Water    | Physical | 90   | 90   | 10 | Normal   | ○  |
| Outrage      | Dragon   | Physical | 120  | 100  | 15 | 1 Random | ○  |
| Twister      | Dragon   | Special  | 40   | 100  | 20 | 2 Foes   | —  |
| Heat Wave    | Fire     | Special  | 100  | 90   | 10 | 2 Foes   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal        | ○  |
| TM02 | Dragon Claw  | Dragon   | Physical | 80   | 100  | 15 | Normal        | ○  |
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal        | —  |
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM07 | Hail         | Ice      | Status   | —    | —    | 10 | All           | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM20 | Safeguard    | Normal   | Status   | —    | —    | 25 | 2 Allies      | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal        | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal        | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal        | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal        | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10 | All           | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5  | Normal        | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal        | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM47 | Steel Wing   | Steel    | Physical | 70   | 90   | 25 | Normal        | ○  |
| TM51 | Roost        | Flying   | Status   | —    | —    | 10 | Self          | —  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5  | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM59 | Dragon Pulse | Dragon   | Special  | 90   | 100  | 10 | Normal        | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5  | Normal        | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal        | ○  |
| HM02 | Fly          | Flying   | Physical | 90   | 95   | 15 | Normal        | ○  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | —  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15 | Normal        | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM07 | Waterfall    | Water    | Physical | 80   | 100  | 15 | Normal        | ○  |



## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----|--------------|----------|----------|------|------|----|----------|----|
| 1   | Confusion    | Psychic  | Special  | 50   | 100  | 25 | Normal   | —  |
| 1   | Disable      | Normal   | Status   | —    | 80   | 20 | Normal   | —  |
| 8   | Barrier      | Psychic  | Status   | —    | —    | 30 | Self     | —  |
| 15  | Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes   | —  |
| 22  | Future Sight | Psychic  | Special  | 80   | 90   | 15 | Normal   | —  |
| 29  | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal   | —  |
| 36  | Miracle Eye  | Psychic  | Status   | —    | —    | 40 | Normal   | —  |
| 43  | Mist         | Ice      | Status   | —    | —    | 30 | 2 Allies | —  |
| 50  | Psycho Cut   | Psychic  | Physical | 70   | 100  | 20 | Normal   | —  |
| 57  | Amnesia      | Psychic  | Status   | —    | —    | 20 | Self     | —  |
| 64  | Power Swap   | Psychic  | Status   | —    | —    | 10 | Normal   | —  |
| 64  | Guard Swap   | Psychic  | Status   | —    | —    | 10 | Normal   | —  |
| 71  | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal   | —  |
| 79  | Me First     | Normal   | Status   | —    | —    | 20 | Depends  | —  |
| 86  | Recover      | Normal   | Status   | —    | —    | 10 | Self     | —  |
| 93  | Safeguard    | Normal   | Status   | —    | —    | 25 | 2 Allies | —  |
| 100 | Aura Sphere  | Fighting | Special  | 90   | —    | 20 | Normal   | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Icy Wind     | Ice      | Special  | 55   | 95   | 15 | 2 Foes | —  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal | ○  |
| Zen Headbutt | Psychic  | Physical | 80   | 90   | 15 | Normal | ○  |
| Trick        | Psychic  | Status   | —    | 100  | 10 | Normal | —  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes | —  |
| Gravity      | Psychic  | Status   | —    | —    | 5  | All    | —  |
| Magic Coat   | Psychic  | Status   | —    | —    | 15 | Self   | —  |
| Role Play    | Psychic  | Status   | —    | —    | 10 | Normal | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Aqua Tail    | Water    | Physical | 90   | 90   | 10 | Normal | ○  |
| Signal Beam  | Bug      | Special  | 75   | 100  | 15 | Normal | —  |
| Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal        | ○  |
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal        | —  |
| TM04 | Calm Mind    | Psychic  | Status   | —    | —    | 20 | Self          | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM07 | Hail         | Ice      | Status   | —    | —    | 10 | All           | —  |
| TM08 | Bulk Up      | Fighting | Status   | —    | —    | 20 | Self          | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal        | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies      | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM20 | Safeguard    | Normal   | Status   | —    | —    | 25 | 2 Allies      | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal        | —  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal        | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal        | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal        | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal        | —  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM33 | Reflect      | Psychic  | Status   | —    | —    | 20 | 2 Allies      | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal        | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal        | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10 | All           | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5  | Normal        | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal        | ○  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM48 | Skill Swap   | Psychic  | Status   | —    | —    | 10 | Normal        | —  |
| TM49 | Snatch       | Dark     | Status   | —    | —    | 10 | Depends       | —  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5  | Normal        | —  |
| TM53 | Energy Ball  | Grass    | Special  | 80   | 100  | 10 | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | 80   | 100  | 10 | Normal        | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM60 | Drain Punch  | Fighting | Physical | 60   | 100  | 5  | Normal        | ○  |
| TM61 | Will-O-Wisp  | Fire     | Status   | —    | 75   | 15 | Normal        | —  |
| TM63 | Embargo      | Dark     | Status   | —    | 100  | 15 | Normal        | —  |
| TM67 | Recycle      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5  | Normal        | —  |
| TM72 | Avalanche    | Ice      | Physical | 60   | 100  | 10 | Normal        | ○  |
| TM73 | ThunderWave  | Electric | Status   | —    | 100  | 20 | Normal        | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM84 | Poison Jab   | Poison   | Physical | 80   | 100  | 20 | Normal        | ○  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15 | Normal        | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20 | Normal        | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM92 | Trick Room   | Psychic  | Status   | —    | —    | 5  | All           | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20 | Normal        | ○  |



No. 150 | Genetic Pokémon

Mewtwo

Psychic



## ● SIZE COMPARISON

- HEIGHT: 6'02"
- WEIGHT: 269.0 lbs.
- ITEMS: None



## ● GENDER UNKNOWN

## ● ABILITIES

- Pressure

## ● STATS



## ● EGG GROUPS

No Egg has ever been discovered

## ● PERFORMANCE

SPEED ★★★★★  
POWER ★★★★★  
SKILL ★★★★★

STAMINA ★★★★★  
JUMP ★★★★★

## ● MAIN WAYS TO OBTAIN

Pokémon HeartGold Appears at Cerulean Cave

Pokémon SoulSilver Appears at Cerulean Cave

Pokémon Diamond —

Pokémon Pearl —

Pokémon Platinum —

Pokémon HeartGold Pokémon SoulSilver

Because its battle abilities were raised to the ultimate level, it thinks only of defeating its foes.

It usually remains motionless to conserve energy, so that it may unleash its full power in battle.

## ● EVOLUTION

Does not evolve



No. 151 | New Species Pokémon

Mew

Psychic



## ● SIZE COMPARISON

- HEIGHT: 1'04"
- WEIGHT: 8.8 lbs.
- ITEMS: None



● GENDER UNKNOWN

## ● ABILITIES

- Synchronize

## ● EGG GROUPS

No Egg has ever been discovered

## ● PERFORMANCE

SPEED ★★★★★☆  
 POWER ★★★★★☆  
 SKILL ★★★★★☆

## ● STATS

HP ●●●●●●●●  
 ATTACK ●●●●●●●●  
 DEFENSE ●●●●●●●●  
 SP. ATTACK ●●●●●●●●  
 SP. DEFENSE ●●●●●●●●  
 SPEED ●●●●●●●●

STAMINA ★★★★★☆  
 JUMP ★★★★★☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** —**Pokémon SoulSilver** —**Pokémon Diamond**

Receive Mew from Hayley once certain conditions are met in My Pokémon Ranch for the Nintendo Wii\*

**Pokémon Pearl**

Receive Mew from Hayley once certain conditions are met in My Pokémon Ranch for the Nintendo Wii\*

**Pokémon Platinum** —**Pokémon HeartGold**

Apparently, it appears only to those people who are pure of heart and have a strong desire to see it.

**Pokémon SoulSilver**

Its DNA is said to contain the genetic codes of all Pokémon, so it can use all kinds of techniques.

## ● EVOLUTION

Does not evolve

## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range   | DA |
|-----|--------------|----------|----------|------|------|----|---------|----|
| 1   | Pound        | Normal   | Physical | 40   | 100  | 35 | Normal  | ○  |
| 1   | Transform    | Normal   | Status   | —    | —    | 10 | Normal  | —  |
| 10  | Mega Punch   | Normal   | Physical | 80   | 85   | 20 | Normal  | ○  |
| 20  | Metronome    | Normal   | Status   | —    | —    | 10 | Depends | —  |
| 30  | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal  | —  |
| 40  | Barrier      | Psychic  | Status   | —    | —    | 30 | Self    | —  |
| 50  | AncientPower | Rock     | Special  | 60   | 100  | 5  | Normal  | —  |
| 60  | Amnesia      | Psychic  | Status   | —    | —    | 20 | Self    | —  |
| 70  | Me First     | Normal   | Status   | —    | —    | 20 | Depends | —  |
| 80  | Baton Pass   | Normal   | Status   | —    | —    | 40 | Self    | —  |
| 90  | Nasty Plot   | Dark     | Status   | —    | —    | 20 | Self    | —  |
| 100 | Aura Sphere  | Fighting | Special  | 90   | —    | 20 | Normal  | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name                            | Type | Kind | Pow. | Acc. | PP | Range | DA |
|---------------------------------|------|------|------|------|----|-------|----|
| Mew can learn all the BP Moves. |      |      |      |      |    |       |    |

## ● TM &amp; HM MOVES

| No.                                | Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------------------------------------|------|------|------|------|------|----|-------|----|
| Mew can learn all the TMs and HMs. |      |      |      |      |      |    |       |    |

\*Mew is only available through special distribution events. Check Pokemon.com for the latest information on how to catch this Pokémon.

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range      | DA |
|-----|--------------|---------|----------|------|------|----|------------|----|
| 1   | Tackle       | Normal  | Physical | 35   | 95   | 35 | Normal     | ○  |
| 1   | Growl        | Normal  | Status   | —    | 100  | 40 | 2 Foes     | —  |
| 6   | Razor Leaf   | Grass   | Physical | 55   | 95   | 25 | 2 Foes     | —  |
| 9   | PoisonPowder | Poison  | Status   | —    | 75   | 35 | Normal     | —  |
| 12  | Synthesis    | Grass   | Status   | —    | —    | 5  | Self       | —  |
| 17  | Reflect      | Psychic | Status   | —    | —    | 20 | 2 Allies   | —  |
| 20  | Magical Leaf | Grass   | Special  | 60   | —    | 20 | Normal     | —  |
| 23  | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal     | —  |
| 28  | Sweet Scent  | Normal  | Status   | —    | 100  | 20 | 2 Foes     | —  |
| 31  | Light Screen | Psychic | Status   | —    | —    | 30 | 2 Allies   | —  |
| 34  | Body Slam    | Normal  | Physical | 85   | 100  | 15 | Normal     | ○  |
| 39  | Safeguard    | Normal  | Status   | —    | —    | 25 | 2 Allies   | —  |
| 42  | Aromatherapy | Grass   | Status   | —    | —    | 5  | All Allies | —  |
| 45  | SolarBeam    | Grass   | Special  | 120  | 100  | 10 | Normal     | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|---------|----------|------|------|----|--------|----|
| Fury Cutter  | Bug     | Physical | 10   | 95   | 20 | Normal | ○  |
| Snore        | Normal  | Special  | 40   | 100  | 15 | Normal | —  |
| Synthesis    | Grass   | Status   | —    | —    | 5  | Self   | —  |
| Worry Seed   | Grass   | Status   | —    | 100  | 10 | Normal | —  |
| Magic Coat   | Psychic | Status   | —    | —    | 15 | Self   | —  |
| Mud-Slap     | Ground  | Special  | 20   | 100  | 10 | Normal | —  |
| AncientPower | Rock    | Special  | 60   | 100  | 5  | Normal | —  |
| Seed Bomb    | Grass   | Physical | 80   | 100  | 15 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|------|--------------|---------|----------|------|------|----|----------|----|
| TM06 | Toxic        | Poison  | Status   | —    | 95   | 10 | Normal   | —  |
| TM09 | Bullet Seed  | Grass   | Physical | 10   | 100  | 30 | Normal   | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15 | Normal   | —  |
| TM11 | Sunny Day    | Fire    | Status   | —    | —    | 5  | All      | —  |
| TM16 | Light Screen | Psychic | Status   | —    | —    | 30 | 2 Allies | —  |
| TM17 | Protect      | Normal  | Status   | —    | —    | 10 | Self     | —  |
| TM19 | Giga Drain   | Grass   | Special  | 60   | 100  | 10 | Normal   | —  |
| TM20 | Safeguard    | Normal  | Status   | —    | —    | 25 | 2 Allies | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20 | Normal   | ○  |
| TM22 | SolarBeam    | Grass   | Special  | 120  | 100  | 10 | Normal   | —  |
| TM23 | Iron Tail    | Steel   | Physical | 100  | 75   | 15 | Normal   | ○  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20 | Normal   | ○  |
| TM32 | Double Team  | Normal  | Status   | —    | —    | 15 | Self     | —  |
| TM33 | Reflect      | Psychic | Status   | —    | —    | 20 | 2 Allies | —  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20 | Normal   | —  |
| TM44 | Rest         | Psychic | Status   | —    | —    | 10 | Self     | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15 | Normal   | —  |
| TM53 | Energy Ball  | Grass   | Special  | 80   | 100  | 10 | Normal   | —  |
| TM58 | Endure       | Normal  | Status   | —    | —    | 10 | Self     | —  |
| TM70 | Flash        | Normal  | Status   | —    | 100  | 20 | Normal   | —  |
| TM75 | Swords Dance | Normal  | Status   | —    | —    | 30 | Self     | —  |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20 | 2 Foes   | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | —    | 10 | Depends  | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal   | —  |
| TM86 | Grass Knot   | Grass   | Special  | —    | 100  | 20 | Normal   | ○  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal   | —  |
| TM90 | Substitute   | Normal  | Status   | —    | —    | 10 | Self     | —  |
| HM01 | Cut          | Normal  | Physical | 50   | 95   | 30 | Normal   | ○  |

## ● EGG MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range      | DA |
|--------------|----------|----------|------|------|----|------------|----|
| Vine Whip    | Grass    | Physical | 35   | 100  | 15 | Normal     | ○  |
| Leech Seed   | Grass    | Status   | —    | 90   | 10 | Normal     | —  |
| Counter      | Fighting | Physical | —    | 100  | 20 | Self       | ○  |
| AncientPower | Rock     | Special  | 60   | 100  | 5  | Normal     | —  |
| Flail        | Normal   | Physical | —    | 100  | 15 | Normal     | ○  |
| Nature Power | Normal   | Status   | —    | —    | 20 | Depends    | —  |
| Ingrain      | Grass    | Status   | —    | —    | 20 | Self       | —  |
| GrassWhistle | Grass    | Status   | —    | 55   | 15 | Normal     | —  |
| Leaf Storm   | Grass    | Special  | 140  | 90   | 5  | Normal     | —  |
| Aromatherapy | Grass    | Status   | —    | —    | 5  | All Allies | —  |
| Wring Out    | Normal   | Special  | —    | 100  | 5  | Normal     | ○  |
| Body Slam    | Normal   | Physical | 85   | 100  | 15 | Normal     | ○  |



No. 152 | Leaf Pokémon

Chikorita

Grass



## ● SIZE COMPARISON

- HEIGHT: 2'11"
- WEIGHT: 14.1 lbs.
- ITEMS: None



## ● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Overgrow

## ● STATS



## ● EGG GROUPS

Monster  
 Grass

## ● PERFORMANCE

SPEED ★★☆☆  
 POWER ★☆☆☆  
 SKILL ★★☆☆

STAMINA ★★★★★☆  
 JUMP ★★★★★

## ● MAIN STAYS TO OBTAIN

## Pokémon HeartGold

Receive from Professor Elm in New Bark Town at the beginning of the adventure

## Pokémon SoulSilver

Receive from Professor Elm in New Bark Town at the beginning of the adventure

## Pokémon Diamond

—

## Pokémon Pearl

—

## Pokémon Platinum

—

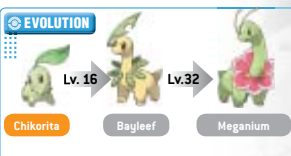
## Pokémon HeartGold

A sweet aroma gently wafts from the leaf on its head. It is docile and loves to soak up sunrays.

## Pokémon SoulSilver

Its pleasantly aromatic leaf has the ability to check humidity and temperature.

## ● EVOLUTION



# No. 153 | Leaf Pokémon

## Bayleaf

Grass



SIZE COMPARISON

- HEIGHT: 3'11"
- WEIGHT: 34.8 lbs.
- ITEMS: None



● MALE/FEMALE HAVE SAME FORM

## ABILITIES

- Overgrow

## EGG GROUPS

Monster

Grass

## PERFORMANCE

SPEED ★★☆☆  
 POWER ★★☆☆  
 SKILL ★★★☆☆

STAMINA ★★☆☆☆  
 JUMP ★★☆☆

## STATS

HP ●●●●●  
 ATTACK ●●●●●  
 DEFENSE ●●●●●  
 SP. ATTACK ●●●●●  
 SP. DEFENSE ●●●●●  
 SPEED ●●●●●

## MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Level up Chikorita to Lv. 16

**Pokémon SoulSilver** Level up Chikorita to Lv. 16

**Pokémon Diamond** —

**Pokémon Pearl** —

**Pokémon Platinum** —

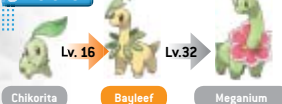
**Pokémon HeartGold**

**Pokémon SoulSilver**

The scent of spices comes from around its neck. Somehow, sniffing it makes you want to fight.

Aspicy aroma emanates from around its neck. The aroma acts as a stimulant to restore health.

## EVOLUTION



## LEVEL-UP MOVES

| Lv. | Name          | Type    | Kind     | Pow. | Acc. | PP | Range      | DA |
|-----|---------------|---------|----------|------|------|----|------------|----|
| 1   | Tackle        | Normal  | Physical | 35   | 95   | 35 | Normal     | ○  |
| 1   | Growl         | Normal  | Status   | —    | 100  | 40 | 2 Foes     | —  |
| 1   | Razor Leaf    | Grass   | Physical | 55   | 95   | 25 | 2 Foes     | —  |
| 1   | Poison Powder | Poison  | Status   | —    | 75   | 35 | Normal     | —  |
| 6   | Razor Leaf    | Grass   | Physical | 55   | 95   | 25 | 2 Foes     | —  |
| 9   | Poison Powder | Poison  | Status   | —    | 75   | 35 | Normal     | —  |
| 12  | Synthesis     | Grass   | Status   | —    | —    | 5  | Self       | —  |
| 18  | Reflect       | Psychic | Status   | —    | —    | 20 | 2 Allies   | —  |
| 22  | Magical Leaf  | Grass   | Special  | 60   | —    | 20 | Normal     | —  |
| 26  | Natural Gift  | Normal  | Physical | —    | 100  | 15 | Normal     | —  |
| 32  | Sweet Scent   | Normal  | Status   | —    | 100  | 20 | 2 Foes     | —  |
| 36  | Light Screen  | Psychic | Status   | —    | —    | 30 | 2 Allies   | —  |
| 40  | Body Slam     | Normal  | Physical | 85   | 100  | 15 | Normal     | ○  |
| 46  | Safeguard     | Normal  | Status   | —    | —    | 25 | 2 Allies   | —  |
| 50  | Aromatherapy  | Grass   | Status   | —    | —    | 5  | All Allies | —  |
| 54  | SolarBeam     | Grass   | Special  | 120  | 100  | 10 | Normal     | —  |

## MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|---------|----------|------|------|----|--------|----|
| Fury Cutter  | Bug     | Physical | 10   | 95   | 20 | Normal | ○  |
| Snore        | Normal  | Special  | 40   | 100  | 15 | Normal | —  |
| Synthesis    | Grass   | Status   | —    | —    | 5  | Self   | —  |
| Worry Seed   | Grass   | Status   | —    | 100  | 10 | Normal | —  |
| Magic Coat   | Psychic | Status   | —    | —    | 15 | Self   | —  |
| Mud-Slap     | Ground  | Special  | 20   | 100  | 10 | Normal | —  |
| AncientPower | Rock    | Special  | 60   | 100  | 5  | Normal | —  |
| Seed Bomb    | Grass   | Physical | 80   | 100  | 15 | Normal | —  |

## TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|------|--------------|----------|----------|------|------|----|----------|----|
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal   | —  |
| TM09 | Bullet Seed  | Grass    | Physical | 10   | 100  | 30 | Normal   | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal   | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All      | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM19 | Giga Drain   | Grass    | Special  | 60   | 100  | 10 | Normal   | —  |
| TM20 | Safeguard    | Normal   | Status   | —    | —    | 25 | 2 Allies | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal   | —  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal   | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self     | —  |
| TM33 | Reflect      | Psychic  | Status   | —    | —    | 20 | 2 Allies | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal   | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self     | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal   | —  |
| TM53 | Energy Ball  | Grass    | Special  | 80   | 100  | 10 | Normal   | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal   | —  |
| TM75 | Swords Dance | Normal   | Status   | —    | —    | 30 | Self     | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes   | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends  | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal   | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20 | Normal   | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal   | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self     | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal   | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal   | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal   | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range      | DA |
|-----|--------------|---------|----------|------|------|----|------------|----|
| 1   | Tackle       | Normal  | Physical | 35   | 95   | 35 | Normal     | ○  |
| 1   | Growl        | Normal  | Status   | —    | 100  | 40 | 2 Foes     | —  |
| 1   | Razor Leaf   | Grass   | Physical | 55   | 95   | 25 | 2 Foes     | —  |
| 1   | PoisonPowder | Poison  | Status   | —    | 75   | 35 | Normal     | —  |
| 6   | Razor Leaf   | Grass   | Physical | 55   | 95   | 25 | 2 Foes     | —  |
| 9   | PoisonPowder | Poison  | Status   | —    | 75   | 35 | Normal     | —  |
| 12  | Synthesis    | Grass   | Status   | —    | —    | 5  | Self       | —  |
| 18  | Reflect      | Psychic | Status   | —    | —    | 20 | 2 Allies   | —  |
| 22  | Magical Leaf | Grass   | Special  | 60   | —    | 20 | Normal     | —  |
| 26  | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal     | —  |
| 32  | Petal Dance  | Grass   | Special  | 90   | 100  | 20 | 1 Random   | ○  |
| 34  | Sweet Scent  | Normal  | Status   | —    | 100  | 20 | 2 Foes     | ○  |
| 40  | Light Screen | Psychic | Status   | —    | —    | 30 | 2 Allies   | ○  |
| 46  | Body Slam    | Normal  | Physical | 85   | 100  | 15 | Normal     | —  |
| 54  | Safeguard    | Normal  | Status   | —    | —    | 25 | 2 Allies   | —  |
| 60  | Aromatherapy | Grass   | Status   | —    | —    | 5  | All Allies | —  |
| 66  | SolarBeam    | Grass   | Special  | 120  | 100  | 10 | Normal     | —  |

## ● MOVE MANIAC

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Headbutt     | Normal | Physical | 70   | 100  | 15 | Normal | —  |
| Frenzy Plant | Grass  | Special  | 150  | 90   | 5  | Normal | —  |

## ● BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|---------|----------|------|------|----|----------|----|
| Fury Cutter  | Bug     | Physical | 10   | 95   | 20 | Normal   | ○  |
| Snore        | Normal  | Special  | 40   | 100  | 15 | Normal   | —  |
| Synthesis    | Grass   | Status   | —    | —    | 5  | Self     | —  |
| Worry Seed   | Grass   | Status   | —    | 100  | 10 | Normal   | —  |
| Magic Coat   | Psychic | Status   | —    | —    | 15 | Self     | —  |
| Mud-Slap     | Ground  | Special  | 20   | 100  | 10 | Normal   | —  |
| Outrage      | Dragon  | Physical | 120  | 100  | 15 | 1 Random | ○  |
| AncientPower | Rock    | Special  | 60   | 100  | 5  | Normal   | —  |
| Seed Bomb    | Grass   | Physical | 80   | 100  | 15 | Normal   | —  |
|              |         |          |      |      |    |          |    |
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## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM09 | Bullet Seed  | Grass    | Physical | 10   | 100  | 30 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies      | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM19 | Giga Drain   | Grass    | Special  | 60   | 100  | 10 | Normal        | —  |
| TM20 | Safeguard    | Normal   | Status   | —    | —    | 25 | 2 Allies      | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal        | —  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM33 | Reflect      | Psychic  | Status   | —    | —    | 20 | 2 Allies      | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM53 | Energy Ball  | Grass    | Special  | 80   | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM75 | Swords Dance | Normal   | Status   | —    | —    | 30 | Self          | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20 | Normal        | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal        | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20 | Normal        | ○  |
|      |              |          |          |      |      |    |               |    |
|      |              |          |          |      |      |    |               |    |
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|      |              |          |          |      |      |    |               |    |

No. 154 | Herb Pokémon  
Meganium

Grass



## ● SIZE COMPARISON

- HEIGHT: 5'11"
- WEIGHT: 221.6 lbs.
- ITEMS: None

● MALE FORM  
Longer stamen● FEMALE FORM  
Shorter stamen

## ● ABILITIES

- Overgrow

## ● STATS



## ● EGG GROUPS

Monster  
Grass

## ● PERFORMANCE



## ● MAIN WAYS TO OBTAIN

Pokémon HeartGold Level up Bayleef to Lv. 32

Pokémon SoulSilver Level up Bayleef to Lv. 32

Pokémon Diamond —

Pokémon Pearl —

Pokémon Platinum —

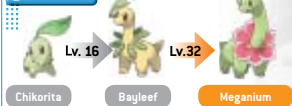
Pokémon HeartGold

Pokémon SoulSilver

The aroma that rises from its petals contains a substance that calms aggressive feelings.

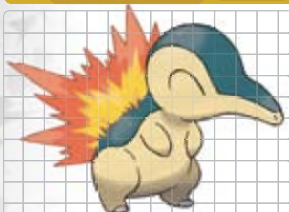
MEGANIUM's breath has the power to revive dead grass and plants. It can make them healthy again.

## ● EVOLUTION



# No. 155 | Fire Mouse Pokémon Cyndaquil

Fire



## ● SIZE COMPARISON

- HEIGHT: 1'08"
- WEIGHT: 17.4 lbs.
- ITEMS: None



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Blaze

## ● EGG GROUPS

Field

## ● PERFORMANCE

SPEED ★★★★★☆  
POWER ★★★★★☆  
SKILL ★★★★★☆

STAMINA ★★☆☆☆  
JUMP ★★★★★

## ● STATS



## ● MAIN WAYS TO OBTAIN

## Pokémon HeartGold

Receive from Professor Elm in New Bark Town at the beginning of the adventure

## Pokémon SoulSilver

Receive from Professor Elm in New Bark Town at the beginning of the adventure

## Pokémon Diamond

—

## Pokémon Pearl

—

## Pokémon Platinum

—

## Pokémon HeartGold

It is timid, and always curls itself up in a ball. If attacked, it flares up its back for protection.

## Pokémon SoulSilver

It usually stays hunched over. If it is angry or surprised, it shoots flames out of its back.

## ● EVOLUTION



## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|--------------|--------|----------|------|------|----|---------------|----|
| 1   | Tackle       | Normal | Physical | 35   | 95   | 35 | Normal        | ○  |
| 1   | Leer         | Normal | Status   | —    | 100  | 30 | 2 Foes        | —  |
| 6   | SmokeScreen  | Normal | Status   | —    | 100  | 20 | Normal        | —  |
| 10  | Ember        | Fire   | Special  | 40   | 100  | 25 | Normal        | —  |
| 13  | Quick Attack | Normal | Physical | 40   | 100  | 30 | Normal        | ○  |
| 19  | Flame Wheel  | Fire   | Physical | 60   | 100  | 25 | Normal        | ○  |
| 22  | Defense Curl | Normal | Status   | —    | —    | 40 | Self          | —  |
| 28  | Swift        | Normal | Special  | 60   | —    | 20 | 2 Foes        | —  |
| 31  | Lava Plume   | Fire   | Special  | 80   | 100  | 15 | 2 Foes/1 Ally | —  |
| 37  | Flamethrower | Fire   | Special  | 95   | 100  | 15 | Normal        | —  |
| 40  | Rollout      | Rock   | Physical | 30   | 90   | 20 | Normal        | ○  |
| 46  | Double-Edge  | Normal | Physical | 120  | 100  | 15 | Normal        | ○  |
| 49  | Eruption     | Fire   | Special  | 150  | 100  | 5  | 2 Foes        | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name      | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----------|--------|----------|------|------|----|--------|----|
| Snore     | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Swift     | Normal | Special  | 60   | —    | 20 | 2 Foes | —  |
| Mud-Slap  | Ground | Special  | 20   | 100  | 10 | Normal | ○  |
| Rollout   | Rock   | Physical | 30   | 90   | 20 | Normal | ○  |
| Heat Wave | Fire   | Special  | 100  | 90   | 10 | 2 Foes | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|---------|----------|------|------|----|---------|----|
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10 | Normal  | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15 | Normal  | —  |
| TM11 | Sunny Day    | Fire    | Status   | —    | 5    | 5  | All     | —  |
| TM17 | Protect      | Normal  | Status   | —    | 10   | 10 | Self    | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20 | Normal  | ○  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20 | Normal  | ○  |
| TM28 | Dig          | Ground  | Physical | 80   | 100  | 10 | Normal  | ○  |
| TM32 | Double Team  | Normal  | Status   | —    | 15   | 15 | Self    | —  |
| TM35 | Flamethrower | Fire    | Special  | 95   | 100  | 15 | Normal  | —  |
| TM38 | Fire Blast   | Fire    | Special  | 120  | 85   | 5  | Normal  | —  |
| TM40 | Aerial Ace   | Flying  | Physical | 60   | —    | 20 | Normal  | ○  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20 | Normal  | —  |
| TM44 | Rest         | Psychic | Status   | —    | 10   | 10 | Self    | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15 | Normal  | —  |
| TM50 | Overheat     | Fire    | Special  | 140  | 90   | 5  | Normal  | —  |
| TM58 | Endure       | Normal  | Status   | —    | 10   | 10 | Self    | —  |
| TM61 | Will-O-Wisp  | Fire    | Status   | —    | 75   | 15 | Normal  | —  |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20 | 2 Foes  | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | 10   | 10 | Depends | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal  | —  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal  | —  |
| TM90 | Substitute   | Normal  | Status   | —    | 10   | 10 | Self    | —  |
| HM01 | Cut          | Normal  | Physical | 50   | 95   | 30 | Normal  | ○  |

## ● EGG MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|----------|----------|------|------|----|----------|----|
| Fury Swipes  | Normal   | Physical | 18   | 80   | 15 | Normal   | ○  |
| Quick Attack | Normal   | Physical | 40   | 100  | 30 | Normal   | ○  |
| Reversal     | Fighting | Physical | —    | 100  | 15 | Normal   | ○  |
| Thrash       | Normal   | Physical | 90   | 100  | 20 | 1 Random | ○  |
| Foresight    | Normal   | Status   | —    | —    | 40 | Normal   | ○  |
| Covet        | Normal   | Physical | 40   | 100  | 40 | Normal   | ○  |
| Howl         | Normal   | Status   | —    | —    | 40 | Self     | ○  |
| Crush Claw   | Normal   | Physical | 75   | 95   | 10 | Normal   | ○  |
| Double-Edge  | Normal   | Physical | 120  | 100  | 15 | Normal   | ○  |
| Double Kick  | Normal   | Physical | 30   | 100  | 30 | Normal   | ○  |
| Flare Blitz  | Fighting | Physical | 30   | 100  | 15 | Normal   | ○  |
| Extrasensory | Psychic  | Special  | 80   | 100  | 30 | Normal   | —  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|--------------|--------|----------|------|------|----|---------------|----|
| 1   | Tackle       | Normal | Physical | 35   | 95   | 35 | Normal        | ○  |
| 1   | Leer         | Normal | Status   | —    | 100  | 30 | 2 Foes        | —  |
| 1   | SmokeScreen  | Normal | Status   | —    | 100  | 20 | Normal        | —  |
| 6   | SmokeScreen  | Normal | Status   | —    | 100  | 20 | Normal        | —  |
| 10  | Ember        | Fire   | Special  | 40   | 100  | 25 | Normal        | —  |
| 13  | Quick Attack | Normal | Physical | 40   | 100  | 30 | Normal        | ○  |
| 20  | Flame Wheel  | Fire   | Physical | 60   | 100  | 25 | Normal        | ○  |
| 24  | Defense Curl | Normal | Status   | —    | —    | 40 | Self          | —  |
| 31  | Swift        | Normal | Special  | 60   | —    | 20 | 2 Foes        | —  |
| 35  | Lava Plume   | Fire   | Special  | 80   | 100  | 15 | 2 Foes/1 Ally | —  |
| 42  | Flamethrower | Fire   | Special  | 95   | 100  | 15 | Normal        | —  |
| 46  | Rollout      | Rock   | Physical | 30   | 90   | 20 | Normal        | ○  |
| 53  | Double-Edge  | Normal | Physical | 120  | 100  | 15 | Normal        | ○  |
| 57  | Eruption     | Fire   | Special  | 150  | 100  | 5  | 2 Foes        | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name        | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-------------|--------|----------|------|------|----|--------|----|
| Fury Cutter | Bug    | Physical | 10   | 95   | 20 | Normal | ○  |
| Snore       | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Swift       | Normal | Special  | 60   | —    | 20 | 2 Foes | —  |
| Mud-Slap    | Ground | Special  | 20   | 100  | 10 | Normal | —  |
| Rollout     | Rock   | Physical | 30   | 90   | 20 | Normal | ○  |
| Heat Wave   | Fire   | Special  | 100  | 90   | 10 | 2 Foes | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP      | Range  | DA |
|------|--------------|----------|----------|------|------|---------|--------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20      | Normal | ○  |
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20      | Normal | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10      | Normal | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15      | Normal | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | All     | —      | —  |
| TM17 | Protect      | Normal   | Status   | —    | 10   | Self    | —      | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20      | Normal | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20      | Normal | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10      | Normal | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15      | Normal | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | 15   | Self    | —      | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15      | Normal | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5       | Normal | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20      | Normal | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20      | Normal | —  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20      | Normal | —  |
| TM44 | Rest         | Psychic  | Status   | —    | 10   | Self    | —      | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15      | Normal | —  |
| TM50 | Overheat     | Fire     | Special  | 140  | 90   | 5       | Normal | —  |
| TM58 | Endure       | Normal   | Status   | —    | 10   | Self    | —      | —  |
| TM61 | Will-O-Wisp  | Fire     | Status   | —    | 75   | 15      | Normal | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20      | 2 Foes | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | 10   | Depends | —      | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15      | Normal | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15      | Normal | —  |
| TM90 | Substitute   | Normal   | Status   | —    | 10   | Self    | —      | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30      | Normal | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15      | Normal | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15      | Normal | ○  |


**No. 156** | Volcano Pokémon  
**Quilava**

Fire



## ● SIZE COMPARISON

- HEIGHT: 2'11"
- WEIGHT: 41.9 lbs.
- ITEMS: None



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Blaze

## ● STATS



## ● EGG GROUPS

Field

## ● PERFORMANCE

SPEED ★★★★★☆ STAMINA ★★★★★☆  
 POWER ★★★★★☆ JUMP ★★★★★☆  
 SKILL ★★★★★☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Level up Cyndaquil to Lv. 14

**Pokémon SoulSilver** Level up Cyndaquil to Lv. 14

**Pokémon Diamond** —

**Pokémon Pearl** —

**Pokémon Platinum** —

**Pokémon HeartGold**

Be careful if it turns its back during battle. It means that it will attack with the fire on its back.

**Pokémon SoulSilver**

Be careful if it turns its back during battle. It means that it will attack with the fire on its back.

## ● EVOLUTION

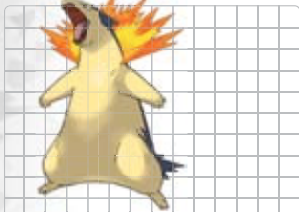




No. 157 | Volcano Pokémon

## Typhlosion

Fire



- HEIGHT: 5'02"
- WEIGHT: 175.3 lbs.
- ITEMS: None

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Blaze

## ● EGG GROUPS

Field

## ● PERFORMANCE

SPEED ★★☆☆☆  
POWER ★★★★★  
SKILL ★★☆☆☆

STAMINA ★★★★★☆  
JUMP ★★☆☆☆

## ● STATS



## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Level up Quilava to Lv. 36

**Pokémon SoulSilver** Level up Quilava to Lv. 36

**Pokémon Diamond** —

**Pokémon Pearl** —

**Pokémon Platinum** —

**Pokémon HeartGold**

**Pokémon SoulSilver**

If its rage peaks, it becomes so hot that anything that touches it will instantly go up in flames.

It has a secret, devastating move. It rubs its blazing fur together to cause huge explosions.

## ● EVOLUTION



## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|--------------|--------|----------|------|------|----|---------------|----|
| 1   | Gyro Ball    | Steel  | Physical | —    | 100  | 5  | Normal        | ○  |
| 1   | Tackle       | Normal | Physical | 35   | 95   | 35 | Normal        | ○  |
| 1   | Leer         | Normal | Status   | —    | 100  | 30 | 2 Foes        | —  |
| 1   | SmokeScreen  | Normal | Status   | —    | 100  | 20 | Normal        | —  |
| 1   | Ember        | Fire   | Special  | 40   | 100  | 25 | Normal        | —  |
| 6   | SmokeScreen  | Normal | Status   | —    | 100  | 20 | Normal        | —  |
| 10  | Ember        | Fire   | Special  | 40   | 100  | 25 | Normal        | —  |
| 13  | Quick Attack | Normal | Physical | 40   | 100  | 30 | Normal        | ○  |
| 20  | Flame Wheel  | Fire   | Physical | 60   | 100  | 25 | Normal        | ○  |
| 24  | Defense Curl | Normal | Status   | —    | —    | 40 | Self          | —  |
| 31  | Swift        | Normal | Special  | 60   | —    | 20 | 2 Foes        | —  |
| 35  | Lava Plume   | Fire   | Special  | 80   | 100  | 15 | 2 Foes/1 Ally | —  |
| 42  | Flamethrower | Fire   | Special  | 95   | 100  | 15 | Normal        | —  |
| 46  | Rollout      | Rock   | Physical | 30   | 90   | 20 | Normal        | ○  |
| 53  | Double-Edge  | Normal | Physical | 120  | 100  | 15 | Normal        | ○  |
| 57  | Eruption     | Fire   | Special  | 150  | 100  | 5  | 2 Foes        | —  |

## ● MOVE MANIAC

| Name       | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|------------|--------|----------|------|------|----|--------|----|
| Headbutt   | Normal | Physical | 70   | 100  | 15 | Normal | —  |
| Blast Burn | Fire   | Special  | 150  | 90   | 5  | Normal | —  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Fury Cutter  | Bug      | Physical | 10   | 95   | 20 | Normal | ○  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Rollout      | Rock     | Physical | 30   | 90   | 20 | Normal | ○  |
| Heat Wave    | Fire     | Special  | 100  | 90   | 10 | 2 Foes | —  |
| Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal        | ○  |
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | —  | All           | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal        | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5  | Normal        | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal        | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM50 | Overheat     | Fire     | Special  | 140  | 90   | 5  | Normal        | —  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5  | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM61 | Will-O-Wisp  | Fire     | Status   | —    | 75   | 15 | Normal        | —  |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15 | Normal        | ○  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM74 | Gyro Ball    | Steel    | Physical | —    | 100  | 5  | Normal        | ○  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal        | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20 | Normal        | ○  |



## ● LEVEL-UP MOVES

| Lv. | Name       | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----|------------|----------|----------|------|------|----|----------|----|
| 1   | Scratch    | Normal   | Physical | 40   | 100  | 35 | Normal   | ○  |
| 1   | Leer       | Normal   | Status   | —    | 100  | 30 | 2 Foes   | ○  |
| 6   | Water Gun  | Water    | Special  | 40   | 100  | 25 | Normal   | ○  |
| 8   | Rage       | Normal   | Physical | 20   | 100  | 20 | Normal   | ○  |
| 13  | Bite       | Dark     | Physical | 60   | 100  | 25 | Normal   | ○  |
| 15  | Scary Face | Normal   | Status   | —    | 90   | 10 | Normal   | ○  |
| 20  | Ice Fang   | Ice      | Physical | 65   | 95   | 15 | Normal   | ○  |
| 22  | Flail      | Normal   | Physical | —    | 100  | 15 | Normal   | ○  |
| 27  | Crunch     | Dark     | Physical | 80   | 100  | 15 | Normal   | ○  |
| 29  | Slash      | Normal   | Physical | 70   | 100  | 20 | Normal   | ○  |
| 34  | Screech    | Normal   | Status   | —    | 85   | 40 | Normal   | ○  |
| 36  | Thrash     | Normal   | Physical | 90   | 100  | 20 | 1 Random | ○  |
| 41  | Aqua Tail  | Water    | Physical | 90   | 90   | 10 | Normal   | ○  |
| 43  | Superpower | Fighting | Physical | 120  | 100  | 5  | Normal   | ○  |
| 48  | Hydro Pump | Water    | Special  | 120  | 80   | 5  | Normal   | ○  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|----------|----------|------|------|----|----------|----|
| Dive         | Water    | Physical | 80   | 100  | 10 | Normal   | ○  |
| Icy Wind     | Ice      | Special  | 55   | 95   | 15 | 2 Foes   | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal   | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal   | ○  |
| Spite        | Ghost    | Status   | —    | 100  | 10 | Normal   | ○  |
| Uproar       | Normal   | Special  | 50   | 100  | 10 | 1 Random | ○  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal   | ○  |
| Superpower   | Fighting | Physical | 120  | 100  | 5  | Normal   | ○  |
| Aqua Tail    | Water    | Physical | 90   | 90   | 10 | Normal   | ○  |
| AncientPower | Rock     | Special  | 60   | 100  | 5  | Normal   | ○  |
| Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal   | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP      | Range         | DA |
|------|--------------|----------|----------|------|------|---------|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20      | Normal        | ○  |
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20      | Normal        | ○  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10      | Normal        | ○  |
| TM07 | Hail         | Ice      | Status   | —    | 10   | All     | —             | ○  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15      | Normal        | ○  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10      | Normal        | ○  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5       | 2 Foes        | ○  |
| TM17 | Protect      | Normal   | Status   | —    | 10   | Self    | —             | ○  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | All     | —             | ○  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20      | Normal        | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15      | Normal        | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20      | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10      | Normal        | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15      | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | 15   | Self    | —             | ○  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10      | Normal        | ○  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20      | Normal        | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20      | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20      | Normal        | ○  |
| TM44 | Rest         | Psychic  | Status   | —    | 10   | Self    | —             | ○  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15      | Normal        | ○  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10      | Normal        | ○  |
| TM58 | Endure       | Normal   | Status   | —    | 10   | Self    | —             | ○  |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15      | Normal        | ○  |
| TM75 | Swords Dance | Normal   | Status   | —    | 30   | Self    | —             | ○  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20      | 2 Foes        | ○  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10      | 2 Foes        | ○  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | 10   | Depends | —             | ○  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15      | Normal        | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15      | Normal        | ○  |
| TM90 | Substitute   | Normal   | Status   | —    | 10   | Self    | —             | ○  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30      | Normal        | ○  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15      | 2 Foes/1 Ally | ○  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15      | Normal        | ○  |
| HM07 | Waterfall    | Water    | Physical | 80   | 100  | 15      | Normal        | ○  |

## ● EGG MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP   | Range    | DA |
|--------------|--------|----------|------|------|------|----------|----|
| Crunch       | Dark   | Physical | 80   | 100  | 15   | Normal   | ○  |
| Thrash       | Normal | Physical | 90   | 100  | 20   | 1 Random | ○  |
| Hydro Pump   | Water  | Special  | 120  | 80   | 5    | Normal   | ○  |
| AncientPower | Rock   | Special  | 60   | 100  | 5    | Normal   | ○  |
| Rock Slide   | Rock   | Physical | 75   | 90   | 10   | 2 Foes   | ○  |
| Mud Sport    | Ground | Status   | —    | 15   | All  | —        | ○  |
| Water Sport  | Water  | Status   | —    | 15   | All  | —        | ○  |
| Dragon Claw  | Dragon | Physical | 80   | 100  | 15   | Normal   | ○  |
| Ice Punch    | Ice    | Physical | 75   | 100  | 15   | Normal   | ○  |
| Metal Claw   | Steel  | Physical | 50   | 95   | 35   | Normal   | ○  |
| Dragon Dance | Dragon | Status   | —    | 20   | Self | —        | ○  |
| Aqua Jet     | Water  | Physical | 40   | 100  | 20   | Normal   | ○  |



No. 158 | Big Jaw Pokémon

Totodile

Water



## ● SIZE COMPARISON

- HEIGHT: 2'00"
- WEIGHT: 20.9 lbs.
- ITEMS: None



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Torrent

## ● STATS



## ● EGG GROUPS

Monster

Water 1

## ● PERFORMANCE

SPEED ★★☆☆

POWER ★★★★★

SKILL ★★☆☆

STAMINA ★★☆☆

JUMP ★★☆☆

## ● MAIN WAYS TO OBTAIN

## Pokémon HeartGold

Receive from Professor Elm in New Bark Town at the beginning of the adventure

## Pokémon SoulSilver

Receive from Professor Elm in New Bark Town at the beginning of the adventure

## Pokémon Diamond

—

## Pokémon Pearl

—

## Pokémon Platinum

—

## Pokémon HeartGold

Its powerful, well-developed jaws are capable of crushing anything. Even its Trainer must be careful.

## Pokémon SoulSilver

It is small but rough and tough. It won't hesitate to take a bite out of anything that moves.

## ● EVOLUTION



No. 159 | Big Jaw Pokémon  
**Croconaw**

Water



## ● SIZE COMPARISON

- HEIGHT: 3'07"
- WEIGHT: 55.1 lbs.
- ITEMS: None



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Torrent

## ● EGG GROUPS

Monster  
Water 1

## ● PERFORMANCE

SPEED ★★☆☆  
POWER ★★★★★☆  
SKILL ★★☆☆

STAMINA ★★★★★☆  
JUMP ★★☆☆

## ● STATS

HP ●●●●●  
ATTACK ●●●●●  
DEFENSE ●●●●●  
SP. ATTACK ●●●●●  
SP. DEFENSE ●●●●●  
SPEED ●●●●●

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Level up Totodile to Lv. 18

**Pokémon SoulSilver** Level up Totodile to Lv. 18

**Pokémon Diamond** —

**Pokémon Pearl** —

**Pokémon Platinum** —

**Pokémon HeartGold** **Pokémon SoulSilver**

If it loses a fang, a new one grows back in its place. There are always 48 fangs lining its mouth.

It opens its huge jaws wide when attacking. If it loses any fangs while biting, they grow back in.

## ● EVOLUTION



Totodile

Croconaw

Feraligatr

## ● LEVEL-UP MOVES

| Lv. | Name       | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----|------------|----------|----------|------|------|----|----------|----|
| 1   | Scratch    | Normal   | Physical | 40   | 100  | 35 | Normal   | ○  |
| 1   | Leer       | Normal   | Status   | —    | 100  | 30 | 2 Foes   | —  |
| 1   | Water Gun  | Water    | Special  | 40   | 100  | 25 | Normal   | —  |
| 6   | Water Gun  | Water    | Special  | 40   | 100  | 25 | Normal   | —  |
| 8   | Rage       | Normal   | Physical | 20   | 100  | 20 | Normal   | ○  |
| 13  | Bite       | Dark     | Physical | 60   | 100  | 25 | Normal   | ○  |
| 15  | Scary Face | Normal   | Status   | —    | 90   | 10 | Normal   | —  |
| 21  | Ice Fang   | Ice      | Physical | 65   | 95   | 15 | Normal   | —  |
| 24  | Flail      | Normal   | Physical | —    | 100  | 15 | Normal   | ○  |
| 30  | Crunch     | Dark     | Physical | 80   | 100  | 15 | Normal   | ○  |
| 33  | Slash      | Normal   | Physical | 70   | 100  | 20 | Normal   | ○  |
| 39  | Screech    | Normal   | Status   | —    | 85   | 40 | Normal   | —  |
| 42  | Thrash     | Normal   | Physical | 90   | 100  | 20 | 1 Random | ○  |
| 48  | Aqua Tail  | Water    | Physical | 90   | 90   | 10 | Normal   | ○  |
| 51  | Superpower | Fighting | Physical | 120  | 100  | 5  | Normal   | ○  |
| 57  | Hydro Pump | Water    | Special  | 120  | 80   | 5  | Normal   | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|----------|----------|------|------|----|----------|----|
| Dive         | Water    | Physical | 80   | 100  | 10 | Normal   | ○  |
| Fury Cutter  | Bug      | Physical | 10   | 95   | 20 | Normal   | ○  |
| Icy Wind     | Ice      | Special  | 55   | 95   | 15 | 2 Foes   | —  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal   | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal   | —  |
| Spite        | Ghost    | Status   | —    | 100  | 10 | Normal   | —  |
| Uproar       | Normal   | Special  | 50   | 100  | 10 | 1 Random | ○  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal   | —  |
| Superpower   | Fighting | Physical | 120  | 100  | 5  | Normal   | ○  |
| AncientPower | Rock     | Special  | 60   | 100  | 5  | Normal   | ○  |
| Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal   | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal        | ○  |
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal        | —  |
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM07 | Hail         | Ice      | Status   | —    | —    | 10 | All           | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal        | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal        | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15 | Normal        | ○  |
| TM75 | Swords Dance | Normal   | Status   | —    | —    | 30 | Self          | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal        | ○  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15 | Normal        | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM07 | Waterfall    | Water    | Physical | 80   | 100  | 15 | Normal        | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name       | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----|------------|----------|----------|------|------|----|----------|----|
| 1   | Scratch    | Normal   | Physical | 40   | 100  | 35 | Normal   | ○  |
| 1   | Leer       | Normal   | Status   | —    | 100  | 30 | 2 Foes   | —  |
| 1   | Water Gun  | Water    | Special  | 40   | 100  | 25 | Normal   | ○  |
| 1   | Rage       | Normal   | Physical | 20   | 100  | 20 | Normal   | ○  |
| 6   | Water Gun  | Water    | Special  | 40   | 100  | 25 | Normal   | ○  |
| 8   | Rage       | Normal   | Physical | 20   | 100  | 20 | Normal   | ○  |
| 13  | Bite       | Dark     | Physical | 60   | 100  | 25 | Normal   | ○  |
| 15  | Scary Face | Normal   | Status   | —    | 90   | 10 | Normal   | ○  |
| 21  | Ice Fang   | Ice      | Physical | 65   | 95   | 15 | Normal   | ○  |
| 24  | Flail      | Normal   | Physical | —    | 100  | 15 | Normal   | ○  |
| 30  | Agility    | Psychic  | Status   | —    | —    | 30 | Self     | ○  |
| 32  | Crunch     | Dark     | Physical | 80   | 100  | 15 | Normal   | ○  |
| 37  | Slash      | Normal   | Physical | 70   | 100  | 20 | Normal   | ○  |
| 45  | Screech    | Normal   | Status   | —    | 85   | 40 | Normal   | ○  |
| 50  | Thrash     | Normal   | Physical | 90   | 100  | 20 | 1 Random | ○  |
| 58  | Aqua Tail  | Water    | Physical | 90   | 90   | 10 | Normal   | ○  |
| 63  | Superpower | Fighting | Physical | 120  | 100  | 5  | Normal   | ○  |
| 71  | Hydro Pump | Water    | Special  | 120  | 80   | 5  | Normal   | —  |

## ● MOVE MANIAC

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Headbutt     | Normal | Physical | 70   | 100  | 15 | Normal | ○  |
| Hydro Cannon | Water  | Special  | 150  | 90   | 5  | Normal | —  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|----------|----------|------|------|----|----------|----|
| Dive         | Water    | Physical | 80   | 100  | 10 | Normal   | ○  |
| Fury Cutter  | Bug      | Physical | 10   | 95   | 20 | Normal   | ○  |
| Icy Wind     | Ice      | Special  | 55   | 95   | 15 | 2 Foes   | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal   | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal   | ○  |
| Spite        | Ghost    | Status   | —    | 100  | 10 | Normal   | —  |
| Uproar       | Normal   | Special  | 50   | 100  | 10 | 1 Random | ○  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal   | —  |
| Superpower   | Fighting | Physical | 120  | 100  | 5  | Normal   | ○  |
| Aqua Tail    | Water    | Physical | 90   | 90   | 10 | Normal   | ○  |
| Outrage      | Dragon   | Physical | 120  | 100  | 15 | 1 Random | ○  |
| AncientPower | Rock     | Special  | 60   | 100  | 5  | Normal   | ○  |
| Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal   | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal        | ○  |
| TM02 | Dragon Claw  | Dragon   | Physical | 80   | 100  | 15 | Normal        | ○  |
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal        | ○  |
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM07 | Hail         | Ice      | Status   | —    | —    | 10 | All           | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM15 | Huper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal        | ○  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | ○  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | ○  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal        | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5  | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM59 | Dragon Pulse | Dragon   | Special  | 90   | 100  | 10 | Normal        | —  |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15 | Normal        | ○  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM72 | Avalanche    | Ice      | Physical | 60   | 100  | 10 | Normal        | ○  |
| TM75 | Swords Dance | Normal   | Status   | —    | —    | 30 | Self          | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal        | ○  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15 | Normal        | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM07 | Waterfall    | Water    | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20 | Normal        | ○  |

No. 160 | Big Jaw Pokémon  
**Feraligatr**

Water



## ● SIZE COMPARISON

- HEIGHT: 2'02"
- WEIGHT: 195.8 lbs.
- ITEMS: None



## ● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Torrent

## ● STATS



## ● EGG GROUPS

Monster

Water 1

## ● PERFORMANCE

SPEED ★★★★★  
POWER ★★★★★☆  
SKILL ★★★★★☆

STAMINA ★★★☆☆  
JUMP ★★☆☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Level up Croconaw to Lv. 30

**Pokémon SoulSilver** Level up Croconaw to Lv. 30

**Pokémon Diamond** —

**Pokémon Pearl** —

**Pokémon Platinum** —

**Pokémon HeartGold** **Pokémon SoulSilver**

When it bites with its massive and powerful jaws, it shakes its head and savagely tears its victim up.

It is hard for it to support its weight out of water, so it sometimes gets down on all fours. But it moves fast.

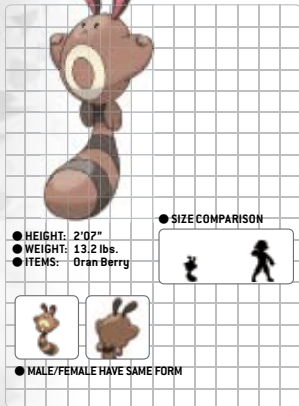
## ● EVOLUTION



# No. 161 | Scout Pokémon

## Sentret

Normal



## SIZE COMPARISON

- HEIGHT: 2'02"
- WEIGHT: 13.2 lbs.
- ITEMS: Oran Berry



MALE/FEMALE HAVE SAME FORM

## ABILITIES

- Run Away
- Keen Eye

## STATS



## EGG GROUPS

Field

## PERFORMANCE

SPEED ★★★★★☆  
 POWER ★★☆☆☆  
 SKILL ★★☆☆☆

STAMINA ★★☆☆☆  
 JUMP ★★☆☆☆

## MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Route 29 (morning and afternoon only)

**Pokémon SoulSilver** Route 29 (morning and afternoon only)

**Pokémon Diamond** Route 202 (use Poké Radar)

**Pokémon Pearl** Route 202 (use Poké Radar)

**Pokémon Platinum** Route 202 (use Poké Radar)

**Pokémon HeartGold** **Pokémon SoulSilver**

A very cautious Pokémon, it raises itself up using its tail to get a better view of its surroundings.

It stands on its tail so it can see a long way. If it spots an enemy, it cries loudly to warn its kind.

## EVOLUTION



Lv. 15



Sentret

Furret

## LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range   | DA |
|-----|--------------|---------|----------|------|------|----|---------|----|
| 1   | Scratch      | Normal  | Physical | 40   | 100  | 35 | Normal  | ○  |
| 1   | Foresight    | Normal  | Status   | —    | —    | 40 | Normal  | —  |
| 4   | Defense Curl | Normal  | Status   | —    | —    | 40 | Self    | —  |
| 7   | Quick Attack | Normal  | Physical | 40   | 100  | 30 | Normal  | ○  |
| 13  | Fury Swipes  | Normal  | Physical | 18   | 80   | 15 | Normal  | ○  |
| 16  | Helping Hand | Normal  | Status   | —    | —    | 20 | 1 Ally  | —  |
| 19  | Follow Me    | Normal  | Status   | —    | —    | 20 | Self    | —  |
| 25  | Slam         | Normal  | Physical | 80   | 75   | 20 | Normal  | ○  |
| 28  | Rest         | Psychic | Status   | —    | —    | 10 | Self    | —  |
| 31  | Sucker Punch | Dark    | Physical | 80   | 100  | 5  | Normal  | ○  |
| 36  | Amnesia      | Psychic | Status   | —    | —    | 20 | Self    | —  |
| 39  | Baton Pass   | Normal  | Status   | —    | —    | 40 | Self    | —  |
| 42  | Me First     | Normal  | Status   | —    | —    | 20 | Depends | —  |
| 47  | Hyper Voice  | Normal  | Special  | 90   | 100  | 10 | 2 Foes  | —  |

## MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## BP MOVES

| Name         | Type     | Type     | Kind     | Pow. | Acc. | PP     | Range    | DA |
|--------------|----------|----------|----------|------|------|--------|----------|----|
| Fury Cutter  | Bug      | Physical | Physical | 10   | 95   | 20     | Normal   | ○  |
| ThunderPunch | Electric | Physical | Physical | 75   | 100  | 15     | Normal   | ○  |
| Fire Punch   | Fire     | Physical | Physical | 75   | 100  | 15     | Normal   | ○  |
| Ice Punch    | Ice      | Physical | Physical | 75   | 100  | 15     | Normal   | ○  |
| Knock Off    | Dark     | Physical | Physical | 20   | 100  | 20     | Normal   | ○  |
| Sucker Punch | Dark     | Physical | Physical | 80   | 100  | 5      | Normal   | ○  |
| Snore        | Normal   | Special  | Special  | 40   | 100  | 15     | Normal   | —  |
| Helping Hand | Normal   | Status   | —        | —    | 20   | 1 Ally | —        |    |
| Last Resort  | Normal   | Physical | Physical | 130  | 100  | 5      | Normal   | ○  |
| Swift        | Normal   | Special  | Special  | 60   | —    | 20     | 2 Foes   | —  |
| Uproar       | Normal   | Special  | Special  | 50   | 100  | 10     | 1 Random | —  |
| Mud-Slap     | Ground   | Special  | Special  | 20   | 100  | 10     | Normal   | —  |
| Rollout      | Rock     | Physical | Physical | 30   | 90   | 20     | Normal   | ○  |
| Aqua Tail    | Water    | Physical | Physical | 90   | 90   | 10     | Normal   | ○  |
| Super Fang   | Normal   | Physical | —        | 90   | 10   | Normal | ○        |    |

## TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal        | ○  |
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | —  | All           | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | —  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal        | —  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal        | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal        | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal        | —  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal        | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal        | ○  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15 | Normal        | ○  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20 | Normal        | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM89 | U-turn       | Bug      | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal        | ○  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | —  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15 | Normal        | —  |

## EGG MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range   | DA |
|--------------|----------|----------|------|------|----|---------|----|
| Double-Edge  | Normal   | Physical | 120  | 100  | 15 | Normal  | ○  |
| Pursuit      | Dark     | Physical | 40   | 100  | 20 | Normal  | ○  |
| Slash        | Normal   | Physical | 70   | 100  | 20 | Normal  | ○  |
| Focus Energy | Normal   | Status   | —    | —    | 30 | Self    | —  |
| Reversal     | Fighting | Physical | —    | 100  | 15 | Normal  | ○  |
| Substitute   | Normal   | Status   | —    | —    | 10 | Self    | —  |
| Trick        | Psychic  | Status   | —    | 100  | 10 | Normal  | —  |
| Assist       | Normal   | Status   | —    | —    | 20 | Depends | —  |
| Last Resort  | Normal   | Physical | 130  | 100  | 5  | Normal  | ○  |
| Charm        | Normal   | Status   | —    | 100  | 20 | Normal  | —  |
| Covet        | Normal   | Physical | 40   | 100  | 40 | Normal  | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range   | DA |
|-----|--------------|---------|----------|------|------|----|---------|----|
| 1   | Scratch      | Normal  | Physical | 40   | 100  | 35 | Normal  | ○  |
| 1   | Foresight    | Normal  | Status   | —    | —    | 40 | Normal  | —  |
| 1   | Defense Curl | Normal  | Status   | —    | —    | 40 | Self    | ○  |
| 1   | Quick Attack | Normal  | Physical | 40   | 100  | 30 | Normal  | ○  |
| 4   | Defense Curl | Normal  | Status   | —    | —    | 40 | Self    | —  |
| 7   | Quick Attack | Normal  | Physical | 40   | 100  | 30 | Normal  | ○  |
| 13  | Fury Swipes  | Normal  | Physical | 18   | 80   | 15 | Normal  | ○  |
| 17  | Helping Hand | Normal  | Status   | —    | —    | 20 | 1 Ally  | ○  |
| 21  | Follow Me    | Normal  | Status   | —    | —    | 20 | Self    | —  |
| 28  | Slam         | Normal  | Physical | 80   | 75   | 20 | Normal  | ○  |
| 32  | Rest         | Psychic | Status   | —    | —    | 10 | Self    | —  |
| 36  | Sucker Punch | Dark    | Physical | 80   | 100  | 5  | Normal  | ○  |
| 42  | Amnesia      | Psychic | Status   | —    | —    | 20 | Self    | —  |
| 46  | Baton Pass   | Normal  | Status   | —    | —    | 40 | Self    | —  |
| 50  | Me First     | Normal  | Status   | —    | —    | 20 | Depends | —  |
| 56  | Hyper Voice  | Normal  | Special  | 90   | 100  | 10 | 2 Foes  | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|----------|----------|------|------|----|----------|----|
| Fury Cutter  | Bug      | Physical | 10   | 95   | 20 | Normal   | ○  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal   | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal   | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal   | ○  |
| Knock Off    | Dark     | Physical | 20   | 100  | 20 | Normal   | ○  |
| Sucker Punch | Dark     | Physical | 80   | 100  | 5  | Normal   | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal   | —  |
| Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally   | ○  |
| Last Resort  | Normal   | Physical | 130  | 100  | 5  | Normal   | ○  |
| Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Updraft      | Normal   | Special  | 50   | 100  | 10 | 1 Random | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal   | —  |
| Rollout      | Rock     | Special  | 30   | 90   | 20 | Normal   | ○  |
| Aqua Tail    | Water    | Physical | 90   | 90   | 10 | Normal   | ○  |
| Super Fang   | Normal   | Physical | —    | 90   | 10 | Normal   | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM01 | Focus Punch  | Fighting | Special  | 150  | 100  | 20 | Normal        | ○  |
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM22 | SolarBeam    | Steel    | Special  | 120  | 100  | 10 | Normal        | —  |
| TM23 | Iron Tail    | Ground   | Physical | 100  | 75   | 15 | Normal        | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal        | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal        | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal        | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal        | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal        | ○  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5  | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15 | Normal        | ○  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20 | Normal        | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | ○  |
| TM89 | U-turn       | Bug      | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal        | ○  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15 | Normal        | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |



No. 162 | Long Body Pokémon

Furret

Normal



## ● SIZE COMPARISON

- HEIGHT: 5'11"
- WEIGHT: 71.6 lbs.
- ITEMS: Oran Berry  
Sitrus Berry



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Run Away
- Keen Eye

## ● STATS



## ● EGG GROUPS

Field

## ● PERFORMANCE

SPEED ★★★★★  
POWER ★★★☆  
SKILL ★★★☆

STAMINA ★★★☆  
JUMP ★★★

## ● MAIN WAYS TO OBTAIN

## Pokémon HeartGold

Route 1 (morning and afternoon only) or Safari Zone (Wetland Area: if Grass objects are placed, may appear in tall grass)

## Pokémon SoulSilver

Route 1 (morning and afternoon only) or Safari Zone (Wetland Area: if Grass objects are placed, may appear in tall grass)

## Pokémon Diamond

Level up Sentret to Lv. 15

## Pokémon Pearl

Level up Sentret to Lv. 15

## Pokémon Platinum

Level up Sentret to Lv. 15

## Pokémon HeartGold

It makes a nest to suit its long and skinny body. The nest is impossible for other Pokémon to enter.

## Pokémon SoulSilver

There is no telling where the tail begins. Despite its short legs, it is quick and likes to chase RATTATA.

## ● EVOLUTION



Lv. 15

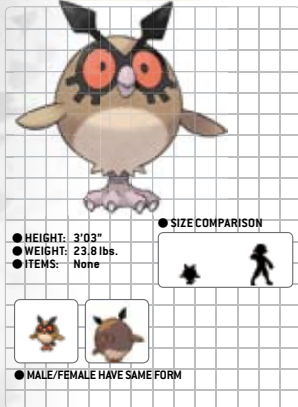


Sentret

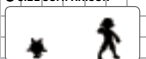
Furret

# No. 163 | Owl Pokémon Hoothoot

Normal Flying


**SIZE COMPARISON**

- HEIGHT: 3'03"
- WEIGHT: 23.8 lbs.
- ITEMS: None



● MALE/FEMALE HAVE SAME FORM

**ABILITIES**

- Insomnia
- Keen Eye

**EGG GROUPS**

Flying

**STATS**

- HP
- ATTACK
- DEFENSE
- SP. ATTACK
- SP. DEFENSE
- SPEED

**PERFORMANCE**

 SPEED ★★☆☆  
 POWER ★★☆☆  
 SKILL ★★☆☆☆☆

 STAMINA ★★☆☆  
 JUMP ★★☆☆

**MAIN WAYS TO OBTAIN**
**Pokémon HeartGold** Route 29 (night only)

**Pokémon SoulSilver** Route 29 (night only)

**Pokémon Diamond** Route 210, Celestic Town side (night only)

**Pokémon Pearl** Route 210, Celestic Town side (night only)

**Pokémon Platinum** Route 210 (night only)

**Pokémon HeartGold** **Pokémon SoulSilver**

It always stands on one foot. It changes feet so fast, the movement can rarely be seen.

It has a perfect sense of time. Whatever happens, it keeps rhythm by precisely tilting its head in time.

**EVOLUTION**


Lv. 20



Hoothoot

Noctowl

**LEVEL-UP MOVES**

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----|--------------|---------|----------|------|------|----|----------|----|
| 1   | Tackle       | Normal  | Physical | 35   | 95   | 35 | Normal   | ○  |
| 1   | Growl        | Normal  | Status   | —    | 100  | 40 | 2 Foes   | —  |
| 1   | Foresight    | Normal  | Status   | —    | —    | 40 | Normal   | —  |
| 5   | Hypnosis     | Psychic | Status   | —    | 60   | 20 | Normal   | —  |
| 9   | Peck         | Flying  | Physical | 35   | 100  | 35 | Normal   | ○  |
| 13  | Uproar       | Normal  | Special  | 50   | 100  | 10 | 1 Random | —  |
| 17  | Reflect      | Psychic | Status   | —    | —    | 20 | 2 Allies | —  |
| 21  | Confusion    | Psychic | Special  | 50   | 100  | 25 | Normal   | —  |
| 25  | Take Down    | Normal  | Physical | 90   | 85   | 20 | Normal   | ○  |
| 29  | Air Slash    | Flying  | Special  | 75   | 95   | 20 | Normal   | —  |
| 33  | Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal   | ○  |
| 37  | Extrasensory | Psychic | Special  | 80   | 100  | 30 | Normal   | —  |
| 41  | Psycho Shift | Psychic | Status   | —    | 90   | 10 | Normal   | —  |
| 45  | Roost        | Flying  | Status   | —    | —    | 10 | Self     | —  |
| 49  | Dream Eater  | Psychic | Special  | 100  | 100  | 15 | Normal   | —  |

**MOVE MANIAC**

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |
|      |      |      |      |      |    |       |    |
|      |      |      |      |      |    |       |    |

**BP MOVES**

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|---------|----------|------|------|----|----------|----|
| Ominous Wind | Ghost   | Special  | 60   | 100  | 5  | Normal   | —  |
| Air Cutter   | Flying  | Special  | 55   | 95   | 25 | 2 Foes   | —  |
| Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal   | ○  |
| Swift        | Normal  | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Uproar       | Normal  | Special  | 50   | 100  | 10 | 1 Random | —  |
| Tailwind     | Flying  | Status   | —    | —    | 30 | 2 Allies | —  |
| Magic Coat   | Psychic | Status   | —    | —    | 15 | Self     | —  |
| Mud-Slap     | Ground  | Special  | 20   | 100  | 10 | Normal   | —  |
| Twister      | Dragon  | Special  | 40   | 100  | 20 | 2 Foes   | —  |
| Heat Wave    | Fire    | Special  | 100  | 90   | 10 | 2 Foes   | —  |

**TM & HM MOVES**

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP   | Range    | DA |
|------|--------------|---------|----------|------|------|------|----------|----|
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10   | Normal   | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15   | Normal   | —  |
| TM11 | Sunny Day    | Fire    | Status   | —    | 5    | All  | —        |    |
| TM17 | Protect      | Normal  | Status   | —    | 10   | Self | —        |    |
| TM18 | Rain Dance   | Water   | Status   | —    | 5    | All  | —        |    |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20   | Normal   | ○  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20   | Normal   | ○  |
| TM29 | Psychic      | Psychic | Special  | 90   | 100  | 10   | Normal   | —  |
| TM30 | Shadow Ball  | Ghost   | Special  | 80   | 100  | 15   | Normal   | —  |
| TM32 | Double Team  | Normal  | Status   | —    | —    | 15   | Self     | —  |
| TM33 | Reflect      | Psychic | Status   | —    | —    | 20   | 2 Allies | —  |
| TM40 | Aerial Ace   | Flying  | Physical | 60   | —    | 20   | Normal   | ○  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20   | Normal   | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20   | Normal   | —  |
| TM44 | Rest         | Psychic | Status   | —    | —    | 10   | Self     | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15   | Normal   | —  |
| TM46 | Thief        | Dark    | Physical | 40   | 100  | 10   | Normal   | ○  |
| TM47 | Steel Wing   | Steel   | Physical | 70   | 90   | 25   | Normal   | ○  |
| TM51 | Roost        | Flying  | Status   | —    | —    | 10   | Self     | —  |
| TM58 | Endure       | Normal  | Status   | —    | —    | 10   | Self     | —  |
| TM62 | Silver Wind  | Bug     | Special  | 60   | 100  | 5    | Normal   | —  |
| TM67 | Recycle      | Normal  | Status   | —    | —    | 5    | Self     | —  |
| TM77 | Psych Up     | Normal  | Status   | —    | —    | 10   | Normal   | —  |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20   | 2 Foes   | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | —    | 10   | Depends  | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15   | Normal   | —  |
| TM85 | Dream Eater  | Psychic | Special  | 100  | 100  | 15   | Normal   | —  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15   | Normal   | —  |
| TM88 | Pluck        | Flying  | Physical | 60   | 100  | 20   | Normal   | ○  |
| TM90 | Substitute   | Normal  | Status   | —    | —    | 10   | Self     | —  |
| HM02 | Fly          | Flying  | Physical | 90   | 95   | 15   | Normal   | ○  |

**EGG MOVES**

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range   | DA |
|--------------|---------|----------|------|------|----|---------|----|
| Mirror Move  | Flying  | Status   | —    | —    | 20 | Depends | —  |
| Supersonic   | Normal  | Status   | —    | 55   | 20 | Normal  | —  |
| Faint Attack | Dark    | Physical | 60   | —    | 20 | Normal  | ○  |
| Wing Attack  | Flying  | Physical | 60   | 100  | 35 | Normal  | ○  |
| Whirlwind    | Normal  | Status   | —    | 100  | 20 | Normal  | —  |
| Sky Attack   | Flying  | Physical | 140  | 90   | 5  | Normal  | —  |
| FeatherDance | Flying  | Status   | —    | 100  | 15 | Normal  | —  |
| Agility      | Psychic | Status   | —    | —    | 30 | Self    | —  |
| Night Shade  | Ghost   | Special  | —    | 100  | 15 | Normal  | —  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----|--------------|---------|----------|------|------|----|----------|----|
| 1   | Sky Attack   | Flying  | Physical | 140  | 90   | 5  | Normal   | —  |
| 1   | Tackle       | Normal  | Physical | 35   | 95   | 35 | Normal   | ○  |
| 1   | Growl        | Normal  | Status   | —    | 100  | 40 | 2 Foes   | —  |
| 1   | Foresight    | Normal  | Status   | —    | —    | 40 | Normal   | —  |
| 1   | Hypnosis     | Psychic | Status   | —    | 60   | 20 | Normal   | —  |
| 5   | Hypnosis     | Psychic | Status   | —    | 60   | 20 | Normal   | —  |
| 9   | Peck         | Flying  | Physical | 35   | 100  | 35 | Normal   | ○  |
| 13  | Uproar       | Normal  | Special  | 50   | 100  | 10 | 1 Random | —  |
| 17  | Reflect      | Psychic | Status   | —    | —    | 20 | 2 Allies | —  |
| 22  | Confusion    | Psychic | Special  | 50   | 100  | 25 | Normal   | —  |
| 27  | Take Down    | Normal  | Physical | 90   | 85   | 20 | Normal   | ○  |
| 32  | Air Slash    | Flying  | Special  | 75   | 95   | 20 | Normal   | —  |
| 37  | Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal   | ○  |
| 42  | Extrasensory | Psychic | Special  | 80   | 100  | 30 | Normal   | —  |
| 47  | Psycho Shift | Psychic | Status   | —    | 90   | 10 | Normal   | —  |
| 52  | Roost        | Flying  | Status   | —    | —    | 10 | Self     | —  |
| 57  | Dream Eater  | Psychic | Special  | 100  | 100  | 15 | Normal   | —  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |
|      |      |      |      |      |    |       |    |
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|---------|----------|------|------|----|----------|----|
| Ominous Wind | Ghost   | Special  | 60   | 100  | 5  | Normal   | —  |
| Air Cutter   | Flying  | Special  | 55   | 95   | 25 | 2 Foes   | —  |
| Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal   | ○  |
| Swift        | Normal  | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Uproar       | Normal  | Special  | 50   | 100  | 10 | 1 Random | —  |
| Tailwind     | Flying  | Status   | —    | —    | 30 | 2 Allies | —  |
| Magic Coat   | Psychic | Status   | —    | —    | 15 | Self     | —  |
| Mud-Slap     | Ground  | Special  | 20   | 100  | 10 | Normal   | —  |
| Twister      | Dragon  | Special  | 40   | 100  | 20 | 2 Foes   | —  |
| Heat Wave    | Fire    | Special  | 100  | 90   | 10 | 2 Foes   | —  |
| Sky Attack   | Flying  | Physical | 140  | 90   | 5  | Normal   | —  |
|              |         |          |      |      |    |          |    |
|              |         |          |      |      |    |          |    |
|              |         |          |      |      |    |          |    |
|              |         |          |      |      |    |          |    |
|              |         |          |      |      |    |          |    |
|              |         |          |      |      |    |          |    |
|              |         |          |      |      |    |          |    |

## ● TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|------|--------------|---------|----------|------|------|----|----------|----|
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10 | Normal   | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15 | Normal   | —  |
| TM11 | Sunny Day    | Fire    | Status   | —    | 5    | —  | All      | —  |
| TM15 | Hyper Beam   | Normal  | Special  | 150  | 90   | 5  | Normal   | —  |
| TM17 | Protect      | Normal  | Status   | —    | —    | 10 | Self     | —  |
| TM18 | Rain Dance   | Water   | Status   | —    | 5    | —  | All      | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20 | Normal   | ○  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20 | Normal   | ○  |
| TM29 | Psychic      | Psychic | Special  | 90   | 100  | 10 | Normal   | —  |
| TM30 | Shadow Ball  | Ghost   | Special  | 80   | 100  | 15 | Normal   | —  |
| TM32 | Double Team  | Normal  | Status   | —    | —    | 15 | Self     | —  |
| TM33 | Reflect      | Psychic | Status   | —    | —    | 20 | 2 Allies | —  |
| TM40 | Aerial Ace   | Flying  | Physical | 60   | —    | 20 | Normal   | ○  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM44 | Rest         | Psychic | Status   | —    | —    | 10 | Self     | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15 | Normal   | —  |
| TM46 | Theft        | Dark    | Physical | 40   | 100  | 10 | Normal   | ○  |
| TM47 | Steel Wing   | Steel   | Physical | 70   | 90   | 25 | Normal   | ○  |
| TM51 | Roost        | Flying  | Status   | —    | —    | 10 | Self     | —  |
| TM58 | Endure       | Normal  | Status   | —    | —    | 10 | Self     | —  |
| TM62 | Silver Wind  | Bug     | Special  | 60   | 100  | 5  | Normal   | —  |
| TM67 | Recycle      | Normal  | Status   | —    | —    | 10 | Self     | —  |
| TM68 | Giga Impact  | Normal  | Physical | 150  | 90   | 5  | Normal   | ○  |
| TM77 | Psych Up     | Normal  | Status   | —    | —    | 10 | Normal   | —  |
| TM78 | Captivate    | Normal  | Status   | —    | —    | 20 | 2 Foes   | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | —    | 10 | Depends  | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal   | —  |
| TM85 | Dream Eater  | Psychic | Special  | 100  | 100  | 15 | Normal   | —  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal   | —  |
| TM88 | Pluck        | Flying  | Physical | 60   | 100  | 20 | Normal   | ○  |
| TM90 | Substitute   | Normal  | Status   | —    | —    | 10 | Self     | —  |
| HM02 | Fly          | Flying  | Physical | 90   | 95   | 15 | Normal   | ○  |
|      |              |         |          |      |      |    |          |    |
|      |              |         |          |      |      |    |          |    |
|      |              |         |          |      |      |    |          |    |
|      |              |         |          |      |      |    |          |    |
|      |              |         |          |      |      |    |          |    |
|      |              |         |          |      |      |    |          |    |
|      |              |         |          |      |      |    |          |    |

No. 164 | Owl Pokémon  
Noctowl

Normal Flying



## ● SIZE COMPARISON

● HEIGHT: 5'03"

● WEIGHT: 89.9 lbs.

● ITEMS: None



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Insomnia
- Keen Eye

## ● STATS

HP ●●●●●  
 ATTACK ●●●●●  
 DEFENSE ●●●●●  
 SP. ATTACK ●●●●●  
 SP. DEFENSE ●●●●●  
 SPEED ●●●●●

## ● EGG GROUPS

Flying

## ● PERFORMANCE

SPEED ★★☆☆  
 POWER ★★☆☆  
 SKILL ★★☆☆

STAMINA ★★☆☆  
 JUMP ★★☆☆

## ● MAIN WAYS TO OBTAIN

Pokémon HeartGold Route 43 (night only)

Pokémon SoulSilver Route 43 (night only)

Pokémon Diamond Route 210, Celestic Town side (night only)

Pokémon Pearl Route 210, Celestic Town side (night only)

Pokémon Platinum Route 210 (night only)

Pokémon HeartGold Pokémon SoulSilver

Its eyes are specially adapted. They concentrate even faint light and enable it to see in the dark.

When it needs to think, it rotates its head 180 degrees to sharpen its intellectual power.

## ● EVOLUTION



Lv. 20



Hoothoot

Noctowl

# No. 165 | Five Star Pokémon

## Ledyba

Bug

Flying



- HEIGHT: 3'03"
- WEIGHT: 23.8 lbs.
- ITEMS: None

## ● SIZE COMPARISON



- MALE FORM  
Longer antennae

- FEMALE FORM  
Shorter antennae

## ● ABILITIES

- Swarm
- Early Bird

## ● STATS



## ● EGG GROUPS

Bug

## ● PERFORMANCE

SPEED ★★★★★☆  
 POWER ★★☆☆☆  
 SKILL ★★★★★☆

STAMINA ★☆☆☆☆  
 JUMP ★★★★★☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** —

**Pokémon SoulSilver** Route 30 (morning only)

**Pokémon Diamond** Find its Egg at the Pokémon Day Care and hatch it

**Pokémon Pearl** Find its Egg at the Pokémon Day Care and hatch it

**Pokémon Platinum** Find its Egg at the Pokémon Day Care and hatch it

**Pokémon HeartGold**

It is very timid. It will be afraid to move if it is alone. But it will be active if it is in a group.

**Pokémon SoulSilver**

When the weather turns cold, lots of LEDYBA gather in from everywhere to cluster and keep each other warm.

## ● EVOLUTION



Lv. 18



Ledyba

Ledian

## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----|--------------|----------|----------|------|------|----|----------|----|
| 1   | Tackle       | Normal   | Physical | 35   | 95   | 35 | Normal   | ○  |
| 6   | Supersonic   | Normal   | Status   | —    | 55   | 20 | Normal   | —  |
| 9   | Comet Punch  | Normal   | Physical | 18   | 85   | 15 | Normal   | ○  |
| 14  | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies | —  |
| 14  | Reflect      | Psychic  | Status   | —    | —    | 20 | 2 Allies | —  |
| 14  | Safeguard    | Normal   | Status   | —    | —    | 25 | 2 Allies | —  |
| 17  | Mach Punch   | Fighting | Physical | 40   | 100  | 30 | Normal   | ○  |
| 22  | Baton Pass   | Normal   | Status   | —    | —    | 40 | Self     | —  |
| 25  | Silver Wind  | Bug      | Special  | 60   | 100  | 5  | Normal   | —  |
| 30  | Agility      | Psychic  | Status   | —    | —    | 30 | Self     | —  |
| 33  | Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes   | —  |
| 38  | Double-Edge  | Normal   | Physical | 120  | 100  | 15 | Normal   | ○  |
| 41  | Bug Buzz     | Bug      | Special  | 90   | 100  | 10 | Normal   | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|----------|----------|------|------|----|----------|----|
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal   | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal   | ○  |
| Ominous Wind | Ghost    | Special  | 60   | 100  | 5  | Normal   | —  |
| Air Cutter   | Flying   | Special  | 55   | 95   | 25 | 2 Foes   | —  |
| Knock Off    | Dark     | Physical | 20   | 100  | 20 | Normal   | ○  |
| Bug Bite     | Bug      | Physical | 60   | 100  | 20 | Normal   | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal   | —  |
| Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Uproar       | Normal   | Special  | 50   | 100  | 10 | 1 Random | —  |
| String Shot  | Bug      | Status   | —    | 95   | 40 | 2 Allies | —  |
| Tailwind     | Flying   | Status   | —    | —    | 30 | 2 Allies | —  |
| Rollout      | Rock     | Physical | 30   | 90   | 20 | Normal   | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|------|--------------|----------|----------|------|------|----|----------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal   | ○  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal   | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal   | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All      | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM19 | Giga Drain   | Grass    | Special  | 60   | 100  | 10 | Normal   | —  |
| TM20 | Safeguard    | Normal   | Status   | —    | —    | 25 | 2 Allies | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal   | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal   | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal   | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self     | —  |
| TM33 | Reflect      | Psychic  | Status   | —    | —    | 20 | 2 Allies | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal   | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal   | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self     | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal   | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal   | ○  |
| TM51 | Roost        | Flying   | Status   | —    | —    | 10 | Self     | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal   | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM60 | Drain Punch  | Fighting | Physical | 60   | 100  | 5  | Normal   | ○  |
| TM62 | Silver Wind  | Bug      | Special  | 60   | 100  | 5  | Normal   | —  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal   | —  |
| TM75 | Swords Dance | Normal   | Status   | —    | —    | 30 | Self     | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes   | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends  | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal   | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal   | —  |
| TM89 | U-turn       | Bug      | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self     | —  |

## ● EGG MOVES

| Name        | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|-------------|---------|----------|------|------|----|--------|----|
| Psybeam     | Psychic | Special  | 65   | 100  | 20 | Normal | —  |
| Bide        | Normal  | Physical | —    | 10   | 10 | Self   | ○  |
| Silver Wind | Bug     | Special  | 60   | 100  | 5  | Normal | —  |
| Bug Buzz    | Bug     | Special  | 90   | 100  | 10 | Normal | —  |
| Screech     | Normal  | Status   | —    | 85   | 40 | Normal | —  |
| Encore      | Normal  | Status   | —    | 100  | 5  | Normal | —  |
| Knock Off   | Dark    | Physical | 20   | 100  | 20 | Normal | ○  |
| Bug Bite    | Bug     | Physical | 60   | 100  | 20 | Normal | ○  |



## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range      | DA |
|-----|--------------|---------|----------|------|------|----|------------|----|
| 1   | Tackle       | Normal  | Physical | 35   | 95   | 35 | Normal     | ○  |
| 1   | Growl        | Normal  | Status   | —    | 100  | 40 | 2 Foes     | —  |
| 1   | Razor Leaf   | Grass   | Physical | 55   | 95   | 25 | 2 Foes     | —  |
| 1   | PoisonPowder | Poison  | Status   | —    | 75   | 35 | Normal     | —  |
| 6   | Razor Leaf   | Grass   | Physical | 55   | 95   | 25 | 2 Foes     | —  |
| 9   | PoisonPowder | Poison  | Status   | —    | 75   | 35 | Normal     | —  |
| 12  | Synthesis    | Grass   | Status   | —    | —    | 5  | Self       | —  |
| 18  | Reflect      | Psychic | Status   | —    | —    | 20 | 2 Allies   | —  |
| 22  | Magical Leaf | Grass   | Special  | 60   | —    | 20 | Normal     | —  |
| 26  | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal     | —  |
| 32  | Petal Dance  | Grass   | Special  | 90   | 100  | 20 | 1 Random   | ○  |
| 34  | Sweet Scent  | Normal  | Status   | —    | 100  | 20 | 2 Foes     | ○  |
| 40  | Light Screen | Psychic | Status   | —    | —    | 30 | 2 Allies   | ○  |
| 46  | Body Slam    | Normal  | Physical | 85   | 100  | 15 | Normal     | —  |
| 54  | Safeguard    | Normal  | Status   | —    | —    | 25 | 2 Allies   | —  |
| 60  | Aromatherapy | Grass   | Status   | —    | —    | 5  | All Allies | —  |
| 66  | SolarBeam    | Grass   | Special  | 120  | 100  | 10 | Normal     | —  |

## ● MOVE MANIAC

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Headbutt     | Normal | Physical | 70   | 100  | 15 | Normal | —  |
| Frenzy Plant | Grass  | Special  | 150  | 90   | 5  | Normal | —  |

## ● BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|---------|----------|------|------|----|----------|----|
| Fury Cutter  | Bug     | Physical | 10   | 95   | 20 | Normal   | ○  |
| Snore        | Normal  | Special  | 40   | 100  | 15 | Normal   | —  |
| Synthesis    | Grass   | Status   | —    | —    | 5  | Self     | —  |
| Worry Seed   | Grass   | Status   | —    | 100  | 10 | Normal   | —  |
| Magic Coat   | Psychic | Status   | —    | —    | 15 | Self     | —  |
| Mud-Slap     | Ground  | Special  | 20   | 100  | 10 | Normal   | —  |
| Outrage      | Dragon  | Physical | 120  | 100  | 15 | 1 Random | ○  |
| AncientPower | Rock    | Special  | 60   | 100  | 5  | Normal   | —  |
| Seed Bomb    | Grass   | Physical | 80   | 100  | 15 | Normal   | —  |

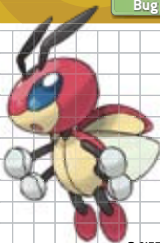
## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM09 | Bullet Seed  | Grass    | Physical | 10   | 100  | 30 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies      | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM19 | Giga Drain   | Grass    | Special  | 60   | 100  | 10 | Normal        | —  |
| TM20 | Safeguard    | Normal   | Status   | —    | —    | 25 | 2 Allies      | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal        | —  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal        | ○  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM33 | Reflect      | Psychic  | Status   | —    | —    | 20 | 2 Allies      | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM53 | Energy Ball  | Grass    | Special  | 80   | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM75 | Swords Dance | Normal   | Status   | —    | —    | 30 | Self          | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal        | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20 | Normal        | ○  |


**No. 166** | Five Star Pokémon  
**Ledian**

Bug

Flying



## ● SIZE COMPARISON

- HEIGHT: 4'02"
- WEIGHT: 78.5 lbs.
- ITEMS: None



- MALE FORM  
Longer antennae

- FEMALE FORM  
Shorter antennae

## ● ABILITIES

- Swarm
- Early Bird

## ● STATS



## ● EGG GROUPS

Bug

## ● PERFORMANCE



## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** —

**Pokémon SoulSilver** Route 2 (morning only)

**Pokémon Diamond** Route 229 (morning only)

**Pokémon Pearl** Route 229 (morning only)

**Pokémon Platinum** Route 229 (morning only)

**Pokémon HeartGold**
**Pokémon SoulSilver**

When the stars flicker in the night sky, it flutters about, scattering a glowing powder.

The spot patterns on its back grow larger or smaller depending on the number of stars in the night sky.

## ● EVOLUTION



Ledyba

Ledian

# No. 167 | String Spit Pokémon

## Spinarak

Bug

Poison



- HEIGHT: 1'08"
- WEIGHT: 18.7 lbs.
- ITEMS: None

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Swarm
- Insomnia

## ● EGG GROUPS

Bug

## ● PERFORMANCE

SPEED ★★☆☆  
POWER ★★☆☆  
SKILL ★★☆☆

STAMINA ★☆☆☆  
JUMP ★★☆☆

## ● STATS



## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Route 30 (night only)

**Pokémon SoulSilver** —

**Pokémon Diamond** Find its Egg at the Pokémon Day Care and hatch it

**Pokémon Pearl** Find its Egg at the Pokémon Day Care and hatch it

**Pokémon Platinum** Find its Egg at the Pokémon Day Care and hatch it

**Pokémon HeartGold**

**Pokémon SoulSilver**

It lies still in the same pose for days in its web, waiting for its unsuspecting prey to wander close.

It spins a web using fine--but durable--thread. It then waits patiently for prey to be trapped.

## ● EVOLUTION



Lv. 22



Spinarak

Ariados

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|---------|----------|------|------|----|--------|----|
| 1   | Poison Sting | Poison  | Physical | 15   | 100  | 35 | Normal | —  |
| 1   | String Shot  | Bug     | Status   | —    | 95   | 40 | 2 Foes | —  |
| 5   | Scary Face   | Normal  | Status   | —    | 90   | 10 | Normal | —  |
| 8   | Constrict    | Normal  | Physical | 10   | 100  | 35 | Normal | ○  |
| 12  | Leech Life   | Bug     | Physical | 20   | 100  | 15 | Normal | ○  |
| 15  | Night Shade  | Ghost   | Special  | —    | 100  | 15 | Normal | —  |
| 19  | Shadow Sneak | Ghost   | Physical | 40   | 100  | 30 | Normal | ○  |
| 22  | Fury Swipes  | Normal  | Physical | 18   | 80   | 15 | Normal | —  |
| 26  | Sucker Punch | Dark    | Physical | 80   | 100  | 5  | Normal | ○  |
| 29  | Spider Web   | Bug     | Status   | —    | —    | 10 | Normal | —  |
| 33  | Agility      | Psychic | Status   | —    | —    | 30 | Self   | —  |
| 36  | Pin Missile  | Bug     | Physical | 14   | 85   | 20 | Normal | —  |
| 40  | Psychic      | Psychic | Special  | 90   | 100  | 10 | Normal | —  |
| 43  | Poison Jab   | Poison  | Physical | 80   | 100  | 20 | Normal | ○  |

## ● MOVE MANIA

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Sucker Punch | Dark   | Physical | 80   | 100  | 5  | Normal | ○  |
| Bug Bite     | Bug    | Physical | 60   | 100  | 20 | Normal | ○  |
| String Shot  | Bug    | Status   | —    | 95   | 40 | 2 Foes | —  |
| Signal Beam  | Bug    | Special  | 75   | 100  | 15 | Normal | —  |
| Bounce       | Flying | Physical | 85   | 85   | 5  | Normal | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|---------|----------|------|------|----|---------|----|
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10 | Normal  | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15 | Normal  | —  |
| TM11 | Sunny Day    | Fire    | Status   | —    | —    | 5  | All     | —  |
| TM17 | Protect      | Normal  | Status   | —    | —    | 10 | Self    | —  |
| TM19 | Giga Drain   | Grass   | Special  | 60   | 100  | 10 | Normal  | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20 | Normal  | ○  |
| TM22 | SolarBeam    | Grass   | Special  | 120  | 100  | 10 | Normal  | —  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20 | Normal  | ○  |
| TM28 | Dig          | Ground  | Physical | 80   | 100  | 10 | Normal  | ○  |
| TM29 | Psychic      | Psychic | Special  | 90   | 100  | 10 | Normal  | —  |
| TM32 | Double Team  | Normal  | Status   | —    | —    | 15 | Self    | —  |
| TM36 | Sludge Bomb  | Poison  | Special  | 90   | 100  | 10 | Normal  | —  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20 | Normal  | —  |
| TM44 | Rest         | Psychic | Status   | —    | —    | 10 | Self    | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15 | Normal  | —  |
| TM46 | Thief        | Dark    | Physical | 40   | 100  | 10 | Normal  | ○  |
| TM58 | Endure       | Normal  | Status   | —    | —    | 10 | Self    | —  |
| TM70 | Flash        | Normal  | Status   | —    | 100  | 20 | Normal  | —  |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20 | 2 Foes  | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | —    | 10 | Depends | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal  | —  |
| TM84 | Poison Jab   | Poison  | Physical | 80   | 100  | 20 | Normal  | ○  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal  | —  |
| TM90 | Substitute   | Normal  | Status   | —    | —    | 10 | Self    | —  |

## ● EGG MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|---------|----------|------|------|----|--------|----|
| Psybeam      | Psychic | Special  | 65   | 100  | 20 | Normal | —  |
| Disable      | Normal  | Status   | —    | 80   | 20 | Normal | —  |
| Sonic Boom   | Normal  | Special  | —    | 90   | 20 | Normal | —  |
| Baton Pass   | Normal  | Status   | —    | —    | 40 | Self   | —  |
| Pursuit      | Dark    | Physical | 40   | 100  | 20 | Normal | ○  |
| Signal Beam  | Bug     | Special  | 75   | 100  | 15 | Normal | —  |
| Toxic Spikes | Poison  | Status   | —    | —    | 20 | 2 Foes | —  |
| Poison Jab   | Poison  | Physical | 80   | 100  | 20 | Normal | ○  |

### ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|---------|----------|------|------|----|--------|----|
| 1   | Bug Bite     | Bug     | Physical | 60   | 100  | 20 | Normal | ○  |
| 1   | Poison Sting | Poison  | Physical | 15   | 100  | 35 | Normal | ○  |
| 1   | String Shot  | Bug     | Status   | —    | 95   | 40 | 2 Foes | —  |
| 1   | Scary Face   | Normal  | Status   | —    | 90   | 10 | Normal | ○  |
| 1   | Constrict    | Normal  | Physical | 10   | 100  | 35 | Normal | ○  |
| 5   | Scary Face   | Normal  | Status   | —    | 90   | 10 | Normal | ○  |
| 8   | Constrict    | Normal  | Physical | 10   | 100  | 35 | Normal | ○  |
| 12  | Leech Life   | Bug     | Physical | 20   | 100  | 15 | Normal | ○  |
| 15  | Night Shade  | Ghost   | Special  | —    | 100  | 15 | Normal | ○  |
| 19  | Shadow Sneak | Ghost   | Physical | 40   | 100  | 30 | Normal | ○  |
| 23  | Fury Swipes  | Normal  | Physical | 18   | 80   | 15 | Normal | ○  |
| 28  | Sucker Punch | Dark    | Physical | 80   | 100  | 5  | Normal | ○  |
| 32  | Spider Web   | Bug     | Status   | —    | —    | 10 | Normal | —  |
| 37  | Agility      | Psychic | Status   | —    | —    | 30 | Self   | —  |
| 41  | Pin Missile  | Bug     | Physical | 14   | 85   | 20 | Normal | —  |
| 46  | Psychic      | Psychic | Special  | 90   | 100  | 10 | Normal | —  |
| 50  | Poison Jab   | Poison  | Physical | 80   | 100  | 20 | Normal | ○  |

### ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |
|      |      |      |      |      |    |       |    |

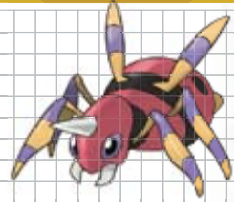
### ● BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Sucker Punch | Dark   | Physical | 80   | 100  | 5  | Normal | ○  |
| Bug Bite     | Bug    | Physical | 60   | 100  | 20 | Normal | ○  |
| String Shot  | Bug    | Status   | —    | 95   | 40 | 2 Foes | —  |
| Signal Beam  | Bug    | Special  | 75   | 100  | 15 | Normal | —  |
| Bounce       | Flying | Physical | 85   | 85   | 5  | Normal | ○  |

### ● TM & HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP      | Range  | DA |
|------|--------------|---------|----------|------|------|---------|--------|----|
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10      | Normal | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15      | Normal | —  |
| TM11 | Sunny Day    | Fire    | Status   | —    | 5    | All     | —      | —  |
| TM15 | Huper Beam   | Normal  | Special  | 150  | 90   | 5       | Normal | —  |
| TM17 | Protect      | Normal  | Status   | —    | 10   | Self    | —      | —  |
| TM19 | Giga Drain   | Grass   | Special  | 60   | 100  | 10      | Normal | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20      | Normal | ○  |
| TM22 | SolarBeam    | Grass   | Special  | 120  | 100  | 10      | Normal | —  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20      | Normal | ○  |
| TM28 | Dig          | Ground  | Physical | 80   | 100  | 10      | Normal | ○  |
| TM29 | Psychic      | Psychic | Special  | 90   | 100  | 10      | Normal | —  |
| TM32 | Double Team  | Normal  | Status   | —    | 15   | Self    | —      | —  |
| TM36 | Sludge Bomb  | Poison  | Special  | 90   | 100  | 10      | Normal | —  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20      | Normal | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20      | Normal | —  |
| TM44 | Rest         | Psychic | Status   | —    | 10   | Self    | —      | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15      | Normal | —  |
| TM46 | Thief        | Dark    | Physical | 40   | 100  | 10      | Normal | ○  |
| TM58 | Endure       | Normal  | Status   | —    | 10   | Self    | —      | —  |
| TM68 | Giga Impact  | Normal  | Physical | 150  | 90   | 5       | Normal | ○  |
| TM70 | Flash        | Normal  | Status   | —    | 100  | 20      | Normal | —  |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20      | 2 Foes | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | 10   | Depends | —      | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15      | Normal | —  |
| TM84 | Poison Jab   | Poison  | Physical | 80   | 100  | 20      | Normal | ○  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15      | Normal | —  |
| TM90 | Substitute   | Normal  | Status   | —    | 10   | Self    | —      | —  |

## No. 168 | Long Leg Pokémon Ariados

Bug Poison


#### ● SIZE COMPARISON

- HEIGHT: 3'02"
- WEIGHT: 73.9 lbs.
- ITEMS: None



● MALE/FEMALE HAVE SAME FORM

#### ● ABILITIES

- Swarm
- Insomnia

#### ● STATS

HP   
 ATTACK   
 DEFENSE   
 SP. ATTACK   
 SP. DEFENSE   
 SPEED

#### ● EGG GROUPS

Bug

#### ● PERFORMANCE

SPEED   
 POWER   
 SKILL

STAMINA   
 JUMP

### ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Route 2 (night only)

**Pokémon SoulSilver** —

**Pokémon Diamond** Route 229 (night only)

**Pokémon Pearl** Route 229 (night only)

**Pokémon Platinum** Route 229 (night only)

#### **Pokémon HeartGold**

It spins string not only from its rear but also from its mouth. It's hard to tell which end is which.

#### **Pokémon SoulSilver**

A single strand of a special string is endlessly spun out of its rear. The string leads back to its nest.

#### ● EVOLUTION



Spinarak

Lv. 22



Ariados

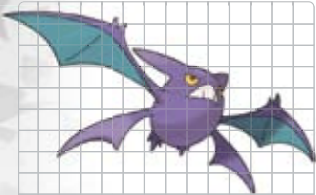


No. 169 | Bat Pokémon

# Crobat

Poison

Flying



- HEIGHT: 5'11"
- WEIGHT: 165.3 lbs.
- ITEMS: None

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Inner Focus

## ● EGG GROUPS

Flying

## ● PERFORMANCE

SPEED ★★★★★  
POWER ★★★☆☆  
SKILL ★★★☆☆

## ● STATS

HP ●●●●●  
ATTACK ●●●●●  
DEFENSE ●●●●●  
SP. ATTACK ●●●●●  
SP. DEFENSE ●●●●●  
SPEED ●●●●●

STAMINA ★★★★★  
JUMP ★★★★★

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Level up Golbat with high friendship

**Pokémon SoulSilver** Level up Golbat with high friendship

**Pokémon Diamond** Level up Golbat with high friendship

**Pokémon Pearl** Level up Golbat with high friendship

**Pokémon Platinum** Level up Golbat with high friendship

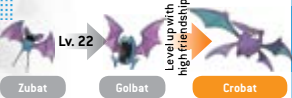
**Pokémon HeartGold**

It flies so silently through the dark on its four wings that it may not be noticed even when nearby.

**Pokémon SoulSilver**

The development of wings on its legs enables it to fly fast but also makes it tough to stop and rest.

## ● EVOLUTION



## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|--------|----------|------|------|----|--------|----|
| 1   | Cross Poison | Poison | Physical | 70   | 100  | 20 | Normal | ○  |
| 1   | Screech      | Normal | Status   | —    | 85   | 40 | Normal | —  |
| 1   | Leech Life   | Bug    | Physical | 20   | 100  | 15 | Normal | ○  |
| 1   | Supersonic   | Normal | Status   | —    | 55   | 20 | Normal | —  |
| 1   | Astonish     | Ghost  | Physical | 30   | 100  | 15 | Normal | ○  |
| 5   | Supersonic   | Normal | Status   | —    | 55   | 20 | Normal | —  |
| 9   | Astonish     | Ghost  | Physical | 30   | 100  | 15 | Normal | ○  |
| 13  | Bite         | Dark   | Physical | 60   | 100  | 25 | Normal | —  |
| 17  | Wing Attack  | Flying | Physical | 60   | 100  | 35 | Normal | ○  |
| 21  | Confuse Ray  | Ghost  | Status   | —    | 100  | 10 | Normal | —  |
| 27  | Air Cutter   | Flying | Special  | 55   | 95   | 25 | 2 Foes | —  |
| 33  | Mean Look    | Normal | Status   | —    | —    | 5  | Normal | —  |
| 39  | Poison Fang  | Poison | Physical | 50   | 100  | 15 | Normal | ○  |
| 45  | Haze         | Ice    | Status   | —    | —    | 30 | All    | —  |
| 51  | Air Slash    | Ice    | Special  | 75   | 95   | 20 | Normal | —  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |
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## ● BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|---------|----------|------|------|----|----------|----|
| Ominous Wind | Ghost   | Special  | 60   | 100  | 5  | Normal   | —  |
| Air Cutter   | Flying  | Special  | 55   | 95   | 25 | 2 Foes   | —  |
| Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal   | ○  |
| Snore        | Normal  | Special  | 40   | 100  | 15 | Normal   | —  |
| Swift        | Normal  | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Uproar       | Normal  | Special  | 50   | 100  | 10 | 1 Random | —  |
| Tailwind     | Flying  | Status   | —    | —    | 30 | 2 Allies | ○  |
| Twister      | Dragon  | Special  | 40   | 100  | 20 | 2 Foes   | —  |
| Heat Wave    | Fire    | Special  | 100  | 90   | 10 | 2 Foes   | —  |
| Super Fang   | Normal  | Physical | —    | 90   | 10 | Normal   | ○  |
| Skj Attack   | Flying  | Physical | 140  | 90   | 5  | Normal   | —  |
|              |         |          |      |      |    |          |    |
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|              |         |          |      |      |    |          |    |

## ● TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|---------|----------|------|------|----|---------|----|
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10 | Normal  | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15 | Normal  | —  |
| TM11 | Sunny Day    | Fire    | Status   | —    | 5    | —  | All     | —  |
| TM12 | Taunt        | Dark    | Status   | —    | 100  | 20 | Normal  | —  |
| TM15 | Hyper Beam   | Normal  | Special  | 150  | 90   | 5  | Normal  | —  |
| TM17 | Protect      | Normal  | Status   | —    | —    | 10 | Self    | —  |
| TM18 | Rain Dance   | Water   | Status   | —    | —    | 5  | All     | —  |
| TM19 | Giga Drain   | Grass   | Special  | 60   | 100  | 10 | Normal  | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20 | Normal  | ○  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20 | Normal  | ○  |
| TM30 | Shadow Ball  | Ghost   | Special  | 80   | 100  | 15 | Normal  | —  |
| TM32 | Double Team  | Normal  | Status   | —    | —    | 15 | Self    | —  |
| TM36 | Sludge Bomb  | Poison  | Special  | 90   | 100  | 10 | Normal  | —  |
| TM40 | Aerial Ace   | Flying  | Physical | 60   | —    | 20 | Normal  | ○  |
| TM41 | Torment      | Dark    | Status   | —    | 100  | 15 | Normal  | —  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20 | Normal  | —  |
| TM44 | Rest         | Psychic | Status   | —    | —    | 10 | Self    | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15 | Normal  | —  |
| TM46 | Theif        | Dark    | Physical | 40   | 100  | 10 | Normal  | ○  |
| TM47 | Steel Wing   | Steel   | Physical | 70   | 90   | 25 | Normal  | —  |
| TM49 | Snatch       | Dark    | Status   | —    | —    | 10 | Depends | —  |
| TM51 | Roost        | Flying  | Status   | —    | —    | 10 | Self    | —  |
| TM58 | Endure       | Normal  | Status   | —    | —    | 10 | Self    | —  |
| TM66 | Payback      | Dark    | Physical | 50   | 100  | 10 | Normal  | ○  |
| TM68 | Giga Impact  | Normal  | Physical | 150  | 90   | 5  | Normal  | ○  |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20 | 2 Foes  | —  |
| TM79 | Dark Pulse   | Dark    | Special  | 80   | 100  | 15 | Normal  | —  |
| TM81 | X-Scissor    | Bug     | Physical | 80   | 100  | 15 | Normal  | ○  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | —    | 10 | Depends | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal  | —  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal  | —  |
| TM88 | Pluck        | Flying  | Physical | 60   | 100  | 20 | Normal  | ○  |
| TM89 | U-turn       | Bug     | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM90 | Substitute   | Normal  | Status   | —    | —    | 10 | Self    | —  |
| HM02 | Fly          | Flying  | Physical | 90   | 95   | 15 | Normal  | ○  |
|      |              |         |          |      |      |    |         |    |
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|      |              |         |          |      |      |    |         |    |

## ● LEVEL-UP MOVES

| Lv. | Name       | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----|------------|----------|----------|------|------|----|----------|----|
| 1   | Scratch    | Normal   | Physical | 40   | 100  | 35 | Normal   | ○  |
| 1   | Leer       | Normal   | Status   | —    | 100  | 30 | 2 Foes   | ○  |
| 6   | Water Gun  | Water    | Special  | 40   | 100  | 25 | Normal   | ○  |
| 8   | Rage       | Normal   | Physical | 20   | 100  | 20 | Normal   | ○  |
| 13  | Bite       | Dark     | Physical | 60   | 100  | 25 | Normal   | ○  |
| 15  | Scary Face | Normal   | Status   | —    | 90   | 10 | Normal   | ○  |
| 20  | Ice Fang   | Ice      | Physical | 65   | 95   | 15 | Normal   | ○  |
| 22  | Flail      | Normal   | Physical | —    | 100  | 15 | Normal   | ○  |
| 27  | Crunch     | Dark     | Physical | 80   | 100  | 15 | Normal   | ○  |
| 29  | Slash      | Normal   | Physical | 70   | 100  | 20 | Normal   | ○  |
| 34  | Screech    | Normal   | Status   | —    | 85   | 40 | Normal   | ○  |
| 36  | Thrash     | Normal   | Physical | 90   | 100  | 20 | 1 Random | ○  |
| 41  | Aqua Tail  | Water    | Physical | 90   | 90   | 10 | Normal   | ○  |
| 43  | Superpower | Fighting | Physical | 120  | 100  | 5  | Normal   | ○  |
| 48  | Hydro Pump | Water    | Special  | 120  | 80   | 5  | Normal   | ○  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|----------|----------|------|------|----|----------|----|
| Dive         | Water    | Physical | 80   | 100  | 10 | Normal   | ○  |
| Icy Wind     | Ice      | Special  | 55   | 95   | 15 | 2 Foes   | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal   | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal   | ○  |
| Spite        | Ghost    | Status   | —    | 100  | 10 | Normal   | ○  |
| Uproar       | Normal   | Special  | 50   | 100  | 10 | 1 Random | ○  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal   | ○  |
| Superpower   | Fighting | Physical | 120  | 100  | 5  | Normal   | ○  |
| Aqua Tail    | Water    | Physical | 90   | 90   | 10 | Normal   | ○  |
| AncientPower | Rock     | Special  | 60   | 100  | 5  | Normal   | ○  |
| Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal   | ○  |

## ● TM &amp; HM MOVES

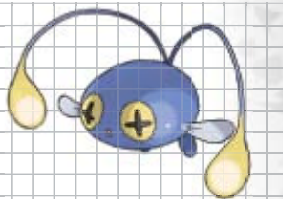
| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP      | Range         | DA |
|------|--------------|----------|----------|------|------|---------|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20      | Normal        | ○  |
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20      | Normal        | ○  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10      | Normal        | ○  |
| TM07 | Hail         | Ice      | Status   | —    | 10   | All     | —             |    |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15      | Normal        | ○  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10      | Normal        | ○  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5       | 2 Foes        | ○  |
| TM17 | Protect      | Normal   | Status   | —    | 10   | Self    | —             |    |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | All     | —             |    |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20      | Normal        | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15      | Normal        | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20      | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10      | Normal        | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15      | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | 15   | Self    | —             |    |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10      | Normal        | ○  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20      | Normal        | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20      | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20      | Normal        | ○  |
| TM44 | Rest         | Psychic  | Status   | —    | 10   | Self    | —             |    |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15      | Normal        | ○  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10      | Normal        | ○  |
| TM58 | Endure       | Normal   | Status   | —    | 10   | Self    | —             |    |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15      | Normal        | ○  |
| TM75 | Swords Dance | Normal   | Status   | —    | 30   | Self    | —             |    |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 2 Foes  | —             |    |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10      | 2 Foes        | ○  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | 10   | Depends | —             |    |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15      | Normal        | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15      | Normal        | ○  |
| TM90 | Substitute   | Normal   | Status   | —    | 10   | Self    | —             |    |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30      | Normal        | ○  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15      | 2 Foes/1 Ally | ○  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15      | Normal        | ○  |
| HM07 | Waterfall    | Water    | Physical | 80   | 100  | 15      | Normal        | ○  |

## ● EGG MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP   | Range    | DA |
|--------------|--------|----------|------|------|------|----------|----|
| Crunch       | Dark   | Physical | 80   | 100  | 15   | Normal   | ○  |
| Thrash       | Normal | Physical | 90   | 100  | 20   | 1 Random | ○  |
| Hydro Pump   | Water  | Special  | 120  | 80   | 5    | Normal   | ○  |
| AncientPower | Rock   | Special  | 60   | 100  | 5    | Normal   | ○  |
| Rock Slide   | Rock   | Physical | 75   | 90   | 10   | 2 Foes   | ○  |
| Mud Sport    | Ground | Status   | —    | 15   | All  | —        |    |
| Water Sport  | Water  | Status   | —    | 15   | All  | —        |    |
| Dragon Claw  | Dragon | Physical | 80   | 100  | 15   | Normal   | ○  |
| Ice Punch    | Ice    | Physical | 75   | 100  | 15   | Normal   | ○  |
| Metal Claw   | Steel  | Physical | 50   | 95   | 35   | Normal   | ○  |
| Dragon Dance | Dragon | Status   | —    | 20   | Self | —        |    |
| Aqua Jet     | Water  | Physical | 40   | 100  | 20   | Normal   | ○  |

No. 170 | Angler Pokémon  
**Chinchou**

Water Electric



## ● SIZE COMPARISON

- HEIGHT: 1'08"
- WEIGHT: 26.5 lbs.
- ITEMS: DeepSeaScale



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Volt Absorb
- Illuminate

## ● STATS



## ● EGG GROUPS

Water 2

## ● PERFORMANCE

SPEED ★★☆☆  
POWER ★★☆☆  
SKILL ★★☆☆

STAMINA ★★☆☆☆  
JUMP ★★☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** New Bark Town (Good Rod Super Rod)

**Pokémon SoulSilver** New Bark Town (Good Rod Super Rod)

**Pokémon Diamond** Route 220 (Super Rod)

**Pokémon Pearl** Route 220 (Super Rod)

**Pokémon Platinum** Route 220 (Super Rod)

**Pokémon HeartGold** **Pokémon SoulSilver**  
It shoots positive and negative electricity between the tips of its two antennae and zaps its enemies. On the dark ocean floor, its only means of communication is its constantly flashing lights.

## ● EVOLUTION



Chinchou

Lanturn

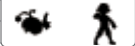
 No. 171 | Light Pokémon  
**Lanturn**

Water Electric



- HEIGHT: 3'11"
- WEIGHT: 49.6 lbs.
- ITEMS: DeepSeaScale

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Volt Absorb
- Illuminate

## ● EGG GROUPS

Water 2

## ● PERFORMANCE

SPEED ★★★  
POWER ★★☆☆  
SKILL ★★★STAMINA ★★★★★  
JUMP ★★★★★HP ●●●●●  
ATTACK ●●●●●  
DEFENSE ●●●●●  
SP. ATTACK ●●●●●  
SP. DEFENSE ●●●●●  
SPEED ●●●●●

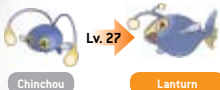
## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** New Bark Town (Super Rod)**Pokémon SoulSilver** New Bark Town (Super Rod)**Pokémon Diamond** Route 220 (Super Rod)**Pokémon Pearl** Route 220 (Super Rod)**Pokémon Platinum** Level up Chinchou to Lv. 27**Pokémon HeartGold** **Pokémon SoulSilver**

The light it emits is so bright that it can illuminate the sea's surface from a depth of over three miles.

It blinds prey with an intense burst of light. With the prey incapacitated, the Pokémon swallows it in a single gulp.

## ● EVOLUTION



## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|--------------|----------|----------|------|------|----|---------------|----|
| 1   | Bubble       | Water    | Special  | 20   | 100  | 30 | 2 Foes        | —  |
| 1   | Supersonic   | Normal   | Status   | —    | 55   | 20 | Normal        | —  |
| 1   | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal        | —  |
| 6   | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal        | —  |
| 9   | Flail        | Normal   | Physical | —    | 100  | 15 | Normal        | ○  |
| 12  | Water Gun    | Water    | Special  | 40   | 100  | 25 | Normal        | —  |
| 17  | Confuse Ray  | Ghost    | Status   | —    | 100  | 10 | Normal        | —  |
| 20  | Spark        | Electric | Physical | 65   | 100  | 20 | Normal        | ○  |
| 23  | Take Down    | Normal   | Physical | 90   | 85   | 20 | Normal        | ○  |
| 27  | Stockpile    | Normal   | Status   | —    | —    | 20 | Self          | —  |
| 27  | Swallow      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| 27  | Spit Up      | Normal   | Special  | —    | 100  | 10 | Normal        | —  |
| 30  | BubbleBeam   | Water    | Special  | 65   | 100  | 20 | Normal        | —  |
| 35  | Signal Beam  | Bug      | Special  | 75   | 100  | 15 | Normal        | —  |
| 40  | Discharge    | Electric | Special  | 80   | 100  | 15 | 2 Foes/1 Ally | —  |
| 47  | Aqua Ring    | Water    | Status   | —    | —    | 20 | Self          | —  |
| 52  | Hydro Pump   | Water    | Special  | 120  | 80   | 5  | Normal        | —  |
| 57  | Charge       | Electric | Status   | —    | —    | 20 | Self          | —  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|------|------|------|------|------|----|-------|----|

## ● BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range      | DA |
|--------------|--------|----------|------|------|----|------------|----|
| Dive         | Water  | Physical | 80   | 100  | 10 | Normal     | ○  |
| Icy Wind     | Ice    | Special  | 55   | 95   | 15 | 2 Foes     | —  |
| Sucker Punch | Dark   | Physical | 80   | 100  | 5  | Normal     | ○  |
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal     | —  |
| Heal Bell    | Normal | Status   | —    | —    | 5  | All Allies | —  |
| Aqua Tail    | Water  | Physical | 90   | 90   | 10 | Normal     | ○  |
| Signal Beam  | Bug    | Special  | 75   | 100  | 15 | Normal     | —  |
| Bounce       | Flying | Physical | 85   | 85   | 5  | Normal     | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM07 | Hail         | Ice      | Status   | —    | —    | 10 | All           | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal        | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal        | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM55 | Brine        | Water    | Special  | 65   | 100  | 10 | Normal        | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | —  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15 | Normal        | —  |
| HM07 | Waterfall    | Water    | Physical | 80   | 100  | 15 | Normal        | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind    | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|----------|---------|------|------|----|--------|----|
| 1   | ThunderShock | Electric | Special | 40   | 100  | 30 | Normal | —  |
| 1   | Charm        | Normal   | Status  | —    | 100  | 20 | Normal | —  |
| 5   | Tail Whip    | Normal   | Status  | —    | 100  | 30 | 2 Foes | —  |
| 10  | Thunder Wave | Electric | Status  | —    | 100  | 20 | Normal | —  |
| 13  | Sweet Kiss   | Normal   | Status  | —    | 75   | 10 | Normal | —  |
| 18  | Nasty Plot   | Dark     | Status  | —    | —    | 20 | Self   | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|----------|----------|------|------|----|----------|----|
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal   | —  |
| Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally   | —  |
| Magnet Rise  | Electric | Status   | —    | —    | 10 | Self     | —  |
| Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Updraft      | Normal   | Special  | 50   | 100  | 10 | 1 Random | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal   | —  |
| Rollout      | Rock     | Physical | 30   | 90   | 20 | Normal   | ○  |
| Signal Beam  | Bug      | Special  | 75   | 100  | 15 | Normal   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|------|--------------|----------|----------|------|------|----|----------|----|
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal   | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal   | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All      | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal   | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal   | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal   | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self     | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal   | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal   | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self     | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal   | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal   | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal   | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal   | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal   | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes   | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends  | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal   | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20 | Normal   | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal   | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self     | —  |

## ● EGG MOVES

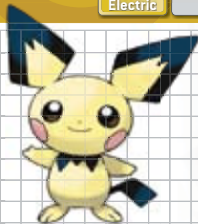
| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Reversal     | Fighting | Physical | —    | 100  | 15 | Normal | ○  |
| Bide         | Normal   | Physical | —    | —    | 10 | Self   | ○  |
| Present      | Normal   | Physical | —    | 90   | 15 | Normal | —  |
| Encore       | Normal   | Status   | —    | 100  | 5  | Normal | —  |
| DoubleSlap   | Normal   | Physical | 15   | 85   | 10 | Normal | ○  |
| Wish         | Normal   | Status   | —    | —    | 10 | Self   | —  |
| Charge       | Electric | Status   | —    | —    | 20 | Self   | —  |
| Fake Out     | Normal   | Physical | 40   | 100  | 10 | Normal | ○  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal | ○  |
| Tickle       | Normal   | Status   | —    | 100  | 20 | Normal | ○  |
| Volt Tackle* | Electric | Physical | 120  | 100  | 15 | Normal | ○  |
| Flail        | Normal   | Physical | —    | 100  | 15 | Normal | ○  |



No. 172 | Tiny Mouse Pokémon

Pichu

Electric

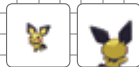


## ● SIZE COMPARISON

● HEIGHT: 1'00"

● WEIGHT: 4.4 lbs.

● ITEMS: None



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

● Static

## ● STATS

HP  
 ATTACK  
 DEFENSE  
 SP. ATTACK  
 SP. DEFENSE  
 SPEED

## ● EGG GROUPS

No Egg has ever been discovered

## ● PERFORMANCE

SPEED ★★★★★  
 POWER ★☆☆☆  
 SKILL ★★★★★☆

STAMINA ★☆☆☆  
 JUMP ★★★

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Find its Egg at the Pokémon Day Care and hatch it

**Pokémon SoulSilver** Find its Egg at the Pokémon Day Care and hatch it

**Pokémon Diamond** Trophy Garden at the Pokémon Mansion on Route 212

**Pokémon Pearl** Trophy Garden at the Pokémon Mansion on Route 212

**Pokémon Platinum** Trophy Garden at the Pokémon Mansion on Route 212

**Pokémon HeartGold**

It is not yet skilled at storing electricity. It may send out a jolt if amused or startled.

**Pokémon SoulSilver**

Despite its small size, it can zap even adult humans. However, if it does so, it also surprises itself.

## ● EVOLUTION

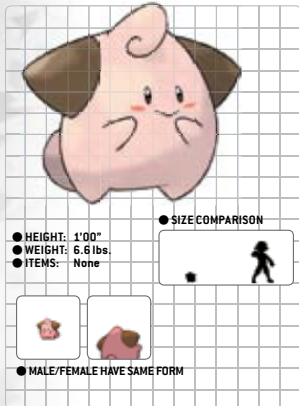




No. 173 | Star Shape Pokémon

**Cleffa**

Normal



- HEIGHT: 1'00"
- WEIGHT: 6.6 lbs.
- ITEMS: None

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Cute Charm
- Magic Guard

## ● STATS



## ● EGG GROUPS

No Egg has ever been discovered

## ● PERFORMANCE

SPEED ★★★★★☆

POWER ★★☆☆☆

SKILL ★★☆☆☆

STAMINA ★★★★★

JUMP ★★☆☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Find its Egg at the Pokémon Day Care and hatch it**Pokémon SoulSilver** Find its Egg at the Pokémon Day Care and hatch it**Pokémon Diamond** Mt. Coronet 1F 1**Pokémon Pearl** Mt. Coronet 1F 1**Pokémon Platinum** Mt. Coronet 1F 1 (morning and night only)

**Pokémon HeartGold** **Pokémon SoulSilver**

Because of its unusual, starlike silhouette, people believe that it came here on a meteor.

When numerous meteors illuminate the night sky, sightings of CLEFFA strangely increase.

## ● EVOLUTION



## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range   | DA |
|-----|--------------|--------|----------|------|------|----|---------|----|
| 1   | Pound        | Normal | Physical | 40   | 100  | 35 | Normal  | ○  |
| 1   | Charm        | Normal | Status   | —    | 100  | 20 | Normal  | —  |
| 4   | Encore       | Normal | Status   | —    | 100  | 5  | Normal  | —  |
| 7   | Sing         | Normal | Status   | —    | 55   | 15 | Normal  | —  |
| 10  | Sweet Kiss   | Normal | Status   | —    | 75   | 10 | Normal  | —  |
| 13  | Copycat      | Normal | Status   | —    | —    | 20 | Depends | —  |
| 16  | Magical Leaf | Grass  | Special  | 60   | —    | 20 | Normal  | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|---------|----------|------|------|----|----------|----|
| Icy Wind     | Ice     | Special  | 55   | 95   | 15 | 2 Foes   | —  |
| Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal   | ○  |
| Trick        | Psychic | Status   | —    | 100  | 10 | Normal   | —  |
| Snore        | Normal  | Special  | 40   | 100  | 15 | Normal   | —  |
| Helping Hand | Normal  | Status   | —    | —    | 20 | 1 Ally   | —  |
| Last Resort  | Normal  | Physical | 130  | 100  | 5  | Normal   | ○  |
| Uproar       | Normal  | Special  | 50   | 100  | 10 | 1 Random | —  |
| Gravity      | Psychic | Status   | —    | —    | 5  | All      | —  |
| Magic Coat   | Psychic | Status   | —    | —    | 15 | Self     | —  |
| Role Play    | Psychic | Status   | —    | —    | 10 | Normal   | —  |
| Mud-Slap     | Ground  | Special  | 20   | 100  | 10 | Normal   | —  |
| Rollout      | Rock    | Physical | 30   | 90   | 20 | Normal   | ○  |
| Endeavor     | Normal  | Physical | —    | 100  | 5  | Normal   | ○  |
| Signal Beam  | Bug     | Special  | 75   | 100  | 15 | Normal   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP       | Range  | DA |
|------|--------------|----------|----------|------|------|----------|--------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20       | Normal | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10       | Normal | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15       | Normal | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | All      | —      |    |
| TM16 | Light Screen | Psychic  | Status   | —    | 30   | 2 Allies | —      |    |
| TM17 | Protect      | Normal   | Status   | —    | 10   | Self     | —      |    |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | All      | —      |    |
| TM20 | Safeguard    | Normal   | Status   | —    | 25   | 2 Allies | —      |    |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20       | Normal | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10       | Normal | —  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15       | Normal | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20       | Normal | —  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10       | Normal | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10       | Normal | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15       | Normal | —  |
| TM32 | Double Team  | Normal   | Status   | —    | 15   | Self     | —      |    |
| TM33 | Reflect      | Psychic  | Status   | —    | 20   | 2 Allies | —      |    |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20       | Normal | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15       | Normal | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5        | Normal | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20       | Normal | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20       | Normal | —  |
| TM44 | Rest         | Psychic  | Status   | —    | 10   | Self     | —      |    |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15       | Normal | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10       | Normal | —  |
| TM58 | Endure       | Normal   | Status   | —    | 10   | Self     | —      |    |
| TM67 | Recycle      | Normal   | Status   | —    | 10   | Self     | —      |    |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20       | Normal | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20       | Normal | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | 10   | Normal   | —      |    |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20       | 2 Foes | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | 10   | Depends  | —      |    |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15       | Normal | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15       | Normal | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20       | Normal | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15       | Normal | —  |
| TM90 | Substitute   | Normal   | Status   | —    | 10   | Self     | —      |    |

## ● EGG MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP         | Range  | DA |
|--------------|---------|----------|------|------|------------|--------|----|
| Present      | Normal  | Physical | —    | 90   | 15         | Normal | —  |
| Metronome    | Normal  | Status   | —    | 10   | Depends    | —      |    |
| Amnesia      | Psychic | Status   | —    | 10   | Self       | —      |    |
| Belly Drum   | Normal  | Status   | —    | 10   | Self       | —      |    |
| Splash       | Normal  | Status   | —    | 40   | Self       | —      |    |
| Mimic        | Normal  | Status   | —    | 10   | Normal     | —      |    |
| Wish         | Normal  | Status   | —    | 10   | Self       | —      |    |
| Substitute   | Normal  | Status   | —    | 10   | Self       | —      |    |
| Fake Tears   | Dark    | Status   | —    | 100  | 20         | Normal | —  |
| Covet        | Normal  | Physical | 40   | 100  | 40         | Normal | ○  |
| Aromatherapy | Grass   | Status   | —    | 5    | All Allies | —      |    |



## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range   | DA |
|-----|--------------|--------|----------|------|------|----|---------|----|
| 1   | Sing         | Normal | Status   | —    | 55   | 15 | Normal  | —  |
| 1   | Charm        | Normal | Status   | —    | 100  | 20 | Normal  | —  |
| 5   | Defense Curl | Normal | Status   | —    | 40   | —  | Self    | —  |
| 9   | Pound        | Normal | Physical | 40   | 100  | 35 | Normal  | ○  |
| 13  | Sweet Kiss   | Normal | Status   | —    | 75   | 10 | Normal  | —  |
| 17  | Copypcat     | Normal | Status   | —    | —    | 20 | Depends | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range      | DA |
|--------------|---------|----------|------|------|----|------------|----|
| Icy Wind     | Ice     | Special  | 55   | 95   | 15 | 2 Foes     | —  |
| Snore        | Normal  | Special  | 40   | 100  | 15 | Normal     | —  |
| Helping Hand | Normal  | Status   | —    | 20   | —  | 1 Ally     | —  |
| Last Resort  | Normal  | Physical | 130  | 100  | 5  | Normal     | ○  |
| Updraft      | Normal  | Special  | 50   | 100  | 10 | 1 Random   | —  |
| Gravity      | Psychic | Status   | —    | 5    | —  | All        | —  |
| Magic Coat   | Psychic | Status   | —    | 15   | —  | Self       | —  |
| Role Play    | Psychic | Status   | —    | 10   | —  | Normal     | —  |
| Heal Bell    | Normal  | Status   | —    | 5    | —  | All Allies | —  |
| Mud-Slap     | Ground  | Special  | 20   | 100  | 10 | Normal     | —  |
| Rollout      | Rock    | Physical | 30   | 90   | 20 | Normal     | ○  |
| Endeavor     | Normal  | Physical | —    | 100  | 5  | Normal     | ○  |
| Bounce       | Flying  | Physical | 85   | 85   | 5  | Normal     | ○  |
| Pain Split   | Normal  | Status   | —    | 20   | —  | Normal     | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|------|--------------|----------|----------|------|------|----|----------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal   | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal   | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal   | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | —  | All      | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | 30   | —  | 2 Allies | —  |
| TM17 | Protect      | Normal   | Status   | —    | 10   | —  | Self     | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | —  | All      | —  |
| TM20 | Safeguard    | Normal   | Status   | —    | 25   | —  | 2 Allies | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal   | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal   | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal   | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal   | —  |
| TM32 | Double Team  | Normal   | Status   | —    | 15   | —  | Self     | —  |
| TM33 | Reflect      | Psychic  | Status   | —    | 20   | —  | 2 Allies | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | 20   | —  | Normal   | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal   | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5  | Normal   | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal   | —  |
| TM44 | Rest         | Psychic  | Status   | —    | 10   | —  | Self     | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal   | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal   | —  |
| TM58 | Endure       | Normal   | Status   | —    | 10   | —  | Self     | —  |
| TM67 | Recycle      | Normal   | Status   | —    | 10   | —  | Self     | —  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal   | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal   | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | 10   | —  | Normal   | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes   | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | 10   | —  | Depends  | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal   | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15 | Normal   | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20 | Normal   | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal   | —  |
| TM90 | Substitute   | Normal   | Status   | —    | 10   | —  | Self     | —  |

## ● EGG MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|---------|----------|------|------|----|--------|----|
| Perish Song  | Normal  | Status   | —    | 5    | —  | All    | —  |
| Present      | Normal  | Physical | —    | 90   | 15 | Normal | —  |
| Faint Attack | Dark    | Physical | 60   | —    | 20 | Normal | ○  |
| Wish         | Normal  | Status   | —    | 10   | —  | Self   | —  |
| Fake Tears   | Dark    | Status   | —    | 100  | 20 | Normal | —  |
| Last Resort  | Normal  | Physical | 130  | 100  | 5  | Normal | ○  |
| Covet        | Normal  | Physical | 40   | 100  | 40 | Normal | ○  |
| Gravity      | Psychic | Status   | —    | 5    | —  | All    | —  |


**No. 174 | Balloon Pokémon**  
**Igglybuff**

Normal



## ● SIZE COMPARISON

● HEIGHT: 1'00"

● WEIGHT: 2.2 lbs.

● ITEMS: None



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

● Cute Charm

## ● STATS

HP ●●●●●  
 ATTACK ●●●●●  
 DEFENSE ●●●●●  
 SP. ATTACK ●●●●●  
 SP. DEFENSE ●●●●●  
 SPEED ●●●●●

## ● EGG GROUPS

No Egg has ever been discovered

## ● PERFORMANCE

SPEED ★★☆☆☆  
 POWER ★☆☆☆☆  
 SKILL ★★☆☆☆

STAMINA ★★☆☆☆  
 JUMP ★★☆☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Find its Egg at the Pokémon Day Care and hatch it

**Pokémon SoulSilver** Find its Egg at the Pokémon Day Care and hatch it

**Pokémon Diamond** Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)

**Pokémon Pearl** Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)

**Pokémon Platinum** Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)

● **Pokémon HeartGold**

It has a very soft body. If it starts to roll, it will bounce all over and be impossible to stop.

● **Pokémon SoulSilver**

Its extremely flexible and elastic body makes it bounce continuously--anytime, anywhere.

## ● EVOLUTION



# No. 175 | Spike Ball Pokémon

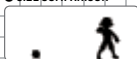
## Togepi

Normal



## ● SIZE COMPARISON

- HEIGHT: 1'00"
- WEIGHT: 3.3 lbs.
- ITEMS: None



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Hustle
- Serene Grace

## ● EGG GROUPS

No Egg has ever been discovered

## ● PERFORMANCE

SPEED ★★★★★☆  
POWER ★★★★★☆  
SKILL ★★★★★☆

STAMINA ★★★★★☆  
JUMP ★★★★★☆

## ● STATS



## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Hatch the Mystery Egg received from Mr. Pokémon on Route 30

**Pokémon SoulSilver** Hatch the Mystery Egg received from Mr. Pokémon on Route 30

**Pokémon Diamond** Route 230 (use Poké Radar)

**Pokémon Pearl** Route 230 (use Poké Radar)

**Pokémon Platinum** Receive an Egg from Cynthia in Eterna City and hatch it

**Pokémon HeartGold**

The shell seems to be filled with joy. It is said that it will share good luck when treated kindly.

**Pokémon SoulSilver**

A proverb claims that happiness will come to anyone who can make a sleeping TOGEPi stand up.

## ● EVOLUTION



## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----|--------------|--------|----------|------|------|----|----------|----|
| 1   | Growl        | Normal | Status   | —    | 100  | 40 | 2 Foes   | —  |
| 1   | Charm        | Normal | Status   | —    | 100  | 20 | Normal   | —  |
| 6   | Metronome    | Normal | Status   | —    | —    | 10 | Depends  | —  |
| 10  | Sweet Kiss   | Normal | Status   | —    | 75   | 10 | Normal   | —  |
| 15  | Yawn         | Normal | Status   | —    | —    | 10 | Normal   | —  |
| 19  | Encore       | Normal | Status   | —    | 100  | 5  | Normal   | —  |
| 24  | Follow Me    | Normal | Status   | —    | —    | 20 | Self     | —  |
| 28  | Wish         | Normal | Status   | —    | —    | 10 | Self     | —  |
| 33  | AncientPower | Rock   | Special  | 60   | 100  | 5  | Normal   | —  |
| 37  | Safeguard    | Normal | Status   | —    | —    | 25 | 2 Allies | —  |
| 42  | Baton Pass   | Normal | Status   | —    | —    | 40 | Self     | —  |
| 46  | Double-Edge  | Normal | Physical | 120  | 100  | 15 | Normal   | ○  |
| 51  | Last Resort  | Normal | Physical | 130  | 100  | 5  | Normal   | ○  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range      | DA |
|--------------|---------|----------|------|------|----|------------|----|
| Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal     | ○  |
| Trick        | Psychic | Status   | —    | 100  | 10 | Normal     | —  |
| Snore        | Normal  | Special  | 40   | 100  | 15 | Normal     | —  |
| Last Resort  | Normal  | Physical | 130  | 100  | 5  | Normal     | ○  |
| Swift        | Normal  | Special  | 60   | —    | 20 | 2 Foes     | —  |
| Uproar       | Normal  | Special  | 50   | 100  | 10 | 1 Random   | —  |
| Magic Coat   | Psychic | Status   | —    | —    | 15 | Self       | —  |
| Heal Bell    | Normal  | Status   | —    | —    | 5  | All Allies | —  |
| Mud-Slap     | Ground  | Special  | 20   | 100  | 10 | Normal     | —  |
| Rollout      | Rock    | Physical | 30   | 90   | 20 | Normal     | ○  |
| Endeavor     | Normal  | Physical | —    | 100  | 5  | Normal     | ○  |
| AncientPower | Rock    | Special  | 60   | 100  | 5  | Normal     | —  |
| Signal Beam  | Bug     | Special  | 75   | 100  | 15 | Normal     | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|------|--------------|----------|----------|------|------|----|----------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal   | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal   | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal   | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All      | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All      | —  |
| TM20 | Safeguard    | Normal   | Status   | —    | —    | 25 | 2 Allies | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal   | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal   | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal   | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self     | —  |
| TM33 | Reflect      | Psychic  | Status   | —    | —    | 20 | 2 Allies | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal   | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal   | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5  | Normal   | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal   | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self     | —  |
| TM45 | Attract      | Normal   | Status   | —    | —    | 15 | Normal   | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal   | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal   | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal   | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal   | —  |
| TM78 | Protect      | Normal   | Status   | —    | 100  | 20 | 2 Foes   | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends  | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal   | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15 | Normal   | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20 | Normal   | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal   | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self     | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal   | ○  |

## ● EGG MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|---------|----------|------|------|----|----------|----|
| Present      | Normal  | Physical | —    | 90   | 15 | Normal   | —  |
| Mirror Move  | Flying  | Status   | —    | —    | 20 | Depends  | —  |
| Peck         | Flying  | Physical | 35   | 100  | 35 | Normal   | ○  |
| Foresight    | Normal  | Status   | —    | —    | 40 | Normal   | —  |
| Future Sight | Psychic | Special  | 80   | 90   | 15 | Normal   | —  |
| Substitute   | Normal  | Status   | —    | —    | 10 | Self     | —  |
| Psych Up     | Normal  | Status   | —    | —    | 10 | Normal   | —  |
| Nasty Plot   | Dark    | Status   | —    | —    | 20 | Self     | —  |
| Psycho Shift | Psychic | Status   | —    | 90   | 10 | Normal   | —  |
| Lucky Chant  | Normal  | Status   | —    | —    | 30 | 2 Allies | —  |
| Extrasensory | Psychic | Special  | 80   | 100  | 30 | Normal   | —  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----|--------------|--------|----------|------|------|----|----------|----|
| 1   | Magical Leaf | Grass  | Special  | 60   | —    | 20 | Normal   | —  |
| 1   | Growl        | Normal | Status   | —    | 100  | 40 | 2 Foes   | —  |
| 1   | Charm        | Normal | Status   | —    | 100  | 20 | Normal   | —  |
| 1   | Metronome    | Normal | Status   | —    | —    | 10 | Depends  | —  |
| 1   | Sweet Kiss   | Normal | Status   | —    | 75   | 10 | Normal   | —  |
| 6   | Metronome    | Normal | Status   | —    | —    | 10 | Depends  | —  |
| 10  | Sweet Kiss   | Normal | Status   | —    | 75   | 10 | Normal   | —  |
| 15  | Yawn         | Normal | Status   | —    | —    | 10 | Normal   | —  |
| 19  | Encore       | Normal | Status   | —    | 100  | 5  | Normal   | —  |
| 24  | Follow Me    | Normal | Status   | —    | —    | 20 | Self     | —  |
| 28  | Wish         | Normal | Status   | —    | —    | 10 | Self     | —  |
| 33  | AncientPower | Rock   | Special  | 60   | 100  | 5  | Normal   | —  |
| 37  | Safeguard    | Normal | Status   | —    | —    | 25 | 2 Allies | —  |
| 42  | Baton Pass   | Normal | Status   | —    | —    | 40 | Self     | —  |
| 46  | Double-Edge  | Normal | Physical | 120  | 100  | 15 | Normal   | ○  |
| 51  | Last Resort  | Normal | Physical | 130  | 100  | 5  | Normal   | ○  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP       | Range      | DA |
|--------------|---------|----------|------|------|----------|------------|----|
| Ominous Wind | Ghost   | Special  | 60   | 100  | 5        | Normal     | —  |
| Air Cutter   | Flying  | Special  | 55   | 95   | 25       | 2 Foes     | —  |
| Zen Headbutt | Psychic | Physical | 80   | 90   | 15       | Normal     | ○  |
| Trick        | Psychic | Status   | —    | 100  | 10       | Normal     | —  |
| Snore        | Normal  | Special  | 40   | 100  | 15       | Normal     | —  |
| Last Resort  | Normal  | Physical | 130  | 100  | 5        | Normal     | ○  |
| Swift        | Normal  | Special  | 60   | —    | 20       | 2 Foes     | —  |
| Tailwind     | Flying  | Status   | —    | 30   | 2 Allies | —          | —  |
| Magic Coat   | Psychic | Status   | —    | —    | 15       | Self       | —  |
| Heal Bell    | Normal  | Status   | —    | —    | 5        | All Allies | —  |
| Mud-Slap     | Ground  | Special  | 20   | 100  | 10       | Normal     | —  |
| Rollout      | Rock    | Physical | 30   | 90   | 20       | Normal     | ○  |
| Endeavor     | Normal  | Physical | —    | 100  | 5        | Normal     | ○  |
| AncientPower | Rock    | Special  | 60   | 100  | 5        | Normal     | —  |
| Signal Beam  | Bug     | Special  | 75   | 100  | 15       | Normal     | —  |
| Twister      | Dragon  | Special  | 40   | 100  | 20       | 2 Foes     | —  |
| Heat Wave    | Fire    | Special  | 100  | 90   | 10       | 2 Foes     | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP       | Range    | DA |
|------|--------------|----------|----------|------|------|----------|----------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20       | Normal   | ○  |
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20       | Normal   | ○  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10       | Normal   | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15       | Normal   | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5        | All      | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5        | Normal   | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | 30   | 2 Allies | —        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10       | Self     | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5        | All      | —  |
| TM20 | Safeguard    | Normal   | Status   | —    | —    | 25       | 2 Allies | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20       | Normal   | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10       | Normal   | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20       | Normal   | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10       | Normal   | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15       | Normal   | —  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15       | Normal   | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15       | Self     | —  |
| TM33 | Reflect      | Psychic  | Status   | —    | —    | 20       | 2 Allies | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20       | Normal   | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15       | Normal   | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5        | Normal   | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20       | Normal   | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20       | Normal   | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20       | Normal   | ○  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10       | Self     | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15       | Normal   | —  |
| TM47 | Steel Wing   | Steel    | Physical | 70   | 90   | 25       | Normal   | ○  |
| TM51 | Roost        | Flying   | Status   | —    | —    | 10       | Self     | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10       | Normal   | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10       | Self     | —  |
| TM60 | Drain Punch  | Fighting | Physical | 60   | 100  | 5        | Normal   | ○  |
| TM62 | Silver Wind  | Bug      | Special  | 60   | 100  | 5        | Normal   | ○  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5        | Normal   | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20       | Normal   | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20       | Normal   | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10       | Normal   | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20       | 2 Foes   | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10       | Depends  | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15       | Normal   | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15       | Normal   | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20       | Normal   | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15       | Normal   | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10       | Self     | —  |
| HM02 | Fly          | Flying   | Physical | 90   | 95   | 15       | Normal   | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15       | Normal   | ○  |



No. 176 | Happiness Pokémon  
**Togetic**

Normal Flying



## ● SIZE COMPARISON

● HEIGHT: 2'00"

● WEIGHT: 7.1 lbs.

● ITEMS: None



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Hustle
- Serene Grace

## ● STATS



## ● EGG GROUPS

Flying

Fairy

## ● PERFORMANCE

SPEED ★★☆☆☆  
 POWER ★☆☆☆☆  
 SKILL ★★☆☆☆

STAMINA ★★☆☆☆  
 JUMP ★★☆☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold**

Level up Togetic with high friendship

**Pokémon SoulSilver**

Level up Togetic with high friendship

**Pokémon Diamond**

Level up Togetic with high friendship

**Pokémon Pearl**

Level up Togetic with high friendship

**Pokémon Platinum**

Level up Togetic with high friendship

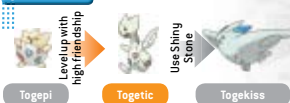
**Pokémon HeartGold**

**Pokémon SoulSilver**

They say that it will appear before kindhearted, caring people and shower them with happiness.

It grows dispirited if it is not with kind people. It can float in midair without moving its wings.

## ● EVOLUTION

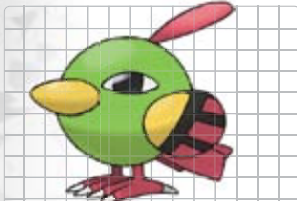




No. 177 | Tiny Bird Pokémon

Natu

Psychic Flying



- HEIGHT: 0'08"
- WEIGHT: 4.4 lbs.
- ITEMS: None

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Synchronize
- Early Bird

## ● STATS



## ● EGG GROUPS

Flying

## ● PERFORMANCE

SPEED ★★☆☆☆  
POWER ★★☆☆☆  
SKILL ★★☆☆☆

STAMINA ★★☆☆☆  
JUMP ★★☆☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Ruins of Alph [outside]

**Pokémon SoulSilver** Ruins of Alph [outside]

**Pokémon Diamond** Route 224 [mass outbreak]

**Pokémon Pearl** Route 224 [mass outbreak]

**Pokémon Platinum** Route 224 [mass outbreak]

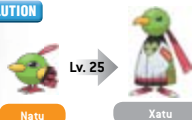
**Pokémon HeartGold**

**Pokémon SoulSilver**

Because its wings aren't yet fully grown, it has to hop to get around. It is always staring at something.

It usually forages for food on the ground but may, on rare occasions, hop onto branches to peck at shoots.

## ● EVOLUTION



## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----|--------------|---------|----------|------|------|----|----------|----|
| 1   | Peck         | Flying  | Physical | 35   | 100  | 35 | Normal   | ○  |
| 1   | Leer         | Normal  | Status   | —    | 100  | 30 | 2 Foes   | —  |
| 6   | Night Shade  | Ghost   | Special  | —    | 100  | 15 | Normal   | —  |
| 9   | Teleport     | Psychic | Status   | —    | —    | 20 | Self     | —  |
| 12  | Lucky Chant  | Normal  | Status   | —    | —    | 30 | 2 Allies | —  |
| 17  | Miracle Eye  | Psychic | Status   | —    | —    | 40 | Normal   | —  |
| 20  | Me First     | Normal  | Status   | —    | —    | 20 | Depends  | —  |
| 23  | Confuse Ray  | Ghost   | Status   | —    | 100  | 10 | Normal   | —  |
| 28  | Wish         | Normal  | Status   | —    | —    | 10 | Self     | —  |
| 33  | Psycho Shift | Psychic | Status   | —    | 90   | 10 | Normal   | —  |
| 36  | Future Sight | Psychic | Special  | 80   | 90   | 15 | Normal   | —  |
| 39  | Ominous Wind | Ghost   | Special  | 60   | 100  | 5  | Normal   | —  |
| 44  | Power Swap   | Psychic | Status   | —    | —    | 10 | Normal   | —  |
| 44  | Guard Swap   | Psychic | Status   | —    | —    | 10 | Normal   | —  |
| 47  | Psychic      | Psychic | Special  | 90   | 100  | 10 | Normal   | —  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|---------|----------|------|------|----|----------|----|
| Ominous Wind | Ghost   | Special  | 60   | 100  | 5  | Normal   | —  |
| Air Cutter   | Flying  | Special  | 55   | 95   | 25 | 2 Foes   | —  |
| Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal   | ○  |
| Trick        | Psychic | Status   | —    | 100  | 10 | Normal   | —  |
| Sucker Punch | Dark    | Physical | 80   | 100  | 5  | Normal   | ○  |
| Snore        | Normal  | Special  | 40   | 100  | 15 | Normal   | —  |
| Swift        | Normal  | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Tailwind     | Flying  | Status   | —    | —    | 30 | 2 Allies | —  |
| Magic Coat   | Psychic | Status   | —    | —    | 15 | Self     | —  |
| Signal Beam  | Bug     | Special  | 75   | 100  | 15 | Normal   | —  |
| Twister      | Dragon  | Special  | 40   | 100  | 20 | 2 Foes   | —  |
| Heat Wave    | Fire    | Special  | 100  | 90   | 10 | 2 Foes   | —  |
| Pain Split   | Normal  | Status   | —    | —    | 20 | Normal   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|------|--------------|----------|----------|------|------|----|----------|----|
| TM04 | Calm Mind    | Psychic  | Status   | —    | —    | 20 | Self     | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal   | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal   | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All      | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All      | —  |
| TM19 | Giga Drain   | Grass    | Special  | 60   | 100  | 10 | Normal   | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal   | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal   | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal   | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self     | —  |
| TM33 | Reflect      | Psychic  | Status   | —    | —    | 20 | 2 Allies | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal   | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal   | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self     | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal   | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal   | ○  |
| TM47 | Steel Wing   | Steel    | Physical | 70   | 90   | 25 | Normal   | ○  |
| TM48 | Skill Swap   | Psychic  | Status   | —    | —    | 10 | Normal   | —  |
| TM51 | Roost        | Flying   | Status   | —    | —    | 10 | Self     | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM62 | Silver Wind  | Bug      | Special  | 60   | 100  | 5  | Normal   | —  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal   | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal   | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal   | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes   | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends  | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal   | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15 | Normal   | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20 | Normal   | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal   | —  |
| TM88 | Pluck        | Flying   | Physical | 60   | 100  | 20 | Normal   | ○  |
| TM89 | U-turn       | Bug      | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM92 | Trick Room   | Psychic  | Status   | —    | —    | 5  | All      | —  |

## ● EGG MOVES

| Name          | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|---------------|---------|----------|------|------|----|--------|----|
| Haze          | Ice     | Status   | —    | —    | 30 | All    | —  |
| Drill Peck    | Flying  | Physical | 80   | 100  | 20 | Normal | ○  |
| Quick Attack  | Normal  | Physical | 40   | 100  | 30 | Normal | ○  |
| Faint Attack  | Dark    | Physical | 60   | —    | 20 | Normal | ○  |
| Steel Wing    | Steel   | Physical | 70   | 90   | 25 | Normal | ○  |
| Psych Up      | Normal  | Status   | —    | —    | 10 | Normal | —  |
| Feather Dance | Flying  | Status   | —    | 100  | 15 | Normal | —  |
| Refresh       | Normal  | Status   | —    | —    | 20 | Self   | —  |
| Zen Headbutt  | Psychic | Physical | 80   | 90   | 15 | Normal | ○  |
| Sucker Punch  | Dark    | Physical | 80   | 100  | 5  | Normal | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP       | Range  | DA |
|-----|--------------|---------|----------|------|------|----------|--------|----|
| 1   | Peck         | Flying  | Physical | 35   | 100  | 35       | Normal | ○  |
| 1   | Leer         | Normal  | Status   | —    | 100  | 30       | 2 Foes | —  |
| 6   | Night Shade  | Ghost   | Special  | —    | 100  | 15       | Normal | —  |
| 9   | Teleport     | Psychic | Status   | —    | 20   | —        | Self   | —  |
| 12  | Lucky Chant  | Normal  | Status   | —    | 30   | 2 Allies | —      | —  |
| 17  | Miracle Eye  | Psychic | Status   | —    | 40   | —        | Normal | —  |
| 20  | Me First     | Normal  | Status   | —    | 20   | Depends  | —      | —  |
| 23  | Confuse Ray  | Ghost   | Status   | —    | 100  | 10       | Normal | —  |
| 27  | Tailwind     | Flying  | Status   | —    | 30   | 2 Allies | —      | —  |
| 30  | Wish         | Normal  | Status   | —    | 10   | —        | Self   | —  |
| 37  | Psycho Shift | Psychic | Status   | —    | 90   | 10       | Normal | —  |
| 42  | Future Sight | Psychic | Special  | 80   | 90   | 15       | Normal | —  |
| 47  | Ominous Wind | Ghost   | Special  | 60   | 100  | 5        | Normal | —  |
| 54  | Power Swap   | Psychic | Status   | —    | 10   | —        | Normal | —  |
| 54  | Guard Swap   | Psychic | Status   | —    | 10   | —        | Normal | —  |
| 59  | Psychic      | Psychic | Special  | 90   | 100  | 10       | Normal | —  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |
|      |      |      |      |      |    |       |    |
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP       | Range  | DA |
|--------------|---------|----------|------|------|----------|--------|----|
| Ominous Wind | Ghost   | Special  | 60   | 100  | 5        | Normal | —  |
| Air Cutter   | Flying  | Special  | 55   | 95   | 25       | 2 Foes | —  |
| Zen Headbutt | Psychic | Physical | 80   | 90   | 15       | Normal | ○  |
| Trick        | Psychic | Status   | —    | 100  | 10       | Normal | —  |
| Sucker Punch | Dark    | Physical | 80   | 100  | 5        | Normal | ○  |
| Snore        | Normal  | Special  | 40   | 100  | 15       | Normal | —  |
| Swift        | Normal  | Special  | 60   | —    | 20       | 2 Foes | —  |
| Tailwind     | Flying  | Status   | —    | 30   | 2 Allies | —      | —  |
| Magic Coat   | Psychic | Status   | —    | 15   | Self     | —      | —  |
| Signal Beam  | Bug     | Special  | 75   | 100  | 15       | Normal | —  |
| Twister      | Dragon  | Special  | 40   | 100  | 20       | 2 Foes | —  |
| Heat Wave    | Fire    | Special  | 100  | 90   | 10       | 2 Foes | —  |
| Pain Split   | Normal  | Status   | —    | 20   | Normal   | —      | —  |
| Sky Attack   | Flying  | Physical | 140  | 90   | 5        | Normal | —  |
|              |         |          |      |      |          |        |    |
|              |         |          |      |      |          |        |    |
|              |         |          |      |      |          |        |    |
|              |         |          |      |      |          |        |    |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP       | Range  | DA |
|------|--------------|----------|----------|------|------|----------|--------|----|
| TM04 | Calm Mind    | Psychic  | Status   | —    | 20   | Self     | —      | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10       | Normal | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15       | Normal | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | All      | —      | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5        | Normal | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | 30   | 2 Allies | —      | —  |
| TM17 | Protect      | Normal   | Status   | —    | 10   | Self     | —      | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | All      | —      | —  |
| TM19 | Giga Drain   | Grass    | Special  | 60   | 100  | 10       | Normal | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20       | Normal | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10       | Normal | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20       | Normal | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10       | Normal | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15       | Normal | —  |
| TM32 | Double Team  | Normal   | Status   | —    | 15   | Self     | —      | —  |
| TM33 | Reflect      | Psychic  | Status   | —    | 20   | 2 Allies | —      | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20       | Normal | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20       | Normal | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20       | Normal | —  |
| TM44 | Rest         | Psychic  | Status   | —    | 10   | Self     | —      | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15       | Normal | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10       | Normal | ○  |
| TM47 | Steel Wing   | Steel    | Physical | 70   | 90   | 25       | Normal | ○  |
| TM48 | Skill Swap   | Psychic  | Status   | —    | 10   | Normal   | —      | —  |
| TM51 | Roost        | Flying   | Status   | —    | 10   | Self     | —      | —  |
| TM58 | Endure       | Normal   | Status   | —    | 10   | Self     | —      | —  |
| TM62 | Silver Wind  | Bug      | Special  | 60   | 100  | 5        | Normal | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5        | Normal | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20       | Normal | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20       | Normal | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | 10   | Normal   | —      | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20       | 2 Foes | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | 10   | Depends  | —      | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15       | Normal | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15       | Normal | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20       | Normal | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15       | Normal | —  |
| TM88 | Pluck        | Flying   | Physical | 60   | 100  | 20       | Normal | ○  |
| TM89 | U-turn       | Bug      | Physical | 70   | 100  | 20       | Normal | ○  |
| TM90 | Substitute   | Normal   | Status   | —    | 10   | Self     | —      | —  |
| TM92 | Trick Room   | Psychic  | Status   | —    | 5    | All      | —      | —  |
| HM02 | Fly          | Flying   | Physical | 90   | 95   | 15       | Normal | ○  |
|      |              |          |          |      |      |          |        |    |
|      |              |          |          |      |      |          |        |    |
|      |              |          |          |      |      |          |        |    |
|      |              |          |          |      |      |          |        |    |

 No. 178 | Mystic Pokémon  
**Xatu**
Psychic Flying


● HEIGHT: 4'02"  
● WEIGHT: 78.5 lbs.  
● ITEMS: None

● SIZE COMPARISON

● MALE FORM: Three stripes on body  
● FEMALE FORM: Two stripes on body

## ● ABILITIES

- Synchronize
- Early Bird

## ● EGG GROUPS

Flying

## ● PERFORMANCE

SPEED ★★★  
POWER ★★★  
SKILL ★★★

STAMINA ★★★  
JUMP ★★★☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Trade Haunter to a man at the Pewter City Pokémon Center or level up Natu to Lv. 25

**Pokémon SoulSilver** Trade Haunter to a man at the Pewter City Pokémon Center or level up Natu to Lv. 25

**Pokémon Diamond** Level up Natu to Lv. 25

**Pokémon Pearl** Level up Natu to Lv. 25

**Pokémon Platinum** Level up Natu to Lv. 25

**Pokémon HeartGold** They say that it stays still and quiet because it is seeing both the past and future at the same time.

**Pokémon SoulSilver** In South America, it is said that its right eye sees the future and its left eye views the past.

## ● EVOLUTION



Lv. 25



Natu

Xatu



No. 179 | Wool Pokémon

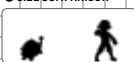
Mareep

Electric



## SIZE COMPARISON

- HEIGHT: 2'00"
- WEIGHT: 17/2 lbs.
- ITEMS: None



● MALE/FEMALE HAVE SAME FORM

## ABILITIES

- Static

## STATS



## EGG GROUPS

Monster  
 Field

## PERFORMANCE

SPEED ★★★☆  
 POWER ★★★★★  
 SKILL ★★★☆

STAMINA ★★★★★  
 JUMP ★★

## MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Route 32

**Pokémon SoulSilver** Route 32

**Pokémon Diamond** Valley Windworks (use Poké Radar)

**Pokémon Pearl** Valley Windworks (use Poké Radar)

**Pokémon Platinum** Valley Windworks (use Poké Radar)

**Pokémon HeartGold**

If static electricity builds in its body, its fleece doubles in volume. Touching it will shock you.

**Pokémon SoulSilver**

Its fleece grows continually. In the summer, the fleece is fully shed, but it grows back in a week.

## EVOLUTION



## LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|--------------|----------|----------|------|------|----|---------------|----|
| 1   | Tackle       | Normal   | Physical | 35   | 95   | 35 | Normal        | ○  |
| 5   | Growl        | Normal   | Status   | —    | 100  | 40 | 2 Foes        | —  |
| 10  | ThunderShock | Electric | Special  | 40   | 100  | 30 | Normal        | —  |
| 14  | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal        | —  |
| 19  | Cotton Spore | Grass    | Status   | —    | 85   | 40 | Normal        | —  |
| 23  | Charge       | Electric | Status   | —    | —    | 20 | Self          | —  |
| 28  | Discharge    | Electric | Special  | 80   | 100  | 15 | 2 Foes/1 Ally | —  |
| 32  | Signal Beam  | Bug      | Special  | 75   | 100  | 15 | Normal        | —  |
| 37  | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies      | —  |
| 41  | Power Gem    | Rock     | Special  | 70   | 100  | 20 | Normal        | —  |
| 46  | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal        | —  |

## MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## BP MOVES

| Name        | Type     | Kind    | Pow. | Acc. | PP | Range      | DA |
|-------------|----------|---------|------|------|----|------------|----|
| Snore       | Normal   | Special | 40   | 100  | 15 | Normal     | —  |
| Magnet Rise | Electric | Status  | —    | —    | 10 | Self       | —  |
| Swift       | Normal   | Special | 60   | —    | 20 | 2 Foes     | —  |
| Heal Bell   | Normal   | Status  | —    | —    | 5  | All Allies | —  |
| Signal Beam | Bug      | Special | 75   | 100  | 15 | Normal     | —  |

## TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|------|--------------|----------|----------|------|------|----|----------|----|
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal   | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal   | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All      | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal   | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal   | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal   | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self     | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal   | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal   | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self     | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal   | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal   | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal   | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal   | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes   | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends  | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal   | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal   | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self     | —  |

## EGG MOVES

| Name        | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|-------------|----------|----------|------|------|----|----------|----|
| Take Down   | Normal   | Physical | 90   | 85   | 20 | Normal   | ○  |
| Body Slam   | Normal   | Physical | 85   | 100  | 15 | Normal   | ○  |
| Safeguard   | Normal   | Status   | —    | —    | 25 | 2 Allies | —  |
| Screech     | Normal   | Status   | —    | 85   | 40 | Normal   | —  |
| Reflect     | Psychic  | Status   | —    | —    | 20 | 2 Allies | —  |
| Odor Sleuth | Normal   | Status   | —    | —    | 40 | Normal   | —  |
| Charge      | Electric | Status   | —    | —    | 20 | Self     | —  |
| Flatter     | Dark     | Status   | —    | 100  | 15 | Normal   | —  |
| Sand-Attack | Ground   | Status   | —    | 100  | 15 | Normal   | —  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|--------------|----------|----------|------|------|----|---------------|----|
| 1   | Tackle       | Normal   | Physical | 35   | 95   | 35 | Normal        | ○  |
| 1   | Growl        | Normal   | Status   | —    | 100  | 40 | 2 Foes        | —  |
| 1   | ThunderShock | Electric | Special  | 40   | 100  | 30 | Normal        | —  |
| 5   | Growl        | Normal   | Status   | —    | 100  | 40 | 2 Foes        | —  |
| 10  | ThunderShock | Electric | Special  | 40   | 100  | 30 | Normal        | —  |
| 14  | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal        | —  |
| 20  | Cotton Spore | Grass    | Status   | —    | 85   | 40 | Normal        | —  |
| 25  | Charge       | Electric | Status   | —    | —    | 20 | Self          | —  |
| 31  | Discharge    | Electric | Special  | 80   | 100  | 15 | 2 Foes/1 Ally | —  |
| 36  | Signal Beam  | Bug      | Special  | 75   | 100  | 15 | Normal        | —  |
| 42  | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies      | —  |
| 47  | Power Gem    | Rock     | Special  | 70   | 100  | 20 | Normal        | —  |
| 53  | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal        | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range      | DA |
|--------------|----------|----------|------|------|----|------------|----|
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal     | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal     | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal     | —  |
| Magnet Rise  | Electric | Status   | —    | —    | 10 | Self       | —  |
| Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes     | —  |
| Heal Bell    | Normal   | Status   | —    | —    | 5  | All Allies | —  |
| Signal Beam  | Bug      | Special  | 75   | 100  | 15 | Normal     | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|------|--------------|----------|----------|------|------|----|----------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal   | ○  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal   | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal   | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All      | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal   | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal   | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal   | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal   | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self     | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal   | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal   | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self     | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal   | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal   | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal   | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM70 | Flash        | Normal   | Status   | —    | —    | 20 | Normal   | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal   | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes   | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends  | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal   | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal   | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self     | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal   | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal   | ○  |



No. 180 | Wool Pokémon  
**Flaaffy**

Electric



## ● SIZE COMPARISON

- HEIGHT: 2'02"
- WEIGHT: 29.3 lbs.
- ITEMS: None



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Static

## ● STATS



## ● EGG GROUPS

- Monster
- Field

## ● PERFORMANCE

SPEED ★★★☆  
 POWER ★★★★★  
 SKILL ★★★★★

STAMINA ★★★★★  
 JUMP ★★★★★

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Route 43

**Pokémon SoulSilver** Route 43

**Pokémon Diamond** Route 222 (use Poké Radar)

**Pokémon Pearl** Route 222 (use Poké Radar)

**Pokémon Platinum** Route 222 (use Poké Radar)

**Pokémon HeartGold**

**Pokémon SoulSilver**

As a result of storing too much electricity, it developed patches where even downy wool won't grow.

Its fluffy fleece easily stores electricity. Its rubbery hide keeps it from being electrocuted.

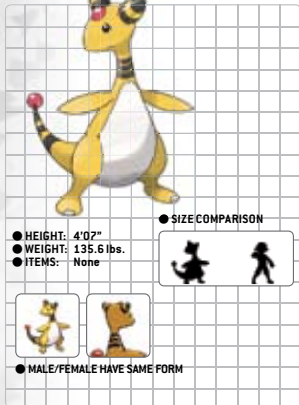
## ● EVOLUTION



# No. 181 | Light Pokémon

## Ampharos

Electric



## ● SIZE COMPARISON

- HEIGHT: 4'02"
- WEIGHT: 135.6 lbs.
- ITEMS: None



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Static

## ● STATS



## ● EGG GROUPS

Monster

Field

## ● PERFORMANCE

SPEED ★★☆☆  
POWER ★★☆☆  
SKILL ★★☆☆

STAMINA ★★★★★☆  
JUMP ★★★☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Level up Flaaffy to Lv. 30

**Pokémon SoulSilver** Level up Flaaffy to Lv. 30

**Pokémon Diamond** Level up Flaaffy to Lv. 30

**Pokémon Pearl** Level up Flaaffy to Lv. 30

**Pokémon Platinum** Level up Flaaffy to Lv. 30

**Pokémon HeartGold**

**Pokémon SoulSilver**

The tail's tip shines brightly and can be seen from far away. It acts as a beacon for lost people.

The bright light on its tail can be seen far away. It has been treasured since ancient times as a beacon.

## ● EVOLUTION



## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|--------------|----------|----------|------|------|----|---------------|----|
| 1   | Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal        | ○  |
| 1   | Tackle       | Normal   | Physical | 35   | 95   | 35 | Normal        | ○  |
| 1   | Growl        | Normal   | Status   | —    | 100  | 40 | 2 Foes        | —  |
| 1   | ThunderShock | Electric | Special  | 40   | 100  | 30 | Normal        | —  |
| 1   | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal        | —  |
| 5   | Growl        | Normal   | Status   | —    | 100  | 40 | 2 Foes        | —  |
| 10  | ThunderShock | Electric | Special  | 40   | 100  | 30 | Normal        | —  |
| 14  | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal        | —  |
| 20  | Cotton Spore | Grass    | Status   | —    | 85   | 40 | Normal        | —  |
| 25  | Charge       | Electric | Status   | —    | —    | 20 | Self          | —  |
| 30  | ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal        | ○  |
| 34  | Discharge    | Electric | Special  | 80   | 100  | 15 | 2 Foes/1 Ally | —  |
| 42  | Signal Beam  | Bug      | Special  | 75   | 100  | 15 | Normal        | —  |
| 51  | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies      | —  |
| 59  | Power Gem    | Rock     | Special  | 70   | 100  | 20 | Normal        | —  |
| 68  | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal        | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range      | DA |
|--------------|----------|----------|------|------|----|------------|----|
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal     | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal     | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal     | —  |
| Magnet Rise  | Electric | Status   | —    | —    | 10 | Self       | —  |
| Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes     | —  |
| Heal Bell    | Normal   | Status   | —    | —    | 5  | All Allies | —  |
| Outrage      | Dragon   | Physical | 120  | 100  | 15 | 1 Random   | ○  |
| Signal Beam  | Bug      | Special  | 75   | 100  | 15 | Normal     | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|------|--------------|----------|----------|------|------|----|----------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal   | ○  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal   | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal   | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal   | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All      | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal   | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal   | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal   | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal   | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self     | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal   | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal   | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self     | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal   | —  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5  | Normal   | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal   | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal   | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal   | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal   | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal   | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes   | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends  | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal   | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal   | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self     | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal   | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal   | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20 | Normal   | ○  |



## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|--------|----------|------|------|----|--------|----|
| 1   | Leaf Blade   | Grass  | Physical | 90   | 100  | 15 | Normal | ○  |
| 1   | Mega Drain   | Grass  | Special  | 40   | 100  | 15 | Normal | —  |
| 1   | Sweet Scent  | Normal | Status   | —    | 100  | 20 | 2 Foes | —  |
| 1   | Stun Spore   | Grass  | Status   | —    | 75   | 30 | Normal | —  |
| 1   | Sunny Day    | Fire   | Status   | —    | —    | 5  | All    | —  |
| 23  | Magical Leaf | Grass  | Special  | 60   | —    | 20 | Normal | —  |
| 53  | Leaf Storm   | Grass  | Special  | 140  | 90   | 5  | Normal | —  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name        | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|-------------|--------|----------|------|------|----|----------|----|
| Snore       | Normal | Special  | 40   | 100  | 15 | Normal   | —  |
| Synthesis   | Grass  | Status   | —    | —    | 5  | Self     | —  |
| Uproar      | Normal | Special  | 50   | 100  | 10 | 1 Random | —  |
| Worry Seed  | Grass  | Status   | —    | 100  | 10 | Normal   | —  |
| Gastro Acid | Poison | Status   | —    | 100  | 10 | Normal   | —  |
| Seed Bomb   | Grass  | Physical | 80   | 100  | 15 | Normal   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|------|--------------|----------|----------|------|------|----|----------|----|
| TM06 | Toxic        | Poison   | Status   | —    | 95   | 10 | Normal   | —  |
| TM09 | Bullet Seed  | Grass    | Physical | 10   | 100  | 30 | Normal   | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal   | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All      | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal   | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM19 | Giga Drain   | Grass    | Special  | 60   | 100  | 10 | Normal   | —  |
| TM20 | Safeguard    | Normal   | Status   | —    | —    | 25 | 2 Allies | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal   | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self     | —  |
| TM36 | Sludge Bomb  | Poison   | Special  | 90   | 100  | 10 | Normal   | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal   | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self     | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal   | —  |
| TM53 | Energy Ball  | Grass    | Special  | 80   | 100  | 10 | Normal   | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal   | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM60 | Drain Punch  | Fighting | Physical | 60   | 100  | 5  | Normal   | ○  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal   | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal   | —  |
| TM75 | Swords Dance | Normal   | Status   | —    | —    | 30 | Self     | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes   | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends  | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal   | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20 | Normal   | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal   | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self     | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal   | ○  |

No. 182 | Flower Pokémon  
**Bellossom**

Grass



## ● SIZE COMPARISON

- HEIGHT: 1'04"
- WEIGHT: 12.8 lbs.
- ITEMS: None



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Chlorophyll

## ● STATS



## ● EGG GROUPS

Grass

## ● PERFORMANCE

SPEED ★★☆☆  
POWER ★★☆☆  
SKILL ★★☆☆

STAMINA ★★☆☆  
JUMP ★★☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Use Sun Stone on Gloom

**Pokémon SoulSilver** Use Sun Stone on Gloom

**Pokémon Diamond** Use Sun Stone on Gloom

**Pokémon Pearl** Use Sun Stone on Gloom

**Pokémon Platinum** Use Sun Stone on Gloom

**Pokémon HeartGold**

BELLOSSOM gather at times and seem to dance. They say that the dance is a ritual to summon her sun.

**Pokémon SoulSilver**

Plentiful in the tropics. When it dances, its petals rub together and make a pleasant ringing sound.

## ● EVOLUTION



# No. 183 | Aqua Mouse Pokémon

## Marill

Water



## ● SIZE COMPARISON

- HEIGHT: 1'04"
- WEIGHT: 18.7 lbs.
- ITEMS: None



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Thick Fat
- Huge Power

## ● EGG GROUPS

Water 1

Fairly

## ● PERFORMANCE

SPEED ★★☆☆☆  
POWER ★★☆☆☆  
SKILL ★★☆☆☆

STAMINA ★★☆☆☆  
JUMP ★★☆☆☆

## ● STATS

HP ●●●●●  
ATTACK ●●●●●  
DEFENSE ●●●●●  
SP. ATTACK ●●●●●  
SP. DEFENSE ●●●●●  
SPEED ●●●●●

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Safari Zone (Meadow Area water surface)

**Pokémon SoulSilver** Safari Zone (Meadow Area water surface)

**Pokémon Diamond** Pastoria Great Marsh

**Pokémon Pearl** Pastoria Great Marsh

**Pokémon Platinum** Route 215

**Pokémon HeartGold** **Pokémon SoulSilver**

The tip of its tail, which contains oil that is lighter than water, lets it swim without drowning.

The end of its tail serves as a buoy that keeps it from drowning, even in a vicious current.

## ● EVOLUTION



## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|--------|----------|------|------|----|--------|----|
| 1   | Tackle       | Normal | Physical | 35   | 95   | 35 | Normal | ○  |
| 2   | Defense Curl | Normal | Status   | —    | —    | 40 | Self   | —  |
| 7   | Tail Whip    | Normal | Status   | —    | 100  | 30 | 2 Foes | —  |
| 10  | Water Gun    | Water  | Special  | 40   | 100  | 25 | Normal | —  |
| 15  | Rollout      | Rock   | Physical | 30   | 90   | 20 | Normal | ○  |
| 18  | BubbleBeam   | Water  | Special  | 65   | 100  | 20 | Normal | —  |
| 23  | Aqua Ring    | Water  | Status   | —    | —    | 20 | Self   | —  |
| 27  | Double-Edge  | Normal | Physical | 120  | 100  | 15 | Normal | ○  |
| 32  | Rain Dance   | Water  | Status   | —    | —    | 5  | All    | —  |
| 37  | Aqua Tail    | Water  | Physical | 90   | 90   | 10 | Normal | ○  |
| 42  | Hydro Pump   | Water  | Special  | 120  | 80   | 5  | Normal | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Dive         | Water    | Physical | 80   | 100  | 10 | Normal | ○  |
| Icy Wind     | Ice      | Special  | 55   | 95   | 15 | 2 Foes | —  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal | ○  |
| Knock Off    | Dark     | Physical | 20   | 100  | 20 | Normal | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally | —  |
| Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Rollout      | Rock     | Physical | 30   | 90   | 20 | Normal | ○  |
| Superpower   | Fighting | Physical | 120  | 100  | 5  | Normal | ○  |
| Aqua Tail    | Water    | Physical | 90   | 90   | 10 | Normal | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal        | ○  |
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM07 | Hail         | Ice      | Status   | —    | —    | 10 | All           | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal        | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM79 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20 | Normal        | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15 | Normal        | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM07 | Waterfall    | Water    | Physical | 80   | 100  | 15 | Normal        | ○  |

## ● EGG MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|----------|----------|------|------|----|----------|----|
| Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies | —  |
| Present      | Normal   | Physical | —    | 90   | 15 | Normal   | —  |
| Amnesia      | Psychic  | Status   | —    | —    | 20 | Self     | —  |
| Future Sight | Psychic  | Special  | 80   | 90   | 15 | Normal   | —  |
| Belly Drum   | Normal   | Status   | —    | —    | 10 | Self     | —  |
| Perish Song  | Normal   | Status   | —    | —    | 5  | All      | —  |
| Supersonic   | Normal   | Status   | —    | 55   | 20 | Normal   | —  |
| Substitute   | Normal   | Status   | —    | —    | 10 | Self     | —  |
| Aqua Jet     | Water    | Physical | 40   | 100  | 20 | Normal   | ○  |
| Superpower   | Fighting | Physical | 120  | 100  | 5  | Normal   | ○  |
| Refresh      | Normal   | Status   | —    | —    | 20 | Self     | —  |
| Body Slam    | Normal   | Physical | 85   | 100  | 15 | Normal   | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|--------|----------|------|------|----|--------|----|
| 1   | Tackle       | Normal | Physical | 35   | 95   | 35 | Normal | ○  |
| 1   | Defense Curl | Normal | Status   | —    | —    | 40 | Self   | —  |
| 1   | Tail Whip    | Normal | Status   | —    | 100  | 30 | 2 Foes | —  |
| 1   | Water Gun    | Water  | Special  | 40   | 100  | 25 | Normal | —  |
| 2   | Defense Curl | Normal | Status   | —    | —    | 40 | Self   | —  |
| 7   | Tail Whip    | Normal | Status   | —    | 100  | 30 | 2 Foes | —  |
| 10  | Water Gun    | Water  | Special  | 40   | 100  | 25 | Normal | —  |
| 15  | Rollout      | Rock   | Physical | 30   | 90   | 20 | Normal | ○  |
| 20  | BubbleBeam   | Water  | Special  | 65   | 100  | 20 | Normal | —  |
| 27  | Aqua Ring    | Water  | Status   | —    | —    | 20 | Self   | —  |
| 33  | Double-Edge  | Normal | Physical | 120  | 100  | 15 | Normal | ○  |
| 40  | Rain Dance   | Water  | Status   | —    | —    | 5  | All    | —  |
| 47  | Aqua Tail    | Water  | Physical | 90   | 90   | 10 | Normal | ○  |
| 54  | Hydro Pump   | Water  | Special  | 120  | 80   | 5  | Normal | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Dive         | Water    | Physical | 80   | 100  | 10 | Normal | ○  |
| Icy Wind     | Ice      | Special  | 55   | 95   | 15 | 2 Foes | —  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal | ○  |
| Knock Off    | Dark     | Physical | 20   | 100  | 20 | Normal | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally | —  |
| Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Rollout      | Rock     | Physical | 30   | 90   | 20 | Normal | ○  |
| Superpower   | Fighting | Physical | 120  | 100  | 5  | Normal | ○  |
| Aqua Tail    | Water    | Physical | 90   | 90   | 10 | Normal | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP  | Range         | DA |
|------|--------------|----------|----------|------|------|-----|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20  | Normal        | ○  |
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20  | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10  | Normal        | —  |
| TM07 | Hail         | Ice      | Status   | —    | 10   | All | —             |    |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15  | Normal        | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10  | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5   | 2 Foes        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5   | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10  | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5   | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20  | Normal        | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15  | Normal        | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20  | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10  | Normal        | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15  | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15  | Self          | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20  | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20  | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10  | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15  | Normal        | —  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5   | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10  | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10  | Self          | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5   | Normal        | ○  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20  | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10  | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15  | Normal        | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20  | Normal        | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15  | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10  | Self          | —  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15  | 2 Foes/1 Ally | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15  | Normal        | ○  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15  | Normal        | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15  | Normal        | ○  |
| HM07 | Waterfall    | Water    | Physical | 80   | 100  | 15  | Normal        | ○  |



No. 184 | Aqua Rabbit Pokémon

Azumarill

Water



## ● SIZE COMPARISON

- HEIGHT: 2'02"
- WEIGHT: 62.8 lbs.
- ITEMS: None



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Thick Fat
- Huge Power

## ● STATS



## ● EGG GROUPS

Water 1

Fairy

## ● PERFORMANCE

SPEED ★★☆☆  
POWER ★★☆☆  
SKILL ★★☆☆

STAMINA ★★☆☆  
JUMP ★★☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Level up Marill to Lv. 18

**Pokémon SoulSilver** Level up Marill to Lv. 18

**Pokémon Diamond** Level up Marill to Lv. 18

**Pokémon Pearl** Level up Marill to Lv. 18

**Pokémon Platinum** Victory Road 1F Back 2

**Pokémon HeartGold**

**Pokémon SoulSilver**

By keeping still and listening intently, it can tell what is in even wild, fast-moving rivers.

When it plays in water, it rolls up its elongated ears to prevent their insides from getting wet.

## ● EVOLUTION

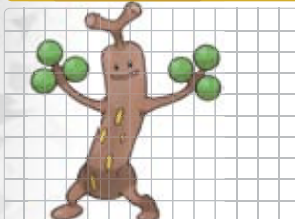




No. 185 | Imitation Pokémon

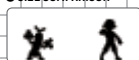
## Sudowoodo

Rock



## ● SIZE COMPARISON

- HEIGHT: 0'08"
- WEIGHT: 4.4 lbs.
- ITEMS: None



## ● MALE FORM

Larger branches on head

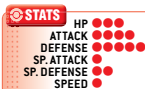


## ● FEMALE FORM

Smaller branches on head

## ● ABILITIES

- Sturdy
- Rock Head



## ● EGG GROUPS

Mineral

## ● PERFORMANCE

SPEED ★★  
POWER ★★☆☆  
SKILL ★★☆☆

STAMINA ★★★★★☆  
JUMP ★★☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Use the SquirtBottle to water the odd tree on Route 36

**Pokémon SoulSilver** Use the SquirtBottle to water the odd tree on Route 36

**Pokémon Diamond** Level up Bonsly to Lv. 17 and have it learn Mimic, or level it up once it knows Mimic

**Pokémon Pearl** Route 221

**Pokémon Platinum** Route 221

**Pokémon HeartGold** Although it always pretends to be a tree, its composition appears more similar to rock than to vegetation.

**Pokémon SoulSilver** It disguises itself as a tree to avoid attack. It hates water, so it will disappear if it starts raining.

## ● EVOLUTION



Bonsly

Level it up to Lv. 17 and teach it Mimic. Or, level it up once it knows Mimic.



Sudowoodo

## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range   | DA     |
|-----|--------------|----------|----------|------|------|----|---------|--------|
| 1   | Wood Hammer  | Grass    | Physical | 120  | 100  | 15 | Normal  | ○      |
| 1   | Copycat      | Normal   | Status   | —    | —    | 20 | Depends | —      |
| 1   | Flail        | Normal   | Physical | —    | 100  | 15 | Normal  | ○      |
| 1   | Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal  | ○      |
| 1   | Rock Throw   | Rock     | Physical | 50   | 90   | 15 | Normal  | —      |
| 6   | Flail        | Normal   | Physical | —    | 100  | 15 | Normal  | ○      |
| 9   | Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal  | ○      |
| 14  | Rock Throw   | Rock     | Physical | 50   | 90   | 15 | Normal  | —      |
| 17  | Mimic        | Normal   | Status   | —    | —    | 10 | Normal  | —      |
| 22  | Block        | Normal   | Status   | —    | —    | 5  | Normal  | —      |
| 25  | Faint Attack | Dark     | Physical | 60   | —    | 20 | Normal  | ○      |
| 30  | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal  | 2 Foes |
| 33  | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes  | —      |
| 38  | Slam         | Normal   | Physical | 80   | 75   | 20 | Normal  | ○      |
| 41  | Sucker Punch | Dark     | Physical | 80   | 100  | 5  | Normal  | ○      |
| 46  | Double-Edge  | Normal   | Physical | 120  | 100  | 15 | Normal  | ○      |
| 49  | Hammer Arm   | Fighting | Physical | 100  | 90   | 10 | Normal  | ○      |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal | ○  |
| Sucker Punch | Dark     | Physical | 80   | 100  | 5  | Normal | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally | —  |
| Role Play    | Psychic  | Status   | —    | —    | 10 | Normal | —  |
| Block        | Normal   | Status   | —    | —    | 5  | Normal | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Rollout      | Rock     | Physical | 30   | 90   | 20 | Normal | ○  |
| Earth Power  | Ground   | Special  | 90   | 100  | 10 | Normal | —  |
| Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal        | ○  |
| TM04 | Calm Mind    | Psychic  | Status   | —    | —    | 20 | Self          | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10 | All           | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal        | ○  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM64 | Explosion    | Normal   | Physical | 250  | 100  | 5  | 2 Foes/1 Ally | —  |
| TM69 | Rock Polish  | Rock     | Status   | —    | —    | 20 | Self          | —  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5  | Normal        | —  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20 | 2 Foes        | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |

## ● EGG MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range         | DA |
|--------------|--------|----------|------|------|----|---------------|----|
| Selfdestruct | Normal | Physical | 200  | 100  | 5  | 2 Foes/1 Ally | —  |
| Headbutt     | Normal | Physical | 70   | 100  | 15 | Normal        | ○  |
| Harden       | Normal | Status   | —    | —    | 30 | Self          | —  |
| Defense Curl | Normal | Status   | —    | —    | 40 | Self          | —  |
| Rollout      | Rock   | Physical | 30   | 90   | 20 | Normal        | ○  |
| Sand Tomb    | Ground | Physical | 15   | 70   | 15 | Normal        | —  |

## ● LEVEL-UP MOVES

| Lv. | Name        | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|-------------|---------|----------|------|------|----|--------|----|
| 1   | BubbleBeam  | Water   | Special  | 65   | 100  | 20 | Normal | —  |
| 1   | Hypnosis    | Psychic | Special  | —    | 60   | 20 | Normal | —  |
| 1   | DoubleSlap  | Normal  | Physical | 15   | 85   | 10 | Normal | ○  |
| 1   | Perish Song | Normal  | Status   | —    | —    | 5  | All    | —  |
| 27  | Swagger     | Normal  | Status   | —    | 90   | 15 | Normal | —  |
| 37  | Bounce      | Flying  | Physical | 85   | 85   | 5  | Normal | —  |
| 48  | Hyper Voice | Normal  | Special  | 90   | 100  | 10 | 2 Foes | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Dive         | Water  | Physical | 80   | 100  | 10 | Normal | —  |
| Icy Wind     | Ice    | Special  | 55   | 95   | 15 | 2 Foes | —  |
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Helping Hand | Normal | Status   | —    | —    | 20 | 1 Ally | —  |
| Mud-Slap     | Ground | Special  | 20   | 100  | 10 | Normal | —  |
| Bounce       | Flying | Physical | 85   | 85   | 5  | Normal | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM01 | Focus Punch  | Fighting | Special  | 150  | 100  | 20 | Normal        | ○  |
| TM03 | Water Pulse  | Water    | Physical | 60   | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM07 | Hail         | Ice      | Status   | —    | —    | 10 | All           | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal        | —  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal        | ○  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5  | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10 | Normal        | ○  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15 | Normal        | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM07 | Waterfall    | Water    | Physical | 80   | 100  | 15 | Normal        | ○  |


**No. 186 | Frog Pokémon**  
**Politoed**

Water



## ● SIZE COMPARISON

- HEIGHT: 3'02"
- WEIGHT: 74.7 lbs.
- ITEMS: None



- MALE FORM  
Larger cheek spots

- FEMALE FORM  
Smaller cheek spots

## ● ABILITIES

- Water Absorb
- Damp

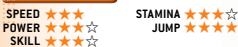
## ● STATS



## ● EGG GROUPS

Water 1

## ● PERFORMANCE



## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Link trade Poliwhirl while it holds the King's Rock

**Pokémon SoulSilver** Link trade Poliwhirl while it holds the King's Rock

**Pokémon Diamond** Link trade Poliwhirl while it holds the King's Rock

**Pokémon Pearl** Link trade Poliwhirl while it holds the King's Rock

**Pokémon Platinum** Link trade Poliwhirl while it holds the King's Rock

**Pokémon HeartGold** **Pokémon SoulSilver**

IF POLIWhAG and POLIWhIRL hear its echoing cry, they respond by gathering from far and wide.

Whenever three or more of these get together, they sing in a loud voice that sounds like bellowing.

## ● EVOLUTION

Use Water Stone



Poliwrath



Poliwag



Poliwhirl

Have it hold King's Rock and trade it



Politoed



No. 187 | Cottonweed Pokémon

Hoppip

Grass

Flying



## ● SIZE COMPARISON

- HEIGHT: 1'04"
- WEIGHT: 1.1 lbs.
- ITEMS: None



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Chlorophyll
- Leaf Guard

## ● EGG GROUPS

Fairy

Grass

## ● PERFORMANCE

SPEED ★★★★★☆

POWER ★★☆☆☆

SKILL ★

STAMINA ★

JUMP ★★★★★

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Route 32 (morning and afternoon only)**Pokémon SoulSilver** Route 32 (morning and afternoon only)**Pokémon Diamond** Route 205, Floaroma Town side (use Poké Radar)**Pokémon Pearl** Route 205, Floaroma Town side (use Poké Radar)**Pokémon Platinum** Route 205, Floaroma Town side (use Poké Radar)**Pokémon HeartGold**

To keep from being blown away by the wind, they gather in clusters. But they do enjoy gentle breezes.

**Pokémon SoulSilver**

Its body is so light, it must grip the ground firmly with its feet to keep from being blown away.

## ● EVOLUTION



## ● LEVEL-UP MOVES

| Lv. | Name          | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|---------------|--------|----------|------|------|----|--------|----|
| 1   | Splash        | Normal | Status   | —    | —    | 40 | Self   | —  |
| 4   | Synthesis     | Grass  | Status   | —    | —    | 5  | Self   | —  |
| 7   | Tail Whip     | Normal | Status   | —    | 100  | 30 | 2 Foes | —  |
| 10  | Tackle        | Normal | Physical | 35   | 95   | 35 | Normal | ○  |
| 12  | Poison Powder | Poison | Status   | —    | 75   | 35 | Normal | —  |
| 14  | Stun Spore    | Grass  | Status   | —    | 75   | 30 | Normal | —  |
| 16  | Sleep Powder  | Grass  | Status   | —    | 75   | 15 | Normal | —  |
| 19  | Bullet Seed   | Grass  | Physical | 10   | 100  | 30 | Normal | —  |
| 22  | Leech Seed    | Grass  | Status   | —    | 90   | 10 | Normal | —  |
| 25  | Mega Drain    | Grass  | Special  | 40   | 100  | 15 | Normal | —  |
| 28  | Cotton Spore  | Grass  | Status   | —    | 85   | 40 | Normal | —  |
| 31  | U-turn        | Bug    | Physical | 70   | 100  | 20 | Normal | ○  |
| 34  | Worry Seed    | Grass  | Status   | —    | 100  | 10 | Normal | —  |
| 37  | Giga Drain    | Grass  | Special  | 60   | 100  | 10 | Normal | —  |
| 40  | Bounce        | Flying | Physical | 85   | 85   | 5  | Normal | ○  |
| 43  | Memento       | Dark   | Status   | —    | 100  | 10 | Normal | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Helping Hand | Normal | Status   | —    | —    | 20 | 1 Ally | —  |
| Synthesis    | Grass  | Status   | —    | —    | 5  | Self   | —  |
| Worry Seed   | Grass  | Status   | —    | 100  | 10 | Normal | —  |
| Seed Bomb    | Grass  | Physical | 80   | 100  | 15 | Normal | —  |
| Bounce       | Flying | Physical | 85   | 85   | 5  | Normal | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|---------|----------|------|------|----|---------|----|
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10 | Normal  | —  |
| TM09 | Bullet Seed  | Grass   | Physical | 10   | 100  | 30 | Normal  | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15 | Normal  | —  |
| TM11 | Sunny Day    | Fire    | Status   | —    | —    | 5  | All     | —  |
| TM17 | Protect      | Normal  | Status   | —    | —    | 10 | Self    | —  |
| TM19 | Giga Drain   | Grass   | Special  | 60   | 100  | 10 | Normal  | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20 | Normal  | ○  |
| TM22 | SolarBeam    | Grass   | Special  | 120  | 100  | 10 | Normal  | —  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20 | Normal  | ○  |
| TM32 | Double Team  | Normal  | Status   | —    | —    | 15 | Self    | —  |
| TM40 | Aerial Ace   | Flying  | Physical | 60   | —    | 20 | Normal  | ○  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20 | Normal  | —  |
| TM44 | Rest         | Psychic | Status   | —    | —    | 10 | Self    | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15 | Normal  | —  |
| TM53 | Energy Ball  | Grass   | Special  | 80   | 100  | 10 | Normal  | —  |
| TM58 | Endure       | Normal  | Status   | —    | —    | 10 | Self    | —  |
| TM62 | Silver Wind  | Bug     | Special  | 60   | 100  | 5  | Normal  | —  |
| TM70 | Flash        | Normal  | Status   | —    | 100  | 20 | Normal  | —  |
| TM75 | Swords Dance | Normal  | Status   | —    | —    | 30 | Self    | —  |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20 | 2 Foes  | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | —    | 10 | Depends | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal  | —  |
| TM86 | Grass Knot   | Grass   | Special  | —    | 100  | 20 | Normal  | ○  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal  | —  |
| TM89 | U-turn       | Bug     | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM90 | Substitute   | Normal  | Status   | —    | —    | 10 | Self    | —  |

## ● EGG MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range      | DA |
|--------------|---------|----------|------|------|----|------------|----|
| Confusion    | Psychic | Special  | 50   | 100  | 25 | Normal     | —  |
| Encore       | Normal  | Status   | —    | 100  | 5  | Normal     | —  |
| Double-Edge  | Normal  | Physical | 120  | 100  | 15 | Normal     | ○  |
| Reflect      | Psychic | Status   | —    | —    | 20 | 2 Allies   | —  |
| Amnesia      | Psychic | Status   | —    | —    | 20 | Self       | —  |
| Helping Hand | Normal  | Status   | —    | —    | 20 | 1 Ally     | —  |
| Psych Up     | Normal  | Status   | —    | —    | 10 | Normal     | —  |
| Aromatherapy | Grass   | Status   | —    | —    | 5  | All Allies | —  |
| Worry Seed   | Grass   | Status   | —    | 100  | 10 | Normal     | —  |







## ● LEVEL-UP MOVES

| Lv. | Name        | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|-------------|---------|----------|------|------|----|--------|----|
| 1   | Scratch     | Normal  | Physical | 40   | 100  | 35 | Normal | ○  |
| 1   | Tail Whip   | Normal  | Status   | —    | 100  | 30 | 2 Foes | —  |
| 4   | Sand-Attack | Ground  | Status   | —    | 100  | 15 | Normal | —  |
| 8   | Astonish    | Ghost   | Physical | 30   | 100  | 15 | Normal | ○  |
| 11  | Baton Pass  | Normal  | Status   | —    | 40   | —  | Self   | —  |
| 15  | Tickle      | Normal  | Status   | —    | 100  | 20 | Normal | —  |
| 18  | Fury Swipes | Normal  | Physical | 18   | 80   | 15 | Normal | ○  |
| 22  | Swift       | Normal  | Special  | 60   | —    | 20 | 2 Foes | —  |
| 25  | Screech     | Normal  | Status   | —    | 85   | 40 | Normal | —  |
| 29  | Agility     | Psychic | Status   | —    | 30   | —  | Self   | —  |
| 32  | Double Hit  | Normal  | Physical | 35   | 90   | 10 | Normal | ○  |
| 36  | Fling       | Dark    | Physical | —    | 100  | 10 | Normal | —  |
| 39  | Nasty Plot  | Dark    | Status   | —    | 20   | —  | Self   | —  |
| 43  | Last Resort | Normal  | Physical | 130  | 100  | 5  | Normal | ○  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name          | Type     | Kind     | Pow. | Acc. | PP     | Range    | DA |
|---------------|----------|----------|------|------|--------|----------|----|
| Fury Cutter   | Bug      | Physical | 10   | 95   | 20     | Normal   | ○  |
| Thunder Punch | Electric | Physical | 75   | 100  | 15     | Normal   | ○  |
| Fire Punch    | Fire     | Physical | 75   | 100  | 15     | Normal   | ○  |
| Ice Punch     | Ice      | Physical | 75   | 100  | 15     | Normal   | ○  |
| Knock Off     | Dark     | Physical | 20   | 100  | 20     | Normal   | ○  |
| Snore         | Normal   | Special  | 40   | 100  | 15     | Normal   | —  |
| Spite         | Ghost    | Status   | —    | 100  | 10     | Normal   | —  |
| Last Resort   | Normal   | Physical | 130  | 100  | 5      | Normal   | ○  |
| Swift         | Normal   | Special  | 60   | —    | 20     | 2 Foes   | —  |
| Uproar        | Normal   | Special  | 50   | 100  | 10     | 1 Random | —  |
| Role Play     | Psychic  | Status   | —    | 10   | Normal | —        | —  |
| Mud-Slap      | Ground   | Special  | 20   | 100  | 10     | Normal   | —  |
| Gunk Shot     | Poison   | Physical | 120  | 70   | 5      | Normal   | —  |
| Seed Bomb     | Grass    | Physical | 80   | 100  | 15     | Normal   | —  |
| Bounce        | Flying   | Physical | 85   | 85   | 5      | Normal   | ○  |
| Low Kick      | Fighting | Physical | —    | 100  | 20     | Normal   | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|----------|----------|------|------|----|---------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal  | ○  |
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal  | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal  | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal  | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | —  | All     | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal  | —  |
| TM17 | Protect      | Normal   | Status   | —    | 10   | —  | Self    | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | —  | All     | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal  | —  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal  | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal  | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal  | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal  | ○  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal  | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal  | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | 15   | —  | Self    | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal  | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal  | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal  | —  |
| TM44 | Rest         | Psychic  | Status   | —    | 10   | —  | Self    | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal  | —  |
| TM46 | Theft        | Dark     | Physical | 40   | 100  | 10 | Normal  | ○  |
| TM49 | Snatch       | Dark     | Status   | —    | 10   | —  | Depends | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal  | —  |
| TM58 | Endure       | Normal   | Status   | —    | 10   | —  | Self    | —  |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15 | Normal  | ○  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10 | Normal  | ○  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal  | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes  | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | 10   | —  | Depends | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal  | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15 | Normal  | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20 | Normal  | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal  | —  |
| TM89 | U-turn       | Bug      | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM90 | Substitute   | Normal   | Status   | —    | 10   | —  | Self    | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal  | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal  | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal  | ○  |

## ● EGG MOVES

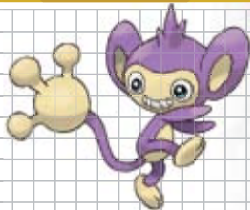
| Name       | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|------------|----------|----------|------|------|----|--------|----|
| Counter    | Fighting | Physical | —    | 100  | 20 | Self   | ○  |
| Screech    | Normal   | Status   | —    | 85   | 40 | Normal | —  |
| Pursuit    | Dark     | Physical | 40   | 100  | 20 | Normal | ○  |
| Agility    | Psychic  | Status   | —    | 30   | —  | Self   | —  |
| Spite      | Ghost    | Status   | —    | 100  | 10 | Normal | —  |
| Slam       | Normal   | Physical | 80   | 75   | 20 | Normal | ○  |
| DoubleSlap | Normal   | Physical | 15   | 85   | 10 | Normal | ○  |
| Beat Up    | Dark     | Physical | 10   | 100  | 10 | Normal | —  |
| Fake Out   | Normal   | Physical | 40   | 100  | 40 | Normal | ○  |
| Covet      | Normal   | Physical | 40   | 100  | 40 | Normal | ○  |
| Bounce     | Flying   | Physical | 85   | 85   | 5  | Normal | ○  |



No. 190 | Long Tail Pokémon

Aipom

Normal



## ● SIZE COMPARISON

- HEIGHT: 2'02"
- WEIGHT: 25.4 lbs.
- ITEMS: None



- MALE FORM  
Shorter fur tuft on head

- FEMALE FORM  
Longer fur tuft on head

## ● ABILITIES

- Chlorophyll
- Leaf Guard

## ● STATS



## ● EGG GROUPS

Field

## ● PERFORMANCE

SPEED ★★★★★  
 POWER ★★★★★  
 SKILL ★★★★★

STAMINA ★★★☆☆  
 JUMP ★★★☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Azalea Town (use Headbutt)

**Pokémon SoulSilver** Azalea Town (use Headbutt)

**Pokémon Diamond** Spread Honey on a sweet-smelling tree

**Pokémon Pearl** Spread Honey on a sweet-smelling tree

**Pokémon Platinum** Spread Honey on a sweet-smelling tree

**Pokémon HeartGold** **Pokémon SoulSilver**

Its tail is so powerful that it can use it to grab a tree branch and hold itself up in the air.

It lives atop tall trees. When leaping from branch to branch, it deftly uses its tail for balance.

## ● EVOLUTION



Aipom

Level it up to Lv. 32 and teach it Double Hit. Or, level it up once it knows Double Hit.



Ambipom

## Getting Started

## Pokémon Index

## Pokémon Moves

No. 191 | Seed Pokémon  
**Sunkern**

Grass



- HEIGHT: 1'00"
- WEIGHT: 4.0 lbs.
- ITEMS: Coba Berry

## ● SIZE COMPARISON



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Chlorophyll
- Solar Power

## ● EGG GROUPS

Grass

## ● STATS

- HP
- ATTACK
- DEFENSE
- SP. ATTACK
- SP. DEFENSE
- SPEED

## ● PERFORMANCE

SPEED ★★☆☆☆  
 POWER ★☆☆☆☆  
 SKILL ★☆☆☆☆

STAMINA ★☆☆☆☆  
 JUMP ★★☆☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** National Park (afternoon only)

**Pokémon SoulSilver** National Park (afternoon only)

**Pokémon Diamond** Route 204, Floaroma Town side (use Poké Radar)

**Pokémon Pearl** Route 204, Floaroma Town side (use Poké Radar)

**Pokémon Platinum** Route 204 (use Poké Radar)

**Pokémon HeartGold**

It may plummet from the sky. If attacked by a SPEAROW, it will violently shake its leaves.

**Pokémon SoulSilver**

It lives by drinking only dewdrops from under the leaves of plants. It is said that it eats nothing else.

## ● EVOLUTION



Sunkern

Use Sun Stone



Sunflora

## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|--------|----------|------|------|----|--------|----|
| 1   | Absorb       | Grass  | Special  | 20   | 100  | 25 | Normal | —  |
| 1   | Growth       | Normal | Status   | —    | —    | 40 | Self   | —  |
| 5   | Mega Drain   | Grass  | Special  | 40   | 100  | 15 | Normal | —  |
| 9   | Ingrain      | Grass  | Status   | —    | —    | 20 | Self   | —  |
| 13  | GrassWhistle | Grass  | Status   | —    | 55   | 15 | Normal | —  |
| 17  | Leech Seed   | Grass  | Status   | —    | 90   | 10 | Normal | —  |
| 21  | Endeavor     | Normal | Physical | —    | 100  | 5  | Normal | ○  |
| 25  | Worry Seed   | Grass  | Status   | —    | 100  | 10 | Normal | —  |
| 29  | Razor Leaf   | Grass  | Physical | 55   | 95   | 25 | 2 Foes | —  |
| 33  | Synthesis    | Grass  | Status   | —    | —    | 5  | Self   | —  |
| 37  | Sunny Day    | Fire   | Status   | —    | —    | 5  | All    | —  |
| 41  | Giga Drain   | Grass  | Special  | 60   | 100  | 10 | Normal | —  |
| 45  | Seed Bomb    | Grass  | Physical | 80   | 100  | 15 | Normal | —  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|--------|----------|------|------|----|----------|----|
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal   | —  |
| Helping Hand | Normal | Status   | —    | —    | 20 | 1 Ally   | —  |
| Synthesis    | Grass  | Status   | —    | —    | 5  | Self     | —  |
| Uproar       | Normal | Special  | 50   | 100  | 10 | 1 Random | —  |
| Worry Seed   | Grass  | Status   | —    | 100  | 10 | Normal   | —  |
| Endeavor     | Normal | Physical | —    | 100  | 5  | Normal   | ○  |
| Earth Power  | Ground | Special  | 90   | 100  | 10 | Normal   | —  |
| Seed Bomb    | Grass  | Physical | 80   | 100  | 15 | Normal   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|------|--------------|---------|----------|------|------|----|----------|----|
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10 | Normal   | —  |
| TM09 | Bullet Seed  | Grass   | Physical | 10   | 100  | 30 | Normal   | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15 | Normal   | —  |
| TM11 | Sunny Day    | Fire    | Status   | —    | —    | 5  | All      | —  |
| TM16 | Light Screen | Psychic | Status   | —    | —    | 30 | 2 Allies | —  |
| TM17 | Protect      | Normal  | Status   | —    | —    | 10 | Self     | —  |
| TM19 | Giga Drain   | Grass   | Special  | 60   | 100  | 10 | Normal   | —  |
| TM20 | Safeguard    | Normal  | Status   | —    | —    | 25 | 2 Allies | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20 | Normal   | ○  |
| TM22 | SolarBeam    | Grass   | Special  | 120  | 100  | 10 | Normal   | —  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20 | Normal   | ○  |
| TM32 | Double Team  | Normal  | Status   | —    | —    | 15 | Self     | —  |
| TM36 | Sludge Bomb  | Poison  | Special  | 90   | 100  | 10 | Normal   | —  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20 | Normal   | —  |
| TM44 | Rest         | Psychic | Status   | —    | —    | 10 | Self     | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15 | Normal   | —  |
| TM53 | Energy Ball  | Grass   | Special  | 80   | 100  | 10 | Normal   | —  |
| TM58 | Endure       | Normal  | Status   | —    | —    | 10 | Self     | —  |
| TM70 | Flash        | Normal  | Status   | —    | 100  | 20 | Normal   | —  |
| TM75 | Swords Dance | Normal  | Status   | —    | —    | 30 | Self     | —  |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20 | 2 Foes   | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | —    | 10 | Depends  | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal   | —  |
| TM86 | Grass Knot   | Grass   | Special  | —    | 100  | 20 | Normal   | ○  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal   | —  |
| TM90 | Substitute   | Normal  | Status   | —    | —    | 10 | Self     | —  |
| HM01 | Cut          | Normal  | Physical | 50   | 95   | 30 | Normal   | ○  |

## ● EGG MOVES

| Name         | Type   | Kind   | Pow. | Acc. | PP | Range       | DA |
|--------------|--------|--------|------|------|----|-------------|----|
| GrassWhistle | Grass  | Status | —    | 55   | 15 | Normal      | —  |
| Encore       | Normal | Status | —    | 100  | 5  | Normal      | —  |
| Leech Seed   | Grass  | Status | —    | 90   | 10 | Normal      | —  |
| Nature Power | Normal | Status | —    | —    | 20 | Depends     | —  |
| Curse        | ???    | Status | —    | —    | 10 | Normal/Self | —  |
| Helping Hand | Normal | Status | —    | —    | 20 | 1 Ally      | —  |
| Ingrain      | Grass  | Status | —    | —    | 20 | Self        | —  |
| Sweet Scent  | Normal | Status | —    | 100  | 20 | 2 Foes      | —  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----|--------------|--------|----------|------|------|----|----------|----|
| 1   | Absorb       | Grass  | Special  | 20   | 100  | 25 | Normal   | —  |
| 1   | Pound        | Normal | Physical | 40   | 100  | 35 | Normal   | ○  |
| 1   | Growth       | Normal | Status   | —    | —    | 40 | Self     | —  |
| 5   | Mega Drain   | Grass  | Special  | 40   | 100  | 15 | Normal   | —  |
| 9   | Ingrain      | Grass  | Status   | —    | —    | 20 | Self     | —  |
| 13  | GrassWhistle | Grass  | Status   | —    | 55   | 15 | Normal   | —  |
| 17  | Leech Seed   | Grass  | Status   | —    | 90   | 10 | Normal   | —  |
| 21  | Bullet Seed  | Grass  | Physical | 10   | 100  | 30 | Normal   | —  |
| 25  | Worry Seed   | Grass  | Status   | —    | 100  | 10 | Normal   | —  |
| 29  | Razor Leaf   | Grass  | Physical | 55   | 95   | 25 | 2 Foes   | —  |
| 33  | Petal Dance  | Grass  | Special  | 90   | 100  | 20 | 1 Random | ○  |
| 37  | Sunny Day    | Fire   | Status   | —    | —    | 5  | All      | —  |
| 41  | SolarBeam    | Grass  | Special  | 120  | 100  | 10 | Normal   | —  |
| 43  | Leaf Storm   | Grass  | Special  | 140  | 90   | 5  | Normal   | —  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |
|      |      |      |      |      |    |       |    |
|      |      |      |      |      |    |       |    |

## ● BP MOVES

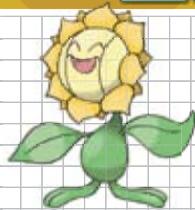
| Name         | Type   | Kind     | Pow. | Acc. | PP   | Range    | DA |
|--------------|--------|----------|------|------|------|----------|----|
| Snore        | Normal | Status   | —    | 100  | 15   | Normal   | —  |
| Helping Hand | Normal | Status   | —    | 20   | 1    | 1 Ally   | —  |
| Synthesis    | Grass  | Status   | —    | 5    | Self | —        | —  |
| Uproar       | Normal | Special  | 50   | 100  | 10   | 1 Random | —  |
| Worry Seed   | Grass  | Status   | —    | 100  | 10   | Normal   | —  |
| Endeavor     | Normal | Physical | —    | 100  | 5    | Normal   | ○  |
| Earth Power  | Ground | Special  | 90   | 100  | 10   | Normal   | —  |
| Seed Bomb    | Grass  | Physical | 80   | 100  | 15   | Normal   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP       | Range  | DA |
|------|--------------|---------|----------|------|------|----------|--------|----|
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10       | Normal | —  |
| TM09 | Bullet Seed  | Grass   | Physical | 10   | 100  | 30       | Normal | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15       | Normal | —  |
| TM11 | Sunny Day    | Fire    | Status   | —    | 5    | All      | —      | —  |
| TM15 | Hyper Beam   | Normal  | Special  | 150  | 90   | 5        | Normal | —  |
| TM16 | Light Screen | Psychic | Status   | —    | 30   | 2 Allies | —      | —  |
| TM17 | Protect      | Normal  | Status   | —    | 10   | Self     | —      | —  |
| TM19 | Giga Drain   | Grass   | Special  | 60   | 100  | 10       | Normal | —  |
| TM20 | Safeguard    | Normal  | Status   | —    | 25   | 2 Allies | —      | —  |
| TM21 | Frustration  | Normal  | Special  | —    | 100  | 20       | Normal | ○  |
| TM22 | SolarBeam    | Grass   | Special  | 120  | 100  | 10       | Normal | —  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20       | Normal | ○  |
| TM32 | Double Team  | Normal  | Status   | —    | 15   | Self     | —      | —  |
| TM36 | Sludge Bomb  | Poison  | Special  | 90   | 100  | 10       | Normal | —  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20       | Normal | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20       | Normal | —  |
| TM44 | Rest         | Psychic | Status   | —    | 10   | Self     | —      | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15       | Normal | —  |
| TM53 | Energy Ball  | Grass   | Special  | 80   | 100  | 10       | Normal | —  |
| TM58 | Endure       | Normal  | Status   | —    | 10   | Self     | —      | —  |
| TM68 | Giga Impact  | Normal  | Physical | 150  | 90   | 5        | Normal | ○  |
| TM70 | Flash        | Normal  | Status   | —    | 100  | 20       | Normal | —  |
| TM75 | Swords Dance | Normal  | Status   | —    | 30   | Self     | —      | —  |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20       | 2 Foes | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | 10   | Depends  | —      | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15       | Normal | —  |
| TM86 | Grass Knot   | Grass   | Special  | —    | 100  | 20       | Normal | ○  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15       | Normal | —  |
| TM90 | Substitute   | Normal  | Status   | —    | 10   | Self     | —      | —  |
| HM01 | Cut          | Normal  | Physical | 50   | 95   | 30       | Normal | ○  |

No. 192 | Sun Pokémon  
**Sunflora**

Grass



## ● SIZE COMPARISON

- HEIGHT: 2'02"
- WEIGHT: 18.7 lbs.
- ITEMS: None



## ● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Chlorophyll
- Solar Power

## ● STATS



## ● EGG GROUPS

Grass

## ● PERFORMANCE

SPEED ★★★  
POWER ★★★★★☆  
SKILL ★★★

STAMINA ★★★★★☆  
JUMP ★★★★★☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Use Sun Stone on Sunkern

**Pokémon SoulSilver** Use Sun Stone on Sunkern

**Pokémon Diamond** Use Sun Stone on Sunkern

**Pokémon Pearl** Use Sun Stone on Sunkern

**Pokémon Platinum** Use Sun Stone on Sunkern

**Pokémon HeartGold** **Pokémon SoulSilver**

It converts sunlight into energy. In the darkness after sunset, it closes its petals and becomes still.

In the daytime, it rushes about in a hectic manner, but it comes to a complete stop when the sun sets.

## ● EVOLUTION



Sunkern

Use Sun Stone



Sunflora

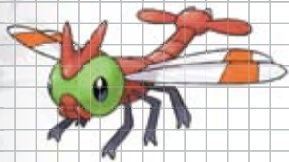


No. 193 | Clear Wing Pokémon

Yanma

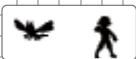
Bug

Flying



## ● SIZE COMPARISON

- HEIGHT: 3'11"
- WEIGHT: 83.8 lbs.
- ITEMS: Wide Lens



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Speed Boost
- Compoundeyes

## ● EGG GROUPS

Bug

## ● STATS



## ● PERFORMANCE

SPEED ★★★☆☆

STAMINA ★★★☆☆

POWER ★★☆☆☆

JUMP ★★★★★

SKILL ★☆☆☆☆

## ● MAIN WAYS TO OBTAIN

Pokémon HeartGold Route 35

Pokémon SoulSilver Route 35

Pokémon Diamond Pastoria Great Marsh (after obtaining the National Pokédex/changes daily)

Pokémon Pearl Pastoria Great Marsh (after obtaining the National Pokédex/changes daily)

Pokémon Platinum Pastoria Great Marsh

Pokémon HeartGold

If it flaps its wings really fast, it can generate shock waves that will shatter windows in the area.

Pokémon SoulSilver

Its large eyes can scan 360 degrees. It looks in all directions to seek out insects as its prey.

## ● EVOLUTION



Yanma

Level it up to Lv. 33 and teach it AncientPower. Or, level it up once it knows AncientPower.



Yanmega

## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----|--------------|--------|----------|------|------|----|----------|----|
| 1   | Absorb       | Grass  | Special  | 20   | 100  | 25 | Normal   | —  |
| 1   | Pound        | Normal | Physical | 40   | 100  | 35 | Normal   | ○  |
| 1   | Growth       | Normal | Status   | —    | —    | 40 | Self     | —  |
| 5   | Mega Drain   | Grass  | Special  | 40   | 100  | 15 | Normal   | —  |
| 9   | Ingrain      | Grass  | Status   | —    | —    | 20 | Self     | —  |
| 13  | GrassWhistle | Grass  | Status   | —    | 55   | 15 | Normal   | —  |
| 17  | Leech Seed   | Grass  | Status   | —    | 90   | 10 | Normal   | —  |
| 21  | Bullet Seed  | Grass  | Physical | 10   | 100  | 30 | Normal   | —  |
| 25  | Worry Seed   | Grass  | Status   | —    | 100  | 10 | Normal   | —  |
| 29  | Razor Leaf   | Grass  | Physical | 55   | 95   | 25 | 2 Foes   | —  |
| 33  | Petal Dance  | Grass  | Special  | 90   | 100  | 20 | 1 Random | ○  |
| 37  | Sunny Day    | Fire   | Status   | —    | —    | 5  | All      | —  |
| 41  | SolarBeam    | Grass  | Special  | 120  | 100  | 10 | Normal   | —  |
| 43  | Leaf Storm   | Grass  | Special  | 140  | 90   | 5  | Normal   | —  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|------|------|------|------|------|----|-------|----|

## ● BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|--------|----------|------|------|----|----------|----|
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal   | —  |
| Helping Hand | Normal | Status   | —    | —    | 20 | 1 Ally   | —  |
| Synthesis    | Grass  | Status   | —    | —    | 5  | Self     | —  |
| Updraft      | Normal | Special  | 50   | 100  | 10 | 1 Random | —  |
| Worry Seed   | Grass  | Status   | —    | 100  | 10 | Normal   | —  |
| Endeavor     | Normal | Physical | —    | 100  | 5  | Normal   | ○  |
| Earth Power  | Ground | Special  | 90   | 100  | 10 | Normal   | —  |
| Seed Bomb    | Grass  | Physical | 80   | 100  | 15 | Normal   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|------|--------------|---------|----------|------|------|----|----------|----|
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10 | Normal   | —  |
| TM09 | Bullet Seed  | Grass   | Physical | 10   | 100  | 30 | Normal   | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15 | Normal   | —  |
| TM11 | Sunny Day    | Fire    | Status   | —    | —    | 5  | All      | —  |
| TM15 | Hyper Beam   | Normal  | Special  | 150  | 90   | 5  | Normal   | —  |
| TM16 | Light Screen | Psychic | Status   | —    | —    | 30 | 2 Allies | —  |
| TM17 | Protect      | Normal  | Status   | —    | —    | 10 | Self     | —  |
| TM19 | Giga Drain   | Grass   | Special  | 60   | 100  | 10 | Normal   | —  |
| TM20 | Safeguard    | Normal  | Status   | —    | —    | 25 | 2 Allies | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20 | Normal   | ○  |
| TM22 | SolarBeam    | Grass   | Special  | 120  | 100  | 10 | Normal   | —  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20 | Normal   | ○  |
| TM32 | Double Team  | Normal  | Status   | —    | —    | 15 | Self     | —  |
| TM36 | Sludge Bomb  | Poison  | Special  | 90   | 100  | 10 | Normal   | —  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20 | Normal   | —  |
| TM44 | Rest         | Psychic | Status   | —    | —    | 10 | Self     | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15 | Normal   | —  |
| TM53 | Energy Ball  | Grass   | Special  | 80   | 100  | 10 | Normal   | —  |
| TM58 | Endure       | Normal  | Status   | —    | —    | 10 | Self     | —  |
| TM68 | Giga Impact  | Normal  | Physical | 150  | 90   | 5  | Normal   | ○  |
| TM70 | Flash        | Normal  | Status   | —    | 100  | 20 | Normal   | —  |
| TM75 | Swords Dance | Normal  | Status   | —    | —    | 30 | Self     | —  |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20 | 2 Foes   | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | —    | 10 | Depends  | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal   | —  |
| TM86 | Grass Knot   | Grass   | Special  | —    | 100  | 20 | Normal   | ○  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal   | —  |
| TM90 | Substitute   | Normal  | Status   | —    | —    | 10 | Self     | —  |
| HM01 | Cut          | Normal  | Physical | 50   | 95   | 30 | Normal   | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name        | Type    | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|-------------|---------|----------|------|------|----|---------------|----|
| 1   | Water Gun   | Water   | Special  | 40   | 100  | 25 | Normal        | —  |
| 1   | Tail Whip   | Normal  | Status   | —    | 100  | 30 | 2 Foes        | —  |
| 5   | Mud Sport   | Ground  | Status   | —    | —    | 15 | All           | —  |
| 9   | Mud Shot    | Ground  | Special  | 55   | 95   | 15 | Normal        | —  |
| 15  | Slam        | Normal  | Physical | 80   | 75   | 20 | Normal        | ○  |
| 19  | Mud Bomb    | Ground  | Special  | 65   | 85   | 10 | Normal        | —  |
| 23  | Amnesia     | Psychic | Status   | —    | —    | 20 | Self          | —  |
| 29  | Yawn        | Normal  | Status   | —    | —    | 10 | Normal        | —  |
| 33  | Earthquake  | Ground  | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| 37  | Rain Dance  | Water   | Status   | —    | —    | 5  | All           | —  |
| 43  | Mist        | Ice     | Status   | —    | —    | 30 | 2 Allies      | —  |
| 43  | Haze        | Ice     | Status   | —    | —    | 30 | All           | —  |
| 47  | Muddy Water | Water   | Special  | 95   | 85   | 10 | 2 Foes        | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Dive         | Water  | Physical | 80   | 100  | 10 | Normal | ○  |
| Icy Wind     | Ice    | Special  | 55   | 95   | 15 | 2 Foes | ○  |
| Ice Punch    | Ice    | Physical | 75   | 100  | 15 | Normal | ○  |
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Mud-Slap     | Ground | Special  | 20   | 100  | 10 | Normal | —  |
| Rollout      | Rock   | Physical | 30   | 90   | 20 | Normal | ○  |
| Aqua Tail    | Water  | Physical | 90   | 90   | 10 | Normal | ○  |
| AncientPower | Rock   | Special  | 60   | 100  | 5  | Normal | —  |
| Earth Power  | Ground | Special  | 90   | 100  | 10 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM07 | Hail         | Ice      | Status   | —    | —    | 10 | All           | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal        | ○  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM36 | Sludge Bomb  | Poison   | Special  | 90   | 100  | 10 | Normal        | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10 | All           | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | —  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15 | Normal        | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM07 | Waterfall    | Water    | Physical | 80   | 100  | 15 | Normal        | ○  |

## ● EGG MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range       | DA |
|--------------|----------|----------|------|------|----|-------------|----|
| Body Slam    | Normal   | Physical | 85   | 100  | 15 | Normal      | ○  |
| AncientPower | Rock     | Special  | 60   | 100  | 5  | Normal      | —  |
| Safeguard    | Normal   | Status   | —    | —    | 25 | 2 Allies    | —  |
| Curse        | ???      | Status   | —    | —    | 10 | Normal/Self | —  |
| Mud Sport    | Ground   | Status   | —    | —    | 15 | All         | —  |
| Stockpile    | Normal   | Status   | —    | —    | 20 | Self        | —  |
| Swallow      | Normal   | Status   | —    | —    | 10 | Self        | —  |
| Spit Up      | Normal   | Special  | —    | 100  | 10 | Normal      | —  |
| Counter      | Fighting | Physical | —    | 100  | 20 | Self        | ○  |
| Encore       | Normal   | Status   | —    | 100  | 5  | Normal      | —  |
| Double Kick  | Fighting | Physical | 30   | 100  | 30 | Normal      | ○  |
| Recover      | Normal   | Status   | —    | —    | 10 | Self        | —  |



No. 194 | Water Fish Pokémon

Wooper

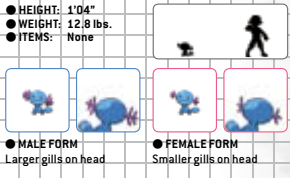
Water

Ground



- HEIGHT: 1'04"
- WEIGHT: 12.8 lbs.
- ITEMS: None

## ● SIZE COMPARISON



## ● ABILITIES

- Damp
- Water Absorb

## ● STATS

- HP ●●●●●
- ATTACK ●●●●●
- DEFENSE ●●●●●
- SP. ATTACK ●●●●●
- SP. DEFENSE ●●●●●
- SPEED ●●●●●

## ● EGG GROUPS

Water 1

Field

## ● PERFORMANCE

- SPEED ★★☆☆
- POWER ★☆☆☆
- SKILL ★★☆☆

STAMINA ★★★★★

JUMP ★★★☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Route 32 (night only)

**Pokémon SoulSilver** Route 32 (night only)

**Pokémon Diamond** Pastoria Great Marsh

**Pokémon Pearl** Pastoria Great Marsh

**Pokémon Platinum** Pastoria Great Marsh

**Pokémon HeartGold**

This Pokémon lives in cold water. It will leave the water to search for food when it gets cold outside.

**Pokémon SoulSilver**

When it walks around on the ground, it coats its body with a slimy, poisonous film.

## ● EVOLUTION



Lv. 20



Wooper

Quagsire

# No. 195 | Water Fish Pokémon

## Quagsire

Water Ground



- HEIGHT: 4'02"
- WEIGHT: 165.3 lbs.
- ITEMS: None

### SIZE COMPARISON



- MALE FORM  
Bigger fin on back

- FEMALE FORM  
Smaller fin on back

### ABILITIES

- Damp
- Water Absorb

### STATS



### EGG GROUPS

- Water 1
- Field

### PERFORMANCE

- SPEED ★★☆☆  
POWER ★★☆☆  
SKILL ★★☆☆

- STAMINA ★★★★★  
JUMP ★★★

### MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Route 27 (night only)

**Pokémon SoulSilver** Route 27 (night only)

**Pokémon Diamond** Pastoria Great Marsh

**Pokémon Pearl** Pastoria Great Marsh

**Pokémon Platinum** Pastoria Great Marsh

**Pokémon HeartGold**

This carefree Pokémon has an easy-going nature. While swimming, it always bumps into boat hulls.

**Pokémon SoulSilver**

Due to its relaxed and carefree attitude, it often bumps its head on boulders and boat hulls as it swims.

### EVOLUTION



### LEVEL-UP MOVES

| Lv. | Name        | Type    | Kind     | Pow. | Acc. | PP       | Range         | DA |
|-----|-------------|---------|----------|------|------|----------|---------------|----|
| 1   | Water Gun   | Water   | Special  | 40   | 100  | 25       | Normal        | —  |
| 1   | Tail Whip   | Normal  | Status   | —    | 100  | 30       | 2 Foes        | —  |
| 1   | Mud Sport   | Ground  | Status   | —    | 15   | All      | —             | —  |
| 5   | Mud Sport   | Ground  | Status   | —    | 15   | All      | —             | —  |
| 9   | Mud Shot    | Ground  | Special  | 55   | 95   | 15       | Normal        | —  |
| 15  | Slam        | Normal  | Physical | 80   | 75   | 20       | Normal        | ○  |
| 19  | Mud Bomb    | Ground  | Special  | 65   | 85   | 10       | Normal        | —  |
| 24  | Amnesia     | Psychic | Status   | —    | 20   | Self     | —             | —  |
| 31  | Yawn        | Normal  | Status   | —    | 10   | Normal   | —             | —  |
| 36  | Earthquake  | Ground  | Physical | 100  | 100  | 10       | 2 Foes/1 Ally | —  |
| 41  | Rain Dance  | Water   | Status   | —    | 5    | All      | —             | —  |
| 48  | Mist        | Ice     | Status   | —    | 30   | 2 Allies | —             | —  |
| 48  | Haze        | Ice     | Status   | —    | 30   | All      | —             | —  |
| 53  | Muddy Water | Water   | Special  | 95   | 85   | 10       | 2 Foes        | —  |

### MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

### BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Dive         | Water  | Physical | 80   | 100  | 10 | Normal | ○  |
| Icy Wind     | Ice    | Special  | 55   | 95   | 15 | 2 Foes | —  |
| Ice Punch    | Ice    | Physical | 75   | 100  | 15 | Normal | ○  |
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Mud-Slap     | Ground | Special  | 20   | 100  | 10 | Normal | —  |
| Rollout      | Rock   | Physical | 30   | 90   | 20 | Normal | ○  |
| Aqua Tail    | Water  | Physical | 90   | 90   | 10 | Normal | ○  |
| AncientPower | Rock   | Special  | 60   | 100  | 5  | Normal | —  |
| Earth Power  | Ground | Special  | 90   | 100  | 10 | Normal | —  |

### TM & HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP      | Range         | DA |
|------|--------------|----------|----------|------|------|---------|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20      | Normal        | ○  |
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20      | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10      | Normal        | —  |
| TM07 | Hail         | Ice      | Status   | —    | 10   | All     | —             | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15      | Normal        | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10      | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5       | 2 Foes        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5       | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | 10   | Self    | —             | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | All     | —             | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20      | Normal        | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15      | Normal        | ○  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10      | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20      | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10      | Normal        | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15      | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | 15   | Self    | —             | —  |
| TM36 | Sludge Bomb  | Poison   | Special  | 90   | 100  | 10      | Normal        | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | 10   | All     | —             | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10      | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20      | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20      | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | 10   | Self    | —             | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15      | Normal        | —  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5       | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10      | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | 10   | Self    | —             | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5       | Normal        | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20      | Normal        | —  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5       | Normal        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20      | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10      | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | 10   | Depends | —             | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15      | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15      | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | 10   | Self    | —             | —  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15      | 2 Foes/1 Ally | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15      | Normal        | ○  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15      | Normal        | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15      | Normal        | ○  |
| HM07 | Waterfall    | Water    | Physical | 80   | 100  | 15      | Normal        | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|---------|----------|------|------|----|--------|----|
| 1   | Tail Whip    | Normal  | Status   | —    | 100  | 30 | 2 Foes | —  |
| 1   | Tackle       | Normal  | Physical | 35   | 95   | 35 | Normal | ○  |
| 1   | Helping Hand | Normal  | Status   | —    | —    | 20 | 1 Ally | —  |
| 8   | Sand-Attack  | Ground  | Status   | —    | 100  | 15 | Normal | —  |
| 15  | Confusion    | Psychic | Special  | 50   | 100  | 25 | Normal | —  |
| 22  | Quick Attack | Normal  | Physical | 40   | 100  | 30 | Normal | ○  |
| 29  | Swift        | Normal  | Special  | 60   | —    | 20 | 2 Foes | —  |
| 36  | Psychbeam    | Psychic | Special  | 65   | 100  | 20 | Normal | —  |
| 43  | Future Sight | Psychic | Special  | 80   | 90   | 15 | Normal | —  |
| 50  | Last Resort  | Normal  | Physical | 130  | 100  | 5  | Normal | ○  |
| 57  | Psych Up     | Normal  | Status   | —    | —    | 10 | Normal | —  |
| 64  | Psychic      | Psychic | Special  | 90   | 100  | 10 | Normal | —  |
| 71  | Morning Sun  | Normal  | Status   | —    | —    | 5  | Self   | —  |
| 78  | Power Swap   | Psychic | Status   | —    | —    | 10 | Normal | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range      | DA |
|--------------|---------|----------|------|------|----|------------|----|
| Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal     | ○  |
| Trick        | Psychic | Status   | —    | 100  | 10 | Normal     | —  |
| Snore        | Normal  | Special  | 40   | 100  | 15 | Normal     | —  |
| Helping Hand | Normal  | Status   | —    | —    | 20 | 1 Ally     | —  |
| Last Resort  | Normal  | Physical | 130  | 100  | 5  | Normal     | ○  |
| Swift        | Normal  | Special  | 60   | —    | 20 | 2 Foes     | —  |
| Magic Coat   | Psychic | Status   | —    | —    | 15 | Self       | —  |
| Heal Bell    | Normal  | Status   | —    | —    | 5  | All Allies | —  |
| Mud-Slap     | Ground  | Special  | 20   | 100  | 10 | Normal     | —  |
| Signal Beam  | Bug     | Special  | 75   | 100  | 15 | Normal     | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|---------|----------|------|------|----|---------|----|
| TM04 | Calm Mind    | Psychic | Status   | —    | —    | 20 | Self    | —  |
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10 | Normal  | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15 | Normal  | —  |
| TM11 | Sunny Day    | Fire    | Status   | —    | 5    | —  | All     | —  |
| TM15 | Hyper Beam   | Normal  | Special  | 150  | 90   | 5  | Normal  | —  |
| TM16 | Light Screen | Psychic | Status   | —    | 30   | 2  | Allies  | —  |
| TM17 | Protect      | Normal  | Status   | —    | 10   | —  | Self    | —  |
| TM18 | Rain Dance   | Water   | Status   | —    | 5    | —  | All     | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20 | Normal  | ○  |
| TM23 | Iron Tail    | Steel   | Physical | 100  | 75   | 15 | Normal  | ○  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20 | Normal  | ○  |
| TM28 | Dig          | Ground  | Physical | 80   | 100  | 10 | Normal  | ○  |
| TM29 | Psychic      | Psychic | Special  | 90   | 100  | 10 | Normal  | —  |
| TM30 | Shadow Ball  | Ghost   | Special  | 80   | 100  | 15 | Normal  | —  |
| TM32 | Double Team  | Normal  | Status   | —    | —    | 15 | Self    | —  |
| TM33 | Reflect      | Psychic | Status   | —    | 20   | 2  | Allies  | —  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM44 | Rest         | Psychic | Status   | —    | —    | 10 | Self    | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15 | Normal  | —  |
| TM48 | Skill Swap   | Psychic | Status   | —    | —    | 10 | Normal  | —  |
| TM58 | Endure       | Normal  | Status   | —    | —    | 10 | Self    | —  |
| TM68 | Giga Impact  | Normal  | Physical | 150  | 90   | 5  | Normal  | ○  |
| TM70 | Flash        | Normal  | Status   | —    | 100  | 20 | Normal  | —  |
| TM77 | Psych Up     | Normal  | Status   | —    | —    | 10 | Normal  | —  |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20 | 2 Foes  | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | —    | 10 | Depends | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal  | —  |
| TM85 | Dream Eater  | Psychic | Special  | 100  | 100  | 15 | Normal  | —  |
| TM86 | Grass Knot   | Grass   | Special  | —    | 100  | 20 | Normal  | ○  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal  | —  |
| TM90 | Substitute   | Normal  | Status   | —    | —    | 10 | Self    | —  |
| TM92 | Trick Room   | Psychic | Status   | —    | 5    | —  | All     | —  |
| HM01 | Cut          | Normal  | Physical | 50   | 95   | 30 | Normal  | ○  |

\*Unable to evolve in Pokémon HeartGold or SoulSilver Version. Transfer from Diamond, Pearl, or Platinum Version.



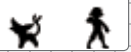
No. 196 | Sun Pokémon  
**Espeon**

Psychic



- HEIGHT: 2'11"
- WEIGHT: 58.4 lbs.
- ITEMS: None

## ● SIZE COMPARISON



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Synchronize

## ● STATS



## ● EGG GROUPS

Field

## ● PERFORMANCE

SPEED ★★☆☆  
 POWER ★★☆☆  
 SKILL ★★☆☆

STAMINA ★★☆☆  
 JUMP ★★☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold**

Level up Eevee with high friendship between 4:00 A.M. and 8:00 P.M.

**Pokémon SoulSilver**

Level up Eevee with high friendship between 4:00 A.M. and 8:00 P.M.

**Pokémon Diamond**

Level up Eevee with high friendship between 4:00 A.M. and 8:00 P.M.

**Pokémon Pearl**

Level up Eevee with high friendship between 4:00 A.M. and 8:00 P.M.

**Pokémon Platinum**

Level up Eevee with high friendship between 4:00 A.M. and 8:00 P.M.

**Pokémon HeartGold**

It uses the fine hair that covers its body to sense air currents and predict its enemy's actions.

**Pokémon SoulSilver**

By reading air currents, it can predict things such as the weather or its foe's next move.

## ● EVOLUTION



**Espeon**

Level up Eevee with high friendship in the morning or afternoon

**Umbreon**

Level up Eevee with high friendship at night

**Leafeon**

Level up Eevee in Eterna Forest\*

**Glaceon**

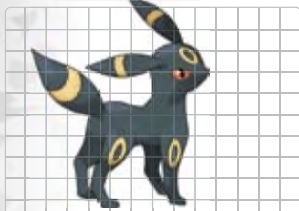
Level up Eevee on Route 217\*



No. 197 | Moonlight Pokémon

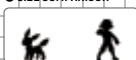
## Umbreon

Dark



## ● SIZE COMPARISON

- HEIGHT: 3'03"
- WEIGHT: 59.5 lbs.
- ITEMS: None



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Synchronize

## ● EGG GROUPS

Field

## ● PERFORMANCE

SPEED ★★☆☆  
POWER ★★★★★  
SKILL ★★☆☆

STAMINA ★★★★★☆  
JUMP ★★☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Level up Eevee with high friendship between 8:00 P.M. and 4:00 A.M.

**Pokémon SoulSilver** Level up Eevee with high friendship between 8:00 P.M. and 4:00 A.M.

**Pokémon Diamond** Level up Eevee with high friendship between 8:00 P.M. and 4:00 A.M.

**Pokémon Pearl** Level up Eevee with high friendship between 8:00 P.M. and 4:00 A.M.

**Pokémon Platinum** Level up Eevee with high friendship between 8:00 P.M. and 4:00 A.M.

**Pokémon HeartGold**

When agitated, this Pokémon protects itself by spraying poisonous sweat from its pores.

**Pokémon SoulSilver**

When darkness falls, the rings on the body begin to glow, striking fear in the hearts of anyone nearby.

## ● EVOLUTION



Eevee



Espeon

Level up Eevee with high friendship in the morning or afternoon



Vaporeon

Use Water Stone on Eevee



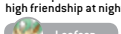
Umbreon

Level up Eevee with high friendship at night



Jolteon

Use Thunderstone on Eevee



Leafeon

Level up Eevee in Eterna Forest\*



Flareon

Use Fire Stone on Eevee



Glaceon

Level up Eevee on Route 217\*

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|---------|----------|------|------|----|--------|----|
| 1   | Tail Whip    | Normal  | Status   | —    | 100  | 30 | 2 Foes | —  |
| 1   | Tackle       | Normal  | Physical | 35   | 95   | 35 | Normal | ○  |
| 1   | Helping Hand | Normal  | Status   | —    | —    | 20 | 1 Ally | —  |
| 8   | Sand-Attack  | Ground  | Status   | —    | 100  | 15 | Normal | —  |
| 15  | Pursuit      | Dark    | Physical | 40   | 100  | 20 | Normal | ○  |
| 22  | Quick Attack | Normal  | Physical | 40   | 100  | 30 | Normal | ○  |
| 29  | Confuse Ray  | Ghost   | Status   | —    | 100  | 10 | Normal | —  |
| 36  | Faint Attack | Dark    | Physical | 60   | —    | 20 | Normal | ○  |
| 43  | Assurance    | Dark    | Physical | 50   | 100  | 10 | Normal | ○  |
| 50  | Last Resort  | Normal  | Physical | 130  | 100  | 5  | Normal | ○  |
| 57  | Mean Look    | Normal  | Status   | —    | —    | 5  | Normal | —  |
| 64  | Screech      | Normal  | Status   | —    | 85   | 40 | Normal | —  |
| 71  | Moonlight    | Normal  | Status   | —    | —    | 5  | Self   | —  |
| 78  | Guard Swap   | Psychic | Status   | —    | —    | 10 | Normal | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range      | DA |
|--------------|--------|----------|------|------|----|------------|----|
| Sucker Punch | Dark   | Physical | 80   | 100  | 5  | Normal     | ○  |
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal     | —  |
| Spite        | Ghost  | Status   | —    | 100  | 10 | Normal     | —  |
| Helping Hand | Normal | Status   | —    | —    | 20 | 1 Ally     | —  |
| Last Resort  | Normal | Physical | 130  | 100  | 5  | Normal     | ○  |
| Swift        | Normal | Special  | 60   | —    | 20 | 2 Foes     | —  |
| Heal Bell    | Normal | Status   | —    | —    | 5  | All Allies | —  |
| Mud-Slap     | Ground | Special  | 20   | 100  | 10 | Normal     | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|---------|----------|------|------|----|---------|----|
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10 | Normal  | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15 | Normal  | —  |
| TM11 | Sunny Day    | Fire    | Status   | —    | —    | 5  | All     | —  |
| TM12 | Taunt        | Dark    | Status   | —    | 100  | 20 | Normal  | —  |
| TM15 | Hyper Beam   | Normal  | Special  | 150  | 90   | 5  | Normal  | —  |
| TM17 | Protect      | Normal  | Status   | —    | —    | 10 | Self    | —  |
| TM18 | Rain Dance   | Water   | Status   | —    | —    | 5  | All     | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20 | Normal  | ○  |
| TM23 | Iron Tail    | Steel   | Physical | 100  | 75   | 15 | Normal  | ○  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20 | Normal  | ○  |
| TM28 | Dig          | Ground  | Physical | 80   | 100  | 10 | Normal  | ○  |
| TM29 | Psychic      | Psychic | Special  | 90   | 100  | 10 | Normal  | —  |
| TM30 | Shadow Ball  | Ghost   | Special  | 80   | 100  | 15 | Normal  | —  |
| TM32 | Double Team  | Normal  | Status   | —    | —    | 15 | Self    | —  |
| TM41 | Torment      | Dark    | Status   | —    | 100  | 15 | Normal  | —  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20 | Normal  | —  |
| TM44 | Rest         | Psychic | Status   | —    | —    | 10 | Self    | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15 | Normal  | —  |
| TM49 | Snatch       | Dark    | Status   | —    | —    | 10 | Depends | —  |
| TM58 | Endure       | Normal  | Status   | —    | —    | 10 | Self    | —  |
| TM66 | Payback      | Dark    | Physical | 50   | 100  | 10 | Normal  | ○  |
| TM68 | Giga Impact  | Normal  | Physical | 150  | 90   | 5  | Normal  | ○  |
| TM70 | Flash        | Normal  | Status   | —    | 100  | 20 | Normal  | —  |
| TM77 | Psych Up     | Normal  | Status   | —    | —    | 10 | Normal  | —  |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20 | 2 Foes  | —  |
| TM79 | Dark Pulse   | Dark    | Special  | 80   | 100  | 15 | Normal  | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | —    | 10 | Depends | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal  | —  |
| TM85 | Dream Eater  | Psychic | Special  | 100  | 100  | 15 | Normal  | —  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal  | —  |
| TM90 | Substitute   | Normal  | Status   | —    | —    | 10 | Self    | —  |
| HM01 | Cut          | Normal  | Physical | 50   | 95   | 30 | Normal  | ○  |

\*Unable to evolve in Pokémon HeartGold or SoulSilver Version. Transfer from Diamond, Pearl, or Platinum Version.



## ● LEVEL-UP MOVES

| Lv. | Name        | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|-------------|---------|----------|------|------|----|--------|----|
| 1   | BubbleBeam  | Water   | Special  | 65   | 100  | 20 | Normal | —  |
| 1   | Hypnosis    | Psychic | Status   | —    | 60   | 20 | Normal | —  |
| 1   | DoubleSlap  | Normal  | Physical | 15   | 85   | 10 | Normal | ○  |
| 1   | Perish Song | Normal  | Status   | —    | —    | 5  | All    | —  |
| 27  | Swagger     | Normal  | Status   | —    | 90   | 15 | Normal | —  |
| 37  | Bounce      | Flying  | Physical | 85   | 85   | 5  | Normal | —  |
| 48  | Hyper Voice | Normal  | Special  | 90   | 100  | 10 | 2 Foes | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Dive         | Water  | Physical | 80   | 100  | 10 | Normal | —  |
| Icy Wind     | Ice    | Special  | 55   | 95   | 15 | 2 Foes | —  |
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Helping Hand | Normal | Status   | —    | —    | 20 | 1 Ally | —  |
| Mud-Slap     | Ground | Special  | 20   | 100  | 10 | Normal | —  |
| Bounce       | Flying | Physical | 85   | 85   | 5  | Normal | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM01 | Focus Punch  | Fighting | Special  | 150  | 100  | 20 | Normal        | ○  |
| TM03 | Water Pulse  | Water    | Physical | 60   | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM07 | Hail         | Ice      | Status   | —    | —    | 10 | All           | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal        | —  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal        | ○  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5  | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10 | Normal        | ○  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15 | Normal        | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM07 | Waterfall    | Water    | Physical | 80   | 100  | 15 | Normal        | ○  |



No. 198 | Darkness Pokémon

Murkrow

Dark Flying



## ● SIZE COMPARISON

- HEIGHT: 1'08"
- WEIGHT: 4.6 lbs.
- ITEMS: None



- MALE FORM  
Larger feather crest

- FEMALE FORM  
Smaller feather crest

## ● ABILITIES

- Insomnia
- Super Luck

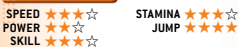
## ● STATS



## ● EGG GROUPS

Flying

## ● PERFORMANCE



## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Safari Zone (Swamp Area)

**Pokémon SoulSilver** Safari Zone (Swamp Area)

**Pokémon Diamond** Eterna Forest (night only)

**Pokémon Pearl** —

**Pokémon Platinum** —

**Pokémon HeartGold**

**Pokémon SoulSilver**

Feared and loathed by many, it is believed to bring misfortune to all those who see it at night.

It is said that when chased, it lures its attacker onto dark mountain trails where the foe will get lost.

## ● EVOLUTION



Use Dust Stone



Murkrow

Honchkrow

No. 199 | Royal Pokémon  
**Slowking**

Water Psychic



● SIZE COMPARISON

- HEIGHT: 6'02"
- WEIGHT: 175.3 lbs.
- ITEMS: None



● MALE/FEMALE HAVE SAME FORM

## ABILITIES

- Oblivious
- Own Tempo

## STATS



## EGG GROUPS

Monster

Water 1

## PERFORMANCE

SPEED ★★☆☆  
POWER ★★☆☆  
SKILL ★★★★★

STAMINA ★★☆☆  
JUMP ★★☆☆

## MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Link trade Slowpoke while it holds the King's Rock

**Pokémon SoulSilver** Link trade Slowpoke while it holds the King's Rock

**Pokémon Diamond** —

**Pokémon Pearl** Link trade Slowpoke while it holds the King's Rock

**Pokémon Platinum** Link trade Slowpoke while it holds the King's Rock

**Pokémon HeartGold**

It has incredible intellect and intuition. Whatever the situation, it remains calm and collected.

**Pokémon SoulSilver**

When its head was bitten, toxins entered SLOW-POKE's head and unlocked an extraordinary power.

## EVOLUTION



## LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range       | DA |
|-----|--------------|---------|----------|------|------|----|-------------|----|
| 1   | Power Gem    | Rock    | Special  | 70   | 100  | 20 | Normal      | —  |
| 1   | Hidden Power | Normal  | Special  | —    | 100  | 15 | Normal      | —  |
| 1   | Curse        | ????    | Status   | —    | —    | 10 | Normal/Self | —  |
| 1   | Yawn         | Normal  | Status   | —    | —    | 10 | Normal      | —  |
| 1   | Tackle       | Normal  | Physical | 35   | 95   | 35 | Normal      | ○  |
| 6   | Growl        | Normal  | Status   | —    | 100  | 40 | 2 Foes      | —  |
| 11  | Water Gun    | Water   | Special  | 40   | 100  | 25 | Normal      | —  |
| 15  | Confusion    | Psychic | Special  | 50   | 100  | 25 | Normal      | —  |
| 20  | Disable      | Normal  | Status   | —    | 80   | 20 | Normal      | —  |
| 25  | Headbutt     | Normal  | Physical | 70   | 100  | 15 | Normal      | ○  |
| 29  | Water Pulse  | Water   | Special  | 60   | 100  | 20 | Normal      | —  |
| 34  | Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal      | ○  |
| 39  | Nasty Plot   | Dark    | Status   | —    | —    | 20 | Self        | —  |
| 43  | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal      | —  |
| 48  | Psychic      | Psychic | Special  | 90   | 100  | 10 | Normal      | —  |
| 53  | Trump Card   | Normal  | Special  | —    | —    | 5  | Normal      | ○  |
| 57  | Psych Up     | Normal  | Status   | —    | —    | 10 | Normal      | —  |

## MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP     | Range  | DA |
|--------------|---------|----------|------|------|--------|--------|----|
| Dive         | Water   | Physical | 80   | 100  | 10     | Normal | ○  |
| Fury Cutter  | Bug     | Physical | 10   | 95   | 20     | Normal | ○  |
| Icy Wind     | Ice     | Special  | 55   | 95   | 15     | 2 Foes | —  |
| Ice Punch    | Ice     | Physical | 75   | 100  | 15     | Normal | ○  |
| Zen Headbutt | Psychic | Physical | 80   | 90   | 15     | Normal | ○  |
| Trick        | Psychic | Status   | —    | 100  | 10     | Normal | —  |
| Snore        | Normal  | Special  | 40   | 100  | 15     | Normal | —  |
| Swift        | Normal  | Special  | 60   | —    | 20     | 2 Foes | —  |
| Magic Coat   | Psychic | Status   | —    | 15   | Self   | —      | —  |
| Block        | Normal  | Status   | —    | 5    | Normal | —      | —  |
| Mud-Slap     | Ground  | Special  | 20   | 100  | 10     | Normal | ○  |
| Aqua Tail    | Water   | Physical | 90   | 90   | 10     | Normal | ○  |
| Signal Beam  | Bug     | Special  | 75   | 100  | 15     | Normal | —  |
| Iron Defense | Steel   | Status   | —    | —    | 15     | Self   | —  |

## TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM01 | Focus Punch  | Fighting | Special  | 150  | 100  | 20 | Normal        | ○  |
| TM03 | Water Pulse  | Water    | Physical | 80   | 100  | 20 | Normal        | —  |
| TM04 | Calm Mind    | Psychic  | Status   | —    | —    | 20 | Self          | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM07 | Hail         | Ice      | Status   | —    | —    | 10 | All           | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies      | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM20 | Safeguard    | Normal   | Status   | —    | —    | 25 | 2 Allies      | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal        | ○  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal        | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal        | —  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal        | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5  | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM48 | Skill Swap   | Psychic  | Status   | —    | —    | 10 | Normal        | —  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5  | Normal        | —  |
| TM55 | Brine        | Water    | Special  | 65   | 100  | 10 | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM60 | Drain Punch  | Fighting | Physical | 60   | 100  | 5  | Normal        | ○  |
| TM67 | Recycle      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM72 | Avalanche    | Ice      | Physical | 60   | 100  | 10 | Normal        | ○  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal        | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15 | Normal        | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20 | Normal        | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM92 | Trick Room   | Psychic  | Status   | —    | —    | 5  | All           | —  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15 | Normal        | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name        | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|-------------|---------|----------|------|------|----|--------|----|
| 1   | Growl       | Normal  | Status   | —    | 100  | 40 | 2 Foes | —  |
| 1   | Psywave     | Psychic | Special  | —    | 80   | 15 | Normal | —  |
| 5   | Spite       | Ghost   | Status   | —    | 100  | 10 | Normal | —  |
| 10  | Astonish    | Ghost   | Physical | 30   | 100  | 15 | Normal | ○  |
| 14  | Confuse Ray | Ghost   | Status   | —    | 100  | 10 | Normal | —  |
| 19  | Mean Look   | Normal  | Status   | —    | —    | 5  | Normal | —  |
| 23  | Psybeam     | Psychic | Special  | 65   | 100  | 20 | Normal | —  |
| 28  | Pain Split  | Normal  | Status   | —    | —    | 20 | Normal | —  |
| 32  | Payback     | Dark    | Physical | 50   | 100  | 10 | Normal | ○  |
| 37  | Shadow Ball | Ghost   | Special  | 80   | 100  | 15 | Normal | —  |
| 41  | Perish Song | Normal  | Status   | —    | —    | 5  | All    | —  |
| 46  | Gruddge     | Ghost   | Status   | —    | —    | 5  | Self   | —  |
| 50  | Power Gem   | Rock    | Special  | 70   | 100  | 20 | Normal | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP         | Range    | DA |
|--------------|---------|----------|------|------|------------|----------|----|
| Icy Wind     | Ice     | Special  | 55   | 95   | 15         | 2 Foes   | —  |
| Ominous Wind | Ghost   | Special  | 60   | 100  | 5          | Normal   | —  |
| Trick        | Psychic | Status   | —    | 100  | 10         | Normal   | —  |
| Sucker Punch | Dark    | Physical | 80   | 100  | 5          | Normal   | ○  |
| Snore        | Normal  | Special  | 40   | 100  | 15         | Normal   | —  |
| Spite        | Ghost   | Status   | —    | 100  | 10         | Normal   | —  |
| Swift        | Normal  | Special  | 60   | —    | 20         | 2 Foes   | —  |
| Uproar       | Normal  | Special  | 50   | 100  | 10         | 1 Random | —  |
| Magic Coat   | Psychic | Status   | —    | 15   | Self       | —        | —  |
| Heal Bell    | Normal  | Status   | —    | 5    | All Allies | —        | —  |
| Pain Split   | Normal  | Status   | —    | 20   | Normal     | —        | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|----------|----------|------|------|----|---------|----|
| TM04 | Calm Mind    | Psychic  | Status   | —    | —    | 20 | Self    | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal  | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal  | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All     | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal  | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All     | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal  | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal  | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal  | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal  | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self    | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal  | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal  | ○  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15 | Normal  | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal  | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self    | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal  | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal  | ○  |
| TM48 | Skill Swap   | Psychic  | Status   | —    | —    | 10 | Normal  | —  |
| TM49 | Snatch       | Dark     | Status   | —    | —    | 10 | Depends | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal  | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM61 | Will-O-Wisp  | Fire     | Status   | —    | 75   | 15 | Normal  | —  |
| TM63 | Embargo      | Dark     | Status   | —    | 100  | 15 | Normal  | —  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10 | Normal  | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal  | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal  | —  |
| TM75 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal  | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes  | —  |
| TM79 | Dark Pulse   | Dark     | Special  | 80   | 100  | 15 | Normal  | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal  | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15 | Normal  | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal  | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM92 | Trick Room   | Psychic  | Status   | —    | —    | 5  | All     | —  |

## ● EGG MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range       | DA |
|--------------|---------|----------|------|------|----|-------------|----|
| Screech      | Normal  | Status   | —    | 85   | 40 | Normal      | —  |
| Destiny Bond | Ghost   | Status   | —    | —    | 5  | Self        | —  |
| Psych Up     | Normal  | Status   | —    | —    | 10 | Normal      | —  |
| Imprison     | Psychic | Status   | —    | —    | 10 | Self        | —  |
| Memento      | Dark    | Status   | —    | 100  | 10 | Normal      | —  |
| Sucker Punch | Dark    | Physical | 80   | 100  | 5  | Normal      | ○  |
| Shadow Sneak | Ghost   | Physical | 40   | 100  | 30 | Normal      | ○  |
| Curse        | ???     | Status   | —    | —    | 10 | Normal/Self | —  |
| Spite        | Ghost   | Status   | —    | 100  | 10 | Normal      | —  |
| Ominous Wind | Ghost   | Special  | 60   | 100  | 5  | Normal      | —  |
| Nasty Plot   | Dark    | Status   | —    | —    | 20 | Self        | —  |



No. 200 | Screech Pokémon

Misdreavus

Ghost



- HEIGHT: 2'04"
- WEIGHT: 2.2 lbs.
- ITEMS: None

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Levitate

## ● STATS



## ● EGG GROUPS

Amorphous

## ● PERFORMANCE

SPEED ★★☆☆  
 POWER ★☆☆  
 SKILL ★★☆☆

STAMINA ★★★  
 JUMP ★★★★★

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Mt. Silver Cave interior (night only)

**Pokémon SoulSilver** Mt. Silver Cave interior (night only)

**Pokémon Diamond** —

**Pokémon Pearl** Eterna Forest (night only)

**Pokémon Platinum** —

**Pokémon HeartGold**

**Pokémon SoulSilver**

It likes playing mischievous tricks, such as screaming and wailing to startle people at night.

It loves to bite and yank people's hair from behind without warning, just to see their shocked reactions.

## ● EVOLUTION



Use Dusk Stone

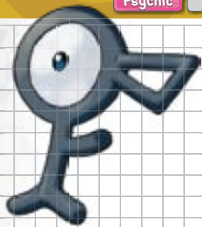


Misdreavus

Mismagius

No. 201 | Symbol Pokémon  
Unown

Psychic



- HEIGHT: 1'08"
- WEIGHT: 11.0 lbs.
- ITEMS: None

## ● SIZE COMPARISON



- GENDER UNKNOWN

## ● ABILITIES

- Levitate

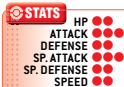
## ● EGG GROUPS

No Egg has ever been discovered

## ● PERFORMANCE

SPEED ★★☆☆☆  
POWER ★★☆☆☆  
SKILL ★★☆☆☆

STAMINA ★★☆☆☆  
JUMP ★★☆☆☆



## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind    | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|--------|---------|------|------|----|--------|----|
| 1   | Hidden Power | Normal | Special | —    | 100  | 15 | Normal | —  |
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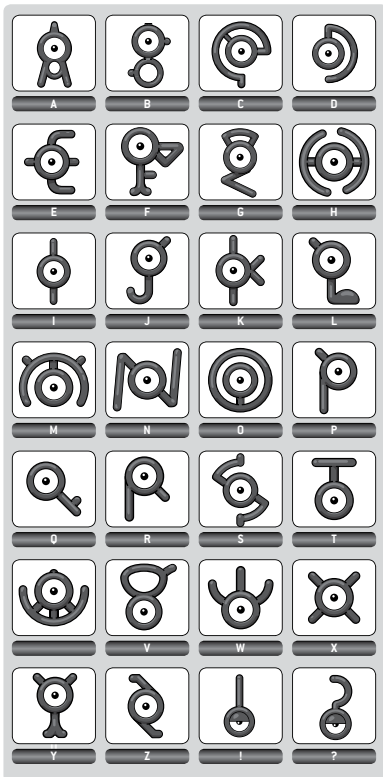
## ● MOVE MANIA

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
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## ● BP MOVES

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
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## ● UNOWN CHART



## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Ruins of Alph

**Pokémon SoulSilver** Ruins of Alph

**Pokémon Diamond** Solaceon Ruins

**Pokémon Pearl** Solaceon Ruins

**Pokémon Platinum** Solaceon Ruins

**Pokémon HeartGold**

**Pokémon SoulSilver**

Their shapes look like hieroglyphs on ancient tablets. It is said that the two are somehow related.

Its flat, thin body is always stuck on walls. Its shape appears to have some meaning.

## ● EVOLUTION

Does not evolve

\*The maximum Skill Performance for Unown 1 and ? is 1 star higher



# No. 203 | Long Neck Pokémon

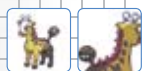
## Girafarig

Normal Psychic



### SIZE COMPARISON

- HEIGHT: 4'11"
- WEIGHT: 91.5 lbs.
- ITEMS: Persim Berry

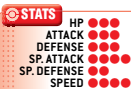


- MALE FORM  
Larger dark section

- FEMALE FORM  
Smaller dark section

### ABILITIES

- Inner Focus
- Early Bird



### EGG GROUPS

Field

### PERFORMANCE

SPEED ★★★★★ STAMINA ★★☆☆  
POWER ★★★★★ JUMP ★★★☆☆  
SKILL ★★★★★

### MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Route 43

**Pokémon SoulSilver** Route 43

**Pokémon Diamond** Valor Lakefront

**Pokémon Pearl** Valor Lakefront

**Pokémon Platinum** Valor Lakefront

**Pokémon HeartGold**

**Pokémon SoulSilver**

Its tail has a small brain of its own. Beware! If you get close, it may react to your scent by biting.

Its tail, which also contains a small brain, may bite on its own if it notices an alluring smell.

### EVOLUTION

Does not evolve

### LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|---------|----------|------|------|----|--------|----|
| 1   | Power Swap   | Psychic | Status   | —    | —    | 10 | Normal | —  |
| 1   | Guard Swap   | Psychic | Status   | —    | —    | 10 | Normal | —  |
| 1   | Astonish     | Ghost   | Physical | 30   | 100  | 15 | Normal | ○  |
| 1   | Tackle       | Normal  | Physical | 35   | 95   | 35 | Normal | ○  |
| 1   | Growl        | Normal  | Status   | —    | 100  | 40 | 2 Foes | —  |
| 1   | Confusion    | Psychic | Special  | 50   | 100  | 25 | Normal | —  |
| 5   | Odor Sleuth  | Normal  | Status   | —    | —    | 40 | Normal | —  |
| 10  | Stomp        | Normal  | Physical | 65   | 100  | 20 | Normal | ○  |
| 14  | Agility      | Psychic | Status   | —    | —    | 30 | Self   | —  |
| 19  | Psybeam      | Psychic | Special  | 65   | 100  | 20 | Normal | —  |
| 23  | Baton Pass   | Normal  | Status   | —    | —    | 40 | Self   | —  |
| 28  | Assurance    | Dark    | Physical | 50   | 100  | 10 | Normal | ○  |
| 32  | Double Hit   | Normal  | Physical | 35   | 90   | 10 | Normal | ○  |
| 37  | Psychic      | Psychic | Special  | 90   | 100  | 10 | Normal | —  |
| 41  | Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal | ○  |
| 46  | Crunch       | Dark    | Physical | 80   | 100  | 15 | Normal | ○  |

### MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

### BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP   | Range    | DA |
|--------------|---------|----------|------|------|------|----------|----|
| Zen Headbutt | Psychic | Physical | 80   | 90   | 15   | Normal   | ○  |
| Trick        | Psychic | Status   | —    | 100  | 10   | Normal   | ○  |
| Sucker Punch | Dark    | Physical | 80   | 100  | 5    | Normal   | ○  |
| Snore        | Normal  | Special  | 40   | 100  | 15   | Normal   | —  |
| Swift        | Normal  | Special  | 60   | —    | 20   | 2 Foes   | —  |
| Uproar       | Normal  | Special  | 50   | 100  | 10   | 1 Random | —  |
| Gravity      | Psychic | Status   | —    | 5    | All  | —        | —  |
| Magic Coat   | Psychic | Status   | —    | 15   | Self | —        | —  |
| Mud-Slap     | Ground  | Special  | 20   | 100  | 10   | Normal   | —  |
| Signal Beam  | Bug     | Special  | 75   | 100  | 15   | Normal   | —  |

### TM & HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM04 | Calm Mind    | Psychic  | Status   | —    | —    | 20 | Self          | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies      | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal        | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal        | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal        | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal        | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM33 | Reflect      | Psychic  | Status   | —    | —    | 20 | 2 Allies      | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal        | ○  |
| TM48 | Skill Swap   | Psychic  | Status   | —    | —    | 10 | Normal        | —  |
| TM53 | Energy Ball  | Grass    | Special  | 80   | 100  | 10 | Normal        | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM67 | Recycle      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal        | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15 | Normal        | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20 | Normal        | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM92 | Trick Room   | Psychic  | Status   | —    | —    | 5  | All           | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |

### EGG MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Take Down    | Normal   | Physical | 90   | 85   | 20 | Normal | ○  |
| Amnesia      | Psychic  | Status   | —    | —    | 20 | Self   | —  |
| Foresight    | Normal   | Status   | —    | —    | 40 | Normal | —  |
| Future Sight | Psychic  | Special  | 80   | 90   | 15 | Normal | —  |
| Beat Up      | Dark     | Physical | 10   | 100  | 10 | Normal | —  |
| Psych Up     | Normal   | Status   | —    | —    | 10 | Normal | —  |
| Wish         | Normal   | Status   | —    | —    | 10 | Self   | —  |
| Magic Coat   | Psychic  | Status   | —    | —    | 15 | Self   | —  |
| Double Kick  | Fighting | Physical | 30   | 100  | 30 | Normal | ○  |
| Mirror Coat  | Psychic  | Special  | —    | 100  | 20 | Self   | —  |
| Razor Wind   | Normal   | Special  | 80   | 100  | 10 | 2 Foes | —  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|--------------|--------|----------|------|------|----|---------------|----|
| 1   | Tackle       | Normal | Physical | 35   | 95   | 35 | Normal        | ○  |
| 1   | Protect      | Normal | Status   | —    | —    | 10 | Self          | —  |
| 6   | Selfdestruct | Normal | Physical | 200  | 100  | 5  | 2 Foes/1 Ally | —  |
| 9   | Bug Bite     | Bug    | Physical | 60   | 100  | 20 | Normal        | ○  |
| 12  | Take Down    | Normal | Physical | 90   | 85   | 20 | Normal        | ○  |
| 17  | Rapid Spin   | Normal | Physical | 20   | 100  | 40 | Normal        | ○  |
| 20  | Bide         | Normal | Physical | —    | —    | 10 | Self          | ○  |
| 23  | Natural Gift | Normal | Physical | —    | 100  | 15 | Normal        | —  |
| 28  | Spikes       | Ground | Status   | —    | —    | 20 | 2 Foes        | —  |
| 31  | Payback      | Dark   | Physical | 50   | 100  | 10 | Normal        | ○  |
| 34  | Explosion    | Normal | Physical | 250  | 100  | 5  | 2 Foes/1 Ally | —  |
| 39  | Iron Defense | Steel  | Status   | —    | —    | 15 | Self          | —  |
| 42  | Gyro Ball    | Steel  | Physical | —    | 100  | 5  | Normal        | ○  |
| 45  | Double-Edge  | Normal | Physical | 120  | 100  | 15 | Normal        | ○  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|---------|----------|------|------|----|--------|----|
| Bug Bite     | Bug     | Physical | 60   | 100  | 20 | Normal | ○  |
| Snore        | Normal  | Special  | 40   | 100  | 15 | Normal | —  |
| String Shot  | Bug     | Status   | —    | 95   | 40 | 2 Foes | —  |
| Gravity      | Psychic | Status   | —    | —    | 5  | All    | —  |
| Rollout      | Rock    | Physical | 30   | 90   | 20 | Normal | ○  |
| Iron Defense | Steel   | Status   | —    | —    | 15 | Self   | —  |
| Pain Split   | Normal  | Status   | —    | —    | 20 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP       | Range         | DA |
|------|--------------|----------|----------|------|------|----------|---------------|----|
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10       | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15       | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5        | All           | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | 30   | 2 Allies | —             | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10       | Self          | —  |
| TM19 | Giga Drain   | Grass    | Special  | 60   | 100  | 10       | Normal        | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20       | Normal        | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10       | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10       | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20       | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10       | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15       | Self          | —  |
| TM33 | Reflect      | Psychic  | Status   | —    | 20   | 2 Allies | —             | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10       | All           | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10       | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20       | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20       | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10       | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15       | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10       | Self          | —  |
| TM64 | Explosion    | Normal   | Physical | 250  | 100  | 5        | 2 Foes/1 Ally | —  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10       | Normal        | ○  |
| TM74 | Gyro Ball    | Steel    | Physical | —    | 100  | 5        | Normal        | ○  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20       | 2 Foes        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20       | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10       | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10       | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15       | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15       | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10       | Self          | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15       | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15       | Normal        | ○  |

## ● EGG MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|----------|----------|------|------|----|----------|----|
| Reflect      | Psychic  | Status   | —    | —    | 20 | 2 Allies | —  |
| Pin Missile  | Bug      | Physical | 14   | 85   | 20 | Normal   | ○  |
| Flail        | Normal   | Physical | —    | 100  | 15 | Normal   | ○  |
| Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes   | ○  |
| Counter      | Fighting | Physical | —    | 100  | 20 | Self     | ○  |
| Sand Tomb    | Ground   | Physical | 15   | 70   | 15 | Normal   | ○  |
| Revenge      | Fighting | Physical | 60   | 100  | 10 | Normal   | ○  |
| Double-Edge  | Normal   | Physical | 120  | 100  | 15 | Normal   | ○  |
| Toxic Spikes | Poison   | Status   | —    | —    | 20 | 2 Foes   | —  |
| Power Trick  | Psychic  | Status   | —    | —    | 10 | Self     | —  |



No. 204 | Bagworm Pokémon

Pineco

Bug



## ● SIZE COMPARISON

- HEIGHT: 2'00"
- WEIGHT: 15.9 lbs.
- ITEMS: None



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Sturdy

## ● STATS



## ● EGG GROUPS

Bug

## ● PERFORMANCE

SPEED ★★☆☆  
 POWER ★★☆☆☆  
 SKILL ★★☆☆

STAMINA ★★☆☆☆  
 JUMP ★★☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** New Bark Town (use Headbutt)

**Pokémon SoulSilver** New Bark Town (use Headbutt)

**Pokémon Diamond** Route 203 (after obtaining the National Pokédex, insert *Pokémon Emerald* into your Nintendo DS's Game Pak slot)

**Pokémon Pearl** Route 203 (after obtaining the National Pokédex, insert *Pokémon Emerald* into your Nintendo DS's Game Pak slot)

**Pokémon Platinum** Route 203 (after obtaining the National Pokédex, insert *Pokémon Emerald* into your Nintendo DS's Game Pak slot)

**Pokémon HeartGold**

It likes to make its shell thicker by adding layers of tree bark. The additional weight doesn't bother it.

**Pokémon SoulSilver**

It hangs and waits for flying insect prey to come near. It does not move about much on its own.

## ● EVOLUTION



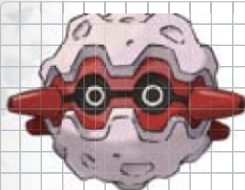


No. 205 | Bagworm Pokémon

# Forretress

Bug

Steel



- HEIGHT: 3'11"
- WEIGHT: 277.3 lbs.
- ITEMS: None

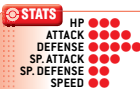
## ● SIZE COMPARISON



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Sturdy



## ● EGG GROUPS

Bug

## ● PERFORMANCE

SPEED ★☆☆  
POWER ★★★★★  
SKILL ★★★★★

STAMINA ★★★★★☆  
JUMP ★★★★★

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Level up Pineco to Lv. 31

**Pokémon SoulSilver** Level up Pineco to Lv. 31

**Pokémon Diamond** Level up Pineco to Lv. 31

**Pokémon Pearl** Level up Pineco to Lv. 31

**Pokémon Platinum** Level up Pineco to Lv. 31

**Pokémon HeartGold**

Its entire body is shielded by a steel-hard shell. What lurks inside this shell is a total mystery.

**Pokémon SoulSilver**

It remains immovably rooted to its tree. It scatters pieces of its hard shell to drive its enemies away.

## ● EVOLUTION



Lv. 31



Pineco

Forretress

## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|--------------|----------|----------|------|------|----|---------------|----|
| 1   | Toxic Spikes | Poison   | Status   | —    | —    | 20 | 2 Foes        | —  |
| 1   | Tackle       | Normal   | Physical | 35   | 95   | 35 | Normal        | ○  |
| 1   | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| 1   | Selfdestruct | Normal   | Physical | 200  | 100  | 5  | 2 Foes/1 Ally | —  |
| 1   | Bug Bite     | Bug      | Physical | 60   | 100  | 20 | Normal        | ○  |
| 6   | Selfdestruct | Normal   | Physical | 200  | 100  | 5  | 2 Foes/1 Ally | —  |
| 9   | Bug Bite     | Bug      | Physical | 60   | 100  | 20 | Normal        | ○  |
| 12  | Take Down    | Normal   | Physical | 90   | 85   | 20 | Normal        | ○  |
| 17  | Rapid Spin   | Normal   | Physical | 20   | 100  | 40 | Normal        | ○  |
| 20  | Bide         | Normal   | Physical | —    | —    | 10 | Self          | ○  |
| 23  | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| 28  | Spikes       | Ground   | Status   | —    | —    | 20 | 2 Foes        | —  |
| 31  | Mirror Shot  | Steel    | Special  | 65   | 85   | 10 | Normal        | —  |
| 33  | Payback      | Dark     | Physical | 50   | 100  | 10 | Normal        | ○  |
| 38  | Explosion    | Normal   | Physical | 250  | 100  | 5  | 2 Foes/1 Ally | —  |
| 45  | Iron Defense | Steel    | Status   | —    | —    | 15 | Self          | —  |
| 50  | Gyro Ball    | Steel    | Physical | —    | 100  | 5  | Normal        | ○  |
| 55  | Double-Edge  | Normal   | Physical | 120  | 100  | 15 | Normal        | ○  |
| 62  | Magnet Rise  | Electric | Status   | —    | —    | 10 | Self          | —  |
| 67  | Zap Cannon   | Electric | Special  | 120  | 50   | 5  | Normal        | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Bug Bite     | Bug      | Physical | 60   | 100  | 20 | Normal | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Magnet Rise  | Electric | Status   | —    | —    | 10 | Self   | —  |
| String Shot  | Bug      | Status   | —    | 95   | 40 | 2 Foes | —  |
| Gravity      | Psychic  | Status   | —    | —    | 5  | All    | —  |
| Block        | Normal   | Status   | —    | —    | 5  | Normal | —  |
| Rollout      | Rock     | Physical | 30   | 90   | 20 | Normal | ○  |
| Signal Beam  | Steel    | Special  | 75   | 100  | 15 | Normal | —  |
| Iron Defense | Bug      | Status   | —    | —    | 15 | Self   | —  |
| Pain Split   | Normal   | Status   | —    | —    | 20 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies      | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM19 | Giga Drain   | Grass    | Special  | 60   | 100  | 10 | Normal        | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM33 | Reflect      | Psychic  | Status   | —    | —    | 20 | 2 Allies      | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10 | All           | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM64 | Explosion    | Normal   | Physical | 250  | 100  | 5  | 2 Foes/1 Ally | —  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10 | Normal        | ○  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM69 | Rock Polish  | Rock     | Status   | —    | —    | 20 | Self          | —  |
| TM74 | Gyro Ball    | Steel    | Physical | —    | 100  | 5  | Normal        | ○  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20 | 2 Foes        | —  |
| TM78 | Captive      | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM91 | Flash Cannon | Steel    | Special  | 80   | 100  | 10 | Normal        | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |



## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|--------|----------|------|------|----|--------|----|
| 1   | Rage         | Normal | Physical | 20   | 100  | 20 | Normal | ○  |
| 5   | Defense Curl | Normal | Status   | —    | —    | 40 | Self   | —  |
| 9   | Yawn         | Normal | Status   | —    | —    | 10 | Normal | —  |
| 13  | Glare        | Normal | Status   | —    | 75   | 30 | Normal | —  |
| 17  | Rollout      | Rock   | Physical | 30   | 90   | 20 | Normal | ○  |
| 21  | Spite        | Ghost  | Status   | —    | 100  | 10 | Normal | —  |
| 25  | Pursuit      | Dark   | Physical | 40   | 100  | 20 | Normal | ○  |
| 29  | Screech      | Normal | Status   | —    | 85   | 40 | Normal | —  |
| 33  | Roost        | Flying | Status   | —    | —    | 10 | Self   | —  |
| 37  | Take Down    | Normal | Physical | 90   | 85   | 20 | Normal | ○  |
| 41  | AncientPower | Rock   | Special  | 60   | 100  | 5  | Normal | ○  |
| 45  | Dig          | Ground | Physical | 80   | 100  | 10 | Normal | ○  |
| 49  | Endeavor     | Normal | Physical | —    | 100  | 5  | Normal | ○  |
| 53  | Flail        | Normal | Physical | —    | 100  | 15 | Normal | ○  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|---------|----------|------|------|----|--------|----|
| Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal | ○  |
| Snore        | Normal  | Special  | 40   | 100  | 15 | Normal | —  |
| Spite        | Ghost   | Status   | —    | 100  | 10 | Normal | —  |
| Last Resort  | Normal  | Physical | 130  | 100  | 5  | Normal | ○  |
| Magic Coat   | Psychic | Status   | —    | —    | 15 | Self   | —  |
| Mud-Slap     | Ground  | Special  | 20   | 100  | 10 | Normal | —  |
| Rollout      | Rock    | Physical | 30   | 90   | 20 | Normal | ○  |
| Aqua Tail    | Water   | Physical | 90   | 90   | 10 | Normal | ○  |
| Endeavor     | Normal  | Physical | —    | 100  | 5  | Normal | ○  |
| AncientPower | Rock    | Special  | 60   | 100  | 5  | Normal | ○  |
| Pain Split   | Normal  | Status   | —    | —    | 20 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal        | —  |
| TM04 | Calm Mind    | Psychic  | Status   | —    | —    | 20 | Self          | —  |
| TM06 | Poison       | Normal   | Status   | —    | 85   | 10 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal        | —  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal        | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal        | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal        | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal        | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal        | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5  | Normal        | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal        | ○  |
| TM51 | Roost        | Flying   | Status   | —    | —    | 10 | Self          | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal        | ○  |
| TM74 | Gyro Ball    | Steel    | Physical | —    | 100  | 5  | Normal        | —  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20 | 2 Foes        | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM84 | Poison Jab   | Poison   | Physical | 80   | 100  | 20 | Normal        | ○  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |

## ● EGG MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range       | DA |
|--------------|---------|----------|------|------|----|-------------|----|
| Bide         | Normal  | Physical | —    | —    | 10 | Self        | ○  |
| AncientPower | Rock    | Special  | 60   | 100  | 5  | Normal      | —  |
| Rock Slide   | Rock    | Physical | 75   | 90   | 10 | 2 Foes      | —  |
| Bite         | Dark    | Physical | 60   | 100  | 25 | Normal      | ○  |
| Headbutt     | Normal  | Physical | 70   | 100  | 15 | Normal      | ○  |
| Astonish     | Ghost   | Physical | 30   | 100  | 15 | Normal      | ○  |
| Curse        | ???     | Status   | —    | —    | 10 | Normal/Self | ○  |
| Trump Card   | Normal  | Special  | —    | —    | 5  | Normal      | ○  |
| Magic Coat   | Psychic | Status   | —    | —    | 15 | Self        | —  |
| Snore        | Normal  | Special  | 40   | 100  | 15 | Normal      | —  |
| Agility      | Psychic | Status   | —    | —    | 30 | Self        | —  |



No. 206 | Land Snake Pokémon

## Dunsparce

Normal



## ● SIZE COMPARISON

- HEIGHT: 4'11"
- WEIGHT: 30.9 lbs.
- ITEMS: None



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Serene Grace
- Run Away

## ● STATS



## ● EGG GROUPS

Field

## ● PERFORMANCE

- SPEED ★★★☆  
 POWER ★★★☆  
 SKILL ★☆☆

- STAMINA ★★★☆  
 JUMP ★★★☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Dark Cave, Violet City side

**Pokémon SoulSilver** Dark Cave, Violet City side

**Pokémon Diamond** Route 208 (mass outbreak)

**Pokémon Pearl** Route 208 (mass outbreak)

**Pokémon Platinum** Route 208 (mass outbreak)

**Pokémon HeartGold** **Pokémon SoulSilver**

When spotted, this Pokémon escapes backward by furiously boring into the ground with its tail.

If spotted, it escapes by burrowing with its tail. It can float just slightly using its wings.

## ● EVOLUTION

Does not evolve

# No. 207 | FlyScorpion Pokémon

## Gligar

Ground Flying



### SIZE COMPARISON

- HEIGHT: 3'02"
- WEIGHT: 142.9 lbs.
- ITEMS: None



● MALE FORM  
Bigger tail stinger



● FEMALE FORM  
Smaller tail stinger

### ABILITIES

- Hyper Cutter
- Sand Veil

### STATS



### EGG GROUPS

Bug

### PERFORMANCE

SPEED ★★★★★  
 POWER ★★★★★  
 SKILL ★★★★★

STAMINA ★★★  
 JUMP ★★★★★

### MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Route 45

**Pokémon SoulSilver** —

**Pokémon Diamond** Route 206 (after obtaining the National Pokédex, insert *Pokémon Emerald* into your Nintendo DS's Game Pak slot)

**Pokémon Pearl** Route 206 (after obtaining the National Pokédex, insert *Pokémon Emerald* into your Nintendo DS's Game Pak slot)

**Pokémon Platinum** Route 206

**Pokémon HeartGold**

It flies straight at its target's face, then clamps down on the startled victim to inject poison.

**Pokémon SoulSilver**

It usually clings to cliffs. When it spots its prey, it spreads its wings and glides down to attack.

### EVOLUTION



Wooper

Have it hold Razor Fang and then level up between 8,000 x.p. and 4,000 x.p.



Quagsire

### LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|--------|----------|------|------|----|--------|----|
| 1   | Poison Sting | Poison | Physical | 15   | 100  | 35 | Normal | —  |
| 5   | Sand-Attack  | Ground | Status   | —    | 100  | 15 | Normal | —  |
| 9   | Harden       | Normal | Status   | —    | —    | 30 | Self   | —  |
| 12  | Knock Off    | Dark   | Physical | 20   | 100  | 20 | Normal | ○  |
| 16  | Quick Attack | Normal | Physical | 40   | 100  | 30 | Normal | ○  |
| 20  | Fury Cutter  | Bug    | Physical | 10   | 95   | 20 | Normal | ○  |
| 23  | Faint Attack | Dark   | Physical | 60   | —    | 20 | Normal | ○  |
| 27  | Screech      | Normal | Status   | —    | 85   | 40 | Normal | —  |
| 31  | Slash        | Normal | Physical | 70   | 100  | 20 | Normal | ○  |
| 34  | Swords Dance | Normal | Status   | —    | —    | 30 | Self   | —  |
| 38  | U-turn       | Bug    | Physical | 70   | 100  | 20 | Normal | ○  |
| 42  | X-Scissor    | Bug    | Physical | 80   | 100  | 15 | Normal | ○  |
| 45  | Guillotine   | Normal | Physical | —    | 30   | 5  | Normal | ○  |

### MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

### BP MOVES

| Name        | Type   | Kind     | Pow. | Acc. | PP       | Range  | DA |
|-------------|--------|----------|------|------|----------|--------|----|
| Fury Cutter | Bug    | Physical | 10   | 95   | 20       | Normal | ○  |
| Knock Off   | Dark   | Physical | 20   | 100  | 20       | Normal | ○  |
| Snore       | Normal | Special  | 40   | 100  | 15       | Normal | —  |
| Swift       | Normal | Special  | 60   | —    | 20       | 2 Foes | —  |
| Tailwind    | Flying | Status   | —    | 30   | 2 Allies | —      | —  |
| Aqua Tail   | Water  | Physical | 90   | 90   | 10       | Normal | ○  |
| Earth Power | Ground | Special  | 90   | 100  | 10       | Normal | —  |

### TM & HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | —  | All           | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | —  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal        | ○  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM36 | Sludge Bomb  | Poison   | Special  | 90   | 100  | 10 | Normal        | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10 | All           | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal        | ○  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal        | ○  |
| TM47 | Steel Wing   | Steel    | Physical | 70   | 90   | 25 | Normal        | ○  |
| TM51 | Rooftop      | Flying   | Status   | —    | —    | 10 | Self          | —  |
| TM54 | False Swipe  | Normal   | Physical | 40   | 100  | 40 | Normal        | ○  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10 | Normal        | ○  |
| TM69 | Rock Polish  | Rock     | Status   | —    | —    | 20 | Self          | —  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5  | Normal        | —  |
| TM75 | Swords Dance | Normal   | Status   | —    | —    | 30 | Self          | —  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20 | 2 Foes        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM79 | Dark Pulse   | Dark     | Special  | 80   | 100  | 15 | Normal        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM81 | X-Scissor    | Bug      | Physical | 80   | 100  | 15 | Normal        | ○  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | ○  |
| TM84 | Poison Jab   | Poison   | Physical | 80   | 100  | 20 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | ○  |
| TM89 | U-turn       | Bug      | Physical | 70   | 100  | 20 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal        | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |

### EGG MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Metal Claw   | Steel    | Physical | 50   | 95   | 35 | Normal | ○  |
| Wing Attack  | Flying   | Physical | 60   | 100  | 35 | Normal | ○  |
| Razor Wind   | Normal   | Special  | 80   | 100  | 10 | 2 Foes | —  |
| Counter      | Fighting | Physical | —    | 100  | 20 | Self   | ○  |
| Sand Tomb    | Ground   | Physical | 15   | 70   | 15 | Normal | —  |
| Agility      | Psychic  | Status   | —    | —    | 30 | Self   | —  |
| Baton Pass   | Normal   | Status   | —    | —    | 40 | Self   | —  |
| Double-Edge  | Normal   | Physical | 120  | 100  | 15 | Normal | ○  |
| Feint        | Normal   | Physical | 50   | 100  | 10 | Normal | —  |
| Night Slash  | Dark     | Physical | 70   | 100  | 15 | Normal | ○  |
| Cross Poison | Poison   | Physical | 70   | 100  | 20 | Normal | —  |
| Power Trick  | Psychic  | Status   | —    | —    | 10 | Self   | —  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range       | DA |
|-----|--------------|----------|----------|------|------|----|-------------|----|
| 1   | Thunder Fang | Electric | Physical | 65   | 95   | 15 | Normal      | ○  |
| 1   | Ice Fang     | Ice      | Physical | 65   | 95   | 15 | Normal      | ○  |
| 1   | Fire Fang    | Fire     | Physical | 65   | 95   | 15 | Normal      | ○  |
| 1   | Mud Sport    | Ground   | Status   | —    | —    | 15 | All         | —  |
| 1   | Tackle       | Normal   | Physical | 35   | 95   | 35 | Normal      | ○  |
| 1   | Harden       | Normal   | Status   | —    | —    | 30 | Self        | —  |
| 1   | Bind         | Normal   | Physical | 15   | 75   | 20 | Normal      | ○  |
| 6   | Screech      | Normal   | Status   | —    | 85   | 40 | Normal      | —  |
| 9   | Rock Throw   | Rock     | Physical | 50   | 90   | 15 | Normal      | —  |
| 14  | Rage         | Normal   | Physical | 20   | 100  | 20 | Normal      | ○  |
| 17  | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal      | —  |
| 22  | Sandstorm    | Rock     | Status   | —    | —    | 10 | All         | —  |
| 25  | Slam         | Normal   | Physical | 80   | 75   | 20 | Normal      | ○  |
| 30  | Rock Polish  | Rock     | Status   | —    | —    | 20 | Self        | —  |
| 33  | DragonBreath | Dragon   | Special  | 60   | 100  | 20 | Normal      | —  |
| 38  | Curse        | ???      | Status   | —    | —    | 10 | Normal/Self | —  |
| 41  | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal      | ○  |
| 46  | Crunch       | Dark     | Physical | 80   | 100  | 15 | Normal      | ○  |
| 49  | Double-Edge  | Normal   | Physical | 120  | 100  | 15 | Normal      | ○  |
| 54  | Stone Edge   | Rock     | Physical | 100  | 80   | 5  | Normal      | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Magnet Rise  | Electric | Status   | —    | —    | 10 | Self   | —  |
| Block        | Normal   | Status   | —    | —    | 5  | Normal | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Rollout      | Rock     | Physical | 30   | 90   | 20 | Normal | ○  |
| Iron Head    | Steel    | Physical | 80   | 100  | 15 | Normal | ○  |
| Aqua Tail    | Water    | Physical | 90   | 90   | 10 | Normal | ○  |
| AncientPower | Rock     | Special  | 60   | 100  | 5  | Normal | —  |
| Earth Power  | Ground   | Special  | 90   | 100  | 10 | Normal | —  |
| Twister      | Dragon   | Special  | 40   | 100  | 20 | 2 Foes | —  |

## ● TM &amp; HM MOVES

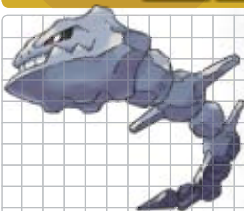
| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP  | Range         | DA |
|------|--------------|----------|----------|------|------|-----|---------------|----|
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20  | Normal        | —  |
| TM05 | Toxic        | Poison   | Status   | —    | 85   | 10  | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15  | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | All | —             | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20  | Normal        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5   | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10  | Self          | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20  | Normal        | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15  | Normal        | ○  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10  | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20  | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10  | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15  | Self          | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10  | All           | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10  | Normal        | —  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15  | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20  | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20  | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10  | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15  | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10  | Self          | —  |
| TM59 | Dragon Pulse | Dragon   | Special  | 90   | 100  | 10  | Normal        | —  |
| TM64 | Explosion    | Normal   | Physical | 250  | 100  | 5   | 2 Foes/1 Ally | —  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10  | Normal        | ○  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5   | Normal        | —  |
| TM69 | Rock Polish  | Rock     | Status   | —    | —    | 20  | Self          | —  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5   | Normal        | —  |
| TM74 | Gyro Ball    | Steel    | Physical | —    | 100  | 5   | Normal        | ○  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20  | 2 Foes        | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10  | Normal        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20  | 2 Foes        | —  |
| TM79 | Dark Pulse   | Dark     | Special  | 80   | 100  | 15  | Normal        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10  | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10  | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15  | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15  | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10  | Self          | —  |
| TM91 | Flash Cannon | Steel    | Special  | 80   | 100  | 10  | Normal        | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30  | Normal        | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15  | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15  | Normal        | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20  | Normal        | ○  |



No. 208 | Iron Snake Pokémon

Steelix

Steel Ground



## ● SIZE COMPARISON

- HEIGHT: 30'02"
- WEIGHT: 881.8 lbs.
- ITEMS: Metal Coat

## ● SIZE COMPARISON

● MALE FORM  
Two fangs● FEMALE FORM  
One fang

## ● ABILITIES

- Rock Head
- Sturdy

## ● STATS



## ● EGG GROUPS

Mineral

## ● PERFORMANCE

SPEED ★★  
 POWER ★★★★★  
 SKILL ★★

STAMINA ★★★★★  
 JUMP ★★

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Cliff Cave

**Pokémon SoulSilver** Cliff Cave

**Pokémon Diamond** Iron Island B3F 1

**Pokémon Pearl** Iron Island B3F 1

**Pokémon Platinum** Iron Island B3F 1

● **Pokémon HeartGold**

Its body has been compressed deep under the ground. As a result, it is even harder than a diamond.

● **Pokémon SoulSilver**

It's said that if an ONIX lives for 100 years, its composition becomes diamondlike as it evolves into a STEELIX.

## ● EVOLUTION



Onix

Have it hold Metal Coat and trade it



Steelix

# No. 209 | Fairy Pokémon

## Snubbull

Normal



## SIZE COMPARISON

- HEIGHT: 2'00"
- WEIGHT: 17.2 lbs.
- ITEMS: None



● MALE/FEMALE HAVE SAME FORM

## ABILITIES

- Intimidate
- Run Away

## STATS



## EGG GROUPS

Field  
Fairy

## PERFORMANCE

SPEED ★★★★★  
 POWER ★★★★★  
 SKILL ★★★★★

STAMINA ★★★★★

JUMP ★★★★★

## MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Route 38

**Pokémon SoulSilver** Route 38

**Pokémon Diamond** Route 209 (mass outbreak)

**Pokémon Pearl** Route 209 (mass outbreak)

**Pokémon Platinum** Route 209 (mass outbreak)

**Pokémon HeartGold**

**Pokémon SoulSilver**

Although it looks frightening, it is actually kind and affectionate. It is very popular among women.

It has an active, playful nature. Many women like to frolic with it because of its affectionate ways.

## EVOLUTION



Lv. 23



Snubbull

Granbull

## LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|----------|----------|------|------|----|--------|----|
| 1   | Ice Fang     | Ice      | Physical | 65   | 95   | 15 | Normal | ○  |
| 1   | Fire Fang    | Fire     | Physical | 65   | 95   | 15 | Normal | ○  |
| 1   | Thunder Fang | Electric | Physical | 65   | 95   | 15 | Normal | ○  |
| 1   | Tackle       | Normal   | Physical | 35   | 95   | 35 | Normal | ○  |
| 1   | Scary Face   | Normal   | Status   | —    | 90   | 10 | Normal | —  |
| 1   | Tail Whip    | Normal   | Status   | —    | 100  | 30 | 2 Foes | —  |
| 1   | Charm        | Normal   | Status   | —    | 100  | 20 | Normal | —  |
| 7   | Bite         | Dark     | Physical | 60   | 100  | 25 | Normal | ○  |
| 13  | Lick         | Ghost    | Physical | 20   | 100  | 30 | Normal | ○  |
| 19  | Headbutt     | Normal   | Physical | 70   | 100  | 15 | Normal | ○  |
| 25  | Roar         | Normal   | Status   | —    | 100  | 20 | Normal | —  |
| 31  | Rage         | Normal   | Physical | 20   | 100  | 20 | Normal | ○  |
| 37  | Take Down    | Normal   | Physical | 90   | 85   | 20 | Normal | ○  |
| 43  | Payback      | Dark     | Physical | 50   | 100  | 10 | Normal | ○  |
| 49  | Crunch       | Dark     | Physical | 80   | 100  | 15 | Normal | ○  |

## MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range      | DA |
|--------------|----------|----------|------|------|----|------------|----|
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal     | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal     | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal     | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal     | —  |
| Last Resort  | Normal   | Physical | 130  | 100  | 5  | Normal     | ○  |
| Heal Bell    | Normal   | Status   | —    | —    | 5  | All Allies | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal     | ○  |
| Superpower   | Fighting | Physical | 120  | 100  | 5  | Normal     | ○  |
| Super Fang   | Normal   | Physical | —    | 90   | 10 | Normal     | ○  |
| Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal     | ○  |

## TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal        | ○  |
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal        | —  |
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM08 | Bulk Up      | Fighting | Status   | —    | —    | 20 | Self          | —  |
| TM10 | Hidden Power | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal        | —  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal        | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal        | —  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal        | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal        | —  |
| TM36 | Sludge Bomb  | Poison   | Special  | 90   | 100  | 10 | Normal        | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5  | Normal        | —  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal        | ○  |
| TM50 | Overheat     | Fire     | Special  | 140  | 90   | 5  | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10 | Normal        | ○  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal        | —  |
| TM78 | Captive      | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |

## EGG MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range      | DA |
|--------------|----------|----------|------|------|----|------------|----|
| Metronome    | Normal   | Status   | —    | —    | 10 | Depends    | —  |
| Faint Attack | Dark     | Physical | 60   | —    | 20 | Normal     | ○  |
| Reflect      | Psychic  | Status   | —    | —    | 20 | 2 Allies   | —  |
| Present      | Normal   | Physical | —    | 90   | 15 | Normal     | ○  |
| Crunch       | Dark     | Physical | 80   | 100  | 15 | Normal     | ○  |
| Heal Bell    | Normal   | Status   | —    | —    | 5  | All Allies | —  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal     | ○  |
| SmellingSalt | Normal   | Physical | 60   | 100  | 10 | Normal     | ○  |
| Close Combat | Fighting | Physical | 120  | 100  | 5  | Normal     | ○  |
| Ice Fang     | Ice      | Physical | 65   | 95   | 15 | Normal     | ○  |
| Fire Fang    | Fire     | Physical | 65   | 95   | 15 | Normal     | ○  |
| Thunder Fang | Electric | Physical | 65   | 95   | 15 | Normal     | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|----------|----------|------|------|----|--------|----|
| 1   | Ice Fang     | Ice      | Physical | 65   | 95   | 15 | Normal | ○  |
| 1   | Fire Fang    | Fire     | Physical | 65   | 95   | 15 | Normal | ○  |
| 1   | Thunder Fang | Electric | Physical | 65   | 95   | 15 | Normal | ○  |
| 1   | Tackle       | Normal   | Physical | 35   | 95   | 35 | Normal | ○  |
| 1   | Scary Face   | Normal   | Status   | —    | 90   | 10 | Normal | —  |
| 1   | Tail Whip    | Normal   | Status   | —    | 100  | 30 | 2 Foes | —  |
| 1   | Charm        | Normal   | Status   | —    | 100  | 20 | Normal | —  |
| 7   | Bite         | Dark     | Physical | 60   | 100  | 25 | Normal | ○  |
| 13  | Lick         | Ghost    | Physical | 20   | 100  | 30 | Normal | ○  |
| 19  | Headbutt     | Normal   | Physical | 70   | 100  | 15 | Normal | ○  |
| 27  | Roar         | Normal   | Status   | —    | 100  | 20 | Normal | —  |
| 35  | Rage         | Normal   | Physical | 20   | 100  | 20 | Normal | ○  |
| 43  | Take Down    | Normal   | Physical | 90   | 85   | 20 | Normal | ○  |
| 51  | Payback      | Dark     | Physical | 50   | 100  | 10 | Normal | ○  |
| 59  | Crunch       | Dark     | Physical | 80   | 100  | 15 | Normal | ○  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range      | DA |
|--------------|----------|----------|------|------|----|------------|----|
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal     | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal     | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal     | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal     | —  |
| Last Resort  | Normal   | Physical | 130  | 100  | 5  | Normal     | —  |
| Heal Bell    | Normal   | Status   | —    | —    | 5  | All Allies | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal     | —  |
| Superpower   | Fighting | Physical | 120  | 100  | 5  | Normal     | ○  |
| Super Fang   | Normal   | Physical | —    | 90   | 10 | Normal     | ○  |
| Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal     | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP      | Range         | DA |
|------|--------------|----------|----------|------|------|---------|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20      | Normal        | ○  |
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20      | Normal        | —  |
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20      | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10      | Normal        | —  |
| TM08 | Bulk Up      | Fighting | Status   | —    | 20   | Self    | —             | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15      | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | All     | —             | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20      | Normal        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5       | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | 10   | Self    | —             | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | All     | —             | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20      | Normal        | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10      | Normal        | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15      | Normal        | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15      | Normal        | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10      | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10      | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20      | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10      | Normal        | ○  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15      | Normal        | —  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15      | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | 15   | Self    | —             | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20      | Normal        | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15      | Normal        | —  |
| TM36 | Sludge Bomb  | Poison   | Special  | 90   | 100  | 10      | Normal        | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5       | Normal        | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10      | Normal        | —  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15      | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20      | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20      | Normal        | ○  |
| TM44 | Rest         | Psychic  | Status   | —    | 10   | Self    | —             | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15      | Normal        | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10      | Normal        | ○  |
| TM50 | Overheat     | Fire     | Special  | 140  | 90   | 5       | Normal        | —  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5       | Normal        | —  |
| TM55 | Fling        | Dark     | Physical | —    | 100  | 10      | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | 10   | Self    | —             | —  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10      | Normal        | ○  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5       | Normal        | ○  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5       | Normal        | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20      | Normal        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20      | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10      | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | 10   | Depends | —             | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15      | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15      | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | 10   | Self    | —             | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15      | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15      | Normal        | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20      | Normal        | ○  |

No. 210 | Fairy Pokémon  
**Granbull**

Normal



## ● SIZE COMPARISON

- HEIGHT: 4'02"
- WEIGHT: 107.4 lbs.
- ITEMS: None



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Intimidate
- Quick Feet

## ● STATS



## ● EGG GROUPS

Field

Fairy

## ● PERFORMANCE

SPEED ★★  
POWER ★★★★★☆  
SKILL ★★★★★STAMINA ★★★  
JUMP ★★

## ● MAIN WAYS TO OBTAIN

Pokémon HeartGold Level up Snubbull to Lv. 23

Pokémon SoulSilver Level up Snubbull to Lv. 23

Pokémon Diamond Level up Snubbull to Lv. 23

Pokémon Pearl Level up Snubbull to Lv. 23

Pokémon Platinum Level up Snubbull to Lv. 23

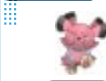
Pokémon HeartGold

Pokémon SoulSilver

It is actually timid and easily spooked. If attacked, it flails about to fend off its attacker.

Because its fangs are too heavy, it always keeps its head tilted down. However, its bite is powerful.

## ● EVOLUTION



Lv. 23



Snubbull

Granbull



## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|---------|----------|------|------|----|--------|----|
| 1   | Bullet Punch | Steel   | Physical | 40   | 100  | 30 | Normal | ○  |
| 1   | Quick Attack | Normal  | Physical | 40   | 100  | 30 | Normal | ○  |
| 1   | Leer         | Normal  | Status   | —    | 100  | 30 | 2 Foes | —  |
| 5   | Focus Energy | Normal  | Status   | —    | —    | 30 | Self   | —  |
| 9   | Pursuit      | Dark    | Physical | 40   | 100  | 20 | Normal | ○  |
| 13  | False Swipe  | Normal  | Physical | 40   | 100  | 40 | Normal | ○  |
| 17  | Agility      | Psychic | Status   | —    | —    | 30 | Self   | —  |
| 21  | Metacaw      | Steel   | Physical | 50   | 95   | 35 | Normal | ○  |
| 25  | Fury Cutter  | Bug     | Physical | 10   | 95   | 20 | Normal | ○  |
| 29  | Slash        | Normal  | Physical | 70   | 100  | 20 | Normal | ○  |
| 33  | Razor Wind   | Normal  | Special  | 80   | 100  | 10 | 2 Foes | —  |
| 37  | Iron Defense | Steel   | Status   | —    | —    | 15 | Self   | —  |
| 41  | X-Scissor    | Bug     | Physical | 80   | 100  | 15 | Normal | ○  |
| 45  | Night Slash  | Dark    | Physical | 70   | 100  | 15 | Normal | ○  |
| 49  | Double Hit   | Normal  | Physical | 35   | 90   | 10 | Normal | ○  |
| 53  | Iron Head    | Steel   | Physical | 80   | 100  | 15 | Normal | ○  |
| 57  | Swords Dance | Normal  | Status   | —    | —    | 30 | Self   | —  |
| 61  | Feint        | Normal  | Physical | 50   | 100  | 10 | Normal | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|----------|----------|------|------|----|----------|----|
| Fury Cutter  | Bug      | Physical | 10   | 95   | 20 | Normal   | ○  |
| Ominous Wind | Ghost    | Special  | 60   | 100  | 5  | Normal   | ○  |
| Knock Off    | Dark     | Physical | 20   | 100  | 20 | Normal   | ○  |
| Bug Bite     | Bug      | Physical | 60   | 100  | 20 | Normal   | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal   | ○  |
| Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Tailwind     | Flying   | Status   | —    | —    | 30 | 2 Allies | —  |
| Superpower   | Fighting | Physical | 120  | 100  | 5  | Normal   | ○  |
| Iron Head    | Steel    | Physical | 80   | 100  | 15 | Normal   | ○  |
| Iron Defense | Steel    | Status   | —    | —    | 15 | Self     | —  |

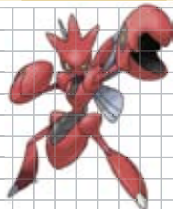
## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|----------|----------|------|------|----|---------|----|
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal  | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal  | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | —  | All     | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal  | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM19 | Rain Dance   | Water    | Status   | —    | 5    | —  | All     | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM22 | Return       | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal  | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self    | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10 | All     | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal  | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self    | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal  | ○  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal  | ○  |
| TM47 | Steel Wing   | Steel    | Physical | 70   | 90   | 25 | Normal  | ○  |
| TM51 | Roost        | Flying   | Status   | —    | —    | 10 | Self    | —  |
| TM54 | False Swipe  | Normal   | Physical | 40   | 100  | 40 | Normal  | ○  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal  | ○  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM62 | Silver Wind  | Bug      | Special  | 60   | 100  | 5  | Normal  | ○  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal  | ○  |
| TM75 | Swords Dance | Normal   | Status   | —    | —    | 30 | Self    | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes  | —  |
| TM81 | X-Scissor    | Bug      | Physical | 80   | 100  | 15 | Normal  | ○  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal  | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal  | ○  |
| TM89 | U-turn       | Bug      | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM91 | Flash Cannon | Steel    | Special  | 80   | 100  | 10 | Normal  | ○  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal  | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal  | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal  | ○  |

No. 212 | Pincer Pokémon  
**Scizor**

Bug

Steel



## ● SIZE COMPARISON

- HEIGHT: 5'11"
- WEIGHT: 260.1 lbs.
- ITEMS: None

● MALE FORM  
Shorter abdomen● FEMALE FORM  
Longer abdomen

## ● ABILITIES

- Swarm
- Technician

## ● STATS



## ● EGG GROUPS

Bug

## ● PERFORMANCE

SPEED ★★  
POWER ★★★★★☆  
SKILL ★★★☆☆

STAMINA ★★★★★☆  
JUMP ★★★☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Link trade Scyther while it holds the Metal Coat

**Pokémon SoulSilver** Link trade Scyther while it holds the Metal Coat

**Pokémon Diamond** Link trade Scyther while it holds the Metal Coat

**Pokémon Pearl** —

**Pokémon Platinum** Link trade Scyther while it holds the Metal Coat

**Pokémon HeartGold** **Pokémon SoulSilver**

It swings its eye-pat-tered pincers up to scare its foes. This makes it look like it has three heads.

Its wings are not used for flying. They are flapped at high speed to adjust its body temperature.

## ● EVOLUTION



Have it hold Metal Coat and trade it

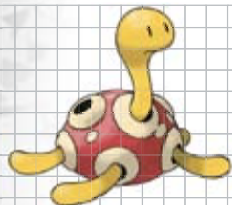


Scizor

No. 213 | Mold Pokémon  
**Shuckle**

Bug

Rock



- HEIGHT: 2'00"
- WEIGHT: 45/2 lbs.
- ITEMS: Berry Juice

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Sturdy
- Gluttony

## ● EGG GROUPS

Bug

## ● STATS



## ● PERFORMANCE

SPEED ★★☆☆

POWER ★☆☆☆☆

SKILL ★★☆☆

STAMINA ★★★★★

JUMP ★★★☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Cianwood City (use Rock Smash)

**Pokémon SoulSilver** Cianwood City (use Rock Smash)

**Pokémon Diamond** Route 224 [after obtaining the National Pokédex, insert *Pokémon Emerald* into your Nintendo DS's Game Pak slot]

**Pokémon Pearl** Route 224 [after obtaining the National Pokédex, insert *Pokémon Emerald* into your Nintendo DS's Game Pak slot]

**Pokémon Platinum** Route 224 [after obtaining the National Pokédex, insert *Pokémon Emerald* into your Nintendo DS's Game Pak slot]

**Pokémon HeartGold**

The berries it stores in its vase-like shell decompose and become a gooey liquid.

**Pokémon SoulSilver**

It stores berries inside its shell. To avoid attacks, it hides beneath rocks and remains completely still.

## ● EVOLUTION

Does not evolve

## ● LEVEL-UP MOVES

| Lv. | Name        | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----|-------------|---------|----------|------|------|----|----------|----|
| 1   | Withdraw    | Water   | Status   | —    | —    | 40 | Self     | —  |
| 1   | Constrict   | Normal  | Physical | 10   | 100  | 35 | Normal   | ○  |
| 1   | Bide        | Normal  | Physical | —    | —    | 10 | Self     | ○  |
| 9   | Encore      | Normal  | Status   | —    | 100  | 5  | Normal   | —  |
| 14  | Safeguard   | Normal  | Status   | —    | —    | 25 | 2 Allies | —  |
| 22  | Wrap        | Normal  | Physical | 15   | 85   | 20 | Normal   | ○  |
| 27  | Rest        | Psychic | Status   | —    | —    | 10 | Self     | —  |
| 35  | Gastro Acid | Poison  | Status   | —    | 100  | 10 | Normal   | —  |
| 40  | Bug Bite    | Bug     | Physical | 60   | 100  | 20 | Normal   | ○  |
| 48  | Power Trick | Psychic | Status   | —    | —    | 10 | Self     | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Bug Bite     | Bug    | Physical | 60   | 100  | 20 | Normal | ○  |
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Helping Hand | Normal | Status   | —    | —    | 20 | 1 Ally | —  |
| String Shot  | Bug    | Status   | —    | 95   | 40 | 2 Foes | —  |
| Mud-Slap     | Ground | Special  | 20   | 100  | 10 | Normal | —  |
| Rollout      | Rock   | Physical | 30   | 90   | 20 | Normal | ○  |
| Gastro Acid  | Poison | Status   | —    | 100  | 10 | Normal | —  |
| AncientPower | Rock   | Special  | 60   | 100  | 5  | Normal | —  |
| Earth Power  | Ground | Special  | 90   | 100  | 10 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM20 | Safeguard    | Normal   | Status   | —    | —    | 25 | 2 Allies      | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM36 | Sludge Bomb  | Poison   | Special  | 90   | 100  | 10 | Normal        | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10 | All           | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM69 | Rock Polish  | Rock     | Status   | —    | —    | 20 | Self          | —  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5  | Normal        | —  |
| TM74 | Gyro Ball    | Steel    | Physical | —    | 100  | 5  | Normal        | ○  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20 | 2 Foes        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |

## ● EGG MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Sweet Scent  | Normal | Status   | —    | 100  | 20 | 2 Foes | —  |
| Knock Off    | Dark   | Physical | 20   | 100  | 20 | Normal | ○  |
| Helping Hand | Normal | Status   | —    | —    | 20 | 1 Ally | —  |
| Acupressure  | Normal | Status   | —    | —    | 30 | 1 Ally | —  |
| Sand Tomb    | Ground | Physical | 15   | 70   | 15 | Normal | —  |
| Mud-Slap     | Ground | Special  | 20   | 100  | 10 | Normal | —  |



## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|----------|----------|------|------|----|--------|----|
| 1   | Night Slash  | Dark     | Physical | 70   | 100  | 15 | Normal | ○  |
| 1   | Tackle       | Normal   | Physical | 35   | 95   | 35 | Normal | ○  |
| 1   | Leer         | Normal   | Status   | —    | 100  | 30 | 2 Foes | —  |
| 1   | Horn Attack  | Normal   | Physical | 65   | 100  | 25 | Normal | ○  |
| 1   | Endure       | Normal   | Status   | —    | —    | 10 | Self   | —  |
| 7   | Fury Attack  | Normal   | Physical | 15   | 85   | 20 | Normal | ○  |
| 13  | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal | ○  |
| 19  | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal | ○  |
| 25  | Counter      | Fighting | Physical | —    | 100  | 20 | Self   | ○  |
| 31  | Take Down    | Normal   | Physical | 90   | 85   | 20 | Normal | ○  |
| 37  | Close Combat | Fighting | Physical | 120  | 100  | 5  | Normal | ○  |
| 43  | Reversal     | Fighting | Physical | —    | 100  | 15 | Normal | ○  |
| 49  | Feint        | Normal   | Physical | 50   | 100  | 10 | Normal | ○  |
| 55  | Megahorn     | Bug      | Physical | 120  | 85   | 10 | Normal | ○  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Fury Cutter  | Bug      | Physical | 10   | 95   | 20 | Normal | ○  |
| Vacuum Wave  | Fighting | Special  | 40   | 100  | 30 | Normal | —  |
| Knock Off    | Dark     | Physical | 20   | 100  | 20 | Normal | ○  |
| Bug Bite     | Bug      | Physical | 60   | 100  | 20 | Normal | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally | —  |
| Iron Defense | Steel    | Status   | —    | —    | 15 | Self   | —  |
| Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal        | ○  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM08 | Bulk Up      | Fighting | Status   | —    | —    | 20 | Self          | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | —  | All           | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | —  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal        | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal        | ○  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5  | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15 | Normal        | ○  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5  | Normal        | —  |
| TM75 | Swords Dance | Normal   | Status   | —    | —    | 30 | Self          | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal        | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |

## ● EGG MOVES

| Name        | Type     | Kind     | Pow. | Acc. | PP  | Range  | DA     |   |
|-------------|----------|----------|------|------|-----|--------|--------|---|
| Harden      | Normal   | Status   | —    | —    | 30  | Self   | —      |   |
| Bide        | Normal   | Physical | —    | —    | 10  | Self   | ○      |   |
| Flail       | Normal   | Physical | —    | —    | 100 | 15     | Normal | ○ |
| False Swipe | Normal   | Physical | 40   | 100  | 40  | Normal | ○      |   |
| Revenge     | Fighting | Physical | 60   | 100  | 10  | Normal | ○      |   |
| Pursuit     | Dark     | Physical | 40   | 100  | 20  | Normal | ○      |   |
| Double-Edge | Normal   | Physical | 120  | 100  | 15  | Normal | ○      |   |



No. 214 | Single Horn Pokémon

## Heracross

Bug Fighting



- HEIGHT: 4'11"
- WEIGHT: 119.0 lbs.
- ITEMS: None

## ● SIZE COMPARISON



## ● MALE FORM

Pointed horn

## ● FEMALE FORM

Rounded horn

## ● ABILITIES

- Swarm
- Guts

## ● STATS



## ● EGG GROUPS

Bug

## ● PERFORMANCE

SPEED ★★★  
 POWER ★★★★★☆  
 SKILL ★★★

STAMINA ★★★☆  
 JUMP ★★★☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Azalea Town (use Headbutt)

**Pokémon SoulSilver** Azalea Town (use Headbutt)

**Pokémon Diamond** Occasionally appears if you spread Honey on a sweet-smelling tree

**Pokémon Pearl** Occasionally appears if you spread Honey on a sweet-smelling tree

**Pokémon Platinum** Occasionally appears if you spread Honey on a sweet-smelling tree

**Pokémon HeartGold** This powerful Pokémon thrusts its prized horn under its enemies' bellies, then lifts and throws them.

**Pokémon SoulSilver** It is usually docile, but if it is disturbed while sipping honey, it chases off the intruder with its horn.

## ● EVOLUTION

Does not evolve

# No. 215 | Sharp Claw Pokémon

## Sneasel

Dark Ice


- HEIGHT: 2'11"
- WEIGHT: 61.7 lbs.
- ITEMS: Grip Claw  
Quick Claw

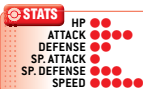
## ● SIZE COMPARISON


**● MALE FORM**  
Larger ear

**● FEMALE FORM**  
Smaller ear

## ● ABILITIES

- Inner Focus
- Keen Eye



## ● EGG GROUPS

Field

## ● PERFORMANCE

SPEED ★★★★★  
POWER ★★☆☆☆  
SKILL ★★★★★☆

STAMINA ★★☆☆☆  
JUMP ★★☆☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Mt. Silver Cave interior

**Pokémon SoulSilver** Mt. Silver Cave interior

**Pokémon Diamond** Route 216

**Pokémon Pearl** Route 216

**Pokémon Platinum** Route 216

**Pokémon HeartGold** **Pokémon SoulSilver**

Its paws conceal sharp claws. If attacked, it suddenly extends the claws and startles its enemy.

Vicious in nature, it drives PIDGEY from their nests and scavenges any leftovers it can find.

## ● EVOLUTION



Have it hold Razor Claw and then level up between 8:00 P.M. and 4:00 A.M.



Sneasel

Weavile

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|---------|----------|------|------|----|--------|----|
| 1   | Scratch      | Normal  | Physical | 40   | 100  | 35 | Normal | ○  |
| 1   | Leer         | Normal  | Status   | —    | 100  | 30 | 2 Foes | —  |
| 1   | Taunt        | Dark    | Status   | —    | 100  | 20 | Normal | —  |
| 8   | Quick Attack | Normal  | Physical | 40   | 100  | 30 | Normal | ○  |
| 10  | Screech      | Normal  | Status   | —    | 85   | 40 | Normal | —  |
| 14  | Faint Attack | Dark    | Physical | 60   | —    | 20 | Normal | ○  |
| 21  | Fury Swipes  | Normal  | Physical | 18   | 80   | 15 | Normal | ○  |
| 24  | Agility      | Psychic | Status   | —    | —    | 30 | Self   | —  |
| 28  | Icy Wind     | Ice     | Special  | 55   | 95   | 15 | 2 Foes | —  |
| 35  | Slash        | Normal  | Physical | 70   | 100  | 20 | Normal | ○  |
| 38  | Beat Up      | Dark    | Physical | 10   | 100  | 10 | Normal | —  |
| 42  | Metal Claw   | Steel   | Physical | 50   | 95   | 35 | Normal | ○  |
| 49  | Ice Shard    | Ice     | Physical | 40   | 100  | 30 | Normal | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name        | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|-------------|----------|----------|------|------|----|--------|----|
| Fury Cutter | Bug      | Physical | 10   | 95   | 20 | Normal | ○  |
| Icy Wind    | Ice      | Special  | 55   | 95   | 15 | 2 Foes | —  |
| Ice Punch   | Ice      | Physical | 75   | 100  | 15 | Normal | ○  |
| Knock Off   | Dark     | Physical | 20   | 100  | 20 | Normal | ○  |
| Snore       | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Spite       | Ghost    | Status   | —    | 100  | 10 | Normal | —  |
| Swift       | Normal   | Special  | 60   | —    | 20 | 2 Foes | —  |
| Mud-Slap    | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Low Kick    | Fighting | Physical | —    | 100  | 20 | Normal | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal        | ○  |
| TM04 | Calm Mind    | Psychic  | Status   | —    | —    | 20 | Self          | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM07 | Hail         | Ice      | Status   | —    | —    | 10 | All           | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal        | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM23 | Iron Tail    | Steel    | Physical | —    | 75   | 15 | Normal        | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal        | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal        | ○  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal        | ○  |
| TM49 | Snatch       | Dark     | Status   | —    | —    | 10 | Depends       | —  |
| TM54 | False Swipe  | Normal   | Physical | 40   | 100  | 40 | Normal        | ○  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM63 | Embargo      | Dark     | Status   | —    | 100  | 15 | Normal        | —  |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15 | Normal        | ○  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10 | Normal        | ○  |
| TM72 | Avalanche    | Ice      | Physical | 60   | 100  | 10 | Normal        | ○  |
| TM75 | Swords Dance | Normal   | Status   | —    | —    | 30 | Self          | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM79 | Dark Pulse   | Dark     | Special  | 80   | 100  | 15 | Normal        | —  |
| TM81 | X-Scissor    | Bug      | Physical | 80   | 100  | 15 | Normal        | ○  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM84 | Poison Jab   | Poison   | Physical | 80   | 100  | 20 | Normal        | ○  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal        | ○  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15 | Normal        | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |

## ● EGG MOVES

| Name       | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|------------|----------|----------|------|------|----|----------|----|
| Counter    | Fighting | Physical | —    | 100  | 20 | Self     | ○  |
| Spite      | Ghost    | Status   | —    | 100  | 10 | Normal   | —  |
| Foresight  | Normal   | Status   | —    | —    | 40 | Normal   | —  |
| Reflect    | Psychic  | Status   | —    | —    | 20 | 2 Allies | —  |
| Bite       | Dark     | Physical | 60   | 100  | 25 | Normal   | ○  |
| Crush Claw | Normal   | Physical | 75   | 95   | 10 | Normal   | ○  |
| Fake Out   | Normal   | Physical | 40   | 100  | 10 | Normal   | ○  |
| Double Hit | Normal   | Physical | 35   | 90   | 10 | Normal   | ○  |
| Punishment | Dark     | Physical | —    | 100  | 5  | Normal   | ○  |
| Pursuit    | Dark     | Physical | 40   | 100  | 20 | Normal   | ○  |
| Ice Shard  | Ice      | Physical | 40   | 100  | 30 | Normal   | —  |
| Ice Punch  | Ice      | Physical | 75   | 100  | 15 | Normal   | ○  |
| Assist     | Normal   | Status   | —    | —    | 20 | Depends  | —  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----|--------------|---------|----------|------|------|----|----------|----|
| 1   | Covet        | Normal  | Physical | 40   | 100  | 40 | Normal   | ○  |
| 1   | Scratch      | Normal  | Physical | 40   | 100  | 35 | Normal   | ○  |
| 1   | Leer         | Normal  | Status   | —    | 100  | 30 | 2 Foes   | —  |
| 1   | Lick         | Ghost   | Physical | 20   | 100  | 30 | Normal   | ○  |
| 1   | Fake Tears   | Dark    | Status   | —    | 100  | 20 | Normal   | ○  |
| 8   | Fury Swipes  | Normal  | Physical | 18   | 80   | 15 | Normal   | ○  |
| 15  | Faint Attack | Dark    | Physical | 60   | —    | 20 | Normal   | ○  |
| 22  | Sweet Scent  | Normal  | Status   | —    | 100  | 20 | 2 Foes   | —  |
| 29  | Slash        | Normal  | Physical | 70   | 100  | 20 | Normal   | ○  |
| 36  | Charm        | Normal  | Status   | —    | 100  | 20 | Normal   | —  |
| 43  | Rest         | Psychic | Status   | —    | —    | 10 | Self     | —  |
| 43  | Snore        | Normal  | Special  | 40   | 100  | 15 | Normal   | —  |
| 50  | Thrash       | Normal  | Physical | 90   | 100  | 20 | 1 Random | ○  |
| 57  | Fling        | Dark    | Physical | —    | 100  | 10 | Normal   | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Fury Cutter  | Bug      | Physical | 10   | 95   | 20 | Normal | ○  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Last Resort  | Normal   | Physical | 130  | 100  | 5  | Normal | ○  |
| Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Rollout      | Rock     | Physical | 30   | 90   | 20 | Normal | —  |
| Superpower   | Fighting | Physical | 120  | 100  | 5  | Normal | ○  |
| Gunk Shot    | Poison   | Physical | 120  | 70   | 5  | Normal | —  |
| Seed Bomb    | Grass    | Physical | 80   | 100  | 15 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP   | Range         | DA |
|------|--------------|----------|----------|------|------|------|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20   | Normal        | ○  |
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20   | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10   | Normal        | —  |
| TM08 | Bulk Up      | Fighting | Status   | —    | —    | 20   | Self          | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15   | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5    | All           | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20   | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10   | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5    | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20   | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10   | 2 Foes/1 Ally | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20   | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10   | Normal        | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15   | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15   | Self          | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10   | Normal        | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20   | Normal        | ○  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15   | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20   | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20   | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | 10   | Self | —             |    |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15   | Normal        | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10   | Normal        | ○  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10   | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10   | Self          | —  |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15   | Normal        | ○  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10   | Normal        | ○  |
| TM75 | Swords Dance | Normal   | Status   | —    | —    | 30   | Self          | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20   | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10   | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10   | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15   | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15   | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10   | Self          | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30   | Normal        | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15   | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15   | Normal        | ○  |

## ● EGG MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range   | DA |
|--------------|----------|----------|------|------|----|---------|----|
| Crunch       | Dark     | Physical | 80   | 100  | 15 | Normal  | ○  |
| Take Down    | Normal   | Physical | 90   | 85   | 20 | Normal  | ○  |
| Seismic Toss | Fighting | Physical | —    | 100  | 20 | Normal  | ○  |
| Counter      | Fighting | Physical | —    | 100  | 20 | Self    | ○  |
| Metal Claw   | Steel    | Physical | 50   | 95   | 35 | Normal  | ○  |
| Fake Tears   | Dark     | Status   | —    | 100  | 20 | Normal  | —  |
| Yawn         | Normal   | Status   | —    | —    | 10 | Normal  | —  |
| Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends | —  |
| Cross Chop   | Fighting | Physical | 100  | 80   | 5  | Normal  | ○  |
| Double-Edge  | Normal   | Physical | 120  | 100  | 15 | Normal  | ○  |
| Close Combat | Fighting | Physical | 120  | 100  | 5  | Normal  | ○  |
| Night Slash  | Dark     | Physical | 70   | 100  | 15 | Normal  | ○  |
| Belly Drum   | Normal   | Status   | —    | —    | 10 | Self    | —  |



No. 216 | Little Bear Pokémon

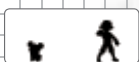
Teddiursa

Normal



## ● SIZE COMPARISON

- HEIGHT: 2'00"
- WEIGHT: 19.4 lbs.
- ITEMS: None



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Pickup
- Quick Feet

## ● STATS



## ● EGG GROUPS

Field

## ● PERFORMANCE

SPEED ★★★★★

POWER ★★★★★

SKILL ★★★★★

STAMINA ★★★★★☆

JUMP ★★★★★☆

## ● MAIN WAYS TO OBTAIN

Pokémon HeartGold

Pokémon SoulSilver

Route 45

Pokémon Diamond

Route 211, Eterna City side  
(after obtaining the National Pokédex, insert Pokémon Emerald into your Nintendo DS's Game Pak slot)

Pokémon Pearl

Route 211, Eterna City side  
(after obtaining the National Pokédex, insert Pokémon Emerald into your Nintendo DS's Game Pak slot)

Pokémon Platinum

Route 211, Eterna City side  
(after obtaining the National Pokédex, insert Pokémon Emerald into your Nintendo DS's Game Pak slot)

Pokémon HeartGold

If it finds honey, its crescent mark glows. It always licks its paws because they're soaked with honey.

Pokémon SoulSilver

Before food becomes scarce in wintertime, its habit is to hoard food in many hidden locations.

## ● EVOLUTION





No. 217 | Hibernator Pokémon

## Ursaring

Normal



- HEIGHT: 5'11"
- WEIGHT: 277.3 lbs.
- ITEMS: None

## ● SIZE COMPARISON



## ● MALE FORM

Shorter fur on shoulders

## ● FEMALE FORM

Longer fur on shoulders

## ● ABILITIES

- Guts
- Quick Feet

## ● EGG GROUPS

Field

## ● PERFORMANCE

SPEED ★★☆☆  
POWER ★★★★★  
SKILL ★★☆☆

STAMINA ★★★★★  
JUMP ★★★

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** —

**Pokémon SoulSilver** Victory Road

**Pokémon Diamond**

Route 216 (after obtaining the National Pokédex, insert *Pokémon Emerald* into your Nintendo DS's Game Pak slot)

**Pokémon Pearl**

Route 216 (after obtaining the National Pokédex, insert *Pokémon Emerald* into your Nintendo DS's Game Pak slot)

**Pokémon Platinum**

Route 216 (after obtaining the National Pokédex, insert *Pokémon Emerald* into your Nintendo DS's Game Pak slot)

**Pokémon HeartGold**

Although it is a good climber, it prefers to snap trees with its forelegs and eat fallen berries.

**Pokémon SoulSilver**

With its ability to distinguish any aroma, it unfailingly finds all food buried deep underground.

## ● EVOLUTION



Lv. 30



Teddiursa

Ursaring

## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----|--------------|----------|----------|------|------|----|----------|----|
| 1   | Covet        | Normal   | Physical | 40   | 100  | 40 | Normal   | ○  |
| 1   | Scratch      | Normal   | Physical | 40   | 100  | 35 | Normal   | ○  |
| 1   | Leer         | Normal   | Status   | —    | 100  | 30 | 2 Foes   | —  |
| 1   | Lick         | Ghost    | Physical | 20   | 100  | 30 | Normal   | ○  |
| 1   | Fake Tears   | Dark     | Status   | —    | 100  | 20 | Normal   | —  |
| 8   | Fury Swipes  | Normal   | Physical | 18   | 80   | 15 | Normal   | ○  |
| 15  | Faint Attack | Dark     | Physical | 60   | —    | 20 | Normal   | ○  |
| 22  | Sweet Scent  | Normal   | Status   | —    | 100  | 20 | 2 Foes   | —  |
| 29  | Slash        | Normal   | Physical | 70   | 100  | 20 | Normal   | ○  |
| 38  | Scary Face   | Normal   | Status   | —    | 90   | 10 | Normal   | —  |
| 47  | Rest         | Psychic  | Status   | —    | —    | 10 | Self     | —  |
| 49  | Snore        | Normal   | Special  | 40   | 100  | 15 | Normal   | —  |
| 58  | Thrash       | Normal   | Physical | 90   | 100  | 20 | 1 Random | ○  |
| 67  | Hammer Arm   | Fighting | Physical | 100  | 90   | 10 | Normal   | ○  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|----------|----------|------|------|----|----------|----|
| Fury Cutter  | Bug      | Physical | 10   | 95   | 20 | Normal   | ○  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal   | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal   | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal   | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal   | —  |
| Last Resort  | Normal   | Special  | 130  | 100  | 5  | Normal   | ○  |
| Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Uproar       | Normal   | Special  | 50   | 100  | 10 | 1 Random | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal   | ○  |
| Rollout      | Rock     | Physical | 30   | 90   | 20 | Normal   | ○  |
| Superpower   | Fighting | Physical | 120  | 100  | 5  | Normal   | ○  |
| Gunk Shot    | Poison   | Physical | 120  | 70   | 5  | Normal   | —  |
| Seed Bomb    | Grass    | Physical | 80   | 100  | 15 | Normal   | —  |
| Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal   | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal        | ○  |
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20 | Normal        | ○  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM08 | Bulk Up      | Fighting | Status   | —    | —    | 20 | Self          | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | —    | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | —  | All           | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | —  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal        | ○  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal        | ○  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5  | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15 | Normal        | ○  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10 | Normal        | ○  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5  | Normal        | —  |
| TM72 | Avalanche    | Ice      | Physical | 60   | 100  | 10 | Normal        | ○  |
| TM75 | Swords Dance | Normal   | Status   | —    | —    | 30 | Self          | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal        | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20 | Normal        | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|--------------|---------|----------|------|------|----|---------------|----|
| 1   | Yawn         | Normal  | Status   | —    | —    | 10 | Normal        | —  |
| 1   | Smog         | Poison  | Special  | 20   | 70   | 20 | Normal        | —  |
| 8   | Ember        | Fire    | Special  | 40   | 100  | 25 | Normal        | —  |
| 11  | Rock Throw   | Rock    | Physical | 50   | 90   | 15 | Normal        | —  |
| 16  | Harden       | Normal  | Status   | —    | —    | 30 | Self          | —  |
| 23  | Recover      | Normal  | Status   | —    | —    | 10 | Self          | —  |
| 26  | AncientPower | Rock    | Special  | 60   | 100  | 5  | Normal        | —  |
| 31  | Amnesia      | Psychic | Status   | —    | —    | 20 | Self          | —  |
| 38  | Lava Plume   | Fire    | Special  | 80   | 100  | 15 | 2 Foes/1 Ally | —  |
| 41  | Rock Slide   | Rock    | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| 46  | Body Slam    | Normal  | Physical | 85   | 100  | 15 | Normal        | ○  |
| 53  | Flamethrower | Fire    | Special  | 95   | 100  | 15 | Normal        | —  |
| 56  | Earth Power  | Ground  | Special  | 90   | 100  | 10 | Normal        | —  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Snore        | Normal | Status   | 40   | 100  | 15 | Normal | —  |
| Mud-Slap     | Ground | Special  | 20   | 100  | 10 | Normal | —  |
| Rollout      | Rock   | Physical | 30   | 90   | 20 | Normal | ○  |
| AncientPower | Rock   | Special  | 60   | 100  | 5  | Normal | —  |
| Earth Power  | Ground | Special  | 90   | 100  | 10 | Normal | —  |
| Iron Defense | Steel  | Status   | —    | —    | 15 | Self   | —  |
| Heat Wave    | Fire   | Special  | 100  | 90   | 10 | 2 Foes | —  |
| Pain Split   | Normal | Status   | —    | —    | 20 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|------|--------------|----------|----------|------|------|----|----------|----|
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal   | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal   | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All      | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self     | —  |
| TM33 | Reflect      | Psychic  | Status   | —    | —    | 20 | 2 Allies | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal   | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5  | Normal   | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal   | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal   | —  |
| TM44 | Rest         | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal   | —  |
| TM50 | Overheat     | Fire     | Special  | 140  | 90   | 5  | Normal   | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM61 | Will-O-Wisp  | Fire     | Status   | —    | 75   | 15 | Normal   | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes   | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes   | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends  | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal   | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal   | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self     | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal   | ○  |

## ● EGG MOVES

| Name        | Type   | Kind    | Pow. | Acc. | PP  | Range       | DA     |   |
|-------------|--------|---------|------|------|-----|-------------|--------|---|
| Acid Armor  | Poison | Status  | —    | —    | 40  | Self        | —      |   |
| Heat Wave   | Fire   | Special | 100  | 90   | 10  | 2 Foes      | —      |   |
| Curse       | ???    | Status  | —    | —    | 10  | Normal/Self | —      |   |
| SmokeScreen | Normal | Status  | —    | —    | 100 | 20          | Normal | — |
| Memento     | Dark   | Status  | —    | —    | 100 | 10          | Normal | — |
| Stockpile   | Normal | Status  | —    | —    | 20  | Self        | —      |   |
| Spit Up     | Normal | Special | —    | —    | 100 | 10          | Normal | — |
| Swallow     | Normal | Status  | —    | —    | 10  | Self        | —      |   |



No. 218 | Lava Pokémon

Slugma

Fire



## ● SIZE COMPARISON

- HEIGHT: 2'04"
- WEIGHT: 77.2 lbs.
- ITEMS: None



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Magma Armor
- Flame Body

## ● STATS



## ● EGG GROUPS

Amorphous

## ● PERFORMANCE

SPEED ★★  
 POWER ★★★  
 SKILL ★★★

STAMINA ★★★★★  
 JUMP ★★★

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Route 17

**Pokémon SoulSilver** Route 17

**Pokémon Diamond** Stark Mountain interior 1

**Pokémon Pearl** Stark Mountain interior 1

**Pokémon Platinum** Stark Mountain interior 1

**Pokémon HeartGold**

It never sleeps. It has to keep moving because if it stopped, its magma body would cool and harden.

**Pokémon SoulSilver**

A common sight in volcanic areas, it slowly slithers around in a constant search for warm places.

## ● EVOLUTION



Lv. 38

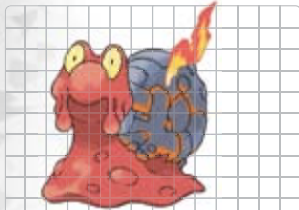


Slugma

Magcargo

# No. 219 | Lava Pokémon

## Magcargo

Fire Rock


- HEIGHT: 2'02"
- WEIGHT: 121.3 lbs.
- ITEMS: None

## ● SIZE COMPARISON



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Magma Armor
- Flame Body

## ● EGG GROUPS

Amorphous

## ● PERFORMANCE

SPEED ★  
POWER ★★★★★  
SKILL ★★

STAMINA ★★★★★☆  
JUMP ★★

## ● STATS



## ● MAIN WAYS TO OBTAIN

Pokémon HeartGold Level up Slugma to Lv. 38

Pokémon SoulSilver Level up Slugma to Lv. 38

Pokémon Diamond Stark Mountain interior 1

Pokémon Pearl Stark Mountain interior 1

Pokémon Platinum Stark Mountain interior 1

Pokémon HeartGold
Pokémon SoulSilver

The shell on its back is just skin that has cooled and hardened. It breaks easily with a slight touch.

Its brittle shell occasionally spouts intense flames that circulate throughout its body.

## ● EVOLUTION



Lv. 38



Slugma

Magcargo

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|--------------|---------|----------|------|------|----|---------------|----|
| 1   | Yawn         | Normal  | Status   | —    | —    | 10 | Normal        | —  |
| 1   | Smog         | Poison  | Special  | 20   | 70   | 20 | Normal        | —  |
| 1   | Ember        | Fire    | Special  | 40   | 100  | 25 | Normal        | —  |
| 1   | Rock Throw   | Rock    | Physical | 50   | 90   | 15 | Normal        | —  |
| 8   | Ember        | Fire    | Special  | 40   | 100  | 25 | Normal        | —  |
| 11  | Rock Throw   | Rock    | Physical | 50   | 90   | 15 | Normal        | —  |
| 16  | Harden       | Normal  | Status   | —    | —    | 30 | Self          | —  |
| 23  | Recover      | Normal  | Status   | —    | —    | 10 | Self          | —  |
| 26  | AncientPower | Rock    | Special  | 60   | 100  | 5  | Normal        | —  |
| 31  | Amnesia      | Psychic | Status   | —    | —    | 20 | Self          | —  |
| 40  | Lava Plume   | Fire    | Special  | 80   | 100  | 15 | 2 Foes/1 Ally | —  |
| 45  | Rock Slide   | Rock    | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| 52  | Body Slam    | Normal  | Physical | 85   | 100  | 15 | Normal        | ○  |
| 61  | Flamethrower | Fire    | Special  | 95   | 100  | 15 | Normal        | —  |
| 66  | Earth Power  | Ground  | Special  | 90   | 100  | 10 | Normal        | —  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Mud-Slap     | Ground | Special  | 20   | 100  | 10 | Normal | —  |
| Rollout      | Rock   | Physical | 30   | 90   | 20 | Normal | ○  |
| AncientPower | Rock   | Special  | 60   | 100  | 5  | Normal | —  |
| Earth Power  | Ground | Special  | 90   | 100  | 10 | Normal | —  |
| Iron Defense | Steel  | Status   | —    | —    | 15 | Self   | —  |
| Heat Wave    | Fire   | Special  | 100  | 90   | 10 | 2 Foes | —  |
| Pain Split   | Normal | Status   | —    | —    | 20 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP       | Range         | DA |
|------|--------------|----------|----------|------|------|----------|---------------|----|
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10       | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15       | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | All      | —             | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5        | Normal        | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | 30   | 2 Allies | —             | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10       | Self          | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20       | Normal        | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10       | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10       | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20       | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15       | Self          | —  |
| TM33 | Reflect      | Psychic  | Status   | —    | —    | 20       | 2 Allies      | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15       | Normal        | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10       | All           | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5        | Normal        | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10       | Normal        | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20       | Normal        | —  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20       | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10       | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15       | Normal        | —  |
| TM50 | Overheat     | Fire     | Special  | 140  | 90   | 5        | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10       | Self          | —  |
| TM61 | Will-O-Wisp  | Fire     | Status   | —    | 75   | 15       | Normal        | —  |
| TM64 | Explosion    | Normal   | Physical | 250  | 100  | 5        | 2 Foes/1 Ally | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5        | Normal        | ○  |
| TM69 | Rock Polish  | Rock     | Status   | —    | —    | 20       | Self          | —  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5        | Normal        | —  |
| TM74 | Gyro Ball    | Steel    | Physical | —    | 100  | 5        | Normal        | ○  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20       | 2 Foes        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20       | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10       | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10       | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15       | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15       | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10       | Self          | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15       | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15       | Normal        | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name        | Type    | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|-------------|---------|----------|------|------|----|---------------|----|
| 1   | Tackle      | Normal  | Physical | 35   | 95   | 35 | Normal        | ○  |
| 1   | Odor Sleuth | Normal  | Status   | —    | —    | 40 | Normal        | —  |
| 4   | Mud Sport   | Ground  | Status   | —    | —    | 15 | All           | —  |
| 8   | Powder Snow | Ice     | Special  | 40   | 100  | 25 | 2 Foes        | —  |
| 13  | Mud-Slap    | Ground  | Special  | 20   | 100  | 10 | Normal        | —  |
| 16  | Endure      | Normal  | Status   | —    | —    | 10 | Self          | —  |
| 20  | Mud Bomb    | Ground  | Special  | 65   | 85   | 10 | Normal        | —  |
| 25  | Icy Wind    | Ice     | Special  | 55   | 95   | 15 | 2 Foes        | —  |
| 28  | Ice Shard   | Ice     | Physical | 40   | 100  | 30 | Normal        | —  |
| 32  | Take Down   | Normal  | Physical | 90   | 85   | 20 | Normal        | ○  |
| 37  | Earthquake  | Ground  | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| 40  | Mist        | Ice     | Status   | —    | —    | 30 | 2 Allies      | —  |
| 44  | Blizzard    | Ice     | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| 49  | Amnesia     | Psychic | Status   | —    | —    | 20 | Self          | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Icy Wind     | Ice      | Special  | 55   | 95   | 15 | 2 Foes | —  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Superpower   | Fighting | Physical | 120  | 100  | 5  | Normal | ○  |
| Endeavor     | Normal   | Physical | —    | 100  | 5  | Normal | ○  |
| AncientPower | Rock     | Special  | 60   | 100  | 5  | Normal | —  |
| Earth Power  | Ground   | Special  | 90   | 100  | 10 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP       | Range         | DA |
|------|--------------|----------|----------|------|------|----------|---------------|----|
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20       | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10       | Normal        | —  |
| TM07 | Hail         | Ice      | Status   | —    | 10   | All      | —             |    |
| TM10 | Hidden Power | Ice      | Special  | —    | 100  | 15       | Normal        | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10       | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5        | 2 Foes        | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | 30   | 2 Allies | —             |    |
| TM17 | Protect      | Normal   | Status   | —    | 10   | Self     | —             |    |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | All      | —             |    |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20       | Normal        | ○  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10       | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20       | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10       | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | 15   | Self     | —             |    |
| TM33 | Reflect      | Psychic  | Status   | —    | 20   | 2 Allies | —             |    |
| TM37 | Sandstorm    | Rock     | Status   | —    | 10   | All      | —             |    |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10       | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20       | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20       | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | 10   | Self     | —             |    |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15       | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | 10   | Self     | —             |    |
| TM76 | Stealth Rock | Rock     | Status   | —    | 20   | 2 Foes   | —             |    |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20       | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10       | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | 10   | Depends  | —             |    |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15       | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15       | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | 10   | Self     | —             |    |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15       | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15       | Normal        | ○  |

## ● EGG MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range       | DA |
|--------------|--------|----------|------|------|----|-------------|----|
| Take Down    | Normal | Physical | 90   | 85   | 20 | Normal      | ○  |
| Bite         | Dark   | Physical | 60   | 100  | 25 | Normal      | ○  |
| Body Slam    | Normal | Physical | 85   | 100  | 15 | Normal      | ○  |
| Rock Slide   | Rock   | Physical | 75   | 90   | 10 | 2 Foes      | —  |
| AncientPower | Rock   | Special  | 60   | 100  | 5  | Normal      | —  |
| Mud Shot     | Ground | Special  | 55   | 95   | 15 | Normal      | —  |
| Icicle Spear | Ice    | Physical | 10   | 100  | 30 | Normal      | —  |
| Double-Edge  | Normal | Physical | 120  | 100  | 15 | Normal      | ○  |
| Fissure      | Ground | Physical | —    | 30   | 5  | Normal      | —  |
| Curse        | ???    | Status   | —    | —    | 10 | Normal/Self | —  |

No. 220 | Pig Pokémon  
Swinub

Ice

Ground



## ● SIZE COMPARISON

- HEIGHT: 1'04"
- WEIGHT: 14.3 lbs.
- ITEMS: None



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Oblivious
- Snow Cloak

## ● STATS



## ● EGG GROUPS

Field

## ● PERFORMANCE

SPEED ★★☆☆  
 POWER ★★☆☆  
 SKILL ★★☆☆

STAMINA ★★☆☆  
 JUMP ★★☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Ice Path

**Pokémon SoulSilver** Ice Path

**Pokémon Diamond** Route 217 (mass outbreak)

**Pokémon Pearl** Route 217 (mass outbreak)

**Pokémon Platinum** Route 217

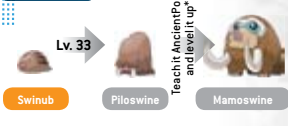
**Pokémon HeartGold**

It rubs its snout on the ground to find and dig up food. It sometimes discovers hot springs.

**Pokémon SoulSilver**

If it smells something enticing, it dashes off headlong to find the source of the aroma.

## ● EVOLUTION



\*To teach Piloswine AncientPower, give a Heart Scale to the Move Maniac in Blackthorn City or exchange 40 BP at the house in the Battle Frontier.





## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----|--------------|---------|----------|------|------|----|----------|----|
| 1   | Tackle       | Normal  | Physical | 35   | 95   | 35 | Normal   | ○  |
| 4   | Harden       | Normal  | Status   | —    | —    | 30 | Self     | —  |
| 8   | Bubble       | Water   | Special  | 20   | 100  | 30 | 2 Foes   | —  |
| 13  | Recover      | Normal  | Status   | —    | —    | 10 | Self     | —  |
| 16  | Refresh      | Normal  | Status   | —    | —    | 20 | Self     | —  |
| 20  | Rock Blast   | Rock    | Physical | 25   | 80   | 10 | Normal   | —  |
| 25  | BubbleBeam   | Water   | Special  | 65   | 100  | 20 | Normal   | —  |
| 28  | Lucky Chant  | Normal  | Status   | —    | —    | 30 | 2 Allies | —  |
| 32  | AncientPower | Rock    | Special  | 60   | 100  | 5  | Normal   | —  |
| 37  | Aqua Ring    | Water   | Status   | —    | —    | 20 | Self     | —  |
| 40  | Spike Cannon | Normal  | Physical | 20   | 100  | 15 | Normal   | —  |
| 44  | Power Gem    | Rock    | Special  | 70   | 100  | 20 | Normal   | —  |
| 48  | Mirror Coat  | Psychic | Special  | —    | 100  | 20 | Self     | —  |
| 53  | Earth Power  | Ground  | Special  | 90   | 100  | 10 | Normal   | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|---------|----------|------|------|----|--------|----|
| Icy Wind     | Ice     | Special  | 55   | 95   | 15 | 2 Foes | —  |
| Sucker Punch | Dark    | Physical | 80   | 100  | 5  | Normal | ○  |
| Snore        | Normal  | Special  | 40   | 100  | 15 | Normal | —  |
| Magic Coat   | Psychic | Status   | —    | —    | 15 | Self   | —  |
| Mud-Slap     | Ground  | Special  | 20   | 100  | 10 | Normal | —  |
| Rollout      | Rock    | Physical | 30   | 90   | 20 | Normal | ○  |
| Endeavor     | Normal  | Physical | —    | 100  | 5  | Normal | ○  |
| AncientPower | Rock    | Special  | 60   | 100  | 5  | Normal | —  |
| Earth Power  | Ground  | Special  | 90   | 100  | 10 | Normal | —  |

## ● TM &amp; HM MOVES

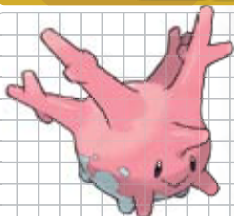
| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal        | —  |
| TM04 | Calm Mind    | Psychic  | Status   | —    | —    | 20 | Self          | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM07 | Hail         | Ice      | Status   | —    | —    | 10 | All           | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies      | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM20 | Safeguard    | Normal   | Status   | —    | —    | 25 | 2 Allies      | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal        | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal        | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM33 | Reflect      | Psychic  | Status   | —    | —    | 20 | 2 Allies      | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10 | All           | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM55 | Brine        | Water    | Special  | 65   | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM64 | Explosion    | Normal   | Physical | 250  | 100  | 5  | 2 Foes/1 Ally | —  |
| TM69 | Rock Polish  | Rock     | Status   | —    | —    | 20 | Self          | —  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5  | Normal        | —  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20 | 2 Foes        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15 | Normal        | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |

## ● EGG MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range       | DA |
|--------------|---------|----------|------|------|----|-------------|----|
| Rock Slide   | Rock    | Physical | 75   | 90   | 10 | 2 Foes      | —  |
| Screech      | Normal  | Status   | —    | 85   | 40 | Normal      | —  |
| Mist         | Ice     | Status   | —    | —    | 30 | 2 Allies    | —  |
| Amnesia      | Psychic | Status   | —    | —    | 20 | Self        | —  |
| Barrier      | Psychic | Status   | —    | —    | 30 | Self        | —  |
| Ingrain      | Grass   | Status   | —    | —    | 20 | Self        | —  |
| Confuse Ray  | Ghost   | Status   | —    | 100  | 10 | Normal      | —  |
| Icicle Spear | Ice     | Physical | 10   | 100  | 30 | Normal      | —  |
| Nature Power | Normal  | Status   | —    | —    | 20 | Depends     | —  |
| Aqua Ring    | Water   | Status   | —    | —    | 20 | Self        | —  |
| Curse        | ???     | Status   | —    | —    | 10 | Normal/Self | —  |

No. 222 | Coral Pokémon  
**Corsola**

Water Rock



## ● SIZE COMPARISON

- HEIGHT: 2'00"
- WEIGHT: 11.0 lbs.
- ITEMS: Hard Stone



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Hustle
- Natural Cure

## ● STATS



## ● EGG GROUPS

Water 1  
Water 3

## ● PERFORMANCE

SPEED ★★★★★  
POWER ★★★☆☆  
SKILL ★★☆☆☆STAMINA ★★★★★  
JUMP ★★★☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Route 34 (Good Rod/Super Rod, morning and afternoon only)**Pokémon SoulSilver** Route 34 (Good Rod/Super Rod, morning and afternoon only)**Pokémon Diamond** Route 230 (mass outbreak)**Pokémon Pearl** Route 230 (mass outbreak)**Pokémon Platinum** Route 230 (mass outbreak)**Pokémon HeartGold** **Pokémon SoulSilver**

It continuously sheds and grows. The tip of its head is prized as a treasure because of its beauty.

In a south-sea nation, the people live in communities that are built on groups of these Pokémon.

## ● EVOLUTION

Does not evolve

# No. 223 | Jet Pokémon Remoraid

Water



## ● SIZE COMPARISON

- HEIGHT: 2'00"
- WEIGHT: 26.5 lbs.
- ITEMS: None



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Hustle
- Sniper

## ● STATS



## ● EGG GROUPS

- Water 1
- Water 2

## ● PERFORMANCE

- SPEED ★★☆☆  
POWER ★★☆☆  
SKILL ★★☆☆

- STAMINA ★★☆☆  
JUMP ★★☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Route 44 (Good Rod/  
Super Rod)

**Pokémon SoulSilver** Route 44 (Good Rod/  
Super Rod)

**Pokémon Diamond** Route 213 (Good Rod)

**Pokémon Pearl** Route 213 (Good Rod)

**Pokémon Platinum** Route 213 (Good Rod)

**Pokémon HeartGold** **Pokémon SoulSilver**

It has superb accuracy. The water it shoots out can strike moving prey from more than 300 feet away.

Using its dorsal fin as a suction pad, it clings to a MANTINE's underside to scavenge for leftovers.

## ● EVOLUTION



Remoraid

Lv. 25



Octillery

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|---------|----------|------|------|----|--------|----|
| 1   | Water Gun    | Water   | Special  | 40   | 100  | 25 | Normal | —  |
| 6   | Lock-On      | Normal  | Status   | —    | —    | 5  | Normal | —  |
| 10  | Psybeam      | Psychic | Special  | 65   | 100  | 20 | Normal | —  |
| 14  | Aurora Beam  | Ice     | Special  | 65   | 100  | 20 | Normal | —  |
| 19  | BubbleBeam   | Water   | Special  | 65   | 100  | 20 | Normal | —  |
| 23  | Focus Energy | Normal  | Status   | —    | —    | 30 | Self   | —  |
| 27  | Bullet Seed  | Grass   | Physical | 10   | 100  | 30 | Normal | —  |
| 32  | Water Pulse  | Water   | Special  | 60   | 100  | 20 | Normal | —  |
| 36  | Signal Beam  | Bug     | Special  | 75   | 100  | 15 | Normal | —  |
| 40  | Ice Beam     | Ice     | Special  | 95   | 100  | 10 | Normal | —  |
| 45  | Hyper Beam   | Normal  | Special  | 150  | 90   | 5  | Normal | —  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name        | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-------------|--------|----------|------|------|----|--------|----|
| Dive        | Water  | Physical | 80   | 100  | 10 | Normal | ○  |
| Icy Wind    | Ice    | Special  | 55   | 95   | 15 | 2 Foes | —  |
| Snore       | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Swift       | Normal | Special  | 60   | —    | 20 | 2 Foes | —  |
| String Shot | Bug    | Status   | —    | 95   | 40 | 2 Foes | —  |
| Mud-Slap    | Ground | Special  | 20   | 100  | 10 | Normal | —  |
| Signal Beam | Bug    | Special  | 75   | 100  | 15 | Normal | —  |
| Gunk Shot   | Poison | Physical | 120  | 70   | 5  | Normal | —  |
| Seed Bomb   | Grass  | Physical | 80   | 100  | 15 | Normal | —  |
| Bounce      | Flying | Physical | 85   | 85   | 5  | Normal | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM09 | Bullet Seed  | Grass    | Physical | 10   | 100  | 30 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal        | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal        | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5  | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal        | ○  |
| TM55 | Brine        | Water    | Special  | 65   | 100  | 10 | Normal        | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | —  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15 | Normal        | —  |
| HM07 | Waterfall    | Water    | Physical | 80   | 100  | 15 | Normal        | ○  |

## ● EGG MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Aurora Beam  | Ice      | Special  | 65   | 100  | 20 | Normal | —  |
| Octazooka    | Water    | Special  | 65   | 85   | 10 | Normal | —  |
| Supersonic   | Normal   | Status   | —    | 85   | 20 | Normal | —  |
| Haze         | Ice      | Status   | —    | 30   | —  | All    | —  |
| Screech      | Normal   | Status   | —    | 85   | 40 | Normal | —  |
| Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal | —  |
| Rock Blast   | Rock     | Physical | 25   | 80   | 10 | Normal | —  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Flail        | Normal   | Physical | —    | 100  | 15 | Normal | ○  |
| Water Spout  | Water    | Special  | 150  | 100  | 5  | 2 Foes | —  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|---------|----------|------|------|----|--------|----|
| 1   | Gunk Shot    | Poison  | Physical | 120  | 70   | 5  | Normal | —  |
| 1   | Rock Blast   | Rock    | Physical | 25   | 80   | 10 | Normal | —  |
| 1   | Water Gun    | Water   | Special  | 40   | 100  | 25 | Normal | —  |
| 1   | Constrict    | Normal  | Physical | 10   | 100  | 35 | Normal | ○  |
| 1   | Psybeam      | Psychic | Special  | 65   | 100  | 20 | Normal | —  |
| 1   | Aurora Beam  | Ice     | Special  | 65   | 100  | 20 | Normal | —  |
| 6   | Constrict    | Normal  | Physical | 10   | 100  | 35 | Normal | ○  |
| 10  | Psybeam      | Psychic | Special  | 65   | 100  | 20 | Normal | —  |
| 14  | Aurora Beam  | Ice     | Special  | 65   | 100  | 20 | Normal | —  |
| 19  | BubbleBeam   | Water   | Special  | 65   | 100  | 20 | Normal | —  |
| 23  | Focus Energy | Normal  | Status   | —    | —    | 30 | Self   | —  |
| 25  | Octazooka    | Water   | Special  | 65   | 85   | 10 | Normal | —  |
| 29  | Bullet Seed  | Grass   | Physical | 10   | 100  | 30 | Normal | —  |
| 36  | Wring Out    | Normal  | Special  | —    | 100  | 5  | Normal | ○  |
| 42  | Signal Beam  | Bug     | Special  | 75   | 100  | 15 | Normal | —  |
| 48  | Ice Beam     | Ice     | Special  | 95   | 100  | 10 | Normal | —  |
| 55  | Hyper Beam   | Normal  | Special  | 150  | 90   | 5  | Normal | —  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |
|      |      |      |      |      |    |       |    |
|      |      |      |      |      |    |       |    |
|      |      |      |      |      |    |       |    |
|      |      |      |      |      |    |       |    |

## ● BP MOVES

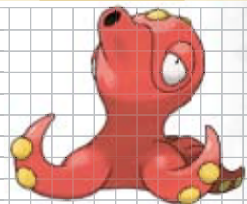
| Name        | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-------------|--------|----------|------|------|----|--------|----|
| Dive        | Water  | Physical | 80   | 100  | 10 | Normal | ○  |
| Icy Wind    | Ice    | Special  | 55   | 95   | 15 | 2 Foes | —  |
| Snore       | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Swift       | Normal | Special  | 60   | —    | 20 | 2 Foes | —  |
| String Shot | Bug    | Status   | —    | 95   | 40 | 2 Foes | —  |
| Mud-Slap    | Ground | Special  | 20   | 100  | 10 | Normal | —  |
| Signal Beam | Bug    | Special  | 75   | 100  | 15 | Normal | —  |
| Gunk Shot   | Poison | Physical | 120  | 70   | 5  | Normal | —  |
| Seed Bomb   | Grass  | Physical | 80   | 100  | 15 | Normal | —  |
| Bounce      | Flying | Physical | 85   | 85   | 5  | Normal | ○  |
|             |        |          |      |      |    |        |    |
|             |        |          |      |      |    |        |    |
|             |        |          |      |      |    |        |    |
|             |        |          |      |      |    |        |    |
|             |        |          |      |      |    |        |    |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP      | Range         | DA |
|------|--------------|----------|----------|------|------|---------|---------------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20      | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10      | Normal        | —  |
| TM09 | Bullet Seed  | Grass    | Physical | 10   | 100  | 30      | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15      | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | All     | —             | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10      | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5       | 2 Foes        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5       | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | 10   | Self    | —             | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | All     | —             | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20      | Normal        | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20      | Normal        | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10      | Normal        | —  |
| TM32 | Double Team  | Normal   | Status   | —    | 15   | Self    | —             | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15      | Normal        | —  |
| TM36 | Sludge Bomb  | Poison   | Special  | 90   | 100  | 10      | Normal        | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5       | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20      | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20      | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | 10   | Self    | —             | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15      | Normal        | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10      | Normal        | ○  |
| TM53 | Energy Ball  | Grass    | Special  | 80   | 100  | 10      | Normal        | —  |
| TM55 | Brine        | Water    | Special  | 65   | 100  | 10      | Normal        | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10      | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | 10   | Self    | —             | —  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10      | Normal        | ○  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5       | Normal        | ○  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20      | Normal        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20      | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | 10   | Depends | —             | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15      | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15      | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | 10   | Self    | —             | —  |
| TM91 | Flash Cannon | Steel    | Special  | 80   | 100  | 10      | Normal        | —  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15      | 2 Foes/1 Ally | —  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15      | Normal        | —  |
| HM07 | Waterfall    | Water    | Physical | 80   | 100  | 15      | Normal        | ○  |
|      |              |          |          |      |      |         |               |    |
|      |              |          |          |      |      |         |               |    |
|      |              |          |          |      |      |         |               |    |
|      |              |          |          |      |      |         |               |    |
|      |              |          |          |      |      |         |               |    |



Water



## ● SIZE COMPARISON

- HEIGHT: 2'11"
- WEIGHT: 62.8 lbs.
- ITEMS: None



## ● MALE FORM

Bigger suction cups

## ● FEMALE FORM

Smaller suction cups

## ● ABILITIES

- Suction Cups
- Sniper

## ● STATS



## ● EGG GROUPS

Water 1

Water 2

## ● PERFORMANCE

SPEED ★★  
 POWER ★★★  
 SKILL ★★★☆

STAMINA ★★★★★☆  
 JUMP ★★★

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Level up Remoraidd to Lv. 25

**Pokémon SoulSilver** Level up Remoraidd to Lv. 25

**Pokémon Diamond** Route 213 [Super Rod]

**Pokémon Pearl** Route 213 [Super Rod]

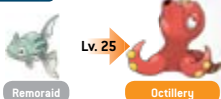
**Pokémon Platinum** Route 213 [Super Rod]

**Pokémon HeartGold** **Pokémon SoulSilver**

It traps foes with the suction cups on its tentacles, then smashes them with its rock-hard head.

It instinctively sneaks into rocky holes. If it gets sleepy, it steals the nest of a fellow OCTILLERY.

## ● EVOLUTION



# No. 225 | Delivery Pokémon Delibird

Ice Flying



- HEIGHT: 2'11"  
● WEIGHT: 35.3 lbs.  
● ITEMS: None

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Vital Spirit  
● Hustle

## ● STATS



## ● EGG GROUPS

Water 1

Field

## ● PERFORMANCE

SPEED ★★★★★  
POWER ★★★★★  
SKILL ★★★★★☆

STAMINA ★★★★★☆  
JUMP ★★★★★

## ● MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver Ice Path

Pokémon Diamond Route 216 (mass outbreak)

Pokémon Pearl Route 216 (mass outbreak)

Pokémon Platinum Route 217 (mass outbreak)

Pokémon HeartGold

Pokémon SoulSilver

It carries food all day long. There are tales about lost people who were saved by its stored food.

It nests at the edge of sharp cliffs. It spends all day carrying food to its awaiting chicks.

## ● EVOLUTION

Does not evolve

## ● LEVEL-UP MOVES

| Lv. | Name    | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|---------|--------|----------|------|------|----|--------|----|
| 1   | Present | Normal | Physical | —    | 90   | 15 | Normal | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name        | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-------------|--------|----------|------|------|----|--------|----|
| Icy Wind    | Ice    | Special  | 55   | 95   | 15 | 2 Foes | —  |
| Swift       | Normal | Special  | 60   | —    | 20 | 2 Foes | —  |
| Mud-Slap    | Ground | Special  | 20   | 100  | 10 | Normal | —  |
| Rollout     | Rock   | Physical | 30   | 90   | 20 | Normal | ○  |
| Signal Beam | Bug    | Special  | 75   | 100  | 15 | Normal | —  |
| Gunk Shot   | Poison | Physical | 120  | 70   | 5  | Normal | —  |
| Seed Bomb   | Grass  | Physical | 80   | 100  | 15 | Normal | —  |
| Bounce      | Flying | Physical | 85   | 85   | 5  | Normal | ○  |
| Sky Attack  | Flying | Physical | 140  | 90   | 5  | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|----------|----------|------|------|----|---------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal  | ○  |
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal  | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal  | —  |
| TM07 | Hail         | Ice      | Status   | —    | —    | 10 | All     | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal  | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal  | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes  | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All     | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal  | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self    | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal  | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal  | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self    | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal  | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal  | ○  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal  | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM67 | Recycle      | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM72 | Avalanche    | Ice      | Physical | 60   | 100  | 10 | Normal  | ○  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes  | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal  | —  |
| TM87 | Splagger     | Normal   | Status   | —    | 90   | 15 | Normal  | —  |
| TM88 | Pluck        | Flying   | Physical | 60   | 100  | 20 | Normal  | ○  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self    | —  |
| HM02 | Fly          | Flying   | Physical | 90   | 95   | 15 | Normal  | ○  |

## ● EGG MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|---------|----------|------|------|----|--------|----|
| Aurora Beam  | Ice     | Special  | 65   | 100  | 20 | Normal | —  |
| Quick Attack | Normal  | Physical | 40   | 100  | 30 | Normal | ○  |
| Future Sight | Psychic | Special  | 80   | 90   | 15 | Normal | —  |
| Splash       | Normal  | Status   | —    | —    | 40 | Self   | —  |
| Rapid Spin   | Normal  | Physical | 20   | 100  | 40 | Normal | ○  |
| Ice Ball     | Ice     | Physical | 30   | 90   | 20 | Normal | ○  |
| Ice Shard    | Ice     | Physical | 40   | 100  | 30 | Normal | —  |
| Ice Punch    | Ice     | Physical | 75   | 100  | 15 | Normal | ○  |
| Fake Out     | Normal  | Physical | 40   | 100  | 10 | Normal | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name        | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|-------------|---------|----------|------|------|----|--------|----|
| 1   | Psybeam     | Psychic | Special  | 65   | 100  | 20 | Normal | —  |
| 1   | Bullet Seed | Grass   | Physical | 10   | 100  | 30 | Normal | —  |
| 1   | Signal Beam | Bug     | Special  | 75   | 100  | 15 | Normal | —  |
| 1   | Tackle      | Normal  | Physical | 35   | 95   | 35 | Normal | ○  |
| 1   | Bubble      | Water   | Special  | 20   | 100  | 30 | 2 Foes | —  |
| 1   | Supersonic  | Normal  | Status   | —    | 55   | 20 | Normal | —  |
| 1   | BubbleBeam  | Water   | Special  | 65   | 100  | 20 | Normal | —  |
| 4   | Supersonic  | Normal  | Status   | —    | 55   | 20 | Normal | —  |
| 10  | BubbleBeam  | Water   | Special  | 65   | 100  | 20 | Normal | —  |
| 13  | Headbutt    | Normal  | Physical | 70   | 100  | 15 | Normal | ○  |
| 19  | Agility     | Psychic | Status   | —    | 30   | —  | Self   | —  |
| 22  | Wing Attack | Flying  | Physical | 60   | 100  | 35 | Normal | ○  |
| 28  | Water Pulse | Water   | Special  | 60   | 100  | 20 | Normal | —  |
| 31  | Take Down   | Normal  | Physical | 90   | 85   | 20 | Normal | ○  |
| 37  | Confuse Ray | Ghost   | Status   | —    | 100  | 10 | Normal | —  |
| 40  | Bounce      | Flying  | Physical | 85   | 85   | 5  | Normal | ○  |
| 46  | Aqua Ring   | Water   | Status   | —    | —    | 20 | Self   | —  |
| 49  | Hydro Pump  | Water   | Special  | 120  | 80   | 5  | Normal | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|--------|----------|------|------|----|----------|----|
| Dive         | Water  | Physical | 80   | 100  | 10 | Normal   | ○  |
| Icy Wind     | Ice    | Special  | 55   | 95   | 15 | 2 Foes   | —  |
| Air Cutter   | Flying | Special  | 55   | 95   | 25 | 2 Foes   | —  |
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal   | —  |
| Helping Hand | Normal | Status   | —    | —    | 20 | 1 Ally   | —  |
| Swift        | Normal | Special  | 60   | —    | 20 | 2 Foes   | —  |
| String Shot  | Bug    | Status   | —    | 95   | 40 | 2 Foes   | —  |
| Tailwind     | Flying | Status   | —    | 30   | —  | 2 Allies | —  |
| Mud-Slap     | Ground | Special  | 20   | 100  | 10 | Normal   | ○  |
| Iron Head    | Steel  | Physical | 80   | 100  | 15 | Normal   | ○  |
| Aqua Tail    | Water  | Physical | 90   | 90   | 10 | Normal   | ○  |
| Signal Beam  | Bug    | Special  | 75   | 100  | 15 | Normal   | —  |
| Gunk Shot    | Poison | Physical | 120  | 70   | 5  | Normal   | —  |
| Seed Bomb    | Grass  | Physical | 80   | 100  | 15 | Normal   | —  |
| Bounce       | Flying | Physical | 85   | 85   | 5  | Normal   | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|---------|----------|------|------|----|---------------|----|
| TM03 | Water Pulse  | Water   | Special  | 60   | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10 | Normal        | —  |
| TM07 | Hail         | Ice     | Status   | —    | —    | 10 | All           | —  |
| TM09 | Bullet Seed  | Grass   | Physical | 10   | 100  | 30 | Normal        | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15 | Normal        | —  |
| TM13 | Ice Beam     | Ice     | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice     | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM15 | Hyper Beam   | Normal  | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal  | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water   | Status   | —    | 5    | —  | All           | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20 | Normal        | ○  |
| TM26 | Earthquake   | Ground  | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | ○  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20 | Normal        | ○  |
| TM32 | Double Team  | Normal  | Status   | —    | —    | 15 | Self          | —  |
| TM39 | Rock Tomb    | Rock    | Physical | 50   | 80   | 10 | Normal        | —  |
| TM40 | Aerial Ace   | Flying  | Physical | 60   | —    | 20 | Normal        | ○  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15 | Normal        | —  |
| TM55 | Brine        | Water   | Special  | 65   | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal  | Status   | —    | —    | 10 | Self          | —  |
| TM68 | Giga Impact  | Normal  | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock    | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal  | Status   | —    | —    | 10 | Self          | —  |
| HM03 | Surf         | Water   | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | —  |
| HM05 | Whirlpool    | Water   | Special  | 15   | 70   | 15 | Normal        | —  |
| HM07 | Waterfall    | Water   | Physical | 80   | 100  | 15 | Normal        | ○  |

## ● EGG MOVES

| Name        | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|-------------|---------|----------|------|------|----|--------|----|
| Twister     | Dragon  | Special  | 40   | 100  | 20 | 2 Foes | —  |
| Hydro Pump  | Water   | Special  | 120  | 80   | 5  | Normal | —  |
| Haze        | Ice     | Status   | —    | —    | 30 | All    | —  |
| Slam        | Normal  | Physical | 80   | 75   | 20 | Normal | ○  |
| Mud Sport   | Rock    | Status   | —    | —    | 15 | All    | —  |
| Rock Slide  | Rock    | Physical | 75   | 90   | 10 | 2 Foes | —  |
| Mirror Coat | Psychic | Special  | —    | 100  | 20 | Self   | —  |
| Water Sport | Water   | Status   | —    | —    | 15 | All    | —  |
| Splash      | Normal  | Status   | —    | —    | 40 | Self   | —  |

No. 226 | Kite Pokémon  
**Mantine**

Water

Flying



- HEIGHT: 6'11"
- WEIGHT: 485.0 lbs.
- ITEMS: None

## ● SIZE COMPARISON



## ● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Swift Swim
- Water Absorb

## ● STATS



## ● EGG GROUPS

Water 1

## ● PERFORMANCE

SPEED ★★☆☆  
POWER ★★☆☆  
SKILL ★★☆☆

STAMINA ★★☆☆☆  
JUMP ★★☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Route 41 (water surface)

**Pokémon SoulSilver** —

**Pokémon Diamond** Put Remoraïd in your party and level up Mantyke

**Pokémon Pearl** Put Remoraïd in your party and level up Mantyke

**Pokémon Platinum** Put Remoraïd in your party and level up Mantyke

**Pokémon HeartGold** **Pokémon SoulSilver**

As it majestically swims, it doesn't care if REMORAÏD attach to it for scavenging its leftovers.

Swimming freely in open seas, it may fly out of the water and over the waves if it builds up enough speed.

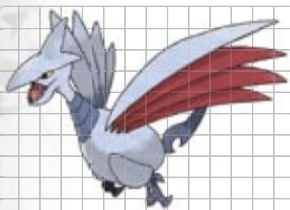
## ● EVOLUTION



# No. 227 | Armor Bird Pokémon

## Skarmory

Steel Flying



## ● SIZE COMPARISON

- HEIGHT: 5'07"
- WEIGHT: 111.3 lbs.
- ITEMS: None



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Keen Eye
- Sturdy

## ● STATS



## ● EGG GROUPS

Flying

## ● PERFORMANCE

SPEED ★★★★★☆  
POWER ★★★★★  
SKILL ★★☆☆

STAMINA ★★★★★☆  
JUMP ★★★★★★

## ● MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver Route 45

Pokémon Diamond Route 227

Pokémon Pearl Route 227

Pokémon Platinum Route 227

Pokémon HeartGold

Its sturdy wings look heavy, but they are actually hollow and light, allowing it to fly freely in the sky.

Pokémon SoulSilver

After nesting in bramble bushes, the wings of its chicks grow hard from scratches by thorns.

## ● EVOLUTION

Does not evolve

## ● LEVEL-UP MOVES

| Lv. | Name        | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|-------------|---------|----------|------|------|----|--------|----|
| 1   | Leer        | Normal  | Status   | —    | 100  | 30 | 2 Foes | —  |
| 1   | Peck        | Flying  | Physical | 35   | 100  | 35 | Normal | ○  |
| 6   | Sand-Attack | Ground  | Status   | —    | 100  | 15 | Normal | —  |
| 9   | Swift       | Normal  | Special  | 60   | —    | 20 | 2 Foes | —  |
| 12  | Agility     | Psychic | Status   | —    | —    | 30 | Self   | —  |
| 17  | Fury Attack | Normal  | Physical | 15   | 85   | 20 | Normal | ○  |
| 20  | Feint       | Normal  | Physical | 50   | 100  | 10 | Normal | —  |
| 23  | Air Cutter  | Flying  | Special  | 55   | 95   | 25 | 2 Foes | —  |
| 28  | Spikes      | Ground  | Status   | —    | —    | 20 | 2 Foes | —  |
| 31  | Metal Sound | Steel   | Status   | —    | 85   | 40 | Normal | —  |
| 34  | Steel Wing  | Steel   | Physical | 70   | 90   | 25 | Normal | ○  |
| 39  | Air Slash   | Flying  | Special  | 75   | 95   | 20 | Normal | —  |
| 42  | Slash       | Normal  | Physical | 70   | 100  | 20 | Normal | ○  |
| 45  | Night Slash | Dark    | Physical | 70   | 100  | 15 | Normal | ○  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|--------|----------|------|------|----|----------|----|
| Fury Cutter  | Bug    | Physical | 10   | 95   | 20 | Normal   | ○  |
| Icy Wind     | Ice    | Special  | 55   | 95   | 15 | 2 Foes   | —  |
| Ominous Wind | Ghost  | Special  | 60   | 100  | 5  | Normal   | —  |
| Air Cutter   | Flying | Special  | 55   | 95   | 25 | 2 Foes   | —  |
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal   | —  |
| Swift        | Normal | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Tailwind     | Flying | Status   | —    | —    | 30 | 2 Allies | —  |
| Mud-Slap     | Ground | Special  | 20   | 100  | 10 | Normal   | —  |
| Twister      | Dragon | Special  | 40   | 100  | 20 | 2 Foes   | —  |
| Iron Defense | Steel  | Status   | —    | —    | 15 | Self     | —  |
| Sky Attack   | Flying | Physical | 140  | 90   | 5  | Normal   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP  | Range   | DA |
|------|--------------|----------|----------|------|------|-----|---------|----|
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20  | Normal  | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10  | Normal  | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15  | Normal  | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | All | —       | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20  | Normal  | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10  | Self    | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20  | Normal  | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20  | Normal  | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15  | Self    | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10  | All     | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10  | Normal  | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20  | Normal  | ○  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15  | Normal  | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20  | Normal  | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20  | Normal  | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10  | Self    | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15  | Normal  | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10  | Normal  | ○  |
| TM47 | Steel Wing   | Steel    | Physical | 70   | 90   | 25  | Normal  | ○  |
| TM51 | Roost        | Flying   | Status   | —    | —    | 10  | Self    | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10  | Self    | —  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10  | Normal  | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20  | Normal  | —  |
| TM75 | Swords Dance | Normal   | Status   | —    | —    | 30  | Self    | —  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20  | 2 Foes  | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20  | 2 Foes  | —  |
| TM79 | Dark Pulse   | Dark     | Special  | 80   | 100  | 15  | Normal  | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10  | 2 Foes  | —  |
| TM81 | X-Scissor    | Bug      | Physical | 80   | 100  | 15  | Normal  | ○  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10  | Depends | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15  | Normal  | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15  | Normal  | —  |
| TM88 | Pluck        | Flying   | Physical | 60   | 100  | 20  | Normal  | ○  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10  | Self    | —  |
| TM91 | Flash Cannon | Steel    | Special  | 80   | 100  | 10  | Normal  | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30  | Normal  | ○  |
| HM02 | Fly          | Flying   | Physical | 90   | 95   | 15  | Normal  | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15  | Normal  | ○  |

## ● EGG MOVES

| Name       | Type    | Kind     | Pow. | Acc. | PP | Range       | DA |
|------------|---------|----------|------|------|----|-------------|----|
| Drill Peck | Flying  | Physical | 80   | 100  | 20 | Normal      | ○  |
| Pursuit    | Dark    | Physical | 40   | 100  | 20 | Normal      | —  |
| Whirlwind  | Normal  | Status   | —    | 100  | 20 | Normal      | —  |
| Sky Attack | Flying  | Physical | 140  | 90   | 5  | Normal      | —  |
| Curse      | ???     | Status   | —    | —    | 10 | Normal/Self | —  |
| Brave Bird | Flying  | Physical | 120  | 100  | 15 | Normal      | ○  |
| Assurance  | Dark    | Physical | 50   | 100  | 10 | Normal      | ○  |
| Guard Swap | Psychic | Status   | —    | —    | 10 | Normal      | —  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|--------|----------|------|------|----|--------|----|
| 1   | Leer         | Normal | Status   | —    | 100  | 30 | 2 Foes | —  |
| 1   | Ember        | Fire   | Special  | 40   | 100  | 25 | Normal | —  |
| 4   | Howl         | Normal | Status   | —    | —    | 40 | Self   | —  |
| 9   | Smog         | Poison | Special  | 20   | 70   | 20 | Normal | —  |
| 14  | Roar         | Normal | Status   | —    | 100  | 20 | Normal | —  |
| 17  | Bite         | Dark   | Physical | 60   | 100  | 25 | Normal | ○  |
| 22  | Odor Sleuth  | Normal | Status   | —    | —    | 40 | Normal | —  |
| 27  | Beat Up      | Dark   | Physical | 10   | 100  | 10 | Normal | —  |
| 30  | Fire Fang    | Fire   | Physical | 65   | 95   | 15 | Normal | ○  |
| 35  | Faint Attack | Dark   | Physical | 60   | —    | 20 | Normal | ○  |
| 40  | Embargo      | Dark   | Status   | —    | 100  | 15 | Normal | —  |
| 43  | Flamethrower | Fire   | Special  | 95   | 100  | 15 | Normal | —  |
| 48  | Crunch       | Dark   | Physical | 80   | 100  | 15 | Normal | ○  |
| 53  | Nasty Plot   | Dark   | Status   | —    | —    | 20 | Self   | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|---------|----------|------|------|----|----------|----|
| Sucker Punch | Dark    | Physical | 80   | 100  | 5  | Normal   | ○  |
| Snore        | Normal  | Special  | 40   | 100  | 15 | Normal   | —  |
| Spite        | Ghost   | Status   | —    | 100  | 10 | Normal   | —  |
| Swift        | Normal  | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Uproar       | Normal  | Special  | 50   | 100  | 10 | 1 Random | —  |
| Role Play    | Psychic | Status   | —    | —    | 10 | Normal   | —  |
| Mud-Slap     | Ground  | Special  | 20   | 100  | 10 | Normal   | —  |
| Heat Wave    | Fire    | Special  | 100  | 90   | 10 | 2 Foes   | —  |
| Super Fang   | Normal  | Physical | —    | 90   | 10 | Normal   | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|----------|----------|------|------|----|---------|----|
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20 | Normal  | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal  | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal  | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All     | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal  | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal  | —  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal  | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal  | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self    | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal  | —  |
| TM36 | Sludge Bomb  | Poison   | Special  | 90   | 100  | 10 | Normal  | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5  | Normal  | —  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15 | Normal  | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal  | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self    | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal  | ○  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal  | ○  |
| TM49 | Snatch       | Dark     | Status   | —    | —    | 10 | Depends | —  |
| TM50 | Overheat     | Fire     | Special  | 140  | 90   | 5  | Normal  | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM61 | Will-O-Wisp  | Fire     | Status   | —    | 75   | 15 | Normal  | —  |
| TM63 | Embargo      | Dark     | Status   | —    | 100  | 15 | Normal  | —  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10 | Normal  | ○  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes  | —  |
| TM79 | Dark Pulse   | Dark     | Special  | 80   | 100  | 15 | Normal  | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal  | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15 | Normal  | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal  | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self    | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal  | ○  |

## ● EGG MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Fire Spin    | Fire     | Special  | 15   | 70   | 15 | Normal | —  |
| Rage         | Normal   | Physical | 20   | 100  | 20 | Normal | ○  |
| Pursuit      | Dark     | Physical | 40   | 100  | 20 | Normal | ○  |
| Counter      | Fighting | Physical | —    | 100  | 20 | Self   | ○  |
| Spite        | Ghost    | Status   | —    | 100  | 10 | Normal | —  |
| Reversal     | Fighting | Physical | —    | 100  | 15 | Normal | ○  |
| Beat Up      | Dark     | Physical | 10   | 100  | 10 | Normal | —  |
| Will-O-Wisp  | Fire     | Status   | —    | 75   | 15 | Normal | —  |
| Fire Fang    | Fire     | Physical | 65   | 95   | 15 | Normal | ○  |
| Thunder Fang | Electric | Physical | 65   | 95   | 15 | Normal | ○  |
| Nasty Plot   | Dark     | Status   | —    | —    | 20 | Self   | ○  |
| Punishment   | Dark     | Physical | —    | 100  | 5  | Normal | ○  |
| Feint        | Normal   | Physical | 50   | 100  | 10 | Normal | ○  |



No. 228 | Dark Pokémon

## Houndour

Dark Fire



## ● SIZE COMPARISON

- HEIGHT: 2'00"
- WEIGHT: 23.8 lbs.
- ITEMS: None



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Early Bird
- Flash Fire

## ● STATS



## ● EGG GROUPS

Field

## ● PERFORMANCE

SPEED ★★★★★  
 POWER ★★★★★  
 SKILL ★★★★★

STAMINA ★★★★★  
 JUMP ★★★★★

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Route 7 (night only)

**Pokémon SoulSilver** Route 7 (night only)

**Pokémon Diamond** —

**Pokémon Pearl** Find its Egg at the Pokémon Day Care and hatch it

**Pokémon Platinum** Route 214

**Pokémon HeartGold**

It uses different kinds of cries for communicating with others of its kind and for pursuing its prey.

**Pokémon SoulSilver**

To corner prey, they check each other's location using barks that only they can understand.

## ● EVOLUTION



Lv. 24

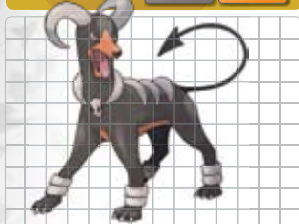


Houndour

Houndoom

No. 229 | Dark Pokémon  
**Houndoom**

Dark Fire



● SIZE COMPARISON

- HEIGHT: 5'11"
- WEIGHT: 277.3 lbs.
- ITEMS: None

● MALE FORM  
Bigger horns● FEMALE FORM  
Smaller horns

## ABILITIES

- Early Bird
- Flash Fire

## STATS



## EGG GROUPS

Field

## PERFORMANCE

SPEED ★★★★★  
 POWER ★★★★★  
 SKILL ★★★

STAMINA ★★★★★  
 JUMP ★★★★★

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Level up Houndour to Lv. 24

**Pokémon SoulSilver** Level up Houndour to Lv. 24

**Pokémon Diamond** —

**Pokémon Pearl** Route 214 (use Poké Radar)

**Pokémon Platinum** Level up Houndour to Lv. 24

**Pokémon HeartGold**

If you are burned by the flames it shoots from its mouth, the pain will never go away.

**Pokémon SoulSilver**

Upon hearing its eerie howls, other Pokémon get the shivers and head straight back to their nests.

## EVOLUTION



Lv. 24



Houndour

Houndoom

## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP  | Range  | DA     |
|-----|--------------|----------|----------|------|------|-----|--------|--------|
| 1   | Thunder Fang | Electric | Physical | 65   | 95   | 15  | Normal | ○      |
| 1   | Leer         | Normal   | Status   | —    | 100  | 30  | 2 Foes | —      |
| 1   | Ember        | Fire     | Special  | 40   | 100  | 25  | Normal | —      |
| 1   | Howl         | Normal   | Status   | —    | —    | 40  | Self   | —      |
| 4   | Smog         | Poison   | Special  | 20   | 70   | 20  | Normal | —      |
| 4   | Howl         | Normal   | Status   | —    | —    | 40  | Self   | —      |
| 9   | Smog         | Poison   | Special  | 20   | 70   | 20  | Normal | —      |
| 14  | Roar         | Normal   | Status   | —    | —    | 100 | 20     | Normal |
| 17  | Bite         | Dark     | Physical | 60   | 100  | 25  | Normal | ○      |
| 22  | Odor Sleuth  | Normal   | Status   | —    | —    | 40  | Normal | —      |
| 28  | Beat Up      | Dark     | Physical | 10   | 100  | 10  | Normal | —      |
| 32  | Fire Fang    | Fire     | Physical | 65   | 95   | 15  | Normal | ○      |
| 38  | Faint Attack | Dark     | Physical | 60   | —    | 20  | Normal | ○      |
| 44  | Embargo      | Dark     | Status   | —    | 100  | 15  | Normal | —      |
| 48  | Flamethrower | Fire     | Special  | 95   | 100  | 15  | Normal | —      |
| 54  | Crunch       | Dark     | Physical | 80   | 100  | 15  | Normal | ○      |
| 60  | Nasty Plot   | Dark     | Status   | —    | —    | 20  | Self   | —      |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 35 | Normal | ○  |

## ● BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|---------|----------|------|------|----|----------|----|
| Sucker Punch | Dark    | Physical | 80   | 100  | 5  | Normal   | ○  |
| Snore        | Normal  | Special  | 40   | 100  | 15 | Normal   | —  |
| Spite        | Ghost   | Status   | —    | 100  | 10 | Normal   | —  |
| Swift        | Normal  | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Uproar       | Normal  | Special  | 50   | 100  | 10 | 1 Random | —  |
| Role Play    | Psychic | Status   | —    | —    | 10 | Normal   | —  |
| Mud-Slap     | Ground  | Special  | 20   | 100  | 10 | Normal   | —  |
| Heat Wave    | Fire    | Special  | 100  | 90   | 10 | 2 Foes   | —  |
| Super Fang   | Normal  | Physical | —    | 90   | 10 | Normal   | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP  | Range   | DA |
|------|--------------|----------|----------|------|------|-----|---------|----|
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20  | Normal  | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10  | Normal  | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15  | Normal  | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | All | —       | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20  | Normal  | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5   | Normal  | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10  | Self    | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20  | Normal  | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10  | Normal  | —  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15  | Normal  | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20  | Normal  | ○  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15  | Normal  | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15  | Self    | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15  | Normal  | —  |
| TM36 | Sludge Bomb  | Poison   | Special  | 90   | 100  | 10  | Normal  | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5   | Normal  | —  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15  | Normal  | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20  | Normal  | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20  | Normal  | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10  | Self    | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15  | Normal  | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10  | Normal  | ○  |
| TM49 | Snatch       | Dark     | Status   | —    | —    | 10  | Depends | —  |
| TM50 | Overheat     | Fire     | Special  | 140  | 90   | 5   | Normal  | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10  | Self    | —  |
| TM61 | Will-O-Wisp  | Fire     | Status   | —    | 75   | 15  | Normal  | —  |
| TM63 | Embargo      | Dark     | Status   | —    | 100  | 15  | Normal  | —  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10  | Normal  | ○  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5   | Normal  | ○  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20  | 2 Foes  | —  |
| TM79 | Dark Pulse   | Dark     | Special  | 80   | 100  | 15  | Normal  | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10  | Depends | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15  | Normal  | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15  | Normal  | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15  | Normal  | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10  | Self    | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15  | Normal  | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15  | Normal  | ○  |



## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind    | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|---------|---------|------|------|----|--------|----|
| 1   | Yawn         | Normal  | Status  | —    | —    | 10 | Normal | —  |
| 1   | Bubble       | Water   | Special | 20   | 100  | 30 | 2 Foes | —  |
| 1   | SmokeScreen  | Normal  | Status  | —    | 100  | 20 | Normal | —  |
| 1   | Leer         | Normal  | Status  | —    | 100  | 30 | 2 Foes | —  |
| 1   | Water Gun    | Water   | Special | 40   | 100  | 25 | Normal | —  |
| 4   | SmokeScreen  | Normal  | Status  | —    | 100  | 20 | Normal | —  |
| 8   | Leer         | Normal  | Status  | —    | 100  | 30 | 2 Foes | —  |
| 11  | Water Gun    | Water   | Special | 40   | 100  | 25 | Normal | —  |
| 14  | Focus Energy | Normal  | Status  | —    | —    | 30 | Self   | —  |
| 18  | BubbleBeam   | Water   | Special | 65   | 100  | 20 | Normal | —  |
| 23  | Agility      | Psychic | Status  | —    | —    | 30 | Self   | —  |
| 26  | Twister      | Dragon  | Special | 40   | 100  | 20 | 2 Foes | —  |
| 30  | Brine        | Water   | Special | 65   | 100  | 10 | Normal | —  |
| 40  | Hydro Pump   | Water   | Special | 120  | 80   | 5  | Normal | —  |
| 48  | Dragon Dance | Dragon  | Status  | —    | —    | 20 | Self   | —  |
| 57  | Dragon Pulse | Dragon  | Special | 90   | 100  | 10 | Normal | —  |

## ● MOVE MANIAC

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Headbutt     | Normal | Physical | 70   | 100  | 15 | Normal | ○  |
| Draco Meteor | Dragon | Special  | 140  | 90   | 5  | Normal | —  |

## ● BP MOVES

| Name        | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|-------------|--------|----------|------|------|----|----------|----|
| Dive        | Water  | Physical | 80   | 100  | 10 | Normal   | ○  |
| Icy Wind    | Ice    | Special  | 55   | 95   | 15 | 2 Foes   | —  |
| Snore       | Normal | Special  | 40   | 100  | 15 | Normal   | —  |
| Swift       | Normal | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Iron Head   | Steel  | Physical | 80   | 100  | 15 | Normal   | ○  |
| Outrage     | Dragon | Physical | 120  | 100  | 15 | 1 Random | ○  |
| Signal Beam | Bug    | Special  | 75   | 100  | 15 | Normal   | —  |
| Twister     | Dragon | Special  | 40   | 100  | 20 | 2 Foes   | —  |
| Bounce      | Flying | Physical | 85   | 85   | 5  | Normal   | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|---------|----------|------|------|----|---------------|----|
| TM03 | Water Pulse  | Water   | Special  | 60   | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10 | Normal        | —  |
| TM07 | Hail         | Ice     | Status   | —    | —    | 10 | All           | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15 | Normal        | —  |
| TM13 | Ice Beam     | Ice     | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice     | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM15 | Hyper Beam   | Normal  | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal  | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water   | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20 | Normal        | ○  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20 | Normal        | ○  |
| TM32 | Double Team  | Normal  | Status   | —    | —    | 15 | Self          | —  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15 | Normal        | —  |
| TM55 | Brine        | Water   | Special  | 65   | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal  | Status   | —    | —    | 10 | Self          | —  |
| TM59 | Dragon Pulse | Dragon  | Special  | 90   | 100  | 10 | Normal        | —  |
| TM68 | Giga Impact  | Normal  | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal  | Status   | —    | —    | 10 | Self          | —  |
| TM91 | Flash Cannon | Steel   | Special  | 80   | 100  | 10 | Normal        | —  |
| HM03 | Surf         | Water   | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | —  |
| HM05 | Whirlpool    | Water   | Special  | 15   | 70   | 15 | Normal        | —  |
| HM07 | Waterfall    | Water   | Physical | 80   | 100  | 15 | Normal        | ○  |

No. 230 | Dragon Pokémon  
Kingdra

Water Dragon



## ● SIZE COMPARISON

- HEIGHT: 5'11"
- WEIGHT: 335.1 lbs.
- ITEMS: None



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Swift Swim
- Sniper

## ● STATS



## ● EGG GROUPS

Water 1  
Dragon

## ● PERFORMANCE

SPEED ★★★★★  
POWER ★★★★★  
SKILL ★★★★★STAMINA ★★★★★  
JUMP ★★★★★

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Link trade Seadra while it holds the Dragon Scale

**Pokémon SoulSilver** Link trade Seadra while it holds the Dragon Scale

**Pokémon Diamond** Link trade Seadra while it holds the Dragon Scale

**Pokémon Pearl** Link trade Seadra while it holds the Dragon Scale

**Pokémon Platinum** Link trade Seadra while it holds the Dragon Scale

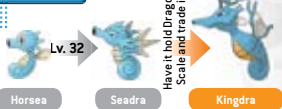
## ● Pokémon HeartGold

It is said that it usually hides in underwater caves. It can create whirlpools by yawning.

## ● Pokémon SoulSilver

It sleeps deep on the ocean floor to build its energy. It is said to cause tornadoes as it wakes.

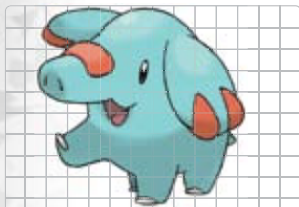
## ● EVOLUTION



# No. 231 | Long Nose Pokémon

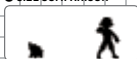
## Phanpy

Ground



## SIZE COMPARISON

- HEIGHT: 1'08"
- WEIGHT: 73.9 lbs.
- ITEMS: Passho Berry



MALE/FEMALE HAVE SAME FORM

## ABILITIES

- Pickup

## EGG GROUPS

Field

## PERFORMANCE

SPEED ★★☆☆  
POWER ★★★★★☆  
SKILL ★★★★★

STAMINA ★★☆☆☆  
JUMP ★★☆☆

## STATS

HP ██████████  
ATTACK ██████████  
DEFENSE ██████████  
SP. ATTACK ██████████  
SP. DEFENSE ██████████  
SPEED ██████████

## MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Route 45

**Pokémon SoulSilver** —

**Pokémon Diamond** Route 207 (mass outbreak)

**Pokémon Pearl** Route 207 (mass outbreak)

**Pokémon Platinum** Route 207 (mass outbreak)

**Pokémon HeartGold**

It swings its long snout around playfully, but because it is so strong, that can be dangerous.

**Pokémon SoulSilver**

As a sign of affection, it bumpwits with its snout. However, it is so strong, it may send you flying.

## EVOLUTION



Phanpy

Donphan

## LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|--------|----------|------|------|----|--------|----|
| 1   | Odor Sleuth  | Normal | Status   | —    | —    | 40 | Normal | —  |
| 1   | Tackle       | Normal | Physical | 35   | 95   | 35 | Normal | ○  |
| 1   | Growl        | Normal | Status   | —    | 100  | 40 | 2 Foes | —  |
| 1   | Defense Curl | Normal | Status   | —    | —    | 40 | Self   | —  |
| 6   | Flail        | Normal | Physical | —    | 100  | 15 | Normal | ○  |
| 10  | Take Down    | Normal | Physical | 90   | 85   | 20 | Normal | ○  |
| 15  | Rollout      | Rock   | Physical | 30   | 90   | 20 | Normal | ○  |
| 19  | Natural Gift | Normal | Physical | —    | 100  | 15 | Normal | —  |
| 24  | Slam         | Normal | Physical | 80   | 75   | 20 | Normal | ○  |
| 28  | Endure       | Normal | Status   | —    | —    | 10 | Self   | —  |
| 33  | Charm        | Normal | Status   | —    | 100  | 20 | Normal | —  |
| 37  | Last Resort  | Normal | Physical | 130  | 100  | 5  | Normal | ○  |
| 42  | Double-Edge  | Normal | Physical | 120  | 100  | 15 | Normal | ○  |

## MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Knock Off    | Dark     | Physical | 20   | 100  | 20 | Normal | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Rollout      | Rock     | Physical | 30   | 90   | 20 | Normal | ○  |
| Superpower   | Fighting | Physical | 120  | 100  | 5  | Normal | ○  |
| Endeavor     | Normal   | Physical | —    | 100  | 5  | Normal | ○  |
| AncientPower | Rock     | Special  | 60   | 100  | 5  | Normal | —  |
| Earth Power  | Ground   | Special  | 90   | 100  | 10 | Normal | —  |
| Gunk Shot    | Poison   | Special  | 120  | 70   | 5  | Normal | —  |
| Seed Bomb    | Grass    | Physical | 80   | 100  | 15 | Normal | —  |

## TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP  | Range         | DA |
|------|--------------|----------|----------|------|------|-----|---------------|----|
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20  | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10  | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15  | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | All | —             | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10  | Self          | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20  | Normal        | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15  | Normal        | ○  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10  | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20  | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15  | Self          | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10  | All           | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10  | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20  | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20  | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10  | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15  | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10  | Self          | —  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20  | 2 Foes        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20  | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10  | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10  | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15  | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15  | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10  | Self          | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15  | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15  | Normal        | ○  |

## EGG MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Focus Energy | Normal   | Status   | —    | —    | 30 | Self   | —  |
| Body Slam    | Normal   | Physical | 85   | 100  | 15 | Normal | ○  |
| AncientPower | Rock     | Special  | 60   | 100  | 5  | Normal | —  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Counter      | Fighting | Physical | —    | 100  | 20 | Self   | ○  |
| Fissure      | Ground   | Physical | —    | 30   | 5  | Normal | —  |
| Endeavor     | Normal   | Physical | —    | 100  | 5  | Normal | ○  |
| Ice Shard    | Ice      | Physical | 40   | 100  | 30 | Normal | —  |
| Head Smash   | Rock     | Physical | 150  | 80   | 5  | Normal | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|--------------|----------|----------|------|------|----|---------------|----|
| 1   | Fire Fang    | Fire     | Physical | 65   | 95   | 15 | Normal        | ○  |
| 1   | Thunder Fang | Electric | Physical | 65   | 95   | 15 | Normal        | ○  |
| 1   | Horn Attack  | Normal   | Physical | 65   | 100  | 25 | Normal        | ○  |
| 1   | Growl        | Normal   | Status   | —    | 100  | 40 | 2 Foes        | —  |
| 1   | Defense Curl | Normal   | Status   | —    | —    | 40 | Self          | —  |
| 1   | Flail        | Normal   | Physical | —    | 100  | 15 | Normal        | ○  |
| 6   | Rapid Spin   | Normal   | Physical | 20   | 100  | 40 | Normal        | ○  |
| 10  | Knock Off    | Dark     | Physical | 20   | 100  | 20 | Normal        | ○  |
| 15  | Rollout      | Rock     | Physical | 30   | 90   | 20 | Normal        | ○  |
| 19  | Magnitude    | Ground   | Physical | —    | 100  | 30 | 2 Foes/1 Ally | —  |
| 24  | Slam         | Normal   | Physical | 80   | 75   | 20 | Normal        | ○  |
| 25  | Fury Attack  | Normal   | Physical | 15   | 85   | 20 | Normal        | ○  |
| 31  | Assurance    | Dark     | Physical | 50   | 100  | 10 | Normal        | ○  |
| 39  | Scary Face   | Normal   | Status   | —    | 90   | 10 | Normal        | —  |
| 46  | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | ○  |
| 54  | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

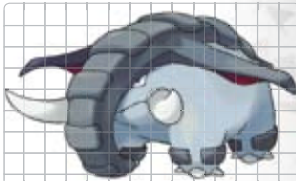
| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Knock Off    | Dark     | Physical | 20   | 100  | 20 | Normal | ○  |
| Snore        | Normal   | Status   | 40   | 100  | 15 | Normal | —  |
| Block        | Normal   | Status   | —    | —    | 5  | Normal | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Rollout      | Rock     | Physical | 30   | 90   | 20 | Normal | —  |
| Superpower   | Fighting | Physical | 120  | 100  | 5  | Normal | ○  |
| Enderoar     | Normal   | Physical | —    | 100  | 5  | Normal | ○  |
| AncientPower | Rock     | Special  | 60   | 100  | 5  | Normal | —  |
| Earth Power  | Ground   | Special  | 90   | 100  | 10 | Normal | —  |
| Gunk Shot    | Poison   | Physical | 120  | 70   | 5  | Normal | —  |
| Seed Bomb    | Grass    | Physical | 80   | 100  | 15 | Normal | —  |
| Iron Defense | Steel    | Status   | —    | —    | 15 | Self   | —  |
| Bounce       | Flying   | Physical | 85   | 85   | 5  | Normal | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP  | Range         | DA     |   |
|------|--------------|----------|----------|------|------|-----|---------------|--------|---|
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20  | Normal        | —      |   |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10  | Normal        | —      |   |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15  | Normal        | —      |   |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5   | All           | —      |   |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5   | Normal        | —      |   |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10  | Self          | —      |   |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20  | Normal        | ○      |   |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15  | Normal        | ○      |   |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10  | 2 Foes/1 Ally | ○      |   |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20  | Normal        | ○      |   |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15  | Self          | —      |   |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10  | All           | —      |   |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10  | Normal        | —      |   |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20  | Normal        | ○      |   |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20  | Normal        | —      |   |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10  | Self          | —      |   |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15  | Normal        | —      |   |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10  | Self          | —      |   |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5   | Normal        | ○      |   |
| TM69 | Rock Polish  | Rock     | Status   | —    | —    | 20  | Self          | —      |   |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5   | Normal        | —      |   |
| TM74 | Gyro Ball    | Steel    | Physical | —    | 100  | 5   | Normal        | ○      |   |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20  | 2 Foes        | —      |   |
| TM78 | Captivate    | Normal   | Status   | —    | —    | 100 | 20            | 2 Foes | — |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10  | 2 Foes        | —      |   |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10  | Depends       | —      |   |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15  | Normal        | —      |   |
| TM84 | Poison Jab   | Poison   | Physical | 80   | 100  | 20  | Normal        | ○      |   |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15  | Normal        | —      |   |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10  | Self          | —      |   |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15  | Normal        | ○      |   |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15  | Normal        | ○      |   |

No. 232 | Armor Pokémon  
**Donphan**

Ground

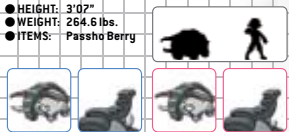


● HEIGHT: 3'07"

● WEIGHT: 264.6 lbs.

● ITEMS: Passho Berry

## ● SIZE COMPARISON



## ● MALE FORM

Longer tusks

## ● FEMALE FORM

Smaller tusks

## ● ABILITIES

● Sturdy

## ● STATS



## ● EGG GROUPS

Field

## ● PERFORMANCE

SPEED ★★☆☆☆  
POWER ★★★★★  
SKILL ★★★STAMINA ★★★★★  
JUMP ★★★

## ● MAIN WAYS TO OBTAIN

Pokémon HeartGold Victory Road

Pokémon SoulSilver —

Pokémon Diamond Level up Phanpy to Lv. 25

Pokémon Pearl Level up Phanpy to Lv. 25

Pokémon Platinum Level up Phanpy to Lv. 25

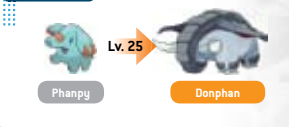
Pokémon HeartGold

Pokémon SoulSilver

It has sharp, hard tusks and a rugged hide. Its tackle is strong enough to knock down a house.

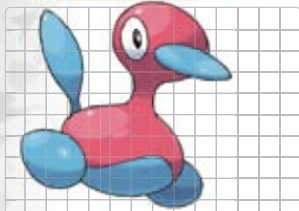
The longer and bigger its tusks, the higher its rank in its herd. The tusks take long to grow.

## ● EVOLUTION



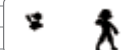
No. 233 | Virtual Pokémon  
**Porygon2**

Normal



## ● SIZE COMPARISON

- HEIGHT: 2'00"
- WEIGHT: 71.6 lbs.
- ITEMS: None



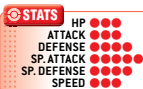
## ● GENDER UNKNOWN

## ● ABILITIES

- Trace
- Download

## ● EGG GROUPS

Mineral



## ● PERFORMANCE

SPEED ★★★★★  
POWER ★★★★★  
SKILL ★★★★★

STAMINA ★★★★★  
JUMP ★★★★★

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Link trade Porygon while it holds the Up-Grade

**Pokémon SoulSilver** Link trade Porygon while it holds the Up-Grade

**Pokémon Diamond** Link trade Porygon while it holds the Up-Grade

**Pokémon Pearl** Link trade Porygon while it holds the Up-Grade

**Pokémon Platinum** Link trade Porygon while it holds the Up-Grade

**Pokémon HeartGold**

This upgraded version of PORYGON is designed for space exploration. It can't fly, however.

**Pokémon SoulSilver**

Further research enhanced its abilities. Sometimes, it may exhibit motions that were not programmed.

## ● EVOLUTION

Have it hold Up-Grade and trade it

Have it hold Dubious Disc and trade it



Porygon

Porygon2

Porygon-Z

## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|--------------|----------|----------|------|------|----|---------------|----|
| 1   | Conversion 2 | Normal   | Status   | —    | —    | 30 | Self          | —  |
| 1   | Tackle       | Normal   | Physical | 35   | 95   | 15 | Normal        | ○  |
| 1   | Conversion   | Normal   | Status   | —    | —    | 30 | Self          | —  |
| 1   | Defense Curl | Normal   | Status   | —    | —    | 40 | Self          | —  |
| 7   | Psybeam      | Psychic  | Special  | 65   | 100  | 20 | Normal        | —  |
| 12  | Agility      | Psychic  | Status   | —    | —    | 30 | Self          | —  |
| 18  | Recover      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| 23  | Magnet Rise  | Electric | Status   | —    | —    | 10 | Self          | —  |
| 29  | Signal Beam  | Bug      | Special  | 75   | 100  | 15 | Normal        | —  |
| 34  | Recycle      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| 40  | Discharge    | Electric | Special  | 80   | 100  | 15 | 2 Foes/1 Ally | —  |
| 45  | Lock-On      | Normal   | Status   | —    | —    | 5  | Normal        | —  |
| 51  | Tri Attack   | Normal   | Special  | 80   | 100  | 10 | Normal        | —  |
| 56  | Magic Coat   | Psychic  | Status   | —    | —    | 15 | Self          | —  |
| 62  | Zap Cannon   | Electric | Special  | 120  | 50   | 5  | Normal        | —  |
| 67  | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|---------|----------|------|------|----|--------|----|
| Icy Wind     | Ice     | Special  | 55   | 95   | 15 | 2 Foes | —  |
| Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal | ○  |
| Trick        | Psychic | Status   | —    | 100  | 10 | Normal | —  |
| Snore        | Normal  | Special  | 40   | 100  | 15 | Normal | —  |
| Last Resort  | Normal  | Physical | 130  | 100  | 5  | Normal | ○  |
| Swift        | Normal  | Special  | 60   | —    | 20 | 2 Foes | —  |
| Gravity      | Psychic | Status   | —    | —    | 5  | All    | —  |
| Magic Coat   | Psychic | Status   | —    | —    | 15 | Self   | —  |
| Signal Beam  | Bug     | Special  | 75   | 100  | 15 | Normal | —  |
| Pain Split   | Normal  | Status   | —    | —    | 20 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|----------|----------|------|------|----|---------|----|
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal  | —  |
| TM10 | Hidden Power | Normal   | Status   | —    | 100  | 15 | Normal  | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All     | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal  | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes  | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal  | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All     | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal  | —  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal  | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal  | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal  | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal  | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal  | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self    | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal  | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal  | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal  | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self    | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal  | ○  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal  | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM67 | Recycle      | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal  | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal  | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal  | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal  | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal  | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15 | Normal  | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal  | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM92 | Trick Room   | Psychic  | Status   | —    | —    | 5  | All     | —  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range   | DA |
|-----|--------------|---------|----------|------|------|----|---------|----|
| 1   | Tackle       | Normal  | Physical | 35   | 95   | 35 | Normal  | ○  |
| 3   | Leer         | Normal  | Status   | —    | 100  | 30 | 2 Foes  | —  |
| 7   | Astonish     | Ghost   | Physical | 30   | 100  | 15 | Normal  | ○  |
| 10  | Hypnosis     | Psychic | Status   | —    | 60   | 20 | Normal  | —  |
| 13  | Stomp        | Normal  | Physical | 65   | 100  | 20 | Normal  | ○  |
| 16  | Sand-Attack  | Ground  | Status   | —    | 100  | 15 | Normal  | —  |
| 21  | Take Down    | Normal  | Physical | 90   | 85   | 20 | Normal  | ○  |
| 23  | Confuse Ray  | Ghost   | Status   | —    | 100  | 10 | Normal  | —  |
| 27  | Calm Mind    | Psychic | Status   | —    | —    | 20 | Self    | —  |
| 33  | Role Play    | Psychic | Status   | —    | —    | 10 | Normal  | —  |
| 38  | Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal  | ○  |
| 43  | Imprison     | Psychic | Status   | —    | —    | 10 | Self    | —  |
| 49  | Captivate    | Normal  | Status   | —    | 100  | 20 | 2 Foes  | —  |
| 53  | Me First     | Normal  | Status   | —    | —    | 20 | Depends | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|---------|----------|------|------|----|----------|----|
| Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal   | ○  |
| Sucker Punch | Dark    | Physical | 80   | 100  | 5  | Normal   | ○  |
| Snore        | Normal  | Special  | 40   | 100  | 15 | Normal   | —  |
| Spite        | Ghost   | Status   | —    | 100  | 10 | Normal   | —  |
| Last Resort  | Normal  | Physical | 130  | 100  | 5  | Normal   | ○  |
| Swift        | Normal  | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Uproar       | Normal  | Special  | 50   | 100  | 10 | 1 Random | —  |
| Gravity      | Psychic | Status   | —    | —    | 5  | All      | —  |
| Role Play    | Psychic | Status   | —    | —    | 10 | Normal   | —  |
| Mud-Slap     | Ground  | Special  | 20   | 100  | 10 | Normal   | —  |
| Signal Beam  | Bug     | Special  | 75   | 100  | 15 | Normal   | —  |
| Bounce       | Flying  | Physical | 85   | 85   | 5  | Normal   | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM04 | Calm Mind    | Psychic  | Status   | —    | —    | 20 | Self          | —  |
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies      | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal        | —  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal        | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal        | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal        | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal        | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM33 | Reflect      | Psychic  | Status   | —    | —    | 20 | 2 Allies      | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal        | ○  |
| TM48 | Skill Swap   | Psychic  | Status   | —    | —    | 10 | Normal        | —  |
| TM53 | Energy Ball  | Grass    | Special  | 80   | 100  | 10 | Normal        | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal        | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM92 | Trick Room   | Psychic  | Status   | —    | —    | 5  | All           | —  |

## ● EGG MOVES

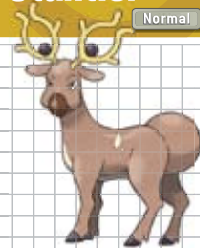
| Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|----------|----------|------|------|----|----------|----|
| Spite        | Ghost    | Status   | —    | 100  | 10 | Normal   | —  |
| Disable      | Normal   | Status   | —    | 80   | 20 | Normal   | ○  |
| Bite         | Dark     | Physical | 60   | 100  | 25 | Normal   | ○  |
| Swagger      | Normal   | Status   | —    | 90   | 15 | Normal   | —  |
| Psych Up     | Normal   | Status   | —    | —    | 10 | Normal   | —  |
| Extrasensory | Psychic  | Special  | 80   | 100  | 30 | Normal   | —  |
| Thrash       | Normal   | Physical | 90   | 100  | 20 | 1 Random | ○  |
| Double Kick  | Fighting | Physical | 30   | 100  | 30 | Normal   | ○  |
| Zen Headbutt | Psychic  | Physical | 80   | 90   | 15 | Normal   | ○  |
| Megahorn     | Bug      | Physical | 120  | 85   | 10 | Normal   | ○  |



No. 234 | Big Horn Pokémon

## Stantler

Normal



## ● SIZE COMPARISON

- HEIGHT: 4'02"
- WEIGHT: 157.0 lbs.
- ITEMS: None



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Intimidate
- Frisk

## ● STATS



## ● EGG GROUPS

Field

## ● PERFORMANCE

SPEED ★★  
 POWER ★★  
 SKILL ★★

STAMINA ★★☆☆  
 JUMP ★★☆☆

## ● MAIN WAYS TO OBTAIN

Pokémon HeartGold Route 36

Pokémon SoulSilver Route 36

Pokémon Diamond —

Pokémon Pearl Route 207 (use Poké Radar)

Pokémon Platinum Route 207 (use Poké Radar)

Pokémon HeartGold

Pokémon SoulSilver

The curved antlers subtly change the flow of air to create a strange space where reality is distorted.

Those who stare at its antlers will gradually lose control of their senses and be unable to stand.

## ● EVOLUTION

Does not evolve

No. 235 | Painter Pokémon  
**Smeargle**

Normal



## ● SIZE COMPARISON

- HEIGHT: 3'11"
- WEIGHT: 127.9 lbs.
- ITEMS: None



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Down Tempo
- Technician

## ● STATS

HP ●●●●●  
 ATTACK ●●●●●  
 DEFENSE ●●●●●  
 SP. ATTACK ●●●●●  
 SP. DEFENSE ●●●●●  
 SPEED ●●●●●

## ● EGG GROUPS

Field

## ● PERFORMANCE

SPEED ★★★★★  
 POWER ★★★★★  
 SKILL ★★★★★

STAMINA ★★★★★  
 JUMP ★★★★★

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Ruins of Alph (outside)**Pokémon SoulSilver** Ruins of Alph (outside)**Pokémon Diamond** Route 212, Hearthome City side (use Poké Radar)**Pokémon Pearl** Route 212, Hearthome City side (use Poké Radar)**Pokémon Platinum** Route 212, Hearthome City side (use Poké Radar)**Pokémon HeartGold**

A special fluid oozes from the tip of its tail. It paints the fluid everywhere to mark its territory.

**Pokémon SoulSilver**

Once it becomes an adult, it has a tendency to let its comrades plant footprints on its back.

## ● EVOLUTION

Does not evolve

## ● LEVEL-UP MOVES

| Lv. | Name   | Type   | Kind   | Pow. | Acc. | PP | Range  | DA |
|-----|--------|--------|--------|------|------|----|--------|----|
| 1   | Sketch | Normal | Status | —    | —    | 1  | Normal | —  |
| 11  | Sketch | Normal | Status | —    | —    | 1  | Normal | —  |
| 21  | Sketch | Normal | Status | —    | —    | 1  | Normal | —  |
| 31  | Sketch | Normal | Status | —    | —    | 1  | Normal | —  |
| 41  | Sketch | Normal | Status | —    | —    | 1  | Normal | —  |
| 51  | Sketch | Normal | Status | —    | —    | 1  | Normal | —  |
| 61  | Sketch | Normal | Status | —    | —    | 1  | Normal | —  |
| 71  | Sketch | Normal | Status | —    | —    | 1  | Normal | —  |
| 81  | Sketch | Normal | Status | —    | —    | 1  | Normal | —  |
| 91  | Sketch | Normal | Status | —    | —    | 1  | Normal | —  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

## ● TM &amp; HM MOVES

| No. | Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|-----|------|------|------|------|------|----|-------|----|
|     |      |      |      |      |      |    |       |    |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|--------|----------|------|------|----|--------|----|
| 1   | Tackle       | Normal | Physical | 35   | 95   | 35 | Normal | ○  |
| 1   | Helping Hand | Normal | Status   | —    | —    | 20 | 1 Ally | —  |
| 1   | Fake Out     | Normal | Physical | 40   | 100  | 10 | Normal | ○  |
| 1   | Foresight    | Normal | Status   | —    | —    | 40 | Normal | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|----------|----------|------|------|----|----------|----|
| Vacuum Wave  | Fighting | Special  | 40   | 100  | 30 | Normal   | —  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal   | —  |
| Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally   | —  |
| Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Uproar       | Normal   | Special  | 50   | 100  | 10 | 1 Random | —  |
| Role Play    | Psychic  | Status   | —    | —    | 10 | Normal   | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal   | —  |
| Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal   | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM08 | Bulk Up      | Fighting | Status   | —    | —    | 20 | Self          | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM19 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal        | ○  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |

## ● EGG MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Rapid Spin   | Normal   | Physical | 20   | 100  | 40 | Normal | ○  |
| Hi Jump Kick | Fighting | Physical | 100  | 90   | 20 | Normal | ○  |
| Mach Punch   | Fighting | Physical | 40   | 100  | 30 | Normal | ○  |
| Mind Reader  | Normal   | Status   | —    | —    | 5  | Normal | —  |
| Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally | —  |
| Counter      | Fighting | Physical | —    | 100  | 20 | Self   | ○  |
| Vacuum Wave  | Fighting | Special  | 40   | 100  | 30 | Normal | —  |
| Bullet Punch | Steel    | Physical | 40   | 100  | 30 | Normal | ○  |

No. 236 | Scuffle Pokémon  
Tyrogue

Fighting



## ● SIZE COMPARISON

● HEIGHT: 2'04"  
● WEIGHT: 46.3 lbs.  
● ITEMS: None



## ● MALE FORM

## ● ABILITIES

- Guts
- Steadfast

## ● STATS

HP  
ATTACK  
DEFENSE  
SP. ATTACK  
SP. DEFENSE  
SPEED

## ● EGG GROUPS

No Egg has ever been discovered

## ● PERFORMANCE

SPEED ★★★★★  
POWER ★★★★★  
SKILL ★★★★★

STAMINA ★★★  
JUMP ★★★

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Receive from the Karate King at Mt. Mortar B1F

**Pokémon SoulSilver** Receive from the Karate King at Mt. Mortar B1F

**Pokémon Diamond** Route 211, Eterna City side (use Poké Radar)

**Pokémon Pearl** Route 211, Eterna City side (use Poké Radar)

**Pokémon Platinum** Route 211, Eterna City side (use Poké Radar)

**Pokémon HeartGold**

It is always bursting with energy. To make itself stronger, it keeps on fighting even if it loses.

**Pokémon SoulSilver**

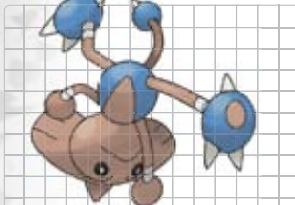
Even though it is small, it can't be ignored because it will slug any handy target without warning.

## ● EVOLUTION



No. 237 | Handstand Pokémon  
**Hitmontop**

Fighting



- HEIGHT: 4'07"
- WEIGHT: 105.8 lbs.
- ITEMS: None

## ● SIZE COMPARISON



## ● MALE FORM

## ● ABILITIES

- Intimidate
- Technician

## ● STATS



## ● EGG GROUPS

Human-Like

## ● PERFORMANCE

SPEED ★★★★★

POWER ★★★★★

SKILL ★★★★★

STAMINA ★★★★★

JUMP ★★★★★

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold**

Make Tyrogue's Attack and Defense equal, then level it up to Lv. 20

**Pokémon SoulSilver**

Make Tyrogue's Attack and Defense equal, then level it up to Lv. 20

**Pokémon Diamond**

Make Tyrogue's Attack and Defense equal, then level it up to Lv. 20

**Pokémon Pearl**

Make Tyrogue's Attack and Defense equal, then level it up to Lv. 20

**Pokémon Platinum**

Make Tyrogue's Attack and Defense equal, then level it up to Lv. 20

**Pokémon HeartGold**

If you are enchanted by its smooth, dance-like kicks, you may get a closer experience with one than you'd like.

**Pokémon SoulSilver**

It launches kicks while spinning. If it spins at high speed, it may bore its way into the ground.

## ● EVOLUTION



## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|----------|----------|------|------|----|--------|----|
| 1   | Revenge      | Fighting | Physical | 60   | 100  | 10 | Normal | ○  |
| 1   | Rolling Kick | Fighting | Physical | 60   | 85   | 15 | Normal | ○  |
| 6   | Focus Energy | Normal   | Status   | —    | —    | 30 | Self   | —  |
| 10  | Pursuit      | Dark     | Physical | 40   | 100  | 20 | Normal | ○  |
| 15  | Quick Attack | Normal   | Physical | 40   | 100  | 30 | Normal | ○  |
| 19  | Triple Kick  | Fighting | Physical | 10   | 90   | 10 | Normal | ○  |
| 24  | Rapid Spin   | Normal   | Physical | 20   | 100  | 40 | Normal | ○  |
| 28  | Counter      | Fighting | Physical | —    | 100  | 20 | Self   | ○  |
| 33  | Feint        | Normal   | Physical | 50   | 100  | 10 | Normal | —  |
| 37  | Agility      | Psychic  | Status   | —    | —    | 30 | Self   | —  |
| 42  | Gyro Ball    | Steel    | Physical | —    | 100  | 5  | Normal | ○  |
| 46  | Detect       | Fighting | Status   | —    | —    | 5  | Self   | —  |
| 51  | Close Combat | Fighting | Physical | 120  | 100  | 5  | Normal | ○  |
| 55  | Endeavor     | Normal   | Physical | —    | 100  | 5  | Normal | ○  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Type     | Kind | Pow. | Acc. | PP     | Range | DA |
|--------------|----------|----------|------|------|------|--------|-------|----|
| Vacuum Wave  | Fighting | Special  | 40   | 100  | 30   | Normal | —     |    |
| Sucker Punch | Dark     | Physical | 80   | 100  | 5    | Normal | ○     |    |
| Snore        | Normal   | Special  | 40   | 100  | 15   | Normal | —     |    |
| Helping Hand | Normal   | Status   | —    | —    | 20   | 1 Ally | —     |    |
| Swift        | Normal   | Special  | 60   | —    | 20   | 2 Foes | —     |    |
| Role Play    | Psychic  | Status   | —    | —    | 10   | Normal | —     |    |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10   | Normal | —     |    |
| Rollout      | Rock     | Physical | 30   | 90   | 20   | Normal | ○     |    |
| Endeavor     | Normal   | Physical | —    | 100  | 5    | Normal | ○     |    |
| Twister      | Dragon   | Special  | 40   | 100  | 20   | 2 Foes | —     |    |
| Low Kick     | Fighting | Physical | —    | 100  | 20   | Normal | ○     |    |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM08 | Bulk Up      | Fighting | Status   | —    | —    | 20 | Self          | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10 | All           | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal        | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | —    | 15 | Normal        | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal        | ○  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5  | Normal        | —  |
| TM74 | Gyro Ball    | Steel    | Physical | —    | 100  | 5  | Normal        | ○  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |



## ● LEVEL-UP MOVES

| Lv. | Name        | Type    | Kind     | Pow. | Acc. | PP | Range   | DA |
|-----|-------------|---------|----------|------|------|----|---------|----|
| 1   | Pound       | Normal  | Physical | 40   | 100  | 35 | Normal  | ○  |
| 5   | Lick        | Ghost   | Physical | 20   | 100  | 30 | Normal  | ○  |
| 8   | Sweet Kiss  | Normal  | Status   | —    | 75   | 10 | Normal  | —  |
| 11  | Powder Snow | Ice     | Special  | 40   | 100  | 25 | 2 Foes  | —  |
| 15  | Confusion   | Psychic | Special  | 50   | 100  | 25 | Normal  | —  |
| 18  | Sing        | Normal  | Status   | —    | 55   | 15 | Normal  | —  |
| 21  | Mean Look   | Normal  | Status   | —    | 5    | 2  | Normal  | —  |
| 25  | Fake Tears  | Dark    | Status   | —    | 100  | 20 | Normal  | —  |
| 28  | Lucky Chant | Normal  | Status   | —    | 30   | 2  | Allies  | ○  |
| 31  | Avalanche   | Ice     | Physical | 60   | 100  | 10 | Normal  | ○  |
| 35  | Psychic     | Psychic | Special  | 90   | 100  | 10 | Normal  | —  |
| 38  | Copypcat    | Normal  | Status   | —    | 20   | 2  | Depends | —  |
| 41  | Perish Song | Normal  | Status   | —    | 5    | —  | All     | —  |
| 45  | Blizzard    | Ice     | Special  | 120  | 70   | 5  | 2 Foes  | —  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |
|      |      |      |      |      |    |       |    |
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range      | DA |
|--------------|---------|----------|------|------|----|------------|----|
| Icy Wind     | Ice     | Special  | 55   | 95   | 15 | 2 Foes     | —  |
| Ice Punch    | Ice     | Physical | 75   | 100  | 15 | Normal     | ○  |
| Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal     | ○  |
| Trick        | Psychic | Status   | —    | 100  | 10 | Normal     | —  |
| Snore        | Normal  | Special  | 40   | 100  | 15 | Normal     | —  |
| Helping Hand | Normal  | Status   | —    | 20   | 1  | All        | —  |
| Uproar       | Normal  | Special  | 50   | 100  | 10 | 1 Random   | —  |
| Magic Coat   | Psychic | Status   | —    | 15   | —  | Self       | —  |
| Role Play    | Psychic | Status   | —    | 10   | —  | Normal     | —  |
| Heal Bell    | Normal  | Status   | —    | 5    | —  | All Allies | —  |
| Mud-Slap     | Ground  | Special  | 20   | 100  | 10 | Normal     | —  |
| Signal Beam  | Bug     | Special  | 75   | 100  | 15 | Normal     | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|---------|----------|------|------|----|---------|----|
| TM03 | Water Pulse  | Water   | Special  | 60   | 100  | 20 | Normal  | —  |
| TM04 | Calm Mind    | Psychic | Status   | —    | 20   | —  | Self    | —  |
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10 | Normal  | —  |
| TM07 | Hail         | Ice     | Status   | —    | 10   | —  | All     | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15 | Normal  | —  |
| TM13 | Ice Beam     | Ice     | Special  | 95   | 100  | 10 | Normal  | —  |
| TM14 | Blizzard     | Ice     | Special  | 120  | 70   | 5  | 2 Foes  | —  |
| TM16 | Light Screen | Psychic | Status   | —    | 30   | 2  | Allies  | —  |
| TM17 | Protect      | Normal  | Status   | —    | 10   | —  | Self    | —  |
| TM18 | Rain Dance   | Water   | Status   | —    | 5    | —  | All     | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20 | Normal  | ○  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20 | Normal  | ○  |
| TM29 | Psychic      | Psychic | Special  | 90   | 100  | 10 | Normal  | —  |
| TM30 | Shadow Ball  | Ghost   | Special  | 80   | 100  | 15 | Normal  | —  |
| TM32 | Double Team  | Normal  | Status   | —    | 15   | —  | Self    | —  |
| TM33 | Reflect      | Psychic | Status   | —    | 20   | 2  | Allies  | —  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20 | Normal  | —  |
| TM44 | Rest         | Psychic | Status   | —    | 10   | —  | Self    | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15 | Normal  | —  |
| TM46 | Thief        | Dark    | Physical | 40   | 100  | 10 | Normal  | ○  |
| TM48 | Skill Swap   | Psychic | Status   | —    | 10   | —  | Normal  | —  |
| TM56 | Fling        | Dark    | Physical | —    | 100  | 10 | Normal  | —  |
| TM58 | Endure       | Normal  | Status   | —    | 10   | —  | Self    | —  |
| TM66 | Payback      | Dark    | Physical | 50   | 100  | 10 | Normal  | ○  |
| TM67 | Recycle      | Normal  | Status   | —    | 10   | —  | Self    | —  |
| TM70 | Flash        | Normal  | Status   | —    | 100  | 20 | Normal  | —  |
| TM72 | Avalanche    | Ice     | Physical | 60   | 100  | 10 | Normal  | —  |
| TM77 | Psych Up     | Normal  | Status   | —    | 10   | —  | Normal  | —  |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20 | 2 Foes  | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | 10   | —  | Depends | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal  | —  |
| TM85 | Dream Eater  | Psychic | Special  | 100  | 100  | 15 | Normal  | —  |
| TM86 | Grass Knot   | Grass   | Special  | —    | 100  | 20 | Normal  | ○  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal  | —  |
| TM90 | Substitute   | Normal  | Status   | —    | 10   | —  | Self    | —  |
| TM92 | Trick Room   | Psychic | Status   | —    | 5    | —  | All     | —  |

## ● EGG MOVES

| Name        | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|-------------|---------|----------|------|------|----|--------|----|
| Meditate    | Psychic | Status   | —    | —    | 40 | Self   | —  |
| Psych Up    | Normal  | Status   | —    | —    | 10 | Normal | —  |
| Fake Out    | Normal  | Physical | 40   | 100  | 10 | Normal | ○  |
| Wish        | Normal  | Status   | —    | —    | 10 | Self   | —  |
| Ice Punch   | Ice     | Physical | 75   | 100  | 15 | Normal | ○  |
| Miracle Eye | Psychic | Status   | —    | —    | 40 | Normal | —  |
| Nasty Plot  | Dark    | Status   | —    | —    | 20 | Self   | —  |

No. 238 | Kiss Pokémon  
Smoochum

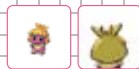
Ice

Psychic



- HEIGHT: 1'04"
- WEIGHT: 13.2 lbs.
- ITEMS: None

## ● SIZE COMPARISON



## ● FEMALE FORM

## ● ABILITIES

- Oblivious
- Forewarn

## ● STATS



## ● EGG GROUPS

No Egg has ever been discovered

## ● PERFORMANCE

SPEED ★★★★★  
POWER ★★★☆☆  
SKILL ★★★★★STAMINA ★★★☆☆  
JUMP ★★★☆☆

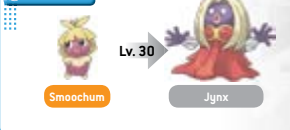
## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Find its Egg at the Pokémon Day Care and hatch it**Pokémon SoulSilver** Find its Egg at the Pokémon Day Care and hatch it**Pokémon Diamond** Lake Acuity (mass outbreak)**Pokémon Pearl** Lake Acuity (mass outbreak)**Pokémon Platinum** Snowpoint Temple1F**Pokémon HeartGold** **Pokémon SoulSilver**

Its lips are the most sensitive part of its body. It always uses its lips first to examine things.

It always rocks its head slowly backwards and forwards as if it is trying to kiss someone.

## ● EVOLUTION

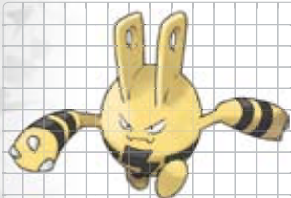




No. 239 | Electric Pokémon

Elekid

Electric



## SIZE COMPARISON

- HEIGHT: 2'00"
- WEIGHT: 51.8 lbs.
- ITEMS: None



● MALE/FEMALE HAVE SAME FORM

## ABILITIES

- Static

## EGG GROUPS

No Egg has ever been discovered

## PERFORMANCE

SPEED ★★★★★  
POWER ★★★★★  
SKILL ★★★★★

## STATS



STAMINA ★★☆☆☆  
JUMP ★★★★★

## MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Find its Egg at the Pokémon Day Care and hatch it

**Pokémon SoulSilver** Find its Egg at the Pokémon Day Care and hatch it

**Pokémon Diamond** Valley Windworks (after obtaining the National Pokédex, insert *Pokémon FireRed* into your Nintendo DS's Game Pak slot)

**Pokémon Pearl** Valley Windworks (after obtaining the National Pokédex, insert *Pokémon FireRed* into your Nintendo DS's Game Pak slot)

**Pokémon Platinum** Find its Egg at the Pokémon Day Care and hatch it

**Pokémon HeartGold**

It rotates its arms to generate electricity, but it tires easily, so it only charges up a little bit.

**Pokémon SoulSilver**

Even in the most vicious storm, this Pokémon plays happily if thunder rumbles in the sky.

## EVOLUTION



## LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|--------------|----------|----------|------|------|----|---------------|----|
| 1   | Quick Attack | Normal   | Physical | 40   | 100  | 30 | Normal        | ○  |
| 1   | Leer         | Normal   | Status   | —    | 100  | 30 | 2 Foes        | —  |
| 7   | ThunderShock | Electric | Special  | 40   | 100  | 30 | Normal        | —  |
| 10  | Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal        | ○  |
| 16  | Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes        | —  |
| 19  | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal        | —  |
| 25  | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies      | —  |
| 28  | ThunderPunch | Physical | Physical | 75   | 100  | 15 | Normal        | ○  |
| 34  | Discharge    | Electric | Special  | 80   | 100  | 15 | 2 Foes/1 Ally | —  |
| 37  | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal        | —  |
| 43  | Screech      | Normal   | Status   | —    | 85   | 40 | Normal        | —  |
| 46  | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal        | —  |

## MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|----------|----------|------|------|----|----------|----|
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal   | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal   | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal   | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal   | —  |
| Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally   | —  |
| Magnet Rise  | Electric | Status   | —    | —    | 10 | Self     | —  |
| Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Uproar       | Normal   | Special  | 50   | 100  | 10 | 1 Normal | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal   | —  |
| Signal Beam  | Bug      | Special  | 75   | 100  | 15 | Normal   | —  |
| Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal   | ○  |

## TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|------|--------------|----------|----------|------|------|----|----------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal   | ○  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal   | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal   | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All      | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal   | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal   | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal   | —  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal   | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self     | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal   | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal   | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self     | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal   | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal   | ○  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal   | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal   | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal   | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal   | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes   | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends  | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal   | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal   | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self     | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal   | ○  |

## EGG MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Karate Chop  | Fighting | Physical | 50   | 100  | 25 | Normal | ○  |
| Barrier      | Psychic  | Status   | —    | —    | 30 | Self   | —  |
| Rolling Kick | Physical | Physical | 60   | 85   | 15 | Normal | ○  |
| Meditate     | Psychic  | Status   | —    | —    | 40 | Self   | —  |
| Cross Chop   | Fighting | Physical | 100  | 80   | 5  | Normal | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal | ○  |
| DynamicPunch | Fighting | Physical | 100  | 50   | 5  | Normal | ○  |
| Feint        | Normal   | Physical | 50   | 100  | 10 | Normal | —  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|--------------|--------|----------|------|------|----|---------------|----|
| 1   | Smog         | Poison | Special  | 20   | 70   | 20 | Normal        | —  |
| 1   | Leer         | Normal | Status   | —    | 100  | 30 | 2 Foes        | —  |
| 7   | Ember        | Fire   | Special  | 40   | 100  | 25 | Normal        | —  |
| 10  | SmokeScreen  | Normal | Status   | —    | 100  | 20 | Normal        | —  |
| 16  | Faint Attack | Dark   | Physical | 60   | —    | 20 | Normal        | ○  |
| 19  | Fire Spin    | Fire   | Special  | 15   | 70   | 15 | Normal        | —  |
| 25  | Confuse Ray  | Ghost  | Status   | —    | 100  | 10 | Normal        | —  |
| 28  | Fire Punch   | Fire   | Physical | 75   | 100  | 15 | Normal        | —  |
| 34  | Lava Plume   | Fire   | Special  | 80   | 100  | 15 | 2 Foes/1 Ally | —  |
| 37  | Flamethrower | Fire   | Special  | 95   | 100  | 15 | Normal        | —  |
| 43  | Sunny Day    | Fire   | Status   | —    | —    | 5  | All           | —  |
| 46  | Fire Blast   | Fire   | Special  | 120  | 85   | 5  | Normal        | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|----------|----------|------|------|----|----------|----|
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal   | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal   | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal   | —  |
| Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally   | —  |
| Updraft      | Normal   | Special  | 50   | 100  | 10 | 1 Random | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal   | —  |
| Heat Wave    | Fire     | Special  | 100  | 90   | 10 | 2 Foes   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|----------|----------|------|------|----|---------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal  | ○  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal  | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal  | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All     | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM23 | Iron Tail    | Steel    | Special  | 100  | 75   | 15 | Normal  | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal  | —  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal  | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self    | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal  | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5  | Normal  | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal  | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self    | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal  | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal  | ○  |
| TM50 | Overheat     | Fire     | Special  | 140  | 90   | 5  | Normal  | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal  | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM61 | Will-O-Wisp  | Fire     | Status   | —    | 75   | 15 | Normal  | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes  | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal  | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal  | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self    | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal  | ○  |

## ● EGG MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Karate Chop  | Fighting | Physical | 50   | 100  | 25 | Normal | ○  |
| Mega Punch   | Normal   | Physical | 80   | 85   | 20 | Normal | ○  |
| Barrier      | Psychic  | Status   | —    | —    | 30 | Self   | —  |
| Screech      | Normal   | Status   | —    | 85   | 40 | Normal | —  |
| Cross Chop   | Fighting | Physical | 100  | 80   | 5  | Normal | ○  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal | ○  |
| Mach Punch   | Fighting | Physical | 40   | 100  | 30 | Normal | ○  |
| DynamicPunch | Fighting | Physical | 100  | 50   | 5  | Normal | ○  |
| Flare Blitz  | Fire     | Physical | 120  | 100  | 15 | Normal | ○  |
| Belly Drum   | Normal   | Status   | —    | —    | 10 | Self   | —  |



No. 240 | Live Coal Pokémon

Magby

Fire



## ● SIZE COMPARISON

- HEIGHT: 2'04"
- WEIGHT: 47.2 lbs.
- ITEMS: None



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Flame Body

## ● STATS



## ● EGG GROUPS

No Egg has ever been discovered

## ● PERFORMANCE

SPEED ★★ ★  
POWER ★★ ★  
SKILL ★★ ★

STAMINA ★★ ★  
JUMP ★★ ★

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Find its Egg at the Pokémon Day Care and hatch it

**Pokémon SoulSilver** Find its Egg at the Pokémon Day Care and hatch it

**Pokémon Diamond** Route 227 (after obtaining the National Pokédex, insert *Pokémon LeafGreen* into your Nintendo DS's Game Pak slot)

**Pokémon Pearl** Route 227 (after obtaining the National Pokédex, insert *Pokémon LeafGreen* into your Nintendo DS's Game Pak slot)

**Pokémon Platinum** Find its Egg at the Pokémon Day Care and hatch it

**Pokémon HeartGold**

Each and every time it inhales and exhales, hot embers dribble from its mouth and nostrils.

**Pokémon SoulSilver**

It is found in volcanic craters. Its body temperature is over 1,100 degrees Fahrenheit, so don't underestimate it.

## ● EVOLUTION





No. 241 | Milk Cow Pokémon

## Miltank

Normal



## ● SIZE COMPARISON

- HEIGHT: 3'11"
- WEIGHT: 166.4 lbs.
- ITEMS: Moomoo Milk



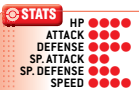
## ● FEMALE FORM

## ● ABILITIES

- Thick Fat
- Scrappy

## ● EGG GROUPS

Field



## ● PERFORMANCE

SPEED ★★☆☆  
POWER ★★☆☆  
SKILL ★★☆☆

STAMINA ★★☆☆☆  
JUMP ★★☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Route 38

**Pokémon SoulSilver** Route 38

**Pokémon Diamond** Route 210, Solaceon Town side (occasionally appears when you use Poké Radar)

**Pokémon Pearl** Route 210, Solaceon Town side (occasionally appears when you use Poké Radar)

**Pokémon Platinum** Route 210, Solaceon Town side (occasionally appears when you use Poké Radar)

**Pokémon HeartGold**

Its milk is packed with nutrition, making it the ultimate beverage for the sick or weary.

**Pokémon SoulSilver**

If it is around babies, the milk it produces contains much more nutrition than usual.

## ● EVOLUTION

Does not evolve

## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP  | Range      | DA |
|-----|--------------|----------|----------|------|------|-----|------------|----|
| 1   | Tackle       | Normal   | Physical | 35   | 95   | 35  | Normal     | ○  |
| 3   | Growl        | Normal   | Status   | —    | 100  | 40  | 2 Foes     | —  |
| 5   | Defense Curl | Normal   | Status   | —    | —    | 40  | Self       | —  |
| 8   | Stomp        | Normal   | Physical | 65   | 100  | 20  | Normal     | ○  |
| 11  | Milk Drink   | Normal   | Status   | —    | —    | 10  | Self       | —  |
| 15  | Bide         | Normal   | Physical | —    | —    | 10  | Self       | ○  |
| 19  | Rollout      | Rock     | Physical | 30   | 90   | 20  | Normal     | ○  |
| 24  | Body Slam    | Normal   | Physical | 85   | 100  | 15  | Normal     | ○  |
| 29  | Zen Headbutt | Psychic  | Physical | 80   | 90   | 15  | Normal     | ○  |
| 35  | Captivate    | Normal   | Status   | —    | —    | 100 | 2 Foes     | —  |
| 41  | Gyro Ball    | Steel    | Physical | —    | 100  | 5   | Normal     | ○  |
| 48  | Heal Bell    | Normal   | Status   | —    | —    | 5   | All Allies | —  |
| 55  | Wake-Up Slap | Fighting | Physical | 60   | 100  | 10  | Normal     | ○  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name          | Type     | Kind     | Pow. | Acc. | PP | Range      | DA |
|---------------|----------|----------|------|------|----|------------|----|
| Icy Wind      | Ice      | Special  | 55   | 95   | 15 | 2 Foes     | —  |
| Thunder Punch | Electric | Physical | 75   | 100  | 15 | Normal     | ○  |
| Fire Punch    | Fire     | Physical | 75   | 100  | 15 | Normal     | ○  |
| Ice Punch     | Ice      | Physical | 75   | 100  | 15 | Normal     | ○  |
| Zen Headbutt  | Psychic  | Physical | 80   | 90   | 15 | Normal     | ○  |
| Snore         | Normal   | Special  | 40   | 100  | 15 | Normal     | —  |
| Helping Hand  | Normal   | Status   | —    | —    | 20 | 1 Ally     | —  |
| Heal Bell     | Normal   | Status   | —    | —    | 5  | All Allies | —  |
| Block         | Normal   | Status   | —    | —    | 5  | Normal     | —  |
| Mud-Slap      | Ground   | Special  | 20   | 100  | 10 | Normal     | ○  |
| Rollout       | Rock     | Physical | 30   | 90   | 20 | Normal     | ○  |
| Iron Head     | Steel    | Physical | 80   | 100  | 15 | Normal     | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal        | ○  |
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal        | —  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal        | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal        | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal        | —  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal        | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10 | All           | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5  | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal        | —  |
| TM74 | Gyro Ball    | Steel    | Physical | —    | 100  | 5  | Normal        | ○  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 10 | 2 Foes        | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15 | Normal        | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |

## ● EGG MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range       | DA |
|--------------|----------|----------|------|------|----|-------------|----|
| Present      | Normal   | Physical | —    | 90   | 15 | Normal      | —  |
| Reversal     | Fighting | Physical | —    | 100  | 15 | Normal      | ○  |
| Seismic Toss | Fighting | Physical | —    | 100  | 20 | Normal      | ○  |
| Endure       | Normal   | Status   | —    | —    | 10 | Self        | —  |
| Psych Up     | Normal   | Status   | —    | —    | 10 | Normal      | —  |
| Curse        | ???      | Status   | —    | —    | 10 | Normal/Self | —  |
| Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally      | —  |
| Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends     | —  |
| Dizzy Punch  | Normal   | Physical | 70   | 100  | 10 | Normal      | ○  |
| Hammer Arm   | Fighting | Physical | 100  | 90   | 10 | Normal      | ○  |
| Double-Edge  | Normal   | Physical | 120  | 100  | 15 | Normal      | ○  |
| Punishment   | Dark     | Physical | —    | 100  | 5  | Normal      | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow.   | Acc. | PP | Range    | DA |
|-----|--------------|---------|----------|--------|------|----|----------|----|
| 1   | Pound        | Normal  | Physical | 40     | 100  | 35 | Normal   | ○  |
| 1   | Growl        | Normal  | Status   | —      | 100  | 40 | 2 Foes   | —  |
| 5   | Tail Whip    | Normal  | Status   | —      | 100  | 30 | 2 Foes   | —  |
| 9   | Refresh      | Normal  | Status   | —      | —    | 20 | Self     | —  |
| 12  | Softboiled   | Normal  | Status   | —      | —    | 10 | Self     | —  |
| 16  | DoubleSlap   | Normal  | Physical | 15     | 85   | 10 | Normal   | ○  |
| 20  | Minimize     | Normal  | Status   | —      | —    | 20 | Self     | —  |
| 23  | Sing         | Normal  | Status   | —      | 55   | 15 | Normal   | —  |
| 27  | Fling        | Dark    | Physical | —      | 100  | 10 | Normal   | —  |
| 31  | Defense Curl | Normal  | Status   | —      | —    | 40 | Self     | —  |
| 34  | Light Screen | Psychic | Status   | —      | —    | 30 | 2 Allies | —  |
| 38  | Egg Bomb     | Normal  | Physical | 100    | 75   | 10 | Normal   | —  |
| 42  | Healing Wish | Normal  | Psychic  | Status | —    | 10 | Self     | —  |
| 46  | Double-Edge  | Normal  | Physical | 120    | 105  | 15 | Normal   | ○  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range      | DA |
|--------------|----------|----------|------|------|----|------------|----|
| Icy Wind     | Ice      | Special  | 55   | 95   | 15 | 2 Foes     | —  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal     | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal     | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal     | ○  |
| Zen Headbutt | Psychic  | Physical | 80   | 90   | 15 | Normal     | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal     | —  |
| Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally     | —  |
| Last Resort  | Normal   | Physical | 130  | 100  | 5  | Normal     | ○  |
| Gravity      | Psychic  | Status   | —    | —    | 5  | All        | —  |
| Heal Bell    | Normal   | Status   | —    | —    | 5  | All Allies | —  |
| Block        | Normal   | Status   | —    | —    | 5  | Normal     | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal     | —  |
| Rollout      | Rock     | Physical | 30   | 90   | 20 | Normal     | ○  |
| Endeavor     | Normal   | Physical | —    | 100  | 5  | Normal     | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal        | ○  |
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal        | ○  |
| TM04 | Calm Mind    | Psychic  | Status   | —    | —    | 20 | Self          | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM07 | Hail         | Ice      | Status   | —    | —    | 10 | All           | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies      | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM20 | Safeguard    | Normal   | Status   | —    | —    | 25 | 2 Allies      | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal        | —  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal        | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal        | ○  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal        | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal        | —  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal        | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal        | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10 | All           | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5  | Normal        | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM48 | Skill Swap   | Psychic  | Status   | —    | —    | 10 | Normal        | —  |
| TM49 | Snatch       | Dark     | Status   | —    | —    | 10 | Depends       | —  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5  | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM60 | Drain Punch  | Fighting | Physical | 60   | 100  | 5  | Normal        | ○  |
| TM67 | Recycle      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM72 | Avalanche    | Ice      | Physical | 60   | 100  | 10 | Normal        | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal        | —  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20 | 2 Foes        | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15 | Normal        | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20 | Normal        | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20 | Normal        | ○  |



No. 242 | Happiness Pokémon

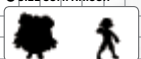
Blissey

Normal



## ● SIZE COMPARISON

- HEIGHT: 4'11"
- WEIGHT: 103.2 lbs.
- ITEMS: None



## ● FEMALE FORM

## ● ABILITIES

- Natural Cure
- Serene Grace

## ● EGG GROUPS

Fairy

## ● STATS



## ● PERFORMANCE

SPEED ★★☆☆

POWER ★★☆☆

SKILL ★★☆☆

STAMINA ★★★★★★

JUMP ★★☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Level up Chansey with high friendship

**Pokémon SoulSilver** Level up Chansey with high friendship

**Pokémon Diamond** Level up Chansey with high friendship

**Pokémon Pearl** Level up Chansey with high friendship

**Pokémon Platinum** Level up Chansey with high friendship

**Pokémon HeartGold** **Pokémon SoulSilver**

Anyone who takes even one taste of BLISSEY's egg becomes unflinchingly caring and pleasant to everyone.

It has a very compassionate nature. If it sees a sick Pokémon, it will nurse the sufferer back to health.

## ● EVOLUTION



# No. 243 | Thunder Pokémon

## Raikou

Electric



## ● SIZE COMPARISON

- HEIGHT: 6'03"
- WEIGHT: 392.4 lbs.
- ITEMS: None



● GENDER UNKNOWN

## ● ABILITIES

- Pressure

## ● EGG GROUPS

No Egg has ever been discovered

## ● PERFORMANCE

SPEED ★★★★★  
POWER ★★★★★☆  
SKILL ★★★★★

## ● STATS



STAMINA ★★★★★  
JUMP ★★★★★

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold**

After the encounter at the Burned Tower in Ecruteak City, it starts roaming the Johto region

**Pokémon SoulSilver**

After the encounter at the Burned Tower in Ecruteak City, it starts roaming the Johto region

**Pokémon Diamond**

—

**Pokémon Pearl**

—

**Pokémon Platinum**

—

**Pokémon HeartGold**

The rain clouds it carries let it fire thunderbolts at will. They say that it descended with lightning.

**Pokémon SoulSilver**

A Pokémon that races across the land while barking a cry that sounds like crashing thunder.

## ● EVOLUTION

Does not evolve

## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|--------------|----------|----------|------|------|----|---------------|----|
| 1   | Bite         | Dark     | Physical | 60   | 100  | 25 | Normal        | ○  |
| 1   | Leer         | Normal   | Status   | —    | 100  | 30 | 2 Foes        | —  |
| 8   | ThunderShock | Electric | Special  | 40   | 100  | 30 | Normal        | —  |
| 15  | Roar         | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| 22  | Quick Attack | Normal   | Physical | 40   | 100  | 30 | Normal        | ○  |
| 29  | Spark        | Electric | Physical | 65   | 100  | 20 | Normal        | ○  |
| 36  | Reflect      | Psychic  | Status   | —    | —    | 20 | 2 Allies      | —  |
| 43  | Crunch       | Dark     | Physical | 80   | 100  | 15 | Normal        | ○  |
| 50  | Thunder Fang | Electric | Physical | 65   | 95   | 15 | Normal        | ○  |
| 57  | Discharge    | Electric | Special  | 80   | 100  | 15 | 2 Foes/1 Ally | —  |
| 64  | Extrasensory | Psychic  | Status   | 80   | 100  | 30 | Normal        | —  |
| 71  | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| 78  | Calm Mind    | Psychic  | Status   | —    | —    | 20 | Self          | —  |
| 85  | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal        | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name        | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|-------------|----------|----------|------|------|----|--------|----|
| Snore       | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Magnet Rise | Electric | Status   | —    | —    | 10 | Self   | —  |
| Swift       | Normal   | Special  | 60   | —    | 20 | 2 Foes | —  |
| Mud-Slap    | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Iron Head   | Steel    | Physical | 80   | 100  | 15 | Normal | ○  |
| Signal Beam | Bug      | Special  | 75   | 100  | 15 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|------|--------------|----------|----------|------|------|----|----------|----|
| TM04 | Calm Mind    | Psychic  | Status   | —    | —    | 20 | Self     | —  |
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20 | Normal   | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal   | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal   | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All      | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal   | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All      | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal   | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal   | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal   | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal   | ○  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal   | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self     | —  |
| TM33 | Reflect      | Psychic  | Status   | —    | —    | 20 | 2 Allies | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal   | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10 | All      | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal   | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self     | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal   | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal   | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal   | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal   | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal   | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends  | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal   | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal   | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self     | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal   | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal   | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal   | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20 | Normal   | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|--------------|---------|----------|------|------|----|---------------|----|
| 1   | Bite         | Dark    | Physical | 60   | 100  | 25 | Normal        | ○  |
| 1   | Leer         | Normal  | Status   | —    | 100  | 30 | 2 Foes        | —  |
| 8   | Ember        | Fire    | Special  | 40   | 100  | 25 | Normal        | —  |
| 15  | Roar         | Normal  | Status   | —    | 100  | 20 | Normal        | —  |
| 22  | Fire Spin    | Fire    | Special  | 15   | 70   | 15 | Normal        | —  |
| 29  | Stomp        | Normal  | Physical | 65   | 100  | 20 | Normal        | ○  |
| 36  | Flamethrower | Fire    | Special  | 95   | 100  | 15 | Normal        | —  |
| 43  | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal        | —  |
| 50  | Fire Fang    | Fire    | Physical | 65   | 95   | 15 | Normal        | ○  |
| 57  | Lava Plume   | Fire    | Special  | 80   | 100  | 15 | 2 Foes/1 Ally | —  |
| 64  | Extrasensory | Psychic | Special  | 80   | 100  | 30 | Normal        | —  |
| 71  | Fire Blast   | Fire    | Special  | 120  | 85   | 5  | Normal        | —  |
| 78  | Calm Mind    | Psychic | Status   | —    | —    | 20 | Self          | —  |
| 85  | Eruption     | Fire    | Special  | 150  | 100  | 5  | 2 Foes        | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name      | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----------|--------|----------|------|------|----|--------|----|
| Snore     | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Swift     | Normal | Special  | 60   | —    | 20 | 2 Foes | —  |
| Mud-Slap  | Ground | Special  | 20   | 100  | 10 | Normal | —  |
| Iron Head | Steel  | Physical | 80   | 100  | 15 | Normal | ○  |
| Heat Wave | Fire   | Special  | 100  | 90   | 10 | 2 Foes | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|------|--------------|----------|----------|------|------|----|----------|----|
| TM04 | Calm Mind    | Psychic  | Status   | —    | —    | 20 | Self     | —  |
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20 | Normal   | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal   | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal   | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All      | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal   | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All      | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal   | —  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal   | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal   | ○  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal   | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self     | —  |
| TM33 | Reflect      | Psychic  | Status   | —    | —    | 20 | 2 Allies | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal   | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10 | All      | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5  | Normal   | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal   | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self     | —  |
| TM50 | Overheat     | Fire     | Special  | 140  | 90   | 5  | Normal   | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM61 | Will-O-Wisp  | Fire     | Status   | —    | 75   | 15 | Normal   | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal   | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal   | —  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5  | Normal   | —  |
| TM77 | PsychUp      | Normal   | Status   | —    | —    | 10 | Normal   | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends  | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal   | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal   | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self     | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal   | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal   | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal   | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20 | Normal   | ○  |



No. 244 | Volcano Pokémon

Entei

Fire



## ● SIZE COMPARISON

- HEIGHT: 6'11"
- WEIGHT: 436.5 lbs.
- ITEMS: None



## ● GENDER UNKNOWN

## ● ABILITIES

- Pressure

## ● STATS



## ● EGG GROUPS

No Egg has ever been discovered

## ● PERFORMANCE

SPEED ★★★★★  
 POWER ★★★★★  
 SKILL ★★★

STAMINA ★★★★★  
 JUMP ★★☆☆

## ● MAIN WAYS TO OBTAIN

## Pokémon HeartGold

After the encounter at the Burned Tower in Ecruteak City, it starts roaming the Johto region

## Pokémon SoulSilver

After the encounter at the Burned Tower in Ecruteak City, it starts roaming the Johto region

## Pokémon Diamond

—

## Pokémon Pearl

—

## Pokémon Platinum

—

## Pokémon HeartGold

Volcanoes erupt when it barks. Unable to contain its sheer power, it races headlong around the land.

## Pokémon SoulSilver

A Pokémon that races across the land. It is said that one is born every time a new volcano appears.

## ● EVOLUTION

Does not evolve

No. 245 | Aurora Pokémon  
**Suicune**

Water



● SIZE COMPARISON

- HEIGHT: 6'02"
- WEIGHT: 412.3 lbs.
- ITEMS: None



● GENDER UNKNOWN

## ABILITIES

- Pressure

## EGG GROUPS

No Egg has ever been discovered

## PERFORMANCE

SPEED ★★★★★☆  
POWER ★★★★★☆  
SKILL ★★★★★☆

## STATS

HP ●●●●●  
 ATTACK ●●●●●  
 DEFENSE ●●●●●  
 SP. ATTACK ●●●●●  
 SP. DEFENSE ●●●●●  
 SPEED ●●●●●

STAMINA ★★★★★  
JUMP ★★★★★

## MAIN WAYS TO OBTAIN

## Pokémon HeartGold

Hill on east side of Route 25 (after seeing Suicune at Ecrutek City's Burned Tower and all other places it appears)

## Pokémon SoulSilver

Hill on east side of Route 25 (after seeing Suicune at Ecrutek City's Burned Tower and all other places it appears)

## Pokémon Diamond

—

## Pokémon Pearl

—

## Pokémon Platinum

—

## Pokémon HeartGold

Said to be the embodiment of north winds, it can instantly purify filthy, murky water.

## Pokémon SoulSilver

This Pokémon races across the land. It is said that north winds will somehow blow whenever it appears.

## EVOLUTION

Does not evolve

## LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----|--------------|---------|----------|------|------|----|----------|----|
| 1   | Bite         | Dark    | Physical | 60   | 100  | 25 | Normal   | ○  |
| 1   | Leer         | Normal  | Status   | —    | 100  | 30 | 2 Foes   | —  |
| 8   | BubbleBeam   | Water   | Special  | 65   | 100  | 20 | Normal   | —  |
| 15  | Rain Dance   | Water   | Status   | —    | —    | 5  | All      | —  |
| 22  | Gust         | Flying  | Special  | 40   | 100  | 35 | Normal   | —  |
| 29  | Aurora Beam  | Ice     | Special  | 65   | 100  | 20 | Normal   | —  |
| 36  | Mist         | Ice     | Status   | —    | —    | 30 | 2 Allies | —  |
| 43  | Mirror Coat  | Psychic | Special  | —    | 100  | 20 | Self     | —  |
| 50  | Ice Fang     | Ice     | Physical | 65   | 95   | 15 | Normal   | ○  |
| 57  | Tailwind     | Flying  | Status   | —    | —    | 30 | 2 Allies | —  |
| 64  | Extrasensory | Psychic | Special  | 80   | 100  | 30 | Normal   | —  |
| 71  | Hydro Pump   | Water   | Special  | 120  | 80   | 5  | Normal   | —  |
| 78  | Calm Mind    | Psychic | Status   | —    | —    | 20 | Self     | —  |
| 85  | Blizzard     | Ice     | Special  | 120  | 70   | 5  | 2 Foes   | —  |

## MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|--------|----------|------|------|----|----------|----|
| Dive         | Water  | Physical | 80   | 100  | 10 | Normal   | ○  |
| Icy Wind     | Ice    | Special  | 55   | 95   | 15 | 2 Foes   | —  |
| ominous Wind | Ghost  | Special  | 60   | 100  | 5  | Normal   | —  |
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal   | —  |
| Swift        | Normal | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Tailwind     | Flying | Status   | —    | —    | 30 | 2 Allies | —  |
| Mud-Slap     | Ground | Special  | 20   | 100  | 10 | Normal   | —  |
| Iron Head    | Steel  | Physical | 80   | 100  | 15 | Normal   | ○  |
| Signal Beam  | Bug    | Special  | 75   | 100  | 15 | Normal   | —  |

## TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal        | —  |
| TM04 | Calm Mind    | Psychic  | Status   | —    | —    | 20 | Self          | —  |
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM07 | Hail         | Ice      | Status   | —    | —    | 10 | All           | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal        | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal        | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM33 | Reflect      | Psychic  | Status   | —    | —    | 20 | 2 Allies      | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10 | All           | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Brine        | Water    | Special  | 65   | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM72 | Avalanche    | Ice      | Physical | 60   | 100  | 10 | Normal        | ○  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal        | ○  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | ○  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15 | Normal        | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM07 | Waterfall    | Water    | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20 | Normal        | ○  |



## ● LEVEL-UP MOVES

| Lv. | Name       | Type   | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|------------|--------|----------|------|------|----|---------------|----|
| 1   | Bite       | Dark   | Physical | 60   | 100  | 25 | Normal        | ○  |
| 1   | Leer       | Normal | Status   | —    | 100  | 30 | 2 Foes        | —  |
| 5   | Sandstorm  | Rock   | Status   | —    | —    | 10 | All           | —  |
| 10  | Screech    | Normal | Status   | —    | 85   | 40 | Normal        | —  |
| 14  | Rock Slide | Rock   | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| 19  | Scary Face | Normal | Status   | —    | 90   | 10 | Normal        | —  |
| 23  | Thrash     | Normal | Physical | 90   | 100  | 20 | 1 Random      | ○  |
| 28  | Dark Pulse | Dark   | Special  | 80   | 100  | 15 | Normal        | —  |
| 32  | Payback    | Dark   | Physical | 50   | 100  | 10 | Normal        | ○  |
| 37  | Crunch     | Dark   | Physical | 80   | 100  | 15 | Normal        | —  |
| 41  | Earthquake | Ground | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| 46  | Stone Edge | Rock   | Physical | 100  | 80   | 5  | Normal        | —  |
| 50  | Hyper Beam | Normal | Special  | 150  | 90   | 5  | Normal        | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|----------|----------|------|------|----|----------|----|
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal   | —  |
| Spite        | Ghost    | Status   | —    | 100  | 10 | Normal   | —  |
| Uproar       | Normal   | Special  | 50   | 100  | 10 | 1 Random | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal   | —  |
| Superpower   | Fighting | Physical | 120  | 100  | 5  | Normal   | ○  |
| Iron Head    | Steel    | Physical | 80   | 100  | 15 | Normal   | ○  |
| AncientPower | Rock     | Special  | 60   | 100  | 5  | Normal   | —  |
| Earth Power  | Ground   | Special  | 90   | 100  | 10 | Normal   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10 | All           | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM65 | Payback      | Dark     | Physical | 50   | 100  | 10 | Normal        | ○  |
| TM69 | Rock Polish  | Rock     | Status   | —    | —    | 20 | Self          | —  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5  | Normal        | —  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20 | 2 Foes        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM79 | Dark Pulse   | Dark     | Special  | 80   | 100  | 15 | Normal        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |

## ● EGG MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range       | DA |
|--------------|--------|----------|------|------|----|-------------|----|
| Pursuit      | Dark   | Physical | 40   | 100  | 20 | Normal      | ○  |
| Stomp        | Normal | Physical | 65   | 100  | 20 | Normal      | ○  |
| Outrage      | Dragon | Physical | 120  | 100  | 15 | 1 Random    | ○  |
| Focus Energy | Normal | Status   | —    | —    | 30 | Self        | —  |
| AncientPower | Rock   | Special  | 60   | 100  | 5  | Normal      | —  |
| Dragon Dance | Dragon | Status   | —    | —    | 20 | Self        | —  |
| Curse        | ???    | Status   | —    | —    | 10 | Normal/Self | —  |
| Iron Defense | Steel  | Status   | —    | —    | 15 | Self        | —  |
| Assurance    | Dark   | Physical | 50   | 100  | 10 | Normal      | ○  |
| Iron Head    | Steel  | Physical | 80   | 100  | 15 | Normal      | ○  |



No. 246 | Rock Skin Pokémon

Larvitar

Rock Ground



## ● SIZE COMPARISON

- HEIGHT: 2'00"
- WEIGHT: 158.7 lbs.
- ITEMS: None



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Guts

## ● STATS



## ● EGG GROUPS

Monster

## ● PERFORMANCE

SPEED ★★★  
 POWER ★★☆☆  
 SKILL ★★★☆

STAMINA ★★★  
 JUMP ★★★

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Mt. Silver Cave interior

**Pokémon SoulSilver** Mt. Silver Cave interior

**Pokémon Diamond** Route 207 (use Poké Radar)

**Pokémon Pearl** —

**Pokémon Platinum** Route 206 (mass outbreak)

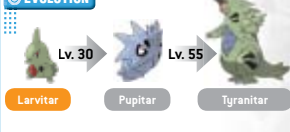
**Pokémon HeartGold**

**Pokémon SoulSilver**

It feeds on soil. After it has eaten a large mountain, it falls asleep so it can grow.

It is born deep underground. It can't emerge until it has entirely consumed the soil around it.

## ● EVOLUTION





No. 247 | Hard Shell Pokémon

Pupitar

Rock Ground



- HEIGHT: 3'11"
- WEIGHT: 335.1 lbs.
- ITEMS: None

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Shed Skin

## ● EGG GROUPS

Monster

## ● PERFORMANCE

SPEED ★★★★★☆  
POWER ★★★★★★  
SKILL ★

STAMINA ★★★★★☆  
JUMP ★★★★★☆

## ● STATS



## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Small chamber inside Mt. Silver Cave

**Pokémon SoulSilver** Small chamber inside Mt. Silver Cave

**Pokémon Diamond** Level up Larvitar to Lv. 30

**Pokémon Pearl** —

**Pokémon Platinum** Level up Larvitar to Lv. 30

**Pokémon HeartGold**

Its shell is as hard as sheet rock, and it is also very strong. Its thrashing can topple a mountain.

**Pokémon SoulSilver**

Even sealed in its shell, it can move freely. Hard and fast, it has outstanding destructive power.

## ● EVOLUTION



## ● LEVEL-UP MOVES

| Lv. | Name       | Type   | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|------------|--------|----------|------|------|----|---------------|----|
| 1   | Bite       | Dark   | Physical | 60   | 100  | 25 | Normal        | ○  |
| 1   | Leer       | Normal | Status   | —    | 100  | 30 | 2 Foes        | —  |
| 1   | Sandstorm  | Rock   | Status   | —    | —    | 10 | All           | —  |
| 1   | Screech    | Normal | Status   | —    | 85   | 40 | Normal        | —  |
| 5   | Sandstorm  | Rock   | Status   | —    | —    | 10 | All           | —  |
| 10  | Screech    | Normal | Status   | —    | 85   | 40 | Normal        | —  |
| 14  | Rock Slide | Rock   | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| 19  | Scary Face | Normal | Status   | —    | 90   | 10 | Normal        | —  |
| 23  | Thrash     | Normal | Physical | 90   | 100  | 20 | 1 Random      | ○  |
| 28  | Dark Pulse | Dark   | Special  | 80   | 100  | 15 | Normal        | ○  |
| 34  | Payback    | Dark   | Physical | 50   | 100  | 10 | Normal        | ○  |
| 41  | Crunch     | Dark   | Physical | 80   | 100  | 15 | Normal        | ○  |
| 47  | Earthquake | Ground | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| 54  | Stone Edge | Rock   | Physical | 100  | 80   | 5  | Normal        | —  |
| 60  | Hyper Beam | Normal | Special  | 150  | 90   | 5  | Normal        | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|----------|----------|------|------|----|----------|----|
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal   | —  |
| Spite        | Ghost    | Status   | —    | 100  | 10 | Normal   | —  |
| Uproar       | Normal   | Special  | 50   | 100  | 10 | 1 Random | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal   | —  |
| Superpower   | Fighting | Special  | 120  | 100  | 5  | Normal   | ○  |
| Iron Head    | Steel    | Physical | 80   | 100  | 15 | Normal   | ○  |
| AncientPower | Rock     | Special  | 60   | 100  | 5  | Normal   | —  |
| Earth Power  | Ground   | Special  | 90   | 100  | 10 | Normal   | —  |
| Iron Defense | Steel    | Status   | —    | —    | 15 | Self     | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10 | All           | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10 | Normal        | ○  |
| TM69 | Rock Polish  | Rock     | Status   | —    | —    | 20 | Self          | —  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5  | Normal        | —  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20 | 2 Foes        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM79 | Dark Pulse   | Dark     | Special  | 80   | 100  | 15 | Normal        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Physical | Special  | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|--------------|----------|----------|------|------|----|---------------|----|
| 1   | Thunder Fang | Electric | Physical | 65   | 95   | 15 | Normal        | ○  |
| 1   | Ice Fang     | Ice      | Physical | 65   | 95   | 15 | Normal        | ○  |
| 1   | Fire Fang    | Fire     | Physical | 65   | 95   | 15 | Normal        | ○  |
| 1   | Bite         | Dark     | Physical | 60   | 100  | 25 | Normal        | ○  |
| 1   | Leer         | Normal   | Status   | —    | 100  | 30 | 2 Foes        | —  |
| 1   | Sandstorm    | Rock     | Status   | —    | —    | 10 | All           | —  |
| 1   | Screech      | Normal   | Status   | —    | 85   | 40 | Normal        | —  |
| 5   | Sandstorm    | Rock     | Status   | —    | —    | 10 | All           | —  |
| 10  | Screech      | Normal   | Status   | —    | 85   | 40 | Normal        | —  |
| 14  | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| 19  | Scary Face   | Normal   | Status   | —    | 90   | 10 | Normal        | —  |
| 23  | Thrash       | Normal   | Physical | 90   | 100  | 20 | 1 Random      | ○  |
| 28  | Dark Pulse   | Dark     | Special  | 80   | 100  | 15 | Normal        | —  |
| 34  | Payback      | Dark     | Physical | 50   | 100  | 10 | Normal        | ○  |
| 41  | Crunch       | Dark     | Physical | 80   | 100  | 15 | Normal        | —  |
| 47  | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| 54  | Stone Edge   | Rock     | Physical | 100  | 80   | 5  | Normal        | —  |
| 70  | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|----------|----------|------|------|----|----------|----|
| Fury Cutter  | Bug      | Physical | 10   | 95   | 20 | Normal   | ○  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal   | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal   | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal   | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal   | —  |
| Spite        | Ghost    | Status   | —    | 100  | 10 | Normal   | —  |
| Uproar       | Normal   | Special  | 50   | 100  | 10 | 1 Random | —  |
| Block        | Normal   | Status   | —    | —    | 5  | Normal   | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal   | —  |
| Superpower   | Fighting | Physical | 120  | 100  | 5  | Normal   | ○  |
| Iron Head    | Steel    | Physical | 80   | 100  | 15 | Normal   | ○  |
| Aqua Tail    | Water    | Physical | 90   | 90   | 10 | Normal   | ○  |
| Outrage      | Dragon   | Physical | 120  | 100  | 15 | 1 Random | ○  |
| AncientPower | Rock     | Special  | 60   | 100  | 5  | Normal   | —  |
| Earth Power  | Ground   | Special  | 90   | 100  | 10 | Normal   | —  |
| Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal   | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal        | ○  |
| TM02 | Dragon Claw  | Dragon   | Physical | 80   | 100  | 15 | Normal        | —  |
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal        | —  |
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal        | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 90   | 5  | 2 Foes        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal        | —  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal        | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal        | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal        | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10 | All           | —  |
| TM39 | Fire Blast   | Fire     | Special  | 120  | 85   | 5  | Normal        | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal        | ○  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5  | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM59 | Dragon Pulse | Dragon   | Special  | 90   | 100  | 10 | Normal        | ○  |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15 | Normal        | ○  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10 | Normal        | ○  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM69 | Rock Polish  | Rock     | Status   | —    | —    | 20 | Self          | —  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5  | Normal        | —  |
| TM72 | Avalanche    | Ice      | Physical | 60   | 100  | 10 | Normal        | ○  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal        | —  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20 | 2 Foes        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM79 | Dark Pulse   | Dark     | Special  | 80   | 100  | 15 | Normal        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal        | ○  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15 | Normal        | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20 | Normal        | ○  |

No. 248 | Armor Pokémon  
**Tyranitar**

Rock

Dark

## ● SIZE COMPARISON

- HEIGHT: 6'02"
- WEIGHT: 445.3 lbs.
- ITEMS: None



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Sand Stream

## ● STATS



## ● EGG GROUPS

Monster

## ● PERFORMANCE



## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Level up Pupitar to Lv. 55

**Pokémon SoulSilver** Level up Pupitar to Lv. 55

**Pokémon Diamond** Level up Pupitar to Lv. 55

**Pokémon Pearl** —

**Pokémon Platinum** Level up Pupitar to Lv. 55

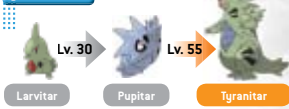
**Pokémon HeartGold**

**Pokémon SoulSilver**

Its body can't be harmed by any sort of attack, so it is very eager to make challenges against enemies.

Extremely strong, it can change the landscape. It has an insolent nature that makes it not care about others.

## ● EVOLUTION



No. 249 | Diving Pokémon  
**Lugia**

Psychic Flying



## ● SIZE COMPARISON

- HEIGHT: 17'01"
- WEIGHT: 476.2 lbs.
- ITEMS: None



● GENDER UNKNOWN

## ● ABILITIES

- Pressure

## ● EGG GROUPS

No Egg has ever been discovered

## ● PERFORMANCE

SPEED ★★★★★  
POWER ★★★★★☆  
SKILL ★★★★★☆

## ● STATS

HP ██████████  
ATTACK ██████████  
DEFENSE ██████████  
SP. ATTACK ██████████  
SP. DEFENSE ██████████  
SPEED ██████████

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold**

Appears in the Whirl Islands (after entering the Hall of Fame and receiving the Silver Wing in Pewter City)

**Pokémon SoulSilver**

Appears in the Whirl Islands

**Pokémon Diamond**

—

**Pokémon Pearl**

—

**Pokémon Platinum**

—

**Pokémon HeartGold**

It is said that it quietly spends its time deep at the bottom of the sea because its powers are too strong.

**Pokémon SoulSilver**

It is said to be the guardian of the seas. It is rumored to have been seen on the night of a storm.

## ● EVOLUTION

Does not evolve

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----|--------------|---------|----------|------|------|----|----------|----|
| 1   | Whirlwind    | Normal  | Status   | —    | 100  | 20 | Normal   | —  |
| 1   | Weather Ball | Normal  | Special  | 50   | 100  | 10 | Normal   | —  |
| 9   | Gust         | Flying  | Special  | 40   | 100  | 35 | Normal   | —  |
| 15  | Dragon Rush  | Dragon  | Physical | 100  | 75   | 10 | Normal   | ○  |
| 23  | Extrasensory | Psychic | Special  | 80   | 100  | 30 | Normal   | —  |
| 29  | Rain Dance   | Water   | Status   | —    | —    | 5  | All      | —  |
| 37  | Hydro Pump   | Water   | Special  | 120  | 80   | 5  | Normal   | —  |
| 43  | Aeroblast    | Flying  | Special  | 100  | 95   | 5  | Normal   | —  |
| 50  | Punishment   | Dark    | Physical | —    | 100  | 5  | Normal   | ○  |
| 57  | AncientPower | Rock    | Special  | 60   | 100  | 5  | Normal   | —  |
| 65  | Safeguard    | Normal  | Status   | —    | —    | 25 | 2 Allies | —  |
| 71  | Recover      | Normal  | Status   | —    | —    | 10 | Self     | —  |
| 79  | Future Sight | Psychic | Special  | 80   | 90   | 15 | Normal   | —  |
| 85  | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal   | —  |
| 93  | Calm Mind    | Psychic | Status   | —    | —    | 20 | Self     | —  |
| 99  | Sky Attack   | Flying  | Physical | 140  | 90   | 5  | Normal   | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|---------|----------|------|------|----|----------|----|
| Dive         | Water   | Physical | 80   | 100  | 10 | Normal   | ○  |
| Icy Wind     | Ice     | Special  | 55   | 95   | 15 | 2 Foes   | —  |
| Ominous Wind | Ghost   | Special  | 60   | 100  | 5  | Normal   | —  |
| Air Cutter   | Flying  | Special  | 55   | 95   | 25 | 2 Foes   | —  |
| Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal   | ○  |
| Trick        | Psychic | Status   | —    | 100  | 10 | Normal   | —  |
| Snore        | Normal  | Special  | 40   | 100  | 15 | Normal   | —  |
| Swift        | Normal  | Special  | 60   | —    | 20 | 2 Allies | —  |
| Tailwind     | Flying  | Status   | —    | —    | 30 | 2 Allies | —  |
| Mud-Slap     | Ground  | Special  | 20   | 100  | 10 | Normal   | —  |
| Iron Head    | Steel   | Special  | 80   | 100  | 15 | Normal   | ○  |
| Aqua Tail    | Water   | Physical | 90   | 90   | 10 | Normal   | ○  |
| AncientPower | Rock    | Special  | 60   | 100  | 5  | Normal   | —  |
| Signal Beam  | Bug     | Special  | 75   | 100  | 15 | Normal   | —  |
| Earth Power  | Ground  | Special  | 90   | 100  | 10 | Normal   | —  |
| Twister      | Dragon  | Special  | 40   | 100  | 20 | 2 Foes   | —  |
| Sky Attack   | Flying  | Physical | 140  | 90   | 5  | Normal   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal        | ○  |
| TM04 | Calm Mind    | Psychic  | Status   | —    | —    | 20 | Self          | —  |
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM07 | Hail         | Ice      | Status   | —    | —    | 10 | All           | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies      | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM19 | Giga Drain   | Grass    | Special  | 60   | 100  | 10 | Normal        | —  |
| TM20 | Safeguard    | Normal   | Status   | —    | —    | 25 | 2 Allies      | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal        | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal        | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal        | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal        | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM33 | Reflect      | Psychic  | Status   | —    | —    | 20 | 2 Allies      | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal        | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10 | All           | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal        | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM47 | Steel Wing   | Steel    | Physical | 70   | 90   | 25 | Normal        | ○  |
| TM48 | Skill Swap   | Psychic  | Status   | —    | —    | 10 | Normal        | —  |
| TM51 | Roost        | Flying   | Status   | —    | —    | 10 | Self          | —  |
| TM55 | Brine        | Water    | Special  | 65   | 100  | 10 | Normal        | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM59 | Dragon Pulse | Dragon   | Special  | 90   | 100  | 10 | Normal        | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM72 | Avalanche    | Ice      | Physical | 60   | 100  | 10 | Normal        | ○  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal        | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Self          | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM02 | Fly          | Flying   | Physical | 90   | 95   | 15 | Normal        | ○  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15 | Normal        | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM07 | Waterfall    | Water    | Physical | 80   | 100  | 15 | Normal        | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----|--------------|---------|----------|------|------|----|----------|----|
| 1   | Whirlwind    | Normal  | Status   | —    | 100  | 20 | Normal   | —  |
| 1   | Weather Ball | Normal  | Special  | 50   | 100  | 10 | Normal   | —  |
| 9   | Gust         | Flying  | Special  | 40   | 100  | 35 | Normal   | —  |
| 15  | Brave Bird   | Flying  | Physical | 120  | 100  | 15 | Normal   | ○  |
| 23  | Extrasensory | Psychic | Special  | 80   | 100  | 30 | Normal   | —  |
| 29  | Sunny Day    | Fire    | Status   | —    | —    | 5  | All      | —  |
| 37  | Fire Blast   | Fire    | Special  | 120  | 85   | 5  | Normal   | —  |
| 43  | Sacred Fire  | Fire    | Special  | 100  | 95   | 5  | Normal   | —  |
| 50  | Punishment   | Dark    | Physical | —    | 100  | 5  | Normal   | ○  |
| 57  | AncientPower | Rock    | Special  | 60   | 100  | 5  | Normal   | —  |
| 65  | Safeguard    | Normal  | Status   | —    | —    | 25 | 2 Allies | —  |
| 71  | Recover      | Normal  | Status   | —    | —    | 10 | Self     | —  |
| 79  | Future Sight | Psychic | Special  | 80   | 90   | 15 | Normal   | —  |
| 85  | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal   | —  |
| 93  | Calm Mind    | Psychic | Status   | —    | —    | 20 | Self     | —  |
| 99  | Sky Attack   | Flying  | Physical | 140  | 90   | 5  | Normal   | —  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|---------|----------|------|------|----|----------|----|
| Ominous Wind | Ghost   | Special  | 60   | 100  | 5  | Normal   | —  |
| Air Cutter   | Flying  | Special  | 55   | 95   | 25 | 2 Foes   | —  |
| Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal   | ○  |
| Snore        | Normal  | Special  | 40   | 100  | 15 | Normal   | —  |
| Swift        | Normal  | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Tailwind     | Flying  | Status   | —    | —    | 30 | 2 Allies | —  |
| Mud-Slap     | Ground  | Special  | 20   | 100  | 10 | Normal   | —  |
| Iron Head    | Steel   | Physical | 80   | 100  | 15 | Normal   | ○  |
| AncientPower | Rock    | Special  | 60   | 100  | 5  | Normal   | —  |
| Signal Beam  | Bug     | Special  | 75   | 100  | 15 | Normal   | —  |
| Earth Power  | Ground  | Special  | 90   | 100  | 10 | Normal   | —  |
| Twister      | Dragon  | Special  | 40   | 100  | 20 | 2 Foes   | —  |
| Heat Wave    | Fire    | Special  | 100  | 90   | 10 | 2 Foes   | —  |
| Sky Attack   | Flying  | Physical | 140  | 90   | 5  | Normal   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM04 | Calm Mind    | Psychic  | Status   | —    | —    | 20 | Self          | —  |
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies      | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM19 | Giga Drain   | Grass    | Special  | 60   | 100  | 10 | Normal        | —  |
| TM20 | Safeguard    | Normal   | Status   | —    | —    | 25 | 2 Allies      | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM22 | Solar Beam   | Grass    | Special  | 120  | 100  | 10 | Normal        | —  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal        | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal        | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal        | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM33 | Reflect      | Psychic  | Status   | —    | —    | 20 | 2 Allies      | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal        | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal        | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10 | All           | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5  | Normal        | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal        | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM47 | Steel Wing   | Steel    | Physical | 70   | 90   | 25 | Normal        | ○  |
| TM50 | Overheat     | Fire     | Special  | 140  | 90   | 5  | Normal        | —  |
| TM51 | Roost        | Flying   | Status   | —    | —    | 10 | Self          | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM61 | Will-O-Wisp  | Fire     | Status   | —    | 75   | 15 | Normal        | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal        | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM88 | Pluck        | Flying   | Physical | 60   | 100  | 20 | Normal        | ○  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM02 | Fly          | Flying   | Physical | 90   | 95   | 15 | Normal        | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |



No. 250 | Rainbow Pokémon  
**Ho-Oh**

Fire

Flying



## ● SIZE COMPARISON

- HEIGHT: 12'06"
- WEIGHT: 438.7 lbs.
- ITEMS: None



## ● GENDER UNKNOWN

## ● ABILITIES

- Pressure

## ● EGG GROUPS

No Egg has ever been discovered

## ● PERFORMANCE

SPEED ★★★★★  
POWER ★★★★★  
SKILL ★★★★★

STAMINA ★★★★★  
JUMP ★★★★★

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Appears at Bell Tower

**Pokémon SoulSilver** Appears at Bell Tower [after entering the Hall of Fame and receiving the Rainbow Wing in Pewter City]

**Pokémon Diamond** —

**Pokémon Pearl** —

**Pokémon Platinum** —

**Pokémon HeartGold** Legends claim this Pokémon flies the world's skies continuously on its magnificent, seven-colored wings.

**Pokémon SoulSilver**

A legend says that its body glows in seven colors. A rainbow is said to form behind it when it flies.

## ● EVOLUTION

Does not evolve



No. 251 | Time Travel Pokémon

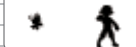
**Celebi**

Psychic Grass



## ● SIZE COMPARISON

- HEIGHT: 2'00"
- WEIGHT: 11.0 lbs.
- ITEMS: None



● GENDER UNKNOWN

## ● ABILITIES

- Natural Cure

## ● EGG GROUPS

No Egg has ever been discovered

## ● PERFORMANCE

SPEED ★★★★★  
POWER ★★★★★  
SKILL ★★★★★

## ● STATS

HP ●●●●●  
ATTACK ●●●●●  
DEFENSE ●●●●●  
SP. ATTACK ●●●●●  
SP. DEFENSE ●●●●●  
SPEED ●●●●●

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Migrate it through the Pal Park—cannot be obtained through regular gameplay\*

**Pokémon SoulSilver** Migrate it through the Pal Park—cannot be obtained through regular gameplay\*

**Pokémon Diamond** Migrate it through the Pal Park—cannot be obtained through regular gameplay\*

**Pokémon Pearl** Migrate it through the Pal Park—cannot be obtained through regular gameplay\*

**Pokémon Platinum** Migrate it through the Pal Park—cannot be obtained through regular gameplay\*

**Pokémon HeartGold** This Pokémon wanders across time. Grass and trees flourish in the forests in which it has appeared.

**Pokémon SoulSilver** When CELEBI disappears deep in a forest, it is said to leave behind an egg it brought from the future.

## ● EVOLUTION

Does not evolve

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range      | DA |
|-----|--------------|---------|----------|------|------|----|------------|----|
| 1   | Leech Seed   | Grass   | Status   | —    | 90   | 10 | Normal     | —  |
| 1   | Confusion    | Psychic | Special  | 50   | 100  | 25 | Normal     | —  |
| 1   | Recover      | Normal  | Status   | —    | —    | 10 | Self       | —  |
| 1   | Heal Bell    | Normal  | Status   | —    | —    | 5  | All Allies | —  |
| 10  | Safeguard    | Normal  | Status   | —    | —    | 25 | 2 Allies   | —  |
| 19  | Magical Leaf | Grass   | Special  | 60   | —    | 20 | Normal     | —  |
| 28  | AncientPower | Rock    | Special  | 60   | 100  | 5  | Normal     | —  |
| 37  | Baton Pass   | Normal  | Status   | —    | —    | 40 | Self       | —  |
| 46  | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal     | —  |
| 55  | Heal Block   | Psychic | Status   | —    | 100  | 15 | 2 Foes     | —  |
| 64  | Future Sight | Psychic | Status   | 80   | 90   | 15 | Normal     | —  |
| 73  | Healing Wish | Psychic | Status   | —    | —    | 10 | Self       | —  |
| 82  | Leaf Storm   | Grass   | Special  | 140  | 90   | 5  | Normal     | —  |
| 91  | Perish Song  | Normal  | Status   | —    | —    | 5  | All        | —  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range      | DA |
|--------------|---------|----------|------|------|----|------------|----|
| Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal     | ○  |
| Trick        | Psychic | Status   | —    | 100  | 10 | Normal     | —  |
| Sucker Punch | Dark    | Physical | 80   | 100  | 5  | Normal     | ○  |
| Snore        | Normal  | Special  | 40   | 100  | 15 | Normal     | —  |
| Helping Hand | Normal  | Status   | —    | —    | 20 | 1 Ally     | —  |
| Synthesis    | Grass   | Status   | —    | —    | 5  | Self       | —  |
| Last Resort  | Normal  | Physical | 130  | 100  | 5  | Normal     | ○  |
| Swift        | Normal  | Special  | 60   | —    | 20 | 2 Foes     | —  |
| Uproar       | Normal  | Special  | 50   | 100  | 10 | 1 Random   | —  |
| Worry Seed   | Grass   | Status   | —    | 100  | 10 | Normal     | —  |
| Magic Coat   | Psychic | Status   | —    | —    | 15 | Self       | —  |
| Heal Bell    | Normal  | Status   | —    | —    | 5  | All Allies | —  |
| Mud-Slap     | Ground  | Special  | 20   | 100  | 10 | Normal     | —  |
| AncientPower | Rock    | Special  | 60   | 100  | 5  | Normal     | —  |
| Signal Beam  | Bug     | Special  | 75   | 100  | 15 | Normal     | —  |
| Earth Power  | Ground  | Special  | 90   | 100  | 10 | Normal     | —  |
| Seed Bomb    | Grass   | Physical | 80   | 100  | 15 | Normal     | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|------|--------------|----------|----------|------|------|----|----------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal   | —  |
| TM04 | Calm Mind    | Psychic  | Status   | —    | —    | 20 | Self     | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal   | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal   | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All      | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal   | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All      | —  |
| TM19 | Giga Drain   | Grass    | Special  | 60   | 100  | 10 | Normal   | —  |
| TM20 | Safeguard    | Normal   | Status   | —    | —    | 25 | 2 Allies | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal   | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal   | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal   | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self     | —  |
| TM33 | Reflect      | Psychic  | Status   | —    | —    | 20 | 2 Allies | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal   | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10 | All      | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal   | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal   | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self     | —  |
| TM48 | Skill Swap   | Psychic  | Status   | —    | —    | 10 | Normal   | —  |
| TM53 | Energy Ball  | Grass    | Special  | 80   | 100  | 10 | Normal   | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal   | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal   | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM62 | Silver Wind  | Bug      | Special  | 60   | 100  | 5  | Normal   | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal   | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal   | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal   | —  |
| TM75 | Swords Dance | Normal   | Status   | —    | —    | 30 | Self     | —  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20 | 2 Foes   | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal   | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends  | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal   | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15 | Normal   | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20 | Normal   | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal   | —  |
| TM89 | U-turn       | Bug      | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM92 | Trick Room   | Psychic  | Status   | —    | —    | 5  | All      | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal   | ○  |

\*Only available through distribution at special events and not through regular gameplay. Check Pokémon.com for the latest news on how to catch this Pokémon.

## ● LEVEL-UP MOVES

| Lv. | Name          | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|---------------|--------|----------|------|------|----|--------|----|
| 1   | Ingrain       | Grass  | Status   | —    | —    | 20 | Self   | —  |
| 1   | Constrict     | Normal | Physical | 10   | 100  | 35 | Normal | ○  |
| 5   | Sleep Powder  | Grass  | Status   | —    | 75   | 15 | Normal | —  |
| 8   | Absorb        | Grass  | Special  | 20   | 100  | 25 | Normal | —  |
| 12  | Growth        | Normal | Status   | —    | 40   | —  | Self   | —  |
| 15  | Poison Powder | Poison | Status   | —    | 75   | 35 | Normal | —  |
| 19  | Vine Whip     | Grass  | Physical | 35   | 100  | 15 | Normal | ○  |
| 22  | Bind          | Normal | Physical | 15   | 75   | 20 | Normal | —  |
| 26  | Mega Drain    | Grass  | Special  | 40   | 100  | 15 | Normal | —  |
| 29  | Stun Spore    | Grass  | Status   | —    | 75   | 30 | Normal | —  |
| 33  | Ancient Power | Rock   | Special  | 60   | 100  | 5  | Normal | —  |
| 36  | Knock Off     | Dark   | Physical | 20   | 100  | 20 | Normal | ○  |
| 40  | Natural Gift  | Normal | Physical | —    | 100  | 15 | Normal | —  |
| 43  | Slam          | Normal | Physical | 80   | 75   | 20 | Normal | ○  |
| 47  | Tickle        | Normal | Status   | —    | 100  | 20 | Normal | —  |
| 50  | Wring Out     | Normal | Special  | —    | 100  | 5  | Normal | ○  |
| 54  | Power Whip    | Grass  | Physical | 120  | 85   | 10 | Normal | ○  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name          | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|---------------|--------|----------|------|------|----|--------|----|
| Knock Off     | Dark   | Physical | 20   | 100  | 20 | Normal | ○  |
| Snore         | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Synthesis     | Grass  | Status   | —    | 5    | —  | Self   | —  |
| Worry Seed    | Grass  | Status   | —    | 100  | 10 | Normal | —  |
| Ancient Power | Rock   | Special  | 60   | 100  | 5  | Normal | —  |
| Seed Bomb     | Grass  | Physical | 80   | 100  | 15 | Normal | —  |
| Pain Split    | Normal | Status   | —    | 20   | —  | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP       | Range   | DA |
|------|--------------|----------|----------|------|------|----------|---------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20       | Normal  | ○  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10       | Normal  | —  |
| TM09 | Bullet Seed  | Grass    | Physical | 10   | 100  | 30       | Normal  | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15       | Normal  | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | —        | All     | —  |
| TM17 | Protect      | Normal   | Status   | —    | 10   | —        | Self    | —  |
| TM19 | Giga Drain   | Grass    | Special  | 60   | 100  | 10       | Normal  | —  |
| TM20 | Safeguard    | Normal   | Status   | —    | 25   | 2 Allies | —       | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20       | Normal  | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10       | Normal  | —  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15       | Normal  | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20       | Normal  | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10       | Normal  | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15       | Normal  | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | 15   | —        | Self    | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10       | Normal  | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20       | Normal  | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20       | Normal  | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20       | Normal  | ○  |
| TM44 | Rest         | Psychic  | Status   | —    | 10   | —        | Self    | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15       | Normal  | —  |
| TM53 | Energy Ball  | Grass    | Special  | 80   | 100  | 10       | Normal  | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10       | Normal  | —  |
| TM58 | Endure       | Normal   | Status   | —    | 10   | —        | Self    | —  |
| TM60 | Drain Punch  | Fighting | Physical | 60   | 100  | 5        | Normal  | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20       | Normal  | —  |
| TM75 | Swords Dance | Normal   | Status   | —    | 30   | —        | Self    | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20       | 2 Foes  | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10       | 2 Foes  | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | 10   | —        | Depends | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15       | Normal  | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20       | Normal  | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15       | Normal  | —  |
| TM90 | Substitute   | Normal   | Status   | —    | 10   | —        | Self    | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30       | Normal  | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15       | Normal  | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15       | Normal  | ○  |

## ● EGG MOVES

| Name          | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|---------------|----------|----------|------|------|----|--------|----|
| Crunch        | Dark     | Physical | 80   | 100  | 15 | Normal | ○  |
| Mud Sport     | Ground   | Status   | —    | 15   | —  | All    | —  |
| Endeavor      | Normal   | Physical | —    | 100  | 5  | Normal | ○  |
| Leech Seed    | Grass    | Status   | —    | 90   | 10 | Normal | —  |
| Dragon Breath | Dragon   | Special  | 60   | 100  | 20 | Normal | —  |
| Crush Claw    | Normal   | Physical | 75   | 95   | 10 | Normal | ○  |
| Worry Seed    | Grass    | Status   | —    | 100  | 10 | Normal | —  |
| Double Kick   | Fighting | Physical | 30   | 100  | 30 | Normal | ○  |
| Grass Whistle | Grass    | Status   | —    | 55   | 15 | Normal | —  |
| Synthesis     | Grass    | Status   | —    | 5    | —  | Self   | —  |
| Magical Leaf  | Grass    | Special  | 60   | —    | 20 | Normal | —  |
| Leaf Storm    | Grass    | Special  | 140  | 90   | 5  | Normal | —  |
| Razor Wind    | Normal   | Special  | 80   | 100  | 10 | 2 Foes | —  |



No. 252 | Wood Gecko Pokémon

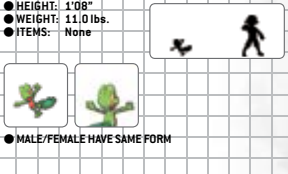
## Treecko

Grass



- HEIGHT: 1'08"
- WEIGHT: 11.0 lbs.
- ITEMS: None

## ● SIZE COMPARISON



## ● ABILITIES

- Overgrow

## ● STATS



## ● EGG GROUPS

- Monster
- Dragon

## ● PERFORMANCE



## ● MAIN WAYS TO OBTAIN

## Pokémon HeartGold

Receive from Steven at Silph Co. in Saffron City [after defeating Red]

## Pokémon SoulSilver

Receive from Steven at Silph Co. in Saffron City [after defeating Red]

## Pokémon Diamond

—

## Pokémon Pearl

—

## Pokémon Platinum

—

## Pokémon HeartGold

Small hooks on the bottom of its feet catch on walls and ceilings. That is how it can hang from above.

## Pokémon SoulSilver

Small hooks on the bottom of its feet catch on walls and ceilings. That is how it can hang from above.

## ● EVOLUTION

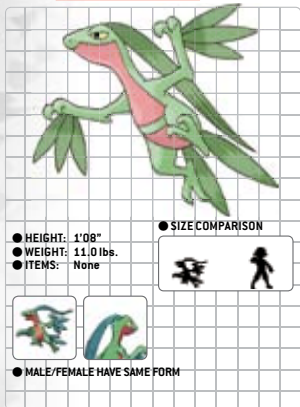




No. 253 | Wood Gecko Pokémon

Grovyle

Grass



## ● SIZE COMPARISON

- HEIGHT: 1'08"
- WEIGHT: 11.0 lbs.
- ITEMS: None



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Overgrow

## ● STATS



## ● EGG GROUPS

- Monster
- Dragon

## ● PERFORMANCE

- SPEED ★★★★★  
 POWER ★★★★★  
 SKILL ★★★★★

- STAMINA ★★★★★  
 JUMP ★★★★★

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Level up Treecko to Lv. 16

**Pokémon SoulSilver** Level up Treecko to Lv. 16

**Pokémon Diamond** —

**Pokémon Pearl** —

**Pokémon Platinum** —

**Pokémon HeartGold**

It leaps from tree branch to tree branch quite swiftly. It shows astounding agility.

**Pokémon SoulSilver**

It leaps from tree branch to tree branch quite swiftly. It shows astounding agility.

## ● EVOLUTION



## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|----------|----------|------|------|----|--------|----|
| 1   | Pound        | Normal   | Physical | 40   | 100  | 35 | Normal | ○  |
| 1   | Leer         | Normal   | Status   | —    | 100  | 30 | 2 Foes | —  |
| 1   | Absorb       | Grass    | Special  | 20   | 100  | 25 | Normal | —  |
| 1   | Quick Attack | Normal   | Physical | 40   | 100  | 30 | Normal | ○  |
| 6   | Absorb       | Grass    | Special  | 20   | 100  | 25 | Normal | —  |
| 11  | Quick Attack | Normal   | Physical | 40   | 100  | 30 | Normal | ○  |
| 16  | Fury Cutter  | Bug      | Physical | 10   | 95   | 20 | Normal | ○  |
| 17  | Pursuit      | Dark     | Physical | 40   | 100  | 20 | Normal | ○  |
| 23  | Screech      | Normal   | Status   | —    | 85   | 40 | Normal | —  |
| 29  | Leaf Blade   | Grass    | Physical | 90   | 100  | 15 | Normal | —  |
| 35  | Agility      | Psychic  | Status   | —    | —    | 30 | Self   | —  |
| 41  | Slam         | Normal   | Physical | 80   | 75   | 20 | Normal | ○  |
| 47  | Detect       | Fighting | Status   | —    | —    | 5  | Self   | —  |
| 53  | False Swipe  | Normal   | Physical | 40   | 100  | 40 | Normal | ○  |
| 59  | Leaf Storm   | Grass    | Special  | 140  | 90   | 5  | Normal | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Fury Cutter  | Bug      | Physical | 10   | 95   | 20 | Normal | ○  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Synthesis    | Grass    | Status   | —    | —    | 5  | Self   | —  |
| Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes | —  |
| Worry Seed   | Grass    | Status   | —    | 100  | 10 | Normal | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Endeavor     | Normal   | Physical | —    | 100  | 5  | Normal | ○  |
| Seed Bomb    | Grass    | Physical | 80   | 100  | 15 | Normal | —  |
| Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|------|--------------|----------|----------|------|------|----|----------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal   | ○  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal   | —  |
| TM09 | Bullet Seed  | Grass    | Physical | 10   | 100  | 30 | Normal   | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal   | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All      | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM19 | Giga Drain   | Grass    | Special  | 60   | 100  | 10 | Normal   | —  |
| TM20 | Safeguard    | Normal   | Status   | —    | —    | 25 | 2 Allies | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal   | —  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal   | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal   | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal   | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self     | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal   | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal   | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal   | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self     | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal   | —  |
| TM53 | Energy Ball  | Grass    | Special  | 80   | 100  | 10 | Normal   | —  |
| TM54 | False Swipe  | Normal   | Physical | 40   | 100  | 40 | Normal   | ○  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal   | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM60 | Drain Punch  | Fighting | Physical | 60   | 100  | 5  | Normal   | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal   | —  |
| TM75 | Swords Dance | Normal   | Status   | —    | —    | 30 | Self     | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes   | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes   | —  |
| TM81 | X-Scissor    | Bug      | Physical | 80   | 100  | 15 | Normal   | ○  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends  | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal   | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20 | Normal   | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal   | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self     | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal   | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal   | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal   | ○  |



## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|----------|----------|------|------|----|--------|----|
| 1   | Night Slash  | Dark     | Physical | 70   | 100  | 15 | Normal | ○  |
| 1   | Pound        | Normal   | Physical | 40   | 100  | 35 | Normal | ○  |
| 1   | Leer         | Normal   | Status   | —    | 100  | 30 | 2 Foes | —  |
| 1   | Absorb       | Grass    | Special  | 20   | 100  | 25 | Normal | ○  |
| 1   | Quick Attack | Normal   | Physical | 40   | 100  | 30 | Normal | ○  |
| 6   | Absorb       | Grass    | Special  | 20   | 100  | 25 | Normal | ○  |
| 11  | Quick Attack | Normal   | Physical | 40   | 100  | 30 | Normal | ○  |
| 16  | X-Scissor    | Bug      | Physical | 80   | 100  | 15 | Normal | ○  |
| 17  | Pursuit      | Dark     | Physical | 40   | 100  | 20 | Normal | ○  |
| 23  | Screech      | Normal   | Status   | —    | 85   | 40 | Normal | ○  |
| 29  | Leaf Blade   | Grass    | Physical | 90   | 100  | 15 | Normal | ○  |
| 35  | Agility      | Psychic  | Status   | —    | —    | 30 | Self   | ○  |
| 43  | Slam         | Normal   | Physical | 80   | 75   | 20 | Normal | ○  |
| 51  | Detect       | Fighting | Status   | —    | —    | 5  | Self   | ○  |
| 59  | False Swipe  | Normal   | Physical | 40   | 100  | 40 | Normal | ○  |
| 67  | Leaf Storm   | Grass    | Special  | 140  | 90   | 5  | Normal | —  |

## ● MOVE MANIAC

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Headbutt     | Normal | Physical | 70   | 100  | 15 | Normal | ○  |
| Frenzy Plant | Grass  | Special  | 150  | 90   | 5  | Normal | —  |

## ● BP MOVES

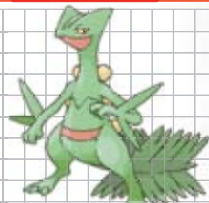
| Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|----------|----------|------|------|----|----------|----|
| Fury Cutter  | Bug      | Physical | 10   | 95   | 20 | Normal   | ○  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal   | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal   | —  |
| Synthesis    | Grass    | Status   | —    | —    | 5  | Self     | —  |
| Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Worry Seed   | Grass    | Status   | —    | 100  | 10 | Normal   | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal   | —  |
| Endeavor     | Normal   | Physical | —    | 100  | 5  | Normal   | ○  |
| Outrage      | Dragon   | Physical | 120  | 100  | 15 | 1 Random | ○  |
| Seed Bomb    | Grass    | Physical | 80   | 100  | 15 | Normal   | —  |
| Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal   | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal        | ○  |
| TM02 | Dragon Claw  | Dragon   | Physical | 80   | 100  | 15 | Normal        | ○  |
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM09 | Bullet Seed  | Grass    | Physical | 10   | 100  | 30 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM19 | Giga Drain   | Grass    | Special  | 60   | 100  | 10 | Normal        | —  |
| TM20 | Safeguard    | Normal   | Status   | —    | —    | 25 | 2 Allies      | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal        | —  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal        | ○  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | ○  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal        | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5  | Normal        | —  |
| TM53 | Energy Ball  | Grass    | Special  | 80   | 100  | 10 | Normal        | —  |
| TM54 | False Swipe  | Normal   | Physical | 40   | 100  | 40 | Normal        | ○  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM59 | Dragon Pulse | Dragon   | Special  | 90   | 100  | 10 | Normal        | —  |
| TM60 | Drain Punch  | Fighting | Physical | 60   | 100  | 5  | Normal        | ○  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | —  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM75 | Swords Dance | Normal   | Status   | —    | —    | 30 | Self          | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM81 | X-Scissor    | Bug      | Physical | 80   | 100  | 15 | Normal        | ○  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20 | Normal        | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal        | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20 | Normal        | ○  |

No. 254 | Forest Pokémon  
**Sceptile**

Grass



- HEIGHT: 5'02"
- WEIGHT: 115.1 lbs.
- ITEMS: None

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Overgrow

## ● EGG GROUPS

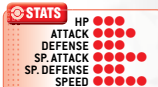
Monster

Dragon

## ● PERFORMANCE

SPEED ★★★★★  
POWER ★★★★★☆  
SKILL ★★★★★☆

STAMINA ★★☆☆☆  
JUMP ★★★☆☆



## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Level up Grovyle to Lv. 36

**Pokémon SoulSilver** Level up Grovyle to Lv. 36

**Pokémon Diamond** —

**Pokémon Pearl** —

**Pokémon Platinum** —

**Pokémon HeartGold** **Pokémon SoulSilver**

It agilely leaps about the jungle and uses the sharp leaves on its arms to strike its prey.

It agilely leaps about the jungle and uses the sharp leaves on its arms to strike its prey.

## ● EVOLUTION



# No. 255 | Chick Pokémon

## Torchic

Fire



## ● SIZE COMPARISON

- HEIGHT: 1'04"
- WEIGHT: 5.5 lbs.
- ITEMS: None



## ● MALE FORM

Small speck on rear

## ● FEMALE FORM

No speck

## ● ABILITIES

- Blaze

## ● EGG GROUPS

Field

## ● PERFORMANCE

SPEED ★★★★★  
POWER ★★★★★  
SKILL ★★★★★

STAMINA ★★☆☆☆  
JUMP ★★☆☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Receive from Steven at Silph Co. in Saffron City (after defeating Red)

**Pokémon SoulSilver** Receive from Steven at Silph Co. in Saffron City (after defeating Red)

**Pokémon Diamond** —

**Pokémon Pearl** —

**Pokémon Platinum** —

**Pokémon HeartGold**

Inside its body is a place where it keeps a small flame. Hug it! It will be as warm as a hot-water bottle.

**Pokémon SoulSilver**

Inside its body is a place where it keeps a small flame. Hug it! It will be as warm as a hot-water bottle.

## ● EVOLUTION



Lv. 16



Lv. 36



Torchic

Combusken

Blaziken

## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range   | DA |
|-----|--------------|--------|----------|------|------|----|---------|----|
| 1   | Scratch      | Normal | Physical | 40   | 100  | 35 | Normal  | ○  |
| 1   | Growl        | Normal | Status   | —    | 100  | 40 | 2 Foes  | —  |
| 7   | Focus Energy | Normal | Status   | —    | —    | 30 | Self    | —  |
| 10  | Ember        | Fire   | Special  | 40   | 100  | 25 | Normal  | —  |
| 16  | Peck         | Flying | Physical | 35   | 100  | 35 | Normal  | ○  |
| 19  | Sand-Attack  | Ground | Status   | —    | 100  | 15 | Normal  | —  |
| 25  | Fire Spin    | Fire   | Special  | 15   | 70   | 15 | Normal  | —  |
| 28  | Quick Attack | Normal | Physical | 40   | 100  | 30 | Normal  | —  |
| 34  | Slash        | Normal | Physical | 70   | 100  | 20 | Normal  | ○  |
| 37  | Mirror Move  | Flying | Status   | —    | —    | 20 | Depends | —  |
| 43  | Flamethrower | Fire   | Special  | 95   | 100  | 15 | Normal  | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Snore        | Normal | Status   | 40   | 100  | 15 | Normal | —  |
| Helping Hand | Normal | Status   | —    | —    | 20 | 1 Ally | —  |
| Last Resort  | Normal | Special  | 130  | 100  | 5  | Normal | ○  |
| Swift        | Normal | Special  | 60   | —    | 20 | 2 Foes | —  |
| Mud-Slap     | Ground | Special  | 20   | 100  | 10 | Normal | —  |
| Bounce       | Flying | Physical | 85   | 85   | 5  | Normal | ○  |
| Heat Wave    | Fire   | Special  | 100  | 90   | 10 | 2 Foes | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|----------|----------|------|------|----|---------|----|
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal  | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal  | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All     | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal  | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self    | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal  | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5  | Normal  | —  |
| TM39 | Rock Tomb    | Rock     | Special  | 50   | 80   | 10 | Normal  | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal  | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal  | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self    | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal  | —  |
| TM50 | Overheat     | Fire     | Special  | 140  | 90   | 5  | Normal  | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM61 | Will-O-Wisp  | Fire     | Status   | —    | 75   | 15 | Normal  | —  |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15 | Normal  | ○  |
| TM75 | Swords Dance | Normal   | Status   | —    | —    | 30 | Self    | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes  | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes  | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal  | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal  | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self    | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal  | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal  | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal  | ○  |

## ● EGG MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Counter      | Fighting | Physical | —    | 100  | 20 | Self   | ○  |
| Reversal     | Fighting | Physical | —    | 100  | 15 | Normal | ○  |
| Endure       | Normal   | Status   | —    | —    | 10 | Self   | —  |
| Swagger      | Normal   | Status   | —    | 90   | 15 | Normal | —  |
| Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes | ○  |
| SmellingSalt | Normal   | Physical | 60   | 100  | 10 | Normal | ○  |
| Crush Claw   | Normal   | Physical | 75   | 95   | 10 | Normal | ○  |
| Baton Pass   | Normal   | Status   | —    | —    | 40 | Self   | —  |
| Agility      | Psychic  | Status   | —    | —    | 30 | Self   | —  |
| Night Slash  | Dark     | Physical | 70   | 100  | 15 | Normal | ○  |
| Last Resort  | Normal   | Physical | 130  | 100  | 5  | Normal | ○  |
| Feint        | Normal   | Physical | 50   | 100  | 10 | Normal | —  |
| FeatherDance | Flying   | Status   | —    | 100  | 15 | Normal | —  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range   | DA |
|-----|--------------|----------|----------|------|------|----|---------|----|
| 1   | Scratch      | Normal   | Physical | 40   | 100  | 35 | Normal  | ○  |
| 1   | Growl        | Normal   | Status   | —    | 100  | 40 | 2 Foes  | —  |
| 1   | Focus Energy | Normal   | Status   | —    | —    | 30 | Self    | —  |
| 1   | Ember        | Fire     | Special  | 40   | 100  | 25 | Normal  | —  |
| 7   | Focus Energy | Normal   | Status   | —    | —    | 30 | Self    | —  |
| 13  | Ember        | Fire     | Special  | 40   | 100  | 25 | Normal  | —  |
| 16  | Double Kick  | Fighting | Physical | 30   | 100  | 30 | Normal  | ○  |
| 17  | Peck         | Flying   | Physical | 35   | 100  | 35 | Normal  | ○  |
| 21  | Sand-Attack  | Ground   | Status   | —    | 100  | 15 | Normal  | —  |
| 28  | Bulk Up      | Fighting | Status   | —    | —    | 20 | Self    | —  |
| 32  | Quick Attack | Normal   | Physical | 40   | 100  | 30 | Normal  | ○  |
| 39  | Slash        | Normal   | Physical | 70   | 100  | 20 | Normal  | ○  |
| 43  | Mirror Move  | Flying   | Status   | —    | —    | 20 | Depends | —  |
| 50  | Sky Uppercut | Fighting | Physical | 85   | 90   | 15 | Normal  | ○  |
| 54  | Flare Blitz  | Fire     | Physical | 120  | 100  | 15 | Normal  | ○  |

## ● MOVE MANIAC

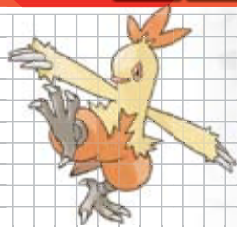
| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Fury Cutter  | Bug      | Physical | 10   | 95   | 20 | Normal | ○  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal | ○  |
| Vacuum Wave  | Fighting | Special  | 40   | 100  | 30 | Normal | —  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally | —  |
| Last Resort  | Normal   | Physical | 130  | 100  | 5  | Normal | ○  |
| Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Bounce       | Flying   | Physical | 85   | 85   | 5  | Normal | ○  |
| Heat Wave    | Fire     | Special  | 100  | 90   | 10 | 2 Foes | ○  |
| Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|----------|----------|------|------|----|---------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal  | ○  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal  | —  |
| TM08 | Bulk Up      | Fighting | Status   | —    | —    | 20 | Self    | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal  | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All     | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal  | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal  | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self    | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal  | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5  | Normal  | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal  | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal  | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal  | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self    | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal  | —  |
| TM50 | Overheat     | Fire     | Special  | 140  | 90   | 5  | Normal  | —  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5  | Normal  | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal  | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM61 | Will-O-Wisp  | Fire     | Status   | —    | 75   | 15 | Normal  | —  |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15 | Normal  | —  |
| TM75 | Swords Dance | Normal   | Status   | —    | —    | 30 | Self    | ○  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes  | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes  | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal  | —  |
| TM84 | Poison Jab   | Poison   | Physical | 80   | 100  | 20 | Normal  | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal  | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self    | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal  | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal  | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal  | ○  |


 No. 256 | Young Fowl Pokémon  
**Combusken**
Fire Fighting


- HEIGHT: 2'11"
- WEIGHT: 43.0 lbs.
- ITEMS: None

## ● SIZE COMPARISON



- MALE FORM  
Bigger crest

- FEMALE FORM  
Smaller crest

## ● ABILITIES

- Blaze

## ● STATS



## ● EGG GROUPS

Field

## ● PERFORMANCE

 SPEED ★★☆☆☆  
 POWER ★★★★★☆  
 SKILL ★★★★★☆

 STAMINA ★★★☆☆  
 JUMP ★★★☆☆

## ● MAIN WAYS TO OBTAIN

Pokémon HeartGold Level up Torchic to Lv. 16

Pokémon SoulSilver Level up Torchic to Lv. 16

Pokémon Diamond —

Pokémon Pearl —

Pokémon Platinum —

Pokémon HeartGold
Pokémon SoulSilver

During a battle, the hot flame in its body increases. Its kicks have outstanding destructive power.

During a battle, the hot flame in its body increases. Its kicks have outstanding destructive power.

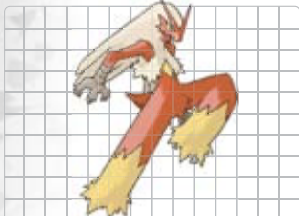
## ● EVOLUTION



No. 257 | Blaze Pokémon  
**Blaziken**

Fire

Fighting



## ● SIZE COMPARISON

- HEIGHT: 6'03"
- WEIGHT: 114.6 lbs.
- ITEMS: None



● MALE FORM  
Longer horns and feathers



● FEMALE FORM  
Shorter horns and feathers

## ● ABILITIES

- Blaze

## ● EGG GROUPS

Field

## ● PERFORMANCE

SPEED ★★ ★★ ★★★★★  
POWER ★★ ★★ ★★★★★  
SKILL ★★ ★★ ★★★★★

STAMINA ★★ ★★ ★★★★★  
JUMP ★★ ★★ ★★★★★

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Level up Combusken to Lv. 36

**Pokémon SoulSilver** Level up Combusken to Lv. 36

**Pokémon Diamond** —

**Pokémon Pearl** —

**Pokémon Platinum** —

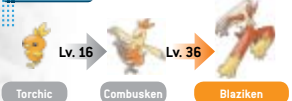
**Pokémon HeartGold**

It can clear a 30-story building in a leap. Its fiery punches scorch its foes.

**Pokémon SoulSilver**

It can clear a 30-story building in a leap. Its fiery punches scorch its foes.

## ● EVOLUTION



## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|----------|----------|------|------|----|--------|----|
| 1   | Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal | ○  |
| 1   | Scratch      | Normal   | Physical | 40   | 100  | 35 | Normal | ○  |
| 1   | Growl        | Normal   | Status   | —    | 100  | 40 | 2 Foes | —  |
| 1   | Focus Energy | Normal   | Status   | —    | —    | 30 | Self   | —  |
| 1   | Ember        | Fire     | Special  | 40   | 100  | 25 | Normal | —  |
| 7   | Focus Energy | Normal   | Status   | —    | —    | 30 | Self   | —  |
| 13  | Ember        | Fire     | Special  | 40   | 100  | 25 | Normal | —  |
| 16  | Double Kick  | Fighting | Physical | 30   | 100  | 30 | Normal | ○  |
| 17  | Peck         | Flying   | Physical | 35   | 100  | 35 | Normal | ○  |
| 21  | Sand-Attack  | Ground   | Status   | —    | 100  | 15 | Normal | —  |
| 28  | Bulk Up      | Fighting | Status   | —    | —    | 20 | Self   | —  |
| 32  | Quick Attack | Normal   | Physical | 40   | 100  | 30 | Normal | ○  |
| 36  | Blaze Kick   | Fire     | Physical | 85   | 90   | 10 | Normal | ○  |
| 42  | Slash        | Normal   | Physical | 70   | 100  | 20 | Normal | ○  |
| 49  | Brave Bird   | Flying   | Physical | 120  | 100  | 15 | Normal | ○  |
| 59  | Sky Uppercut | Fighting | Physical | 85   | 90   | 15 | Normal | ○  |
| 66  | Flare Blitz  | Fire     | Physical | 120  | 100  | 15 | Normal | ○  |

## ● MOVE MANIAC

| Name       | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|------------|--------|----------|------|------|----|--------|----|
| Headbutt   | Normal | Physical | 70   | 100  | 15 | Normal | ○  |
| Blast Burn | Fire   | Special  | 150  | 90   | 5  | Normal | —  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Fury Cutter  | Bug      | Physical | 10   | 95   | 20 | Normal | ○  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal | ○  |
| Vacuum Wave  | Fighting | Special  | 40   | 100  | 30 | Normal | ○  |
| Knock Off    | Dark     | Physical | 20   | 100  | 20 | Normal | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally | —  |
| Last Resort  | Normal   | Physical | 130  | 100  | 5  | Normal | ○  |
| Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes | —  |
| Role Play    | Psychic  | Status   | —    | —    | 10 | Normal | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Superpower   | Fighting | Physical | 120  | 100  | 5  | Normal | ○  |
| Bounce       | Flying   | Physical | 85   | 85   | 5  | Normal | ○  |
| Heat Wave    | Fire     | Special  | 100  | 90   | 10 | 2 Foes | —  |
| Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal        | ○  |
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM08 | Bulk Up      | Fighting | Status   | —    | —    | 20 | Self          | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal        | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5  | Normal        | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal        | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM50 | Overheat     | Fire     | Special  | 140  | 90   | 5  | Normal        | —  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5  | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM61 | Will-O-Wisp  | Fire     | Status   | —    | 75   | 15 | Normal        | —  |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15 | Normal        | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5  | Normal        | —  |
| TM75 | Swords Dance | Normal   | Status   | —    | —    | 30 | Self          | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM84 | Poison Jab   | Poison   | Physical | 80   | 100  | 20 | Normal        | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal        | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20 | Normal        | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name       | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|------------|--------|----------|------|------|----|--------|----|
| 1   | Tackle     | Normal | Physical | 35   | 95   | 35 | Normal | ○  |
| 1   | Growl      | Normal | Status   | —    | 100  | 40 | 2 Foes | —  |
| 6   | Mud-Slap   | Ground | Special  | 20   | 100  | 10 | Normal | —  |
| 10  | Water Gun  | Water  | Special  | 40   | 100  | 25 | Normal | —  |
| 15  | Bide       | Normal | Physical | —    | —    | 10 | Self   | ○  |
| 19  | Foresight  | Normal | Status   | —    | —    | 40 | Normal | —  |
| 24  | Mud Sport  | Ground | Status   | —    | —    | 15 | All    | —  |
| 28  | Take Down  | Normal | Physical | 90   | 85   | 20 | Normal | ○  |
| 33  | Whirlpool  | Water  | Special  | 15   | 70   | 15 | Normal | —  |
| 37  | Protect    | Normal | Status   | —    | —    | 10 | Self   | —  |
| 42  | Hydro Pump | Water  | Special  | 120  | 80   | 5  | Normal | —  |
| 46  | Endeavor   | Normal | Physical | —    | 100  | 5  | Normal | ○  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Dive         | Water    | Physical | 80   | 100  | 10 | Normal | —  |
| Icy Wind     | Ice      | Special  | 55   | 95   | 15 | 2 Foes | —  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Rollout      | Rock     | Physical | 30   | 90   | 20 | Normal | —  |
| Superpower   | Fighting | Physical | 120  | 100  | 5  | Normal | ○  |
| Aqua Tail    | Water    | Physical | 90   | 90   | 10 | Normal | ○  |
| Endeavor     | Normal   | Physical | —    | 100  | 5  | Normal | ○  |
| AncientPower | Rock     | Special  | 60   | 100  | 5  | Normal | ○  |
| Earth Power  | Ground   | Special  | 90   | 100  | 10 | Normal | ○  |
| Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP  | Range         | DA |
|------|--------------|----------|----------|------|------|-----|---------------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20  | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10  | All           | —  |
| TM07 | Hail         | Ice      | Status   | —    | 10   | All | —             | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15  | Normal        | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10  | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5   | 2 Foes        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10  | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5   | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20  | Normal        | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15  | Normal        | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20  | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10  | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15  | Self          | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10  | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20  | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20  | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10  | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15  | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10  | Self          | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20  | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10  | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10  | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15  | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15  | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10  | Self          | —  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15  | 2 Foes/1 Ally | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15  | Normal        | ○  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15  | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15  | Normal        | ○  |
| HM07 | Waterfall    | Water    | Physical | 80   | 100  | 15  | Normal        | ○  |

## ● EGG MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range       | DA |
|--------------|----------|----------|------|------|----|-------------|----|
| Refresh      | Normal   | Status   | —    | —    | 20 | Self        | —  |
| Uproar       | Normal   | Special  | 50   | 100  | 10 | 1 Random    | —  |
| Curse        | ???      | Status   | —    | —    | 10 | Normal/Self | —  |
| Stomp        | Normal   | Physical | 65   | 100  | 20 | Normal      | ○  |
| Ice Ball     | Ice      | Physical | 30   | 90   | 20 | Normal      | ○  |
| Mirror Coat  | Psychic  | Special  | —    | 100  | 20 | Self        | ○  |
| Counter      | Fighting | Physical | —    | 100  | 20 | Self        | ○  |
| AncientPower | Rock     | Special  | 60   | 100  | 5  | Normal      | ○  |
| Whirlpool    | Water    | Special  | 15   | 70   | 15 | Normal      | ○  |
| Bite         | Dark     | Physical | 60   | 100  | 25 | Normal      | ○  |
| Double-Edge  | Normal   | Physical | 120  | 100  | 15 | Normal      | ○  |
| Mud Bomb     | Ground   | Special  | 65   | 85   | 10 | Normal      | ○  |
| Yawn         | Normal   | Status   | —    | —    | 10 | Normal      | —  |
| Sludge       | Poison   | Special  | 65   | 100  | 20 | Normal      | —  |



No. 258 | Mud Fish Pokémon

Mudkip

Water



- HEIGHT: 1'04"
- WEIGHT: 16.8 lbs.
- ITEMS: None

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Torrent

## ● STATS



## ● EGG GROUPS

Monster

Water 1

## ● PERFORMANCE

SPEED ★★☆☆

POWER ★★☆☆

SKILL ★★☆☆

STAMINA ★★☆☆☆

JUMP ★★☆☆

## ● MAIN WAYS TO OBTAIN

Pokémon HeartGold

Receive from Steven at Silph Co. in Saffron City [after defeating Red]

Pokémon SoulSilver

Receive from Steven at Silph Co. in Saffron City [after defeating Red]

Pokémon Diamond

Pokémon Pearl

Pokémon Platinum

Pokémon HeartGold

Its power can crush boulders. It rests by covering itself with mud at the bottom of a river.

Pokémon SoulSilver

Its power can crush boulders. It rests by covering itself with mud at the bottom of a river.

## ● EVOLUTION





No. 259 | Mud Fish Pokémon

# Marshomp

Water

Ground



## ● SIZE COMPARISON

- HEIGHT: 2'04"
- WEIGHT: 61.7 lbs.
- ITEMS: None



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Torrent

## ● EGG GROUPS

Monster

Water 1

## ● PERFORMANCE

SPEED ★★☆☆  
POWER ★★★★★  
SKILL ★★☆☆

## ● STATS

HP ●●●●●  
ATTACK ●●●●●  
DEFENSE ●●●●●  
SP. ATTACK ●●●●●  
SP. DEFENSE ●●●●●  
SPEED ●●●●●

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Level up Mudkip to Lv. 16

**Pokémon SoulSilver** Level up Mudkip to Lv. 16

**Pokémon Diamond** —

**Pokémon Pearl** —

**Pokémon Platinum** —

**Pokémon HeartGold**

Living on muddy ground that provides poor footing has made its legs sturdy.

**Pokémon SoulSilver**

Living on muddy ground that provides poor footing has made its legs sturdy.

## ● EVOLUTION



Lv. 16



Lv. 36



Mudkip

Marshomp

Swampert

## ● LEVEL-UP MOVES

| Lv. | Name        | Type   | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|-------------|--------|----------|------|------|----|---------------|----|
| 1   | Tackle      | Normal | Physical | 35   | 95   | 35 | Normal        | ○  |
| 1   | Growl       | Normal | Status   | —    | 100  | 40 | 2 Foes        | —  |
| 1   | Mud-Slap    | Ground | Special  | 20   | 100  | 10 | Normal        | —  |
| 1   | Water Gun   | Water  | Special  | 40   | 100  | 25 | Normal        | —  |
| 6   | Mud-Slap    | Ground | Special  | 20   | 100  | 10 | Normal        | —  |
| 10  | Water Gun   | Water  | Special  | 40   | 100  | 25 | Normal        | —  |
| 15  | Bide        | Normal | Physical | —    | —    | 10 | Self          | ○  |
| 16  | Mud Shot    | Ground | Special  | 55   | 95   | 15 | Normal        | —  |
| 20  | Foresight   | Normal | Status   | —    | —    | 40 | Normal        | —  |
| 25  | Mud Bomb    | Ground | Special  | 65   | 85   | 10 | Normal        | —  |
| 31  | Take Down   | Normal | Physical | 90   | 85   | 20 | Normal        | ○  |
| 37  | Muddy Water | Water  | Special  | 95   | 85   | 10 | 2 Foes        | —  |
| 42  | Protect     | Normal | Status   | —    | —    | 10 | Self          | —  |
| 46  | Earthquake  | Ground | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| 53  | Endeavor    | Normal | Physical | —    | 100  | 5  | Normal        | ○  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Dive         | Water    | Physical | 80   | 100  | 10 | Normal | ○  |
| Icy Wind     | Ice      | Special  | 55   | 95   | 15 | 2 Foes | —  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Rollout      | Rock     | Physical | 30   | 90   | 20 | Normal | ○  |
| Superpower   | Fighting | Physical | 120  | 100  | 5  | Normal | ○  |
| Aqua Tail    | Water    | Physical | 90   | 90   | 10 | Normal | ○  |
| Endeavor     | Normal   | Physical | —    | 100  | 5  | Normal | ○  |
| AncientPower | Rock     | Special  | 60   | 100  | 5  | Normal | —  |
| Earth Power  | Ground   | Special  | 90   | 100  | 10 | Normal | —  |
| Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM07 | Hail         | Ice      | Status   | —    | 10   | 10 | All           | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal        | ○  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | —  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM59 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20 | 2 Foes        | —  |
| TM79 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15 | Normal        | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM07 | Waterfall    | Water    | Physical | 80   | 100  | 15 | Normal        | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name        | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|-------------|----------|----------|------|------|----|---------------|----|
| 1   | Tackle      | Normal   | Physical | 35   | 95   | 35 | Normal        | ○  |
| 1   | Growl       | Normal   | Status   | —    | 100  | 40 | 2 Foes        | —  |
| 1   | Mud-Slap    | Ground   | Special  | 20   | 100  | 10 | Normal        | —  |
| 1   | Water Gun   | Water    | Special  | 40   | 100  | 25 | Normal        | —  |
| 6   | Mud-Slap    | Ground   | Special  | 20   | 100  | 10 | Normal        | —  |
| 10  | Water Gun   | Water    | Special  | 40   | 100  | 25 | Normal        | —  |
| 15  | Bide        | Normal   | Physical | —    | —    | 10 | Self          | ○  |
| 16  | Mud Shot    | Ground   | Special  | 55   | 95   | 15 | Normal        | —  |
| 20  | Foresight   | Normal   | Status   | —    | —    | 40 | Normal        | —  |
| 25  | Mud Bomb    | Ground   | Special  | 65   | 85   | 10 | Normal        | —  |
| 31  | Take Down   | Normal   | Physical | 90   | 85   | 20 | Normal        | —  |
| 39  | Muddy Water | Water    | Special  | 95   | 85   | 10 | 2 Foes        | ○  |
| 46  | Protect     | Normal   | Status   | —    | —    | 10 | Self          | ○  |
| 52  | Earthquake  | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | ○  |
| 61  | Endeavor    | Normal   | Physical | —    | 100  | 5  | Normal        | ○  |
| 69  | Hammer Arm  | Fighting | Physical | 100  | 90   | 10 | Normal        | ○  |

## ● MOVE MANIAC

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Headbutt     | Normal | Physical | 70   | 100  | 15 | Normal | ○  |
| Hydro Cannon | Water  | Special  | 150  | 90   | 5  | Normal | —  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|----------|----------|------|------|----|----------|----|
| Dive         | Water    | Physical | 80   | 100  | 10 | Normal   | ○  |
| Icy Wind     | Ice      | Special  | 55   | 95   | 15 | 2 Foes   | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal   | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal   | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal   | —  |
| Rollout      | Rock     | Physical | 30   | 90   | 20 | Normal   | ○  |
| Superpower   | Fighting | Physical | 120  | 100  | 5  | Normal   | ○  |
| Aqua Tail    | Water    | Physical | 90   | 90   | 10 | Normal   | ○  |
| Endeavor     | Normal   | Physical | —    | 100  | 5  | Normal   | ○  |
| Outrage      | Dragon   | Physical | 120  | 100  | 15 | 1 Random | ○  |
| AncientPower | Rock     | Special  | 60   | 100  | 5  | Normal   | —  |
| Earth Power  | Ground   | Special  | 90   | 100  | 10 | Normal   | —  |
| Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal   | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal        | ○  |
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal        | —  |
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM07 | Hail         | Ice      | Status   | —    | —    | 10 | All           | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5  | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5  | Normal        | —  |
| TM72 | Avalanche    | Ice      | Physical | 60   | 100  | 10 | Normal        | ○  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20 | 2 Foes        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15 | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM07 | Waterfall    | Water    | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20 | Normal        | ○  |

No. 260 | Mud Fish Pokémon  
**Spampert**

Water

Ground



- HEIGHT: 4'11"
- WEIGHT: 180.6 lbs.
- ITEMS: None

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Torrent

## ● STATS



## ● EGG GROUPS

Monster

Water 1

## ● PERFORMANCE

SPEED ★★☆☆

POWER ★★★★★

SKILL ★★☆☆☆

STAMINA ★★★★★

JUMP ★★★

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Level up Marstomp to Lv. 36**Pokémon SoulSilver** Level up Marstomp to Lv. 36**Pokémon Diamond** —**Pokémon Pearl** —**Pokémon Platinum** —**Pokémon HeartGold**

Its arms are hard as rock. With one swing, it can break a boulder into pieces.

**Pokémon SoulSilver**

Its arms are hard as rock. With one swing, it can break a boulder into pieces.

## ● EVOLUTION





No. 261 | Bite Pokémon

# Poochyena

Dark



## ● SIZE COMPARISON

- HEIGHT: 1'08"
- WEIGHT: 30.0 lbs.
- ITEMS: Pecha Berry



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Run Away
- Quick Feet

## ● STATS



## ● EGG GROUPS

Field

## ● PERFORMANCE

SPEED ★★☆☆  
 POWER ★★☆☆  
 SKILL ★★☆☆

STAMINA ★★☆☆  
 JUMP ★★☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Route 1 (mass outbreak)

**Pokémon SoulSilver** Route 1 (mass outbreak)

**Pokémon Diamond** Find its Egg at the Pokémon Day Care and hatch it

**Pokémon Pearl** —

**Pokémon Platinum** Route 214 (use Poké Radar)

**Pokémon HeartGold**

It chases its prey until the victim becomes exhausted. However, it turns tail if the prey strikes back.

**Pokémon SoulSilver**

It chases its prey until the victim becomes exhausted. However, it turns tail if the prey strikes back.

## ● EVOLUTION



Lv. 18



Poochyena

Mightyena

## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|--------|----------|------|------|----|--------|----|
| 1   | Tackle       | Normal | Physical | 35   | 95   | 35 | Normal | ○  |
| 5   | Howl         | Normal | Status   | —    | —    | 40 | Self   | —  |
| 9   | Sand-Attack  | Ground | Status   | —    | 100  | 15 | Normal | —  |
| 13  | Bite         | Dark   | Physical | 60   | 100  | 25 | Normal | ○  |
| 17  | Odor-Sleuth  | Normal | Status   | —    | —    | 40 | Normal | —  |
| 21  | Roar         | Normal | Status   | —    | 100  | 20 | Normal | —  |
| 25  | Swagger      | Normal | Status   | —    | 90   | 15 | Normal | —  |
| 29  | Assurance    | Dark   | Physical | 50   | 100  | 10 | Normal | ○  |
| 33  | Scary Face   | Normal | Status   | —    | 90   | 10 | Normal | —  |
| 37  | Taunt        | Dark   | Status   | —    | 100  | 20 | Normal | —  |
| 41  | Embargo      | Dark   | Status   | —    | 100  | 15 | Normal | —  |
| 45  | Take Down    | Normal | Physical | 90   | 85   | 20 | Normal | ○  |
| 49  | Sucker Punch | Dark   | Physical | 80   | 100  | 5  | Normal | ○  |
| 53  | Crunch       | Dark   | Physical | 80   | 100  | 15 | Normal | ○  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|--------|----------|------|------|----|----------|----|
| Sucker Punch | Dark   | Physical | 80   | 100  | 5  | Normal   | ○  |
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal   | —  |
| Spite        | Ghost  | Status   | —    | 100  | 10 | Normal   | —  |
| Uproar       | Normal | Special  | 50   | 100  | 10 | 1 Random | —  |
| Mud-Slap     | Ground | Special  | 20   | 100  | 10 | Normal   | —  |
| Super Fang   | Normal | Physical | —    | 90   | 10 | Normal   | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP      | Range  | DA |
|------|--------------|----------|----------|------|------|---------|--------|----|
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20      | Normal | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10      | Normal | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15      | Normal | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | All     | —      | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20      | Normal | —  |
| TM17 | Protect      | Normal   | Status   | —    | 10   | Self    | —      | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | All     | —      | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20      | Normal | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15      | Normal | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20      | Normal | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10      | Normal | ○  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15      | Normal | —  |
| TM32 | Double Team  | Normal   | Status   | —    | 15   | Self    | —      | —  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15      | Normal | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20      | Normal | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20      | Normal | —  |
| TM44 | Rest         | Psychic  | Status   | —    | 10   | Self    | —      | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15      | Normal | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10      | Normal | ○  |
| TM49 | Snatch       | Dark     | Status   | —    | 10   | Depends | —      | —  |
| TM58 | Endure       | Normal   | Status   | —    | 10   | Self    | —      | —  |
| TM63 | Embargo      | Dark     | Status   | —    | 100  | 15      | Normal | —  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10      | Normal | ○  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20      | 2 Foes | —  |
| TM79 | Dark Pulse   | Dark     | Special  | 80   | 100  | 15      | Normal | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | 10   | Depends | —      | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15      | Normal | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15      | Normal | —  |
| TM90 | Substitute   | Normal   | Status   | —    | 10   | Self    | —      | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15      | Normal | ○  |

## ● EGG MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP     | Range   | DA |
|--------------|----------|----------|------|------|--------|---------|----|
| Astonish     | Ghost    | Physical | 30   | 100  | 15     | Normal  | ○  |
| Poison Fang  | Poison   | Physical | 50   | 100  | 15     | Normal  | ○  |
| Covet        | Normal   | Physical | 40   | 100  | 40     | Normal  | ○  |
| Leer         | Normal   | Status   | —    | 100  | 30     | 2 Foes  | —  |
| Yawn         | Normal   | Status   | —    | 10   | Normal | —       | —  |
| Sucker Punch | Dark     | Physical | 80   | 100  | 5      | Normal  | ○  |
| Ice Fang     | Ice      | Physical | 65   | 95   | 15     | Normal  | ○  |
| Fire Fang    | Fire     | Physical | 65   | 95   | 15     | Normal  | ○  |
| Thunder Fang | Electric | Physical | 65   | 95   | 15     | Normal  | ○  |
| Me First     | Normal   | Status   | —    | —    | 20     | Depends | —  |



## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|--------|----------|------|------|----|--------|----|
| 1   | Tackle       | Normal | Physical | 35   | 95   | 35 | Normal | ○  |
| 1   | Howl         | Normal | Status   | —    | —    | 40 | Self   | —  |
| 1   | Sand-Attack  | Ground | Status   | —    | 100  | 15 | Normal | —  |
| 1   | Bite         | Dark   | Physical | 60   | 100  | 25 | Normal | ○  |
| 5   | Howl         | Normal | Status   | —    | —    | 40 | Self   | —  |
| 9   | Sand-Attack  | Ground | Status   | —    | 100  | 15 | Normal | —  |
| 13  | Bite         | Dark   | Physical | 60   | 100  | 25 | Normal | ○  |
| 17  | Odor Sleuth  | Normal | Status   | —    | —    | 40 | Normal | —  |
| 22  | Roar         | Normal | Status   | —    | 100  | 20 | Normal | —  |
| 27  | Swagger      | Normal | Status   | —    | 90   | 15 | Normal | —  |
| 32  | Assurance    | Dark   | Physical | 50   | 100  | 10 | Normal | ○  |
| 37  | Scary Face   | Normal | Status   | —    | 90   | 10 | Normal | —  |
| 42  | Taunt        | Dark   | Status   | —    | 100  | 20 | Normal | —  |
| 47  | Embargo      | Dark   | Status   | —    | 100  | 15 | Normal | —  |
| 52  | Take Down    | Normal | Physical | 90   | 85   | 20 | Normal | —  |
| 57  | Thief        | Dark   | Physical | 40   | 100  | 10 | Normal | ○  |
| 62  | Sucker Punch | Dark   | Physical | 80   | 100  | 5  | Normal | ○  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|--------|----------|------|------|----|----------|----|
| Sucker Punch | Dark   | Physical | 80   | 100  | 5  | Normal   | ○  |
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal   | —  |
| Spite        | Ghost  | Status   | —    | 100  | 10 | Normal   | —  |
| Uproar       | Normal | Special  | 50   | 100  | 10 | 1 Random | —  |
| Mud-Slap     | Ground | Special  | 20   | 100  | 10 | Normal   | —  |
| Super Fang   | Normal | Physical | —    | 90   | 10 | Normal   | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|----------|----------|------|------|----|---------|----|
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20 | Normal  | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal  | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal  | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | —  | All     | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal  | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal  | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | —  | All     | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal  | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal  | ○  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal  | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self    | —  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15 | Normal  | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal  | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self    | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal  | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal  | ○  |
| TM49 | Snatch       | Dark     | Status   | —    | —    | 10 | Depends | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM63 | Embargo      | Dark     | Status   | —    | 100  | 15 | Normal  | —  |
| TM65 | Payback      | Dark     | Physical | 50   | 100  | 10 | Normal  | ○  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal  | ○  |
| TM78 | Captive      | Normal   | Status   | —    | 100  | 20 | 2 Foes  | —  |
| TM79 | Dark Pulse   | Dark     | Special  | 80   | 100  | 15 | Normal  | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal  | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal  | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self    | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal  | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal  | ○  |



No. 262 | Bite Pokémon

Mightyena

Dark



- HEIGHT: 3'03"
- WEIGHT: 81.6 lbs.
- ITEMS: None

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Intimidate
- Quick Feet

## ● STATS



## ● EGG GROUPS

Field

## ● PERFORMANCE

SPEED ★★☆☆☆  
 POWER ★★☆☆☆  
 SKILL ★★☆☆☆

STAMINA ★★★★★  
 JUMP ★★★☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Level up Poochyena to Lv. 18

**Pokémon SoulSilver** Level up Poochyena to Lv. 18

**Pokémon Diamond** Route 214 (use Poké Radar)

**Pokémon Pearl** —

**Pokémon Platinum** Level up Poochyena to Lv. 18

**Pokémon HeartGold**

**Pokémon SoulSilver**

It chases down prey in a pack of around ten. They defeat foes with perfectly coordinated teamwork.

It chases down prey in a pack of around ten. They defeat foes with perfectly coordinated teamwork.

## ● EVOLUTION



Lv. 18

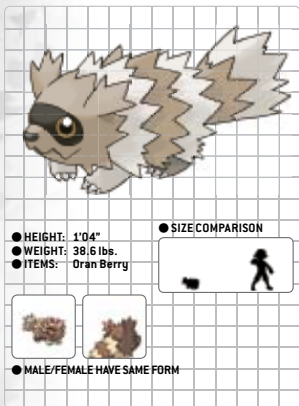


Poochyena

Mightyena

No. 263 | TinyRaccoon Pokémon  
**Zigzagoon**

Normal



- HEIGHT: 1'04"
- WEIGHT: 38.6 lbs.
- ITEMS: Oran Berry

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Pick Up
- Gluttony

## ● STATS



## ● EGG GROUPS

Field

## ● PERFORMANCE

SPEED ★★★★★  
 POWER ★★★★★  
 SKILL ★★★★★

STAMINA ★★★★★  
 JUMP ★★★☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Burned Tower in Ecruteak City (Hoenn Sound)

**Pokémon SoulSilver** Burned Tower in Ecruteak City (Hoenn Sound)

**Pokémon Diamond** Route 202 (mass outbreak)

**Pokémon Pearl** Route 202 (mass outbreak)

**Pokémon Platinum** Route 202 (mass outbreak)

**Pokémon HeartGold**

It gets interested in everything, which is why it zigs and zags. It is good at finding items.

**Pokémon SoulSilver**

It gets interested in everything, which is why it zigs and zags. It is good at finding items.

## ● EVOLUTION



Lv. 20



Zigzagoon

Linoone

## ● LEVEL-UP MOVES

| Lv. | Name        | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|-------------|---------|----------|------|------|----|--------|----|
| 1   | Tackle      | Normal  | Physical | 35   | 95   | 35 | Normal | ○  |
| 1   | Growl       | Normal  | Status   | —    | 100  | 40 | 2 Foes | —  |
| 5   | Tail Whip   | Normal  | Status   | —    | 100  | 30 | 2 Foes | —  |
| 9   | Headbutt    | Normal  | Physical | 70   | 100  | 15 | Normal | ○  |
| 13  | Sand-Attack | Ground  | Status   | —    | 100  | 15 | Normal | —  |
| 17  | Odor Sleuth | Normal  | Status   | —    | —    | 40 | Normal | —  |
| 21  | Mud Sport   | Ground  | Status   | —    | —    | 15 | All    | —  |
| 25  | Pin Missile | Bug     | Physical | 14   | 85   | 20 | Normal | —  |
| 29  | Covet       | Normal  | Physical | 40   | 100  | 40 | Normal | ○  |
| 33  | Flail       | Normal  | Physical | —    | 100  | 15 | Normal | ○  |
| 37  | Rest        | Psychic | Status   | —    | —    | 10 | Self   | —  |
| 41  | Belly Drum  | Normal  | Status   | —    | —    | 10 | Self   | —  |
| 45  | Fling       | Dark    | Physical | —    | 100  | 10 | Normal | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|---------|----------|------|------|----|--------|----|
| Fury Cutter  | Bug     | Physical | 10   | 95   | 20 | Normal | ○  |
| Icy Wind     | Ice     | Special  | 55   | 95   | 15 | 2 Foes | —  |
| Trick        | Psychic | Status   | —    | 100  | 10 | Normal | —  |
| Snore        | Normal  | Special  | 40   | 100  | 15 | Normal | —  |
| Helping Hand | Normal  | Status   | —    | —    | 20 | 1 Ally | —  |
| Last Resort  | Normal  | Physical | 130  | 100  | 5  | Normal | ○  |
| Swift        | Normal  | Special  | 60   | —    | 20 | 2 Foes | —  |
| Mud-Slap     | Ground  | Special  | 20   | 100  | 10 | Normal | —  |
| Rollout      | Rock    | Physical | 30   | 90   | 20 | Normal | ○  |
| Gunk Shot    | Poison  | Physical | 120  | 70   | 5  | Normal | —  |
| Seed Bomb    | Grass   | Physical | 80   | 100  | 15 | Normal | —  |
| Super Fang   | Normal  | Physical | —    | 90   | 10 | Normal | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | 1  | All           | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | 1  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal        | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal        | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal        | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal        | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal        | ○  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20 | Normal        | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal        | ○  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | —  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15 | Normal        | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |

## ● EGG MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|---------|----------|------|------|----|--------|----|
| Charm        | Normal  | Status   | —    | 100  | 20 | Normal | —  |
| Pursuit      | Dark    | Physical | 40   | 100  | 20 | Normal | ○  |
| Substitute   | Normal  | Status   | —    | —    | 10 | Self   | —  |
| Tickle       | Normal  | Status   | —    | 100  | 20 | Normal | —  |
| Trick        | Psychic | Status   | —    | 100  | 10 | Normal | —  |
| Helping Hand | Normal  | Status   | —    | —    | 20 | 1 Ally | —  |
| Mud-Slap     | Ground  | Special  | 20   | 100  | 10 | Normal | —  |

## ● LEVEL-UP MOVES

| Lv. | Name        | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|-------------|---------|----------|------|------|----|--------|----|
| 1   | Switcheroo  | Dark    | Status   | —    | 100  | 10 | Normal | —  |
| 1   | Tackle      | Normal  | Physical | 35   | 95   | 35 | Normal | ○  |
| 1   | Growl       | Normal  | Status   | —    | 100  | 40 | 2 Foes | —  |
| 1   | Tail Whip   | Normal  | Status   | —    | 100  | 30 | 2 Foes | —  |
| 1   | Headbutt    | Normal  | Physical | 70   | 100  | 15 | Normal | ○  |
| 5   | Tail Whip   | Normal  | Status   | —    | 100  | 30 | 2 Foes | —  |
| 9   | Headbutt    | Normal  | Physical | 70   | 100  | 15 | Normal | ○  |
| 13  | Sand-Attack | Ground  | Status   | —    | 100  | 15 | Normal | —  |
| 17  | Odor Sleuth | Normal  | Status   | —    | —    | 40 | Normal | —  |
| 23  | Mud Sport   | Ground  | Status   | —    | —    | 15 | All    | —  |
| 29  | Fury Swipes | Normal  | Physical | 18   | 80   | 15 | Normal | ○  |
| 35  | Covet       | Normal  | Physical | 40   | 100  | 40 | Normal | ○  |
| 41  | Slash       | Normal  | Physical | 70   | 100  | 20 | Normal | ○  |
| 47  | Rest        | Psychic | Status   | —    | —    | 10 | Self   | ○  |
| 53  | Belly Drum  | Normal  | Status   | —    | —    | 10 | Self   | ○  |
| 59  | Fling       | Dark    | Physical | —    | 100  | 10 | Normal | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|---------|----------|------|------|----|--------|----|
| Fury Cutter  | Bug     | Physical | 10   | 95   | 20 | Normal | ○  |
| Icy Wind     | Ice     | Special  | 55   | 95   | 15 | 2 Foes | —  |
| Trick        | Psychic | Status   | —    | 100  | 10 | Normal | —  |
| Snore        | Normal  | Special  | 40   | 100  | 15 | Normal | —  |
| Helping Hand | Normal  | Status   | —    | —    | 20 | 1 Ally | —  |
| Last Resort  | Normal  | Physical | 130  | 100  | 5  | Normal | ○  |
| Swift        | Normal  | Special  | 60   | —    | 20 | 2 Foes | —  |
| Mud-Slap     | Ground  | Special  | 20   | 100  | 10 | Normal | —  |
| Rollout      | Rock    | Physical | 30   | 90   | 20 | Normal | ○  |
| Gunk Shot    | Poison  | Physical | 120  | 70   | 5  | Normal | —  |
| Seed Bomb    | Grass   | Physical | 80   | 100  | 15 | Normal | —  |
| Super Fang   | Normal  | Physical | —    | 90   | 10 | Normal | ○  |

## ● TM &amp; HM MOVES

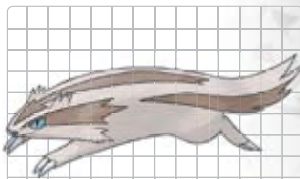
| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal        | —  |
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal        | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal        | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal        | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal        | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15 | Normal        | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20 | Normal        | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal        | ○  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15 | Normal        | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |



No. 264 | Rushing Pokémon

Linoone

Normal



● HEIGHT: 1'08"

● WEIGHT: 71.6 lbs.

● ITEMS: Oran berry

Sitrus Berry

## ● SIZE COMPARISON



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Pick Up
- Gluttony

## ● STATS



## ● EGG GROUPS

Field

## ● PERFORMANCE

SPEED ★★★★★☆

POWER ★★★★★☆

SKILL ★★★★★☆

STAMINA ★★★★★

JUMP ★★★★★

## ● MAIN WAYS TO OBTAIN

Pokémon HeartGold Route 42 (Hoenn Sound)

Pokémon SoulSilver Route 42 (Hoenn Sound)

Pokémon Diamond Level up Zigagoon to Lv. 20

Pokémon Pearl Level up Zigagoon to Lv. 20

Pokémon Platinum Level up Zigagoon to Lv. 20

Pokémon HeartGold Pokémon SoulSilver

When running in a straight line, it can easily top 60 miles an hour. It has a tough time with curved roads.

When running in a straight line, it can easily top 60 miles an hour. It has a tough time with curved roads.

## ● EVOLUTION



Lv. 20



Zigagoon

Linoone

No. 265 | Worm Pokémon  
**Wurmple**

Bug



- HEIGHT: 1'00"
- WEIGHT: 7.9 lbs.
- ITEMS: None

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Shield Dust

## ● EGG GROUPS

Bug

## ● PERFORMANCE

SPEED ★☆☆☆  
POWER ★★☆☆  
SKILL ★★★★★

STAMINA ★☆☆☆☆  
JUMP ★★☆☆

## ● STATS

HP ●●●●●  
ATTACK ●●●●●  
DEFENSE ●●●●●  
SP. ATTACK ●●●●●  
SP. DEFENSE ●●●●●  
SPEED ●●●●●

## ● MAIN WAYS TO OBTAIN

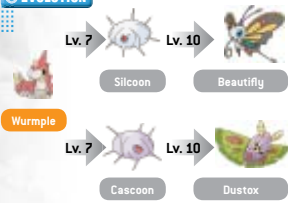
**Pokémon HeartGold** Pallet Town (use Headbutt)**Pokémon SoulSilver** Pallet Town (use Headbutt)**Pokémon Diamond** Eterna Forest**Pokémon Pearl** Eterna Forest**Pokémon Platinum** Route 204 (morning and afternoon only)**Pokémon HeartGold**

It lives among the tall grass and in forests. It repels attacks by raising up the spikes on its rear.

**Pokémon SoulSilver**

It lives among the tall grass and in forests. It repels attacks by raising up the spikes on its rear.

## ● EVOLUTION



## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|--------|----------|------|------|----|--------|----|
| 1   | Tackle       | Normal | Physical | 35   | 95   | 35 | Normal | ○  |
| 1   | String Shot  | Bug    | Status   | —    | 95   | 40 | 2 Foes | —  |
| 5   | Poison Sting | Poison | Physical | 15   | 100  | 35 | Normal | —  |
| 15  | Bug Bite     | Bug    | Physical | 60   | 100  | 20 | Normal | ○  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|------|------|------|------|------|----|-------|----|

## ● BP MOVES

| Name        | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-------------|--------|----------|------|------|----|--------|----|
| Bug Bite    | Bug    | Physical | 60   | 100  | 20 | Normal | ○  |
| Snore       | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| String Shot | Bug    | Status   | —    | 95   | 40 | 2 Foes | —  |

## ● TM &amp; HM MOVES

| No. | Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|-----|------|------|------|------|------|----|-------|----|
|-----|------|------|------|------|------|----|-------|----|

### LEVEL-UP MOVES

| Lv. | Name   | Type   | Kind   | Pow. | Acc. | PP | Range | DA |
|-----|--------|--------|--------|------|------|----|-------|----|
| 1   | Harden | Normal | Status | —    | —    | 30 | Self  | —  |
| 7   | Harden | Normal | Status | —    | —    | 30 | Self  | —  |
|     |        |        |        |      |      |    |       |    |
|     |        |        |        |      |      |    |       |    |
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|     |        |        |        |      |      |    |       |    |

### MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |
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|      |      |      |      |      |    |       |    |

### BP MOVES

| Name         | Type  | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|-------|----------|------|------|----|--------|----|
| Bug Bite     | Bug   | Physical | 60   | 100  | 20 | Normal | —  |
| String Shot  | Bug   | Status   | —    | 95   | 40 | 2 Foes | —  |
| Iron Defense | Steel | Status   | —    | —    | 15 | Self   | —  |
|              |       |          |      |      |    |        |    |
|              |       |          |      |      |    |        |    |
|              |       |          |      |      |    |        |    |
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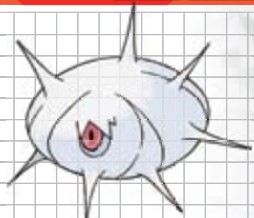
### TM & HM MOVES

| No. | Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|-----|------|------|------|------|------|----|-------|----|
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|     |      |      |      |      |      |    |       |    |
|     |      |      |      |      |      |    |       |    |



No. 266 | Cocoon Pokémon  
**Silcoon**

Bug



- HEIGHT: 2'00"
- WEIGHT: 22.0 lbs.
- ITEMS: Wurmple

### SIZE COMPARISON



● MALE/FEMALE HAVE SAME FORM

### ABILITIES

- Shed Skin

### STATS

HP ●●●●  
ATTACK ●●●●  
DEFENSE ●●●●  
SP. ATTACK ●●●●  
SP. DEFENSE ●●●●  
SPEED ●●●●

### EGG GROUPS

Bug

### PERFORMANCE

SPEED ★☆☆☆  
POWER ★☆☆☆  
SKILL ★☆☆☆

STAMINA ★★★★★  
JUMP ★★

### MAIN WAYS TO OBTAIN

#### Pokémon HeartGold

Bug-Catching Contest at the National Park (after obtaining the National Pokédex / Thursday)

#### Pokémon SoulSilver

Bug-Catching Contest at the National Park (after obtaining the National Pokédex / Thursday)

#### Pokémon Diamond

Eterna Forest

#### Pokémon Pearl

Level up Wurmple to Lv. 7 (may evolve into Cascoon instead)

#### Pokémon Platinum

Route 205, Eterna City side

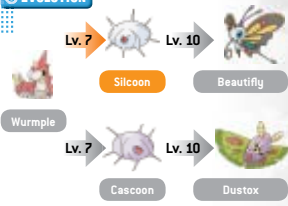
#### Pokémon HeartGold

Having wrapped silk around the branches of a tree, it quiescently awaits evolution.

#### Pokémon SoulSilver

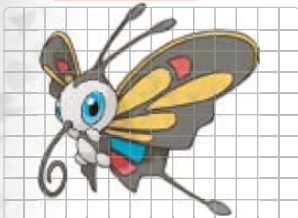
Having wrapped silk around the branches of a tree, it quiescently awaits evolution.

### EVOLUTION



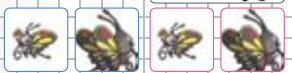
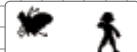
No. 267 | Butterfly Pokémon  
**Beautifly**

Bug Flying



- HEIGHT: 3'03"
- WEIGHT: 62.6 lbs.
- ITEMS: Shed Shell

## SIZE COMPARISON



- MALE FORM  
Larger red spots on wings.
- FEMALE FORM  
Smaller red spots on wings.

## ABILITIES

- Swarm

## STATS



## EGG GROUPS

Bug

## PERFORMANCE

SPEED ★★★★★  
POWER ★★★★★  
SKILL ★★★★★

STAMINA ★★★★★☆  
JUMP ★★★★★★

## MAIN WAYS TO OBTAIN

## Pokémon HeartGold

Bug-Catching Contest at National Park [after obtaining the National Pokédex / Saturday]

## Pokémon SoulSilver

Bug-Catching Contest at National Park [after obtaining the National Pokédex / Saturday]

## Pokémon Diamond

Route 224

## Pokémon Pearl

Route 224

## Pokémon Platinum

Route 224

## Pokémon HeartGold

Vibrantly patterned wings are its prominent feature. It sucks sweet flower nectar with its long mouth.

## Pokémon SoulSilver

Vibrantly patterned wings are its prominent feature. It sucks sweet flower nectar with its long mouth.

## EVOLUTION



## LEVEL-UP MOVES

| Lv. | Name        | Type   | Kind    | Pow. | Acc. | PP | Range  | DA |
|-----|-------------|--------|---------|------|------|----|--------|----|
| 1   | Absorb      | Grass  | Special | 20   | 100  | 25 | Normal | —  |
| 10  | Absorb      | Grass  | Special | 20   | 100  | 25 | Normal | —  |
| 13  | Gust        | Flying | Special | 40   | 100  | 35 | Normal | —  |
| 17  | Stun Spore  | Grass  | Status  | —    | 75   | 30 | Normal | —  |
| 20  | Morning Sun | Normal | Status  | —    | —    | 5  | Self   | —  |
| 24  | Mega Drain  | Grass  | Special | 40   | 100  | 15 | Normal | —  |
| 27  | Whirlwind   | Normal | Status  | —    | 100  | 20 | Normal | —  |
| 31  | Attract     | Normal | Status  | —    | 100  | 15 | Normal | —  |
| 34  | Silver Wind | Bug    | Special | 60   | 100  | 5  | Normal | —  |
| 38  | Giga Drain  | Grass  | Special | 60   | 100  | 10 | Normal | —  |
| 41  | Bug Buzz    | Bug    | Special | 90   | 100  | 10 | Normal | —  |

## MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |
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## BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|--------|----------|------|------|----|----------|----|
| Ominous Wind | Ghost  | Special  | 60   | 100  | 5  | Normal   | —  |
| Air Cutter   | Flying | Special  | 55   | 95   | 25 | 2 Foes   | —  |
| Bug Bite     | Bug    | Physical | 60   | 100  | 20 | Normal   | ○  |
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal   | —  |
| Swift        | Normal | Special  | 60   | —    | 20 | 2 Foes   | —  |
| String Shot  | Bug    | Status   | —    | 95   | 40 | 2 Foes   | —  |
| Tailwind     | Flying | Status   | —    | 30   | 2  | 2 Allies | —  |
| Signal Beam  | Bug    | Special  | 75   | 100  | 15 | Normal   | —  |
| Twister      | Dragon | Special  | 40   | 100  | 20 | 2 Foes   | —  |

## TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|------|--------------|---------|----------|------|------|----|----------|----|
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10 | Normal   | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15 | Normal   | —  |
| TM11 | Sunny Day    | Fire    | Status   | —    | 5    | —  | All      | —  |
| TM15 | Hyper Beam   | Normal  | Special  | 150  | 90   | 5  | Normal   | —  |
| TM17 | Protect      | Normal  | Status   | —    | —    | 10 | Self     | —  |
| TM19 | Giga Drain   | Grass   | Special  | 60   | 100  | 10 | Normal   | —  |
| TM20 | Safeguard    | Normal  | Status   | —    | —    | 25 | 2 Allies | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20 | Normal   | ○  |
| TM22 | SolarBeam    | Grass   | Special  | 120  | 100  | 10 | Normal   | —  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20 | Normal   | ○  |
| TM29 | Psychic      | Psychic | Special  | 90   | 100  | 10 | Normal   | —  |
| TM30 | Shadow Ball  | Ghost   | Special  | 80   | 100  | 15 | Normal   | —  |
| TM32 | Double Team  | Normal  | Status   | —    | —    | 15 | Self     | —  |
| TM40 | Aerial Ace   | Flying  | Physical | 60   | —    | 20 | Normal   | ○  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20 | Normal   | —  |
| TM44 | Rest         | Psychic | Status   | —    | —    | 10 | Self     | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15 | Normal   | —  |
| TM46 | Thief        | Dark    | Physical | 40   | 100  | 10 | Normal   | ○  |
| TM51 | Roost        | Flying  | Status   | —    | —    | 10 | Self     | —  |
| TM53 | Energy Ball  | Grass   | Special  | 80   | 100  | 10 | Normal   | —  |
| TM59 | Endure       | Normal  | Status   | —    | —    | 10 | Self     | —  |
| TM62 | Silver Wind  | Bug     | Special  | 60   | 100  | 5  | Normal   | —  |
| TM68 | Giga Impact  | Normal  | Physical | 150  | 90   | 5  | Normal   | ○  |
| TM70 | Flash        | Normal  | Status   | —    | 100  | 20 | Normal   | —  |
| TM78 | Capture      | Normal  | Status   | —    | 100  | 20 | 2 Foes   | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | —    | 10 | Depends  | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal   | —  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal   | —  |
| TM89 | U-turn       | Bug     | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM90 | Substitute   | Normal  | Status   | —    | —    | 10 | Self     | —  |

## ● LEVEL-UP MOVES

| Lv. | Name   | Type   | Kind   | Pow. | Acc. | PP | Range | DA |
|-----|--------|--------|--------|------|------|----|-------|----|
| 1   | Harden | Normal | Status | —    | —    | 30 | Self  | —  |
| 7   | Harden | Normal | Status | —    | —    | 30 | Self  | —  |
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## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
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## ● BP MOVES

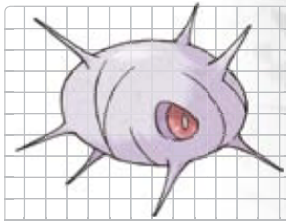
| Name         | Type  | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|-------|----------|------|------|----|--------|----|
| Bug Bite     | Bug   | Physical | 60   | 100  | 20 | Normal | —  |
| String Shot  | Bug   | Status   | —    | 95   | 40 | 2 Foes | —  |
| Iron Defense | Steel | Status   | —    | —    | 15 | Self   | —  |
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## ● TM &amp; HM MOVES

| No. | Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
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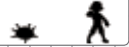
No. 268 | Cocoon Pokémon  
**Cascoon**

Bug



- HEIGHT: 2'04"
- WEIGHT: 25,4 lbs.
- ITEMS: None

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Shed Skin

## ● STATS



## ● EGG GROUPS

Bug

## ● PERFORMANCE

SPEED ★★☆☆☆  
POWER ★★☆☆☆  
SKILL ★★☆☆☆

STAMINA ★★★☆☆  
JUMP ★★☆☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold**

Bug-Catching Contest at the National Park (after obtaining the National Pokédex / Saturday)

**Pokémon SoulSilver**

Bug-Catching Contest at the National Park (after obtaining the National Pokédex / Saturday)

**Pokémon Diamond**

Level up Wurmple to Lv. 7 (may evolve into Silcoon instead)

**Pokémon Pearl**

Eterna Forest

**Pokémon Platinum**

Route 205, Eterna City side

**Pokémon HeartGold**

It endures attacks with patience, because the more pain before evolution, the sturdier it becomes.

**Pokémon SoulSilver**

It endures attacks with patience, because the more pain before evolution, the sturdier it becomes.

## ● EVOLUTION

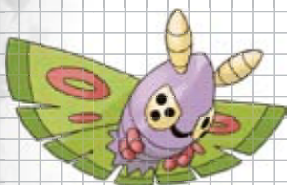




No. 269 | Poison Moth Pokémon  
**Dustox**

Bug

Poison



- HEIGHT: 3'11"
- WEIGHT: 69.7 lbs.
- ITEMS: Shed Shell

## SIZE COMPARISON



● MALE FORM  
Longer antennae



● FEMALE FORM  
Shorter antennae



## ABILITIES

- Shield Dust

## EGG GROUPS

Bug

## PERFORMANCE

SPEED ★★☆☆☆  
POWER ★★☆☆☆  
SKILL ★★☆☆☆

STAMINA ★★☆☆☆  
JUMP ★★☆☆☆

## STATS



## MAIN WAYS TO OBTAIN

## Pokémon HeartGold

Bug-Catching Contest at the National Park  
(after obtaining the National Pokédex / Thursday)

## Pokémon SoulSilver

Bug-Catching Contest at the National Park  
(after obtaining the National Pokédex / Thursday)

## Pokémon Diamond

Level up Cascoon to Lv. 10

## Pokémon Pearl

Route 230

## Pokémon Platinum

Route 224

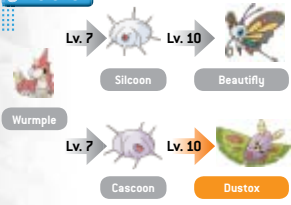
## Pokémon HeartGold

It scatters its fine dust all over when it is attacked.  
It is a nocturnal Pokémon.

## Pokémon SoulSilver

It scatters its fine dust all over when it is attacked.  
It is a nocturnal Pokémon.

## EVOLUTION



## LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind    | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|---------|---------|------|------|----|--------|----|
| 1   | Confusion    | Psychic | Special | 50   | 100  | 25 | Normal | —  |
| 10  | Confusion    | Psychic | Special | 50   | 100  | 25 | Normal | —  |
| 13  | Gust         | Flying  | Special | 40   | 100  | 35 | Normal | —  |
| 17  | Protect      | Normal  | Status  | —    | 10   | 5  | Self   | —  |
| 20  | Moonlight    | Normal  | Status  | —    | 5    | 2  | Self   | —  |
| 24  | Psybeam      | Psychic | Special | 65   | 100  | 20 | Normal | —  |
| 27  | Whirlwind    | Normal  | Status  | —    | 100  | 20 | Normal | —  |
| 31  | Light Screen | Psychic | Status  | —    | 30   | 2  | Allies | —  |
| 34  | Silver Wind  | Bug     | Special | 60   | 100  | 5  | Normal | —  |
| 38  | Toxic        | Poison  | Status  | —    | 85   | 10 | Normal | —  |
| 41  | Bug Buzz     | Bug     | Special | 90   | 100  | 10 | Normal | —  |

## MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|------|------|------|------|------|----|-------|----|

## BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Ominous Wind | Ghost  | Special  | 60   | 100  | 5  | Normal | —  |
| Air Cutter   | Flying | Special  | 55   | 95   | 25 | 2 Foes | —  |
| Bug Bite     | Bug    | Physical | 60   | 100  | 20 | Normal | ○  |
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Swift        | Normal | Special  | 60   | —    | 20 | 2 Foes | —  |
| String Shot  | Bug    | Status   | —    | 95   | 40 | 2 Foes | —  |
| Tailwind     | Flying | Status   | —    | 30   | 2  | Allies | —  |
| Signal Beam  | Bug    | Special  | 75   | 100  | 15 | Normal | —  |
| Twister      | Dragon | Special  | 40   | 100  | 20 | 2 Foes | —  |

## TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|---------|----------|------|------|----|---------|----|
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10 | Normal  | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15 | Normal  | —  |
| TM11 | Sunny Day    | Fire    | Status   | —    | 5    | 5  | All     | —  |
| TM15 | Hyper Beam   | Normal  | Special  | 150  | 90   | 5  | Normal  | —  |
| TM16 | Light Screen | Psychic | Status   | —    | 30   | 2  | Allies  | —  |
| TM17 | Protect      | Normal  | Status   | —    | 10   | 5  | Self    | —  |
| TM19 | Giga Drain   | Grass   | Special  | 60   | 100  | 10 | Normal  | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20 | Normal  | ○  |
| TM22 | SolarBeam    | Grass   | Special  | 120  | 100  | 10 | Normal  | —  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20 | Normal  | ○  |
| TM29 | Psychic      | Psychic | Special  | 90   | 100  | 10 | Normal  | —  |
| TM30 | Shadow Ball  | Ghost   | Special  | 80   | 100  | 15 | Normal  | —  |
| TM32 | Double Team  | Normal  | Status   | —    | 15   | 5  | Self    | —  |
| TM36 | Sludge Bomb  | Poison  | Special  | 90   | 100  | 10 | Normal  | —  |
| TM40 | Aerial Ace   | Flying  | Physical | 60   | —    | 20 | Normal  | ○  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20 | Normal  | —  |
| TM44 | Rest         | Psychic | Status   | —    | 10   | 5  | Self    | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15 | Normal  | —  |
| TM46 | Thief        | Dark    | Physical | 40   | 100  | 10 | Normal  | ○  |
| TM51 | Roost        | Flying  | Status   | —    | 10   | 5  | Self    | —  |
| TM53 | Energy Ball  | Grass   | Special  | 80   | 100  | 10 | Normal  | —  |
| TM58 | Endure       | Normal  | Status   | —    | 10   | 5  | Self    | —  |
| TM62 | Silver Wind  | Bug     | Special  | 60   | 100  | 5  | Normal  | —  |
| TM68 | Giga Impact  | Normal  | Physical | 150  | 90   | 5  | Normal  | ○  |
| TM70 | Flash        | Normal  | Status   | —    | 100  | 20 | Normal  | —  |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20 | 2 Foes  | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | 10   | 5  | Depends | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal  | —  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal  | —  |
| TM89 | U-turn       | Bug     | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM90 | Substitute   | Normal  | Status   | —    | 10   | 5  | Self    | —  |



## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----|--------------|---------|----------|------|------|----|----------|----|
| 1   | Astonish     | Ghost   | Physical | 30   | 100  | 15 | Normal   | ○  |
| 3   | Growl        | Normal  | Status   | —    | 100  | 40 | 2 Foes   | —  |
| 5   | Absorb       | Grass   | Special  | 20   | 100  | 25 | Normal   | —  |
| 7   | Nature Power | Normal  | Status   | —    | —    | 20 | Depends  | —  |
| 11  | Mist         | Ice     | Status   | —    | —    | 30 | 2 Allies | —  |
| 15  | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal   | —  |
| 19  | Mega Drain   | Grass   | Special  | 40   | 100  | 15 | Normal   | —  |
| 25  | BubbleBeam   | Water   | Special  | 65   | 100  | 20 | Normal   | —  |
| 31  | Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal   | ○  |
| 37  | Rain Dance   | Water   | Status   | —    | —    | 5  | All      | —  |
| 45  | Energy Ball  | Grass   | Special  | 80   | 100  | 10 | Normal   | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|---------|----------|------|------|----|----------|----|
| Icy Wind     | Ice     | Special  | 55   | 95   | 15 | 2 Foes   | —  |
| Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal   | ○  |
| Snore        | Normal  | Special  | 40   | 100  | 15 | Normal   | —  |
| Synthesis    | Grass   | Status   | —    | —    | 5  | Self     | —  |
| Uproar       | Normal  | Special  | 50   | 100  | 10 | 1 Random | —  |
| Seed Bomb    | Grass   | Physical | 80   | 100  | 15 | Normal   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|---------|----------|------|------|----|---------------|----|
| TM03 | Water Pulse  | Water   | Special  | 60   | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10 | Normal        | —  |
| TM07 | Hail         | Ice     | Status   | —    | —    | 10 | All           | —  |
| TM09 | Bullet Seed  | Grass   | Physical | 10   | 100  | 30 | Normal        | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire    | Status   | —    | —    | 5  | All           | —  |
| TM13 | Ice Beam     | Ice     | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice     | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM17 | Protect      | Normal  | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water   | Status   | —    | —    | 5  | All           | —  |
| TM19 | Giga Drain   | Grass   | Special  | 60   | 100  | 10 | Normal        | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20 | Normal        | ○  |
| TM22 | SolarBeam    | Grass   | Special  | 120  | 100  | 10 | Normal        | —  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20 | Normal        | ○  |
| TM32 | Double Team  | Normal  | Status   | —    | —    | 15 | Self          | —  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15 | Normal        | —  |
| TM46 | Thief        | Dark    | Physical | 40   | 100  | 10 | Normal        | ○  |
| TM53 | Energy Ball  | Grass   | Special  | 80   | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal  | Status   | —    | —    | 10 | Self          | —  |
| TM70 | Flash        | Normal  | Status   | —    | 100  | 20 | Normal        | —  |
| TM75 | Swords Dance | Normal  | Status   | —    | —    | 30 | Self          | —  |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal        | —  |
| TM86 | Grass Knot   | Grass   | Special  | —    | 100  | 20 | Normal        | ○  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal  | Status   | —    | —    | 10 | Self          | —  |
| HM03 | Surf         | Water   | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | —  |
| HM05 | Whirlpool    | Water   | Special  | 15   | 70   | 15 | Normal        | —  |

## ● EGG MOVES

| Name        | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|-------------|----------|----------|------|------|----|--------|----|
| Synthesis   | Grass    | Status   | —    | —    | 5  | Self   | —  |
| Razor Leaf  | Grass    | Physical | 55   | 95   | 25 | 2 Foes | —  |
| Sweet Scent | Normal   | Status   | —    | 100  | 20 | 2 Foes | —  |
| Leech Seed  | Grass    | Status   | —    | 90   | 10 | Normal | —  |
| Flail       | Normal   | Physical | —    | 100  | 15 | Normal | ○  |
| Water Gun   | Water    | Special  | 40   | 100  | 25 | Normal | —  |
| Tickle      | Normal   | Status   | —    | 100  | 20 | Normal | —  |
| Counter     | Fighting | Physical | —    | 100  | 20 | Self   | ○  |

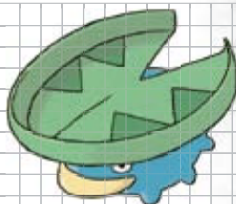


No. 270 | Water Weed Pokémon

Lotad

Water

Grass



- HEIGHT: 1'08"
- WEIGHT: 5.7 lbs.
- ITEMS: None

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Swift Swim
- Rain Dish

## ● STATS



## ● EGG GROUPS

Water 1

Grass

## ● PERFORMANCE

SPEED ★★☆☆  
 POWER ★★☆☆  
 SKILL ★★☆☆

STAMINA ★★☆☆☆  
 JUMP ★★☆☆

## ● MAIN WAYS TO OBTAIN

## Pokémon HeartGold

Safari Zone (Plains Area: if Water objects are placed, may appear in tall grass)

## Pokémon SoulSilver

Safari Zone (Plains Area: if Water objects are placed, may appear in tall grass)

## Pokémon Diamond

Route 203 (after obtaining the National Pokédex, insert Pokémon Sapphire into your Nintendo DS's Game Pak slot)

## Pokémon Pearl

Route 203 (after obtaining the National Pokédex, insert Pokémon Sapphire into your Nintendo DS's Game Pak slot)

## Pokémon Platinum

Route 203 (after obtaining the National Pokédex, insert Pokémon Sapphire into your Nintendo DS's Game Pak slot)

## Pokémon HeartGold

Its leaf grew too large for it to live on land. That is how it began to live floating in the water.

## Pokémon SoulSilver

Its leaf grew too large for it to live on land. That is how it began to live floating in the water.

## ● EVOLUTION



No. 271 | Jolly Pokémon  
**Lombre**

Water

Grass



## ● SIZE COMPARISON

- HEIGHT: 3'11"
- WEIGHT: 71.6 lbs.
- ITEMS: None



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Swift Swim
- Rain Dish

## ● EGG GROUPS

- Water 1
- Grass

## ● PERFORMANCE

SPEED ★★☆☆  
POWER ★★☆☆  
SKILL ★★☆☆

STAMINA ★★☆☆☆  
JUMP ★★☆☆

## ● STATS

HP ●●●●●  
ATTACK ●●●●●  
DEFENSE ●●●●●  
SP. ATTACK ●●●●●  
SP. DEFENSE ●●●●●  
SPEED ●●●●●

## ● MAIN WAYS TO OBTAIN

## Pokémon HeartGold

Safari Zone (Wetland Area: if Grass objects are placed, may appear in tall grass) or level up Lotad to Lv. 14

## Pokémon SoulSilver

Safari Zone (Wetland Area: if Grass objects are placed, may appear in tall grass) or level up Lotad to Lv. 14

## Pokémon Diamond

Route 212, Pastoria City side (after obtaining the National Pokédex, insert Pokémon Sapphire into your Nintendo DS's Game Pak slot)

## Pokémon Pearl

Route 212, Pastoria City side (after obtaining the National Pokédex, insert Pokémon Sapphire into your Nintendo DS's Game Pak slot)

## Pokémon Platinum

Route 212, Pastoria City side (after obtaining the National Pokédex, insert Pokémon Sapphire into your Nintendo DS's Game Pak slot)

## Pokémon HeartGold

It is nocturnal and becomes active at nightfall. It feeds on aquatic mosses that grow in the riverbed.

## Pokémon SoulSilver

It is nocturnal and becomes active at nightfall. It feeds on aquatic mosses that grow in the riverbed.

## ● EVOLUTION



## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----|--------------|---------|----------|------|------|----|----------|----|
| 1   | Astonish     | Ghost   | Physical | 30   | 100  | 15 | Normal   | ○  |
| 3   | Growl        | Normal  | Status   | —    | 100  | 40 | 2 Foes   | —  |
| 5   | Absorb       | Grass   | Special  | 20   | 100  | 25 | Normal   | —  |
| 7   | Nature Power | Normal  | Status   | —    | 20   | 20 | Depends  | —  |
| 11  | Fake Out     | Normal  | Physical | 40   | 100  | 10 | Normal   | ○  |
| 15  | Fury Swipes  | Normal  | Physical | 18   | 80   | 15 | Normal   | ○  |
| 19  | Water Sport  | Water   | Status   | —    | —    | 15 | All      | —  |
| 25  | BubbleBeam   | Water   | Special  | 65   | 100  | 20 | Normal   | ○  |
| 31  | Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal   | —  |
| 37  | Uproar       | Normal  | Special  | 50   | 100  | 10 | 1 Random | —  |
| 45  | Hydro Pump   | Water   | Special  | 120  | 80   | 5  | Normal   | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|----------|----------|------|------|----|----------|----|
| Dive         | Water    | Physical | 80   | 100  | 10 | Normal   | ○  |
| Icy Wind     | Ice      | Special  | 55   | 95   | 15 | 2 Foes   | —  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal   | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal   | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal   | ○  |
| Zen Headbutt | Psychic  | Physical | 80   | 90   | 15 | Normal   | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal   | —  |
| Synthesis    | Grass    | Status   | —    | —    | 5  | Self     | —  |
| Uproar       | Normal   | Special  | 50   | 100  | 10 | 1 Random | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal   | —  |
| Seed Bomb    | Grass    | Physical | 80   | 100  | 15 | Normal   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP     | Range         | DA |
|------|--------------|----------|----------|------|------|--------|---------------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20     | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10     | Normal        | —  |
| TM07 | Hail         | Ice      | Status   | —    | 10   | All    | —             | —  |
| TM09 | Bullet Seed  | Grass    | Physical | 10   | 100  | 30     | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15     | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | All    | —             | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10     | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5      | 2 Foes        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10     | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5      | All           | —  |
| TM19 | Giga Drain   | Grass    | Special  | 60   | 100  | 10     | Normal        | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20     | Normal        | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10     | Normal        | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20     | Normal        | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15     | Normal        | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15     | Self          | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20     | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20     | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10     | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15     | Normal        | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10     | Normal        | ○  |
| TM53 | Energy Ball  | Grass    | Special  | 80   | 100  | 10     | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10     | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10     | Self          | —  |
| TM60 | Drain Punch  | Fighting | Physical | 60   | 100  | 5      | Normal        | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20     | Normal        | —  |
| TM75 | Swords Dance | Normal   | Status   | —    | —    | 30     | Self          | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20     | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10     | Depends       | —  |
| TM83 | Natural Gift | Physical | Special  | —    | 100  | 15     | Normal        | —  |
| TM86 | Grass Knot   | Grass    | Special  | 100  | 20   | Normal | ○             | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15     | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10     | Self          | —  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15     | 2 Foes/1 Ally | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15     | Normal        | ○  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15     | Normal        | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15     | Normal        | ○  |
| HM07 | Waterfall    | Water    | Physical | 80   | 100  | 15     | Normal        | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range   | DA |
|-----|--------------|--------|----------|------|------|----|---------|----|
| 1   | Astonish     | Ghost  | Physical | 30   | 100  | 15 | Normal  | ○  |
| 1   | Growl        | Normal | Status   | —    | 100  | 40 | 2 Foes  | —  |
| 1   | Mega Drain   | Grass  | Special  | 40   | 100  | 15 | Normal  | —  |
| 1   | Nature Power | Normal | Status   | —    | —    | 20 | Depends | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|----------|----------|------|------|----|----------|----|
| Dive         | Water    | Physical | 80   | 100  | 10 | Normal   | ○  |
| Icy Wind     | Ice      | Special  | 55   | 95   | 15 | 2 Foes   | ○  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal   | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal   | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal   | ○  |
| Zen Headbutt | Psychic  | Physical | 80   | 90   | 15 | Normal   | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal   | ○  |
| Synthesis    | Grass    | Status   | —    | —    | 5  | Self     | —  |
| Up roar      | Normal   | Special  | 50   | 100  | 10 | 1 Random | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal   | —  |
| Seed Bomb    | Grass    | Physical | 80   | 100  | 15 | Normal   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal        | ○  |
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM07 | Hail         | Ice      | Status   | —    | —    | 10 | All           | —  |
| TM09 | Bullet Seed  | Grass    | Physical | 10   | 100  | 30 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM19 | Giga Drain   | Grass    | Special  | 60   | 100  | 10 | Normal        | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal        | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal        | ○  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5  | Normal        | —  |
| TM53 | Energy Ball  | Grass    | Special  | 80   | 100  | 10 | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM60 | Drain Punch  | Fighting | Physical | 60   | 100  | 5  | Normal        | ○  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | —  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM75 | Swords Dance | Normal   | Status   | —    | —    | 30 | Self          | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20 | Normal        | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | —  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15 | Normal        | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM07 | Waterfall    | Water    | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20 | Normal        | ○  |



No. 272 | Carefree Pokémon  
**Ludicolo**

Water Grass



## ● SIZE COMPARISON

- HEIGHT: 4'11"
- WEIGHT: 121.3 lbs.
- ITEMS: None



- MALE FORM  
Thicker zigzag stripes

- FEMALE FORM  
Thinner zigzag stripes

## ● ABILITIES

- Swift Swim
- Rain Dish

## ● STATS



## ● EGG GROUPS

Water 1  
Grass

## ● PERFORMANCE

SPEED ★★☆☆  
POWER ★★☆☆  
SKILL ★★☆☆

STAMINA ★★☆☆☆  
JUMP ★☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Use Water Stone on Lombre

**Pokémon SoulSilver** Use Water Stone on Lombre

**Pokémon Diamond** Use Water Stone on Lombre

**Pokémon Pearl** Use Water Stone on Lombre

**Pokémon Platinum** Use Water Stone on Lombre

**Pokémon HeartGold**

If it hears festive music, it begins moving in rhythm in order to amplify its power.

**Pokémon SoulSilver**

If it hears festive music, it begins moving in rhythm in order to amplify its power.

## ● EVOLUTION



# No. 273 | Acorn Pokémon

## Seedot

Grass



- HEIGHT: 1'08"
- WEIGHT: 8.8 lbs.
- ITEMS: None

## ● SIZE COMPARISON



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Chlorophyll
- Early Bird

## ● EGG GROUPS

Field  
Grass

## ● PERFORMANCE

SPEED ★★☆☆  
POWER ★☆☆☆  
SKILL ★★☆☆STAMINA ★★☆☆☆  
JUMP ★★☆☆

## ● STATS

HP ●●●●●  
ATTACK ●●●●●  
DEFENSE ●●●●●  
SP. ATTACK ●●●●●  
SP. DEFENSE ●●●●●  
SPEED ●●●●●

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Viridian Forest (use Headbutt)**Pokémon SoulSilver** Viridian Forest (use Headbutt)**Pokémon Diamond** Route 203 (after obtaining the National Pokédex, insert *Pokémon Ruby* into your Nintendo DS's Game Pak slot)**Pokémon Pearl** Route 203 (after obtaining the National Pokédex, insert *Pokémon Ruby* into your Nintendo DS's Game Pak slot)**Pokémon Platinum** Route 203 (after obtaining the National Pokédex, insert *Pokémon Ruby* into your Nintendo DS's Game Pak slot)**Pokémon HeartGold**

It attaches itself to a tree branch using the top of its head. Strong winds can sometimes make it fall.

**Pokémon SoulSilver**

It attaches itself to a tree branch using the top of its head. Strong winds can sometimes make it fall.

## ● EVOLUTION



## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|--------------|--------|----------|------|------|----|---------------|----|
| 1   | Bide         | Normal | Physical | —    | —    | 10 | Self          | ○  |
| 3   | Harden       | Normal | Status   | —    | —    | 30 | Self          | —  |
| 7   | Growth       | Normal | Status   | —    | —    | 40 | Self          | —  |
| 13  | Nature Power | Normal | Status   | —    | —    | 20 | Depends       | —  |
| 21  | Synthesis    | Grass  | Status   | —    | —    | 5  | Self          | —  |
| 31  | Sunny Day    | Fire   | Status   | —    | —    | 5  | All           | —  |
| 43  | Explosion    | Normal | Physical | 250  | 100  | 5  | 2 Foes/1 Ally | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name       | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|------------|--------|----------|------|------|----|--------|----|
| Snore      | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Spite      | Ghost  | Status   | —    | 100  | 10 | Normal | —  |
| Synthesis  | Grass  | Status   | —    | —    | 5  | Self   | —  |
| Worry Seed | Grass  | Status   | —    | 100  | 10 | Normal | —  |
| Rollout    | Rock   | Physical | 30   | 90   | 20 | Normal | ○  |
| Seed Bomb  | Grass  | Physical | 80   | 100  | 15 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM09 | Bullet Seed  | Grass    | Physical | 10   | 100  | 30 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM19 | Giga Drain   | Grass    | Special  | 60   | 100  | 10 | Normal        | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal        | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal        | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM53 | Energy Ball  | Grass    | Special  | 80   | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM64 | Explosion    | Normal   | Physical | 250  | 100  | 5  | 2 Foes/1 Ally | —  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM75 | Swords Dance | Normal   | Status   | —    | —    | 30 | Self          | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20 | Normal        | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |

## ● EGG MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|---------|----------|------|------|----|--------|----|
| Leech Seed   | Grass   | Status   | —    | 90   | 10 | Normal | —  |
| Amnesia      | Psychic | Status   | —    | —    | 20 | Self   | —  |
| Quick Attack | Normal  | Physical | 40   | 100  | 30 | Normal | ○  |
| Razor Wind   | Normal  | Special  | 80   | 100  | 10 | 2 Foes | —  |
| Take Down    | Normal  | Physical | 90   | 85   | 20 | Normal | ○  |
| False Swipe  | Normal  | Physical | 40   | 100  | 40 | Normal | ○  |
| Worry Seed   | Grass   | Status   | —    | 100  | 10 | Normal | —  |
| Nasty Plot   | Dark    | Status   | —    | —    | 20 | Self   | —  |
| Power Swap   | Psychic | Status   | —    | —    | 10 | Normal | —  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range   | DA |
|-----|--------------|---------|----------|------|------|----|---------|----|
| 1   | Razor Leaf   | Grass   | Physical | 55   | 95   | 25 | 2 Foes  | —  |
| 1   | Pound        | Normal  | Physical | 40   | 100  | 35 | Normal  | —  |
| 3   | Harden       | Normal  | Status   | —    | —    | 30 | Self    | —  |
| 7   | Growth       | Normal  | Status   | —    | —    | 40 | Self    | —  |
| 13  | Nature Power | Normal  | Status   | —    | —    | 20 | Depends | —  |
| 19  | Fake Out     | Normal  | Physical | 40   | 100  | 10 | Normal  | —  |
| 25  | Torment      | Dark    | Status   | —    | 100  | 15 | Normal  | —  |
| 31  | Faint Attack | Dark    | Physical | 60   | —    | 20 | Normal  | —  |
| 37  | Razor Wind   | Normal  | Special  | 80   | 100  | 10 | 2 Foes  | —  |
| 43  | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal  | —  |
| 49  | Extrasensory | Psychic | Special  | 80   | 100  | 30 | Normal  | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | —  |

## ● BP MOVES

| Name        | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|-------------|----------|----------|------|------|----|--------|----|
| Fury Cutter | Bug      | Physical | 10   | 95   | 20 | Normal | —  |
| Snore       | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Spite       | Ghost    | Status   | —    | 100  | 10 | Normal | —  |
| Synthesis   | Grass    | Status   | —    | —    | 5  | Self   | —  |
| Swift       | Normal   | Special  | 60   | —    | 20 | 2 Foes | —  |
| Worry Seed  | Grass    | Status   | —    | 100  | 10 | Normal | —  |
| Mud-Slap    | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Rollout     | Rock     | Physical | 30   | 90   | 20 | Normal | —  |
| Seed Bomb   | Grass    | Physical | 80   | 100  | 15 | Normal | —  |
| Low Kick    | Fighting | Physical | —    | 100  | 20 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP      | Range         | DA |
|------|--------------|----------|----------|------|------|---------|---------------|----|
| TM06 | Toxic        | Poison   | Status   | —    | 95   | 10      | Normal        | —  |
| TM09 | Bullet Seed  | Grass    | Physical | 10   | 100  | 30      | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15      | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | All     | —             |    |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5       | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | 10   | Self    | —             |    |
| TM19 | Giga Drain   | Grass    | Special  | 60   | 100  | 10      | Normal        | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20      | Normal        | —  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10      | Normal        | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20      | Normal        | —  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10      | Normal        | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15      | Normal        | —  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15      | Normal        | —  |
| TM32 | Double Team  | Normal   | Status   | —    | 15   | Self    | —             |    |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10      | Normal        | —  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15      | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20      | Normal        | —  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20      | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | 10   | Self    | —             |    |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15      | Normal        | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10      | Normal        | —  |
| TM53 | Energy Ball  | Grass    | Special  | 80   | 100  | 10      | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10      | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | 10   | Self    | —             |    |
| TM63 | Embargo      | Dark     | Status   | —    | 100  | 15      | Normal        | —  |
| TM64 | Explosion    | Normal   | Physical | 250  | 100  | 5       | 2 Foes/1 Ally | —  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10      | Normal        | —  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20      | Normal        | —  |
| TM75 | Swords Dance | Normal   | Status   | —    | 30   | Self    | —             |    |
| TM77 | Psych Up     | Normal   | Status   | —    | 10   | Normal  | —             |    |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 2       | 2 Foes        | —  |
| TM79 | Dark Pulse   | Dark     | Special  | 80   | 100  | 15      | Normal        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10      | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | 10   | Depends | —             |    |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15      | Normal        | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20      | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15      | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | 10   | Self    | —             |    |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30      | Normal        | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15      | Normal        | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15      | Normal        | —  |

No. 274 | Wily Pokémon  
Nuzleaf

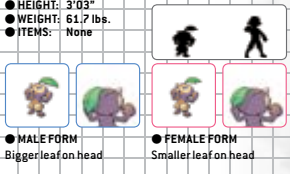
Grass

Dark



- HEIGHT: 3'03"
- WEIGHT: 61.7 lbs.
- ITEMS: None

## ● SIZE COMPARISON



## ● MALE FORM

Bigger leaf on head

## ● FEMALE FORM

Smaller leaf on head

## ● ABILITIES

- Chlorophyll
- Early Bird

## ● STATS



## ● EGG GROUPS

Field

Grass

## ● PERFORMANCE

STAMINA ★★★  
JUMP ★★★

## ● MAIN VES TO OBTAIN

## Pokémon HeartGold

Safari Zone (Meadow Area: if Forest objects are placed, may appear in tall grass)

## Pokémon SoulSilver

Safari Zone (Meadow Area: if Forest objects are placed, may appear in tall grass)

## Pokémon Diamond

Route 210, Solaceon Town side (after obtaining the National Pokédex, insert Pokémon Ruby into your Nintendo DS's Game Pak slot)

## Pokémon Pearl

Route 210, Solaceon Town side (after obtaining the National Pokédex, insert Pokémon Ruby into your Nintendo DS's Game Pak slot)

## Pokémon Platinum

Route 210, Solaceon Town side (after obtaining the National Pokédex, insert Pokémon Ruby into your Nintendo DS's Game Pak slot)

## Pokémon HeartGold

It lives deep in forests. With the leaf on its head, it makes a flute whose song makes listeners uneasy.

## Pokémon SoulSilver

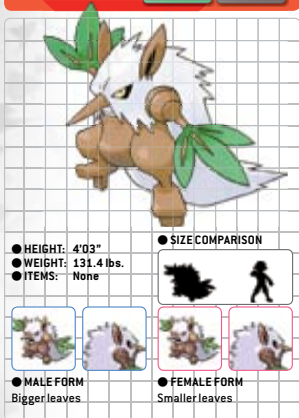
It lives deep in forests. With the leaf on its head, it makes a flute whose song makes listeners uneasy.

## ● EVOLUTION



# No. 275 | Wicked Pokémon

## Shiftry

Grass Dark


- HEIGHT: 4'03"
- WEIGHT: 131.4 lbs.
- ITEMS: None

## ● SIZE COMPARISON



- MALE FORM  
Bigger leaves



- FEMALE FORM  
Smaller leaves

## ● ABILITIES

- Chlorophyll
- Early Bird

## ● STATS



## ● EGG GROUPS

- Field
- Grass

## ● PERFORMANCE

- SPEED ★★★★★  
POWER ★★★★★  
SKILL ★★★★★

- STAMINA ★★★★★  
JUMP ★★★★★

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Use Leaf Stone on Nuzleaf

**Pokémon SoulSilver** Use Leaf Stone on Nuzleaf

**Pokémon Diamond** Use Leaf Stone on Nuzleaf

**Pokémon Pearl** Use Leaf Stone on Nuzleaf

**Pokémon Platinum** Use Leaf Stone on Nuzleaf

**Pokémon HeartGold**

It lives quietly in the deep forest. It is said to create chilly winter winds with the fans it holds.

**Pokémon SoulSilver**

It lives quietly in the deep forest. It is said to create chilly winter winds with the fans it holds.

## ● EVOLUTION



## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|--------|----------|------|------|----|--------|----|
| 1   | Faint Attack | Dark   | Physical | 60   | —    | 20 | Normal | ○  |
| 1   | Whirlwind    | Normal | Status   | —    | 100  | 20 | Normal | —  |
| 1   | Nasty Plot   | Dark   | Status   | —    | —    | 20 | Self   | —  |
| 1   | Razor Leaf   | Grass  | Physical | 55   | 95   | 25 | 2 Foes | —  |
| 49  | Leaf Storm   | Grass  | Special  | 140  | 90   | 5  | Normal | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|----------|----------|------|------|----|----------|----|
| Fury Cutter  | Bug      | Physical | 10   | 95   | 20 | Normal   | ○  |
| Icy Wind     | Ice      | Special  | 55   | 95   | 15 | 2 Foes   | —  |
| Ominous Wind | Ghost    | Special  | 60   | 100  | 5  | Normal   | —  |
| Air Cutter   | Flying   | Special  | 55   | 95   | 25 | 2 Foes   | ○  |
| Knock Off    | Dark     | Physical | 20   | 100  | 20 | Normal   | ○  |
| Sucker Punch | Dark     | Physical | 80   | 100  | 5  | Normal   | —  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal   | —  |
| Spite        | Ghost    | Status   | —    | 100  | 10 | Normal   | —  |
| Synthesis    | Grass    | Status   | —    | —    | 5  | Self     | —  |
| Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Tailwind     | Flying   | Status   | —    | —    | 30 | 2 Allies | —  |
| Worry Seed   | Grass    | Status   | —    | 100  | 10 | Normal   | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal   | —  |
| Rollout      | Rock     | Physical | 30   | 90   | 20 | Normal   | ○  |
| Twister      | Dragon   | Special  | 40   | 100  | 20 | 2 Foes   | —  |
| Seed Bomb    | Grass    | Physical | 80   | 100  | 15 | Normal   | —  |
| Bounce       | Flying   | Physical | 85   | 95   | 5  | Normal   | ○  |
| Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal   | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP      | Range         | DA |
|------|--------------|----------|----------|------|------|---------|---------------|----|
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10      | Normal        | —  |
| TM09 | Bullet Seed  | Grass    | Physical | 10   | 100  | 30      | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15      | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | All     | —             |    |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5       | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | 10   | Self    | —             |    |
| TM19 | Giga Drain   | Grass    | Special  | 60   | 100  | 10      | Normal        | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20      | Normal        | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10      | Normal        | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20      | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10      | Normal        | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15      | Normal        | —  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15      | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | 15   | Self    | —             |    |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10      | Normal        | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20      | Normal        | ○  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15      | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20      | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20      | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | 10   | Self    | —             |    |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15      | Normal        | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10      | Normal        | ○  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5       | Normal        | —  |
| TM53 | Energy Ball  | Grass    | Special  | 80   | 100  | 10      | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10      | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | 10   | Self    | —             |    |
| TM62 | Silver Wind  | Bug      | Special  | 60   | 100  | 5       | Normal        | —  |
| TM63 | Embargo      | Dark     | Status   | —    | 100  | 15      | Normal        | —  |
| TM64 | Explosion    | Normal   | Physical | 250  | 100  | 5       | 2 Foes/1 Ally | —  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10      | Normal        | ○  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5       | Normal        | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20      | Normal        | —  |
| TM75 | Swords Dance | Normal   | Status   | —    | 30   | Self    | —             |    |
| TM77 | Psych Up     | Normal   | Status   | —    | 10   | Normal  | —             |    |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20      | 2 Foes        | —  |
| TM79 | Dark Pulse   | Dark     | Special  | 80   | 100  | 15      | Normal        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10      | 2 Foes        | —  |
| TM81 | X-Scissor    | Bug      | Physical | 80   | 100  | 15      | Normal        | ○  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | 10   | Depends | —             |    |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15      | Normal        | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20      | Normal        | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15      | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | 10   | Self    | —             |    |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30      | Normal        | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15      | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15      | Normal        | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|---------|----------|------|------|----|--------|----|
| 1   | Peck         | Flying  | Physical | 35   | 100  | 35 | Normal | ○  |
| 1   | Growl        | Normal  | Status   | —    | 100  | 40 | 2 Foes | —  |
| 4   | Focus Energy | Normal  | Status   | —    | —    | 30 | Self   | —  |
| 8   | Quick Attack | Normal  | Physical | 40   | 100  | 30 | Normal | ○  |
| 13  | Wing Attack  | Flying  | Physical | 60   | 100  | 35 | Normal | ○  |
| 19  | Double Team  | Normal  | Status   | —    | —    | 15 | Self   | ○  |
| 26  | Endeavor     | Normal  | Physical | —    | 100  | 5  | Normal | ○  |
| 34  | Aerial Ace   | Flying  | Physical | 60   | —    | 20 | Normal | ○  |
| 43  | Agility      | Psychic | Status   | —    | —    | 30 | Self   | —  |
| 53  | Air Slash    | Flying  | Special  | 75   | 95   | 20 | Normal | —  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|--------|----------|------|------|----|----------|----|
| Ominous Wind | Ghost  | Special  | 60   | 100  | 5  | Normal   | —  |
| Air Cutter   | Flying | Special  | 55   | 95   | 25 | 2 Foes   | —  |
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal   | —  |
| Swift        | Normal | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Tailwind     | Flying | Status   | —    | —    | 30 | 2 Allies | —  |
| Mud-Slap     | Ground | Special  | 20   | 100  | 10 | Normal   | —  |
| Endeavor     | Normal | Physical | —    | 100  | 5  | Normal   | ○  |
| Twister      | Dragon | Special  | 40   | 100  | 20 | 2 Foes   | —  |
| Heat Wave    | Fire   | Special  | 100  | 90   | 10 | 2 Foes   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|---------|----------|------|------|----|---------|----|
| TM06 | Toxic        | Poison  | Status   | —    | 95   | 10 | Normal  | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15 | Normal  | —  |
| TM11 | Sunny Day    | Fire    | Status   | —    | —    | 5  | All     | —  |
| TM17 | Protect      | Normal  | Status   | —    | —    | 10 | Self    | —  |
| TM18 | Rain Dance   | Water   | Status   | —    | —    | 5  | All     | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20 | Normal  | ○  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20 | Normal  | ○  |
| TM32 | Double Team  | Normal  | Status   | —    | —    | 15 | Self    | ○  |
| TM40 | Aerial Ace   | Flying  | Physical | 60   | —    | 20 | Normal  | ○  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM44 | Rest         | Psychic | Status   | —    | —    | 10 | Self    | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15 | Normal  | —  |
| TM46 | Thief        | Dark    | Physical | 40   | 100  | 10 | Normal  | ○  |
| TM47 | Steel Wing   | Steel   | Physical | 70   | 90   | 25 | Normal  | ○  |
| TM51 | Roost        | Flying  | Status   | —    | —    | 10 | Self    | —  |
| TM58 | Endure       | Normal  | Status   | —    | —    | 10 | Self    | —  |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20 | 2 Foes  | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | —    | 10 | Depends | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal  | —  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal  | —  |
| TM88 | Pluck        | Flying  | Physical | 60   | 100  | 20 | Normal  | ○  |
| TM89 | U-turn       | Bug     | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM90 | Substitute   | Normal  | Status   | —    | —    | 10 | Self    | —  |
| HM02 | Fly          | Flying  | Physical | 90   | 95   | 15 | Normal  | ○  |

## ● EGG MOVES

| Name        | Type   | Kind     | Pow. | Acc. | PP | Range   | DA |
|-------------|--------|----------|------|------|----|---------|----|
| Pursuit     | Dark   | Physical | 40   | 100  | 20 | Normal  | ○  |
| Supersonic  | Normal | Status   | —    | 55   | 20 | Normal  | —  |
| Refresh     | Normal | Status   | —    | —    | 20 | Self    | —  |
| Mirror Move | Flying | Status   | —    | —    | 20 | Depends | —  |
| Rage        | Normal | Physical | 20   | 100  | 20 | Normal  | ○  |
| Sky Attack  | Flying | Physical | 140  | 90   | 5  | Normal  | —  |
| Whirlwind   | Normal | Status   | —    | 100  | 20 | Normal  | —  |
| Brave Bird  | Flying | Physical | 120  | 100  | 15 | Normal  | ○  |



No. 276 | TinySwallow Pokémon

Tailow

Normal

Flying



- HEIGHT: 1'00"
- WEIGHT: 5.1 lbs.
- ITEMS: Charti Berry

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Guts

## ● STATS



## ● EGG GROUPS

Flying

## ● PERFORMANCE

SPEED ★★★☆  
 POWER ★★★☆  
 SKILL ★★★☆

STAMINA ★★★★★  
 JUMP ★★★★★☆

## ● MAIN WAYS TO OBTAIN

## Pokémon HeartGold

Cherrygrove City (use Rock Climb to reach trees, then use Headbutt)

## Pokémon SoulSilver

Cherrygrove City (use Rock Climb to reach trees, then use Headbutt)

## Pokémon Diamond

Find its Egg at the Pokémon Day Care and hatch it

## Pokémon Pearl

Find its Egg at the Pokémon Day Care and hatch it

## Pokémon Platinum

Find its Egg at the Pokémon Day Care and hatch it

## Pokémon HeartGold

When it gets cold, they migrate, flying over 180 miles a day. It hunts for tasty prey.

## Pokémon SoulSilver

When it gets cold, they migrate, flying over 180 miles a day. It hunts for tasty prey.

## ● EVOLUTION



Tailow

Swellow





## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----|--------------|----------|----------|------|------|----|----------|----|
| 1   | Growl        | Normal   | Status   | —    | 100  | 40 | 2 Foes   | —  |
| 1   | Water Gun    | Water    | Special  | 40   | 100  | 25 | Normal   | —  |
| 6   | Supersonic   | Normal   | Status   | —    | 55   | 20 | Normal   | —  |
| 11  | Wing Attack  | Physical | Flying   | 60   | 100  | 35 | Normal   | ○  |
| 16  | Mist         | Ice      | Status   | —    | —    | 30 | 2 Allies | —  |
| 19  | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal   | —  |
| 24  | Quick Attack | Normal   | Physical | 40   | 100  | 30 | Normal   | ○  |
| 29  | Roost        | Flying   | Status   | —    | —    | 10 | Self     | —  |
| 34  | Pursuit      | Dark     | Physical | 40   | 100  | 20 | Normal   | ○  |
| 37  | Agility      | Psychic  | Status   | —    | —    | 30 | Self     | —  |
| 42  | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal   | ○  |
| 47  | Air Slash    | Flying   | Special  | 75   | 95   | 20 | Normal   | —  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|--------|----------|------|------|----|----------|----|
| Icy Wind     | Ice    | Special  | 55   | 95   | 15 | 2 Foes   | —  |
| Ominous Wind | Ghost  | Special  | 60   | 100  | 5  | Normal   | —  |
| Air Cutter   | Flying | Special  | 55   | 95   | 25 | 2 Foes   | —  |
| Knock Off    | Dark   | Physical | 20   | 100  | 20 | Normal   | ○  |
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal   | —  |
| Swift        | Normal | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Uproar       | Normal | Special  | 50   | 100  | 10 | 1 Random | —  |
| Tailwind     | Flying | Status   | —    | —    | 30 | 2 Allies | —  |
| Mud-Slap     | Ground | Special  | 20   | 100  | 10 | Normal   | —  |
| Twister      | Dragon | Special  | 40   | 100  | 20 | 2 Foes   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|----------|----------|------|------|----|---------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal  | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal  | —  |
| TM07 | Hail         | Ice      | Status   | —    | —    | 10 | All     | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal  | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal  | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes  | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All     | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self    | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal  | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal  | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self    | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal  | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal  | ○  |
| TM47 | Steel Wing   | Steel    | Physical | 70   | 90   | 25 | Normal  | ○  |
| TM51 | Roost        | Flying   | Status   | —    | —    | 10 | Self    | —  |
| TM55 | Brine        | Water    | Special  | 65   | 100  | 10 | Normal  | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes  | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal  | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal  | —  |
| TM88 | Pluck        | Flying   | Physical | 60   | 100  | 20 | Normal  | ○  |
| TM89 | U-turn       | Bug      | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self    | —  |
| HM02 | Fly          | Flying   | Physical | 90   | 95   | 15 | Normal  | ○  |

## ● EGG MOVES

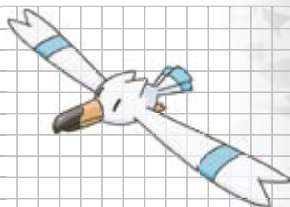
| Name        | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|-------------|---------|----------|------|------|----|----------|----|
| Mist        | Ice     | Status   | —    | —    | 30 | 2 Allies | —  |
| Twister     | Dragon  | Special  | 40   | 100  | 20 | 2 Foes   | —  |
| Agility     | Psychic | Status   | —    | —    | 30 | Self     | —  |
| Gust        | Flying  | Special  | 40   | 100  | 35 | Normal   | —  |
| Water Sport | Water   | Status   | —    | —    | 15 | All      | —  |
| Aqua Ring   | Water   | Status   | —    | —    | 20 | Self     | —  |
| Knock Off   | Dark    | Physical | 20   | 100  | 20 | Normal   | ○  |



No. 278 | Seagull Pokémon  
**Wingull**

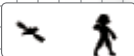
Water

Flying



- HEIGHT: 2'00"
- WEIGHT: 20.9 lbs.
- ITEMS: None

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Keen Eye

## ● STATS



## ● EGG GROUPS

Water 1

Flying

## ● PERFORMANCE

SPEED ★★☆☆☆  
POWER ★☆☆☆☆  
SKILL ★★☆☆☆

STAMINA ★★☆☆☆  
JUMP ★★★★★

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Vermilion City (mass outbreak, water surface)

**Pokémon SoulSilver** Vermilion City (mass outbreak, water surface)

**Pokémon Diamond** Route 213

**Pokémon Pearl** Route 213

**Pokémon Platinum** Route 213

● **Pokémon HeartGold**

It soars on updrafts without flapping its wings. It makes a nest on sheer cliffs at the sea's edge.

● **Pokémon SoulSilver**

It soars on updrafts without flapping its wings. It makes a nest on sheer cliffs at the sea's edge.

## ● EVOLUTION



Lv. 25



Wingull

Pelipper

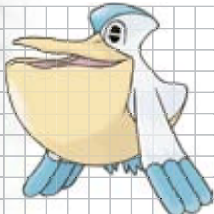


No. 279 | Water Bird Pokémon

# Pelipper

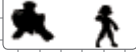
Water

Flying



- HEIGHT: 3'11"
- WEIGHT: 61.7 lbs.
- ITEMS: None

## SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ABILITIES

- Keen Eye

## EGG GROUPS

Water  
Flying

## PERFORMANCE

SPEED ★★☆☆☆  
POWER ★★★☆☆  
SKILL ★★☆☆☆

STAMINA ★★☆☆☆  
JUMP ★★☆☆☆

## STATS

HP ●●●●●  
ATTACK ●●●●●  
DEFENSE ●●●●●  
SP. ATTACK ●●●●●  
SP. DEFENSE ●●●●●  
SPEED ●●●●●

## MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Level up Wingull to Lv. 25

**Pokémon SoulSilver** Level up Wingull to Lv. 25

**Pokémon Diamond** Route 223 (water surface)

**Pokémon Pearl** Route 223 (water surface)

**Pokémon Platinum** Route 223 (water surface)

**Pokémon HeartGold****Pokémon SoulSilver**

It protects its young in its beak. It bobs on waves, resting on them on days when the waters are calm.

It protects its young in its beak. It bobs on waves, resting on them on days when the waters are calm.

## EVOLUTION



Wingull

Pelipper

## LEVEL-UP MOVES

| Lv. | Name        | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----|-------------|--------|----------|------|------|----|----------|----|
| 1   | Growl       | Normal | Status   | —    | 100  | 40 | 2 Foes   | —  |
| 1   | Water Gun   | Water  | Special  | 40   | 100  | 25 | Normal   | —  |
| 1   | Water Sport | Water  | Status   | —    | —    | 15 | All      | —  |
| 1   | Wing Attack | Flying | Physical | 60   | 100  | 35 | Normal   | ○  |
| 6   | Supersonic  | Normal | Status   | —    | 55   | 20 | Normal   | —  |
| 11  | Wing Attack | Flying | Physical | 60   | 100  | 35 | Normal   | ○  |
| 16  | Mist        | Ice    | Status   | —    | —    | 30 | 2 Allies | —  |
| 19  | Water Pulse | Water  | Special  | 60   | 100  | 20 | Normal   | —  |
| 24  | Payback     | Dark   | Physical | 50   | 100  | 10 | Normal   | ○  |
| 25  | Protect     | Normal | Status   | —    | —    | 10 | Self     | —  |
| 31  | Roost       | Flying | Status   | —    | —    | 10 | Self     | —  |
| 38  | Stockpile   | Normal | Status   | —    | —    | 20 | Self     | —  |
| 38  | Swallow     | Normal | Status   | —    | —    | 10 | Self     | —  |
| 38  | Spit Up     | Normal | Special  | —    | 100  | 10 | Normal   | —  |
| 43  | Fling       | Dark   | Physical | —    | 100  | 10 | Normal   | —  |
| 50  | Tailwind    | Flying | Status   | —    | —    | 30 | 2 Allies | —  |
| 57  | Hydro Pump  | Water  | Special  | 120  | 80   | 5  | Normal   | —  |

## MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

## BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|--------|----------|------|------|----|----------|----|
| Icy Wind     | Ice    | Special  | 55   | 95   | 15 | 2 Foes   | —  |
| Ominous Wind | Ghost  | Special  | 60   | 100  | 5  | Normal   | —  |
| Air Cutter   | Flying | Special  | 55   | 95   | 25 | 2 Foes   | —  |
| Knock Off    | Dark   | Physical | 20   | 100  | 20 | Normal   | ○  |
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal   | —  |
| Swift        | Normal | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Uproar       | Normal | Special  | 50   | 100  | 10 | 1 Random | —  |
| Tailwind     | Flying | Status   | —    | —    | 30 | 2 Allies | —  |
| Mud-Slap     | Ground | Special  | 20   | 100  | 10 | Normal   | —  |
| Gunk Shot    | Poison | Physical | 120  | 70   | 5  | Normal   | —  |
| Twister      | Dragon | Special  | 40   | 100  | 20 | 2 Foes   | —  |
| Seed Bomb    | Grass  | Physical | 80   | 100  | 15 | Normal   | —  |
| Sky Attack   | Flying | Physical | 140  | 90   | 5  | Normal   | —  |

## TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM07 | Hall         | Ice      | Status   | —    | 10   | —  | All           | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | —  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal        | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal        | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal        | ○  |
| TM47 | Steel Wing   | Steel    | Physical | 70   | 90   | 25 | Normal        | ○  |
| TM51 | Roost        | Flying   | Status   | —    | —    | 10 | Self          | —  |
| TM55 | Brine        | Water    | Special  | 65   | 100  | 10 | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10 | Normal        | ○  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM88 | Pluck        | Flying   | Physical | 60   | 100  | 20 | Normal        | ○  |
| TM89 | U-turn       | Bug      | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM02 | Fly          | Flying   | Physical | 90   | 95   | 15 | Normal        | ○  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | —  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15 | Normal        | —  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind    | Pow. | Acc. | PP | Range    | DA |
|-----|--------------|---------|---------|------|------|----|----------|----|
| 1   | Growl        | Normal  | Status  | —    | 100  | 40 | 2 Foes   | —  |
| 6   | Confusion    | Psychic | Special | 50   | 100  | 25 | Normal   | —  |
| 10  | Double Team  | Normal  | Status  | —    | —    | 15 | Self     | —  |
| 12  | Teleport     | Psychic | Status  | —    | —    | 20 | Self     | —  |
| 17  | Lucky Chant  | Normal  | Status  | —    | —    | 30 | 2 Allies | —  |
| 21  | Magical Leaf | Grass   | Special | 60   | —    | 20 | Normal   | —  |
| 23  | Calm Mind    | Psychic | Status  | —    | —    | 20 | Self     | —  |
| 28  | Psychic      | Psychic | Special | 90   | 100  | 10 | Normal   | —  |
| 32  | Imprison     | Psychic | Status  | —    | —    | 10 | Self     | —  |
| 34  | Future Sight | Psychic | Special | 80   | 90   | 15 | Normal   | —  |
| 39  | Charm        | Normal  | Status  | —    | 100  | 20 | Normal   | —  |
| 43  | Hypnosis     | Psychic | Status  | —    | 60   | 20 | Normal   | —  |
| 45  | Dream Eater  | Psychic | Special | 100  | 100  | 15 | Normal   | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Icy Wind     | Ice      | Special  | 55   | 95   | 15 | 2 Foes | —  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal | ○  |
| Zen Headbutt | Psychic  | Physical | 80   | 90   | 15 | Normal | ○  |
| Trick        | Psychic  | Status   | —    | 100  | 10 | Normal | —  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally | —  |
| Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes | —  |
| Magic Coat   | Psychic  | Status   | —    | —    | 15 | Self   | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Signal Beam  | Bug      | Special  | 75   | 100  | 15 | Normal | —  |
| Pain Split   | Normal   | Status   | —    | —    | 20 | Normal | —  |

## ● TM &amp; HM MOVES

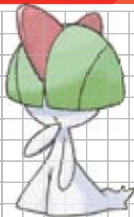
| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP  | Range    | DA     |
|------|--------------|----------|----------|------|------|-----|----------|--------|
| TM04 | Calm Mind    | Psychic  | Status   | —    | —    | 20  | Self     | —      |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10  | Normal   | —      |
| TM10 | Hidden Power | Normal   | Special  | —    | —    | 100 | 15       | Normal |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5   | All      | —      |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20  | Normal   | —      |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30  | 2 Allies | ○      |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10  | Self     | —      |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5   | All      | —      |
| TM20 | Safeguard    | Normal   | Status   | —    | —    | 25  | 2 Allies | —      |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20  | Normal   | ○      |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15  | Normal   | —      |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20  | Normal   | ○      |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10  | Normal   | —      |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15  | Normal   | —      |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15  | Self     | —      |
| TM33 | Reflect      | Psychic  | Status   | —    | —    | 20  | 2 Allies | —      |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20  | Normal   | —      |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15  | Normal   | —      |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20  | Normal   | ○      |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20  | Normal   | ○      |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10  | Self     | —      |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15  | Normal   | —      |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10  | Normal   | ○      |
| TM48 | Skill Swap   | Psychic  | Status   | —    | —    | 10  | Normal   | —      |
| TM49 | Snatch       | Dark     | Status   | —    | —    | 10  | Depends  | —      |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10  | Normal   | —      |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10  | Normal   | —      |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10  | Self     | —      |
| TM67 | Recycle      | Normal   | Status   | —    | —    | 10  | Self     | —      |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20  | Normal   | —      |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20  | Normal   | —      |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10  | Normal   | —      |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20  | 2 Foes   | —      |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10  | Depends  | —      |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15  | Normal   | —      |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15  | Normal   | —      |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20  | Normal   | ○      |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15  | Normal   | —      |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10  | Self     | —      |
| TM92 | Trick Room   | Psychic  | Status   | —    | —    | 5   | All      | —      |

## ● EGG MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Disable      | Normal | Status   | —    | 80   | 20 | Normal | —  |
| Will-O-Wisp  | Fire   | Status   | —    | 75   | 15 | Normal | —  |
| Mean Look    | Normal | Status   | —    | —    | 5  | Normal | —  |
| Memento      | Dark   | Status   | —    | 100  | 10 | Normal | —  |
| Destiny Bond | Ghost  | Status   | —    | —    | 5  | Self   | —  |
| Grudge       | Ghost  | Status   | —    | —    | 5  | Self   | —  |
| Shadow Sneak | Ghost  | Physical | 40   | 100  | 30 | Normal | ○  |
| Confuse Ray  | Ghost  | Status   | —    | 100  | 10 | Normal | —  |
| Encore       | Normal | Status   | —    | 100  | 5  | Normal | —  |

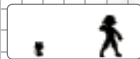
No. 280 | Feeling Pokémon  
**Ralts**

Psychic



## ● SIZE COMPARISON

- HEIGHT: 1'04"
- WEIGHT: 14.6 lbs.
- ITEMS: None



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Synchronize
- Trace

## ● STATS

- HP ●●●●●
- ATTACK ●●●●●
- DEFENSE ●●●●●
- SP. ATTACK ●●●●●
- SP. DEFENSE ●●●●●
- SPEED ●●●●●

## ● EGG GROUPS

Amorphous

## ● PERFORMANCE

- SPEED ★★★★★
- POWER ★★★★★
- SKILL ★★★★★

- STAMINA ★★★★★
- JUMP ★★★★★

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Route 34 (mass outbreak)

**Pokémon SoulSilver** Route 34 (mass outbreak)

**Pokémon Diamond** Route 203 (use Poké Radar)

**Pokémon Pearl** Route 203 (use Poké Radar)

**Pokémon Platinum** Route 208

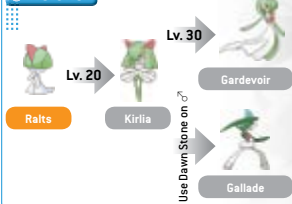
**Pokémon HeartGold**

The horns on its head provide a strong power that enables it to sense people's emotions.

**Pokémon SoulSilver**

The horns on its head provide a strong power that enables it to sense people's emotions.

## ● EVOLUTION



No. 281 | Emotion Pokémon  
**Kirlia**

Psychic



- HEIGHT: 2'07"
- WEIGHT: 44.5 lbs.
- ITEMS: None

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Synchronize
- Trace

## ● EGG GROUPS

Amorphous

## ● PERFORMANCE

SPEED ★★☆☆☆  
POWER ★★☆☆☆  
SKILL ★★☆☆☆

STAMINA ★★☆☆☆  
JUMP ★★☆☆☆

## ● STATS

HP ●●●●●  
ATTACK ●●●●●  
DEFENSE ●●●●●  
SP. ATTACK ●●●●●  
SP. DEFENSE ●●●●●  
SPEED ●●●●●

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Level up Raits to Lv. 20

**Pokémon SoulSilver** Level up Raits to Lv. 20

**Pokémon Diamond** Route 203 (occasionally appears when you use Poké Radar)

**Pokémon Pearl** Route 203 (occasionally appears when you use Poké Radar)

**Pokémon Platinum** Route 212, Hearthome City side

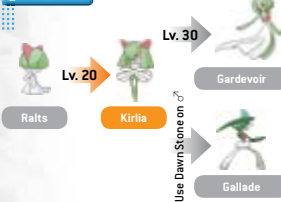
**Pokémon HeartGold**

It has a psychic power that enables it to distort the space around it and see into the future.

**Pokémon SoulSilver**

It has a psychic power that enables it to distort the space around it and see into the future.

## ● EVOLUTION



## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind    | Pow. | Acc. | PP | Range    | DA |
|-----|--------------|---------|---------|------|------|----|----------|----|
| 1   | Growl        | Normal  | Status  | —    | 100  | 40 | 2 Foes   | —  |
| 1   | Confusion    | Psychic | Special | 50   | 100  | 25 | Normal   | —  |
| 1   | Double Team  | Normal  | Status  | —    | —    | 15 | Self     | —  |
| 1   | Teleport     | Psychic | Status  | —    | —    | 20 | Self     | —  |
| 6   | Confusion    | Psychic | Special | 50   | 100  | 25 | Normal   | —  |
| 10  | Double Team  | Normal  | Status  | —    | —    | 15 | Self     | —  |
| 12  | Teleport     | Psychic | Status  | —    | —    | 20 | Self     | —  |
| 17  | Lucky Chant  | Normal  | Status  | —    | —    | 30 | 2 Allies | —  |
| 22  | Magical Leaf | Grass   | Special | 60   | —    | 20 | Normal   | —  |
| 25  | Calm Mind    | Psychic | Status  | —    | —    | 20 | Self     | —  |
| 31  | Psychic      | Psychic | Special | 90   | 100  | 10 | Normal   | —  |
| 36  | Imprison     | Psychic | Status  | —    | —    | 10 | Self     | —  |
| 39  | Future Sight | Psychic | Special | 80   | 90   | 15 | Normal   | —  |
| 45  | Charm        | Normal  | Status  | —    | 100  | 20 | Normal   | —  |
| 50  | Hypnosis     | Psychic | Status  | —    | 60   | 20 | Normal   | —  |
| 53  | Dream Eater  | Psychic | Special | 100  | 100  | 15 | Normal   | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Icy Wind     | Ice      | Special  | 55   | 95   | 15 | 2 Foes | —  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal | ○  |
| Zen Headbutt | Psychic  | Physical | 80   | 90   | 15 | Normal | ○  |
| Trick        | Psychic  | Status   | —    | 100  | 10 | Normal | —  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally | —  |
| Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes | —  |
| Magic Coat   | Psychic  | Status   | —    | —    | 15 | Self   | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Signal Beam  | Bug      | Special  | 75   | 100  | 15 | Normal | —  |
| Pain Split   | Normal   | Status   | —    | —    | 20 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|------|--------------|----------|----------|------|------|----|----------|----|
| TM04 | Calm Mind    | Psychic  | Status   | —    | —    | 20 | Self     | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal   | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | —    | 15 | Normal   | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All      | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal   | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All      | —  |
| TM20 | Safeguard    | Normal   | Status   | —    | —    | 25 | 2 Allies | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal   | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal   | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal   | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self     | —  |
| TM33 | Reflect      | Psychic  | Status   | —    | —    | 20 | 2 Allies | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal   | —  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15 | Normal   | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal   | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self     | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal   | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal   | ○  |
| TM48 | Skill Swap   | Psychic  | Status   | —    | —    | 10 | Normal   | —  |
| TM49 | Snatch       | Dark     | Status   | —    | —    | 10 | Depends  | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal   | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal   | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM67 | Recycle      | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal   | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal   | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal   | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes   | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends  | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal   | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15 | Normal   | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20 | Normal   | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal   | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM92 | Trick Room   | Psychic  | Status   | —    | —    | 5  | All      | —  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind    | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|---------|---------|------|------|----|--------|----|
| 1   | Healing Wish | Psychic | Status  | —    | —    | 10 | Self   | —  |
| 1   | Growl        | Normal  | Status  | —    | 100  | 40 | 2 Foes | —  |
| 1   | Confusion    | Psychic | Special | 50   | 100  | 25 | Normal | —  |
| 1   | Double Team  | Normal  | Status  | —    | —    | 15 | Self   | —  |
| 1   | Teleport     | Psychic | Status  | —    | —    | 20 | Self   | —  |
| 6   | Confusion    | Psychic | Special | 50   | 100  | 25 | Normal | —  |
| 10  | Double Team  | Normal  | Status  | —    | —    | 15 | Self   | —  |
| 12  | Teleport     | Psychic | Status  | —    | —    | 20 | Self   | —  |
| 17  | Wish         | Normal  | Status  | —    | —    | 10 | Self   | —  |
| 22  | Magical Leaf | Grass   | Special | 60   | —    | 20 | Normal | —  |
| 25  | Calm Mind    | Psychic | Status  | —    | —    | 20 | Self   | —  |
| 33  | Psychic      | Psychic | Special | 90   | 100  | 10 | Normal | —  |
| 40  | Imprison     | Psychic | Status  | —    | —    | 10 | Self   | —  |
| 45  | Future Sight | Psychic | Special | 80   | 90   | 15 | Normal | —  |
| 53  | Captivate    | Normal  | Status  | —    | 100  | 20 | 2 Foes | —  |
| 60  | Hypnosis     | Psychic | Status  | —    | 60   | 20 | Normal | —  |
| 65  | Dream Eater  | Psychic | Special | 100  | 100  | 15 | Normal | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range      | DA |
|--------------|----------|----------|------|------|----|------------|----|
| Icy Wind     | Ice      | Special  | 55   | 95   | 15 | 2 Foes     | —  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal     | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal     | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal     | ○  |
| Zen Headbutt | Psychic  | Physical | 80   | 90   | 15 | Normal     | ○  |
| Trick        | Psychic  | Status   | —    | 100  | 10 | Normal     | —  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal     | —  |
| Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally     | —  |
| Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes     | —  |
| Magic Coat   | Psychic  | Status   | —    | —    | 15 | Self       | —  |
| Heal Bell    | Normal   | Status   | —    | —    | 5  | All Allies | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal     | —  |
| Signal Beam  | Bug      | Special  | 75   | 100  | 15 | Normal     | —  |
| Pain Split   | Normal   | Status   | —    | —    | 20 | Normal     | —  |

## ● TM &amp; HM MOVES

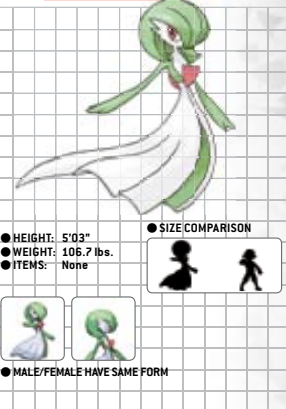
| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|------|--------------|----------|----------|------|------|----|----------|----|
| TM04 | Calm Mind    | Psychic  | Status   | —    | —    | 20 | Self     | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal   | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal   | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All      | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal   | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal   | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All      | —  |
| TM20 | Safeguard    | Normal   | Status   | —    | —    | 25 | 2 Allies | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal   | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal   | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal   | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self     | —  |
| TM33 | Reflect      | Psychic  | Status   | —    | —    | 20 | 2 Allies | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal   | —  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15 | Normal   | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal   | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self     | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal   | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal   | ○  |
| TM48 | Skill Swap   | Psychic  | Status   | —    | —    | 10 | Normal   | —  |
| TM49 | Snatch       | Dark     | Status   | —    | —    | 10 | Depends  | —  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5  | Normal   | —  |
| TM53 | Energy Ball  | Grass    | Special  | 80   | 100  | 10 | Normal   | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal   | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal   | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM67 | Recycle      | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal   | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal   | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal   | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal   | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes   | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends  | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal   | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15 | Normal   | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20 | Normal   | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal   | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM92 | Trick Room   | Psychic  | Status   | —    | —    | 5  | All      | —  |



No. 282 | Embrace Pokémon

## Gardevoir

Psychic



- HEIGHT: 5'03"
- WEIGHT: 106.7 lbs.
- ITEMS: None

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Synchronize
- Trace

## ● STATS



## ● EGG GROUPS

Amorphous

## ● PERFORMANCE

SPEED ★★☆☆☆  
POWER ★☆☆☆☆  
SKILL ★★★★★

STAMINA ★★☆☆☆  
JUMP ★★☆☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Level up Kirliia to Lv. 30

**Pokémon SoulSilver** Level up Kirliia to Lv. 30

**Pokémon Diamond** Level up Kirliia to Lv. 30

**Pokémon Pearl** Level up Kirliia to Lv. 30

**Pokémon Platinum** Level up Kirliia to Lv. 30

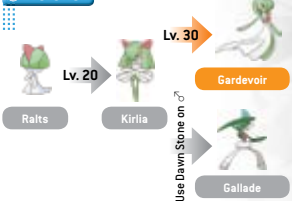
**Pokémon HeartGold**

It unleashes psychokinetic energy at full power when protecting a Trainer it has bonded closely with.

**Pokémon SoulSilver**

It unleashes psychokinetic energy at full power when protecting a Trainer it has bonded closely with.

## ● EVOLUTION

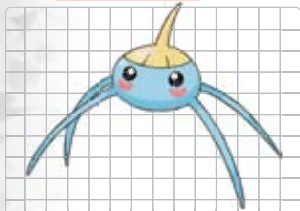




No. 283 | Pond Skater Pokémon  
**Surskit**

Bug

Water



- HEIGHT: 1'08"
- WEIGHT: 3.7 lbs.
- ITEMS: None

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Swift Swim

## ● EGG GROUPS

Water 1

Bug

## ● PERFORMANCE

SPEED ★★★★★☆  
POWER ★☆☆☆☆  
SKILL ★★☆☆☆

STAMINA ★★☆☆☆  
JUMP ★★☆☆☆

## ● STATS



## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold**  
Safari Zone (Forest Area: if Water objects are placed, may appear in tall grass; Wetland Area: if Grass objects are placed, may appear in tall grass)

**Pokémon SoulSilver**  
Safari Zone (Forest Area: if Water objects are placed, may appear in tall grass; Wetland Area: if Grass objects are placed, may appear in tall grass)

**Pokémon Diamond** Lake Verity (mass outbreak)

**Pokémon Pearl** Lake Verity (mass outbreak)

**Pokémon Platinum** Route 229 (water surface)

**Pokémon HeartGold**  
It secretes a thick, sweet-scented syrup from the tip of its head. It lives on weed-choked ponds.

**Pokémon SoulSilver**  
It secretes a thick, sweet-scented syrup from the tip of its head. It lives on weed-choked ponds.

## ● EVOLUTION



## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind    | Pow. | Acc. | PP | Range    | DA |
|-----|--------------|---------|---------|------|------|----|----------|----|
| 1   | Confusion    | Psychic | Special | 50   | 100  | 25 | Normal   | —  |
| 10  | Confusion    | Psychic | Special | 50   | 100  | 25 | Normal   | —  |
| 13  | Gust         | Flying  | Special | 40   | 100  | 35 | Normal   | —  |
| 17  | Protect      | Normal  | Status  | —    | —    | 10 | Self     | —  |
| 20  | Moonlight    | Normal  | Status  | —    | —    | 5  | Self     | —  |
| 24  | Psybeam      | Psychic | Special | 65   | 100  | 20 | Normal   | —  |
| 27  | Whirlwind    | Normal  | Status  | —    | 100  | 20 | Normal   | —  |
| 31  | Light Screen | Psychic | Status  | —    | —    | 30 | 2 Allies | —  |
| 34  | Silver Wind  | Bug     | Special | 60   | 100  | 5  | Normal   | —  |
| 38  | Toxic        | Poison  | Status  | —    | 85   | 10 | Normal   | —  |
| 41  | Bug Buzz     | Bug     | Special | 90   | 100  | 10 | Normal   | —  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |
|      |      |      |      |      |    |       |    |
|      |      |      |      |      |    |       |    |
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|--------|----------|------|------|----|----------|----|
| Ominous Wind | Ghost  | Special  | 60   | 100  | 5  | Normal   | —  |
| Air Cutter   | Flying | Special  | 55   | 95   | 25 | 2 Foes   | —  |
| Bug Bite     | Bug    | Physical | 60   | 100  | 20 | Normal   | ○  |
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal   | —  |
| Swift        | Normal | Special  | 60   | —    | 20 | 2 Foes   | —  |
| String Shot  | Bug    | Status   | —    | 95   | 40 | 2 Foes   | —  |
| Tailwind     | Flying | Status   | —    | —    | 30 | 2 Allies | —  |
| Signal Beam  | Bug    | Special  | 75   | 100  | 15 | Normal   | —  |
| Twister      | Dragon | Special  | 40   | 100  | 20 | 2 Foes   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|---------|----------|------|------|----|---------|----|
| TM03 | Water Pulse  | Water   | Special  | 60   | 100  | 20 | Normal  | —  |
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10 | Normal  | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15 | Normal  | —  |
| TM11 | Sunny Day    | Fire    | Status   | —    | —    | 5  | All     | —  |
| TM13 | Ice Beam     | Ice     | Special  | 95   | 100  | 10 | Normal  | —  |
| TM14 | Blizzard     | Ice     | Special  | 120  | 70   | 5  | 2 Foes  | —  |
| TM17 | Protect      | Normal  | Status   | —    | —    | 10 | Self    | —  |
| TM18 | Rain Dance   | Water   | Status   | —    | —    | 5  | All     | —  |
| TM19 | Giga Drain   | Grass   | Special  | 60   | 100  | 10 | Normal  | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20 | Normal  | ○  |
| TM22 | SolarBeam    | Grass   | Special  | 120  | 100  | 10 | Normal  | —  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20 | Normal  | ○  |
| TM30 | Shadow Ball  | Ghost   | Special  | 80   | 100  | 15 | Normal  | —  |
| TM32 | Double Team  | Normal  | Status   | —    | —    | 15 | Self    | —  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20 | Normal  | —  |
| TM44 | Rest         | Psychic | Status   | —    | —    | 10 | Self    | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15 | Normal  | —  |
| TM46 | Thief        | Dark    | Physical | 40   | 100  | 10 | Normal  | ○  |
| TM58 | Endure       | Normal  | Status   | —    | —    | 10 | Self    | —  |
| TM70 | Flash        | Normal  | Status   | —    | 100  | 20 | Normal  | —  |
| TM77 | Psych Up     | Normal  | Status   | —    | —    | 10 | Normal  | —  |
| TM79 | Captivate    | Normal  | Status   | —    | 100  | 20 | 2 Foes  | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | —    | 10 | Depends | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal  | —  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal  | —  |
| TM90 | Substitute   | Normal  | Status   | —    | —    | 10 | Self    | —  |

## ● EGG MOVES

| Name        | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|-------------|---------|----------|------|------|----|--------|----|
| Foresight   | Normal  | Status   | —    | —    | 40 | Normal | —  |
| Mud Shot    | Ground  | Special  | 55   | 95   | 15 | Normal | —  |
| Psybeam     | Psychic | Special  | 65   | 100  | 20 | Normal | —  |
| Hydro Pump  | Water   | Special  | 120  | 80   | 5  | Normal | —  |
| Mind Reader | Normal  | Status   | —    | —    | 5  | Normal | —  |
| Signal Beam | Bug     | Special  | 75   | 100  | 15 | Normal | —  |
| Bug Bite    | Bug     | Physical | 60   | 100  | 20 | Normal | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|--------|----------|------|------|----|--------|----|
| 1   | Ominous Wind | Ghost  | Special  | 60   | 100  | 5  | Normal | —  |
| 1   | Bubble       | Water  | Special  | 20   | 100  | 30 | 2 Foes | —  |
| 1   | Quick Attack | Normal | Physical | 40   | 100  | 30 | Normal | ○  |
| 1   | Sweet Scent  | Normal | Status   | —    | 100  | 20 | 2 Foes | —  |
| 1   | Water Sport  | Water  | Status   | —    | 15   | —  | All    | —  |
| 7   | Quick Attack | Normal | Physical | 40   | 100  | 30 | Normal | ○  |
| 13  | Sweet Scent  | Normal | Status   | —    | 100  | 20 | 2 Foes | —  |
| 19  | Water Sport  | Water  | Status   | —    | 15   | —  | All    | —  |
| 22  | Gust         | Flying | Special  | 40   | 100  | 35 | Normal | —  |
| 26  | Scary Face   | Normal | Status   | —    | 90   | 10 | Normal | —  |
| 33  | Stun Spore   | Grass  | Status   | —    | 75   | 30 | Normal | —  |
| 40  | Silver Wind  | Bug    | Special  | 60   | 100  | 5  | Normal | —  |
| 47  | Air Slash    | Flying | Special  | 75   | 95   | 20 | Normal | —  |
| 54  | Whirlwind    | Normal | Status   | —    | 100  | 20 | Normal | —  |
| 61  | Bug Buzz     | Bug    | Special  | 90   | 100  | 10 | Normal | —  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|--------|----------|------|------|----|----------|----|
| Icy Wind     | Ice    | Special  | 55   | 95   | 15 | 2 Foes   | —  |
| Ominous Wind | Ghost  | Special  | 60   | 100  | 5  | Normal   | —  |
| Air Cutter   | Flying | Special  | 55   | 95   | 25 | 2 Foes   | —  |
| Bug Bite     | Bug    | Physical | 60   | 100  | 20 | Normal   | ○  |
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal   | —  |
| Swift        | Normal | Special  | 60   | —    | 20 | 2 Foes   | —  |
| String Shot  | Bug    | Status   | —    | 95   | 40 | 2 Foes   | —  |
| Tailwind     | Flying | Status   | —    | 30   | —  | 2 Allies | —  |
| Mud-Slap     | Ground | Special  | 20   | 100  | 10 | Normal   | —  |
| Signal Beam  | Bug    | Special  | 75   | 100  | 15 | Normal   | —  |
| Twister      | Dragon | Special  | 40   | 100  | 20 | 2 Foes   | —  |

## ● TM &amp; HM MOVES

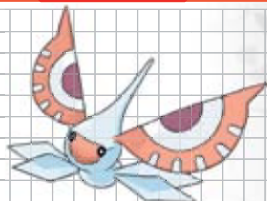
| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|---------|----------|------|------|----|---------|----|
| TM03 | Water Pulse  | Water   | Special  | 60   | 100  | 20 | Normal  | —  |
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10 | Normal  | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15 | Normal  | —  |
| TM11 | Sunny Day    | Fire    | Status   | —    | 5    | —  | All     | —  |
| TM13 | Ice Beam     | Ice     | Special  | 95   | 100  | 10 | Normal  | —  |
| TM14 | Blizzard     | Ice     | Special  | 120  | 70   | 5  | 2 Foes  | —  |
| TM15 | Hyper Beam   | Normal  | Special  | 150  | 90   | 5  | Normal  | —  |
| TM17 | Protect      | Normal  | Status   | —    | 10   | —  | Self    | —  |
| TM18 | Rain Dance   | Water   | Status   | —    | 5    | —  | All     | —  |
| TM19 | Giga Drain   | Grass   | Special  | 60   | 100  | 10 | Normal  | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20 | Normal  | ○  |
| TM22 | SolarBeam    | Grass   | Special  | 120  | 100  | 10 | Normal  | —  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20 | Normal  | ○  |
| TM30 | Shadow Ball  | Ghost   | Special  | 80   | 100  | 15 | Normal  | —  |
| TM32 | Double Team  | Normal  | Status   | —    | 15   | —  | Self    | —  |
| TM40 | Aerial Ace   | Flying  | Physical | 60   | —    | 20 | Normal  | ○  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20 | Normal  | —  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20 | Normal  | —  |
| TM44 | Rest         | Psychic | Status   | —    | 10   | —  | Self    | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15 | Normal  | —  |
| TM46 | Thief        | Dark    | Physical | 40   | 100  | 10 | Normal  | ○  |
| TM51 | Roost        | Flying  | Status   | —    | 10   | —  | Self    | —  |
| TM53 | Energy Ball  | Grass   | Special  | 80   | 100  | 10 | Normal  | —  |
| TM59 | Endure       | Normal  | Status   | —    | 10   | —  | Self    | —  |
| TM62 | Silver Wind  | Bug     | Special  | 60   | 100  | 5  | Normal  | —  |
| TM68 | Giga Impact  | Normal  | Physical | 150  | 90   | 5  | Normal  | ○  |
| TM70 | Flash        | Normal  | Status   | —    | 100  | 20 | Normal  | —  |
| TM77 | Psych Up     | Normal  | Status   | —    | 10   | —  | Normal  | —  |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20 | 2 Foes  | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | 10   | —  | Depends | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal  | —  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal  | —  |
| TM89 | U-turn       | Bug     | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM90 | Substitute   | Normal  | Status   | —    | 10   | —  | Self    | —  |



No. 284 | Eyeball Pokémon  
**Masquerain**

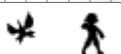
Bug

Flying



- HEIGHT: 2'02"
- WEIGHT: 7.9 lbs.
- ITEMS: SilverPowder

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Intimidate

## ● STATS



## ● EGG GROUPS

Water 1

Bug

## ● PERFORMANCE

SPEED ★★☆☆  
POWER ★★☆☆  
SKILL ★★☆☆

STAMINA ★★★★★  
JUMP ★★★★★

## ● MAIN WAYS TO OBTAIN

## Pokémon HeartGold

Safari Zone (Meadow Area:  
if Water objects are placed,  
may appear in tall grass)

## Pokémon SoulSilver

Safari Zone (Meadow Area:  
if Water objects are placed,  
may appear in tall grass)

## Pokémon Diamond

Level up Surskitt to Lv. 22

## Pokémon Pearl

Level up Surskitt to Lv. 22

## Pokémon Platinum

Route 229 (water surface)

## Pokémon HeartGold

It flaps its four wings to  
hover and fly freely in any  
direction--to and fro and  
sideways.

## Pokémon SoulSilver

It flaps its four wings to  
hover and fly freely in any  
direction--to and fro and  
sideways.

## ● EVOLUTION



Surskitt

Masquerain

# No. 285 | Mushroom Pokémon

## Shroomish

Grass



- HEIGHT: 1'04"
- WEIGHT: 9.9 lbs.
- ITEMS: Kebab Berry

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Effect Spore
- Poison Heal

## ● EGG GROUPS

Fairy

Grass

## ● PERFORMANCE

SPEED ★★☆☆  
POWER ★★☆☆  
SKILL ★★☆☆

STAMINA ★★☆☆☆☆

JUMP ★★☆☆☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Viridian Forest  
(use Headbutt)

**Pokémon SoulSilver** Viridian Forest  
(use Headbutt)

**Pokémon Diamond** Pastoria Great Marsh  
(after obtaining the National Pokédex / changes daily)

**Pokémon Pearl** Pastoria Great Marsh  
(after obtaining the National Pokédex / changes daily)

**Pokémon Platinum** Pastoria Great Marsh  
(after obtaining the National Pokédex / changes daily)

**Pokémon HeartGold**

If it senses danger, it scatters spores from the top of its head to protect itself.

**Pokémon SoulSilver**

If it senses danger, it scatters spores from the top of its head to protect itself.

## ● EVOLUTION



Lv. 23



Shroomish

Breloom

## ● LEVEL-UP MOVES

| Lv. | Name          | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|---------------|--------|----------|------|------|----|--------|----|
| 1   | Absorb        | Grass  | Special  | 20   | 100  | 25 | Normal | —  |
| 5   | Tackle        | Normal | Physical | 35   | 95   | 35 | Normal | ○  |
| 9   | Stun Spore    | Grass  | Status   | —    | 75   | 30 | Normal | —  |
| 13  | Leech Seed    | Grass  | Status   | —    | 90   | 10 | Normal | —  |
| 17  | Mega Drain    | Grass  | Special  | 40   | 100  | 15 | Normal | —  |
| 21  | Headbutt      | Normal | Physical | 70   | 100  | 15 | Normal | ○  |
| 25  | Poison Powder | Poison | Status   | —    | 75   | 35 | Normal | —  |
| 29  | Worry Seed    | Grass  | Status   | —    | 100  | 10 | Normal | —  |
| 33  | Growth        | Normal | Status   | —    | —    | 40 | Self   | —  |
| 37  | Giga Drain    | Grass  | Special  | 60   | 100  | 10 | Normal | —  |
| 41  | Seed Bomb     | Grass  | Physical | 80   | 100  | 15 | Normal | —  |
| 45  | Spore         | Grass  | Status   | —    | 100  | 15 | Normal | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Helping Hand | Normal | Status   | —    | —    | 20 | 1 Ally | —  |
| Synthesis    | Grass  | Status   | —    | —    | 5  | Self   | —  |
| Worry Seed   | Grass  | Status   | —    | 100  | 10 | Normal | —  |
| Seed Bomb    | Grass  | Physical | 80   | 100  | 15 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|------|--------------|---------|----------|------|------|----|----------|----|
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10 | Normal   | —  |
| TM09 | Bullet Seed  | Grass   | Physical | 10   | 100  | 30 | Normal   | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15 | Normal   | —  |
| TM11 | Sunny Day    | Fire    | Status   | —    | —    | 5  | All      | —  |
| TM17 | Protect      | Normal  | Status   | —    | —    | 10 | Self     | —  |
| TM19 | Giga Drain   | Grass   | Special  | 60   | 100  | 10 | Normal   | —  |
| TM20 | Safeguard    | Normal  | Status   | —    | —    | 25 | 2 Allies | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20 | Normal   | ○  |
| TM22 | SolarBeam    | Grass   | Special  | 120  | 100  | 10 | Normal   | —  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20 | Normal   | ○  |
| TM32 | Double Team  | Normal  | Status   | —    | —    | 15 | Self     | —  |
| TM36 | Sludge Bomb  | Poison  | Special  | 90   | 100  | 10 | Normal   | —  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20 | Normal   | —  |
| TM44 | Rest         | Psychic | Status   | —    | —    | 10 | Self     | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15 | Normal   | —  |
| TM49 | Snatch       | Dark    | Status   | —    | —    | 10 | Depends  | —  |
| TM53 | Energy Ball  | Grass   | Special  | 80   | 100  | 10 | Normal   | —  |
| TM58 | Endure       | Normal  | Status   | —    | —    | 10 | Self     | —  |
| TM70 | Flash        | Normal  | Status   | —    | 100  | 20 | Normal   | —  |
| TM75 | Swords Dance | Normal  | Status   | —    | —    | 30 | Self     | —  |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20 | 2 Foes   | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | —    | 10 | Depends  | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal   | —  |
| TM86 | Grass Knot   | Grass   | Special  | —    | 100  | 20 | Normal   | ○  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal   | —  |
| TM90 | Substitute   | Normal  | Status   | —    | —    | 10 | Self     | —  |

## ● EGG MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Fake Tears   | Dark     | Status   | —    | 100  | 20 | Normal | —  |
| Swagger      | Normal   | Status   | —    | 90   | 15 | Normal | —  |
| Charm        | Normal   | Status   | —    | 100  | 20 | Normal | —  |
| False Swipe  | Normal   | Physical | 40   | 100  | 40 | Normal | ○  |
| Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally | —  |
| Worry Seed   | Grass    | Status   | —    | 100  | 10 | Normal | —  |
| Wake-Up Slap | Fighting | Physical | 60   | 100  | 10 | Normal | ○  |
| Seed Bomb    | Grass    | Physical | 80   | 100  | 15 | Normal | —  |



## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|----------|----------|------|------|----|--------|----|
| 1   | Absorb       | Grass    | Special  | 20   | 100  | 25 | Normal | —  |
| 1   | Tackle       | Normal   | Physical | 35   | 95   | 35 | Normal | —  |
| 1   | Stun Spore   | Grass    | Status   | —    | 75   | 30 | Normal | —  |
| 1   | Leech Seed   | Grass    | Status   | —    | 90   | 10 | Normal | —  |
| 5   | Tackle       | Normal   | Physical | 35   | 95   | 35 | Normal | —  |
| 9   | Stun Spore   | Grass    | Status   | —    | 75   | 30 | Normal | —  |
| 13  | Leech Seed   | Grass    | Status   | —    | 90   | 10 | Normal | —  |
| 17  | Mega Drain   | Grass    | Special  | 40   | 100  | 15 | Normal | —  |
| 21  | Headbutt     | Normal   | Physical | 70   | 100  | 15 | Normal | —  |
| 23  | Mach Punch   | Fighting | Physical | 40   | 100  | 30 | Normal | —  |
| 25  | Counter      | Fighting | Physical | —    | 100  | 20 | Self   | —  |
| 29  | Force Palm   | Fighting | Physical | 60   | 100  | 10 | Normal | —  |
| 33  | Sky Uppercut | Fighting | Physical | 85   | 90   | 15 | Normal | —  |
| 37  | Mind Reader  | Normal   | Status   | —    | 5    | —  | Normal | —  |
| 41  | Seed Bomb    | Grass    | Physical | 80   | 100  | 15 | Normal | —  |
| 45  | DynamicPunch | Fighting | Physical | 100  | 50   | 5  | Normal | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | —  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Fury Cutter  | Bug      | Physical | 10   | 95   | 20 | Normal | —  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal | —  |
| Vacuum Wave  | Fighting | Special  | 40   | 100  | 30 | Normal | —  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally | —  |
| Synthesis    | Grass    | Status   | —    | —    | 5  | Self   | —  |
| Worry Seed   | Grass    | Status   | —    | 100  | 10 | Normal | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Superpower   | Fighting | Physical | 120  | 100  | 5  | Normal | —  |
| Seed Bomb    | Grass    | Physical | 80   | 100  | 15 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP     | Range    | DA |
|------|--------------|----------|----------|------|------|--------|----------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20     | Normal   | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10     | Normal   | —  |
| TM08 | Bulk Up      | Fighting | Status   | —    | —    | 20     | Self     | —  |
| TM09 | Bullet Seed  | Grass    | Physical | 10   | 100  | 30     | Normal   | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15     | Normal   | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5      | All      | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5      | Normal   | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10     | Self     | —  |
| TM19 | Giga Drain   | Grass    | Special  | 60   | 100  | 10     | Normal   | —  |
| TM20 | Safeguard    | Normal   | Status   | —    | —    | 25     | 2 Allies | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20     | Normal   | —  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10     | Normal   | —  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15     | Normal   | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20     | Normal   | —  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15     | Normal   | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15     | Self     | —  |
| TM36 | Sludge Bomb  | Poison   | Special  | 90   | 100  | 10     | Normal   | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10     | Normal   | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20     | Normal   | —  |
| TM43 | Secret Power | Physical | 70       | 100  | 20   | Normal | —        |    |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10     | Self     | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15     | Normal   | —  |
| TM49 | Snatch       | Dark     | Status   | —    | —    | 10     | Depends  | —  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5      | Normal   | —  |
| TM53 | Energy Ball  | Grass    | Special  | 80   | 100  | 10     | Normal   | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10     | Normal   | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10     | Self     | —  |
| TM60 | Drain Punch  | Fighting | Physical | 60   | 100  | 5      | Normal   | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5      | Normal   | —  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20     | Normal   | —  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5      | Normal   | —  |
| TM75 | Swords Dance | Normal   | Status   | —    | —    | 30     | Self     | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20     | 2 Foes   | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10     | 2 Foes   | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10     | Depends  | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15     | Normal   | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20     | Normal   | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15     | Normal   | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10     | Self     | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30     | Normal   | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15     | Normal   | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15     | Normal   | —  |



No. 286 | Mushroom Pokémon

**Breloom**

Grass

Fighting



- HEIGHT: 3'11"
- WEIGHT: 86.4 lbs.
- ITEMS: Kebia Berry

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Effect Spore
- Poison Heal

## ● STATS



## ● EGG GROUPS

- Fairy
- Grass

## ● PERFORMANCE



## ● MAIN WAYS TO OBTAIN

## Pokémon HeartGold

Safari Zone (Wasteland Area: if Forest objects are placed, may appear in tall grass)

## Pokémon SoulSilver

Safari Zone (Wasteland Area: if Forest objects are placed, may appear in tall grass)

## Pokémon Diamond

Level up Shroomish to Lv. 23

## Pokémon Pearl

Level up Shroomish to Lv. 23

## Pokémon Platinum

Level up Shroomish to Lv. 23

## Pokémon HeartGold

It scatters poisonous spores and throws powerful punches while its foe is hampered by inhaled spores.

## Pokémon SoulSilver

It scatters poisonous spores and throws powerful punches while its foe is hampered by inhaled spores.

## ● EVOLUTION



Lv. 23



Shroomish

Breloom

No. 287 | Slacker Pokémon  
**Slakoth**

Normal



- HEIGHT: 2'07"
- WEIGHT: 52.9 lbs.
- ITEMS: None

## ● SIZE COMPARISON



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Truant

## ● EGG GROUPS

Field

## ● PERFORMANCE

SPEED ★★  
POWER ★★  
SKILL ★★STAMINA ★★★★★  
JUMP ★★★

## ● STATS

HP ●●●●●  
 ATTACK ●●●●●  
 DEFENSE ●●●●●  
 SP. ATTACK ●●●●●  
 SP. DEFENSE ●●●●●  
 SPEED ●●●●●

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Route 25 (use Headbutt on four trees in the northwest)**Pokémon SoulSilver** Route 25 (use Headbutt on four trees in the northwest)**Pokémon Diamond** Eterna Forest (mass outbreak)**Pokémon Pearl** Eterna Forest (mass outbreak)**Pokémon Platinum** Eterna Forest (mass outbreak)**Pokémon HeartGold**

The way SLAKOTH lolls around makes anyone who watches it feel like doing the same.

**Pokémon SoulSilver**

The way SLAKOTH lolls around makes anyone who watches it feel like doing the same.

## ● EVOLUTION



## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|----------|----------|------|------|----|--------|----|
| 1   | Scratch      | Normal   | Physical | 40   | 100  | 35 | Normal | ○  |
| 1   | Yawn         | Normal   | Status   | —    | —    | 10 | Normal | —  |
| 7   | Encore       | Normal   | Status   | —    | 100  | 5  | Normal | —  |
| 13  | Slack Off    | Normal   | Status   | —    | —    | 10 | Self   | —  |
| 19  | Faint Attack | Dark     | Physical | 60   | —    | 20 | Normal | ○  |
| 25  | Amnesia      | Psychic  | Status   | —    | —    | 20 | Self   | —  |
| 31  | Covet        | Normal   | Physical | 40   | 100  | 40 | Normal | ○  |
| 37  | Counter      | Fighting | Physical | —    | 100  | 20 | Self   | ○  |
| 43  | Flail        | Normal   | Physical | —    | 100  | 15 | Normal | ○  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Fury Cutter  | Bug      | Physical | 10   | 95   | 20 | Normal | ○  |
| Icy Wind     | Ice      | Special  | 55   | 95   | 15 | 2 Foes | —  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal | ○  |
| Sucker Punch | Dark     | Physical | 80   | 100  | 5  | Normal | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Gunk Shot    | Poison   | Physical | 120  | 70   | 5  | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|----------|----------|------|------|----|---------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal  | ○  |
| TM03 | Water Pulse  | Special  | Special  | 60   | 100  | 20 | Normal  | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal  | —  |
| TM08 | Bulk Up      | Fighting | Status   | —    | —    | 20 | Self    | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal  | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All     | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal  | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes  | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All     | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal  | —  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal  | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal  | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal  | —  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal  | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self    | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal  | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal  | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5  | Normal  | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal  | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal  | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal  | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self    | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal  | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal  | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15 | Normal  | ○  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes  | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes  | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal  | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal  | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self    | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal  | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal  | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal  | ○  |

## ● EGG MOVES

| Name        | Type     | Kind     | Pow. | Acc. | PP | Range       | DA |
|-------------|----------|----------|------|------|----|-------------|----|
| Pursuit     | Dark     | Physical | 40   | 100  | 20 | Normal      | ○  |
| Slash       | Normal   | Physical | 70   | 100  | 20 | Normal      | ○  |
| Body Slam   | Normal   | Physical | 85   | 100  | 15 | Normal      | ○  |
| Snore       | Normal   | Special  | 40   | 100  | 15 | Normal      | —  |
| Crush Claw  | Normal   | Physical | 75   | 95   | 10 | Normal      | ○  |
| Curse       | ???      | Status   | —    | —    | 10 | Normal/Self | —  |
| Sleep Talk  | Normal   | Status   | —    | —    | 10 | Depends     | —  |
| Hammer Arm  | Fighting | Physical | 100  | 90   | 10 | Normal      | ○  |
| Night Slash | Dark     | Physical | 70   | 100  | 15 | Normal      | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----|--------------|----------|----------|------|------|----|----------|----|
| 1   | Scratch      | Normal   | Physical | 40   | 100  | 35 | Normal   | ○  |
| 1   | Focus Energy | Normal   | Status   | —    | 100  | 30 | Self     | —  |
| 1   | Encore       | Normal   | Status   | —    | 100  | 5  | Normal   | —  |
| 1   | Uproar       | Normal   | Special  | 50   | 100  | 10 | 1 Random | —  |
| 7   | Encore       | Normal   | Status   | —    | 100  | 5  | Normal   | —  |
| 13  | Uproar       | Normal   | Special  | 50   | 100  | 10 | 1 Random | —  |
| 19  | Fury Swipes  | Normal   | Physical | 18   | 80   | 15 | Normal   | ○  |
| 25  | Endure       | Normal   | Status   | —    | 100  | 10 | Self     | —  |
| 31  | Slash        | Normal   | Physical | 70   | 100  | 20 | Normal   | ○  |
| 37  | Counter      | Fighting | Physical | —    | 100  | 20 | Self     | ○  |
| 43  | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal   | ○  |
| 49  | Reversal     | Fighting | Physical | —    | 100  | 15 | Normal   | ○  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|----------|----------|------|------|----|----------|----|
| Fury Cutter  | Bug      | Physical | 10   | 95   | 20 | Normal   | ○  |
| Icy Wind     | Ice      | Special  | 55   | 95   | 15 | 2 Foes   | ○  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal   | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal   | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal   | ○  |
| Sucker Punch | Dark     | Physical | 80   | 100  | 5  | Normal   | ○  |
| Uproar       | Normal   | Special  | 50   | 100  | 10 | 1 Random | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal   | —  |
| Gunk Shot    | Poison   | Physical | 120  | 70   | 5  | Normal   | —  |
| Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal   | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal        | ○  |
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal        | —  |
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM08 | Bulk Up      | Fighting | Status   | —    | —    | 20 | Self          | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal        | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal        | —  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal        | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal        | —  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal        | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal        | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5  | Normal        | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal        | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5  | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15 | Normal        | ○  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal        | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM05 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20 | Normal        | ○  |



No. 288 | Wild Monkey Pokémon

Vigoroth

Normal



## ● SIZE COMPARISON

- HEIGHT: 4'02"
- WEIGHT: 102.5 lbs.
- ITEMS: None



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Vital Spirit

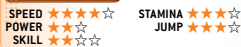
## ● STATS



## ● EGG GROUPS

Field

## ● PERFORMANCE



## ● MAIN WAYS TO OBTAIN

## Pokémon HeartGold

Safari Zone (Peak Area: if Grass objects are placed, may appear in tall grass)

## Pokémon SoulSilver

Safari Zone (Peak Area: if Grass objects are placed, may appear in tall grass)

## Pokémon Diamond

Level up Slakoth to Lv. 18

## Pokémon Pearl

Level up Slakoth to Lv. 18

## Pokémon Platinum

Level up Slakoth to Lv. 18

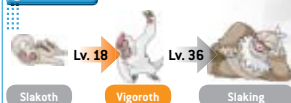
## Pokémon HeartGold

Its stress level rises if it cannot keep moving constantly. Too much stress makes it feel sick.

## Pokémon SoulSilver

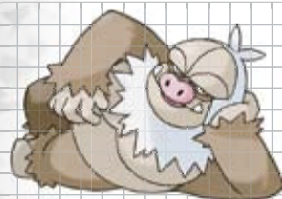
Its stress level rises if it cannot keep moving constantly. Too much stress makes it feel sick.

## ● EVOLUTION



# No. 289 | Lazy Pokémon Slaking

Normal



- HEIGHT: 6'02"
- WEIGHT: 287.7 lbs.
- ITEMS: None

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Truant

## ● EGG GROUPS

Field

## ● PERFORMANCE

SPEED ★  
POWER ★★★★★  
SKILL ★☆

## ● STATS



## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Level up Vigoroth to Lv. 36

**Pokémon SoulSilver** Level up Vigoroth to Lv. 36

**Pokémon Diamond** Level up Vigoroth to Lv. 36

**Pokémon Pearl** Level up Vigoroth to Lv. 36

**Pokémon Platinum** Level up Vigoroth to Lv. 36

**Pokémon HeartGold**

The world's laziest Pokémon. It moves to another spot when there's no food left within its reach.

**Pokémon SoulSilver**

The world's laziest Pokémon. It moves to another spot when there's no food left within its reach.

## ● EVOLUTION



## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|----------|----------|------|------|----|--------|----|
| 1   | Scratch      | Normal   | Physical | 40   | 100  | 35 | Normal | ○  |
| 1   | Yawn         | Normal   | Status   | —    | 100  | 10 | Normal | —  |
| 1   | Encore       | Normal   | Status   | —    | 100  | 5  | Normal | —  |
| 1   | Slack Off    | Normal   | Status   | —    | —    | 10 | Self   | —  |
| 7   | Encore       | Normal   | Status   | —    | 100  | 5  | Normal | —  |
| 13  | Slack Off    | Normal   | Status   | —    | —    | 10 | Self   | —  |
| 19  | Faint Attack | Dark     | Physical | 60   | —    | 20 | Normal | ○  |
| 25  | Amnesia      | Psychic  | Status   | —    | —    | 20 | Self   | —  |
| 31  | Covet        | Normal   | Status   | 40   | 100  | 40 | Normal | ○  |
| 36  | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal | —  |
| 37  | Counter      | Fighting | Physical | —    | 100  | 20 | Self   | ○  |
| 43  | Flail        | Normal   | Physical | —    | 100  | 15 | Normal | ○  |
| 49  | Fling        | Dark     | Physical | —    | 100  | 10 | Normal | ○  |
| 55  | Punishment   | Dark     | Physical | —    | 100  | 5  | Normal | ○  |
| 61  | Hammer Arm   | Fighting | Physical | 100  | 90   | 10 | Normal | ○  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Fury Cutter  | Bug      | Physical | 10   | 95   | 20 | Normal | ○  |
| Icy Wind     | Ice      | Special  | 55   | 95   | 15 | 2 Foes | ○  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal | ○  |
| Sucker Punch | Dark     | Physical | 80   | 100  | 5  | Normal | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Block        | Normal   | Status   | —    | —    | 5  | Normal | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Gunk Shot    | Poison   | Physical | 120  | 70   | 5  | Normal | —  |
| Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal        | ○  |
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal        | —  |
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM08 | Bulk Up      | Fighting | Status   | —    | —    | 20 | Self          | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal        | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal        | —  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal        | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal        | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal        | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal        | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5  | Normal        | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal        | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5  | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15 | Normal        | ○  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal        | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20 | Normal        | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name        | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|-------------|--------|----------|------|------|----|--------|----|
| 1   | Scratch     | Normal | Physical | 40   | 100  | 35 | Normal | ○  |
| 1   | Harden      | Normal | Physical | —    | —    | 30 | Self   | —  |
| 5   | Leech Life  | Bug    | Physical | 20   | 100  | 15 | Normal | ○  |
| 9   | Sand-Attack | Ground | Status   | —    | 100  | 15 | Normal | ○  |
| 14  | Fury Swipes | Normal | Physical | 18   | 80   | 15 | Normal | ○  |
| 19  | Mind Reader | Normal | Status   | —    | —    | 5  | Normal | ○  |
| 25  | False Swipe | Normal | Physical | 40   | 100  | 40 | Normal | ○  |
| 31  | Mud-Slap    | Ground | Special  | 20   | 100  | 10 | Normal | ○  |
| 38  | Metal Claw  | Steel  | Physical | 50   | 95   | 35 | Normal | ○  |
| 45  | Dig         | Ground | Physical | 80   | 100  | 10 | Normal | ○  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name        | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-------------|--------|----------|------|------|----|--------|----|
| Fury Cutter | Bug    | Physical | 10   | 95   | 20 | Normal | ○  |
| Bug Bite    | Bug    | Physical | 60   | 100  | 20 | Normal | ○  |
| Snore       | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Spite       | Ghost  | Status   | —    | 100  | 10 | Normal | —  |
| String Shot | Bug    | Status   | —    | 95   | 40 | 2 Foes | —  |
| Mud-Slap    | Ground | Special  | 20   | 100  | 10 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP      | Range  | DA |
|------|--------------|---------|----------|------|------|---------|--------|----|
| TM06 | Toxic        | Poison  | Status   | —    | 95   | 10      | Normal | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15      | Normal | —  |
| TM11 | Sunny Day    | Fire    | Status   | —    | 5    | All     | —      | —  |
| TM17 | Protect      | Normal  | Status   | —    | 10   | Self    | —      | —  |
| TM19 | Giga Drain   | Grass   | Special  | 60   | 100  | 10      | Normal | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20      | Normal | ○  |
| TM22 | SolarBeam    | Grass   | Special  | 120  | 100  | 10      | Normal | —  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20      | Normal | ○  |
| TM28 | Dig          | Ground  | Physical | 80   | 100  | 10      | Normal | ○  |
| TM30 | Shadow Ball  | Ghost   | Special  | 80   | 100  | 15      | Normal | —  |
| TM32 | Double Team  | Normal  | Status   | —    | 15   | Self    | —      | —  |
| TM37 | Sandstorm    | Rock    | Status   | —    | 10   | All     | —      | —  |
| TM40 | Aerial Ace   | Flying  | Physical | 60   | —    | 20      | Normal | ○  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20      | Normal | —  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20      | Normal | —  |
| TM44 | Rest         | Psychic | Status   | —    | 10   | Self    | —      | —  |
| TM54 | False Swipe  | Normal  | Physical | 40   | 100  | 40      | Normal | ○  |
| TM58 | Endure       | Normal  | Status   | —    | 10   | Self    | —      | —  |
| TM70 | Flash        | Normal  | Status   | —    | 100  | 20      | Normal | —  |
| TM81 | X-Scissor    | Bug     | Physical | 80   | 100  | 15      | Normal | ○  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | 10   | Depends | —      | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15      | Normal | —  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15      | Normal | —  |
| TM90 | Substitute   | Normal  | Status   | —    | 10   | Self    | —      | —  |
| HM01 | Cut          | Normal  | Physical | 50   | 95   | 30      | Normal | ○  |

## ● EGG MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Endure       | Normal | Status   | —    | —    | 10 | Self   | —  |
| Faint Attack | Dark   | Physical | 60   | —    | 20 | Normal | ○  |
| Gust         | Flying | Special  | 40   | 100  | 35 | Normal | —  |
| Silver Wind  | Bug    | Special  | 60   | 100  | 5  | Normal | —  |
| Bug Buzz     | Bug    | Special  | 90   | 100  | 10 | Normal | —  |
| Night Slash  | Dark   | Physical | 70   | 100  | 15 | Normal | ○  |
| Bug Bite     | Bug    | Physical | 60   | 100  | 20 | Normal | ○  |



No. 290 | Trainee Pokémon

Nincada

Bug

Ground



● HEIGHT: 1'08"  
● WEIGHT: 12.1 lbs.  
● ITEMS: None

## ● SIZE COMPARISON



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

● Compoundeyes

## ● STATS



## ● EGG GROUPS

Bug

## ● PERFORMANCE

SPEED ★★★☆  
POWER ★★★☆  
SKILL ★★★☆

STAMINA ★★★☆☆  
JUMP ★★★☆☆

## ● MAIN WAYS TO OBTAIN

## Pokémon HeartGold

Bug-Catching Contest at the National Park [after obtaining the National Pokédex / Thursday, Saturday]

## Pokémon SoulSilver

Bug-Catching Contest at the National Park [after obtaining the National Pokédex / Thursday, Saturday]

## Pokémon Diamond

Eterna Forest (use Poké Radar)

## Pokémon Pearl

Eterna Forest (use Poké Radar)

## Pokémon Platinum

Eterna Forest (use Poké Radar)

## Pokémon HeartGold

It can sometimes live underground for more than 10 years. It absorbs nutrients from the roots of trees.

## Pokémon SoulSilver

It can sometimes live underground for more than 10 years. It absorbs nutrients from the roots of trees.

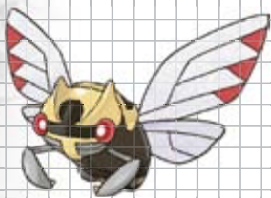
## ● EVOLUTION



No. 291 | Ninja Pokémon  
**Ninjask**

Bug

Flying



- HEIGHT: 2'07"
- WEIGHT: 26.5 lbs.
- ITEMS: None

## SIZE COMPARISON



● MALE/FEMALE HAVE SAME FORM

## ABILITIES

- Speed Boost

## STATS



## EGG GROUPS

Bug

## PERFORMANCE

SPEED ★★★★★

POWER ★★★☆

SKILL ★★☆☆

STAMINA ★★

JUMP ★★★★★

## MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Level up Nincada to Lv. 20

**Pokémon SoulSilver** Level up Nincada to Lv. 20

**Pokémon Diamond** Level up Nincada to Lv. 20

**Pokémon Pearl** Level up Nincada to Lv. 20

**Pokémon Platinum** Level up Nincada to Lv. 20

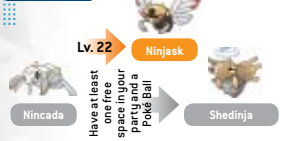
**Pokémon HeartGold**

Its cry leaves a lasting headache if heard for too long. It moves so quickly that it is almost invisible.

**Pokémon SoulSilver**

Its cry leaves a lasting headache if heard for too long. It moves so quickly that it is almost invisible.

## EVOLUTION



## LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|---------|----------|------|------|----|--------|----|
| 1   | Bug Bite     | Bug     | Physical | 60   | 100  | 20 | Normal | ○  |
| 1   | Scratch      | Normal  | Physical | 40   | 100  | 35 | Normal | ○  |
| 1   | Harden       | Normal  | Status   | —    | —    | 30 | Self   | ○  |
| 1   | Leech Life   | Bug     | Physical | 20   | 100  | 15 | Normal | ○  |
| 5   | Sand-Attack  | Ground  | Status   | —    | 100  | 15 | Normal | ○  |
| 5   | Leech Life   | Bug     | Physical | 20   | 100  | 15 | Normal | ○  |
| 9   | Sand-Attack  | Ground  | Status   | —    | 100  | 15 | Normal | ○  |
| 14  | Fury Swipes  | Normal  | Physical | 18   | 80   | 15 | Normal | ○  |
| 19  | Mind Reader  | Normal  | Status   | —    | —    | 5  | Normal | —  |
| 20  | Double Team  | Normal  | Status   | —    | —    | 15 | Self   | —  |
| 20  | Fury Cutter  | Bug     | Physical | 10   | 95   | 20 | Normal | ○  |
| 20  | Screech      | Normal  | Status   | —    | 85   | 40 | Normal | —  |
| 25  | Swords Dance | Normal  | Status   | —    | —    | 30 | Normal | —  |
| 31  | Slash        | Normal  | Physical | 70   | 100  | 20 | Normal | ○  |
| 38  | Agility      | Psychic | Status   | —    | —    | 30 | Self   | —  |
| 45  | Baton Pass   | Normal  | Status   | —    | —    | 40 | Self   | —  |
| 52  | X-Scissor    | Bug     | Physical | 80   | 100  | 15 | Normal | ○  |

## MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

## BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|--------|----------|------|------|----|----------|----|
| Fury Cutter  | Bug    | Physical | 10   | 95   | 20 | Normal   | ○  |
| Ominous Wind | Ghost  | Special  | 60   | 100  | 5  | Normal   | —  |
| Air Cutter   | Flying | Special  | 55   | 95   | 25 | 2 Foes   | —  |
| Bug Bite     | Bug    | Physical | 60   | 100  | 20 | Normal   | ○  |
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal   | —  |
| Spite        | Ghost  | Status   | —    | 100  | 10 | Normal   | —  |
| Swift        | Normal | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Uproar       | Normal | Special  | 50   | 100  | 10 | 1 Random | —  |
| String Shot  | Bug    | Status   | —    | 95   | 40 | 2 Foes   | —  |
| Mud-Slap     | Ground | Special  | 20   | 100  | 10 | Normal   | —  |
|              |        |          |      |      |    |          |    |

## TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|---------|----------|------|------|----|---------|----|
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10 | Normal  | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15 | Normal  | —  |
| TM11 | Sunny Day    | Fire    | Status   | —    | —    | 5  | All     | —  |
| TM15 | Hyper Beam   | Normal  | Special  | 150  | 90   | 5  | Normal  | —  |
| TM17 | Protect      | Normal  | Status   | —    | —    | 10 | Self    | —  |
| TM19 | Giga Drain   | Grass   | Special  | 60   | 100  | 10 | Normal  | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20 | Normal  | ○  |
| TM22 | SolarBeam    | Grass   | Special  | 120  | 100  | 10 | Normal  | —  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20 | Normal  | ○  |
| TM28 | Dig          | Ground  | Physical | 80   | 100  | 10 | Normal  | ○  |
| TM30 | Shadow Ball  | Ghost   | Special  | 80   | 100  | 15 | Normal  | —  |
| TM32 | Double Team  | Normal  | Status   | —    | —    | 15 | Self    | —  |
| TM37 | Sandstorm    | Rock    | Status   | —    | —    | 10 | All     | —  |
| TM40 | Aerial Ace   | Flying  | Physical | 60   | —    | 20 | Normal  | ○  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20 | Normal  | —  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20 | Normal  | —  |
| TM44 | Rest         | Psychic | Status   | —    | —    | 10 | Self    | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15 | Normal  | —  |
| TM46 | Thief        | Dark    | Physical | 40   | 100  | 10 | Normal  | ○  |
| TM51 | Roost        | Flying  | Status   | —    | —    | 10 | Self    | —  |
| TM54 | False Swipe  | Normal  | Physical | 40   | 100  | 40 | Normal  | ○  |
| TM59 | Endure       | Normal  | Status   | —    | —    | 10 | Self    | —  |
| TM62 | Silver Wind  | Bug     | Special  | 60   | 100  | 5  | Normal  | —  |
| TM68 | Giga Impact  | Normal  | Physical | 150  | 90   | 5  | Normal  | ○  |
| TM70 | Flash        | Normal  | Status   | —    | 100  | 20 | Normal  | —  |
| TM75 | Swords Dance | Normal  | Status   | —    | —    | 30 | Self    | —  |
| TM78 | Captive      | Normal  | Status   | —    | 100  | 20 | 2 Foes  | —  |
| TM81 | X-Scissor    | Bug     | Physical | 80   | 100  | 15 | Normal  | ○  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | —    | 10 | Depends | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal  | —  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal  | —  |
| TM89 | U-turn       | Bug     | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM90 | Substitute   | Normal  | Status   | —    | —    | 10 | Self    | —  |
| HM01 | Cut          | Normal  | Physical | 50   | 95   | 30 | Normal  | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|---------|----------|------|------|----|--------|----|
| 1   | Scratch      | Normal  | Physical | 40   | 100  | 35 | Normal | ○  |
| 1   | Harden       | Normal  | Status   | —    | —    | 30 | Self   | —  |
| 5   | Leech Life   | Bug     | Physical | 20   | 100  | 15 | Normal | ○  |
| 9   | Sand-Attack  | Ground  | Status   | —    | 100  | 15 | Normal | ○  |
| 14  | Fury Swipes  | Normal  | Physical | 18   | 80   | 15 | Normal | ○  |
| 19  | Mind Reader  | Normal  | Status   | —    | —    | 5  | Normal | —  |
| 25  | Spite        | Ghost   | Status   | —    | 100  | 10 | Normal | —  |
| 31  | Confuse Ray  | Ghost   | Status   | —    | 100  | 10 | Normal | —  |
| 38  | Shadow Sneak | Ghost   | Physical | 40   | 100  | 30 | Normal | ○  |
| 45  | Gruddge      | Ghost   | Status   | —    | —    | 5  | Self   | —  |
| 52  | Heal Block   | Psychic | Status   | —    | 100  | 15 | 2 Foes | —  |
| 59  | Shadow Ball  | Ghost   | Special  | 80   | 100  | 15 | Normal | —  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|---------|----------|------|------|----|--------|----|
| Fury Cutter  | Bug     | Physical | 10   | 95   | 20 | Normal | ○  |
| Trick        | Psychic | Status   | —    | 100  | 10 | Normal | ○  |
| Sucker Punch | Dark    | Physical | 80   | 100  | 5  | Normal | ○  |
| Bug Bite     | Bug     | Physical | 60   | 100  | 20 | Normal | ○  |
| Snore        | Normal  | Special  | 40   | 100  | 15 | Normal | ○  |
| Spite        | Ghost   | Status   | —    | 100  | 10 | Normal | —  |
| String Shot  | Bug     | Status   | —    | 95   | 40 | 2 Foes | —  |
| Mud-Slap     | Ground  | Special  | 20   | 100  | 10 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|---------|----------|------|------|----|---------|----|
| TM06 | Toxic        | Poison  | Status   | —    | 95   | 10 | Normal  | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15 | Normal  | —  |
| TM11 | Sunny Day    | Fire    | Status   | —    | —    | 5  | All     | —  |
| TM15 | Hyper Beam   | Normal  | Special  | 150  | 90   | 5  | Normal  | —  |
| TM17 | Protect      | Normal  | Status   | —    | —    | 10 | Self    | —  |
| TM19 | Giga Drain   | Grass   | Special  | 60   | 100  | 10 | Normal  | ○  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20 | Normal  | ○  |
| TM22 | Solar Beam   | Grass   | Special  | 120  | 100  | 10 | Normal  | ○  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20 | Normal  | ○  |
| TM28 | Dig          | Ground  | Physical | 80   | 100  | 10 | Normal  | ○  |
| TM30 | Shadow Ball  | Ghost   | Special  | 80   | 100  | 15 | Normal  | ○  |
| TM32 | Double Team  | Normal  | Status   | —    | —    | 15 | Self    | —  |
| TM37 | Sandstorm    | Rock    | Status   | —    | —    | 10 | All     | —  |
| TM40 | Aerial Ace   | Flying  | Physical | 60   | —    | 20 | Normal  | ○  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20 | Normal  | —  |
| TM44 | Rest         | Psychic | Status   | —    | —    | 10 | Self    | —  |
| TM46 | Thief        | Dark    | Physical | 40   | 100  | 10 | Normal  | ○  |
| TM54 | False Swipe  | Normal  | Physical | 40   | 100  | 40 | Normal  | ○  |
| TM58 | Endure       | Normal  | Status   | —    | —    | 10 | Self    | —  |
| TM61 | Will-O-Wisp  | Fire    | Status   | —    | 75   | 15 | Normal  | —  |
| TM65 | Shadow Claw  | Ghost   | Physical | 70   | 100  | 15 | Normal  | ○  |
| TM68 | Giga Impact  | Normal  | Physical | 150  | 90   | 5  | Normal  | —  |
| TM70 | Flash        | Normal  | Status   | —    | 100  | 20 | Normal  | ○  |
| TM81 | X-Scissor    | Bug     | Physical | 80   | 100  | 15 | Normal  | ○  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | —    | 10 | Depends | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal  | —  |
| TM85 | Dream Eater  | Psychic | Special  | 100  | 100  | 15 | Normal  | —  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal  | —  |
| TM90 | Substitute   | Normal  | Status   | —    | —    | 10 | Self    | —  |
| HM01 | Cut          | Normal  | Physical | 50   | 95   | 30 | Normal  | ○  |

No. 292 | Shed Pokémon  
**Shedinja**

Bug

Ghost



- HEIGHT: 2'02"
- WEIGHT: 2.6 lbs.
- ITEMS: None

## ● SIZE COMPARISON



## ● GENDER UNKNOWN

## ● ABILITIES

- Wonder Guard

## ● STATS



## ● EGG GROUPS

Mineral

## ● PERFORMANCE

SPEED ★★  
POWER ★☆☆  
SKILL ★☆☆

STAMINA ★★★★★  
JUMP ★★★★★

## ● MAIN WAYS TO OBTAIN

## Pokémon HeartGold

Have at least one free space in your party and one Poké Ball, then level up Nincada to Lv. 20

## Pokémon SoulSilver

Have at least one free space in your party and one Poké Ball, then level up Nincada to Lv. 20

## Pokémon Diamond

Have at least one free space in your party and one Poké Ball, then level up Nincada to Lv. 20

## Pokémon Pearl

Have at least one free space in your party and one Poké Ball, then level up Nincada to Lv. 20

## Pokémon Platinum

Have at least one free space in your party and one Poké Ball, then level up Nincada to Lv. 20

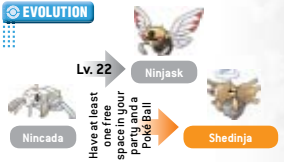
## Pokémon HeartGold

Its cry leaves a lasting headache if heard for too long. It moves so quickly that it is almost invisible.

## Pokémon SoulSilver

Its cry leaves a lasting headache if heard for too long. It moves so quickly that it is almost invisible.

## ● EVOLUTION





No. 293 | Whisper Pokémon

## Whismur

Normal



- HEIGHT: 2'00"
- WEIGHT: 35.9 lbs.
- ITEMS: Chesto Berry

## SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ABILITIES

- Soundproof

## EGG GROUPS

- Monster
- Field

## PERFORMANCE

- SPEED ★★★★★
- POWER ★★★★★
- SKILL ★★★★★

## STATS

- HP ●●●●●
- ATTACK ●●●●●
- DEFENSE ●●●●●
- SP. ATTACK ●●●●●
- SP. DEFENSE ●●●●●
- SPEED ●●●●●

## MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Route 30 (Hoenn Sound)

**Pokémon SoulSilver** Route 30 (Hoenn Sound)

**Pokémon Diamond** Find its Egg at the Pokémon Day Care and hatch it

**Pokémon Pearl** Find its Egg at the Pokémon Day Care and hatch it

**Pokémon Platinum** Find its Egg at the Pokémon Day Care and hatch it

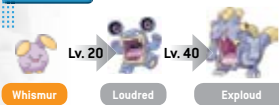
**Pokémon HeartGold**

If it senses danger, it scares the foe by crying out with the volume of a jet-plane engine.

**Pokémon SoulSilver**

If it senses danger, it scares the foe by crying out with the volume of a jet-plane engine.

## EVOLUTION



## LEVEL-UP MOVES

| Lv. | Name        | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----|-------------|---------|----------|------|------|----|----------|----|
| 1   | Pound       | Normal  | Physical | 40   | 100  | 35 | Normal   | ○  |
| 5   | Uproar      | Normal  | Special  | 50   | 100  | 10 | 1 Random | ○  |
| 11  | Astonish    | Ghost   | Physical | 30   | 100  | 15 | Normal   | ○  |
| 15  | Howl        | Normal  | Status   | —    | —    | 40 | Self     | —  |
| 21  | Supersonic  | Normal  | Status   | —    | 55   | 20 | Normal   | —  |
| 25  | Stomp       | Normal  | Physical | 65   | 100  | 20 | Normal   | ○  |
| 31  | Screech     | Normal  | Status   | —    | 85   | 40 | Normal   | —  |
| 35  | Roar        | Normal  | Status   | —    | 100  | 20 | Normal   | —  |
| 41  | Rest        | Psychic | Status   | —    | —    | 10 | Self     | —  |
| 41  | Sleep Talk  | Normal  | Status   | —    | —    | 10 | Depends  | —  |
| 45  | Hyper Voice | Normal  | Special  | 90   | 100  | 10 | 2 Foes   | —  |

## MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|----------|----------|------|------|----|----------|----|
| Icy Wind     | Ice      | Special  | 55   | 95   | 15 | 2 Foes   | —  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal   | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal   | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal   | ○  |
| Zen Headbutt | Psychic  | Physical | 80   | 90   | 15 | Normal   | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal   | —  |
| Uproar       | Normal   | Special  | 50   | 100  | 10 | 1 Random | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal   | —  |
| Rollout      | Rock     | Physical | 30   | 90   | 20 | Normal   | ○  |

## TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|----------|----------|------|------|----|---------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal  | —  |
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20 | Normal  | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal  | —  |
| TM10 | Hidden Power | Normal   | Status   | —    | 100  | 15 | Normal  | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All     | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal  | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes  | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All     | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal  | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal  | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self    | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal  | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal  | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5  | Normal  | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal  | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self    | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal  | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 10 | Normal  | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal  | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes  | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal  | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal  | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self    | —  |

## EGG MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Take Down    | Normal   | Physical | 90   | 85   | 20 | Normal | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Swagger      | Normal   | Status   | —    | 90   | 15 | Normal | —  |
| Extrasensory | Psychic  | Special  | 80   | 100  | 30 | Normal | —  |
| SmellingSalt | Normal   | Physical | 60   | 100  | 10 | Normal | ○  |
| SmokeScreen  | Normal   | Status   | —    | 100  | 20 | Normal | —  |
| Endeavor     | Normal   | Physical | —    | 100  | 5  | Normal | ○  |
| Hammer Arm   | Fighting | Physical | 100  | 90   | 10 | Normal | ○  |



## ● LEVEL-UP MOVES

| Lv. | Name        | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----|-------------|---------|----------|------|------|----|----------|----|
| 1   | Pound       | Normal  | Physical | 40   | 100  | 35 | Normal   | ○  |
| 1   | Updraft     | Normal  | Special  | 50   | 100  | 10 | 1 Random | —  |
| 1   | Astonish    | Ghost   | Physical | 30   | 100  | 15 | Normal   | ○  |
| 1   | Bite        | Normal  | Status   | —    | 40   | —  | Self     | —  |
| 5   | Updraft     | Normal  | Special  | 50   | 100  | 10 | 1 Random | —  |
| 11  | Astonish    | Ghost   | Physical | 30   | 100  | 15 | Normal   | ○  |
| 15  | Howl        | Normal  | Status   | —    | 40   | —  | Self     | —  |
| 20  | Bite        | Dark    | Physical | 60   | 100  | 25 | Normal   | ○  |
| 23  | Supersonic  | Normal  | Status   | —    | 55   | 20 | Normal   | —  |
| 29  | Stomp       | Normal  | Physical | 65   | 100  | 20 | Normal   | ○  |
| 37  | Screech     | Normal  | Status   | —    | 85   | 40 | Normal   | —  |
| 43  | Roar        | Normal  | Status   | —    | 100  | 20 | Normal   | —  |
| 51  | Rest        | Psychic | Status   | —    | —    | 10 | Self     | —  |
| 51  | Sleep Talk  | Normal  | Status   | —    | —    | 10 | Depends  | —  |
| 57  | Hyper Voice | Normal  | Special  | 90   | 100  | 10 | 2 Foes   | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|----------|----------|------|------|----|----------|----|
| Icy Wind     | Ice      | Special  | 55   | 95   | 15 | 2 Foes   | —  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal   | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal   | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal   | ○  |
| Zen Headbutt | Psychic  | Physical | 80   | 90   | 15 | Normal   | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal   | —  |
| Updraft      | Normal   | Special  | 50   | 100  | 10 | 1 Random | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal   | —  |
| Rollout      | Rock     | Physical | 30   | 90   | 20 | Normal   | ○  |
| Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal   | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal        | —  |
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | —  | All           | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal        | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM17 | Protect      | Normal   | Status   | —    | 10   | —  | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | —  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal        | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | 15   | —  | Self          | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal        | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal        | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5  | Normal        | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | 10   | —  | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM50 | Overheat     | Fire     | Special  | 140  | 90   | 5  | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | 10   | —  | Self          | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |

No. 294 | Big Voice Pokémon  
**Loudred**

Normal



## ● SIZE COMPARISON

- HEIGHT: 3'03"
- WEIGHT: 89.3 lbs.
- ITEMS: None



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Soundproof

## ● STATS



## ● EGG GROUPS

- Monster
- Field

## ● PERFORMANCE

- SPEED ★★★★★ STAMINA ★★★★★  
POWER ★★★★★ JUMP ★★★★★  
SKILL ★★★★★

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Level up Whismur to Lv. 20

**Pokémon SoulSilver** Level up Whismur to Lv. 20

**Pokémon Diamond** Mt. Coronet exterior (use Poké Radar)

**Pokémon Pearl** Mt. Coronet exterior (use Poké Radar)

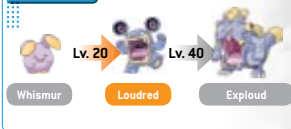
**Pokémon Platinum** Mt. Coronet exterior (use Poké Radar)

**Pokémon HeartGold** **Pokémon SoulSilver**

It shouts loudly by inhaling air, and then uses its well-developed stomach muscles to exhale.

It shouts loudly by inhaling air, and then uses its well-developed stomach muscles to exhale.

## ● EVOLUTION





No. 295 | Loud Noise Pokémon  
**Exploud**

Normal



- HEIGHT: 4'11"
- WEIGHT: 185.2 lbs.
- ITEMS: None

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Soundproof

## ● EGG GROUPS

- Monster
- Field

## ● PERFORMANCE

- SPEED ★★☆☆
- POWER ★★☆☆
- SKILL ★★☆☆

- STAMINA ★★☆☆☆
- JUMP ★★☆☆

## ● STATS

- HP ●●●●●
- ATTACK ●●●●●
- DEFENSE ●●●●●
- SP. ATTACK ●●●●●
- SP. DEFENSE ●●●●●
- SPEED ●●●●●

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Level up Loudred to Lv. 40

**Pokémon SoulSilver** Level up Loudred to Lv. 40

**Pokémon Diamond** Level up Loudred to Lv. 40

**Pokémon Pearl** Level up Loudred to Lv. 40

**Pokémon Platinum** Level up Loudred to Lv. 40

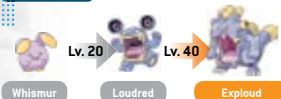
**Pokémon HeartGold**

Its roar in battle shakes the ground like a tremor... or like an earthquake has struck.

**Pokémon SoulSilver**

Its roar in battle shakes the ground like a tremor... or like an earthquake has struck.

## ● EVOLUTION



## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----|--------------|----------|----------|------|------|----|----------|----|
| 1   | Ice Fang     | Ice      | Physical | 65   | 95   | 15 | Normal   | ○  |
| 1   | Fire Fang    | Fire     | Physical | 65   | 95   | 15 | Normal   | ○  |
| 1   | Thunder Fang | Electric | Physical | 65   | 95   | 15 | Normal   | ○  |
| 1   | Pound        | Normal   | Physical | 40   | 100  | 35 | Normal   | ○  |
| 1   | Uproar       | Normal   | Special  | 50   | 100  | 10 | 1 Random | —  |
| 1   | Astonish     | Ghost    | Physical | 30   | 100  | 15 | Normal   | ○  |
| 1   | Howl         | Normal   | Status   | —    | —    | 40 | Self     | —  |
| 5   | Uproar       | Normal   | Special  | 50   | 100  | 10 | 1 Random | —  |
| 11  | Astonish     | Ghost    | Physical | 30   | 100  | 15 | Normal   | ○  |
| 15  | Howl         | Normal   | Status   | —    | —    | 40 | Self     | —  |
| 20  | Bite         | Dark     | Physical | 60   | 100  | 25 | Normal   | ○  |
| 23  | Supersonic   | Normal   | Status   | —    | 55   | 20 | Normal   | —  |
| 29  | Stomp        | Normal   | Physical | 65   | 100  | 20 | Normal   | ○  |
| 37  | Screech      | Normal   | Status   | —    | 85   | 40 | Normal   | —  |
| 40  | Crunch       | Dark     | Physical | 80   | 100  | 15 | Normal   | ○  |
| 45  | Roar         | Normal   | Status   | —    | 100  | 20 | Normal   | —  |
| 55  | Rest         | Psychic  | Status   | —    | —    | 10 | Self     | —  |
| 55  | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends  | —  |
| 63  | Hyper Voice  | Normal   | Special  | 90   | 100  | 10 | 2 Foes   | —  |
| 71  | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal   | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|----------|----------|------|------|----|----------|----|
| Icy Wind     | Ice      | Special  | 55   | 95   | 15 | 2 Foes   | —  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal   | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal   | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal   | ○  |
| Zen Headbutt | Psychic  | Physical | 80   | 90   | 15 | Normal   | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal   | —  |
| Uproar       | Normal   | Special  | 50   | 100  | 10 | 1 Random | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal   | —  |
| Rollout      | Rock     | Physical | 30   | 90   | 20 | Normal   | ○  |
| Outrage      | Dragon   | Physical | 120  | 100  | 15 | 1 Random | ○  |
| Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal   | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP  | Range         | DA |
|------|--------------|----------|----------|------|------|-----|---------------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20  | Normal        | —  |
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20  | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10  | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15  | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | All | —             | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20  | Normal        | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10  | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5   | 2 Foes        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5   | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10  | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | All | —             | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20  | Normal        | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10  | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10  | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20  | Normal        | ○  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15  | Normal        | —  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15  | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15  | Self          | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20  | Normal        | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15  | Normal        | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5   | Normal        | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10  | Normal        | —  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15  | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20  | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20  | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10  | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15  | Normal        | —  |
| TM50 | Overheat     | Fire     | Special  | 140  | 90   | 5   | Normal        | —  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5   | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10  | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10  | Self          | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5   | Normal        | ○  |
| TM72 | Avalanche    | Ice      | Physical | 60   | 100  | 10  | Normal        | ○  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20  | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10  | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10  | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15  | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15  | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10  | Self          | —  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15  | 2 Foes/1 Ally | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15  | Normal        | ○  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15  | Normal        | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15  | Normal        | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20  | Normal        | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name          | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|---------------|----------|----------|------|------|----|--------|----|
| 1   | Tackle        | Normal   | Physical | 35   | 95   | 35 | Normal | ○  |
| 1   | Focus Energy  | Normal   | Status   | —    | —    | 30 | Self   | ○  |
| 4   | Sand-Attack   | Ground   | Status   | —    | 100  | 15 | Normal | —  |
| 7   | Arm Thrust    | Fighting | Physical | 15   | 100  | 20 | Normal | —  |
| 10  | Vital Throw   | Fighting | Physical | 70   | —    | 10 | Normal | ○  |
| 13  | Fake Out      | Normal   | Physical | 40   | 100  | 10 | Normal | ○  |
| 16  | Whirlwind     | Normal   | Status   | —    | 100  | 20 | Normal | —  |
| 19  | Knock Off     | Dark     | Physical | 20   | 100  | 20 | Normal | —  |
| 22  | Smelling Salt | Normal   | Physical | 60   | 100  | 10 | Normal | ○  |
| 25  | Belly Drum    | Normal   | Status   | —    | —    | 10 | Self   | —  |
| 28  | Force Palm    | Fighting | Physical | 60   | 100  | 10 | Normal | ○  |
| 31  | Seismic Toss  | Fighting | Physical | —    | 100  | 20 | Normal | —  |
| 34  | Wake-Up Slap  | Fighting | Physical | 60   | 100  | 10 | Normal | ○  |
| 37  | Endure        | Normal   | Status   | —    | —    | 10 | Self   | —  |
| 40  | Close Combat  | Fighting | Physical | 120  | 100  | 5  | Normal | ○  |
| 43  | Reversal      | Fighting | Physical | —    | 100  | 15 | Normal | ○  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal | ○  |
| Vacuum Wave  | Fighting | Special  | 40   | 100  | 30 | Normal | —  |
| Knock Off    | Dark     | Physical | 20   | 100  | 20 | Normal | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally | —  |
| Role Play    | Psychic  | Status   | —    | —    | 10 | Normal | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Superpower   | Fighting | Physical | 120  | 100  | 5  | Normal | ○  |
| Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal        | ○  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM08 | Bulk Up      | Fighting | Status   | —    | —    | 20 | Self          | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5  | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM84 | Poison Jab   | Poison   | Physical | 80   | 100  | 20 | Normal        | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15 | Normal        | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20 | Normal        | ○  |

## ● EGG MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Faint Attack | Dark     | Physical | 60   | —    | 20 | Normal | ○  |
| Detect       | Fighting | Status   | —    | —    | 5  | Self   | —  |
| Foresight    | Normal   | Status   | —    | —    | 40 | Normal | —  |
| Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally | —  |
| Cross Chop   | Fighting | Physical | 100  | 80   | 5  | Normal | ○  |
| Revenge      | Fighting | Physical | 60   | 100  | 10 | Normal | ○  |
| DynamicPunch | Fighting | Physical | 100  | 50   | 5  | Normal | ○  |
| Counter      | Fighting | Physical | —    | 100  | 20 | Self   | ○  |
| Wake-Up Slap | Fighting | Physical | 60   | 100  | 10 | Normal | ○  |
| Bullet Punch | Steel    | Physical | 40   | 100  | 30 | Normal | —  |
| Feint        | Normal   | Physical | 50   | 100  | 10 | Normal | —  |



No. 296 | Guts Pokémon

Makuhita

Fighting



- HEIGHT: 3'03"
- WEIGHT: 190.5 lbs.
- ITEMS: None

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Thick Fat
- Guts

## ● STATS



## ● EGG GROUPS

Human-Like

## ● PERFORMANCE

SPEED ★★☆☆☆  
 POWER ★★☆☆☆  
 SKILL ★★☆☆☆

STAMINA ★★☆☆☆  
 JUMP ★★☆☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Union Cave (Hoenn Sound)

**Pokémon SoulSilver** Union Cave (Hoenn Sound)

**Pokémon Diamond** Route 225 (mass outbreak)

**Pokémon Pearl** Route 225 (mass outbreak)

**Pokémon Platinum** Route 225 (mass outbreak)

**Pokémon HeartGold** **Pokémon SoulSilver**

It toughens up by slamming into thick trees over and over. It gains a sturdy body and dauntless spirit.

It toughens up by slamming into thick trees over and over. It gains a sturdy body and dauntless spirit.

## ● EVOLUTION



Lv. 24



Makuhita

Hariyama

No. 297 | Arm Thrust Pokémon  
**Hariyama**

Fighting



- HEIGHT: 2'02"
- WEIGHT: 559.5 lbs.
- ITEMS: None

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Thick Fat
- Guts

## ● EGG GROUPS

Human-Like

## ● PERFORMANCE

SPEED ★★  
POWER ★★★★★  
SKILL ★★★

STAMINA ★★★★★  
JUMP ★★★★★

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Level up Makuhita to Lv. 24

**Pokémon SoulSilver** Level up Makuhita to Lv. 24

**Pokémon Diamond** Level up Makuhita to Lv. 24

**Pokémon Pearl** Level up Makuhita to Lv. 24

**Pokémon Platinum** Level up Makuhita to Lv. 24

**Pokémon HeartGold** **Pokémon SoulSilver**

It loves challenging others to tests of strength. It has the power to stop a train with a slap.

It loves challenging others to tests of strength. It has the power to stop a train with a slap.

## ● EVOLUTION



Lv. 24



Makuhita

Hariyama

## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|----------|----------|------|------|----|--------|----|
| 1   | Brine        | Water    | Special  | 65   | 100  | 10 | Normal | —  |
| 1   | Tackle       | Normal   | Physical | 35   | 95   | 35 | Normal | —  |
| 1   | Focus Energy | Normal   | Status   | —    | —    | 30 | Self   | —  |
| 1   | Sand-Attack  | Ground   | Status   | —    | 100  | 15 | Normal | —  |
| 1   | Arm Thrust   | Fighting | Physical | 15   | 100  | 20 | Normal | —  |
| 4   | Sand-Attack  | Ground   | Status   | —    | 100  | 15 | Normal | —  |
| 7   | Arm Thrust   | Fighting | Physical | 15   | 100  | 20 | Normal | —  |
| 10  | Vital Throw  | Fighting | Physical | 70   | —    | 10 | Normal | —  |
| 13  | Fake Out     | Normal   | Physical | 40   | 100  | 10 | Normal | —  |
| 16  | Whirlwind    | Normal   | Status   | —    | 100  | 20 | Normal | —  |
| 19  | Knock Off    | Dark     | Physical | 20   | 100  | 20 | Normal | —  |
| 22  | SmellingSalt | Normal   | Physical | 60   | 100  | 10 | Normal | —  |
| 27  | Belly Drum   | Normal   | Status   | —    | —    | 10 | Self   | —  |
| 32  | Force Palm   | Fighting | Physical | 60   | 100  | 10 | Normal | —  |
| 37  | Seismic Toss | Fighting | Physical | —    | 100  | 20 | Normal | —  |
| 42  | Wake-Up Slap | Fighting | Physical | 60   | 100  | 10 | Normal | —  |
| 47  | Endure       | Normal   | Status   | —    | —    | 10 | Self   | —  |
| 52  | Close Combat | Fighting | Physical | 120  | 100  | 5  | Normal | —  |
| 57  | Reversal     | Fighting | Physical | —    | 100  | 15 | Normal | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | —  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal | —  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal | —  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal | —  |
| Vacuum Wave  | Fighting | Special  | 40   | 100  | 30 | Normal | —  |
| Knock Off    | Dark     | Physical | 20   | 100  | 20 | Normal | —  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally | —  |
| Role Play    | Psychic  | Status   | —    | —    | 10 | Normal | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Superpower   | Fighting | Physical | 120  | 100  | 5  | Normal | —  |
| Iron Head    | Steel    | Physical | 80   | 100  | 15 | Normal | —  |
| Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM08 | Bulk Up      | Fighting | Status   | —    | —    | 20 | Self          | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | —  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | —  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5  | Normal        | —  |
| TM55 | Brine        | Water    | Special  | 65   | 100  | 10 | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10 | Normal        | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | —  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5  | Normal        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM84 | Poison Jab   | Poison   | Physical | 80   | 100  | 20 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | —  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15 | Normal        | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | —  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20 | Normal        | —  |

## ● LEVEL-UP MOVES

| Lv. | Name      | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|-----------|--------|----------|------|------|----|--------|----|
| 1   | Splash    | Normal | Status   | —    | —    | 40 | Self   | —  |
| 2   | Charm     | Normal | Status   | —    | 100  | 20 | Normal | —  |
| 7   | Tail Whip | Normal | Status   | —    | 100  | 30 | 2 Foes | —  |
| 10  | Bubble    | Water  | Special  | 20   | 100  | 30 | 2 Foes | —  |
| 15  | Slam      | Normal | Physical | 80   | 75   | 20 | Normal | ○  |
| 18  | Water Gun | Water  | Special  | 40   | 100  | 25 | Normal | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|--------|----------|------|------|----|----------|----|
| Icy Wind     | Ice    | Special  | 55   | 95   | 15 | 2 Foes   | —  |
| Knock Off    | Dark   | Physical | 20   | 100  | 20 | Normal   | ○  |
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal   | —  |
| Helping Hand | Normal | Status   | —    | —    | 20 | 1 Ally   | —  |
| Swift        | Normal | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Uproar       | Normal | Special  | 50   | 100  | 10 | 1 Random | —  |
| Mud-Slap     | Ground | Special  | 20   | 100  | 10 | Normal   | —  |
| Rollout      | Rock   | Physical | 30   | 90   | 20 | Normal   | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|---------|----------|------|------|----|---------------|----|
| TM03 | Water Pulse  | Water   | Special  | 60   | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10 | Normal        | —  |
| TM07 | Hail         | Ice     | Status   | —    | —    | 10 | All           | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15 | Normal        | —  |
| TM13 | Ice Beam     | Ice     | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice     | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM17 | Protect      | Normal  | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water   | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20 | Normal        | ○  |
| TM23 | Iron Tail    | Steel   | Physical | 100  | 75   | 15 | Normal        | ○  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20 | Normal        | ○  |
| TM32 | Double Team  | Normal  | Status   | —    | —    | 15 | Self          | —  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15 | Normal        | —  |
| TM58 | Endure       | Normal  | Status   | —    | —    | 10 | Self          | —  |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal  | Status   | —    | —    | 10 | Self          | —  |
| HM03 | Surf         | Water   | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | —  |
| HM05 | Whirlpool    | Water   | Special  | 15   | 70   | 15 | Normal        | —  |
| HM07 | Waterfall    | Water   | Physical | 80   | 100  | 15 | Normal        | ○  |

## ● EGG MOVES

| Name       | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|------------|--------|----------|------|------|----|--------|----|
| Encore     | Normal | Status   | —    | 100  | 5  | Normal | —  |
| Sing       | Normal | Status   | —    | 55   | 15 | Normal | —  |
| Refresh    | Normal | Status   | —    | —    | 20 | Self   | —  |
| Slam       | Normal | Physical | 80   | 75   | 20 | Normal | ○  |
| Tickle     | Normal | Status   | —    | 100  | 20 | Normal | —  |
| Fake Tears | Dark   | Status   | —    | 100  | 20 | Normal | —  |
| Body Slam  | Normal | Physical | 85   | 100  | 15 | Normal | ○  |



No. 298 | Polka Dot Pokémon

Azurill

Normal



- HEIGHT: 0'08"
- WEIGHT: 4.4 lbs.
- ITEMS: None

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Thick Fat
- Huge Power

## ● STATS



## ● EGG GROUPS

No Egg has ever been discovered

## ● PERFORMANCE

SPEED ★★★★★☆  
 POWER ★★★★★☆  
 SKILL ★★★★★☆

STAMINA ★★★★★☆  
 JUMP ★★★★★☆

## ● MAIN WAYS TO OBTAIN

## Pokémon HeartGold

Safari Zone (Savannah Area: if Water objects are placed, may appear in tall grass)

## Pokémon SoulSilver

Safari Zone (Savannah Area: if Water objects are placed, may appear in tall grass)

## Pokémon Diamond

Pastoria Great Marsh

## Pokémon Pearl

Pastoria Great Marsh

## Pokémon Platinum

Have at least one free space in your party and one Poké Ball, then level up Nincada to Lv. 20

## Pokémon HeartGold

Its tail is packed full of the nutrients it needs to grow.

## Pokémon SoulSilver

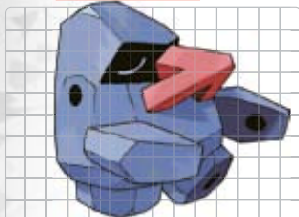
Its tail is packed full of the nutrients it needs to grow.

## ● EVOLUTION



No. 299 | Compass Pokémon  
**Nosepass**

Rock



- HEIGHT: 3'03"
- WEIGHT: 213.8 lbs.
- ITEMS: Hard Stone

## ● SIZE COMPARISON



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Sturdy
- Magnet Pull

## ● EGG GROUPS

Mineral

## ● STATS



## ● PERFORMANCE

SPEED ★★☆☆  
 POWER ★★☆☆  
 SKILL ★★☆☆

STAMINA ★★★★★  
 JUMP ★★☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold**

Safari Zone (Meadow Area: if Rock objects are placed, may appear in tall grass)

**Pokémon SoulSilver**

Safari Zone (Meadow Area: if Rock objects are placed, may appear in tall grass)

**Pokémon Diamond**

Route 206 (mass outbreak)

**Pokémon Pearl**

Route 206 (mass outbreak)

**Pokémon Platinum**

Mt. Coronet

**Pokémon HeartGold**

If two of these meet, they cannot get too close because their noses repel each other.

**Pokémon SoulSilver**

If two of these meet, they cannot get too close because their noses repel each other.

## ● EVOLUTION



Nosepass

Level up at Mt. Coronet\*



Probopass

## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|--------------|----------|----------|------|------|----|---------------|----|
| 1   | Tackle       | Normal   | Physical | 35   | 95   | 35 | Normal        | ○  |
| 7   | Harden       | Normal   | Status   | —    | —    | 30 | Self          | ○  |
| 13  | Rock Throw   | Rock     | Physical | 50   | 90   | 15 | Normal        | —  |
| 19  | Block        | Normal   | Status   | —    | —    | 5  | Normal        | —  |
| 25  | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal        | —  |
| 31  | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| 37  | Sandstorm    | Rock     | Status   | —    | —    | 10 | All           | —  |
| 43  | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| 49  | Power Gem    | Rock     | Special  | 70   | 100  | 20 | Normal        | —  |
| 55  | Discharge    | Electric | Special  | 80   | 100  | 15 | 2 Foes/1 Ally | —  |
| 61  | Stone Edge   | Rock     | Physical | 100  | 80   | 5  | Normal        | —  |
| 67  | Zap Cannon   | Electric | Special  | 120  | 50   | 5  | Normal        | —  |
| 73  | Lock-On      | Normal   | Status   | —    | —    | 5  | Normal        | —  |
| 79  | Earth Power  | Ground   | Special  | 90   | 100  | 10 | Normal        | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Magnet Rise  | Electric | Status   | —    | —    | 10 | Self   | —  |
| Gravity      | Psychic  | Status   | —    | —    | 5  | All    | —  |
| Magic Coat   | Psychic  | Status   | —    | —    | 15 | Self   | —  |
| Block        | Normal   | Status   | —    | —    | 5  | Normal | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Rollout      | Rock     | Physical | 30   | 90   | 20 | Normal | ○  |
| AncientPower | Rock     | Special  | 60   | 100  | 5  | Normal | —  |
| Earth Power  | Ground   | Special  | 90   | 100  | 10 | Normal | —  |
| Iron Defense | Steel    | Status   | —    | —    | 15 | Self   | —  |
| Pain Split   | Normal   | Status   | —    | —    | 20 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal        | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal        | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10 | All           | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM64 | Explosion    | Normal   | Physical | 250  | 100  | 5  | 2 Foes/1 Ally | —  |
| TM69 | Rock Polish  | Rock     | Status   | —    | —    | 20 | Self          | —  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5  | Normal        | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal        | —  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20 | 2 Foes        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |

## ● EGG MOVES

| Name        | Type   | Kind     | Pow. | Acc. | PP | Range         | DA |
|-------------|--------|----------|------|------|----|---------------|----|
| Magnitude   | Ground | Physical | —    | 100  | 30 | 2 Foes/1 Ally | —  |
| Rollout     | Rock   | Physical | 30   | 90   | 20 | Normal        | ○  |
| Explosion   | Normal | Physical | 250  | 100  | 5  | 2 Foes/1 Ally | —  |
| Double-Edge | Normal | Physical | 120  | 100  | 15 | Normal        | ○  |
| Block       | Normal | Status   | —    | —    | 5  | Normal        | —  |

\*Unable to evolve in Pokémon HeartGold or SoulSilver Version. Transfer from Pokémon Diamond, Pearl, or Platinum Version.

## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range      | DA |
|-----|--------------|----------|----------|------|------|----|------------|----|
| 1   | Fake Out     | Normal   | Physical | 40   | 100  | 10 | Normal     | —  |
| 1   | Growl        | Normal   | Status   | —    | 100  | 40 | 2 Foes     | —  |
| 1   | Tail Whip    | Normal   | Status   | —    | 100  | 30 | 2 Foes     | —  |
| 1   | Tackle       | Normal   | Physical | 35   | 95   | 35 | Normal     | —  |
| 4   | Foresight    | Normal   | Status   | —    | —    | 40 | Normal     | —  |
| 8   | Attract      | Normal   | Status   | —    | 100  | 15 | Normal     | —  |
| 11  | Sing         | Normal   | Status   | —    | 55   | 15 | Normal     | —  |
| 15  | DoubleSlap   | Normal   | Physical | 15   | 85   | 10 | Normal     | —  |
| 18  | Copypcat     | Normal   | Status   | —    | —    | 20 | Depends    | —  |
| 22  | Assist       | Normal   | Status   | —    | —    | 20 | Depends    | —  |
| 25  | Charm        | Normal   | Status   | —    | 100  | 20 | Normal     | —  |
| 29  | Faint Attack | Dark     | Physical | 60   | —    | 20 | Normal     | —  |
| 32  | Wake-Up Slap | Fighting | Physical | 60   | 100  | 10 | Normal     | —  |
| 36  | Covet        | Normal   | Physical | 40   | 100  | 40 | Normal     | —  |
| 39  | Heal Bell    | Normal   | Status   | —    | —    | 5  | All Allies | —  |
| 42  | Double-Edge  | Normal   | Physical | 120  | 100  | 15 | Normal     | —  |
| 46  | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes     | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | —  |

## ● BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range      | DA |
|--------------|---------|----------|------|------|----|------------|----|
| Icy Wind     | Ice     | Special  | 55   | 95   | 15 | 2 Foes     | —  |
| Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal     | —  |
| Sucker Punch | Dark    | Physical | 80   | 100  | 5  | Normal     | —  |
| Snore        | Normal  | Special  | 40   | 100  | 15 | Normal     | —  |
| Helping Hand | Normal  | Status   | —    | —    | 20 | 1 Ally     | —  |
| Last Resort  | Normal  | Physical | 130  | 100  | 5  | Normal     | —  |
| Swift        | Normal  | Special  | 60   | —    | 20 | 2 Foes     | —  |
| Heal Bell    | Normal  | Status   | —    | —    | 5  | All Allies | —  |
| Mud-Slap     | Ground  | Special  | 20   | 100  | 10 | Normal     | —  |
| Rollout      | Rock    | Physical | 30   | 90   | 20 | Normal     | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|------|--------------|----------|----------|------|------|----|----------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal   | —  |
| TM04 | Calm Mind    | Psychic  | Status   | —    | —    | 20 | Self     | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal   | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal   | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All      | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal   | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes   | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All      | —  |
| TM20 | Safeguard    | Normal   | Status   | —    | —    | 25 | 2 Allies | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal   | —  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal   | —  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal   | —  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal   | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal   | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal   | —  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal   | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal   | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self     | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal   | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal   | —  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal   | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self     | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal   | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal   | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10 | Normal   | —  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal   | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal   | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal   | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes   | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends  | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal   | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15 | Normal   | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20 | Normal   | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal   | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self     | —  |

## ● EGG MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|---------|----------|------|------|----|----------|----|
| Helping Hand | Normal  | Status   | —    | —    | 20 | 1 Ally   | —  |
| Psych Up     | Normal  | Status   | —    | —    | 10 | Normal   | —  |
| Upbeat       | Normal  | Special  | 50   | 100  | 10 | 1 Random | —  |
| Fake Tears   | Dark    | Status   | —    | 100  | 20 | Normal   | —  |
| Wish         | Normal  | Status   | —    | —    | 10 | Self     | —  |
| Baton Pass   | Normal  | Status   | —    | —    | 40 | Self     | —  |
| Substitute   | Normal  | Status   | —    | —    | 10 | Self     | —  |
| Tickle       | Normal  | Status   | —    | 100  | 20 | Normal   | —  |
| Last Resort  | Normal  | Physical | 130  | 100  | 5  | Normal   | —  |
| Fake Out     | Normal  | Physical | 40   | 100  | 10 | Normal   | —  |
| Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal   | —  |
| Sucker Punch | Dark    | Physical | 80   | 100  | 5  | Normal   | —  |
| Mud Bomb     | Ground  | Special  | 65   | 85   | 10 | Normal   | —  |



No. 300 | Kitten Pokémon

Skitty

Normal



- HEIGHT: 2'00"
- WEIGHT: 24.3 lbs.
- ITEMS: None

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Cute Charm
- Normalize

## ● STATS



## ● EGG GROUPS

Field

Fairy

## ● PERFORMANCE

SPEED ★★★★★☆

POWER ★★★★★

SKILL ★★★★★

STAMINA ★★☆☆

JUMP ★★☆☆

## ● MAIN WAYS TO OBTAIN

Pokémon HeartGold

Hoenn Field  
Pokéwalker Route

Pokémon SoulSilver

Hoenn Field  
Pokéwalker Route

Pokémon Diamond

Route 222 (mass outbreak)

Pokémon Pearl

Route 222 (mass outbreak)

Pokémon Platinum

Route 222 (mass outbreak)

Pokémon HeartGold

It's adorable when it chases its own tail. It's difficult to earn its trust.

Pokémon SoulSilver

It's adorable when it chases its own tail. It's difficult to earn its trust.

## ● EVOLUTION



Skitty

Use Moon Stone



Delcatty

No. 301 | Prim Pokémon  
**Delcatty**

Normal



## ● SIZE COMPARISON

- HEIGHT: 3'02"
- WEIGHT: 71.9 lbs.
- ITEMS: None



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Cute Charm
- Normalize

## ● EGG GROUPS

Field

Fairy

## ● PERFORMANCE

SPEED ★★★★★☆  
POWER ★★☆☆☆  
SKILL ★★★★★STAMINA ★★★★★☆  
JUMP ★★★★★

## ● STATS

HP: ██████████

ATTACK: ██████████

DEFENSE: ██████████

SP. ATTACK: ██████████

SP. DEFENSE: ██████████

SPEED: ██████████

## ● LEVEL-UP MOVES

| Lv. | Name       | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|------------|--------|----------|------|------|----|--------|----|
| 1   | Fake Out   | Normal | Physical | 40   | 100  | 10 | Normal | ○  |
| 1   | Attract    | Normal | Status   | 100  | 100  | 15 | Normal | ○  |
| 1   | Sing       | Normal | Status   | —    | 55   | 15 | Normal | —  |
| 1   | DoubleSlap | Normal | Physical | 15   | 85   | 10 | Normal | ○  |
|     |            |        |          |      |      |    |        |    |
|     |            |        |          |      |      |    |        |    |
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|     |            |        |          |      |      |    |        |    |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range      | DA |
|--------------|---------|----------|------|------|----|------------|----|
| Icy Wind     | Ice     | Special  | 55   | 95   | 15 | 2 Foes     | —  |
| Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal     | ○  |
| Sucker Punch | Dark    | Physical | 80   | 100  | 5  | Normal     | ○  |
| Snore        | Normal  | Status   | 40   | 100  | 15 | Normal     | —  |
| Helping Hand | Normal  | Status   | —    | —    | 20 | 1 Ally     | —  |
| Last Resort  | Normal  | Physical | 130  | 100  | 5  | Normal     | ○  |
| Swift        | Normal  | Special  | 60   | —    | 20 | 2 Foes     | —  |
| Heal Bell    | Normal  | Status   | —    | —    | 5  | All Allies | —  |
| Mud-Slap     | Ground  | Special  | 20   | 100  | 10 | Normal     | —  |
| Rollout      | Rock    | Physical | 30   | 90   | 20 | Normal     | ○  |
|              |         |          |      |      |    |            |    |
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## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|------|--------------|----------|----------|------|------|----|----------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal   | —  |
| TM04 | Calm Mind    | Psychic  | Status   | —    | —    | 20 | Self     | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal   | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal   | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All      | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal   | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes   | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal   | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All      | —  |
| TM20 | Safeguard    | Normal   | Status   | —    | —    | 25 | 2 Allies | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal   | —  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal   | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal   | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal   | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal   | ○  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal   | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self     | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal   | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal   | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self     | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal   | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal   | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10 | Normal   | ○  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal   | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal   | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal   | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal   | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes   | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends  | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal   | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15 | Normal   | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20 | Normal   | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal   | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self     | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal   | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal   | ○  |
|      |              |          |          |      |      |    |          |    |
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|      |              |          |          |      |      |    |          |    |

## ● EVOLUTION





## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|----------|----------|------|------|----|--------|----|
| 1   | Leer         | Normal   | Status   | —    | 100  | 30 | 2 Foes | —  |
| 1   | Scratch      | Normal   | Physical | 40   | 100  | 35 | Normal | —  |
| 4   | Foresight    | Normal   | Status   | —    | 40   | —  | Normal | —  |
| 8   | Night Shade  | Ghost    | Special  | —    | 100  | 15 | Normal | —  |
| 11  | Astonish     | Ghost    | Physical | 30   | 100  | 15 | Normal | —  |
| 15  | Fury Swipes  | Normal   | Physical | 18   | 80   | 15 | Normal | —  |
| 18  | Fake Out     | Normal   | Physical | 40   | 100  | 10 | Normal | —  |
| 22  | Detect       | Fighting | Status   | —    | —    | 5  | Self   | —  |
| 25  | Shadow Sneak | Ghost    | Physical | 40   | 100  | 30 | Normal | —  |
| 29  | Knock Off    | Dark     | Physical | 20   | 100  | 20 | Normal | —  |
| 32  | Faint Attack | Dark     | Physical | 60   | —    | 20 | Normal | —  |
| 36  | Punishment   | Dark     | Physical | —    | 100  | 5  | Normal | —  |
| 39  | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15 | Normal | —  |
| 43  | Power Gem    | Rock     | Special  | 70   | 100  | 20 | Normal | —  |
| 46  | Confuse Ray  | Ghost    | Status   | —    | 100  | 10 | Normal | —  |
| 50  | Zen Headbutt | Psychic  | Physical | 80   | 90   | 15 | Normal | —  |
| 53  | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal | —  |
| 57  | Mean Look    | Normal   | Status   | —    | —    | 5  | Normal | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | —  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Fury Cutter  | Bug      | Physical | 10   | 95   | 20 | Normal | —  |
| Icy Wind     | Ice      | Special  | 55   | 95   | 15 | 2 Foes | —  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal | —  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal | —  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal | —  |
| Ominous Wind | Ghost    | Special  | 60   | 100  | 5  | Normal | —  |
| Zen Headbutt | Psychic  | Physical | 80   | 90   | 15 | Normal | —  |
| Trick        | Psychic  | Status   | —    | 100  | 10 | Normal | —  |
| Knock Off    | Dark     | Physical | 20   | 100  | 20 | Normal | —  |
| Sucker Punch | Dark     | Physical | 80   | 100  | 5  | Normal | —  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Spite        | Ghost    | Status   | —    | 100  | 10 | Normal | —  |
| Gravity      | Psychic  | Status   | —    | —    | 5  | All    | —  |
| Magic Coat   | Psychic  | Status   | —    | —    | 15 | Self   | —  |
| Role Play    | Psychic  | Status   | —    | —    | 10 | Normal | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Signal Beam  | Bug      | Special  | 75   | 100  | 15 | Normal | —  |
| Pain Split   | Normal   | Status   | —    | —    | 20 | Normal | —  |
| Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|----------|----------|------|------|----|---------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal  | —  |
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal  | —  |
| TM04 | Calm Mind    | Psychic  | Status   | —    | —    | 20 | Self    | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal  | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal  | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All     | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal  | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All     | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal  | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal  | —  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal  | —  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal  | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal  | —  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal  | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self    | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal  | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal  | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal  | —  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15 | Normal  | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal  | —  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal  | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self    | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal  | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal  | —  |
| TM49 | Snatch       | Dark     | Status   | —    | —    | 10 | Depends | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal  | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM61 | Will-O-Wisp  | Fire     | Status   | —    | 75   | 15 | Normal  | —  |
| TM63 | Embargo      | Dark     | Status   | —    | 100  | 15 | Normal  | —  |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15 | Normal  | —  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10 | Normal  | —  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal  | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal  | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes  | —  |
| TM79 | Dark Pulse   | Dark     | Special  | 80   | 100  | 15 | Normal  | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal  | —  |
| TM84 | Poison Jab   | Poison   | Physical | 80   | 100  | 20 | Normal  | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15 | Normal  | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal  | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self    | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal  | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal  | —  |

## ● EGG MOVES

| Name       | Type   | Kind     | Pow. | Acc. | PP  | Range  | DA     |   |
|------------|--------|----------|------|------|-----|--------|--------|---|
| Psych Up   | Normal | Status   | —    | —    | 10  | Normal | —      |   |
| Recover    | Normal | Status   | —    | —    | 10  | Self   | —      |   |
| Moonlight  | Normal | Status   | —    | —    | 5   | Self   | —      |   |
| Nasty Plot | Dark   | Status   | —    | —    | 20  | Self   | —      |   |
| Flatter    | Dark   | Status   | —    | —    | 100 | 15     | Normal | — |
| Feint      | Normal | Physical | 50   | 100  | 10  | Normal | —      |   |


 No. 302 | Darkness Pokémon  
**Sableye**

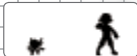
Dark

Ghost



- HEIGHT: 1'08"
- WEIGHT: 24.3 lbs.
- ITEMS: None

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Keen Eye
- Stall

## ● STATS



## ● EGG GROUPS

Human-Like

## ● PERFORMANCE

SPEED ★★☆☆  
 POWER ★★☆☆  
 SKILL ★★☆☆

STAMINA ★★☆☆  
 JUMP ★★☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Route 9 (mass outbreak)

**Pokémon SoulSilver** —

**Pokémon Diamond**

Iron Island (after obtaining the National Pokédex, insert *Pokémon Sapphire* into your Nintendo DS's Game Pak slot)

**Pokémon Pearl**

Iron Island (after obtaining the National Pokédex, insert *Pokémon Sapphire* into your Nintendo DS's Game Pak slot)

**Pokémon Platinum**

Iron Island (after obtaining the National Pokédex, insert *Pokémon Sapphire* into your Nintendo DS's Game Pak slot)

**Pokémon HeartGold**

It dwells in the darkness of caves. It uses its sharp claws to dig up gems to nourish itself.

**Pokémon SoulSilver**

It dwells in the darkness of caves. It uses its sharp claws to dig up gems to nourish itself.

## ● EVOLUTION

Does not evolve



No. 303 | Deceiver Pokémon

Mawile

Steel



- HEIGHT: 2'00"
- WEIGHT: 25.4 lbs.
- ITEMS: Occa Berry

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Hyper Cutter
- Intimidate

## ● EGG GROUPS

Field

Fairly

## ● PERFORMANCE

SPEED ★★★★★  
POWER ★★★★★☆  
SKILL ★★★★★☆

STAMINA ★★★★★  
JUMP ★★★★★

## ● MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver Route 9 (mass outbreak)

Pokémon Diamond Iron Island (after obtaining the National Pokédex, insert Pokémon Ruby into your Nintendo DS's Game Pak slot)

Pokémon Pearl Iron Island (after obtaining the National Pokédex, insert Pokémon Ruby into your Nintendo DS's Game Pak slot)

Pokémon Platinum Iron Island (after obtaining the National Pokédex, insert Pokémon Ruby into your Nintendo DS's Game Pak slot)

Pokémon HeartGold

Pokémon SoulSilver

It chomps with its gaping mouth. Its huge jaws are actually steel horns that have been transformed.

It chomps with its gaping mouth. Its huge jaws are actually steel horns that have been transformed.

## ● EVOLUTION

Does not evolve

## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|--------|----------|------|------|----|--------|----|
| 1   | Astonish     | Ghost  | Physical | 30   | 100  | 15 | Normal | ○  |
| 6   | Fake Tears   | Dark   | Status   | —    | 100  | 20 | Normal | ○  |
| 11  | Bite         | Dark   | Physical | 60   | 100  | 25 | Normal | ○  |
| 16  | Sweet Scent  | Normal | Status   | —    | 100  | 20 | 2 Foes | ○  |
| 21  | ViceGrip     | Normal | Physical | 55   | 100  | 30 | Normal | ○  |
| 26  | Faint Attack | Dark   | Physical | 60   | —    | 20 | Normal | ○  |
| 31  | Baton Pass   | Normal | Status   | —    | —    | 40 | Self   | ○  |
| 36  | Crunch       | Dark   | Physical | 80   | 100  | 15 | Normal | ○  |
| 41  | Iron Defense | Steel  | Status   | —    | —    | 15 | Self   | ○  |
| 46  | Sucker Punch | Dark   | Physical | 80   | 100  | 5  | Normal | ○  |
| 51  | Stockpile    | Normal | Status   | —    | —    | 20 | Self   | ○  |
| 51  | Swallow      | Normal | Status   | —    | —    | 10 | Self   | ○  |
| 51  | Spit Up      | Normal | Special  | —    | 100  | 10 | Normal | ○  |
| 56  | Iron Head    | Steel  | Physical | 80   | 100  | 15 | Normal | ○  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Icy Wind     | Ice      | Special  | 55   | 95   | 15 | 2 Foes | —  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal | ○  |
| Knock Off    | Dark     | Physical | 20   | 100  | 20 | Normal | ○  |
| Sucker Punch | Dark     | Physical | 80   | 100  | 5  | Normal | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Magnet Rise  | Electric | Status   | —    | —    | 10 | Self   | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Iron Head    | Steel    | Physical | 80   | 100  | 15 | Normal | ○  |
| AncientPower | Rock     | Special  | 60   | 100  | 5  | Normal | —  |
| Iron Defense | Steel    | Status   | —    | —    | 15 | Self   | —  |
| Super Fang   | Normal   | Physical | —    | 90   | 10 | Normal | ○  |
| Pain Split   | Normal   | Status   | —    | —    | 20 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP   | Range   | DA |
|------|--------------|----------|----------|------|------|------|---------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20   | Normal  | ○  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10   | Normal  | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15   | Normal  | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | All  | —       | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20   | Normal  | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10   | Normal  | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5    | Normal  | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10   | Self    | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | All  | —       | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20   | Normal  | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10   | Normal  | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20   | Normal  | ○  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15   | Normal  | —  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15   | Normal  | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15   | Self    | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15   | Normal  | —  |
| TM36 | Sludge Bomb  | Poison   | Special  | 90   | 100  | 10   | Normal  | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10   | All     | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5    | Normal  | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10   | Normal  | —  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15   | Normal  | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20   | Normal  | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20   | Normal  | —  |
| TM44 | Rest         | Psychic  | Status   | —    | 10   | Self | —       | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15   | Normal  | —  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5    | Normal  | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10   | Normal  | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10   | Normal  | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10   | Self    | —  |
| TM63 | Embargo      | Dark     | Status   | —    | 100  | 15   | Normal  | —  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10   | Normal  | ○  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5    | Normal  | ○  |
| TM75 | Swords Dance | Normal   | Status   | —    | —    | 30   | Self    | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20   | 2 Foes  | —  |
| TM79 | Dark Pulse   | Dark     | Special  | 80   | 100  | 15   | Normal  | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10   | 2 Foes  | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10   | Depends | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15   | Normal  | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20   | Normal  | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15   | Normal  | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10   | Self    | —  |
| TM91 | Flash Cannon | Steel    | Special  | 80   | 100  | 10   | Normal  | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15   | Normal  | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15   | Normal  | ○  |

## ● EGG MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP  | Range  | DA     |   |
|--------------|----------|----------|------|------|-----|--------|--------|---|
| Swords Dance | Normal   | Status   | —    | —    | 30  | Self   | —      |   |
| False Swipe  | Normal   | Physical | 40   | 100  | 40  | Normal | ○      |   |
| Poison Up    | Poison   | Physical | 50   | 100  | 15  | Normal | ○      |   |
| Psych Up     | Normal   | Status   | —    | —    | 10  | Normal | —      |   |
| AncientPower | Rock     | Special  | 60   | 100  | 5   | Normal | —      |   |
| Tickle       | Normal   | Status   | —    | —    | 100 | 20     | Normal | — |
| Sucker Punch | Dark     | Physical | 80   | 100  | 5   | Normal | ○      |   |
| Ice Fang     | Ice      | Physical | 65   | 95   | 15  | Normal | ○      |   |
| Fire Fang    | Fire     | Physical | 65   | 95   | 15  | Normal | ○      |   |
| Thunder Fang | Electric | Physical | 65   | 95   | 15  | Normal | ○      |   |
| Punishment   | Dark     | Physical | —    | 100  | 5   | Normal | ○      |   |
| Guard Swap   | Psychic  | Status   | —    | —    | 10  | Normal | —      |   |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|--------|----------|------|------|----|--------|----|
| 1   | Tackle       | Normal | Physical | 35   | 95   | 35 | Normal | ○  |
| 4   | Harden       | Normal | Status   | —    | —    | 30 | Self   | ○  |
| 8   | Mud-Slap     | Ground | Special  | 20   | 100  | 10 | Normal | ○  |
| 11  | Headbutt     | Normal | Physical | 70   | 100  | 15 | Normal | ○  |
| 15  | Metal Claw   | Steel  | Physical | 50   | 95   | 35 | Normal | ○  |
| 18  | Iron Defense | Steel  | Status   | —    | —    | 15 | Self   | ○  |
| 22  | Roar         | Normal | Status   | —    | 100  | 20 | Normal | ○  |
| 25  | Take Down    | Normal | Physical | 90   | 85   | 20 | Normal | ○  |
| 29  | Iron Head    | Steel  | Physical | 80   | 100  | 15 | Normal | ○  |
| 32  | Protect      | Normal | Status   | —    | —    | 10 | Self   | ○  |
| 36  | Metal Sound  | Steel  | Status   | —    | 85   | 40 | Normal | ○  |
| 39  | Iron Tail    | Steel  | Physical | 100  | 75   | 15 | Normal | ○  |
| 43  | Double-Edge  | Normal | Physical | 120  | 100  | 15 | Normal | ○  |
| 46  | Metal Burst  | Steel  | Physical | —    | 100  | 10 | Self   | ○  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|----------|----------|------|------|----|----------|----|
| Fury Cutter  | Bug      | Physical | 10   | 95   | 20 | Normal   | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal   | ○  |
| Spite        | Ghost    | Status   | —    | 100  | 10 | Normal   | ○  |
| Magnet Rise  | Electric | Status   | —    | —    | 10 | Self     | ○  |
| Updraft      | Normal   | Special  | 50   | 100  | 10 | 1 Random | ○  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal   | ○  |
| Rollout      | Rock     | Physical | 30   | 90   | 20 | Normal   | ○  |
| Superpower   | Fighting | Physical | 120  | 100  | 5  | Normal   | ○  |
| Iron Head    | Steel    | Physical | 80   | 100  | 15 | Normal   | ○  |
| Endeavor     | Normal   | Physical | —    | 100  | 5  | Normal   | ○  |
| AncientPower | Rock     | Special  | 60   | 100  | 5  | Normal   | ○  |
| Earth Power  | Ground   | Special  | 90   | 100  | 10 | Normal   | ○  |
| Iron Defense | Steel    | Status   | —    | —    | 15 | Self     | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP      | Range         | DA |
|------|--------------|----------|----------|------|------|---------|---------------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20      | Normal        | ○  |
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20      | Normal        | ○  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10      | Normal        | ○  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15      | Normal        | ○  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | All     | ○             | ○  |
| TM17 | Protect      | Normal   | Status   | —    | 10   | Self    | ○             | ○  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | All     | ○             | ○  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20      | Normal        | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15      | Normal        | ○  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10      | 2 Foes/1 Ally | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20      | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10      | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | 15   | Self    | ○             | ○  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20      | Normal        | ○  |
| TM37 | Sandstorm    | Rock     | Status   | —    | 10   | All     | ○             | ○  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10      | Normal        | ○  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20      | Normal        | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20      | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20      | Normal        | ○  |
| TM44 | Rest         | Psychic  | Status   | —    | 10   | Self    | ○             | ○  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15      | Normal        | ○  |
| TM58 | Endure       | Normal   | Status   | —    | 10   | Self    | ○             | ○  |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15      | Normal        | ○  |
| TM69 | Rock Polish  | Rock     | Status   | —    | 20   | Self    | ○             | ○  |
| TM76 | Stealth Rock | Rock     | Status   | —    | 20   | 2 Foes  | ○             | ○  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20      | 2 Foes        | ○  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10      | 2 Foes        | ○  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | 10   | Depends | ○             | ○  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15      | Normal        | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15      | Normal        | ○  |
| TM90 | Substitute   | Normal   | Status   | —    | 10   | Self    | ○             | ○  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30      | Normal        | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15      | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15      | Normal        | ○  |

## ● EGG MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range       | DA |
|--------------|--------|----------|------|------|----|-------------|----|
| Endeavor     | Normal | Physical | —    | 100  | 5  | Normal      | ○  |
| Body Slam    | Normal | Physical | 85   | 100  | 15 | Normal      | ○  |
| Stomp        | Normal | Physical | 65   | 100  | 20 | Normal      | ○  |
| SmellingSalt | Normal | Physical | 60   | 100  | 10 | Normal      | ○  |
| Curse        | ???    | Status   | —    | —    | 10 | Normal/Self | ○  |
| Screech      | Normal | Status   | —    | 85   | 40 | Normal      | ○  |
| Iron Head    | Steel  | Physical | 80   | 100  | 15 | Normal      | ○  |
| Dragon Rush  | Dragon | Physical | 100  | 75   | 10 | Normal      | ○  |
| Head Smash   | Rock   | Physical | 150  | 80   | 5  | Normal      | ○  |



No. 304 | Iron Armor Pokémon

Aron

Steel

Rock



- HEIGHT: 1'04"
- WEIGHT: 132.3 lbs.
- ITEMS: Hard Stone

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Sturdy
- Rock Head

## ● STATS



## ● EGG GROUPS

Monster

## ● PERFORMANCE

SPEED ★★★  
 POWER ★★★  
 SKILL ★★★☆

STAMINA ★★★  
 JUMP ★★

## ● MAIN WAYS TO OBTAIN

## ● Pokémon HeartGold

Safari Zone (Rocky Beach Area: if Rock objects are placed, may appear in tall grass)

## ● Pokémon SoulSilver

Safari Zone (Rocky Beach Area: if Rock objects are placed, may appear in tall grass)

## ● Pokémon Diamond

Fuego Ironworks (use Poké Radar)

## ● Pokémon Pearl

—

## ● Pokémon Platinum

Fuego Ironworks (use Poké Radar)

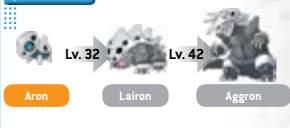
## ● Pokémon HeartGold

When it evolves, it sheds the steel carapace that covered its whole body and develops a new one.

## ● Pokémon SoulSilver

When it evolves, it sheds the steel carapace that covered its whole body and develops a new one.

## ● EVOLUTION



No. 305 | Iron Armor Pokémon  
**Lairon**

Steel Rock



- HEIGHT: 2'11"
- WEIGHT: 264.6 lbs.
- ITEMS: Hard Stone

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Sturdy
- Rock Head

## ● STATS



## ● EGG GROUPS

Monster

## ● PERFORMANCE

SPEED ★★☆☆☆  
 POWER ★★★★★☆  
 SKILL ★★★★★☆

STAMINA ★★☆☆☆  
 JUMP ★★☆☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold**

Safari Zone (Peak Area:  
if Rock objects are placed,  
may appear in tall grass)

**Pokémon SoulSilver**

Safari Zone (Peak Area:  
if Rock objects are placed,  
may appear in tall grass)

**Pokémon Diamond**

Level up Aron to Lv. 32

**Pokémon Pearl**

—

**Pokémon Platinum**

Level up Aron to Lv. 32

**Pokémon HeartGold**

It loves iron ore. Groups of  
them fight for territory by  
bashing one another with  
their steel bodies.

**Pokémon SoulSilver**

It loves iron ore. Groups of  
them fight for territory by  
bashing one another with  
their steel bodies.

## ● EVOLUTION



## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP  | Range  | DA     |
|-----|--------------|--------|----------|------|------|-----|--------|--------|
| 1   | Tackle       | Normal | Physical | 35   | 95   | 35  | Normal | ○      |
| 1   | Harden       | Normal | Status   | —    | —    | 30  | Self   | —      |
| 1   | Mud-Slap     | Ground | Special  | 20   | 100  | 10  | Normal | —      |
| 1   | Headbutt     | Normal | Physical | 70   | 100  | 15  | Normal | ○      |
| 4   | Harden       | Normal | Status   | —    | —    | 30  | Self   | —      |
| 8   | Mud-Slap     | Ground | Special  | 20   | 100  | 10  | Normal | —      |
| 11  | Headbutt     | Normal | Physical | 70   | 100  | 15  | Normal | ○      |
| 15  | Metal Claw   | Steel  | Physical | 50   | 95   | 35  | Normal | ○      |
| 18  | Iron Defense | Steel  | Status   | —    | —    | 15  | Self   | —      |
| 22  | Roar         | Normal | Status   | —    | —    | 100 | 20     | Normal |
| 25  | Take Down    | Normal | Physical | 90   | 85   | 20  | Normal | ○      |
| 29  | Iron Head    | Steel  | Physical | 80   | 100  | 15  | Normal | ○      |
| 34  | Protect      | Normal | Status   | —    | —    | 10  | Self   | —      |
| 40  | Metal Sound  | Steel  | Status   | —    | 85   | 40  | Normal | —      |
| 45  | Iron Tail    | Steel  | Physical | 100  | 75   | 15  | Normal | ○      |
| 51  | Double-Edge  | Normal | Physical | 120  | 100  | 15  | Normal | ○      |
| 56  | Metal Burst  | Steel  | Physical | —    | 100  | 10  | Self   | —      |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|----------|----------|------|------|----|----------|----|
| Fury Cutter  | Bug      | Physical | 10   | 95   | 20 | Normal   | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal   | —  |
| Spite        | Ghost    | Status   | —    | 100  | 10 | Normal   | —  |
| Magnet Rise  | Electric | Status   | —    | —    | 10 | Self     | —  |
| Uproar       | Normal   | Special  | 50   | 100  | 10 | 1 Random | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal   | —  |
| Rollout      | Rock     | Physical | 30   | 90   | 20 | Normal   | ○  |
| Superpower   | Fighting | Physical | 120  | 100  | 5  | Normal   | ○  |
| Iron Head    | Steel    | Physical | 80   | 100  | 15 | Normal   | ○  |
| Endeavor     | Normal   | Physical | —    | 100  | 5  | Normal   | ○  |
| AncientPower | Rock     | Special  | 60   | 100  | 5  | Normal   | —  |
| Earth Power  | Ground   | Special  | 90   | 100  | 10 | Normal   | —  |
| Iron Defense | Steel    | Status   | —    | —    | 15 | Self     | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP  | Range         | DA |
|------|--------------|----------|----------|------|------|-----|---------------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20  | Normal        | —  |
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20  | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10  | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15  | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | All | —             | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10  | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | All | —             | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20  | Normal        | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15  | Normal        | ○  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10  | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20  | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10  | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15  | Self          | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20  | Normal        | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10  | All           | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10  | Normal        | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20  | Normal        | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20  | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20  | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10  | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15  | Normal        | —  |
| TM59 | Endure       | Normal   | Status   | —    | —    | 10  | Self          | —  |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15  | Normal        | ○  |
| TM69 | Rock Polish  | Rock     | Status   | —    | —    | 20  | Self          | —  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5   | Normal        | —  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20  | 2 Foes        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20  | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10  | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10  | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15  | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15  | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10  | Self          | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30  | Normal        | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15  | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15  | Normal        | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP  | Range  | DA     |   |
|-----|--------------|--------|----------|------|------|-----|--------|--------|---|
| 1   | Tackle       | Normal | Physical | 35   | 95   | 35  | Normal | ○      |   |
| 1   | Harden       | Normal | Status   | —    | —    | 30  | Self   | —      |   |
| 1   | Mud-Slap     | Ground | Special  | 20   | 100  | 10  | Normal | ○      |   |
| 1   | Headbutt     | Normal | Physical | 70   | 100  | 15  | Normal | ○      |   |
| 4   | Harden       | Normal | Status   | —    | —    | 30  | Self   | —      |   |
| 8   | Mud-Slap     | Ground | Special  | 20   | 100  | 10  | Normal | ○      |   |
| 11  | Headbutt     | Normal | Physical | 70   | 100  | 15  | Normal | ○      |   |
| 15  | Metal Claw   | Steel  | Physical | 50   | 95   | 35  | Normal | ○      |   |
| 18  | Iron Defense | Steel  | Status   | —    | —    | 15  | Self   | —      |   |
| 22  | Roar         | Normal | Status   | —    | —    | 100 | 20     | Normal | ○ |
| 25  | Take Down    | Normal | Physical | 90   | 85   | 20  | Normal | ○      |   |
| 29  | Iron Head    | Steel  | Physical | 80   | 100  | 15  | Normal | ○      |   |
| 34  | Protect      | Normal | Status   | —    | —    | 10  | Self   | —      |   |
| 40  | Metal Sound  | Steel  | Status   | —    | 85   | 40  | Normal | ○      |   |
| 48  | Iron Tail    | Steel  | Physical | 100  | 75   | 15  | Normal | ○      |   |
| 57  | Double-Edge  | Normal | Physical | 120  | 100  | 15  | Normal | ○      |   |
| 65  | Metal Burst  | Steel  | Physical | —    | 100  | 10  | Self   | —      |   |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|----------|----------|------|------|----|----------|----|
| Fury Cutter  | Bug      | Physical | 10   | 95   | 20 | Normal   | ○  |
| Icy Wind     | Ice      | Special  | 55   | 95   | 15 | 2 Foes   | ○  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal   | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal   | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal   | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal   | —  |
| Spite        | Ghost    | Status   | —    | 100  | 10 | Normal   | —  |
| Magnet Rise  | Electric | Status   | —    | —    | 10 | Self     | —  |
| Updraft      | Normal   | Special  | 50   | 100  | 10 | 1 Random | —  |
| Block        | Normal   | Status   | —    | —    | 5  | Normal   | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal   | —  |
| Rollout      | Rock     | Physical | 30   | 90   | 20 | Normal   | ○  |
| Superpower   | Fighting | Physical | 120  | 100  | 5  | Normal   | ○  |
| Iron Head    | Steel    | Physical | 80   | 100  | 15 | Normal   | ○  |
| Aqua Tail    | Water    | Physical | 90   | 90   | 10 | Normal   | ○  |
| Endeavor     | Normal   | Physical | —    | 100  | 5  | Normal   | ○  |
| Outrage      | Dragon   | Physical | 120  | 100  | 15 | 1 Random | ○  |
| AncientPower | Ground   | Special  | 60   | 100  | 5  | Normal   | —  |
| Earth Power  | Ground   | Special  | 90   | 100  | 10 | Normal   | —  |
| Iron Defense | Steel    | Status   | —    | —    | 15 | Self     | —  |
| Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal   | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP  | Range         | DA |
|------|--------------|----------|----------|------|------|-----|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20  | Normal        | ○  |
| TM02 | Dragon Claw  | Dragon   | Physical | 80   | 100  | 15  | Normal        | ○  |
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20  | Normal        | —  |
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20  | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10  | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15  | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | All | —             | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20  | Normal        | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10  | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5   | 2 Foes        | ○  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5   | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10  | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | All | —             | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20  | Normal        | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10  | Normal        | —  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15  | Normal        | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15  | Normal        | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10  | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10  | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20  | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10  | Normal        | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15  | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15  | Self          | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20  | Normal        | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15  | Normal        | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10  | All           | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5   | Normal        | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10  | Normal        | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20  | Normal        | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20  | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20  | Normal        | ○  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10  | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15  | Normal        | —  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5   | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10  | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10  | Self          | —  |
| TM59 | Dragon Pulse | Dragon   | Special  | 90   | 100  | 10  | Normal        | —  |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15  | Normal        | ○  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10  | Normal        | ○  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5   | Normal        | ○  |
| TM69 | Rock Polish  | Rock     | Status   | —    | —    | 20  | Self          | —  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5   | Normal        | —  |
| TM72 | Avalanche    | Ice      | Physical | 60   | 100  | 10  | Normal        | ○  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20  | Normal        | —  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20  | 2 Foes        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20  | 2 Foes        | —  |
| TM79 | Dark Pulse   | Dark     | Special  | 80   | 100  | 15  | Normal        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10  | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10  | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15  | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15  | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10  | Self          | —  |
| TM91 | Flash Cannon | Steel    | Special  | 80   | 100  | 10  | Normal        | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30  | Normal        | ○  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15  | 2 Foes/1 Ally | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15  | Normal        | ○  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15  | Normal        | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15  | Normal        | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20  | Normal        | ○  |



No. 306 | Iron Armor Pokémon

Aggron

Steel Rock



- HEIGHT: 6'11"
- WEIGHT: 799.7 lbs.
- ITEMS: None

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Sturdy
- Rock Head

## ● STATS



## ● EGG GROUPS

Monster

## ● PERFORMANCE

SPEED ★☆☆  
 POWER ★★★★★  
 SKILL ★★★★★

STAMINA ★★★★★  
 JUMP ★★

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Level up Lairon to Lv. 42

**Pokémon SoulSilver** Level up Lairon to Lv. 42

**Pokémon Diamond** Level up Lairon to Lv. 42

**Pokémon Pearl** —

**Pokémon Platinum** Level up Lairon to Lv. 42

**Pokémon HeartGold**

**Pokémon SoulSilver**

You can tell its age by the length of its iron horns. It claims an entire mountain as its territory.

You can tell its age by the length of its iron horns. It claims an entire mountain as its territory.

## ● EVOLUTION





No. 307 | Meditate Pokémon

# Meditate

Fighting Psychic



## ● SIZE COMPARISON

- HEIGHT: 2'00"
- WEIGHT: 24.7 lbs.
- ITEMS: None



- MALE FORM  
Ears are higher on head



- FEMALE FORM  
Ears are lower on head

## ● ABILITIES

- Pure Power

## ● EGG GROUPS

Human-Like

## ● PERFORMANCE

SPEED ★★  
POWER ★★  
SKILL ★★★★★

STAMINA ★★★☆☆  
JUMP ★★☆☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Sprout Tower (Sinnoh Sound)

**Pokémon SoulSilver** Sprout Tower (Sinnoh Sound)

**Pokémon Diamond** Route 211

**Pokémon Pearl** Route 211

**Pokémon Platinum** Route 211

**Pokémon HeartGold**

It meditates to heighten its inner energy and to float in the air. It eats one berry a day.

**Pokémon SoulSilver**

It meditates to heighten its inner energy and to float in the air. It eats one berry a day.

## ● EVOLUTION



Lv. 37



Meditate

Medicham

## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|----------|----------|------|------|----|--------|----|
| 1   | Bide         | Normal   | Physical | —    | —    | 10 | Self   | ○  |
| 4   | Meditate     | Psychic  | Status   | —    | —    | 40 | Self   | —  |
| 8   | Confusion    | Psychic  | Special  | 50   | 100  | 25 | Normal | —  |
| 11  | Detect       | Fighting | Status   | —    | —    | 5  | Self   | —  |
| 15  | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal | —  |
| 18  | Mind Reader  | Normal   | Status   | —    | —    | 5  | Normal | —  |
| 22  | Feint        | Normal   | Physical | 50   | 100  | 10 | Normal | —  |
| 25  | Calm Mind    | Psychic  | Status   | —    | —    | 20 | Self   | —  |
| 29  | Force Palm   | Fighting | Physical | 60   | 100  | 10 | Normal | ○  |
| 32  | Hi Jump Kick | Fighting | Physical | 100  | 90   | 20 | Normal | ○  |
| 36  | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal | —  |
| 39  | Power Trick  | Normal   | Status   | —    | —    | 10 | Self   | —  |
| 43  | Reversal     | Fighting | Physical | —    | 100  | 15 | Normal | ○  |
| 46  | Recover      | Normal   | Status   | —    | —    | 10 | Self   | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal | ○  |
| Zen Headbutt | Psychic  | Physical | 80   | 90   | 15 | Normal | ○  |
| Vacuum Wave  | Fighting | Special  | 40   | 100  | 30 | Normal | —  |
| Trick        | Psychic  | Status   | —    | 100  | 10 | Normal | —  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally | —  |
| Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes | —  |
| Gravity      | Psychic  | Status   | —    | —    | 5  | All    | —  |
| Magic Coat   | Psychic  | Status   | —    | —    | 15 | Self   | —  |
| Role Play    | Psychic  | Status   | —    | —    | 10 | Normal | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Signal Beam  | Bug      | Special  | 75   | 100  | 15 | Normal | —  |
| Pain Split   | Normal   | Status   | —    | —    | 20 | Normal | —  |
| Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|------|--------------|----------|----------|------|------|----|----------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal   | ○  |
| TM04 | Calm Mind    | Psychic  | Status   | —    | —    | 20 | Self     | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal   | —  |
| TM08 | Bulk Up      | Fighting | Status   | —    | —    | 20 | Self     | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal   | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All      | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All      | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal   | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal   | —  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal   | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self     | —  |
| TM33 | Reflect      | Psychic  | Status   | —    | —    | 20 | 2 Allies | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal   | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal   | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self     | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal   | —  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5  | Normal   | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal   | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM60 | Drain Punch  | Fighting | Physical | 60   | 100  | 5  | Normal   | ○  |
| TM67 | Recycle      | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal   | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal   | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes   | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes   | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends  | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal   | —  |
| TM84 | Poison Jab   | Poison   | Physical | 80   | 100  | 20 | Normal   | ○  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15 | Normal   | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20 | Normal   | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal   | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self     | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal   | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal   | ○  |

## ● EGG MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal | ○  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal | ○  |
| Foresight    | Normal   | Status   | —    | —    | 40 | Normal | —  |
| Fake Out     | Normal   | Physical | 40   | 100  | 10 | Normal | ○  |
| Baton Pass   | Normal   | Status   | —    | —    | 40 | Self   | —  |
| DynamicPunch | Fighting | Physical | 100  | 50   | 5  | Normal | ○  |
| Power Swap   | Psychic  | Status   | —    | —    | 10 | Normal | —  |
| Guard Swap   | Psychic  | Status   | —    | —    | 10 | Normal | —  |
| Psycho Cut   | Psychic  | Physical | 70   | 100  | 20 | Normal | —  |
| Bullet Punch | Steel    | Physical | 40   | 100  | 30 | Normal | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|----------|----------|------|------|----|--------|----|
| 1   | Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal | ○  |
| 1   | ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal | ○  |
| 1   | Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal | ○  |
| 1   | Bide         | Normal   | Physical | —    | —    | 10 | Self   | —  |
| 1   | Meditate     | Psychic  | Status   | —    | —    | 40 | Self   | —  |
| 1   | Confusion    | Psychic  | Special  | 50   | 100  | 25 | Normal | —  |
| 1   | Detect       | Fighting | Status   | —    | —    | 5  | Self   | —  |
| 4   | Meditate     | Psychic  | Status   | —    | —    | 40 | Self   | —  |
| 8   | Confusion    | Psychic  | Special  | 50   | 100  | 25 | Normal | —  |
| 11  | Detect       | Fighting | Status   | —    | —    | 5  | Self   | —  |
| 15  | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal | —  |
| 18  | Mind Reader  | Normal   | Status   | —    | —    | 5  | Normal | —  |
| 22  | Feint        | Normal   | Physical | 50   | 100  | 10 | Normal | —  |
| 25  | Calm Mind    | Psychic  | Status   | —    | —    | 20 | Self   | —  |
| 29  | Force Palm   | Fighting | Physical | 60   | 100  | 10 | Normal | ○  |
| 32  | Hi Jump Kick | Fighting | Physical | 100  | 90   | 20 | Normal | ○  |
| 36  | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal | —  |
| 42  | Power Trick  | Psychic  | Status   | —    | —    | 10 | Self   | ○  |
| 49  | Reversal     | Fighting | Physical | —    | 100  | 15 | Normal | ○  |
| 55  | Recover      | Normal   | Status   | —    | —    | 10 | Self   | —  |

## ● MOVE MANIA

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal | ○  |
| Zen Headbutt | Psychic  | Physical | 80   | 90   | 15 | Normal | ○  |
| Vacuum Wave  | Fighting | Special  | 40   | 100  | 30 | Normal | —  |
| Trick        | Psychic  | Status   | —    | 100  | 10 | Normal | —  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally | —  |
| Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes | —  |
| Gravity      | Psychic  | Status   | —    | —    | 5  | All    | —  |
| Magic Coat   | Psychic  | Status   | —    | —    | 15 | Self   | —  |
| Role Play    | Psychic  | Status   | —    | —    | 10 | Normal | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Signal Beam  | Bug      | Special  | 75   | 100  | 15 | Normal | —  |
| Pain Split   | Normal   | Status   | —    | —    | 20 | Normal | —  |
| Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|------|--------------|----------|----------|------|------|----|----------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal   | ○  |
| TM04 | Calm Mind    | Psychic  | Status   | —    | —    | 20 | Self     | —  |
| TM05 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal   | —  |
| TM08 | Bulk Up      | Fighting | Status   | —    | —    | 20 | Self     | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal   | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All      | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal   | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All      | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal   | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal   | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal   | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self     | —  |
| TM33 | Reflect      | Psychic  | Status   | —    | —    | 20 | 2 Allies | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal   | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal   | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self     | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal   | —  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5  | Normal   | —  |
| TM53 | Energy Ball  | Grass    | Special  | 80   | 100  | 10 | Normal   | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal   | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM60 | Drain Punch  | Fighting | Physical | 60   | 100  | 5  | Normal   | ○  |
| TM67 | Recycle      | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal   | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal   | ○  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal   | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes   | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes   | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends  | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal   | —  |
| TM84 | Poison Jab   | Poison   | Physical | 80   | 100  | 20 | Normal   | ○  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15 | Normal   | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20 | Normal   | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal   | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self     | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal   | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal   | ○  |



No. 308 | Meditate Pokémon

Medicham

Fighting Psychic



## ● SIZE COMPARISON

- HEIGHT: 4'03"
- WEIGHT: 69.4 lbs.
- ITEMS: None



- MALE FORM  
Bigger extensions on head

- FEMALE FORM  
Smaller extensions on head

## ● ABILITIES

- Pure Power

## ● EGG GROUPS

Human-Like

## ● STATS



## ● PERFORMANCE

SPEED ★★  
POWER ★★  
SKILL ★★★★★

STAMINA ★★★☆  
JUMP ★★☆☆☆

## ● MAIN WAYS TO OBTAIN

## Pokémon HeartGold

Safari Zone (Wasteland Area: if Forest objects are placed, may appear in tall grass)

## Pokémon SoulSilver

Safari Zone (Wasteland Area: if Forest objects are placed, may appear in tall grass)

## Pokémon Diamond

Route 217

## Pokémon Pearl

Route 217

## Pokémon Platinum

Mt. Coronet

## Pokémon HeartGold

It meditates to heighten its inner energy and to float in the air. It eats one berry a day.

## Pokémon SoulSilver

It meditates to heighten its inner energy and to float in the air. It eats one berry a day.

## ● EVOLUTION



Lv. 37

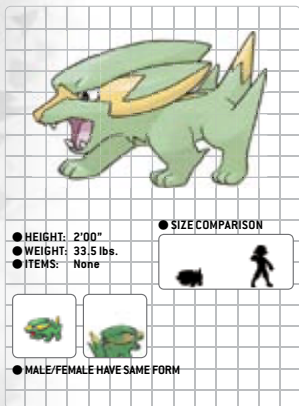


Meditate

Medicham

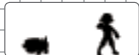
No. 309 | Lightning Pokémon  
**Electrike**

Electric



- HEIGHT: 2'00"
- WEIGHT: 33.5 lbs.
- ITEMS: None

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Static
- Lightningrod

## ● EGG GROUPS

Field

## ● PERFORMANCE

SPEED ★★★★★  
POWER ★★★★★  
SKILL ★★★★★STAMINA ★★☆☆☆  
JUMP ★★☆☆☆

## ● STATS

HP ●●●●●  
 ATTACK ●●●●●  
 DEFENSE ●●●●●  
 SP. ATTACK ●●●●●  
 SP. DEFENSE ●●●●●  
 SPEED ●●●●●

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold**

Safari Zone (Rocky Beach Area: if Grass objects are placed, may appear in tall grass)

**Pokémon SoulSilver**

Safari Zone (Rocky Beach Area: if Grass objects are placed, may appear in tall grass)

**Pokémon Diamond**

Valley Windworks (mass outbreak)

**Pokémon Pearl**

Valley Windworks (mass outbreak)

**Pokémon Platinum**

Valley Windworks (mass outbreak)

**Pokémon HeartGold**

It stores electricity in its fur. It gives off sparks from all over its body in seasons when the air is dry.

**Pokémon SoulSilver**

It stores electricity in its fur. It gives off sparks from all over its body in seasons when the air is dry.

## ● EVOLUTION



Lv. 26



Electrike

Manetric

## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|--------------|----------|----------|------|------|----|---------------|----|
| 1   | Tackle       | Normal   | Physical | 35   | 95   | 35 | Normal        | ○  |
| 4   | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal        | —  |
| 9   | Leer         | Normal   | Status   | —    | 100  | 30 | 2 Foes        | —  |
| 12  | Howl         | Normal   | Status   | —    | —    | 40 | Self          | —  |
| 17  | Quick Attack | Normal   | Physical | 40   | 100  | 30 | Normal        | ○  |
| 20  | Spark        | Electric | Physical | 65   | 100  | 20 | Normal        | ○  |
| 25  | Odor Sleuth  | Normal   | Status   | —    | —    | 40 | Normal        | —  |
| 28  | Bite         | Dark     | Physical | 60   | 100  | 25 | Normal        | ○  |
| 33  | Thunder Fang | Electric | Physical | 65   | 95   | 15 | Normal        | ○  |
| 36  | Roar         | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| 41  | Discharge    | Electric | Special  | 80   | 100  | 15 | 2 Foes/1 Ally | —  |
| 44  | Charge       | Electric | Status   | —    | —    | 20 | Self          | —  |
| 49  | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal        | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name        | Type     | Kind    | Pow. | Acc. | PP | Range  | DA |
|-------------|----------|---------|------|------|----|--------|----|
| Snore       | Normal   | Special | 40   | 100  | 15 | Normal | —  |
| Magnet Rise | Electric | Status  | —    | —    | 10 | Self   | —  |
| Swift       | Normal   | Special | 60   | —    | 20 | 2 Foes | —  |
| Mud-Slap    | Ground   | Special | 20   | 100  | 10 | Normal | —  |
| Signal Beam | Bug      | Special | 75   | 100  | 15 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|------|--------------|----------|----------|------|------|----|----------|----|
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20 | Normal   | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal   | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal   | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All      | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal   | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal   | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal   | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self     | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal   | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal   | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal   | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self     | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal   | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal   | ○  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal   | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal   | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal   | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes   | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends  | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal   | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal   | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self     | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal   | ○  |

## ● EGG MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|--------------|----------|----------|------|------|----|---------------|----|
| Crunch       | Dark     | Physical | 80   | 100  | 15 | Normal        | ○  |
| Headbutt     | Normal   | Physical | 70   | 100  | 15 | Normal        | ○  |
| Uproar       | Normal   | Special  | 50   | 100  | 10 | 1 Random      | —  |
| Curse        | ???      | Status   | —    | —    | 10 | Normal/Self   | —  |
| Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes        | —  |
| Discharge    | Electric | Special  | 80   | 100  | 15 | 2 Foes/1 Ally | —  |
| Ice Fang     | Ice      | Physical | 65   | 95   | 15 | Normal        | ○  |
| Fire Fang    | Fire     | Physical | 65   | 95   | 15 | Normal        | ○  |
| Thunder Fang | Electric | Physical | 65   | 95   | 15 | Normal        | ○  |
| Switcheroo   | Dark     | Status   | —    | 100  | 10 | Normal        | —  |



## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|--------------|----------|----------|------|------|----|---------------|----|
| 1   | Fire Fang    | Fire     | Physical | 65   | 95   | 15 | Normal        | ○  |
| 1   | Tackle       | Normal   | Physical | 35   | 95   | 35 | Normal        | ○  |
| 1   | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal        | —  |
| 1   | Leer         | Normal   | Status   | —    | 100  | 30 | 2 Foes        | —  |
| 1   | Howl         | Normal   | Status   | —    | —    | 40 | Self          | —  |
| 4   | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal        | —  |
| 9   | Leer         | Normal   | Status   | —    | 100  | 30 | 2 Foes        | —  |
| 12  | Howl         | Normal   | Status   | —    | —    | 40 | Self          | —  |
| 17  | Quick Attack | Normal   | Physical | 40   | 100  | 30 | Normal        | ○  |
| 20  | Spark        | Electric | Physical | 65   | 100  | 20 | Normal        | ○  |
| 25  | Odor Sleuth  | Normal   | Status   | —    | —    | 40 | Normal        | —  |
| 30  | Bite         | Dark     | Physical | 60   | 100  | 25 | Normal        | ○  |
| 37  | Thunder Fang | Electric | Physical | 65   | 95   | 15 | Normal        | ○  |
| 42  | Roar         | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| 49  | Discharge    | Electric | Special  | 80   | 100  | 15 | 2 Foes/1 Ally | —  |
| 54  | Charge       | Electric | Status   | —    | —    | 20 | Self          | —  |
| 61  | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal        | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name        | Type     | Kind    | Pow. | Acc. | PP | Range  | DA |
|-------------|----------|---------|------|------|----|--------|----|
| Snore       | Normal   | Special | 40   | 100  | 15 | Normal | —  |
| Magnet Rise | Electric | Status  | —    | —    | 10 | Self   | —  |
| Swift       | Normal   | Special | 60   | —    | 20 | 2 Foes | —  |
| Mud-Slap    | Ground   | Special | 20   | 100  | 10 | Normal | —  |
| Signal Beam | Bug      | Special | 75   | 100  | 15 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|------|--------------|----------|----------|------|------|----|----------|----|
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20 | Normal   | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal   | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal   | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal   | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All      | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal   | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal   | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal   | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self     | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal   | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal   | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal   | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self     | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal   | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal   | ○  |
| TM50 | Overheat     | Fire     | Special  | 140  | 90   | 5  | Normal   | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal   | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal   | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal   | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal   | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes   | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends  | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal   | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal   | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self     | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal   | ○  |



No. 310 | Discharge Pokémon

Manetric

Electric



## ● SIZE COMPARISON

- HEIGHT: 4'11"
- WEIGHT: 88.6 lbs.
- ITEMS: None



## ● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Static
- Lightningrod

## ● STATS



## ● EGG GROUPS

Field

## ● PERFORMANCE

SPEED ★★★★★☆  
POWER ★★★☆☆  
SKILL ★★★★★

STAMINA ★★★☆☆  
JUMP ★★★★★

## ● MAIN WAYS TO OBTAIN

Pokémon HeartGold

Safari Zone (Wasteland Area: if Grass objects are placed, may appear in tall grass)

Pokémon SoulSilver

Safari Zone (Wasteland Area: if Grass objects are placed, may appear in tall grass)

Pokémon Diamond

Level up Elektrike to Lv. 26

Pokémon Pearl

Level up Elektrike to Lv. 26

Pokémon Platinum

Level up Elektrike to Lv. 26

Pokémon HeartGold

Its nest can be found where a thunderbolt hits. It is discharging electricity from its mane.

Pokémon SoulSilver

Its nest can be found where a thunderbolt hits. It is discharging electricity from its mane.

## ● EVOLUTION



Lv. 26



Elektrike

Manetric

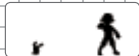
No. 311 | Cheering Pokémon  
**Plusle**

Electric



- HEIGHT: 1'04"
- WEIGHT: 9.3 lbs.
- ITEMS: None

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Plus

## ● EGG GROUPS

Fairy

## ● PERFORMANCE

SPEED ★★★★★  
POWER ★★★★★  
SKILL ★★★

STAMINA ★★☆☆  
JUMP ★★★★★

## ● STATS



## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Route 29 (Hoenn Sound)

**Pokémon SoulSilver** Route 29 (Hoenn Sound)

**Pokémon Diamond** Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)

**Pokémon Pearl** Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)

**Pokémon Platinum** Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)

**Pokémon HeartGold**

It absorbs electricity from telephone poles. It shorts out its body to create crackling noises.

**Pokémon SoulSilver**

It absorbs electricity from telephone poles. It shorts out its body to create crackling noises.

## ● EVOLUTION

Does not evolve

## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range   | DA |
|-----|--------------|----------|----------|------|------|----|---------|----|
| 1   | Growl        | Normal   | Status   | —    | 100  | 40 | 2 Foes  | —  |
| 3   | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal  | —  |
| 7   | Quick Attack | Normal   | Physical | 40   | 100  | 30 | Normal  | ○  |
| 10  | Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally  | —  |
| 15  | Spark        | Electric | Physical | 65   | 100  | 20 | Normal  | ○  |
| 17  | Encore       | Normal   | Status   | —    | 100  | 5  | Normal  | —  |
| 21  | Fake Tears   | Dark     | Status   | —    | 100  | 20 | Normal  | —  |
| 24  | Copycat      | Normal   | Status   | —    | —    | 20 | Depends | —  |
| 29  | Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes  | —  |
| 31  | Fake Tears   | Dark     | Status   | —    | 100  | 20 | Normal  | —  |
| 35  | Charge       | Electric | Status   | —    | —    | 10 | Self    | —  |
| 38  | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal  | —  |
| 42  | Baton Pass   | Normal   | Status   | —    | —    | 40 | Self    | —  |
| 44  | Agility      | Psychic  | Status   | —    | —    | 30 | Self    | —  |
| 48  | Last Resort  | Normal   | Physical | 130  | 100  | 5  | Normal  | ○  |
| 51  | Nasty Plot   | Dark     | Status   | —    | —    | 20 | Self    | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|----------|----------|------|------|----|----------|----|
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal   | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal   | —  |
| Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally   | —  |
| Magnet Rise  | Electric | Status   | —    | —    | 10 | Self     | —  |
| Last Resort  | Normal   | Physical | 130  | 100  | 5  | Normal   | ○  |
| Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Uproar       | Normal   | Special  | 50   | 100  | 10 | 1 Random | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal   | —  |
| Rollout      | Rock     | Physical | 30   | 90   | 20 | Normal   | ○  |
| Signal Beam  | Bug      | Special  | 75   | 100  | 15 | Normal   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|------|--------------|----------|----------|------|------|----|----------|----|
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal   | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal   | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All      | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal   | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal   | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal   | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self     | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal   | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal   | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self     | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal   | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal   | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal   | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal   | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal   | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes   | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends  | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal   | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20 | Normal   | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal   | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self     | —  |

## ● EGG MOVES

| Name       | Type     | Kind    | Pow. | Acc. | PP | Range         | DA |
|------------|----------|---------|------|------|----|---------------|----|
| Substitute | Normal   | Status  | —    | —    | 10 | Self          | —  |
| Wish       | Normal   | Status  | —    | —    | 10 | Self          | —  |
| Sing       | Normal   | Status  | —    | 55   | 15 | Normal        | —  |
| Sweet Kiss | Normal   | Status  | —    | 75   | 10 | Normal        | —  |
| Discharge  | Electric | Special | 80   | 100  | 15 | 2 Foes/1 Ally | —  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range   | DA |
|-----|--------------|----------|----------|------|------|----|---------|----|
| 1   | Growl        | Normal   | Status   | —    | 100  | 40 | 2 Foes  | —  |
| 3   | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal  | —  |
| 7   | Quick Attack | Normal   | Physical | 40   | 100  | 30 | Normal  | ○  |
| 10  | Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally  | —  |
| 15  | Spark        | Electric | Physical | 65   | 100  | 20 | Normal  | ○  |
| 17  | Encore       | Normal   | Status   | —    | 100  | 5  | Normal  | —  |
| 21  | Charm        | Normal   | Status   | —    | 100  | 20 | Normal  | —  |
| 24  | Chopcut      | Normal   | Status   | —    | —    | 20 | Depends | —  |
| 29  | Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes  | —  |
| 31  | Fake Tears   | Dark     | Status   | —    | 100  | 20 | Normal  | —  |
| 35  | Charge       | Electric | Status   | —    | —    | 20 | Self    | —  |
| 38  | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal  | —  |
| 42  | Baton Pass   | Normal   | Status   | —    | —    | 40 | Self    | —  |
| 44  | Agility      | Psychic  | Status   | —    | —    | 30 | Self    | —  |
| 48  | Trump Card   | Normal   | Special  | —    | —    | 5  | Normal  | ○  |
| 51  | Nasty Plot   | Dark     | Status   | —    | —    | 20 | Self    | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|----------|----------|------|------|----|----------|----|
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal   | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal   | —  |
| Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally   | —  |
| Magnet Rise  | Electric | Status   | —    | —    | 10 | Self     | —  |
| Last Resort  | Normal   | Physical | 130  | 100  | 5  | Normal   | ○  |
| Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Uproar       | Normal   | Special  | 50   | 100  | 10 | 1 Random | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal   | —  |
| Rollout      | Rock     | Physical | 30   | 90   | 20 | Normal   | ○  |
| Signal Beam  | Bug      | Special  | 75   | 100  | 15 | Normal   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|------|--------------|----------|----------|------|------|----|----------|----|
| TM06 | Toxic        | Poison   | Status   | —    | 95   | 10 | Normal   | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal   | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All      | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal   | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal   | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal   | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self     | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal   | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal   | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self     | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal   | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal   | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal   | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal   | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal   | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes   | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends  | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal   | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20 | Normal   | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal   | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self     | —  |

## ● EGG MOVES

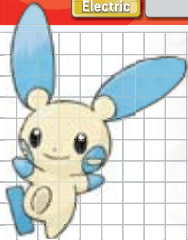
| Name       | Type     | Kind    | Pow. | Acc. | PP | Range         | DA |
|------------|----------|---------|------|------|----|---------------|----|
| Substitute | Normal   | Status  | —    | —    | 10 | Self          | —  |
| Wish       | Normal   | Status  | —    | —    | 10 | Self          | —  |
| Sing       | Normal   | Status  | —    | 55   | 15 | Normal        | —  |
| Sweet Kiss | Normal   | Status  | —    | 75   | 10 | Normal        | —  |
| Discharge  | Electric | Special | 80   | 100  | 15 | 2 Foes/1 Ally | —  |



No. 312 | Cheering Pokémon

Minun

Electric



- HEIGHT: 1'04"
- WEIGHT: 9.3 lbs.
- ITEMS: None

## ● SIZE COMPARISON



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Minus

## ● EGG GROUPS

Fairy

## ● STATS



## ● PERFORMANCE

SPEED ★★★★★  
POWER ★★★★★  
SKILL ★★★★★

STAMINA ★★☆☆  
JUMP ★★★★★

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Route 29 (Hoenn Sound)

**Pokémon SoulSilver** Route 29 (Hoenn Sound)

**Pokémon Diamond** Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)

**Pokémon Pearl** Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)

**Pokémon Platinum** Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)

**Pokémon HeartGold**

Exposure to electricity from MINUN and PLUSLE promotes blood circulation and relaxes muscles.

**Pokémon SoulSilver**

Exposure to electricity from MINUN and PLUSLE promotes blood circulation and relaxes muscles.

## ● EVOLUTION

Does not evolve

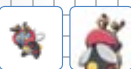
No. 313 | Firefly Pokémon  
**Volbeat**

Bug



- HEIGHT: 2'04"
- WEIGHT: 39.0 lbs.
- ITEMS: None

## ● SIZE COMPARISON



## ● MALE FORM

## ● ABILITIES

- Illuminate
- Swarm

## ● EGG GROUPS

- Bug
- Human-Like

## ● PERFORMANCE

SPEED ★★☆☆  
POWER ★★☆☆  
SKILL ★★☆☆

STAMINA ★★☆☆  
JUMP ★★☆☆

## ● STATS



## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold**

Bug-Catching Contest at the National Park (after obtaining the National Pokédex / Thursday)

**Pokémon SoulSilver**

Bug-Catching Contest at the National Park (after obtaining the National Pokédex / Thursday)

**Pokémon Diamond**

Route 229

**Pokémon Pearl**

Route 229

**Pokémon Platinum**

Route 229

**Pokémon HeartGold**

It emits light from its tail to communicate. It loves the sweet aroma given off by ILLUMISE.

**Pokémon SoulSilver**

It emits light from its tail to communicate. It loves the sweet aroma given off by ILLUMISE.

## ● EVOLUTION

Does not evolve

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|---------|----------|------|------|----|--------|----|
| 1   | Flash        | Normal  | Status   | —    | 100  | 20 | Normal | —  |
| 1   | Tackle       | Normal  | Physical | 35   | 95   | 35 | Normal | ○  |
| 5   | Double Team  | Normal  | Status   | —    | —    | 15 | Self   | —  |
| 9   | Confuse Ray  | Ghost   | Status   | —    | 100  | 10 | Normal | —  |
| 13  | Moonlight    | Normal  | Status   | —    | —    | 5  | Self   | —  |
| 17  | Quick Attack | Normal  | Physical | 40   | 100  | 30 | Normal | ○  |
| 21  | Tail Glow    | Bug     | Status   | —    | —    | 20 | Self   | —  |
| 25  | Signal Beam  | Bug     | Special  | 75   | 100  | 15 | Normal | —  |
| 29  | Protect      | Normal  | Status   | —    | —    | 10 | Self   | —  |
| 33  | Helping Hand | Normal  | Status   | —    | —    | 20 | 1 Ally | —  |
| 37  | Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal | ○  |
| 41  | Bug Buzz     | Bug     | Special  | 90   | 100  | 10 | Normal | ○  |
| 45  | Double-Edge  | Normal  | Physical | 120  | 100  | 15 | Normal | ○  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |
|      |      |      |      |      |    |       |    |
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|----------|----------|------|------|----|----------|----|
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal   | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal   | ○  |
| Ominous Wind | Ghost    | Special  | 60   | 100  | 5  | Normal   | —  |
| Air Cutter   | Flying   | Special  | 55   | 95   | 25 | 2 Foes   | —  |
| Zen Headbutt | Psychic  | Physical | 80   | 90   | 15 | Normal   | ○  |
| Bug Bite     | Bug      | Physical | 60   | 100  | 20 | Normal   | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal   | —  |
| Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally   | —  |
| Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes   | —  |
| String Shot  | Bug      | Status   | —    | 95   | 40 | 2 Foes   | —  |
| Tailwind     | Flying   | Status   | —    | —    | 30 | 2 Allies | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal   | —  |
| Signal Beam  | Bug      | Special  | 75   | 100  | 15 | Normal   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|------|--------------|----------|----------|------|------|----|----------|----|
| TM01 | Focus Punch  | Fighting | Special  | 150  | 100  | 20 | Normal   | ○  |
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal   | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal   | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal   | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All      | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All      | —  |
| TM19 | Giga Drain   | Grass    | Special  | 60   | 100  | 10 | Normal   | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal   | —  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal   | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal   | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal   | —  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal   | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self     | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal   | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal   | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal   | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self     | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal   | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal   | ○  |
| TM51 | Roost        | Flying   | Status   | —    | —    | 10 | Self     | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal   | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal   | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM62 | Silver Wind  | Bug      | Special  | 60   | 100  | 5  | Normal   | —  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal   | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal   | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal   | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes   | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends  | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal   | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal   | —  |
| TM89 | U-turn       | Bug      | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self     | —  |

## ● EGG MOVES

| Name        | Type    | Kind    | Pow. | Acc. | PP | Range  | DA |
|-------------|---------|---------|------|------|----|--------|----|
| Baton Pass  | Normal  | Status  | —    | —    | 40 | Self   | —  |
| Silver Wind | Bug     | Special | 60   | 100  | 5  | Normal | —  |
| Trick       | Psychic | Status  | —    | 100  | 10 | Normal | —  |
| Encore      | Normal  | Status  | —    | 100  | 5  | Normal | —  |
| Bug Buzz    | Bug     | Special | 90   | 100  | 10 | Normal | —  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|---------|----------|------|------|----|--------|----|
| 1   | Tackle       | Normal  | Physical | 35   | 95   | 35 | Normal | ○  |
| 5   | Sweet Scent  | Normal  | Status   | —    | 100  | 20 | 2 Foes | —  |
| 9   | Charm        | Normal  | Status   | —    | 100  | 20 | Normal | —  |
| 13  | Moonlight    | Normal  | Status   | —    | —    | 5  | Self   | —  |
| 17  | Quick Attack | Normal  | Physical | 40   | 100  | 30 | Normal | ○  |
| 21  | Wish         | Normal  | Status   | —    | —    | 10 | Self   | —  |
| 25  | Encore       | Normal  | Status   | —    | 100  | 5  | Normal | —  |
| 29  | Flatter      | Dark    | Status   | —    | 100  | 15 | Normal | —  |
| 33  | Helping Hand | Normal  | Status   | —    | —    | 20 | 1 Ally | —  |
| 37  | Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal | ○  |
| 41  | Bug Buzz     | Bug     | Special  | 90   | 100  | 10 | Normal | ○  |
| 45  | Covet        | Normal  | Physical | 40   | 100  | 40 | Normal | ○  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|----------|----------|------|------|----|----------|----|
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal   | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal   | ○  |
| Ominous Wind | Ghost    | Special  | 60   | 100  | 5  | Normal   | —  |
| Air Cutter   | Flying   | Special  | 55   | 95   | 25 | 2 Foes   | —  |
| Zen Headbutt | Psychic  | Physical | 80   | 90   | 15 | Normal   | ○  |
| Bug Bite     | Bug      | Physical | 60   | 100  | 20 | Normal   | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal   | —  |
| Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally   | —  |
| Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes   | —  |
| String Shot  | Bug      | Status   | —    | 95   | 40 | 2 Foes   | —  |
| Tailwind     | Flying   | Status   | —    | —    | 30 | 2 Allies | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|------|--------------|----------|----------|------|------|----|----------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal   | ○  |
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal   | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal   | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal   | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All      | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All      | —  |
| TM19 | Giga Drain   | Grass    | Special  | 60   | 100  | 10 | Normal   | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal   | —  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal   | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal   | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal   | —  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal   | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self     | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal   | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal   | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal   | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self     | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal   | —  |
| TM46 | Theif        | Dark     | Physical | 40   | 100  | 10 | Normal   | ○  |
| TM51 | Roost        | Flying   | Status   | —    | —    | 10 | Self     | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal   | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal   | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM62 | Silver Wind  | Bug      | Special  | 60   | 100  | 5  | Normal   | —  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal   | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal   | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal   | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes   | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends  | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal   | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal   | —  |
| TM89 | U-turn       | Bug      | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self     | —  |

## ● EGG MOVES

| Name        | Type   | Kind    | Pow. | Acc. | PP | Range  | DA |
|-------------|--------|---------|------|------|----|--------|----|
| Baton Pass  | Normal | Status  | —    | —    | 40 | Self   | —  |
| Silver Wind | Bug    | Special | 60   | 100  | 5  | Normal | —  |
| Growth      | Normal | Status  | —    | —    | 40 | Self   | —  |
| Encore      | Normal | Status  | —    | 100  | 5  | Normal | —  |
| Bug Buzz    | Bug    | Special | 90   | 100  | 10 | Normal | —  |



No. 314 | Firefly Pokémon  
**Illumise**

Bug



- HEIGHT: 2'00"
- WEIGHT: 39.0 lbs.
- ITEMS: None

## ● SIZE COMPARISON



## ● FEMALE FORM

## ● ABILITIES

- Oblivious
- Tinted Lens

## ● EGG GROUPS

Bug  
Human-Like

## ● STATS



## ● PERFORMANCE

SPEED ★★☆☆  
POWER ★★☆☆  
SKILL ★★☆☆

STAMINA ★★☆☆  
JUMP ★★★★★

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold**

Bug-Catching Contest at the National Park (after obtaining the National Pokédex / Saturday)

**Pokémon SoulSilver**

Bug-Catching Contest at the National Park (after obtaining the National Pokédex / Saturday)

**Pokémon Diamond**

Route 229

**Pokémon Pearl**

Route 229

**Pokémon Platinum**

Route 229

**Pokémon HeartGold**

Its fragrance attracts a swarm of VOLBEAT, so they draw over 200 patterns in the night sky.

**Pokémon SoulSilver**

Its fragrance attracts a swarm of VOLBEAT, so they draw over 200 patterns in the night sky.

## ● EVOLUTION

Does not evolve

No. 315 | Thorn Pokémon  
**Roselia**

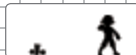
Grass

Poison



- HEIGHT: 1'00"
- WEIGHT: 4.4 lbs.
- ITEMS: Poison Barb

## ● SIZE COMPARISON



- MALE FORM  
Smaller leaf on chest



- FEMALE FORM  
Larger leaf on chest

## ● ABILITIES

- Natural Cure
- Poison Point

## ● STATS



## ● EGG GROUPS

Fairy  
Grass

## ● PERFORMANCE

SPEED ★★★★★  
 POWER ★★★★★  
 SKILL ★★★★★

STAMINA ★★★★★  
 JUMP ★★★★★

## ● MAIN WAYS TO OBTAIN

## Pokémon HeartGold

Safari Zone (Marshland Area:  
if Forest objects are placed,  
may appear in tall grass)

## Pokémon SoulSilver

Safari Zone (Marshland Area:  
if Forest objects are placed,  
may appear in tall grass)

Pokémon Diamond Route 212

Pokémon Pearl Route 212

Pokémon Platinum Route 208

## Pokémon HeartGold

ROSELIA that drink  
nutritionally rich  
springwater are said to  
reveal rare coloration  
when they bloom.

## Pokémon SoulSilver

ROSELIA that drink  
nutritionally rich  
springwater are said to  
reveal rare coloration  
when they bloom.

## ● EVOLUTION



## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range      | DA |
|-----|--------------|--------|----------|------|------|----|------------|----|
| 1   | Absorb       | Grass  | Special  | 20   | 100  | 25 | Normal     | —  |
| 4   | Growth       | Normal | Status   | —    | —    | 40 | Self       | —  |
| 7   | Poison Sting | Poison | Physical | 15   | 100  | 35 | Normal     | —  |
| 10  | Stun Spore   | Grass  | Status   | —    | 75   | 30 | Normal     | —  |
| 13  | Mega Drain   | Grass  | Special  | 40   | 100  | 15 | Normal     | —  |
| 16  | Leech Seed   | Grass  | Status   | —    | 90   | 10 | Normal     | —  |
| 19  | Magical Leaf | Grass  | Special  | 60   | —    | 20 | Normal     | —  |
| 22  | GrassWhistle | Grass  | Status   | —    | 55   | 15 | Normal     | —  |
| 25  | Giga Drain   | Grass  | Special  | 60   | 100  | 10 | Normal     | —  |
| 28  | Toxic Spikes | Poison | Status   | —    | —    | 20 | 2 Foes     | —  |
| 31  | Sweet Scent  | Normal | Status   | —    | 100  | 20 | 2 Foes     | —  |
| 34  | Ingrain      | Grass  | Status   | —    | —    | 20 | Self       | —  |
| 37  | Toxic        | Poison | Status   | —    | 85   | 10 | Normal     | —  |
| 40  | Petal Dance  | Grass  | Special  | 90   | 100  | 20 | 1 Random   | ○  |
| 43  | Aromatherapy | Grass  | Status   | —    | —    | 5  | All Allies | —  |
| 46  | Synthesis    | Grass  | Status   | —    | —    | 5  | Self       | —  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name        | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-------------|--------|----------|------|------|----|--------|----|
| Fury Cutter | Bug    | Physical | 10   | 95   | 20 | Normal | ○  |
| Snore       | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Synthesis   | Grass  | Status   | —    | —    | 5  | Self   | —  |
| Swift       | Normal | Special  | 60   | —    | 20 | 2 Foes | —  |
| Worry Seed  | Grass  | Status   | —    | 100  | 10 | Normal | —  |
| Mud-Slap    | Ground | Special  | 20   | 100  | 10 | Normal | —  |
| Seed Bomb   | Grass  | Physical | 80   | 100  | 15 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP  | Range   | DA |
|------|--------------|---------|----------|------|------|-----|---------|----|
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10  | Normal  | —  |
| TM09 | Bullet Seed  | Grass   | Physical | 10   | 100  | 30  | Normal  | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15  | Normal  | —  |
| TM11 | Sunny Day    | Fire    | Status   | —    | 5    | All | —       | —  |
| TM17 | Protect      | Normal  | Status   | —    | —    | 10  | Self    | —  |
| TM18 | Rain Dance   | Water   | Status   | —    | 5    | All | —       | —  |
| TM19 | Giga Drain   | Grass   | Special  | 60   | 100  | 10  | Normal  | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20  | Normal  | ○  |
| TM22 | SolarBeam    | Grass   | Special  | 120  | 100  | 10  | Normal  | —  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20  | Normal  | ○  |
| TM30 | Shadow Ball  | Ghost   | Special  | 80   | 100  | 15  | Normal  | —  |
| TM32 | Double Team  | Normal  | Status   | —    | —    | 15  | Self    | —  |
| TM36 | Sludge Bomb  | Poison  | Special  | 90   | 100  | 10  | Normal  | —  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20  | Normal  | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20  | Normal  | —  |
| TM44 | Rest         | Psychic | Status   | —    | —    | 10  | Self    | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15  | Normal  | —  |
| TM53 | Energy Ball  | Grass   | Special  | 80   | 100  | 10  | Normal  | —  |
| TM58 | Endure       | Normal  | Status   | —    | —    | 10  | Self    | —  |
| TM70 | Flash        | Normal  | Status   | —    | 100  | 20  | Normal  | —  |
| TM75 | Swords Dance | Normal  | Status   | —    | —    | 30  | Self    | —  |
| TM77 | Psych Up     | Normal  | Status   | —    | —    | 10  | Normal  | —  |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20  | 2 Foes  | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | —    | 10  | Depends | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15  | Normal  | —  |
| TM84 | Poison Jab   | Poison  | Physical | 80   | 100  | 20  | Normal  | ○  |
| TM86 | Grass Knot   | Grass   | Special  | —    | 100  | 20  | Normal  | ○  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15  | Normal  | —  |
| TM90 | Substitute   | Normal  | Status   | —    | —    | 10  | Self    | —  |
| HM01 | Cut          | Normal  | Physical | 50   | 95   | 30  | Normal  | ○  |

## ● EGG MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Spikes       | Ground | Status   | —    | —    | 20 | 2 Foes | —  |
| Synthesis    | Grass  | Status   | —    | —    | 5  | Self   | —  |
| Pin Missile  | Bug    | Physical | 14   | 85   | 20 | Normal | —  |
| Cotton Spore | Grass  | Status   | —    | 85   | 40 | Normal | —  |
| Sleep Powder | Grass  | Status   | —    | 75   | 15 | Normal | —  |
| Razor Leaf   | Grass  | Physical | 55   | 95   | 25 | 2 Foes | —  |
| Mind Reader  | Normal | Status   | —    | —    | 5  | Normal | —  |
| Leaf Storm   | Grass  | Special  | 140  | 90   | 5  | Normal | —  |

## ● LEVEL-UP MOVES

| Lv. | Name        | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|-------------|---------|----------|------|------|----|--------|----|
| 1   | Pound       | Normal  | Physical | 40   | 100  | 35 | Normal | ○  |
| 6   | Yawn        | Normal  | Status   | —    | —    | 10 | Normal | —  |
| 9   | Poison Gas  | Poison  | Status   | —    | 55   | 40 | Normal | —  |
| 14  | Sludge      | Poison  | Special  | 65   | 100  | 20 | Normal | —  |
| 17  | Amnesia     | Psychic | Status   | —    | —    | 20 | Self   | —  |
| 23  | Encore      | Normal  | Status   | —    | 100  | 5  | Normal | —  |
| 28  | Toxic       | Poison  | Status   | —    | 85   | 10 | Normal | —  |
| 34  | Stockpile   | Normal  | Status   | —    | —    | 20 | Self   | —  |
| 34  | Spit Up     | Normal  | Special  | —    | 100  | 10 | Normal | —  |
| 34  | Swallow     | Normal  | Status   | —    | —    | 10 | Self   | —  |
| 39  | Sludge Bomb | Poison  | Special  | 90   | 100  | 10 | Normal | —  |
| 44  | Gastro Acid | Poison  | Status   | —    | 100  | 10 | Normal | —  |
| 49  | Wring Out   | Normal  | Special  | —    | 100  | 5  | Normal | ○  |
| 54  | Gunk Shot   | Poison  | Physical | 120  | 70   | 5  | Normal | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Rollout      | Rock     | Physical | 30   | 90   | 20 | Normal | ○  |
| Gastro Acid  | Poison   | Status   | —    | 100  | 10 | Normal | —  |
| Gunk Shot    | Poison   | Physical | 120  | 70   | 5  | Normal | —  |
| Seed Bomb    | Grass    | Physical | 80   | 100  | 15 | Normal | —  |
| Pain Split   | Normal   | Status   | —    | —    | 20 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP  | Range         | DA |
|------|--------------|----------|----------|------|------|-----|---------------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20  | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10  | Normal        | —  |
| TM09 | Bullet Seed  | Grass    | Physical | 10   | 100  | 30  | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15  | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | All | —             | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10  | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | All | —             | —  |
| TM19 | Giga Drain   | Grass    | Special  | 60   | 100  | 10  | Normal        | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20  | Normal        | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10  | Normal        | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20  | Normal        | ○  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15  | Normal        | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15  | Self          | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20  | Normal        | —  |
| TM36 | Sludge Bomb  | Poison   | Special  | 90   | 100  | 10  | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20  | Normal        | —  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20  | Normal        | ○  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10  | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15  | Normal        | —  |
| TM49 | Snatch       | Dark     | Status   | —    | —    | 10  | Depends       | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10  | Self          | —  |
| TM64 | Explosion    | Normal   | Physical | 250  | 100  | 5   | 2 Foes/1 Ally | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20  | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10  | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15  | Normal        | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15  | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15  | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10  | Self          | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15  | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15  | Normal        | ○  |

## ● EGG MOVES

| Name         | Type    | Kind    | Pow. | Acc. | PP | Range       | DA |
|--------------|---------|---------|------|------|----|-------------|----|
| Dream Eater  | Psychic | Special | 100  | 100  | 15 | Normal      | —  |
| Acid Armor   | Poison  | Status  | —    | —    | 40 | Self        | —  |
| Smog         | Poison  | Special | 20   | 70   | 20 | Normal      | —  |
| Pain Split   | Normal  | Status  | —    | —    | 20 | Normal      | —  |
| Curse        | ???     | Status  | —    | —    | 10 | Normal/Self | —  |
| Destiny Bond | Ghost   | Status  | —    | —    | 5  | Self        | —  |



No. 316 | Stomach Pokémon

Gulpin

Poison



- HEIGHT: 1'04"
- WEIGHT: 22.7 lbs.
- ITEMS: Big Pearl

## ● SIZE COMPARISON



- MALE FORM  
Longer yellow point



- FEMALE FORM  
Shorter yellow point

## ● ABILITIES

- Liquid Ooze
- Sticky Hold

## ● STATS



## ● EGG GROUPS

Amorphous

## ● PERFORMANCE

SPEED ★★☆☆

POWER ★★☆☆

SKILL ★★☆☆

STAMINA ★★★☆☆

JUMP ★★☆☆

## ● MAIN WAYS TO OBTAIN

Pokémon HeartGold

Pokémon SoulSilver

Route 3 (mass outbreak)

Pokémon Diamond

Pastoria Great Marsh (after obtaining the National Pokédex / changes daily)

Pokémon Pearl

Pastoria Great Marsh (after obtaining the National Pokédex / changes daily)

Pokémon Platinum

Pastoria Great Marsh (after obtaining the National Pokédex / changes daily)

Pokémon HeartGold

It has a small heart and brain. Its stomach comprises most of its body, with enzymes to dissolve anything.

Pokémon SoulSilver

It has a small heart and brain. Its stomach comprises most of its body, with enzymes to dissolve anything.

## ● EVOLUTION



Lv. 26



Gulpin

Swalot



No. 317 | Poison Bag Pokémon  
**Swalot**

Poison



## SIZE COMPARISON

- HEIGHT: 5'02"
- WEIGHT: 176.4 lbs.
- ITEMS: None



- MALE FORM  
Longer whiskers

- FEMALE FORM  
Shorter whiskers

## ABILITIES

- Liquid Ooze
- Sticky Hold

## STATS



## EGG GROUPS

Amorphous

## PERFORMANCE

SPEED ★★☆☆  
POWER ★★★★★  
SKILL ★★★☆☆

STAMINA ★★★★★☆  
JUMP ★★☆☆☆

## MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver Level up Gulpin to Lv. 26

Pokémon Diamond Level up Gulpin to Lv. 26

Pokémon Pearl Level up Gulpin to Lv. 26

Pokémon Platinum Level up Gulpin to Lv. 26

Pokémon HeartGold

It gulps anything that fits in its mouth. Its special enzymes can dissolve anything.

Pokémon SoulSilver

It gulps anything that fits in its mouth. Its special enzymes can dissolve anything.

## EVOLUTION



Lv. 26



Gulpin

Swalot

## LEVEL-UP MOVES

| Lv. | Name        | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|-------------|---------|----------|------|------|----|--------|----|
| 1   | Pound       | Normal  | Physical | 40   | 100  | 35 | Normal | ○  |
| 1   | Yawn        | Normal  | Status   | —    | —    | 10 | Normal | —  |
| 1   | Poison Gas  | Poison  | Status   | —    | 55   | 40 | Normal | —  |
| 1   | Sludge      | Poison  | Special  | 65   | 100  | 20 | Normal | —  |
| 6   | Yawn        | Normal  | Status   | —    | —    | 10 | Normal | —  |
| 9   | Poison Gas  | Poison  | Status   | —    | 55   | 40 | Normal | —  |
| 14  | Sludge      | Poison  | Special  | 65   | 100  | 20 | Normal | —  |
| 17  | Amnesia     | Psychic | Status   | —    | —    | 20 | Self   | —  |
| 23  | Encore      | Normal  | Status   | —    | 100  | 5  | Normal | —  |
| 26  | Body Slam   | Normal  | Physical | 85   | 100  | 15 | Normal | ○  |
| 30  | Toxic       | Poison  | Status   | —    | 85   | 10 | Normal | —  |
| 38  | Stockpile   | Normal  | Status   | —    | —    | 20 | Self   | —  |
| 38  | Spit Up     | Normal  | Special  | —    | 100  | 10 | Normal | —  |
| 38  | Swallow     | Normal  | Status   | —    | —    | 10 | Self   | —  |
| 45  | Sludge Bomb | Poison  | Special  | 90   | 100  | 10 | Normal | —  |
| 52  | Gastro Acid | Poison  | Status   | —    | 100  | 10 | Normal | —  |
| 59  | Wring Out   | Normal  | Special  | —    | 100  | 5  | Normal | ○  |
| 66  | Gunk Shot   | Poison  | Physical | 120  | 70   | 5  | Normal | —  |

## MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Block        | Normal   | Status   | —    | —    | 5  | Normal | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Rollout      | Rock     | Special  | 30   | 90   | 20 | Normal | ○  |
| Gastro Acid  | Poison   | Status   | —    | 100  | 10 | Normal | —  |
| Gunk Shot    | Poison   | Physical | 120  | 70   | 5  | Normal | —  |
| Seed Bomb    | Grass    | Physical | 80   | 100  | 15 | Normal | —  |
| Pain Split   | Normal   | Status   | —    | —    | 20 | Normal | —  |

## TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM09 | Bullet Seed  | Grass    | Physical | 100  | 100  | 30 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM19 | Giga Drain   | Grass    | Special  | 60   | 100  | 10 | Normal        | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal        | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal        | —  |
| TM36 | Sludge Bomb  | Poison   | Special  | 90   | 100  | 10 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM49 | Snatch       | Dark     | Status   | —    | —    | 10 | Depends       | —  |
| TM59 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM64 | Explosion    | Normal   | Physical | 250  | 100  | 5  | 2 Foes/1 Ally | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |



## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|---------|----------|------|------|----|--------|----|
| 1   | Leer         | Normal  | Status   | —    | 100  | 30 | 2 Foes | —  |
| 1   | Bite         | Dark    | Physical | 60   | 100  | 25 | Normal | —  |
| 6   | Rage         | Normal  | Physical | 20   | 100  | 20 | Normal | —  |
| 8   | Focus Energy | Normal  | Status   | —    | —    | 30 | Self   | —  |
| 11  | Scary Face   | Normal  | Status   | —    | 90   | 10 | Normal | —  |
| 16  | Ice Fang     | Ice     | Physical | 65   | 95   | 15 | Normal | —  |
| 18  | Scream       | Normal  | Status   | —    | 85   | 40 | Normal | —  |
| 21  | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal | —  |
| 26  | Assurance    | Dark    | Physical | 50   | 100  | 10 | Normal | —  |
| 28  | Crunch       | Dark    | Physical | 80   | 100  | 15 | Normal | —  |
| 31  | Aqua Jet     | Water   | Physical | 40   | 100  | 20 | Normal | —  |
| 36  | Agility      | Psychic | Status   | —    | —    | 30 | Self   | —  |
| 38  | Take Down    | Normal  | Physical | 90   | 85   | 20 | Normal | —  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|---------|----------|------|------|----|----------|----|
| Dive         | Water   | Physical | 80   | 100  | 10 | Normal   | —  |
| Fury Cutter  | Bug     | Physical | 10   | 95   | 20 | Normal   | —  |
| Icy Wind     | Ice     | Special  | 55   | 95   | 15 | 2 Foes   | —  |
| Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal   | —  |
| Snore        | Normal  | Special  | 40   | 100  | 15 | Normal   | —  |
| Spite        | Ghost   | Status   | —    | 100  | 10 | Normal   | —  |
| Swift        | Normal  | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Uproar       | Normal  | Special  | 50   | 100  | 10 | 1 Random | —  |
| Mud-Slap     | Ground  | Special  | 20   | 100  | 10 | Normal   | —  |
| AncientPower | Rock    | Special  | 60   | 100  | 5  | Normal   | —  |
| Bounce       | Flying  | Physical | 85   | 85   | 5  | Normal   | —  |
| Super Fang   | Normal  | Physical | —    | 90   | 10 | Normal   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP      | Range         | DA |
|------|--------------|---------|----------|------|------|---------|---------------|----|
| TM03 | Water Pulse  | Water   | Special  | 60   | 100  | 20      | Normal        | —  |
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10      | Normal        | —  |
| TM07 | Hail         | Ice     | Status   | —    | 10   | All     | —             |    |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15      | Normal        | —  |
| TM12 | Taunt        | Dark    | Status   | —    | 100  | 20      | Normal        | —  |
| TM13 | Ice Beam     | Ice     | Special  | 95   | 100  | 10      | Normal        | —  |
| TM14 | Blizzard     | Ice     | Special  | 120  | 70   | 5       | 2 Foes        | —  |
| TM17 | Protect      | Normal  | Status   | —    | 10   | Self    | —             |    |
| TM18 | Rain Dance   | Water   | Status   | —    | 5    | All     | —             |    |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20      | Normal        | —  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20      | Normal        | —  |
| TM32 | Double Team  | Normal  | Status   | —    | 15   | Self    | —             |    |
| TM41 | Torment      | Dark    | Status   | —    | 100  | 15      | Normal        | —  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20      | Normal        | —  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20      | Normal        | —  |
| TM44 | Rest         | Psychic | Status   | —    | 10   | Self    | —             |    |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15      | Normal        | —  |
| TM46 | Thief        | Dark    | Physical | 40   | 100  | 10      | Normal        | —  |
| TM55 | Brine        | Water   | Special  | 65   | 100  | 10      | Normal        | —  |
| TM58 | Endure       | Normal  | Status   | —    | 10   | Self    | —             |    |
| TM66 | Payback      | Dark    | Physical | 50   | 100  | 10      | Normal        | —  |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20      | 2 Foes        | —  |
| TM79 | Dark Pulse   | Dark    | Special  | 80   | 100  | 15      | Normal        | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | 10   | Depends | —             |    |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15      | Normal        | —  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15      | Normal        | —  |
| TM90 | Substitute   | Normal  | Status   | —    | 10   | Self    | —             |    |
| HM03 | Surf         | Water   | Special  | 95   | 100  | 15      | 2 Foes/1 Ally | —  |
| HM05 | Whirlpool    | Water   | Special  | 15   | 70   | 15      | Normal        | —  |
| HM07 | Waterfall    | Water   | Physical | 80   | 100  | 15      | Normal        | —  |

## ● EGG MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|--------|----------|------|------|----|----------|----|
| Hydro Pump   | Water  | Special  | 120  | 80   | 5  | Normal   | —  |
| Double-Edge  | Normal | Physical | 120  | 100  | 15 | Normal   | —  |
| Thrash       | Normal | Physical | 90   | 100  | 20 | 1 Random | —  |
| AncientPower | Rock   | Special  | 60   | 100  | 5  | Normal   | —  |

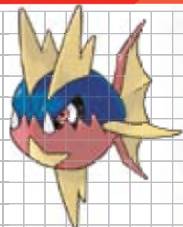


No. 318 | Savage Pokémon

Carvanha

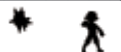
Water

Dark



- HEIGHT: 2'07"
- WEIGHT: 45.9 lbs.
- ITEMS: None

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Rough Skin

## ● STATS



## ● EGG GROUPS

Water 2

## ● PERFORMANCE

SPEED ★★☆☆  
POWER ★★☆☆  
SKILL ★★☆☆

STAMINA ★★☆☆  
JUMP ★★☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Warm Beach  
Pokéwalker Route

**Pokémon SoulSilver** Warm Beach  
Pokéwalker Route

**Pokémon Diamond** Pastoria Great Marsh /  
Super Rod

**Pokémon Pearl** Pastoria Great Marsh /  
Super Rod

**Pokémon Platinum** Pastoria Great Marsh /  
Super Rod

**Pokémon HeartGold** They form packs to attack boats and rip out their hulls to sink them. They live in rivers in the jungle.

**Pokémon SoulSilver** They form packs to attack boats and rip out their hulls to sink them. They live in rivers in the jungle.

## ● EVOLUTION



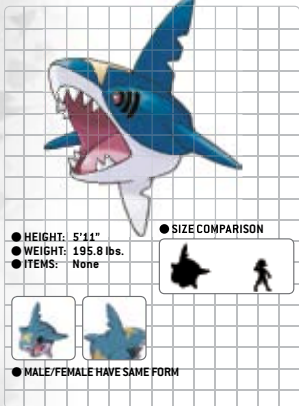
Carvanha

Sharpedo

No. 319 | Brutal Pokémon  
**Sharpedo**

Water

Dark



- HEIGHT: 5'11"
- WEIGHT: 195.8 lbs.
- ITEMS: None

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Rough Skin

## ● STATS



## ● EGG GROUPS

Water 2

## ● PERFORMANCE

SPEED ★★★★★  
 POWER ★★★★★  
 SKILL ★★★★★

STAMINA ★★  
 JUMP ★★☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Level up Carvanha to Lv. 30

**Pokémon SoulSilver** Level up Carvanha to Lv. 30

**Pokémon Diamond** Route 213 (Super Rod)

**Pokémon Pearl** Route 213 (Super Rod)

**Pokémon Platinum** Level up Carvanha to Lv. 30

**Pokémon HeartGold**

It can swim at speeds of 75 mph by jetting sea water through its body. It is the bandit of the sea.

**Pokémon SoulSilver**

It can swim at speeds of 75 mph by jetting sea water through its body. It is the bandit of the sea.

## ● EVOLUTION



Carvanha

Sharpedo

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|---------|----------|------|------|----|--------|----|
| 1   | Feint        | Normal  | Physical | 50   | 100  | 10 | Normal | —  |
| 1   | Leer         | Normal  | Status   | —    | 100  | 30 | 2 Foes | —  |
| 1   | Bite         | Dark    | Physical | 60   | 100  | 25 | Normal | ○  |
| 1   | Rage         | Normal  | Physical | 20   | 100  | 20 | Normal | ○  |
| 1   | Focus Energy | Normal  | Status   | —    | —    | 30 | Self   | —  |
| 6   | Rage         | Normal  | Physical | 20   | 100  | 20 | Normal | ○  |
| 8   | Focus Energy | Normal  | Status   | —    | —    | 30 | Self   | —  |
| 11  | Scary Face   | Normal  | Status   | —    | 90   | 10 | Normal | —  |
| 16  | Ice Fang     | Ice     | Physical | 65   | 95   | 15 | Normal | ○  |
| 18  | Screech      | Normal  | Status   | —    | 85   | 40 | Normal | —  |
| 21  | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal | —  |
| 26  | Assurance    | Dark    | Physical | 50   | 100  | 10 | Normal | ○  |
| 28  | Crunch       | Dark    | Physical | 80   | 100  | 15 | Normal | ○  |
| 30  | Slash        | Normal  | Physical | 70   | 100  | 20 | Normal | ○  |
| 34  | Aqua Jet     | Water   | Physical | 40   | 100  | 20 | Normal | ○  |
| 40  | Taunt        | Dark    | Status   | —    | 100  | 20 | Normal | —  |
| 45  | Agility      | Psychic | Status   | —    | —    | 30 | Self   | —  |
| 50  | Skull Bash   | Normal  | Physical | 100  | 100  | 15 | Normal | ○  |
| 56  | Night Slash  | Dark    | Physical | 70   | 100  | 15 | Normal | ○  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|---------|----------|------|------|----|----------|----|
| Dive         | Water   | Physical | 80   | 100  | 10 | Normal   | ○  |
| Fury Cutter  | Bug     | Physical | 10   | 95   | 20 | Normal   | ○  |
| Icy Wind     | Ice     | Special  | 55   | 95   | 15 | 2 Foes   | —  |
| Zen Headbutt | Psychic | Special  | 80   | 90   | 15 | Normal   | ○  |
| Snore        | Normal  | Special  | 40   | 100  | 15 | Normal   | —  |
| Spite        | Ghost   | Status   | —    | 100  | 10 | Normal   | —  |
| Swift        | Normal  | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Uproar       | Normal  | Special  | 50   | 100  | 10 | 1 Random | —  |
| Mud-Slap     | Ground  | Special  | 20   | 100  | 10 | Normal   | —  |
| AncientPower | Rock    | Special  | 60   | 100  | 5  | Normal   | —  |
| Bounce       | Flying  | Physical | 85   | 85   | 5  | Normal   | ○  |
| Super Fang   | Normal  | Physical | —    | 90   | 10 | Normal   | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA      |
|------|--------------|----------|----------|------|------|----|---------------|---------|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal        | —       |
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20 | Normal        | —       |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —       |
| TM07 | Hail         | Ice      | Status   | —    | 100  | 10 | All           | —       |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —       |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal        | —       |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —       |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes        | —       |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —       |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —       |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —       |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○       |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —       |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○       |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —       |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —       |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15 | Normal        | —       |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○       |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —       |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —       |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —       |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal        | ○       |
| TM55 | Brine        | Water    | Special  | 65   | 100  | 10 | Normal        | —       |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —       |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10 | Normal        | ○       |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○       |
| TM72 | Avalanche    | Ice      | Physical | 60   | 100  | 10 | Normal        | ○       |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —       |
| TM79 | Dark Pulse   | Dark     | Special  | 80   | 100  | 15 | Normal        | —       |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Normal        | Depends |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —       |
| TM84 | Poison Jab   | Poison   | Physical | 80   | 100  | 20 | Normal        | ○       |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —       |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —       |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | —       |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○       |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15 | Normal        | —       |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○       |
| HM07 | Waterfall    | Water    | Physical | 80   | 100  | 15 | Normal        | ○       |

## ● LEVEL-UP MOVES

| Lv. | Name        | Type    | Kind     | Pow. | Acc. | PP | Range    | DA     |   |
|-----|-------------|---------|----------|------|------|----|----------|--------|---|
| 1   | Splash      | Normal  | Status   | —    | —    | 40 | Self     | —      |   |
| 4   | Growl       | Normal  | Status   | —    | 100  | 40 | 2 Foes   | —      |   |
| 7   | Water Gun   | Water   | Special  | 40   | 100  | 25 | Normal   | —      |   |
| 11  | Rollout     | Rock    | Physical | 30   | 90   | 20 | Normal   | ○      |   |
| 14  | Whirlpool   | Water   | Special  | 15   | 70   | 15 | Normal   | —      |   |
| 17  | Astonish    | Ghost   | Special  | 30   | 100  | 15 | Normal   | ○      |   |
| 21  | Water Pulse | Water   | Special  | 60   | 100  | 20 | Normal   | —      |   |
| 24  | Mist        | Ice     | Status   | —    | 30   | 2  | 2 Allies | —      |   |
| 27  | Rest        | Psychic | Status   | —    | —    | 10 | Self     | —      |   |
| 31  | Brine       | Water   | Special  | 65   | 100  | 10 | Normal   | 2 Foes | — |
| 34  | Water Spout | Water   | Special  | 150  | 100  | 5  | 2 Foes   | —      |   |
| 37  | Amnesia     | Psychic | Status   | —    | —    | 20 | Self     | —      |   |
| 41  | Dive        | Water   | Physical | 80   | 100  | 10 | Normal   | ○      |   |
| 44  | Bounce      | Flying  | Physical | 85   | 85   | 5  | Normal   | ○      |   |
| 47  | Hydro Pump  | Water   | Special  | 120  | 80   | 5  | Normal   | —      |   |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Dive     | Water  | Physical | 80   | 100  | 10 | Normal | ○  |
| Icy Wind | Ice    | Special  | 55   | 95   | 15 | 2 Foes | —  |
| Snore    | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Rollout  | Rock   | Physical | 30   | 90   | 20 | Normal | ○  |
| Bounce   | Flying | Physical | 85   | 85   | 5  | Normal | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal        | —  |
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM07 | Hail         | Ice      | Status   | —    | —    | 10 | All           | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM55 | Brine        | Water    | Special  | 65   | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM72 | Avalanche    | Ice      | Physical | 60   | 100  | 10 | Normal        | ○  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15 | Normal        | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM07 | Waterfall    | Water    | Physical | 80   | 100  | 15 | Normal        | ○  |

## ● EGG MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range       | DA |
|--------------|--------|----------|------|------|----|-------------|----|
| Double-Edge  | Normal | Physical | 120  | 100  | 15 | Normal      | ○  |
| Thrash       | Normal | Physical | 90   | 100  | 20 | 1 Random    | ○  |
| Swagger      | Normal | Status   | —    | 90   | 15 | Normal      | —  |
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal      | —  |
| Sleep Talk   | Normal | Status   | —    | —    | 10 | Depends     | —  |
| Curse        | ???    | Status   | —    | —    | 10 | Normal/Self | —  |
| Fissure      | Ground | Physical | —    | 30   | 5  | Normal      | —  |
| Tickle       | Normal | Status   | —    | 100  | 20 | Normal      | —  |
| Defense Curl | Normal | Status   | —    | —    | 40 | Self        | —  |
| Body Slam    | Normal | Physical | 85   | 100  | 15 | Normal      | ○  |
| Aqua Ring    | Water  | Status   | —    | —    | 20 | Self        | —  |



No. 320 | Ball Whale Pokémon

Wailmer

Water



- HEIGHT: 6'02"
- WEIGHT: 286.6 lbs.
- ITEMS: None

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Water Veil
- Oblivious

## ● STATS



## ● EGG GROUPS

Field

Water 2

## ● PERFORMANCE

SPEED ★★☆☆

POWER ★★☆☆

SKILL ★★☆☆

STAMINA ★★☆☆☆

JUMP ★★☆☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Warm Beach  
Pokéwalker Route

**Pokémon SoulSilver** Warm Beach  
Pokéwalker Route

**Pokémon Diamond** Route 223 (Super Rod)

**Pokémon Pearl** Route 223 (Super Rod)

**Pokémon Platinum** Route 223 (Super Rod)

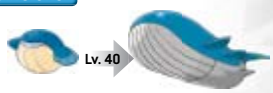
**Pokémon HeartGold**

It bounces playfully like a ball. The more seawater it swallows, the higher it bounces.

**Pokémon SoulSilver**

It bounces playfully like a ball. The more seawater it swallows, the higher it bounces.

## ● EVOLUTION

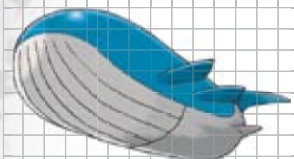


Wailmer

Wailord

No. 321 | Float Whale Pokémon  
**Wailord**

Water



- HEIGHT: 42'02"
- WEIGHT: 877.4 lbs.
- ITEMS: None

## SIZE COMPARISON



● MALE/FEMALE HAVE SAME FORM

## ABILITIES

- Water Veil
- Oblivious

## STATS



## EGG GROUPS

Field

Water 2

## PERFORMANCE

SPEED ★★☆☆  
 POWER ★★★★★☆  
 SKILL ★

STAMINA ★★★★★★  
 JUMP ★★★☆☆

## MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Level up Wailmer to Lv. 40

**Pokémon SoulSilver** Level up Wailmer to Lv. 40

**Pokémon Diamond** Route 223 [Super Rod]

**Pokémon Pearl** Route 223 [Super Rod]

**Pokémon Platinum** Route 223 [Super Rod]

**Pokémon HeartGold**

It is the largest of all identified Pokémon. They jump as a pack to herd their prey.

**Pokémon SoulSilver**

It is the largest of all identified Pokémon. They jump as a pack to herd their prey.

## EVOLUTION



## LEVEL-UP MOVES

| Lv. | Name        | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----|-------------|---------|----------|------|------|----|----------|----|
| 1   | Splash      | Normal  | Status   | —    | —    | 40 | Self     | —  |
| 1   | Growl       | Normal  | Status   | —    | 100  | 40 | 2 Foes   | —  |
| 1   | Water Gun   | Water   | Special  | 40   | 100  | 25 | Normal   | —  |
| 1   | Rollout     | Rock    | Physical | 30   | 90   | 20 | Normal   | ○  |
| 4   | Growl       | Normal  | Status   | —    | 100  | 40 | 2 Foes   | —  |
| 7   | Water Gun   | Water   | Special  | 40   | 100  | 25 | Normal   | —  |
| 11  | Rollout     | Rock    | Physical | 30   | 90   | 20 | Normal   | ○  |
| 14  | Whirlpool   | Water   | Special  | 15   | 70   | 15 | Normal   | —  |
| 17  | Astonish    | Ghost   | Physical | 30   | 100  | 15 | Normal   | ○  |
| 21  | Water Pulse | Water   | Special  | 60   | 100  | 20 | Normal   | —  |
| 24  | Mist        | Ice     | Status   | —    | —    | 30 | 2 Allies | —  |
| 27  | Rest        | Psychic | Status   | —    | —    | 10 | Self     | —  |
| 31  | Brine       | Water   | Special  | 65   | 100  | 10 | Normal   | —  |
| 34  | Water Spout | Water   | Special  | 150  | 100  | 5  | 2 Foes   | —  |
| 37  | Amnesia     | Psychic | Status   | —    | —    | 20 | Self     | —  |
| 46  | Dive        | Water   | Physical | 80   | 100  | 10 | Normal   | ○  |
| 54  | Bounce      | Flying  | Physical | 85   | 85   | 5  | Normal   | ○  |
| 62  | Hydro Pump  | Water   | Special  | 120  | 80   | 5  | Normal   | —  |

## MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## BP MOVES

| Name      | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----------|--------|----------|------|------|----|--------|----|
| Dive      | Water  | Physical | 80   | 100  | 10 | Normal | ○  |
| Icy Wind  | Ice    | Special  | 55   | 95   | 15 | 2 Foes | —  |
| Snore     | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Block     | Normal | Status   | —    | —    | 5  | Normal | —  |
| Rollout   | Rock   | Physical | 30   | 90   | 20 | Normal | ○  |
| Iron Head | Steel  | Physical | 80   | 100  | 15 | Normal | ○  |
| Bounce    | Flying | Physical | 85   | 85   | 5  | Normal | ○  |
|           |        |          |      |      |    |        |    |
|           |        |          |      |      |    |        |    |
|           |        |          |      |      |    |        |    |
|           |        |          |      |      |    |        |    |
|           |        |          |      |      |    |        |    |
|           |        |          |      |      |    |        |    |
|           |        |          |      |      |    |        |    |
|           |        |          |      |      |    |        |    |
|           |        |          |      |      |    |        |    |
|           |        |          |      |      |    |        |    |
|           |        |          |      |      |    |        |    |
|           |        |          |      |      |    |        |    |

## TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal        | —  |
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM07 | Hail         | Ice      | Status   | —    | —    | 10 | All           | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM55 | Brine        | Water    | Special  | 65   | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM72 | Avalanche    | Ice      | Physical | 60   | 100  | 10 | Normal        | ○  |
| TM78 | Captive      | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15 | Normal        | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM07 | Waterfall    | Water    | Physical | 80   | 100  | 15 | Normal        | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|--------------|---------|----------|------|------|----|---------------|----|
| 1   | Growl        | Normal  | Status   | —    | 100  | 40 | 2 Foes        | —  |
| 1   | Tackle       | Normal  | Physical | 35   | 95   | 35 | Normal        | ○  |
| 5   | Ember        | Fire    | Special  | 40   | 100  | 25 | Normal        | —  |
| 11  | Magnitude    | Ground  | Physical | —    | 100  | 30 | 2 Foes/1 Ally | —  |
| 15  | Focus Energy | Normal  | Status   | —    | —    | 30 | Self          | —  |
| 21  | Take Down    | Normal  | Physical | 90   | 85   | 20 | Normal        | ○  |
| 25  | Amnesia      | Psychic | Status   | —    | —    | 20 | Self          | —  |
| 31  | Lava Plume   | Fire    | Special  | 80   | 100  | 15 | 2 Foes/1 Ally | —  |
| 35  | Earth Power  | Ground  | Special  | 90   | 100  | 10 | Normal        | —  |
| 41  | Earthquake   | Ground  | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| 45  | Flamethrower | Fire    | Special  | 95   | 100  | 15 | Normal        | —  |
| 51  | Double-Edge  | Normal  | Physical | 120  | 100  | 15 | Normal        | ○  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name        | Type   | Kind    | Pow. | Acc. | PP | Range  | DA |
|-------------|--------|---------|------|------|----|--------|----|
| Snore       | Normal | Special | 40   | 100  | 15 | Normal | —  |
| Mud-Slap    | Ground | Special | 20   | 100  | 10 | Normal | —  |
| Rollout     | Rock   | Special | 30   | 90   | 20 | Normal | ○  |
| Earth Power | Ground | Special | 90   | 100  | 10 | Normal | —  |
| Heat Wave   | Fire   | Special | 100  | 90   | 10 | 2 Foes | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | —  | All           | —  |
| TM17 | Protect      | Normal   | Status   | —    | 10   | —  | Self          | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | 15   | —  | Self          | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal        | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | 10   | —  | All           | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5  | Normal        | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | 10   | —  | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM50 | Overheat     | Fire     | Special  | 140  | 90   | 5  | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | 10   | —  | Self          | —  |
| TM61 | Will-O-Wisp  | Fire     | Status   | —    | 75   | 15 | Normal        | —  |
| TM76 | Stealth Rock | Rock     | Status   | —    | 20   | —  | 2 Foes        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | 10   | —  | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | 10   | —  | Self          | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |

## ● EGG MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Howl         | Normal | Status   | —    | —    | 40 | Self   | —  |
| Scary Face   | Normal | Status   | —    | 90   | 10 | Normal | —  |
| Body Slam    | Normal | Physical | 85   | 100  | 15 | Normal | ○  |
| Rollout      | Rock   | Physical | 30   | 90   | 20 | Normal | ○  |
| Defense Curl | Normal | Status   | —    | —    | 40 | Self   | —  |
| Stomp        | Normal | Physical | 65   | 100  | 20 | Normal | ○  |
| Yawn         | Normal | Status   | —    | —    | 10 | Normal | —  |
| AncientPower | Rock   | Special  | 60   | 100  | 5  | Normal | —  |
| Mud Bomb     | Ground | Special  | 65   | 85   | 10 | Normal | —  |
| Heat Wave    | Fire   | Special  | 100  | 90   | 10 | 2 Foes | —  |
| Stockpile    | Normal | Status   | —    | —    | 20 | Self   | —  |
| Swallow      | Normal | Status   | —    | —    | 10 | Self   | —  |
| Spit Up      | Normal | Special  | —    | 100  | 10 | Normal | —  |



No. 322 | Numb Pokémon  
**Numel**

Fire

Ground



## ● SIZE COMPARISON

- HEIGHT: 2'04"
- WEIGHT: 52.9 lbs.
- ITEMS: Rawst Berry



● MALE FORM  
Shorter hump



● FEMALE FORM  
Taller hump

## ● ABILITIES

- Oblivious
- Simple

## ● STATS



## ● EGG GROUPS

Field

## ● PERFORMANCE

SPEED ★★☆☆☆  
POWER ★★★★★☆  
SKILL ★★☆☆☆

STAMINA ★★★★★  
JUMP ★★★☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Ilex Forest (Hoenn Sound)

**Pokémon SoulSilver** Ilex Forest (Hoenn Sound)

**Pokémon Diamond** Route 227

**Pokémon Pearl** Route 227

**Pokémon Platinum** Route 227

**Pokémon HeartGold**

The flaming magma it stores in the hump on its back is the source of its tremendous power.

**Pokémon SoulSilver**

The flaming magma it stores in the hump on its back is the source of its tremendous power.

## ● EVOLUTION



Lv. 33



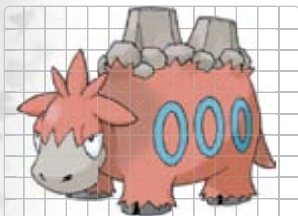
Numel

Camerupt

No. 323 | Eruption Pokémon  
**Camerupt**

Fire

Ground



## ● SIZE COMPARISON

- HEIGHT: 6'03"
- WEIGHT: 485.0 lbs.
- ITEMS: None



- MALE FORM  
Shorter humps

- FEMALE FORM  
Taller humps

## ● ABILITIES

- Magma Armor
- Solid Rock

## ● STATS



## ● EGG GROUPS

Field

## ● PERFORMANCE

SPEED ★★★★★

POWER ★★★★★

SKILL ★★★★★

STAMINA ★★★★★☆

JUMP ★★★★★

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Level up Numel to Lv. 33

**Pokémon SoulSilver** Level up Numel to Lv. 33

**Pokémon Diamond** Route 227

**Pokémon Pearl** Route 227

**Pokémon Platinum** Route 227

**Pokémon HeartGold**

It lives in the crater of a volcano. It is well known that the humps on its back erupt every 10 years.

**Pokémon SoulSilver**

It lives in the crater of a volcano. It is well known that the humps on its back erupt every 10 years.

## ● EVOLUTION



Lv. 33



Numel

Camerupt

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|--------------|---------|----------|------|------|----|---------------|----|
| 1   | Growl        | Normal  | Status   | —    | 100  | 40 | 2 Foes        | —  |
| 1   | Tackle       | Normal  | Physical | 35   | 95   | 35 | Normal        | ○  |
| 1   | Ember        | Fire    | Special  | 40   | 100  | 25 | Normal        | —  |
| 1   | Magnitude    | Ground  | Physical | —    | 100  | 30 | 2 Foes/1 Ally | —  |
| 5   | Ember        | Fire    | Special  | 40   | 100  | 25 | Normal        | —  |
| 11  | Magnitude    | Ground  | Physical | —    | 100  | 30 | 2 Foes/1 Ally | —  |
| 15  | Focus Energy | Normal  | Status   | —    | —    | 30 | Self          | —  |
| 21  | Take Down    | Normal  | Physical | 90   | 85   | 20 | Normal        | ○  |
| 25  | Amnesia      | Psychic | Status   | —    | —    | 20 | Self          | —  |
| 31  | Lava Plume   | Fire    | Special  | 80   | 100  | 15 | 2 Foes/1 Ally | —  |
| 33  | Rock Slide   | Rock    | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| 39  | Earth Power  | Ground  | Special  | 90   | 100  | 10 | Normal        | —  |
| 49  | Earthquake   | Ground  | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| 57  | Eruption     | Fire    | Special  | 150  | 100  | 5  | 2 Foes        | —  |
| 67  | Mist         | Ground  | Physical | —    | 30   | 5  | Normal        | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name        | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-------------|--------|----------|------|------|----|--------|----|
| Snore       | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Mud-Slap    | Ground | Special  | 20   | 100  | 10 | Normal | —  |
| Rollout     | Rock   | Physical | 30   | 90   | 20 | Normal | ○  |
| Iron Head   | Steel  | Physical | 80   | 100  | 15 | Normal | ○  |
| Earth Power | Ground | Special  | 90   | 100  | 10 | Normal | —  |
| Heat Wave   | Fire   | Special  | 100  | 90   | 10 | 2 Foes | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP  | Range         | DA |
|------|--------------|----------|----------|------|------|-----|---------------|----|
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20  | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10  | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15  | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | 5   | All           | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5   | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10  | Self          | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20  | Normal        | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10  | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10  | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20  | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10  | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15  | Self          | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15  | Normal        | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10  | All           | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5   | Normal        | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10  | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20  | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20  | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10  | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15  | Normal        | —  |
| TM50 | Overheat     | Fire     | Special  | 140  | 90   | 5   | Normal        | —  |
| TM59 | Endure       | Normal   | Status   | —    | —    | 10  | Self          | —  |
| TM61 | Will-O-Wisp  | Fire     | Status   | —    | 75   | 15  | Normal        | —  |
| TM64 | Explosion    | Normal   | Physical | 250  | 100  | 5   | 2 Foes/1 Ally | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5   | Normal        | ○  |
| TM69 | Rock Polish  | Rock     | Status   | —    | —    | 20  | Self          | —  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5   | Normal        | —  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20  | 2 Foes        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | —    | 100 | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10  | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10  | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15  | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15  | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10  | Self          | —  |
| TM91 | Flash Cannon | Steel    | Special  | 80   | 100  | 10  | Normal        | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15  | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15  | Normal        | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|--------------|---------|----------|------|------|----|---------------|----|
| 1   | Ember        | Fire    | Special  | 40   | 100  | 25 | Normal        | —  |
| 4   | Smog         | Poison  | Special  | 20   | 70   | 20 | Normal        | —  |
| 7   | Withdraw     | Water   | Status   | —    | —    | 40 | Self          | —  |
| 12  | Curse        | ???     | Status   | —    | —    | 10 | Normal/Self   | —  |
| 17  | Fire Spin    | Fire    | Special  | 15   | 70   | 15 | Normal        | —  |
| 20  | SmokeScreen  | Normal  | Status   | —    | 100  | 20 | Normal        | —  |
| 23  | Rapid Spin   | Normal  | Physical | 20   | 100  | 40 | Normal        | ○  |
| 28  | Flamethrower | Fire    | Special  | 95   | 100  | 15 | Normal        | —  |
| 33  | Body Slam    | Normal  | Physical | 85   | 100  | 15 | Normal        | ○  |
| 36  | Protect      | Normal  | Status   | —    | —    | 10 | Self          | —  |
| 39  | Lava Plume   | Fire    | Special  | 80   | 100  | 15 | 2 Foes/1 Ally | —  |
| 44  | Iron Defense | Steel   | Status   | —    | —    | 15 | Self          | —  |
| 49  | Amnesia      | Psychic | Status   | —    | —    | 20 | Self          | —  |
| 52  | Flail        | Normal  | Physical | —    | 100  | 15 | Normal        | ○  |
| 55  | Heat Wave    | Fire    | Special  | 100  | 90   | 10 | 2 Foes        | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Mud-Slap     | Ground | Special  | 20   | 100  | 10 | Normal | —  |
| Rollout      | Rock   | Physical | 30   | 90   | 20 | Normal | ○  |
| Earth Power  | Ground | Special  | 90   | 100  | 10 | Normal | —  |
| Iron Defense | Steel  | Status   | —    | —    | 15 | Self   | —  |
| Heat Wave    | Fire   | Special  | 100  | 90   | 10 | 2 Foes | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | —  | All           | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal        | —  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal        | ○  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal        | —  |
| TM36 | Sludge Bomb  | Poison   | Special  | 90   | 100  | 10 | Normal        | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5  | Normal        | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM50 | Overheat     | Fire     | Special  | 140  | 90   | 5  | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM61 | Will-O-Wisp  | Fire     | Status   | —    | 75   | 15 | Normal        | —  |
| TM64 | Explosion    | Normal   | Physical | 250  | 100  | 5  | 2 Foes/1 Ally | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5  | Normal        | —  |
| TM74 | Gyro Ball    | Steel    | Physical | —    | 100  | 5  | Normal        | ○  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20 | 2 Foes        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |

## ● EGG MOVES

| Name       | Type   | Kind     | Pow. | Acc. | PP | Range         | DA |
|------------|--------|----------|------|------|----|---------------|----|
| Eruption   | Fire   | Special  | 150  | 100  | 5  | 2 Foes        | —  |
| Endure     | Normal | Status   | —    | —    | 10 | Self          | —  |
| Sleep Talk | Normal | Status   | —    | —    | 10 | Depends       | —  |
| Yawn       | Normal | Status   | —    | —    | 10 | Normal        | —  |
| Earthquake | Ground | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| Mist       | Ground | Physical | —    | 30   | 5  | Normal        | —  |
| Skull Bash | Normal | Physical | 100  | 100  | 15 | Normal        | ○  |

No. 324 | Coal Pokémon  
**Torkoal**

Fire



- HEIGHT: 1'08"
- WEIGHT: 177.2 lbs.
- ITEMS: None

## ● SIZE COMPARISON



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- White Smoke

## ● STATS



## ● EGG GROUPS

Field

## ● PERFORMANCE

SPEED ★★☆☆  
 POWER ★★★★★☆  
 SKILL ★★★☆☆

STAMINA ★★★★★☆  
 JUMP ★★★☆☆

## ● MAIN WAYS TO OBTAIN

## Pokémon HeartGold

Safari Zone (Savannah Area):  
 if Rock objects are placed,  
 may appear in tall grass

## Pokémon SoulSilver

Safari Zone (Savannah Area):  
 if Rock objects are placed,  
 may appear in tall grass

## Pokémon Diamond

Route 227 (use Poké Radar)

## Pokémon Pearl

Route 227 (use Poké Radar)

## Pokémon Platinum

Route 227 (use Poké Radar)

## Pokémon HeartGold

You find abandoned coal  
 mines full of them. They  
 dig tirelessly in search of  
 coal.

## Pokémon SoulSilver

You find abandoned coal  
 mines full of them. They  
 dig tirelessly in search of  
 coal.

## ● EVOLUTION

Does not evolve

# No. 325 | Bounce Pokémon

## Spoink

Psychic



## ● SIZE COMPARISON

- HEIGHT: 2'04"
- WEIGHT: 67.5 lbs.
- ITEMS: Tanga Berry



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Thick Fat
- Own Tempo

## ● EGG GROUPS

Field

## ● PERFORMANCE

SPEED ★★☆☆  
POWER ★★☆☆  
SKILL ★★☆☆

STAMINA ★★★★★  
JUMP ★★★★★☆

## ● STATS

HP ●●●●●  
ATTACK ●●●●●  
DEFENSE ●●●●●  
SP. ATTACK ●●●●●  
SP. DEFENSE ●●●●●  
SPEED ●●●●●

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Ilex Forest (Hoenn Sound)

**Pokémon SoulSilver** Ilex Forest (Hoenn Sound)

**Pokémon Diamond** Route 214 (mass outbreak)

**Pokémon Pearl** Route 214 (mass outbreak)

**Pokémon Platinum** Route 214 (mass outbreak)

**Pokémon HeartGold**

It bounces around on its tail to keep its heart pumping. It carries a pearl from CLAMPERL on its head.

**Pokémon SoulSilver**

It bounces around on its tail to keep its heart pumping. It carries a pearl from CLAMPERL on its head.

## ● EVOLUTION



Lv. 32



Spoink

Grumpig

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|---------|----------|------|------|----|--------|----|
| 1   | Splash       | Normal  | Status   | —    | —    | 40 | Self   | —  |
| 7   | Psywave      | Psychic | Special  | —    | 80   | 15 | Normal | —  |
| 10  | Odor Sleuth  | Normal  | Status   | —    | —    | 40 | Normal | —  |
| 14  | Psybeam      | Psychic | Special  | 65   | 100  | 20 | Normal | —  |
| 15  | Psych Up     | Normal  | Status   | —    | —    | 10 | Normal | —  |
| 18  | Confuse Ray  | Ghost   | Status   | —    | 100  | 10 | Normal | —  |
| 21  | Magic Coat   | Psychic | Status   | —    | —    | 15 | Self   | —  |
| 26  | Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal | ○  |
| 29  | Rest         | Psychic | Status   | —    | —    | 10 | Self   | —  |
| 29  | Snore        | Normal  | Special  | 40   | 100  | 15 | Normal | —  |
| 34  | Payback      | Dark    | Physical | 50   | 100  | 10 | Normal | ○  |
| 41  | Psychic      | Psychic | Special  | 90   | 100  | 10 | Normal | —  |
| 46  | Power Gem    | Rock    | Special  | 70   | 100  | 20 | Normal | —  |
| 48  | Bounce       | Flying  | Physical | 85   | 85   | 5  | Normal | ○  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range      | DA |
|--------------|---------|----------|------|------|----|------------|----|
| Icy Wind     | Ice     | Special  | 55   | 95   | 15 | 2 Foes     | —  |
| Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal     | ○  |
| Trick        | Psychic | Status   | —    | 100  | 10 | Normal     | —  |
| Snore        | Normal  | Special  | 40   | 100  | 15 | Normal     | —  |
| Swift        | Normal  | Special  | 60   | —    | 20 | 2 Foes     | —  |
| Magic Coat   | Psychic | Status   | —    | —    | 15 | Self       | —  |
| Role Play    | Psychic | Status   | —    | —    | 10 | Normal     | —  |
| Heal Bell    | Normal  | Status   | —    | —    | 5  | All Allies | —  |
| Signal Beam  | Bug     | Special  | 75   | 100  | 15 | Normal     | —  |
| Bounce       | Flying  | Physical | 85   | 85   | 5  | Normal     | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|------|--------------|----------|----------|------|------|----|----------|----|
| TM04 | Calm Mind    | Psychic  | Status   | —    | —    | 20 | Self     | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal   | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal   | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All      | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal   | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All      | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal   | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal   | —  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal   | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal   | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self     | —  |
| TM33 | Reflect      | Psychic  | Status   | —    | —    | 20 | 2 Allies | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal   | —  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15 | Normal   | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal   | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self     | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal   | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal   | ○  |
| TM48 | Skill Swap   | Psychic  | Status   | —    | —    | 10 | Normal   | —  |
| TM49 | Snatch       | Dark     | Status   | —    | —    | 10 | Depends  | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal   | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10 | Normal   | ○  |
| TM67 | Recycle      | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal   | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal   | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal   | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes   | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends  | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal   | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15 | Normal   | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20 | Normal   | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal   | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM92 | Trick Room   | Psychic  | Status   | —    | —    | 5  | All      | —  |

## ● EGG MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|---------|----------|------|------|----|--------|----|
| Future Sight | Psychic | Special  | 80   | 90   | 15 | Normal | —  |
| Extrasensory | Psychic | Special  | 80   | 100  | 30 | Normal | —  |
| Substitute   | Normal  | Status   | —    | —    | 10 | Self   | —  |
| Trick        | Psychic | Status   | —    | 100  | 10 | Normal | —  |
| Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal | ○  |
| Amnesia      | Psychic | Status   | —    | —    | 20 | Self   | —  |
| Mirror Coat  | Psychic | Special  | —    | 100  | 20 | Self   | —  |



## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP     | Range  | DA |
|-----|--------------|---------|----------|------|------|--------|--------|----|
| 1   | Splash       | Normal  | Status   | —    | —    | 40     | Self   | —  |
| 1   | Psychic      | Psychic | Special  | —    | 80   | 15     | Normal | —  |
| 1   | Odor Sleuth  | Normal  | Status   | —    | 40   | Normal | —      | —  |
| 1   | Psychbeam    | Psychic | Special  | 65   | 100  | 20     | Normal | —  |
| 7   | Psywave      | Psychic | Special  | —    | 80   | 15     | Normal | —  |
| 10  | Odor Sleuth  | Normal  | Status   | —    | 40   | Normal | —      | —  |
| 14  | Psychbeam    | Psychic | Special  | 65   | 100  | 20     | Normal | —  |
| 15  | Psych Up     | Normal  | Status   | —    | —    | 10     | Normal | —  |
| 18  | Confuse Ray  | Ghost   | Status   | —    | 100  | 10     | Normal | —  |
| 21  | Magic Coat   | Psychic | Status   | —    | —    | 15     | Self   | —  |
| 26  | Zen Headbutt | Psychic | Physical | 80   | 90   | 15     | Normal | ○  |
| 29  | Rest         | Psychic | Status   | —    | —    | 10     | Self   | —  |
| 29  | Snore        | Normal  | Special  | 40   | 100  | 15     | Normal | —  |
| 37  | Payback      | Dark    | Physical | 50   | 100  | 10     | Normal | ○  |
| 47  | Psychic      | Psychic | Special  | 90   | 100  | 10     | Normal | —  |
| 55  | Power Gem    | Rock    | Special  | 70   | 100  | 20     | Normal | ○  |
| 60  | Bounce       | Flying  | Physical | 85   | 85   | 5      | Normal | ○  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range      | DA |
|--------------|----------|----------|------|------|----|------------|----|
| Icy Wind     | Ice      | Special  | 55   | 95   | 15 | 2 Foes     | —  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal     | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal     | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal     | ○  |
| Zen Headbutt | Psychic  | Physical | 80   | 90   | 15 | Normal     | ○  |
| Trick        | Psychic  | Status   | —    | 100  | 10 | Normal     | —  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal     | —  |
| Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes     | —  |
| Magic Coat   | Psychic  | Status   | —    | —    | 15 | Self       | —  |
| Role Play    | Psychic  | Status   | —    | —    | 10 | Normal     | —  |
| Heal Bell    | Normal   | Status   | —    | —    | 5  | All Allies | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal     | —  |
| Signal Beam  | Bug      | Special  | 75   | 100  | 15 | Normal     | —  |
| Bounce       | Flying   | Physical | 85   | 85   | 5  | Normal     | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP       | Range  | DA |
|------|--------------|----------|----------|------|------|----------|--------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20       | Normal | ○  |
| TM04 | Calm Mind    | Psychic  | Status   | —    | 20   | Self     | —      | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10       | Normal | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15       | Normal | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | All      | —      | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20       | Normal | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5        | Normal | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | 30   | 2 Allies | —      | —  |
| TM17 | Protect      | Normal   | Status   | —    | 10   | Self     | —      | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | All      | —      | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20       | Normal | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15       | Normal | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20       | Normal | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10       | Normal | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15       | Normal | —  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15       | Normal | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | 15   | Self     | —      | —  |
| TM33 | Reflect      | Psychic  | Status   | —    | 20   | 2 Allies | —      | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20       | Normal | —  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15       | Normal | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20       | Normal | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20       | Normal | ○  |
| TM44 | Rest         | Psychic  | Status   | —    | 10   | Self     | —      | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15       | Normal | —  |
| TM46 | Theif        | Dark     | Physical | 40   | 100  | 10       | Normal | ○  |
| TM48 | Skill Swap   | Psychic  | Status   | —    | 10   | Normal   | —      | —  |
| TM49 | Snatch       | Dark     | Status   | —    | 10   | Depends  | —      | —  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5        | Normal | —  |
| TM53 | Energy Ball  | Grass    | Special  | 80   | 100  | 10       | Normal | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10       | Normal | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10       | Normal | —  |
| TM58 | Endure       | Normal   | Status   | —    | 10   | Self     | —      | —  |
| TM60 | Drain Punch  | Fighting | Physical | 60   | 100  | 5        | Normal | ○  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10       | Normal | ○  |
| TM67 | Recycle      | Normal   | Status   | —    | 10   | Self     | —      | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5        | Normal | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20       | Normal | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20       | Normal | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | 10   | Normal   | —      | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20       | 2 Foes | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | 10   | Depends  | —      | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15       | Normal | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15       | Normal | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20       | Normal | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15       | Normal | —  |
| TM90 | Substitute   | Normal   | Status   | —    | 10   | Self     | —      | —  |
| TM92 | Trick Room   | Psychic  | Status   | —    | 5    | All      | —      | —  |



No. 326 | Manipulate Pokémon

## Grumpig

Psychic



- HEIGHT: 2'11"
- WEIGHT: 157.6 lbs.
- ITEMS: None

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Thick Fat
- Own Tempo

## ● STATS



## ● EGG GROUPS

Field

## ● PERFORMANCE

SPEED ★★  
POWER ★★★☆☆  
SKILL ★★★☆☆

STAMINA ★★★★★☆  
JUMP ★★★☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Level up Spink to Lv. 32

**Pokémon SoulSilver** Level up Spink to Lv. 32

**Pokémon Diamond** Level up Spink to Lv. 32

**Pokémon Pearl** Level up Spink to Lv. 32

**Pokémon Platinum** Level up Spink to Lv. 32

**Pokémon HeartGold**

**Pokémon SoulSilver**

It can perform odd dance steps to influence foes. Its style of dancing became hugely popular overseas.

It can perform odd dance steps to influence foes. Its style of dancing became hugely popular overseas.

## ● EVOLUTION



# No. 327 | Spot Panda Pokémon

## Spinda

Normal



## SIZE COMPARISON

- HEIGHT: 3'02"
- WEIGHT: 11.0 lbs.
- ITEMS: Chesto Berry



- MALE/FEMALE HAVE SAME FORM

## ABILITIES

- Own Tempo
- Tangled Feet

## EGG GROUPS

Field

Human-Like

## PERFORMANCE

SPEED ★★☆☆  
POWER ★★☆☆  
SKILL ★★☆☆

STAMINA ★★☆☆  
JUMP ★★☆☆

## STATS

HP ██████████  
ATTACK ██████████  
DEFENSE ██████████  
SP. ATTACK ██████████  
SP. DEFENSE ██████████  
SPEED ██████████

## MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Sprout Tower (Hoenn Sound)

**Pokémon SoulSilver** Sprout Tower (Hoenn Sound)

**Pokémon Diamond** Route 227 (mass outbreak)

**Pokémon Pearl** Route 227 (mass outbreak)

**Pokémon Platinum** Route 227 (mass outbreak)

**Pokémon HeartGold**

The chances of two SPINDA having identical spot patterns is less than one in four billion.

**Pokémon SoulSilver**

The chances of two SPINDA having identical spot patterns is less than one in four billion.

## EVOLUTION

Does not evolve

## LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|--------------|---------|----------|------|------|----|---------------|----|
| 1   | Tackle       | Normal  | Physical | 35   | 95   | 35 | Normal        | ○  |
| 5   | Uproar       | Normal  | Special  | 50   | 100  | 10 | 1 Random      | —  |
| 10  | Copycat      | Normal  | Status   | —    | —    | 20 | Depends       | —  |
| 14  | Faint Attack | Dark    | Physical | 60   | —    | 20 | Normal        | ○  |
| 19  | Psybeam      | Psychic | Special  | 65   | 100  | 20 | Normal        | —  |
| 23  | Hypnosis     | Psychic | Status   | —    | 60   | 20 | Normal        | —  |
| 28  | Dizzy Punch  | Normal  | Physical | 70   | 100  | 10 | Normal        | ○  |
| 32  | Sucker Punch | Dark    | Physical | 80   | 100  | 5  | Normal        | ○  |
| 37  | Teeter Dance | Normal  | Status   | —    | 100  | 20 | 2 Foes/1 Ally | —  |
| 41  | Psych Up     | Normal  | Status   | —    | —    | 10 | Normal        | —  |
| 46  | Double-Edge  | Normal  | Physical | 120  | 100  | 15 | Normal        | ○  |
| 50  | Flail        | Normal  | Physical | —    | 100  | 15 | Normal        | ○  |
| 55  | Thrash       | Normal  | Physical | 90   | 100  | 20 | 1 Random      | ○  |

## MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|----------|----------|------|------|----|----------|----|
| Icy Wind     | Ice      | Special  | 55   | 95   | 15 | 2 Foes   | —  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal   | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal   | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal   | ○  |
| Zen Headbutt | Psychic  | Physical | 80   | 90   | 15 | Normal   | ○  |
| Sucker Punch | Dark     | Physical | 80   | 100  | 5  | Normal   | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal   | —  |
| Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally   | —  |
| Last Resort  | Normal   | Physical | 130  | 100  | 5  | Normal   | ○  |
| Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Uproar       | Normal   | Special  | 50   | 100  | 10 | 1 Random | —  |
| Role Play    | Psychic  | Status   | —    | —    | 10 | Normal   | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal   | —  |
| Rollout      | Rock     | Physical | 30   | 90   | 20 | Normal   | ○  |
| Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal   | ○  |

## TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|------|--------------|----------|----------|------|------|----|----------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal   | ○  |
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal   | —  |
| TM04 | Calm Mind    | Psychic  | Status   | —    | —    | 20 | Self     | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal   | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal   | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | Self     | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | All      | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All      | —  |
| TM20 | Safeguard    | Normal   | Status   | —    | —    | 25 | 2 Allies | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal   | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal   | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal   | —  |
| TM31 | Brick Break  | Fighting | Special  | 75   | 100  | 15 | Normal   | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self     | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal   | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal   | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal   | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self     | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal   | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal   | ○  |
| TM48 | Skill Swap   | Psychic  | Status   | —    | —    | 10 | Normal   | —  |
| TM49 | Snatch       | Dark     | Status   | —    | —    | 10 | Depends  | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal   | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM60 | Drain Punch  | Fighting | Physical | 60   | 100  | 5  | Normal   | ○  |
| TM67 | Recycle      | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal   | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal   | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes   | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes   | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends  | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal   | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15 | Normal   | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal   | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM92 | Trick Room   | Psychic  | Status   | —    | —    | 5  | All      | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal   | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal   | ○  |

## EGG MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range   | DA |
|--------------|---------|----------|------|------|----|---------|----|
| Encore       | Normal  | Status   | —    | 100  | 5  | Normal  | —  |
| Rock Slide   | Rock    | Physical | 75   | 90   | 10 | 2 Foes  | —  |
| Assist       | Normal  | Status   | —    | —    | 20 | Depends | —  |
| Disable      | Normal  | Status   | —    | 80   | 20 | Normal  | —  |
| Baton Pass   | Normal  | Status   | —    | —    | 40 | Self    | —  |
| Wish         | Normal  | Status   | —    | —    | 10 | Self    | —  |
| Trick        | Psychic | Status   | —    | 100  | 10 | Normal  | —  |
| SmellingSalt | Normal  | Physical | 60   | 100  | 10 | Normal  | ○  |
| Fake Out     | Normal  | Physical | 40   | 100  | 10 | Normal  | ○  |
| Role Play    | Psychic | Status   | —    | —    | 10 | Normal  | —  |
| Psycho Cut   | Psychic | Physical | 70   | 100  | 20 | Normal  | —  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|--------------|--------|----------|------|------|----|---------------|----|
| 1   | Bite         | Dark   | Physical | 60   | 100  | 25 | Normal        | ○  |
| 9   | Sand-Attack  | Ground | Physical | —    | 100  | 15 | Normal        | —  |
| 17  | Faint Attack | Dark   | Physical | 60   | —    | 20 | Normal        | ○  |
| 25  | Sand Tomb    | Ground | Physical | 15   | 70   | 15 | Normal        | —  |
| 33  | Crunch       | Dark   | Physical | 80   | 100  | 15 | Normal        | ○  |
| 41  | Dig          | Ground | Physical | 80   | 100  | 10 | Normal        | ○  |
| 49  | Sandstorm    | Rock   | Status   | —    | —    | 10 | All           | —  |
| 57  | Hyper Beam   | Normal | Special  | 150  | 90   | 5  | Normal        | —  |
| 65  | Earth Power  | Ground | Special  | 90   | 100  | 10 | Normal        | —  |
| 73  | Earthquake   | Ground | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| 81  | Feint        | Normal | Physical | 50   | 100  | 10 | Normal        | —  |
| 89  | Fissure      | Ground | Physical | —    | 30   | 5  | Normal        | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name        | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-------------|--------|----------|------|------|----|--------|----|
| Fury Cutter | Bug    | Physical | 10   | 95   | 20 | Normal | ○  |
| Bug Bite    | Bug    | Physical | 60   | 100  | 20 | Normal | ○  |
| Snore       | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Mud-Slap    | Ground | Special  | 20   | 100  | 10 | Normal | —  |
| Earth Power | Ground | Special  | 90   | 100  | 10 | Normal | —  |

## ● TM &amp; HM MOVES

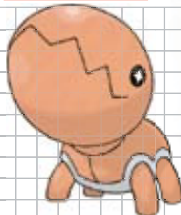
| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | 5  | All           | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM19 | Giga Drain   | Grass    | Special  | 60   | 100  | 10 | Normal        | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10 | All           | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |

## ● EGG MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Focus Energy | Normal | Status   | —    | —    | 30 | Self   | —  |
| Quick Attack | Normal | Physical | 40   | 100  | 30 | Normal | ○  |
| Gust         | Normal | Flying   | 40   | 100  | 35 | Normal | —  |
| Flail        | Normal | Physical | —    | 100  | 15 | Normal | ○  |
| Fury Cutter  | Bug    | Physical | 10   | 95   | 20 | Normal | ○  |
| Mud Shot     | Ground | Special  | 55   | 95   | 15 | Normal | —  |

No. 328 | Ant Pit Pokémon  
**Trapinch**

Ground



- HEIGHT: 2'04"
- WEIGHT: 33.1 lbs.
- ITEMS: Soft Sand

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Hyper Cutter
- Arena Trap

## ● STATS



## ● EGG GROUPS

Bug

## ● PERFORMANCE

SPEED ★★  
POWER ★★☆☆☆  
SKILL ★★☆☆STAMINA ★★☆☆☆  
JUMP ★★☆☆

## ● MAIN WAYS TO OBTAIN

## Pokémon HeartGold

Safari Zone (Desert Area:  
if Rock objects are placed,  
may appear in tall grass)

## Pokémon SoulSilver

Safari Zone (Desert Area:  
if Rock objects are placed,  
may appear in tall grass)

## Pokémon Diamond

Route 228 (occasionally  
appears when you use  
Poké Radar)

## Pokémon Pearl

Route 228 (occasionally  
appears when you use  
Poké Radar)

## Pokémon Platinum

—

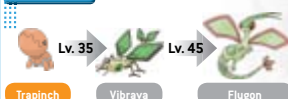
## Pokémon HeartGold

Its nest is a sloped,  
bowl-like pit in the desert.  
Once something has fallen  
in, there is no escape.

## Pokémon SoulSilver

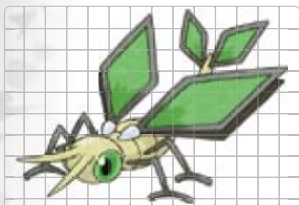
Its nest is a sloped,  
bowl-like pit in the desert.  
Once something has fallen  
in, there is no escape.

## ● EVOLUTION



No. 329 | Vibration Pokémon  
**Vibrava**

Ground Dragon



- HEIGHT: 3'02"
- WEIGHT: 33.7 lbs.
- ITEMS: None

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Levitate

## ● EGG GROUPS

Bug

## ● PERFORMANCE

SPEED ★★☆☆☆  
POWER ★★☆☆☆  
SKILL ★★☆☆☆

STAMINA ★★☆☆☆  
JUMP ★★☆☆☆

★☆☆☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold**Safari Zone (Desert Area:  
if Forest objects are placed,  
may appear in tall grass)**Pokémon SoulSilver**Safari Zone (Desert Area:  
if Forest objects are placed,  
may appear in tall grass)**Pokémon Diamond**

Route 228 (use Poké Radar)

**Pokémon Pearl**

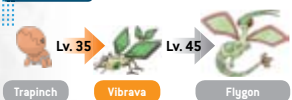
Route 228 (use Poké Radar)

**Pokémon Platinum**

—

**Pokémon HeartGold**It vibrates its wings  
vigorously, creating  
ultrasonic waves that  
cause serious headaches.**Pokémon SoulSilver**It vibrates its wings  
vigorously, creating  
ultrasonic waves that  
cause serious headaches.

## ● EVOLUTION



## ● LEVEL-UP MOVES

| Lv. | Name          | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|---------------|--------|----------|------|------|----|--------|----|
| 1   | Sonic Boom    | Normal | Special  | —    | 90   | 20 | Normal | —  |
| 1   | Sand-Attack   | Ground | Status   | —    | 100  | 15 | Normal | —  |
| 1   | Faint Attack  | Dark   | Physical | 60   | —    | 20 | Normal | ○  |
| 1   | Sand Tomb     | Ground | Physical | 15   | 70   | 15 | Normal | —  |
| 9   | Sand-Attack   | Ground | Status   | —    | 100  | 15 | Normal | —  |
| 17  | Faint Attack  | Dark   | Physical | 60   | —    | 20 | Normal | ○  |
| 25  | Sand Tomb     | Ground | Physical | 15   | 70   | 15 | Normal | —  |
| 33  | Supersonic    | Normal | Status   | —    | 55   | 20 | Normal | —  |
| 35  | Dragon Breath | Dragon | Special  | 60   | 100  | 20 | Normal | —  |
| 41  | Screech       | Normal | Status   | —    | 85   | 40 | Normal | —  |
| 49  | Sandstorm     | Rock   | Status   | —    | —    | 10 | All    | —  |
| 57  | Hyper Beam    | Normal | Special  | 150  | 90   | 5  | Normal | —  |

## ● MOVE MANIAC

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Headbutt     | Normal | Physical | 70   | 100  | 15 | Normal | —  |
| Draco Meteor | Dragon | Special  | 140  | 90   | 5  | Normal | —  |

## ● BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|--------|----------|------|------|----|----------|----|
| Fury Cutter  | Bug    | Physical | 10   | 95   | 20 | Normal   | —  |
| Ominous Wind | Ghost  | Special  | 60   | 100  | 5  | Normal   | —  |
| Air Cutter   | Flying | Special  | 55   | 95   | 25 | 2 Foes   | —  |
| Bug Bite     | Bug    | Physical | 60   | 100  | 20 | Normal   | ○  |
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal   | —  |
| Swift        | Normal | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Tailwind     | Flying | Status   | —    | —    | 30 | 2 Allies | —  |
| Mud-Slap     | Ground | Special  | 20   | 100  | 10 | Normal   | —  |
| Outrage      | Dragon | Physical | 120  | 100  | 15 | 1 Random | ○  |
| Earth Power  | Ground | Special  | 90   | 100  | 10 | Normal   | —  |
| Twister      | Dragon | Special  | 40   | 100  | 20 | 2 Foes   | —  |
| Heat Wave    | Fire   | Special  | 100  | 90   | 10 | 2 Foes   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM19 | Giga Drain   | Grass    | Special  | 60   | 100  | 10 | Normal        | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM22 | Solar Beam   | Grass    | Special  | 120  | 100  | 10 | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10 | All           | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM47 | Steel Wing   | Steel    | Physical | 70   | 90   | 25 | Normal        | ○  |
| TM51 | Roost        | Flying   | Status   | —    | —    | 10 | Self          | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM59 | Dragon Pulse | Dragon   | Special  | 90   | 100  | 10 | Normal        | —  |
| TM62 | Silver Wind  | Bug      | Special  | 60   | 100  | 5  | Normal        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM89 | U-turn       | Bug      | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM02 | Fly          | Flying   | Physical | 90   | 95   | 15 | Normal        | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|--------|----------|------|------|----|--------|----|
| 1   | SonicBoom    | Normal | Special  | —    | 90   | 20 | Normal | —  |
| 1   | Sand-Attack  | Ground | Status   | —    | 100  | 15 | Normal | —  |
| 1   | Faint Attack | Dark   | Physical | 60   | —    | 20 | Normal | ○  |
| 1   | Sand Tomb    | Ground | Physical | 15   | 70   | 15 | Normal | —  |
| 9   | Sand-Attack  | Ground | Status   | —    | 100  | 15 | Normal | —  |
| 17  | Faint Attack | Dark   | Physical | 60   | —    | 20 | Normal | ○  |
| 25  | Sand Tomb    | Ground | Physical | 15   | 70   | 15 | Normal | —  |
| 33  | Supersonic   | Normal | Status   | —    | 55   | 20 | Normal | —  |
| 35  | DragonBreath | Dragon | Special  | 60   | 100  | 20 | Normal | —  |
| 41  | Scream       | Normal | Status   | —    | 85   | 40 | Normal | —  |
| 45  | Dragon Claw  | Dragon | Physical | 80   | 100  | 15 | Normal | ○  |
| 49  | Sandstorm    | Rock   | Status   | —    | —    | 10 | All    | —  |
| 57  | Hyper Beam   | Normal | Special  | 150  | 90   | 5  | Normal | —  |

## ● MOVE MANIAC

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Headbutt     | Normal | Physical | 70   | 100  | 15 | Normal | ○  |
| Draco Meteor | Dragon | Special  | 140  | 90   | 5  | Normal | —  |

## ● BP MOVES

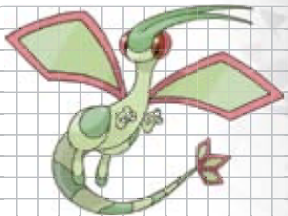
| Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|----------|----------|------|------|----|----------|----|
| Fury Cutter  | Bug      | Physical | 10   | 95   | 20 | Normal   | ○  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal   | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal   | ○  |
| Ominous Wind | Ghost    | Special  | 60   | 100  | 5  | Normal   | —  |
| Air Cutter   | Flying   | Special  | 55   | 95   | 25 | 2 Foes   | —  |
| Bug Bite     | Bug      | Physical | 60   | 100  | 20 | Normal   | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal   | —  |
| Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Tailwind     | Flying   | Status   | —    | —    | 30 | 2 Allies | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal   | —  |
| Outrage      | Dragon   | Physical | 120  | 100  | 15 | 1 Random | ○  |
| Earth Power  | Ground   | Special  | 90   | 100  | 10 | Normal   | —  |
| Twister      | Dragon   | Special  | 40   | 100  | 20 | 2 Foes   | —  |
| Heat Wave    | Fire     | Special  | 100  | 90   | 10 | 2 Foes   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP  | Range         | DA |
|------|--------------|----------|----------|------|------|-----|---------------|----|
| TM02 | Dragon Claw  | Dragon   | Physical | 80   | 100  | 15  | Normal        | ○  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10  | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15  | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | All | —             | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5   | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10  | Self          | —  |
| TM19 | Giga Drain   | Grass    | Special  | 60   | 100  | 10  | Normal        | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20  | Normal        | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10  | Normal        | —  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15  | Normal        | ○  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10  | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20  | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10  | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15  | Self          | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15  | Normal        | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10  | All           | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5   | Normal        | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10  | Normal        | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20  | Normal        | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20  | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20  | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10  | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15  | Normal        | —  |
| TM47 | Steel Wing   | Steel    | Physical | 70   | 90   | 25  | Normal        | —  |
| TM51 | Roost        | Flying   | Status   | —    | —    | 10  | Self          | ○  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10  | Self          | —  |
| TM59 | Dragon Pulse | Dragon   | Special  | 90   | 100  | 10  | Normal        | —  |
| TM62 | Silver Wind  | Bug      | Special  | 60   | 100  | 5   | Normal        | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5   | Normal        | ○  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5   | Normal        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | —    | 100 | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10  | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10  | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15  | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15  | Normal        | —  |
| TM89 | U-turn       | Bug      | Physical | 70   | 100  | 20  | Normal        | ○  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10  | Self          | —  |
| HM02 | Fly          | Flying   | Physical | 90   | 95   | 15  | Normal        | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15  | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15  | Normal        | ○  |

No. 330 | Mystic Pokémon  
**Flygon**

Ground Dragon



- HEIGHT: 6'02"
- WEIGHT: 180.8 lbs.
- ITEMS: None

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Levitate

## ● STATS



## ● EGG GROUPS

Bug

## ● PERFORMANCE

SPEED ★★☆☆☆  
POWER ★★☆☆☆  
SKILL ★★☆☆☆

STAMINA ★★★☆☆  
JUMP ★★★★★

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Level up Vibrava to Lv. 45

**Pokémon SoulSilver** Level up Vibrava to Lv. 45

**Pokémon Diamond** Level up Vibrava to Lv. 45

**Pokémon Pearl** Level up Vibrava to Lv. 45

**Pokémon Platinum** —

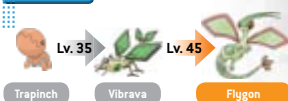
● **Pokémon HeartGold**

It is nicknamed "The Desert Spirit" because of the flapping of its wings sounds like a woman singing.

● **Pokémon SoulSilver**

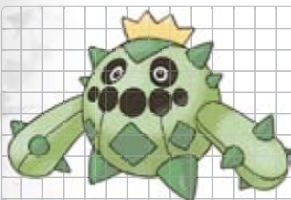
It is nicknamed "The Desert Spirit" because of the flapping of its wings sounds like a woman singing.

## ● EVOLUTION



No. 331 | Cactus Pokémon  
**Cacnea**

Grass



- HEIGHT: 1'04"
- WEIGHT: 119.1 lbs.
- ITEMS: Sticky Barb

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Sand Veil

## ● STATS



## ● EGG GROUPS

Grass

Human-Like

## ● PERFORMANCE

SPEED ★★☆☆  
POWER ★★☆☆  
SKILL ★★☆☆

STAMINA ★★☆☆☆  
JUMP ★★☆☆

## ● MAIN WAYS TO OBTAIN

## Pokémon HeartGold

Safari Zone (Desert Area: if Forest objects are placed, may appear in tall grass)

## Pokémon SoulSilver

Safari Zone (Desert Area: if Forest objects are placed, may appear in tall grass)

Pokémon Diamond Route 228

Pokémon Pearl Route 228

Pokémon Platinum Route 228

## Pokémon HeartGold

It lives in arid locations. Its yellow flowers bloom once a year.

## Pokémon SoulSilver

It lives in arid locations. Its yellow flowers bloom once a year.

## ● EVOLUTION



Cacnea

Cacturne

## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|--------|----------|------|------|----|--------|----|
| 1   | Poison Sting | Poison | Physical | 15   | 100  | 35 | Normal | —  |
| 1   | Leer         | Normal | Status   | —    | 100  | 30 | 2 Foes | —  |
| 5   | Absorb       | Grass  | Special  | 20   | 100  | 25 | Normal | —  |
| 9   | Growth       | Normal | Status   | —    | —    | 40 | Self   | —  |
| 13  | Leech Seed   | Grass  | Status   | —    | 90   | 10 | Normal | —  |
| 17  | Sand-Attack  | Ground | Status   | —    | 100  | 15 | Normal | —  |
| 21  | Pin Missile  | Bug    | Physical | 14   | 85   | 20 | Normal | —  |
| 25  | Ingrain      | Grass  | Status   | —    | —    | 20 | Self   | —  |
| 29  | Faint Attack | Dark   | Physical | 60   | —    | 20 | Normal | ○  |
| 33  | Spikes       | Ground | Status   | —    | —    | 20 | 2 Foes | —  |
| 37  | Sucker Punch | Dark   | Physical | 80   | 100  | 5  | Normal | ○  |
| 41  | Payback      | Dark   | Physical | 50   | 100  | 10 | Normal | ○  |
| 45  | Needle Arm   | Grass  | Physical | 60   | 100  | 15 | Normal | ○  |
| 49  | Cotton Spore | Grass  | Status   | —    | 85   | 40 | Normal | —  |
| 53  | Sandstorm    | Rock   | Status   | —    | —    | 10 | All    | —  |
| 57  | Destiny Bond | Ghost  | Status   | —    | —    | 5  | Self   | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Fury Cutter  | Bug      | Physical | 10   | 95   | 20 | Normal | ○  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal | ○  |
| Sucker Punch | Dark     | Physical | 80   | 100  | 5  | Normal | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Spite        | Ghost    | Status   | —    | 100  | 10 | Normal | —  |
| Synthesis    | Grass    | Status   | —    | —    | 5  | Self   | —  |
| Worry Seed   | Grass    | Status   | —    | 100  | 10 | Normal | —  |
| Role Play    | Psychic  | Status   | —    | —    | 10 | Normal | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Seed Bomb    | Grass    | Physical | 80   | 100  | 15 | Normal | —  |
| Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|----------|----------|------|------|----|---------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal  | ○  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal  | —  |
| TM09 | Bullet Seed  | Grass    | Physical | 10   | 100  | 30 | Normal  | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal  | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All     | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM19 | Giga Drain   | Grass    | Special  | 60   | 100  | 10 | Normal  | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal  | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal  | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self    | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10 | All     | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal  | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self    | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal  | —  |
| TM53 | Energy Ball  | Grass    | Special  | 80   | 100  | 10 | Normal  | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal  | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM60 | Drain Punch  | Fighting | Physical | 60   | 100  | 5  | Normal  | ○  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10 | Normal  | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal  | —  |
| TM75 | Swords Dance | Normal   | Status   | —    | —    | 30 | Self    | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes  | —  |
| TM79 | Dark Pulse   | Dark     | Special  | 80   | 100  | 15 | Normal  | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal  | —  |
| TM84 | Poison Jab   | Poison   | Physical | 80   | 100  | 20 | Normal  | ○  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20 | Normal  | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal  | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self    | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal  | ○  |

## ● EGG MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|--------------|----------|----------|------|------|----|---------------|----|
| GrassWhistle | Grass    | Status   | —    | 55   | 15 | Normal        | —  |
| Acid         | Poison   | Special  | 40   | 100  | 30 | 2 Foes        | —  |
| Teeter Dance | Normal   | Status   | —    | 100  | 20 | 2 Foes/1 Ally | —  |
| DynamicPunch | Fighting | Physical | 100  | 50   | 5  | Normal        | ○  |
| Counter      | Fighting | Physical | —    | 100  | 20 | Self          | ○  |
| Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal        | ○  |
| SmellingSalt | Normal   | Physical | 60   | 100  | 10 | Normal        | ○  |
| Magical Leaf | Grass    | Special  | 60   | —    | 30 | Normal        | —  |
| Seed Bomb    | Grass    | Physical | 80   | 100  | 15 | Normal        | —  |
| Nasty Plot   | Dark     | Status   | —    | —    | 20 | Self          | —  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP     | Range  | DA |
|-----|--------------|----------|----------|------|------|--------|--------|----|
| 1   | Revenge      | Fighting | Physical | 60   | 100  | 10     | Normal | ○  |
| 1   | Poison Sting | Poison   | Physical | 15   | 100  | 35     | Normal | —  |
| 1   | Leer         | Normal   | Status   | —    | 100  | 30     | 2 Foes | —  |
| 1   | Absorb       | Grass    | Special  | 20   | 100  | 25     | Normal | —  |
| 1   | Growth       | Normal   | Status   | —    | 40   | Self   | —      | —  |
| 5   | Absorb       | Grass    | Special  | 20   | 100  | 25     | Normal | —  |
| 9   | Growth       | Normal   | Status   | —    | 40   | Self   | —      | —  |
| 13  | Leech Seed   | Grass    | Status   | —    | 90   | 10     | Normal | —  |
| 17  | Sand-Attack  | Ground   | Status   | —    | 100  | 15     | Normal | —  |
| 21  | Pin Missile  | Bug      | Physical | 14   | 85   | 20     | Normal | —  |
| 25  | Ingrain      | Grass    | Status   | —    | 20   | Self   | —      | —  |
| 29  | Faint Attack | Dark     | Physical | 60   | —    | 20     | Normal | ○  |
| 35  | Spikes       | Ground   | Status   | —    | 20   | 2 Foes | —      | —  |
| 41  | Sucker Punch | Dark     | Physical | 80   | 100  | 5      | Normal | ○  |
| 47  | Payback      | Dark     | Physical | 50   | 100  | 10     | Normal | ○  |
| 53  | Needle Arm   | Grass    | Physical | 60   | 100  | 15     | Normal | ○  |
| 59  | Cotton Spore | Grass    | Status   | —    | 85   | 40     | Normal | —  |
| 65  | Sandstorm    | Rock     | Status   | —    | 10   | All    | —      | —  |
| 71  | Destiny Bond | Ghost    | Status   | —    | 5    | Self   | —      | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP     | Range  | DA |
|--------------|----------|----------|------|------|--------|--------|----|
| Fury Cutter  | Bug      | Physical | 10   | 95   | 20     | Normal | ○  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15     | Normal | ○  |
| Sucker Punch | Dark     | Physical | 80   | 100  | 5      | Normal | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15     | Normal | —  |
| Spite        | Ghost    | Status   | —    | 100  | 10     | Normal | —  |
| Synthesis    | Grass    | Status   | —    | 5    | Self   | —      | —  |
| Worry Seed   | Grass    | Status   | —    | 100  | 10     | Normal | —  |
| Role Play    | Psychic  | Status   | —    | 10   | Normal | —      | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10     | Normal | —  |
| Superpower   | Fighting | Physical | 120  | 100  | 5      | Normal | ○  |
| Seed Bomb    | Grass    | Physical | 80   | 100  | 15     | Normal | ○  |
| Low Kick     | Fighting | Physical | —    | 100  | 20     | Normal | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP      | Range  | DA |
|------|--------------|----------|----------|------|------|---------|--------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20      | Normal | ○  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10      | Normal | —  |
| TM09 | Bullet Seed  | Grass    | Physical | 10   | 100  | 30      | Normal | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15      | Normal | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | All     | —      | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5       | Normal | —  |
| TM17 | Protect      | Normal   | Status   | —    | 10   | Self    | —      | —  |
| TM19 | Giga Drain   | Grass    | Special  | 60   | 100  | 10      | Normal | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20      | Normal | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10      | Normal | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20      | Normal | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15      | Normal | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | 15   | Self    | —      | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | 10   | All     | —      | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20      | Normal | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20      | Normal | —  |
| TM44 | Rest         | Psychic  | Status   | —    | 10   | Self    | —      | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15      | Normal | —  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5       | Normal | —  |
| TM53 | Energy Ball  | Grass    | Special  | 80   | 100  | 10      | Normal | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10      | Normal | —  |
| TM58 | Endure       | Normal   | Status   | —    | 10   | Self    | —      | —  |
| TM60 | Drain Punch  | Fighting | Physical | 60   | 100  | 5       | Normal | ○  |
| TM63 | Embargo      | Dark     | Status   | —    | 100  | 15      | Normal | —  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10      | Normal | ○  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5       | Normal | —  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20      | Normal | —  |
| TM75 | Swords Dance | Normal   | Status   | —    | 10   | Self    | —      | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20      | 2 Foes | —  |
| TM79 | Dark Pulse   | Dark     | Special  | 80   | 100  | 15      | Normal | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | 10   | Depends | —      | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15      | Normal | —  |
| TM84 | Poison Jab   | Poison   | Physical | 80   | 100  | 20      | Normal | ○  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20      | Normal | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15      | Normal | —  |
| TM90 | Substitute   | Normal   | Status   | —    | 10   | Self    | —      | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30      | Normal | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15      | Normal | ○  |

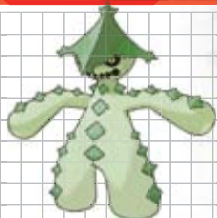


No. 332 | Scarecrow Pokémon

## Cacturne

Grass

Dark



● HEIGHT: 4'03"  
● WEIGHT: 170.6 lbs.  
● ITEMS: Sticky Barb

● SIZE COMPARISON

● MALE FORM  
Smaller markings on belly

● FEMALE FORM  
Larger markings on belly

## ● ABILITIES

- Sand Veil

## ● EGG GROUPS

Grass

Human-Like

## ● PERFORMANCE

SPEED ★★★★★  
POWER ★★★★★☆  
SKILL ★★★★★☆

STAMINA ★★★☆☆  
JUMP ★★★☆☆

## ● STATS



## ● MAIN WAYS TO OBTAIN

## Pokémon HeartGold

Safari Zone (Savannah Area:  
if Forest objects are placed,  
may appear in tall grass)

## Pokémon SoulSilver

Safari Zone (Savannah Area:  
if Forest objects are placed,  
may appear in tall grass)

## Pokémon Diamond

Route 228

## Pokémon Pearl

Route 228

## Pokémon Platinum

Route 228

## Pokémon HeartGold

Packs of them follow  
travelers through the  
desert until the travelers  
can no longer move.

## Pokémon SoulSilver

Packs of them follow  
travelers through the  
desert until the travelers  
can no longer move.

## ● EVOLUTION



Lv. 32



Cacnea

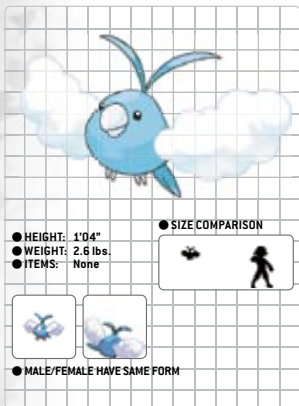
Cacturne



No. 333 | Cotton Bird Pokémon

**Swablu**

Normal Flying



- HEIGHT: 1'04"
- WEIGHT: 2.6 lbs.
- ITEMS: None

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Natural Cure

## ● STATS



## ● EGG GROUPS

- Flying
- Dragon

## ● PERFORMANCE

- SPEED ★★☆☆
- POWER ★★☆☆
- SKILL ★★☆☆

- STAMINA ★★☆☆
- JUMP ★★☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Route 45 (mass outbreak)

**Pokémon SoulSilver** Route 45 (mass outbreak)

**Pokémon Diamond** Route 210, Celestic Town side (use Poké Radar)

**Pokémon Pearl** Route 211, Celestic Town side (use Poké Radar)

**Pokémon Platinum** Route 211, Celestic Town side (use Poké Radar)

**Pokémon HeartGold**

Its wings bring cottony clouds to mind. It grooms with springwater and loves to sit on heads.

**Pokémon SoulSilver**

Its wings bring cottony clouds to mind. It grooms with springwater and loves to sit on heads.

## ● EVOLUTION



## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----|--------------|----------|----------|------|------|----|----------|----|
| 1   | Peck         | Flying   | Physical | 35   | 100  | 35 | Normal   | ○  |
| 1   | Growl        | Normal   | Status   | —    | 100  | 40 | 2 Foes   | —  |
| 5   | Astonish     | Ghost    | Physical | 30   | 100  | 15 | Normal   | ○  |
| 9   | Sing         | Normal   | Status   | —    | 55   | 15 | Normal   | —  |
| 13  | Fury Attack  | Normal   | Physical | 15   | 85   | 20 | Normal   | ○  |
| 18  | Safeguard    | Normal   | Status   | —    | —    | 25 | 2 Allies | —  |
| 23  | Mist         | Ice      | Status   | —    | —    | 30 | 2 Allies | —  |
| 28  | Take Down    | Normal   | Physical | 90   | 85   | 20 | Normal   | ○  |
| 32  | Natural Gift | Physical | —        | 100  | 15   | —  | Normal   | —  |
| 36  | Mirror Move  | Flying   | Status   | —    | —    | 20 | Depends  | —  |
| 40  | Refresh      | Normal   | Status   | —    | —    | 20 | Self     | —  |
| 45  | Dragon Pulse | Dragon   | Special  | 90   | 100  | 10 | Normal   | —  |
| 50  | Perish Song  | Normal   | Status   | —    | —    | 5  | All      | —  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       | —  |

## ● BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range      | DA |
|--------------|--------|----------|------|------|----|------------|----|
| Ominous Wind | Ghost  | Special  | 60   | 100  | 5  | Normal     | —  |
| Air Cutter   | Flying | Special  | 55   | 95   | 25 | 2 Foes     | —  |
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal     | —  |
| Swift        | Normal | Special  | 60   | —    | 20 | 2 Foes     | —  |
| Uproar       | Normal | Special  | 50   | 100  | 10 | 1 Random   | —  |
| Tailwind     | Flying | Status   | —    | —    | 30 | 2 Allies   | —  |
| Heal Bell    | Normal | Status   | —    | —    | 5  | All Allies | —  |
| Mud-Slap     | Ground | Special  | 20   | 100  | 10 | Normal     | —  |
| Outrage      | Dragon | Physical | 120  | 100  | 15 | 1 Random   | ○  |
| Twister      | Dragon | Special  | 40   | 100  | 20 | 2 Foes     | —  |
| Heat Wave    | Fire   | Special  | 100  | 90   | 10 | 2 Foes     | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|------|--------------|---------|----------|------|------|----|----------|----|
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10 | Normal   | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15 | Normal   | —  |
| TM11 | Sunny Day    | Fire    | Status   | —    | 5    | —  | All      | —  |
| TM13 | Ice Beam     | Ice     | Special  | 95   | 100  | 10 | Normal   | —  |
| TM17 | Protect      | Normal  | Status   | —    | —    | 10 | Self     | —  |
| TM18 | Rain Dance   | Water   | Status   | —    | 5    | —  | All      | —  |
| TM20 | Safeguard    | Normal  | Status   | —    | —    | 25 | 2 Allies | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20 | Normal   | ○  |
| TM22 | SolarBeam    | Grass   | Special  | 120  | 100  | 10 | Normal   | —  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20 | Normal   | ○  |
| TM32 | Double Team  | Normal  | Status   | —    | —    | 15 | Self     | —  |
| TM40 | Aerial Ace   | Flying  | Physical | 60   | —    | 20 | Normal   | ○  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20 | Normal   | —  |
| TM44 | Rest         | Psychic | Status   | —    | —    | 10 | Self     | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15 | Normal   | —  |
| TM46 | Thief        | Dark    | Physical | 40   | 100  | 10 | Normal   | ○  |
| TM47 | Steel Wing   | Steel   | Physical | 70   | 90   | 25 | Normal   | ○  |
| TM51 | Roost        | Flying  | Status   | —    | —    | 10 | Self     | —  |
| TM58 | Endure       | Normal  | Status   | —    | —    | 10 | Self     | —  |
| TM59 | Dragon Pulse | Dragon  | Special  | 90   | 100  | 10 | Normal   | —  |
| TM77 | Psych Up     | Normal  | Status   | —    | —    | 10 | Normal   | —  |
| TM79 | Captivate    | Normal  | Status   | —    | 100  | 20 | 2 Foes   | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | —    | 10 | Depends  | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal   | —  |
| TM85 | Dream Eater  | Psychic | Special  | 100  | 100  | 15 | Normal   | —  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal   | —  |
| TM88 | Pluck        | Flying  | Physical | 60   | 100  | 20 | Normal   | ○  |
| TM90 | Substitute   | Normal  | Status   | —    | —    | 10 | Self     | —  |
| HM02 | Fly          | Flying  | Physical | 90   | 95   | 15 | Normal   | ○  |

## ● EGG MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|---------|----------|------|------|----|--------|----|
| Agility      | Psychic | Status   | —    | —    | 30 | Self   | —  |
| Haze         | Ice     | Status   | —    | —    | 30 | All    | —  |
| Pursuit      | Dark    | Physical | 40   | 100  | 20 | Normal | ○  |
| Rage         | Normal  | Physical | 20   | 100  | 20 | Normal | ○  |
| FeatherDance | Flying  | Status   | —    | 100  | 15 | Normal | —  |
| Dragon Rush  | Dragon  | Physical | 100  | 75   | 10 | Normal | ○  |
| PowerSwap    | Psychic | Status   | —    | —    | 10 | Normal | —  |



## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|--------|----------|------|------|----|--------|----|
| 1   | Pluck        | Flying | Physical | 60   | 100  | 20 | Normal | ○  |
| 1   | Peck         | Flying | Physical | 35   | 100  | 35 | Normal | ○  |
| 1   | Growl        | Normal | Status   | —    | 100  | 40 | 2 Foes | ○  |
| 1   | Astonish     | Ghost  | Physical | 30   | 100  | 15 | Normal | ○  |
| 1   | Sing         | Normal | Status   | —    | 55   | 15 | Normal | ○  |
| 5   | Astonish     | Ghost  | Physical | 30   | 100  | 15 | Normal | ○  |
| 9   | Sing         | Normal | Status   | —    | 55   | 15 | Normal | ○  |
| 13  | Fury Attack  | Normal | Physical | 15   | 85   | 20 | Normal | ○  |
| 18  | Safeguard    | Normal | Status   | —    | 25   | 2  | Allies | —  |
| 23  | Mist         | Ice    | Status   | —    | 30   | 2  | Allies | —  |
| 28  | Take Down    | Normal | Physical | 90   | 85   | 20 | Normal | ○  |
| 32  | Natural Gift | Normal | Physical | —    | 100  | 15 | Normal | ○  |
| 35  | DragonBreath | Dragon | Special  | 60   | 100  | 20 | Normal | —  |
| 39  | Dragon Dance | Dragon | Status   | —    | —    | 20 | Self   | —  |
| 46  | Refresh      | Normal | Status   | —    | —    | 20 | Self   | —  |
| 54  | Dragon Pulse | Dragon | Special  | 90   | 100  | 10 | Normal | —  |
| 62  | Perish Song  | Normal | Status   | —    | —    | 5  | All    | —  |
| 70  | Sky Attack   | Flying | Physical | 140  | 90   | 5  | Normal | —  |

## ● MOVE MANIAC

| Name         | Type   | Kind    | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|---------|------|------|----|--------|----|
| Draco Meteor | Dragon | Special | 140  | 90   | 5  | Normal | —  |

## ● BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range      | DA |
|--------------|--------|----------|------|------|----|------------|----|
| Ominous Wind | Ghost  | Special  | 60   | 100  | 5  | Normal     | —  |
| Air Cutter   | Flying | Special  | 55   | 95   | 25 | 2 Foes     | —  |
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal     | —  |
| Swift        | Normal | Special  | 60   | —    | 20 | 2 Foes     | —  |
| Uproar       | Normal | Special  | 50   | 100  | 10 | 1 Random   | —  |
| Tailwind     | Flying | Status   | —    | —    | 30 | 2 Allies   | —  |
| Heal Bell    | Normal | Status   | —    | —    | 5  | All Allies | —  |
| Mud-Slap     | Ground | Special  | 20   | 100  | 10 | Normal     | —  |
| Outrage      | Dragon | Physical | 120  | 100  | 15 | 1 Random   | ○  |
| Twister      | Dragon | Special  | 40   | 100  | 20 | 2 Foes     | —  |
| Heat Wave    | Fire   | Special  | 100  | 90   | 10 | 2 Foes     | —  |
| Sky Attack   | Flying | Physical | 140  | 90   | 5  | Normal     | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM02 | Dragon Claw  | Dragon   | Physical | 80   | 100  | 15 | Normal        | ○  |
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM20 | Safeguard    | Normal   | Status   | —    | —    | 25 | 2 Allies      | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal        | —  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal        | ○  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal        | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5  | Normal        | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal        | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal        | ○  |
| TM47 | Steel Wing   | Steel    | Physical | 70   | 90   | 25 | Normal        | ○  |
| TM51 | Roost        | Flying   | Status   | —    | —    | 10 | Self          | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM59 | Dragon Pulse | Dragon   | Special  | 90   | 100  | 10 | Normal        | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM88 | Pluck        | Flying   | Physical | 60   | 100  | 20 | Normal        | ○  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM02 | Fly          | Flying   | Physical | 90   | 95   | 15 | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |

No. 334 | Humming Pokémon  
**Altaria**

Dragon

Flying



## ● SIZE COMPARISON

- HEIGHT: 3'02"
- WEIGHT: 45.4 lbs.
- ITEMS: None



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Natural Cure

## ● EGG GROUPS

Flying

Dragon

## ● PERFORMANCE

SPEED ★★☆☆  
POWER ★★☆☆  
SKILL ★★★★★

STAMINA ★★★★★  
JUMP ★★★★★

## ● STATS

HP ●●●●●  
ATTACK ●●●●●  
DEFENSE ●●●●●  
SP. ATTACK ●●●●●  
SP. DEFENSE ●●●●●  
SPEED ●●●●●

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Level up Swablu to Lv. 35

**Pokémon SoulSilver** Level up Swablu to Lv. 35

**Pokémon Diamond** Level up Swablu to Lv. 35

**Pokémon Pearl** Level up Swablu to Lv. 35

**Pokémon Platinum** Level up Swablu to Lv. 35

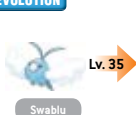
**Pokémon HeartGold**

It flies gracefully through the sky. Its melodic humming makes you feel like you're in a dream.

**Pokémon SoulSilver**

It flies gracefully through the sky. Its melodic humming makes you feel like you're in a dream.

## ● EVOLUTION



Swablu

Altaria

# No. 335 | Cat Ferret Pokémon

## Zangoose

Normal



## ● SIZE COMPARISON

- HEIGHT: 4'03"
- WEIGHT: 88.8 lbs.
- ITEMS: Quick Claw



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Immunity

## ● EGG GROUPS

Field

## ● PERFORMANCE

SPEED ★★★★★  
POWER ★★★★★  
SKILL ★★★★★

## ● STATS



STAMINA ★★★★★☆  
JUMP ★★★★★

## ● MAIN WAYS TO OBTAIN

## Pokémon HeartGold

Safari Zone (Rock Area: if Grass objects are placed, may appear in tall grass)

## Pokémon SoulSilver

Safari Zone (Rock Area: if Grass objects are placed, may appear in tall grass)

## Pokémon Diamond

Route 208 (after obtaining the National Pokédex, insert Pokémon Ruby into your Nintendo DS's Game Pak slot)

## Pokémon Pearl

Route 208 (after obtaining the National Pokédex, insert Pokémon Ruby into your Nintendo DS's Game Pak slot)

## Pokémon Platinum

Route 208 (after obtaining the National Pokédex, insert Pokémon Ruby into your Nintendo DS's Game Pak slot)

## Pokémon HeartGold

Its fur would all stand on end if it smelled a SEVIPER nearby. Its sharp claws tear up its foes.

## Pokémon SoulSilver

Its fur would all stand on end if it smelled a SEVIPER nearby. Its sharp claws tear up its foes.

## ● EVOLUTION

Does not evolve

## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|----------|----------|------|------|----|--------|----|
| 1   | Scratch      | Normal   | Physical | 40   | 100  | 35 | Normal | ○  |
| 1   | Leer         | Normal   | Status   | —    | 100  | 30 | 2 Foes | ○  |
| 5   | Quick Attack | Normal   | Physical | 40   | 100  | 30 | Normal | ○  |
| 9   | Swords Dance | Normal   | Status   | —    | —    | 30 | Self   | ○  |
| 14  | Fury Cutter  | Bug      | Physical | 10   | 95   | 20 | Normal | ○  |
| 18  | Slash        | Normal   | Physical | 70   | 100  | 20 | Normal | ○  |
| 22  | Pursuit      | Dark     | Physical | 40   | 100  | 20 | Normal | ○  |
| 27  | Embargo      | Dark     | Status   | —    | 100  | 15 | Normal | ○  |
| 31  | Crush Claw   | Normal   | Physical | 75   | 95   | 10 | Normal | ○  |
| 35  | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal | ○  |
| 40  | Detect       | Fighting | Status   | —    | —    | 5  | Self   | ○  |
| 44  | False Swipe  | Normal   | Physical | 40   | 100  | 40 | Normal | ○  |
| 48  | X-Scissor    | Bug      | Physical | 80   | 100  | 15 | Normal | ○  |
| 53  | Close Combat | Fighting | Physical | 120  | 100  | 5  | Normal | ○  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Fury Cutter  | Bug      | Physical | 10   | 95   | 20 | Normal | ○  |
| Icy Wind     | Ice      | Special  | 55   | 95   | 15 | 2 Foes | ○  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal | ○  |
| Knock Off    | Dark     | Physical | 20   | 100  | 20 | Normal | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | ○  |
| Last Resort  | Normal   | Physical | 130  | 100  | 5  | Normal | ○  |
| Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes | ○  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | ○  |
| Rollout      | Rock     | Special  | 30   | 90   | 20 | Normal | ○  |
| Endeavor     | Normal   | Physical | —    | 100  | 5  | Normal | ○  |
| Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|----------|----------|------|------|----|---------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal  | ○  |
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal  | ○  |
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20 | Normal  | ○  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal  | ○  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal  | ○  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All     | ○  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal  | ○  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal  | ○  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes  | ○  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self    | ○  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All     | ○  |
| TM19 | Giga Drain   | Grass    | Special  | 60   | 100  | 10 | Normal  | ○  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal  | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal  | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal  | ○  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal  | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal  | ○  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal  | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal  | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self    | ○  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal  | ○  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal  | ○  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5  | Normal  | ○  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal  | ○  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal  | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self    | ○  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal  | ○  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal  | ○  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5  | Normal  | ○  |
| TM54 | False Swipe  | Normal   | Physical | 40   | 100  | 40 | Normal  | ○  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal  | ○  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self    | ○  |
| TM63 | Embargo      | Dark     | Status   | —    | 100  | 15 | Normal  | ○  |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15 | Normal  | ○  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10 | Normal  | ○  |
| TM75 | Swords Dance | Normal   | Status   | —    | —    | 30 | Self    | ○  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes  | ○  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes  | ○  |
| TM81 | X-Scissor    | Bug      | Physical | 80   | 100  | 15 | Normal  | ○  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends | ○  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal  | ○  |
| TM84 | Poison Jab   | Poison   | Physical | 80   | 100  | 20 | Normal  | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal  | ○  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self    | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal  | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal  | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20 | Normal  | ○  |

## ● EGG MOVES

| Name        | Type     | Kind     | Pow. | Acc. | PP | Range       | DA |
|-------------|----------|----------|------|------|----|-------------|----|
| Flail       | Normal   | Physical | —    | 100  | 15 | Normal      | ○  |
| Double Kick | Fighting | Physical | 30   | 100  | 30 | Normal      | ○  |
| Razor Wind  | Normal   | Special  | 80   | 100  | 10 | 2 Foes      | ○  |
| Counter     | Fighting | Physical | —    | 100  | 20 | Self        | ○  |
| Roar        | Normal   | Status   | —    | 100  | 20 | Normal      | ○  |
| Curse       | ???      | Status   | —    | —    | 10 | Normal/Self | ○  |
| Fury Swipes | Normal   | Physical | 18   | 90   | 15 | Normal      | ○  |
| Night Slash | Dark     | Physical | 70   | 100  | 15 | Normal      | ○  |
| Metal Claw  | Steel    | Physical | 50   | 95   | 15 | Normal      | ○  |
| Double Hit  | Normal   | Physical | 35   | 90   | 10 | Normal      | ○  |
| Disable     | Normal   | Status   | —    | 80   | 20 | Normal      | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name        | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|-------------|--------|----------|------|------|----|--------|----|
| 1   | Wrap        | Normal | Physical | 15   | 85   | 20 | Normal | ○  |
| 7   | Lick        | Ghost  | Physical | 20   | 100  | 30 | Normal | ○  |
| 10  | Bite        | Dark   | Physical | 60   | 100  | 25 | Normal | ○  |
| 16  | Poison Tail | Poison | Physical | 50   | 100  | 25 | Normal | ○  |
| 19  | Screech     | Normal | Status   | —    | 85   | 40 | Normal | —  |
| 25  | Glare       | Normal | Status   | —    | 75   | 30 | Normal | —  |
| 28  | Crunch      | Dark   | Physical | 80   | 100  | 15 | Normal | ○  |
| 34  | Poison Fang | Poison | Physical | 50   | 100  | 15 | Normal | ○  |
| 37  | Swagger     | Normal | Status   | —    | 90   | 15 | Normal | —  |
| 43  | Haze        | Ice    | Status   | —    | —    | 30 | All    | —  |
| 46  | Night Slash | Dark   | Physical | 70   | 100  | 15 | Normal | ○  |
| 52  | Poison Jab  | Poison | Physical | 80   | 100  | 20 | Normal | ○  |
| 55  | Wring Out   | Normal | Special  | —    | 100  | 5  | Normal | ○  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Fury Cutter  | Bug    | Physical | 10   | 95   | 20 | Normal | ○  |
| Knock Off    | Dark   | Physical | 20   | 100  | 20 | Normal | ○  |
| Sucker Punch | Dark   | Physical | 80   | 100  | 5  | Normal | ○  |
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Swift        | Normal | Special  | 60   | —    | 20 | 2 Foes | —  |
| Mud-Slap     | Ground | Special  | 20   | 100  | 10 | Normal | ○  |
| Aqua Tail    | Water  | Physical | 90   | 90   | 10 | Normal | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP      | Range         | DA |
|------|--------------|----------|----------|------|------|---------|---------------|----|
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10      | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15      | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | All     | —             | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20      | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10      | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | All     | —             | —  |
| TM19 | Giga Drain   | Grass    | Special  | 60   | 100  | 10      | Normal        | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20      | Normal        | —  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15      | Normal        | ○  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10      | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20      | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10      | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | 15   | Self    | —             | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15      | Normal        | —  |
| TM36 | Sludge Bomb  | Poison   | Special  | 90   | 100  | 10      | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20      | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20      | Normal        | ○  |
| TM44 | Rest         | Psychic  | Status   | —    | 10   | Self    | —             | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15      | Normal        | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10      | Normal        | ○  |
| TM49 | Snatch       | Dark     | Status   | —    | 10   | Depends | —             | —  |
| TM59 | Endure       | Normal   | Status   | —    | 10   | Self    | —             | —  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10      | Normal        | ○  |
| TM78 | Captive      | Normal   | Status   | —    | 100  | 20      | 2 Foes        | —  |
| TM79 | Dark Pulse   | Dark     | Special  | 80   | 100  | 15      | Normal        | ○  |
| TM81 | X-Scissor    | Bug      | Physical | 80   | 100  | 15      | Normal        | ○  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | 10   | Depends | —             | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15      | Normal        | —  |
| TM84 | Poison Jab   | Poison   | Physical | 80   | 100  | 20      | Normal        | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15      | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | 10   | Self    | —             | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15      | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15      | Normal        | ○  |

## ● EGG MOVES

| Name        | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-------------|--------|----------|------|------|----|--------|----|
| Stockpile   | Normal | Status   | —    | —    | 20 | Self   | —  |
| Swallow     | Normal | Status   | —    | —    | 10 | Self   | —  |
| Spit Up     | Normal | Special  | —    | 100  | 10 | Normal | —  |
| Body Slam   | Normal | Physical | 85   | 100  | 15 | Normal | ○  |
| Scary Face  | Normal | Status   | —    | 90   | 10 | Normal | —  |
| Assurance   | Dark   | Physical | 50   | 100  | 10 | Normal | ○  |
| Night Slash | Dark   | Physical | 70   | 100  | 15 | Normal | ○  |
| Switcheroo  | Dark   | Status   | —    | 100  | 10 | Normal | —  |



No. 336 | Fang Snake Pokémon

Seviper

Poison



● SIZE COMPARISON

- HEIGHT: 8'10"
- WEIGHT: 115.7 lbs.
- ITEMS: None



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Shed Skin

## ● STATS



## ● EGG GROUPS

Field

Dragon

## ● PERFORMANCE

SPEED ★★☆☆☆  
 POWER ★★☆☆☆  
 SKILL ★★☆☆☆

STAMINA ★★☆☆☆  
 JUMP ★★☆☆☆

## ● MAIN WAYS TO OBTAIN

## Pokémon HeartGold

Safari Zone (Marshland Area: if Grass objects are placed, may appear in tall grass)

## Pokémon SoulSilver

Safari Zone (Marshland Area: if Grass objects are placed, may appear in tall grass)

## Pokémon Diamond

Route 208 (after obtaining the National Pokédex, insert Pokémon Sapphire into your Nintendo DS's Game Pak slot)

## Pokémon Pearl

Route 208 (after obtaining the National Pokédex, insert Pokémon Sapphire into your Nintendo DS's Game Pak slot)

## Pokémon Platinum

Route 208 (after obtaining the National Pokédex, insert Pokémon Sapphire into your Nintendo DS's Game Pak slot)

## Pokémon HeartGold

In battle, it uses its bladed tail to counter any ZANGOOSE. It secretes a deadly venom in its tail.

## Pokémon SoulSilver

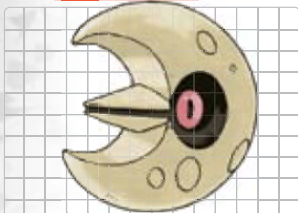
In battle, it uses its bladed tail to counter any ZANGOOSE. It secretes a deadly venom in its tail.

## ● EVOLUTION

Does not evolve


 No. 337 | Meteorite Pokémon  
**Lunatone**

Rock    Psychic


**SIZE COMPARISON**

- HEIGHT: 3'03"
- WEIGHT: 370.4 lbs.
- ITEMS: Moon Stone



● GENDER UNKNOWN

**ABILITIES**

- Levitate

**EGG GROUPS**

Mineral

**PERFORMANCE**

 SPEED ★★☆☆  
 POWER ★★★★★  
 SKILL ★★★★★

**STATS**

 STAMINA ★★★★★  
 JUMP ★★★☆☆

**MAIN WAYS TO OBTAIN**
**Pokémon HeartGold**

Safari Zone (Mountain Area: if Rock objects are placed, may appear in tall grass)

**Pokémon SoulSilver**

Safari Zone (Mountain Area: if Rock objects are placed, may appear in tall grass)

**Pokémon Diamond**

 Lake Verity (after obtaining the National Pokédex, insert *Pokémon Sapphire* into your Nintendo DS's Game Pak slot)

**Pokémon Pearl**

 Lake Verity (after obtaining the National Pokédex, insert *Pokémon Sapphire* into your Nintendo DS's Game Pak slot)

**Pokémon Platinum**

 Lake Verity (after obtaining the National Pokédex, insert *Pokémon Sapphire* into your Nintendo DS's Game Pak slot)

**Pokémon HeartGold**

It was discovered at the site of a meteor strike 40 years ago. Its stare can lull its foes to sleep.

**Pokémon SoulSilver**

It was discovered at the site of a meteor strike 40 years ago. Its stare can lull its foes to sleep.

**EVOLUTION**

Does not evolve

**LEVEL-UP MOVES**

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|--------------|---------|----------|------|------|----|---------------|----|
| 1   | Tackle       | Normal  | Physical | 35   | 95   | 35 | Normal        | ○  |
| 1   | Harden       | Normal  | Status   | —    | —    | 30 | Self          | —  |
| 1   | Confusion    | Psychic | Special  | 50   | 100  | 25 | Normal        | —  |
| 9   | Rock Throw   | Rock    | Physical | 50   | 90   | 15 | Normal        | —  |
| 12  | Hypnosis     | Psychic | Status   | —    | 60   | 20 | Normal        | —  |
| 20  | Rock Polish  | Rock    | Status   | —    | —    | 20 | Self          | —  |
| 23  | Psywave      | Psychic | Special  | —    | 80   | 15 | Normal        | —  |
| 31  | Embargo      | Dark    | Status   | —    | 100  | 15 | Normal        | —  |
| 34  | Cosmic Power | Psychic | Status   | —    | —    | 20 | Self          | —  |
| 42  | Heal Block   | Psychic | Status   | —    | 100  | 15 | 2 Foes        | —  |
| 45  | Psychic      | Psychic | Special  | 90   | 100  | 10 | Normal        | —  |
| 53  | Future Sight | Psychic | Special  | 80   | 90   | 15 | Normal        | —  |
| 56  | Explosion    | Normal  | Physical | 250  | 100  | 5  | 2 Foes/1 Ally | —  |

**MOVE MANIAC**

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

**BP MOVES**

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|---------|----------|------|------|----|--------|----|
| Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal | ○  |
| Snore        | Normal  | Special  | 40   | 100  | 15 | Normal | —  |
| Helping Hand | Normal  | Status   | —    | —    | 20 | 1 Ally | —  |
| Swift        | Normal  | Special  | 60   | —    | 20 | 2 Foes | —  |
| Gravity      | Psychic | Status   | —    | —    | 5  | All    | —  |
| Magic Coat   | Psychic | Status   | —    | —    | 15 | Self   | —  |
| Rollout      | Rock    | Physical | 30   | 90   | 20 | Normal | ○  |
| Iron Head    | Steel   | Physical | 80   | 100  | 15 | Normal | ○  |
| AncientPower | Rock    | Special  | 60   | 100  | 5  | Normal | —  |
| Signal Beam  | Bug     | Special  | 75   | 100  | 15 | Normal | —  |
| Earth Power  | Ground  | Special  | 90   | 100  | 10 | Normal | —  |
| Pain Split   | Normal  | Status   | —    | —    | 20 | Normal | —  |

**TM & HM MOVES**

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM04 | Calm Mind    | Psychic  | Status   | —    | —    | 20 | Self          | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies      | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM20 | Safeguard    | Normal   | Status   | —    | —    | 25 | 2 Allies      | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal        | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal        | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM33 | Reflect      | Psychic  | Status   | —    | —    | 20 | 2 Allies      | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10 | All           | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM48 | Skill Swap   | Psychic  | Status   | —    | —    | 10 | Normal        | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM63 | Embargo      | Dark     | Status   | —    | 100  | 15 | Normal        | —  |
| TM64 | Explosion    | Normal   | Physical | 250  | 100  | 5  | 2 Foes/1 Ally | —  |
| TM67 | Recycle      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM69 | Rock Polish  | Rock     | Status   | —    | —    | 20 | Self          | —  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5  | Normal        | —  |
| TM74 | Gyro Ball    | Steel    | Physical | —    | 100  | 5  | Normal        | ○  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20 | 2 Foes        | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15 | Normal        | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20 | Normal        | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM92 | Trick Room   | Psychic  | Status   | —    | —    | 5  | All           | —  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|--------------|---------|----------|------|------|----|---------------|----|
| 1   | Tackle       | Normal  | Physical | 35   | 95   | 35 | Normal        | ○  |
| 1   | Harden       | Normal  | Status   | —    | —    | 30 | Self          | —  |
| 1   | Confusion    | Psychic | Special  | 50   | 100  | 25 | Normal        | —  |
| 9   | Rock Throw   | Rock    | Physical | 50   | 90   | 15 | Normal        | —  |
| 12  | Fire Spin    | Fire    | Special  | 15   | 70   | 15 | Normal        | —  |
| 20  | Rock Polish  | Rock    | Status   | —    | —    | 20 | Self          | —  |
| 23  | Psywave      | Psychic | Special  | —    | 80   | 15 | Normal        | —  |
| 31  | Embargo      | Dark    | Status   | —    | 100  | 15 | Normal        | —  |
| 34  | Cosmic Power | Psychic | Status   | —    | —    | 20 | Self          | —  |
| 42  | Heal Block   | Psychic | Status   | —    | 100  | 15 | 2 Foes        | —  |
| 45  | Rock Slide   | Rock    | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| 53  | SolarBeam    | Grass   | Special  | 120  | 100  | 10 | Normal        | —  |
| 56  | Explosion    | Normal  | Physical | 250  | 100  | 5  | 2 Foes/1 Ally | —  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|---------|----------|------|------|----|--------|----|
| Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal | ○  |
| Snore        | Normal  | Special  | 40   | 100  | 15 | Normal | —  |
| Helping Hand | Normal  | Status   | —    | —    | 20 | 1 Ally | —  |
| Swift        | Normal  | Special  | 60   | —    | 20 | 2 Foes | —  |
| Gravity      | Psychic | Status   | —    | —    | 5  | All    | —  |
| Magic Coat   | Psychic | Status   | —    | —    | 15 | Self   | —  |
| Rollout      | Rock    | Physical | 30   | 90   | 20 | Normal | ○  |
| Iron Head    | Steel   | Physical | 80   | 100  | 15 | Normal | ○  |
| AncientPower | Rock    | Special  | 60   | 100  | 5  | Normal | —  |
| Signal Beam  | Bug     | Special  | 75   | 100  | 15 | Normal | —  |
| Earth Power  | Ground  | Special  | 90   | 100  | 10 | Normal | —  |
| Iron Defense | Steel   | Status   | —    | —    | 15 | Self   | —  |
| Pain Split   | Normal  | Status   | —    | —    | 20 | Normal | —  |

## ● TM &amp; HM MOVES

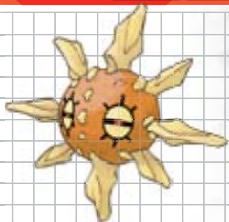
| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP       | Range         | DA |
|------|--------------|----------|----------|------|------|----------|---------------|----|
| TM04 | Calm Mind    | Psychic  | Status   | —    | —    | 20       | Self          | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10       | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15       | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | All      | —             |    |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5        | Normal        | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | 30   | 2 Allies | —             |    |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10       | Self          | —  |
| TM20 | Safeguard    | Normal   | Status   | —    | 25   | 2 Allies | —             |    |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20       | Normal        | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10       | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10       | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20       | Normal        | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10       | Normal        | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15       | Normal        | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15       | Self          | —  |
| TM33 | Reflect      | Psychic  | Status   | —    | 20   | 2 Allies | —             |    |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15       | Normal        | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10       | All           | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5        | Normal        | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10       | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20       | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20       | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10       | Self          | —  |
| TM48 | Skill Swap   | Psychic  | Status   | —    | —    | 10       | Normal        | —  |
| TM50 | Overheat     | Fire     | Special  | 140  | 90   | 5        | Normal        | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10       | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10       | Self          | —  |
| TM61 | Will-O-Wisp  | Fire     | Status   | —    | 75   | 15       | Normal        | —  |
| TM63 | Embargo      | Dark     | Status   | —    | 100  | 15       | Normal        | —  |
| TM64 | Explosion    | Normal   | Physical | 250  | 100  | 5        | 2 Foes/1 Ally | —  |
| TM67 | Recycle      | Normal   | Status   | —    | —    | 10       | Self          | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5        | Normal        | ○  |
| TM69 | Rock Polish  | Rock     | Status   | —    | —    | 20       | Self          | —  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20       | Normal        | —  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5        | Normal        | —  |
| TM74 | Gyro Ball    | Steel    | Physical | —    | 100  | 5        | Normal        | ○  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20       | 2 Foes        | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10       | Normal        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10       | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10       | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15       | Normal        | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15       | Normal        | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20       | Normal        | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15       | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10       | Self          | —  |
| TM92 | Trick Room   | Psychic  | Status   | —    | —    | 5        | All           | —  |



No. 338 | Meteorite Pokémon

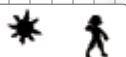
Solrock

Rock Psychic



- HEIGHT: 3'11"
- WEIGHT: 339.5 lbs.
- ITEMS: Sun Stone

## ● SIZE COMPARISON



## ● GENDER UNKNOWN

## ● ABILITIES

- Levitate

## ● EGG GROUPS

Mineral

## ● STATS



## ● PERFORMANCE

SPEED ★★★  
 POWER ★★★★★  
 SKILL ★★★

STAMINA ★★★★★  
 JUMP ★★★

## ● MAIN WAYS TO OBTAIN

## Pokémon HeartGold

Safari Zone (Wasteland Area: if Rock objects are placed, may appear in tall grass)

## Pokémon SoulSilver

Safari Zone (Wasteland Area: if Rock objects are placed, may appear in tall grass)

## Pokémon Diamond

Lake Verity (after obtaining the National Pokédex, insert Pokémon Ruby into your Nintendo DS's Game Pak slot)

## Pokémon Pearl

Lake Verity (after obtaining the National Pokédex, insert Pokémon Ruby into your Nintendo DS's Game Pak slot)

## Pokémon Platinum

Lake Verity (after obtaining the National Pokédex, insert Pokémon Ruby into your Nintendo DS's Game Pak slot)

## Pokémon HeartGold

When it rotates itself, it gives off light similar to the sun, thus blinding its foes.

## Pokémon SoulSilver

When it rotates itself, it gives off light similar to the sun, thus blinding its foes.

## ● EVOLUTION

Does not evolve

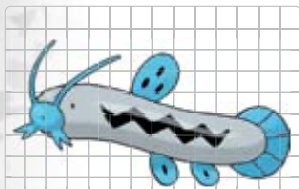


No. 339 | Whiskers Pokémon

# Barboach

Water

Ground



## ● SIZE COMPARISON

- HEIGHT: 1'04"
- WEIGHT: 4.2 lbs.
- ITEMS: None



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Oblivious
- Anticipation

## ● EGG GROUPS

Water 2

## ● PERFORMANCE

SPEED ★★☆☆  
POWER ★★☆☆  
SKILL ★★☆☆

STAMINA ★★☆☆☆  
JUMP ★★☆☆

## ● STATS

HP ●●●●●  
ATTACK ●●●●●  
DEFENSE ●●●●●  
SP. ATTACK ●●●●●  
SP. DEFENSE ●●●●●  
SPEED ●●●●●

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold**

Safari Zone (Marshland Area:  
if Water objects are placed,  
may appear if you fish with  
the Super Rod)

**Pokémon SoulSilver**

Safari Zone (Marshland Area:  
if Water objects are placed,  
may appear if you fish with  
the Super Rod)

**Pokémon Diamond**

Route 205, Eterna City side  
(Good Rod)

**Pokémon Pearl**

Route 205, Eterna City side  
(Good Rod)

**Pokémon Platinum**

Route 205, Eterna City side  
(Good Rod)

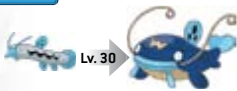
**Pokémon HeartGold**

BARBOACH uses its  
whiskers to taste things  
just as a person uses his or  
her tongue to taste things.

**Pokémon SoulSilver**

BARBOACH uses its  
whiskers to taste things  
just as a person uses his or  
her tongue to taste things.

## ● EVOLUTION



Barboach

Whiscash

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|--------------|---------|----------|------|------|----|---------------|----|
| 1   | Mud-Slap     | Ground  | Special  | 20   | 100  | 10 | Normal        | —  |
| 6   | Mud Sport    | Ground  | Status   | —    | —    | 15 | All           | —  |
| 6   | Water Sport  | Water   | Status   | —    | —    | 15 | All           | —  |
| 10  | Water Gun    | Water   | Special  | 40   | 100  | 25 | Normal        | —  |
| 14  | Mud Bomb     | Ground  | Special  | 65   | 85   | 10 | Normal        | —  |
| 18  | Amnesia      | Psychic | Status   | —    | —    | 20 | Self          | —  |
| 22  | Water Pulse  | Water   | Special  | 60   | 100  | 20 | Normal        | —  |
| 26  | Magnitude    | Ground  | Physical | —    | 100  | 30 | 2 Foes/1 Ally | —  |
| 31  | Rest         | Psychic | Status   | —    | —    | 10 | Self          | —  |
| 31  | Snore        | Normal  | Special  | 40   | 100  | 15 | Normal        | —  |
| 35  | Aqua Tail    | Water   | Physical | 90   | 90   | 10 | Normal        | ○  |
| 39  | Earthquake   | Ground  | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| 43  | Future Sight | Psychic | Special  | 80   | 90   | 15 | Normal        | —  |
| 47  | Fissure      | Ground  | Physical | —    | 30   | 5  | Normal        | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name        | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-------------|--------|----------|------|------|----|--------|----|
| Dive        | Water  | Physical | 80   | 100  | 10 | Normal | ○  |
| Icy Wind    | Ice    | Special  | 55   | 95   | 15 | 2 Foes | —  |
| Snore       | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Mud-Slap    | Ground | Special  | 20   | 100  | 10 | Normal | —  |
| Aqua Tail   | Water  | Physical | 90   | 90   | 10 | Normal | ○  |
| Earth Power | Ground | Special  | 90   | 100  | 10 | Normal | —  |
| Bounce      | Flying | Physical | 85   | 85   | 5  | Normal | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|---------|----------|------|------|----|---------------|----|
| TM03 | Water Pulse  | Water   | Special  | 60   | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10 | Normal        | —  |
| TM07 | Hail         | Ice     | Status   | —    | —    | 10 | All           | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15 | Normal        | —  |
| TM13 | Ice Beam     | Ice     | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice     | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM17 | Protect      | Normal  | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water   | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20 | Normal        | ○  |
| TM26 | Earthquake   | Ground  | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20 | Normal        | ○  |
| TM32 | Double Team  | Normal  | Status   | —    | —    | 15 | Self          | —  |
| TM37 | Sandstorm    | Rock    | Status   | —    | —    | 10 | All           | —  |
| TM39 | Rock Tomb    | Rock    | Physical | 50   | 80   | 10 | Normal        | —  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15 | Normal        | —  |
| TM58 | Endure       | Normal  | Status   | —    | —    | 10 | Self          | —  |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal  | Status   | —    | —    | 10 | Self          | —  |
| HM03 | Surf         | Water   | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | —  |
| HM05 | Whirlpool    | Water   | Special  | 15   | 70   | 15 | Normal        | —  |
| HM07 | Waterfall    | Water   | Physical | 80   | 100  | 15 | Normal        | ○  |

## ● EGG MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|----------|----------|------|------|----|----------|----|
| Thrash       | Normal   | Physical | 90   | 100  | 20 | 1 Random | —  |
| Whirlpool    | Water    | Special  | 15   | 70   | 15 | Normal   | —  |
| Spark        | Electric | Physical | 65   | 100  | 20 | Normal   | —  |
| Hydro Pump   | Water    | Special  | 120  | 80   | 5  | Normal   | —  |
| Flail        | Normal   | Physical | —    | 100  | 15 | Normal   | —  |
| Take Down    | Normal   | Physical | 90   | 85   | 20 | Normal   | —  |
| Dragon Dance | Dragon   | Status   | —    | —    | 20 | Self     | —  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP   | Range         | DA |
|-----|--------------|---------|----------|------|------|------|---------------|----|
| 1   | Zen Headbutt | Psychic | Physical | 80   | 90   | 15   | Normal        | ○  |
| 1   | Tickle       | Normal  | Status   | —    | 100  | 20   | Normal        | —  |
| 1   | Mud-Slap     | Ground  | Special  | 20   | 100  | 10   | Normal        | —  |
| 1   | Mud Sport    | Ground  | Status   | —    | 15   | All  | —             | —  |
| 1   | Water Sport  | Water   | Status   | —    | 15   | All  | —             | —  |
| 6   | Mud Sport    | Ground  | Status   | —    | 15   | All  | —             | —  |
| 6   | Water Sport  | Water   | Status   | —    | 15   | All  | —             | —  |
| 10  | Water Gun    | Water   | Special  | 40   | 100  | 25   | Normal        | —  |
| 14  | Mud Bomb     | Ground  | Special  | 65   | 85   | 10   | Normal        | —  |
| 18  | Amnesia      | Psychic | Status   | —    | 20   | Self | —             | —  |
| 22  | Water Pulse  | Water   | Special  | 60   | 100  | 20   | Normal        | —  |
| 26  | Magnitude    | Ground  | Physical | —    | 100  | 30   | 2 Foes/1 Ally | —  |
| 33  | Rest         | Psychic | Status   | —    | 10   | Self | —             | —  |
| 33  | Snore        | Normal  | Status   | 40   | 100  | 15   | Normal        | —  |
| 39  | Aqua Tail    | Water   | Physical | 90   | 90   | 10   | Normal        | ○  |
| 45  | Earthquake   | Ground  | Physical | 100  | 100  | 10   | 2 Foes/1 Ally | —  |
| 51  | Future Sight | Psychic | Special  | 80   | 90   | 15   | Normal        | —  |
| 57  | Fissure      | Ground  | Physical | —    | 30   | 5    | Normal        | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|---------|----------|------|------|----|--------|----|
| Dive         | Water   | Physical | 80   | 100  | 10 | Normal | ○  |
| Icy Wind     | Ice     | Special  | 55   | 95   | 15 | 2 Foes | ○  |
| Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal | ○  |
| Snore        | Normal  | Special  | 40   | 100  | 15 | Normal | —  |
| Mud-Slap     | Ground  | Special  | 20   | 100  | 10 | Normal | —  |
| Aqua Tail    | Water   | Physical | 90   | 90   | 10 | Normal | ○  |
| Earth Power  | Ground  | Special  | 90   | 100  | 10 | Normal | ○  |
| Bounce       | Flying  | Physical | 85   | 85   | 5  | Normal | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP      | Range         | DA |
|------|--------------|----------|----------|------|------|---------|---------------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20      | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10      | Normal        | —  |
| TM07 | Hail         | Ice      | Status   | —    | 10   | All     | —             | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15      | Normal        | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10      | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5       | 2 Foes        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5       | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | 10   | Self    | —             | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | All     | —             | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20      | Normal        | ○  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10      | 2 Foes/1 Ally | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20      | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | 15   | Self    | —             | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | 10   | All     | —             | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10      | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20      | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20      | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | 10   | Self    | —             | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15      | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | 10   | Self    | —             | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5       | Normal        | ○  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5       | Normal        | ○  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20      | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10      | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | 10   | Depends | —             | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15      | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15      | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | 10   | Self    | —             | —  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15      | 2 Foes/1 Ally | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15      | Normal        | ○  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15      | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15      | Normal        | ○  |
| HM07 | Waterfall    | Water    | Physical | 80   | 100  | 15      | Normal        | ○  |



No. 340 | Whiskers Pokémon

## Whiscash

Water

Ground



## ● SIZE COMPARISON

- HEIGHT: 2'11"
- WEIGHT: 52.0 lbs.
- ITEMS: None



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Oblivious
- Anticipation

## ● STATS



## ● EGG GROUPS

Water 2

## ● PERFORMANCE

SPEED ★★  
POWER ★★☆☆☆  
SKILL ★★☆☆☆

STAMINA ★★☆☆☆  
JUMP ★★☆☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Violet City  
(mass outbreak, fishing)

**Pokémon SoulSilver** Violet City  
(mass outbreak, fishing)

**Pokémon Diamond** Route 205, Eterna City side  
(Super Rod)

**Pokémon Pearl** Route 205, Eterna City side  
(Super Rod)

**Pokémon Platinum** Route 205, Eterna City side  
(Super Rod)

**Pokémon HeartGold** **Pokémon SoulSilver**

It claims a large swamp to itself. If a foe comes near it, it sets off tremors by thrashing around.

It claims a large swamp to itself. If a foe comes near it, it sets off tremors by thrashing around.

## ● EVOLUTION



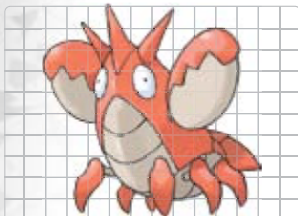
Barboach

Whiscash

# No. 341 | Ruffian Pokémon

## Corphish

Water



- HEIGHT: 2'00"
- WEIGHT: 25.4 lbs.
- ITEMS: None

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Hyper Cutter
- Shed Armor

## ● STATS



## ● EGG GROUPS

- Water 1
- Water 3

## ● PERFORMANCE

- SPEED ★★★★★
- POWER ★★★★★
- SKILL ★★★★★

- STAMINA ★★★★★
- JUMP ★★★☆☆

## ● MAIN WAYS TO OBTAIN

## Pokémon HeartGold

Safari Zone (Rocky Beach Area: if Water objects are placed, may appear if you fish with the Super Rod)

## Pokémon SoulSilver

Safari Zone (Rocky Beach Area: if Water objects are placed, may appear if you fish with the Super Rod)

## Pokémon Diamond

Celestic Town (Super Rod)

## Pokémon Pearl

Celestic Town (Super Rod)

## Pokémon Platinum

Celestic Town (Super Rod)

## Pokémon HeartGold

It was originally a Pokémon from afar that escaped to the wild. It can adapt to the dirtiest river.

## Pokémon SoulSilver

It was originally a Pokémon from afar that escaped to the wild. It can adapt to the dirtiest river.

## ● EVOLUTION



Lv. 30

Corphish

Crawdaunt

## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|--------|----------|------|------|----|--------|----|
| 1   | Bubble       | Water  | Special  | 20   | 100  | 30 | 2 Foes | —  |
| 7   | Harden       | Normal | Status   | —    | —    | 30 | Self   | —  |
| 10  | ViceGrip     | Normal | Physical | 55   | 100  | 30 | Normal | ○  |
| 13  | Leer         | Normal | Status   | —    | —    | 30 | 2 Foes | —  |
| 20  | BubbleBeam   | Water  | Special  | 65   | 100  | 20 | Normal | —  |
| 23  | Protect      | Normal | Status   | —    | —    | 10 | Self   | —  |
| 26  | Knock Off    | Dark   | Physical | 20   | 100  | 20 | Normal | ○  |
| 32  | Taunt        | Dark   | Status   | —    | —    | 10 | Normal | —  |
| 35  | Night Slash  | Dark   | Physical | 70   | 100  | 15 | Normal | ○  |
| 38  | Crabhammer   | Water  | Physical | 90   | 85   | 10 | Normal | ○  |
| 44  | Swords Dance | Normal | Status   | —    | —    | 30 | Self   | —  |
| 47  | Crunch       | Dark   | Physical | 80   | 100  | 15 | Normal | ○  |
| 53  | Guillotine   | Normal | Physical | —    | 30   | 5  | Normal | ○  |

## ● MOVE MANIAC

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Fury Cutter  | Bug      | Physical | 10   | 95   | 20 | Normal | ○  |
| Icy Wind     | Ice      | Special  | 55   | 95   | 15 | 2 Foes | —  |
| Knock Off    | Dark     | Physical | 20   | 100  | 20 | Normal | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Spite        | Ghost    | Status   | —    | 100  | 10 | Normal | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Superpower   | Fighting | Physical | 120  | 100  | 5  | Normal | ○  |
| Endeavor     | Normal   | Physical | —    | 100  | 5  | Normal | ○  |
| AncientPower | Rock     | Special  | 60   | 100  | 5  | Normal | —  |
| Iron Defense | Steel    | Status   | —    | —    | 15 | Self   | —  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Fury Cutter  | Bug      | Physical | 10   | 95   | 20 | Normal | ○  |
| Icy Wind     | Ice      | Special  | 55   | 95   | 15 | 2 Foes | —  |
| Knock Off    | Dark     | Physical | 20   | 100  | 20 | Normal | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Spite        | Ghost    | Status   | —    | 100  | 10 | Normal | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Superpower   | Fighting | Physical | 120  | 100  | 5  | Normal | ○  |
| Endeavor     | Normal   | Physical | —    | 100  | 5  | Normal | ○  |
| AncientPower | Rock     | Special  | 60   | 100  | 5  | Normal | —  |
| Iron Defense | Steel    | Status   | —    | —    | 15 | Self   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP  | Range         | DA |
|------|--------------|----------|----------|------|------|-----|---------------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20  | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10  | Normal        | —  |
| TM07 | Hall         | Ice      | Status   | —    | 10   | All | —             | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15  | Normal        | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20  | Normal        | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10  | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5   | 2 Foes        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10  | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | All | —             | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20  | Normal        | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20  | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10  | Normal        | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15  | Normal        | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15  | Self          | —  |
| TM36 | Sludge Bomb  | Poison   | Special  | 90   | 100  | 10  | Normal        | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10  | Normal        | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20  | Normal        | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20  | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20  | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10  | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15  | Normal        | —  |
| TM54 | False Swipe  | Normal   | Physical | 40   | 100  | 40  | Normal        | ○  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10  | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10  | Self          | —  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10  | Normal        | ○  |
| TM75 | Swords Dance | Normal   | Status   | —    | —    | 30  | Self          | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20  | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10  | 2 Foes        | —  |
| TM81 | X-Scissor    | Bug      | Physical | 80   | 100  | 15  | Normal        | ○  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10  | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15  | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15  | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10  | Self          | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30  | Normal        | ○  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15  | 2 Foes/1 Ally | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15  | Normal        | ○  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15  | Normal        | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15  | Normal        | ○  |
| HM07 | Waterfall    | Water    | Physical | 80   | 100  | 15  | Normal        | ○  |

## ● EGG MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Mud Sport    | Ground   | Status   | —    | —    | 15 | All    | —  |
| Endeavor     | Normal   | Physical | —    | 100  | 5  | Normal | ○  |
| Body Slam    | Normal   | Physical | 85   | 100  | 15 | Normal | ○  |
| AncientPower | Rock     | Special  | 60   | 100  | 5  | Normal | —  |
| Knock Off    | Dark     | Physical | 20   | 100  | 20 | Normal | ○  |
| Superpower   | Fighting | Physical | 120  | 100  | 5  | Normal | ○  |
| Metal Claw   | Steel    | Physical | 50   | 95   | 35 | Normal | ○  |
| Dragon Dance | Dragon   | Status   | —    | —    | 20 | Self   | —  |



## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|--------|----------|------|------|----|--------|----|
| 1   | Bubble       | Water  | Special  | 20   | 100  | 30 | 2 Foes | —  |
| 1   | Harden       | Normal | Status   | —    | —    | 30 | Self   | —  |
| 1   | ViceGrip     | Normal | Physical | 55   | 100  | 30 | Normal | ○  |
| 1   | Leer         | Normal | Status   | —    | 100  | 30 | 2 Foes | —  |
| 7   | Harden       | Normal | Status   | —    | —    | 30 | Self   | —  |
| 10  | ViceGrip     | Normal | Physical | 55   | 100  | 30 | Normal | ○  |
| 13  | Leer         | Normal | Status   | —    | 100  | 30 | 2 Foes | —  |
| 20  | BubbleBeam   | Water  | Special  | 65   | 100  | 20 | Normal | —  |
| 23  | Protect      | Normal | Status   | —    | —    | 10 | Self   | —  |
| 26  | Knock Off    | Dark   | Physical | 20   | 100  | 20 | Normal | ○  |
| 30  | Swift        | Normal | Special  | 60   | —    | 20 | 2 Foes | —  |
| 34  | Taunt        | Dark   | Status   | —    | 100  | 20 | Normal | —  |
| 39  | Night Slash  | Dark   | Physical | 70   | 100  | 15 | Normal | ○  |
| 44  | Crabhammer   | Water  | Physical | 90   | 85   | 10 | Normal | —  |
| 52  | Swords Dance | Normal | Status   | —    | —    | 30 | Self   | ○  |
| 57  | Crunch       | Dark   | Physical | 80   | 100  | 15 | Normal | ○  |
| 65  | Guillotine   | Normal | Physical | —    | 30   | 5  | Normal | ○  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Dive         | Water    | Physical | 80   | 100  | 10 | Normal | —  |
| Fury Cutter  | Bug      | Physical | 10   | 95   | 20 | Normal | ○  |
| Icy Wind     | Ice      | Special  | 55   | 95   | 15 | 2 Foes | —  |
| Knock Off    | Dark     | Physical | 20   | 100  | 20 | Normal | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Spite        | Ghost    | Status   | —    | 100  | 10 | Normal | —  |
| Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Superpower   | Fighting | Physical | 120  | 100  | 5  | Normal | ○  |
| Endeavor     | Normal   | Physical | —    | 100  | 5  | Normal | ○  |
| AncientPower | Rock     | Special  | 60   | 100  | 5  | Normal | —  |
| Iron Defense | Steel    | Status   | —    | —    | 15 | Self   | —  |
|              |          |          |      |      |    |        |    |
|              |          |          |      |      |    |        |    |

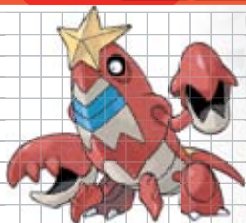
## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM07 | Hail         | Ice      | Status   | —    | 10   | 10 | All           | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal        | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM36 | Sludge Bomb  | Poison   | Special  | 90   | 100  | 10 | Normal        | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal        | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM54 | False Swipe  | Normal   | Physical | 40   | 100  | 40 | Normal        | ○  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10 | Normal        | ○  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM72 | Avalanche    | Ice      | Physical | 60   | 100  | 10 | Normal        | ○  |
| TM75 | Swords Dance | Normal   | Status   | —    | —    | 30 | Self          | —  |
| TM78 | Captivate    | Normal   | Status   | —    | —    | 20 | 2 Foes        | —  |
| TM79 | Dark Pulse   | Dark     | Special  | 80   | 100  | 15 | Normal        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM81 | X-Scissor    | Bug      | Physical | 80   | 100  | 15 | Normal        | ○  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal        | ○  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15 | Normal        | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM07 | Waterfall    | Water    | Physical | 80   | 100  | 15 | Normal        | ○  |
|      |              |          |          |      |      |    |               |    |
|      |              |          |          |      |      |    |               |    |

No. 342 | Rogue Pokémon  
**Crawdaunt**

Water

Dark



- HEIGHT: 3'07"
- WEIGHT: 72.3 lbs.
- ITEMS: None

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Hyper Cutter
- Shed Armor

## ● STATS



## ● EGG GROUPS

Water 1

Water 3

## ● PERFORMANCE

SPEED ★★☆☆  
POWER ★★★★★☆  
SKILL ★★★★★☆STAMINA ★★★★★☆  
JUMP ★★★★★☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Level up Corphish to Lv. 30**Pokémon SoulSilver** Level up Corphish to Lv. 30**Pokémon Diamond** Level up Corphish to Lv. 30**Pokémon Pearl** Level up Corphish to Lv. 30**Pokémon Platinum** Level up Corphish to Lv. 30**Pokémon HeartGold** **Pokémon SoulSilver**

A brutish Pokémon that loves to battle. It will crash itself into any foe that approaches its nest.

A brutish Pokémon that loves to battle. It will crash itself into any foe that approaches its nest.

## ● EVOLUTION



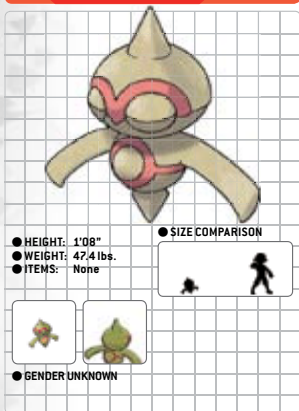
Corphish

Crawdaunt

# No. 343 | Clay Doll Pokémon

## Baltoy

Ground Psychic



- HEIGHT: 1'08"
- WEIGHT: 47.4 lbs.
- ITEMS: None

## ● SIZE COMPARISON



- GENDER UNKNOWN

## ● ABILITIES

- Levitate

## ● EGG GROUPS

Mineral

## ● PERFORMANCE

SPEED ★★☆☆☆  
POWER ★★☆☆☆  
SKILL ★★☆☆☆

STAMINA ★★☆☆☆  
JUMP ★★☆☆☆

## ● STATS



## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Route 3 (mass outbreak)

**Pokémon SoulSilver** —

**Pokémon Diamond** Route 206 (use Poké Radar)

**Pokémon Pearl** Route 206 (use Poké Radar)

**Pokémon Platinum** Route 206 (use Poké Radar)

**Pokémon HeartGold**

It moves while spinning around on its single foot. Some BALTOY have been seen spinning on their heads.

**Pokémon SoulSilver**

It moves while spinning around on its single foot. Some BALTOY have been seen spinning on their heads.

## ● EVOLUTION



Baltoy

Claydol

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|--------------|---------|----------|------|------|----|---------------|----|
| 1   | Confusion    | Psychic | Special  | 50   | 100  | 25 | Normal        | —  |
| 3   | Harden       | Normal  | Status   | —    | —    | 30 | Self          | —  |
| 5   | Rapid Spin   | Normal  | Physical | 20   | 100  | 40 | Normal        | ○  |
| 7   | Mud-Slap     | Ground  | Special  | 20   | 100  | 10 | Normal        | —  |
| 11  | Psybeam      | Psychic | Special  | 65   | 100  | 20 | Normal        | —  |
| 15  | Rock Tomb    | Rock    | Physical | 50   | 80   | 10 | Normal        | —  |
| 19  | Selfdestruct | Normal  | Physical | 200  | 100  | 5  | 2 Foes/1 Ally | —  |
| 25  | AncientPower | Rock    | Special  | 60   | 100  | 5  | Normal        | —  |
| 31  | Power Trick  | Psychic | Status   | —    | —    | 10 | Self          | —  |
| 37  | Sandstorm    | Rock    | Status   | —    | —    | 10 | All           | —  |
| 45  | Cosmic Power | Psychic | Status   | —    | —    | 20 | Self          | —  |
| 53  | Earth Power  | Ground  | Special  | 90   | 100  | 10 | Normal        | —  |
| 61  | Heal Block   | Psychic | Status   | —    | 100  | 15 | 2 Foes        | —  |
| 71  | Explosion    | Normal  | Physical | 250  | 100  | 5  | 2 Foes/1 Ally | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|---------|----------|------|------|----|--------|----|
| Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal | ○  |
| Trick        | Psychic | Status   | —    | 100  | 10 | Normal | —  |
| Snore        | Normal  | Special  | 40   | 100  | 15 | Normal | —  |
| Gravity      | Psychic | Status   | —    | —    | 5  | All    | —  |
| Magic Coat   | Psychic | Status   | —    | —    | 15 | Self   | —  |
| Mud-Slap     | Ground  | Special  | 20   | 100  | 10 | Normal | —  |
| AncientPower | Rock    | Special  | 60   | 100  | 5  | Normal | —  |
| Signal Beam  | Bug     | Special  | 75   | 100  | 15 | Normal | —  |
| Earth Power  | Ground  | Special  | 90   | 100  | 10 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM04 | Calm Mind    | Psychic  | Status   | —    | —    | 20 | Self          | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies      | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM20 | Safeguard    | Normal   | Status   | —    | —    | 25 | 2 Allies      | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Special  | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal        | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal        | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM33 | Reflect      | Psychic  | Status   | —    | —    | 20 | 2 Allies      | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10 | All           | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM48 | Skill Swap   | Psychic  | Status   | —    | —    | 10 | Normal        | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM64 | Explosion    | Normal   | Physical | 250  | 100  | 5  | 2 Foes/1 Ally | —  |
| TM67 | Recycle      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM69 | Rock Polish  | Rock     | Status   | —    | —    | 20 | Self          | —  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM74 | Gyro Ball    | Steel    | Physical | —    | 100  | 5  | Normal        | ○  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20 | 2 Foes        | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15 | Normal        | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20 | Normal        | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM92 | Trick Room   | Psychic  | Status   | —    | —    | 5  | All           | —  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|--------------|---------|----------|------|------|----|---------------|----|
| 1   | Teleport     | Psychic | Status   | —    | —    | 20 | Self          | —  |
| 1   | Confusion    | Psychic | Special  | 50   | 100  | 25 | Normal        | —  |
| 1   | Harden       | Normal  | Status   | —    | —    | 30 | Self          | —  |
| 1   | Rapid Spin   | Normal  | Physical | 20   | 100  | 40 | Normal        | ○  |
| 3   | Harden       | Normal  | Status   | —    | —    | 30 | Self          | —  |
| 5   | Rapid Spin   | Normal  | Physical | 20   | 100  | 40 | Normal        | ○  |
| 7   | Mud-Slap     | Ground  | Special  | 20   | 100  | 10 | Normal        | —  |
| 11  | Psybeam      | Psychic | Special  | 65   | 100  | 20 | Normal        | —  |
| 15  | Rock Tomb    | Rock    | Physical | 50   | 80   | 10 | Normal        | —  |
| 19  | Selfdestruct | Normal  | Physical | 200  | 100  | 5  | 2 Foes/1 Ally | —  |
| 25  | AncientPower | Rock    | Special  | 60   | 100  | 5  | Normal        | —  |
| 31  | Power Trick  | Psychic | Status   | —    | —    | 10 | Self          | —  |
| 36  | Hyper Beam   | Normal  | Special  | 150  | 90   | 5  | Normal        | —  |
| 40  | Sandstorm    | Rock    | Status   | —    | —    | 10 | All           | —  |
| 51  | Cosmic Power | Psychic | Status   | —    | —    | 20 | Self          | —  |
| 62  | Earth Power  | Ground  | Special  | 90   | 100  | 10 | Normal        | —  |
| 73  | Heal Block   | Psychic | Status   | —    | —    | 10 | 2 Foes        | —  |
| 86  | Explosion    | Normal  | Physical | 250  | 100  | 5  | 2 Foes/1 Ally | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

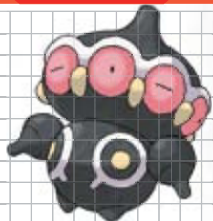
| Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|---------|----------|------|------|----|--------|----|
| Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal | ○  |
| Trick        | Psychic | Status   | —    | 100  | 10 | Normal | —  |
| Snore        | Normal  | Special  | 40   | 100  | 15 | Normal | —  |
| Gravity      | Psychic | Status   | —    | —    | 5  | All    | —  |
| Magic Coat   | Psychic | Status   | —    | —    | 15 | Self   | —  |
| Mud-Slap     | Ground  | Special  | 20   | 100  | 10 | Normal | —  |
| AncientPower | Rock    | Special  | 60   | 100  | 5  | Normal | —  |
| Signal Beam  | Bug     | Special  | 75   | 100  | 15 | Normal | —  |
| Earth Power  | Ground  | Special  | 90   | 100  | 10 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP  | Range         | DA |
|------|--------------|----------|----------|------|------|-----|---------------|----|
| TM04 | Calm Mind    | Psychic  | Status   | —    | —    | 20  | Self          | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10  | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15  | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5   | All           | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10  | Normal        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5   | Normal        | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30  | 2 Allies      | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10  | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5   | All           | —  |
| TM20 | Safeguard    | Normal   | Status   | —    | —    | 25  | 2 Allies      | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20  | Normal        | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10  | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10  | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20  | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10  | Normal        | —  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10  | Normal        | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15  | Normal        | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15  | Self          | —  |
| TM33 | Reflect      | Psychic  | Status   | —    | —    | 20  | 2 Allies      | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10  | All           | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10  | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20  | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20  | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10  | Self          | —  |
| TM48 | Skill Swap   | Psychic  | Status   | —    | —    | 10  | Normal        | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10  | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10  | Self          | —  |
| TM64 | Explosion    | Normal   | Physical | 250  | 100  | 5   | 2 Foes/1 Ally | —  |
| TM67 | Recycle      | Normal   | Status   | —    | —    | 10  | Self          | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5   | Normal        | ○  |
| TM69 | Rock Polish  | Rock     | Status   | —    | —    | 20  | Self          | —  |
| TM70 | Flash        | Normal   | Status   | —    | —    | 100 | 20 Normal     | —  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5   | Normal        | —  |
| TM74 | Gyro Ball    | Steel    | Physical | —    | 100  | 5   | Normal        | ○  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20  | 2 Foes        | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10  | Normal        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10  | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10  | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15  | Normal        | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15  | Normal        | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20  | Normal        | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | —    | 90  | 15 Normal     | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10  | Self          | —  |
| TM92 | Trick Room   | Psychic  | Status   | —    | —    | 5   | All           | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15  | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15  | Normal        | ○  |

No. 344 | Clay Doll Pokémon  
**Claydol**

Ground Psychic



- HEIGHT: 4'11"
- WEIGHT: 238.1 lbs.
- ITEMS: None

## ● SIZE COMPARISON



## ● GENDER UNKNOWN

## ● ABILITIES

- Levitate

## ● STATS



## ● EGG GROUPS

Mineral

## ● PERFORMANCE

SPEED ★★☆☆  
POWER ★☆☆☆  
SKILL ★★★★★

STAMINA ★★★★★  
JUMP ★★★★★

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Level up Baltoy to Lv. 36

**Pokémon SoulSilver** —

**Pokémon Diamond** Level up Baltoy to Lv. 36

**Pokémon Pearl** Level up Baltoy to Lv. 36

**Pokémon Platinum** Level up Baltoy to Lv. 36

**Pokémon HeartGold**

**Pokémon SoulSilver**

It is said that it originates from clay dolls made by an ancient civilization.

It is said that it originates from clay dolls made by an ancient civilization.

## ● EVOLUTION



Lv. 36



Baltoy

Claydol

No. 345 | Sea Lily Pokémon  
**Lileep**

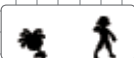
Rock

Grass



## ● SIZE COMPARISON

- HEIGHT: 3'03"
- WEIGHT: 52.5 lbs.
- ITEMS: None



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Suction Cups

## ● STATS



## ● EGG GROUPS

Water 3

## ● PERFORMANCE

SPEED ★☆☆☆  
POWER ★★★★★  
SKILL ★★☆☆

STAMINA ★★★★★☆  
JUMP ★★☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** —**Pokémon SoulSilver**

Have the Root Fossil restored at the Pewter Museum of Science

**Pokémon Diamond**

After obtaining the National Pokédex, find the Root Fossil in the Underground and have it restored at the Oreburgh Mining Museum

**Pokémon Pearl**

After obtaining the National Pokédex, find the Root Fossil in the Underground and have it restored at the Oreburgh Mining Museum

**Pokémon Platinum**

After obtaining the National Pokédex, find the Root Fossil in the Underground and have it restored at the Oreburgh Mining Museum

**Pokémon HeartGold**

It disguises its tentacles as flowers to attract and catch prey. It became extinct in ancient times.

**Pokémon SoulSilver**

It disguises its tentacles as flowers to attract and catch prey. It became extinct in ancient times.

## ● EVOLUTION



Lv. 40



Lileep

Cradily

## ● LEVEL-UP MOVES

| Lv. | Name          | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|---------------|---------|----------|------|------|----|--------|----|
| 1   | Astonish      | Ghost   | Physical | 30   | 100  | 15 | Normal | ○  |
| 1   | Constrict     | Normal  | Physical | 10   | 100  | 35 | Normal | ○  |
| 8   | Acid          | Poison  | Special  | 40   | 100  | 30 | 2 Foes | —  |
| 15  | Ingrain       | Grass   | Status   | —    | —    | 20 | Self   | —  |
| 22  | Confuse Ray   | Ghost   | Status   | —    | 100  | 10 | Normal | —  |
| 29  | Amnesia       | Psychic | Status   | —    | —    | 20 | Self   | —  |
| 36  | Gastro Acid   | Poison  | Status   | —    | 100  | 10 | Normal | —  |
| 43  | Ancient Power | Rock    | Special  | 60   | 100  | 5  | Normal | —  |
| 50  | Energy Ball   | Grass   | Special  | 80   | 100  | 10 | Normal | —  |
| 57  | Stockpile     | Normal  | Status   | —    | —    | 20 | Self   | —  |
| 57  | Spit Up       | Normal  | Special  | —    | 100  | 10 | Normal | —  |
| 57  | Swallow       | Normal  | Status   | —    | —    | 10 | Self   | —  |
| 64  | Wring Out     | Normal  | Special  | —    | 100  | 5  | Normal | ○  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name          | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|---------------|--------|----------|------|------|----|--------|----|
| Snore         | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Synthesis     | Grass  | Status   | —    | —    | 5  | Self   | —  |
| String Shot   | Bug    | Status   | —    | 95   | 40 | 2 Foes | —  |
| Worry Seed    | Grass  | Status   | —    | 100  | 10 | Normal | —  |
| Mud-Slap      | Ground | Special  | 20   | 100  | 10 | Normal | —  |
| Gastro Acid   | Poison | Status   | —    | 100  | 10 | Normal | —  |
| Ancient Power | Rock   | Special  | 60   | 100  | 5  | Normal | —  |
| Earth Power   | Ground | Special  | 90   | 100  | 10 | Normal | —  |
| Seed Bomb     | Grass  | Physical | 80   | 100  | 15 | Normal | —  |
| Pain Split    | Normal | Status   | —    | —    | 20 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|---------|----------|------|------|----|---------|----|
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10 | Normal  | —  |
| TM09 | Bullet Seed  | Grass   | Physical | 10   | 100  | 30 | Normal  | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15 | Normal  | —  |
| TM11 | Sunny Day    | Fire    | Status   | —    | —    | 5  | All     | —  |
| TM17 | Protect      | Normal  | Status   | —    | —    | 10 | Self    | —  |
| TM19 | Giga Drain   | Grass   | Special  | 60   | 100  | 10 | Normal  | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20 | Normal  | ○  |
| TM22 | SolarBeam    | Grass   | Special  | 120  | 100  | 10 | Normal  | —  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20 | Normal  | ○  |
| TM32 | Double Team  | Normal  | Status   | —    | —    | 15 | Self    | —  |
| TM36 | Sludge Bomb  | Poison  | Special  | 90   | 100  | 10 | Normal  | —  |
| TM37 | Sandstorm    | Rock    | Status   | —    | —    | 10 | All     | —  |
| TM39 | Rock Tomb    | Rock    | Physical | 50   | 80   | 10 | Normal  | —  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20 | Normal  | —  |
| TM44 | Rest         | Psychic | Status   | —    | —    | 10 | Self    | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15 | Normal  | —  |
| TM53 | Energy Ball  | Grass   | Special  | 80   | 100  | 10 | Normal  | —  |
| TM58 | Endure       | Normal  | Status   | —    | —    | 10 | Self    | —  |
| TM69 | Rock Polish  | Rock    | Status   | —    | —    | 20 | Self    | —  |
| TM70 | Flash        | Normal  | Status   | —    | 100  | 20 | Normal  | —  |
| TM75 | Swords Dance | Normal  | Status   | —    | —    | 30 | Self    | —  |
| TM76 | Stealth Rock | Rock    | Status   | —    | —    | 20 | 2 Foes  | —  |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20 | 2 Foes  | —  |
| TM80 | Rock Slide   | Rock    | Physical | 75   | 90   | 10 | 2 Foes  | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | —    | 10 | Depends | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal  | —  |
| TM86 | Natural Knot | Grass   | Special  | —    | 100  | 20 | Normal  | ○  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal  | —  |
| TM90 | Substitute   | Normal  | Status   | —    | —    | 10 | Self    | —  |

## ● EGG MOVES

| Name        | Type    | Kind     | Pow. | Acc. | PP  | Range       | DA     |   |
|-------------|---------|----------|------|------|-----|-------------|--------|---|
| Barrier     | Psychic | Status   | —    | —    | 30  | Self        | —      |   |
| Recover     | Normal  | Status   | —    | —    | 10  | Self        | —      |   |
| Mirror Coat | Psychic | Special  | —    | 100  | 20  | Self        | —      |   |
| Rock Slide  | Rock    | Physical | 75   | 90   | 10  | 2 Foes      | —      |   |
| Wring Out   | Normal  | Special  | —    | 100  | 5   | Normal      | ○      |   |
| Tickle      | Normal  | Status   | —    | —    | 100 | 20          | Normal | — |
| Curse       | ???     | Status   | —    | —    | 10  | Normal/Self | —      |   |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|---------|----------|------|------|----|--------|----|
| 1   | Astonish     | Ghost   | Physical | 30   | 100  | 15 | Normal | ○  |
| 1   | Constrict    | Normal  | Physical | 10   | 100  | 35 | Normal | ○  |
| 1   | Acid         | Poison  | Special  | 40   | 100  | 30 | 2 Foes | —  |
| 1   | Ingrain      | Grass   | Status   | —    | —    | 20 | Self   | —  |
| 8   | Acid         | Poison  | Special  | 40   | 100  | 30 | 2 Foes | —  |
| 15  | Ingrain      | Grass   | Status   | —    | —    | 20 | Self   | —  |
| 22  | Confuse Ray  | Ghost   | Status   | —    | 100  | 10 | Normal | —  |
| 29  | Amnesia      | Psychic | Status   | —    | —    | 20 | Self   | —  |
| 36  | AncientPower | Rock    | Special  | 60   | 100  | 5  | Normal | —  |
| 46  | Gastro Acid  | Poison  | Status   | —    | 100  | 10 | Normal | —  |
| 56  | Energy Ball  | Grass   | Special  | 80   | 100  | 10 | Normal | —  |
| 66  | Stockpile    | Normal  | Status   | —    | —    | 20 | Self   | —  |
| 66  | Spit Up      | Normal  | Special  | —    | 100  | 10 | Normal | —  |
| 66  | Swallow      | Normal  | Status   | —    | —    | 10 | Self   | —  |
| 76  | Wring Out    | Normal  | Special  | —    | 100  | 5  | Normal | ○  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Synthesis    | Grass  | Status   | —    | —    | 5  | Self   | —  |
| String Shot  | Bug    | Status   | —    | 95   | 40 | 2 Foes | —  |
| Worry Seed   | Grass  | Status   | —    | 100  | 10 | Normal | —  |
| Block        | Normal | Status   | —    | —    | 5  | Normal | —  |
| Mud-Slap     | Ground | Special  | 20   | 100  | 10 | Normal | —  |
| Gastro Acid  | Poison | Status   | —    | 100  | 10 | Normal | —  |
| AncientPower | Rock   | Special  | 60   | 100  | 5  | Normal | —  |
| Earth Power  | Ground | Special  | 90   | 100  | 10 | Normal | —  |
| Seed Bomb    | Grass  | Physical | 80   | 100  | 15 | Normal | —  |
| Pain Split   | Normal | Status   | —    | —    | 20 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP  | Range         | DA |
|------|--------------|----------|----------|------|------|-----|---------------|----|
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10  | Normal        | —  |
| TM09 | Bullet Seed  | Grass    | Physical | 10   | 100  | 30  | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15  | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | All | —             | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5   | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10  | Self          | —  |
| TM19 | Giga Drain   | Grass    | Special  | 60   | 100  | 10  | Normal        | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20  | Normal        | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10  | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10  | 2 Foes/1 Ally | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20  | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15  | Self          | —  |
| TM36 | Sludge Bomb  | Poison   | Special  | 90   | 100  | 10  | Normal        | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10  | All           | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10  | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20  | Normal        | —  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20  | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10  | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15  | Normal        | —  |
| TM53 | Energy Ball  | Grass    | Special  | 80   | 100  | 10  | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10  | Self          | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5   | Normal        | ○  |
| TM69 | Rock Polish  | Rock     | Status   | —    | —    | 20  | Self          | —  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20  | Normal        | —  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5   | Normal        | —  |
| TM75 | Swords Dance | Normal   | Status   | —    | —    | 30  | Self          | —  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20  | 2 Foes        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20  | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10  | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10  | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15  | Normal        | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20  | Normal        | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15  | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10  | Self          | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15  | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15  | Normal        | ○  |

No. 346 | Barnicle Pokémon  
**Cradily**

Rock Grass



- HEIGHT: 4'11"
- WEIGHT: 139.2 lbs.
- ITEMS: None

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Suction Cups

## ● STATS



## ● EGG GROUPS

Water 3

## ● PERFORMANCE

SPEED ★★  
POWER ★★★  
SKILL ★★☆☆STAMINA ★★★★★  
JUMP ★★★

## ● MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver Level up Lileep to Lv. 40

Pokémon Diamond Level up Lileep to Lv. 40

Pokémon Pearl Level up Lileep to Lv. 40

Pokémon Platinum Level up Lileep to Lv. 40

Pokémon HeartGold

It lives in warm seas. Its heavy body weighs it down so it won't get washed away in rough weather.

Pokémon SoulSilver

It lives in warm seas. Its heavy body weighs it down so it won't get washed away in rough weather.

## ● EVOLUTION



Lv. 40



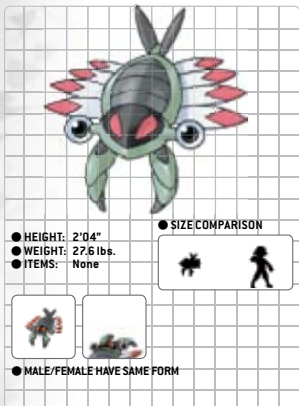
Lileep

Cradily

No. 347 | Old Shrimp Pokémon  
**Anorith**

Rock

Bug



- HEIGHT: 2'04"
- WEIGHT: 27.6 lbs.
- ITEMS: None

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Battle Armor

## ● EGG GROUPS

Water 3

## ● PERFORMANCE

SPEED ★★★★★☆  
POWER ★★★★★☆  
SKILL ★★★★★☆

## ● STATS



STAMINA ★★★★★☆  
JUMP ★★★★★☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold**

Have the Claw Fossil restored at the Pewter Museum of Science

**Pokémon SoulSilver**

After obtaining the National Pokédex, find the Claw Fossil in the Underground and have it restored at the Oreburgh Mining Museum

**Pokémon Diamond**

After obtaining the National Pokédex, find the Claw Fossil in the Underground and have it restored at the Oreburgh Mining Museum

**Pokémon Pearl**

After obtaining the National Pokédex, find the Claw Fossil in the Underground and have it restored at the Oreburgh Mining Museum

**Pokémon Platinum****Pokémon HeartGold**

An ancestral Pokémon that lived in the ocean. Over time, its eight feet transformed into wings.

**Pokémon SoulSilver**

An ancestral Pokémon that lived in the ocean. Over time, its eight feet transformed into wings.

## ● EVOLUTION



Lv. 40



Anorith

Araldo

## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|--------|----------|------|------|----|--------|----|
| 1   | Scratch      | Normal | Physical | 40   | 100  | 35 | Normal | ○  |
| 1   | Harden       | Normal | Status   | —    | —    | 30 | Self   | ○  |
| 7   | Mud Sport    | Ground | Status   | —    | —    | 15 | All    | —  |
| 13  | Water Gun    | Water  | Special  | 40   | 100  | 25 | Normal | —  |
| 19  | Metal Claw   | Steel  | Physical | 50   | 95   | 35 | Normal | ○  |
| 25  | Protect      | Normal | Status   | —    | —    | 10 | Self   | —  |
| 31  | AncientPower | Rock   | Special  | 60   | 100  | 5  | Normal | —  |
| 37  | Fury Cutter  | Bug    | Physical | 10   | 95   | 20 | Normal | —  |
| 43  | Slash        | Normal | Physical | 70   | 100  | 20 | Normal | ○  |
| 49  | Rock Blast   | Rock   | Physical | 25   | 80   | 10 | Normal | —  |
| 55  | Crush Claw   | Normal | Physical | 75   | 95   | 10 | Normal | ○  |
| 61  | X-Scissor    | Bug    | Physical | 80   | 100  | 15 | Normal | ○  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Fury Cutter  | Bug    | Physical | 10   | 95   | 20 | Normal | ○  |
| Knock Off    | Dark   | Physical | 20   | 100  | 20 | Normal | ○  |
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| String Shot  | Bug    | Status   | —    | 95   | 40 | 2 Foes | —  |
| Mud-Slap     | Ground | Special  | 20   | 100  | 10 | Normal | —  |
| AncientPower | Rock   | Special  | 60   | 100  | 5  | Normal | —  |
| Earth Power  | Ground | Special  | 90   | 100  | 10 | Normal | —  |
| Iron Defense | Steel  | Status   | —    | —    | 15 | Self   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|----------|----------|------|------|----|---------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal  | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal  | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal  | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All     | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal  | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal  | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self    | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10 | All     | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal  | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal  | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal  | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self    | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal  | —  |
| TM54 | False Swipe  | Normal   | Physical | 40   | 100  | 40 | Normal  | ○  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM69 | Rock Polish  | Rock     | Status   | —    | —    | 20 | Self    | —  |
| TM75 | Swords Dance | Normal   | Status   | —    | —    | 30 | Self    | —  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20 | 2 Foes  | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes  | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes  | —  |
| TM81 | X-Scissor    | Bug      | Physical | 80   | 100  | 15 | Normal  | ○  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal  | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal  | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self    | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal  | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal  | ○  |

## ● EGG MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range       | DA |
|--------------|--------|----------|------|------|----|-------------|----|
| Rapid Spin   | Normal | Physical | 20   | 100  | 40 | Normal      | ○  |
| Knock Off    | Dark   | Physical | 20   | 100  | 20 | Normal      | ○  |
| Swords Dance | Normal | Status   | —    | —    | 30 | Self        | —  |
| Rock Slide   | Rock   | Physical | 75   | 90   | 10 | 2 Foes      | —  |
| Screech      | Normal | Status   | —    | 85   | 40 | Normal      | —  |
| Sand-Attack  | Ground | Status   | —    | 100  | 15 | Normal      | —  |
| Cross Poison | Poison | Physical | 70   | 100  | 20 | Normal      | ○  |
| Curse        | ???    | Status   | —    | —    | 10 | Normal/Self | —  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|--------|----------|------|------|----|--------|----|
| 1   | Scratch      | Normal | Physical | 40   | 100  | 35 | Normal | ○  |
| 1   | Harden       | Normal | Status   | —    | —    | 30 | Self   | —  |
| 1   | Mud Sport    | Ground | Status   | —    | —    | 15 | All    | —  |
| 1   | Water Gun    | Water  | Special  | 40   | 100  | 25 | Normal | —  |
| 7   | Mud Sport    | Ground | Status   | —    | —    | 15 | All    | —  |
| 13  | Water Gun    | Water  | Special  | 40   | 100  | 25 | Normal | —  |
| 19  | Metal Claw   | Steel  | Physical | 50   | 95   | 35 | Normal | ○  |
| 25  | Protect      | Normal | Status   | —    | —    | 10 | Self   | —  |
| 31  | AncientPower | Rock   | Special  | 60   | 100  | 5  | Normal | —  |
| 37  | Fury Cutter  | Bug    | Physical | 10   | 95   | 20 | Normal | —  |
| 46  | Slash        | Normal | Physical | 70   | 100  | 20 | Normal | ○  |
| 55  | Rock Blast   | Rock   | Physical | 25   | 80   | 10 | Normal | ○  |
| 67  | Crush Claw   | Normal | Physical | 75   | 95   | 10 | Normal | ○  |
| 73  | X-Scissor    | Bug    | Physical | 80   | 100  | 15 | Normal | ○  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Fury Cutter  | Bug      | Physical | 10   | 95   | 20 | Normal | ○  |
| Knock Off    | Dark     | Physical | 20   | 100  | 20 | Normal | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| String Shot  | Bug      | Status   | —    | 95   | 40 | 2 Foes | —  |
| Block        | Normal   | Status   | —    | —    | 5  | Normal | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Superpower   | Fighting | Physical | 120  | 100  | 5  | Normal | ○  |
| Aqua Tail    | Water    | Physical | 90   | 90   | 10 | Normal | ○  |
| AncientPower | Rock     | Special  | 60   | 100  | 5  | Normal | —  |
| Earth Power  | Ground   | Special  | 90   | 100  | 10 | Normal | —  |
| Iron Defense | Steel    | Status   | —    | —    | 15 | Self   | —  |
| Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal | ○  |

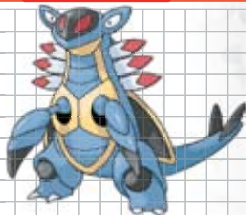
## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal        | ○  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10 | All           | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal        | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM54 | False Swipe  | Normal   | Physical | 40   | 100  | 40 | Normal        | ○  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM69 | Rock Polish  | Rock     | Status   | —    | —    | 20 | Self          | —  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5  | Normal        | —  |
| TM75 | Swords Dance | Normal   | Status   | —    | —    | 30 | Self          | —  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20 | 2 Foes        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM81 | X-Scissor    | Bug      | Physical | 80   | 100  | 15 | Normal        | ○  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM91 | Flash Cannon | Steel    | Special  | 80   | 100  | 10 | Normal        | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal        | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |

No. 348 | Plate Pokémon  
**Armaldo**

Rock

Bug



- HEIGHT: 4'11"
- WEIGHT: 150.4 lbs.
- ITEMS: None

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Battle Armor

## ● STATS



## ● EGG GROUPS

Water 3

## ● PERFORMANCE

SPEED ★★  
POWER ★★★★★☆  
SKILL ★★★★★☆

STAMINA ★★★★★☆  
JUMP ★★★★★

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Level up Anorith to Lv. 40

**Pokémon SoulSilver** —

**Pokémon Diamond** Level up Anorith to Lv. 40

**Pokémon Pearl** Level up Anorith to Lv. 40

**Pokémon Platinum** Level up Anorith to Lv. 40

**Pokémon HeartGold**

**Pokémon SoulSilver**

Its enormous, retractable claws can cut through most anything. Its entire body is clad in sturdy plates.

Its enormous, retractable claws can cut through most anything. Its entire body is clad in sturdy plates.

## ● EVOLUTION



No. 349 | Fish Pokémon  
**Feebas**

Water



- HEIGHT: 2'00"
- WEIGHT: 16.3 lbs.
- ITEMS: None

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Swift Swim

## ● EGG GROUPS

Water 1

Dragon

## ● PERFORMANCE

SPEED ★★★★★  
POWER ★★☆☆☆  
SKILL ★

STAMINA ★★  
JUMP ★★

## ● STATS



## ● LEVEL-UP MOVES

| Lv. | Name   | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------|--------|----------|------|------|----|--------|----|
| 1   | Splash | Normal | Status   | —    | —    | 40 | Self   | —  |
| 15  | Tackle | Normal | Physical | 35   | 95   | 35 | Normal | ○  |
| 30  | Flail  | Normal | Physical | —    | 100  | 15 | Normal | ○  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|------|------|------|------|------|----|-------|----|

## ● BP MOVES

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Dive     | Water  | Physical | 80   | 100  | 10 | Normal | ○  |
| Icy Wind | Ice    | Special  | 55   | 95   | 15 | 2 Foes | —  |
| Snore    | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Swift    | Normal | Special  | 60   | —    | 20 | 2 Foes | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP      | Range         | DA |
|------|--------------|---------|----------|------|------|---------|---------------|----|
| TM03 | Water Pulse  | Water   | Special  | 60   | 100  | 20      | Normal        | —  |
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10      | Normal        | —  |
| TM07 | Hail         | Ice     | Status   | —    | 10   | All     | —             |    |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15      | Normal        | —  |
| TM13 | Ice Beam     | Ice     | Special  | 95   | 100  | 10      | Normal        | —  |
| TM14 | Blizzard     | Ice     | Special  | 120  | 70   | 5       | 2 Foes        | —  |
| TM17 | Protect      | Normal  | Status   | —    | 10   | Self    | —             |    |
| TM18 | Rain Dance   | Water   | Status   | —    | 5    | All     | —             |    |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20      | Normal        | —  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20      | Normal        | —  |
| TM32 | Double Team  | Normal  | Status   | —    | 15   | Self    | —             |    |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20      | Normal        | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20      | Normal        | ○  |
| TM44 | Rest         | Psychic | Status   | —    | 10   | Self    | —             |    |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15      | Normal        | ○  |
| TM58 | Endure       | Normal  | Status   | —    | 10   | Self    | —             |    |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20      | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | 10   | Depends | —             |    |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15      | Normal        | —  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15      | Normal        | —  |
| TM80 | Substitute   | Normal  | Status   | —    | 10   | Self    | —             |    |
| HM03 | Surf         | Water   | Special  | 95   | 100  | 15      | 2 Foes/1 Ally | —  |
| HM05 | Whirlpool    | Water   | Special  | 15   | 70   | 15      | Normal        | —  |
| HM07 | Waterfall    | Water   | Physical | 80   | 100  | 15      | Normal        | ○  |

## ● EGG MOVES

| Name         | Type    | Kind    | Pow. | Acc. | PP       | Range  | DA |
|--------------|---------|---------|------|------|----------|--------|----|
| Mirror Coat  | Psychic | Special | —    | 100  | 20       | Self   | —  |
| DragonBreath | Dragon  | Special | 60   | 100  | 20       | Normal | —  |
| Mud Sport    | Ground  | Status  | —    | 15   | All      | —      |    |
| Hypnosis     | Psychic | Status  | —    | 60   | 20       | Normal | —  |
| Light Screen | Psychic | Status  | —    | 30   | 2 Allies | —      |    |
| Confuse Ray  | Ghost   | Status  | —    | 100  | 10       | Normal | —  |
| Mist         | Ice     | Status  | —    | 30   | 2 Allies | —      |    |
| Haze         | Ice     | Status  | —    | 30   | All      | —      |    |
| Tickle       | Normal  | Status  | —    | 100  | 20       | Normal | —  |

## ● EVOLUTION



Feebas

Max out Feebas's beauty and level it up



Milotic



## ● LEVEL-UP MOVES

| Lv. | Name        | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----|-------------|--------|----------|------|------|----|----------|----|
| 1   | Water Gun   | Water  | Special  | 40   | 100  | 25 | Normal   | —  |
| 1   | Wrap        | Normal | Physical | 15   | 85   | 20 | Normal   | ○  |
| 5   | Water Sport | Water  | Status   | —    | —    | 15 | All      | —  |
| 9   | Refresh     | Normal | Status   | —    | —    | 20 | Self     | —  |
| 13  | Water Pulse | Water  | Special  | 60   | 100  | 20 | Normal   | —  |
| 17  | Twister     | Dragon | Special  | 40   | 100  | 20 | 2 Foes   | —  |
| 21  | Recover     | Normal | Status   | —    | —    | 10 | Self     | —  |
| 25  | Captivate   | Normal | Status   | —    | 100  | 20 | 2 Foes   | —  |
| 29  | Aqua Tail   | Water  | Physical | 90   | 90   | 10 | Normal   | ○  |
| 33  | Rain Dance  | Water  | Status   | —    | —    | 5  | All      | —  |
| 37  | Hydro Pump  | Water  | Special  | 120  | 80   | 5  | Normal   | —  |
| 41  | Attract     | Normal | Status   | —    | 100  | 15 | Normal   | —  |
| 45  | Safeguard   | Normal | Status   | —    | —    | 25 | 2 Allies | —  |
| 49  | Aqua Ring   | Water  | Status   | —    | —    | 20 | Self     | —  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name       | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|------------|---------|----------|------|------|----|--------|----|
| Dive       | Water   | Physical | 80   | 100  | 10 | Normal | ○  |
| Icy Wind   | Ice     | Special  | 55   | 95   | 15 | 2 Foes | —  |
| Snore      | Normal  | Special  | 40   | 100  | 15 | Normal | —  |
| Swift      | Normal  | Special  | 60   | —    | 20 | 2 Foes | —  |
| Magic Coat | Psychic | Status   | —    | —    | 15 | Self   | —  |
| Mud-Slap   | Ground  | Special  | 20   | 100  | 10 | Normal | —  |
| Iron Head  | Steel   | Physical | 80   | 100  | 15 | Normal | ○  |
| Aqua Tail  | Water   | Physical | 90   | 90   | 10 | Normal | ○  |
| Twister    | Dragon  | Special  | 40   | 100  | 20 | 2 Foes | —  |

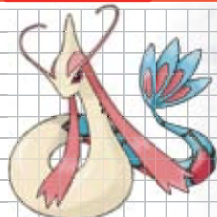
## ● TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|---------|----------|------|------|----|---------------|----|
| TM03 | Water Pulse  | Water   | Special  | 60   | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10 | Normal        | —  |
| TM07 | Hail         | Ice     | Status   | —    | —    | 10 | All           | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15 | Normal        | —  |
| TM13 | Ice Beam     | Ice     | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice     | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM15 | Hyper Beam   | Normal  | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal  | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water   | Status   | —    | —    | 5  | All           | —  |
| TM20 | Safeguard    | Normal  | Status   | —    | —    | 25 | 2 Allies      | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20 | Normal        | ○  |
| TM23 | Iron Tail    | Steel   | Physical | 100  | 75   | 15 | Normal        | ○  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20 | Normal        | ○  |
| TM32 | Double Team  | Normal  | Status   | —    | —    | 15 | Self          | —  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM44 | Secret Power | Normal  | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15 | Normal        | —  |
| TM58 | Endure       | Normal  | Status   | —    | —    | 10 | Self          | —  |
| TM59 | Dragon Pulse | Dragon  | Special  | 90   | 100  | 10 | Normal        | —  |
| TM68 | Giga Impact  | Normal  | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM72 | Avalanche    | Ice     | Physical | 60   | 100  | 10 | Normal        | ○  |
| TM77 | Psych Up     | Normal  | Status   | —    | —    | 10 | Normal        | —  |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal  | Status   | —    | —    | 10 | Self          | —  |
| HM03 | Surf         | Water   | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | —  |
| HM05 | Whirlpool    | Water   | Special  | 15   | 70   | 15 | Normal        | —  |
| HM07 | Waterfall    | Water   | Physical | 80   | 100  | 15 | Normal        | ○  |



No. 350 | Tender Pokémon  
**Milotic**

Water



- HEIGHT: 20'04"
- WEIGHT: 357.1 lbs.
- ITEMS: None

## ● SIZE COMPARISON



- MALE FORM  
Shorter tail fins

- FEMALE FORM  
Longer tail fins

## ● ABILITIES

- Marvel Scale

## ● STATS



## ● EGG GROUPS

Water 1

Dragon

## ● PERFORMANCE

SPEED ★★★★★  
POWER ★★☆☆  
SKILL ★★★★★

STAMINA ★★★★★☆  
JUMP ★★★★★

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Level up Feebas with high beauty

**Pokémon SoulSilver** Level up Feebas with high beauty

**Pokémon Diamond** Level up Feebas with high beauty

**Pokémon Pearl** Level up Feebas with high beauty

**Pokémon Platinum** Level up Feebas with high beauty

● **Pokémon HeartGold**

It's said that a glimpse of a MILOTIC and its beauty will calm any hostile emotions you're feeling.

● **Pokémon SoulSilver**

It's said that a glimpse of a MILOTIC and its beauty will calm any hostile emotions you're feeling.

## ● EVOLUTION



Max out Feebas's beauty and level it up



Feebas

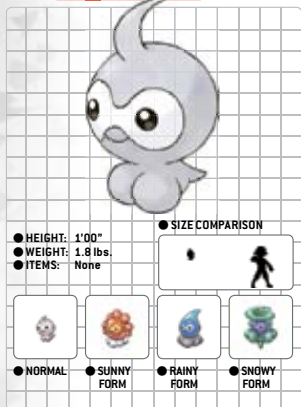
Milotic



No. 351 | Weather Pokémon

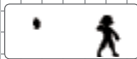
## Castform

Normal



- HEIGHT: 1'00"
- WEIGHT: 1.8 lbs.
- ITEMS: None

## SIZE COMPARISON



● NORMAL

● SUNNY FORM

● RAINY FORM

● SNOWY FORM

## ABILITIES

- Forecast

## EGG GROUPS

Fairy

Amorphous

## PERFORMANCE

SPEED ★★★★★  
POWER ★★★★★  
SKILL ★★★★★

STAMINA ★★★★★  
JUMP ★★★★★

## STATS



## MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Treehouse Pokéwalker Route

**Pokémon SoulSilver** Treehouse Pokéwalker Route

**Pokémon Diamond** Trophy Garden at the Pokémon Mansion on Route 212 [after obtaining the National Pokédex, talk to Mr. Backlot]

**Pokémon Pearl** Trophy Garden at the Pokémon Mansion on Route 212 [after obtaining the National Pokédex, talk to Mr. Backlot]

**Pokémon Platinum** Trophy Garden at the Pokémon Mansion on Route 212 [after obtaining the National Pokédex, talk to Mr. Backlot]

**Pokémon HeartGold**  
This Pokémon can change its cells, taking different forms based on the temperature and humidity.

**Pokémon SoulSilver**  
This Pokémon can change its cells, taking different forms based on the temperature and humidity.

## EVOLUTION

Does not evolve

## LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|--------|----------|------|------|----|--------|----|
| 1   | Tackle       | Normal | Physical | 35   | 95   | 35 | Normal | ○  |
| 10  | Water Gun    | Water  | Special  | 40   | 100  | 25 | Normal | —  |
| 10  | Ember        | Fire   | Special  | 40   | 100  | 25 | Normal | —  |
| 10  | Powder Snow  | Ice    | Special  | 40   | 100  | 25 | 2 Foes | —  |
| 20  | Rain Dance   | Water  | Status   | —    | —    | 5  | All    | —  |
| 20  | Sunny Day    | Fire   | Status   | —    | —    | 5  | All    | —  |
| 20  | Hail         | Ice    | Status   | —    | —    | 10 | All    | —  |
| 30  | Weather Ball | Normal | Special  | 50   | 100  | 10 | Normal | —  |

## MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       | —  |

## BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|--------|----------|------|------|----|----------|----|
| Icy Wind     | Ice    | Special  | 55   | 95   | 15 | 2 Foes   | —  |
| Ominous Wind | Ghost  | Special  | 60   | 100  | 5  | Normal   | —  |
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal   | —  |
| Last Resort  | Normal | Physical | 130  | 100  | 5  | Normal   | ○  |
| Swift        | Normal | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Tailwind     | Flying | Status   | —    | —    | 30 | 2 Allies | —  |

## TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|----------|----------|------|------|----|---------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal  | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal  | —  |
| TM07 | Hall         | Ice      | Status   | —    | —    | 10 | All     | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal  | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All     | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal  | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes  | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All     | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal  | —  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal  | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal  | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal  | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self    | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal  | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal  | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10 | All     | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5  | Normal  | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal  | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self    | —  |
| TM45 | Attract      | Normal   | Status   | —    | —    | 15 | Normal  | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal  | ○  |
| TM53 | Energy Ball  | Grass    | Special  | 80   | 100  | 10 | Normal  | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM70 | Flash        | Normal   | Status   | —    | —    | 20 | Normal  | —  |
| TM72 | Avalanche    | Ice      | Physical | 60   | 100  | 10 | Normal  | ○  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal  | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal  | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes  | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal  | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal  | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self    | —  |

## EGG MOVES

| Name         | Type    | Kind    | Pow. | Acc. | PP | Range    | DA |
|--------------|---------|---------|------|------|----|----------|----|
| Future Sight | Psychic | Special | 80   | 90   | 15 | Normal   | —  |
| Psych Up     | Normal  | Status  | —    | —    | 10 | Normal   | —  |
| Lucky Chant  | Normal  | Status  | —    | —    | 30 | 2 Allies | —  |
| Disable      | Normal  | Status  | —    | 80   | 20 | Normal   | —  |
| Amnesia      | Psychic | Status  | —    | —    | 20 | Self     | —  |
| Ominous Wind | Ghost   | Special | 60   | 100  | 5  | Normal   | —  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|---------|----------|------|------|----|--------|----|
| 1   | Theft        | Dark    | Physical | 40   | 100  | 10 | Normal | —  |
| 1   | Tail Whip    | Normal  | Status   | —    | 100  | 30 | 2 Foes | —  |
| 1   | Astonish     | Ghost   | Physical | 30   | 100  | 15 | Normal | —  |
| 1   | Lick         | Ghost   | Physical | 20   | 100  | 30 | Normal | —  |
| 1   | Scratch      | Normal  | Physical | 40   | 100  | 35 | Normal | —  |
| 4   | Bind         | Normal  | Physical | 15   | 75   | 20 | Normal | —  |
| 7   | Faint Attack | Dark    | Physical | 60   | —    | 20 | Normal | —  |
| 10  | Fury Swipes  | Normal  | Physical | 18   | 80   | 15 | Normal | —  |
| 14  | Feint        | Normal  | Physical | 50   | 100  | 10 | Normal | —  |
| 18  | Psybeam      | Psychic | Special  | 65   | 100  | 20 | Normal | —  |
| 22  | Shadow Sneak | Ghost   | Physical | 40   | 100  | 30 | Normal | —  |
| 27  | Slash        | Normal  | Physical | 70   | 100  | 20 | Normal | —  |
| 32  | Screech      | Normal  | Status   | —    | 85   | 40 | Normal | —  |
| 37  | Substitute   | Normal  | Status   | —    | —    | 10 | Self   | —  |
| 43  | Sucker Punch | Dark    | Physical | 80   | 100  | 5  | Normal | —  |
| 49  | Shadow Claw  | Ghost   | Physical | 70   | 100  | 15 | Normal | —  |
| 55  | AncientPower | Rock    | Special  | 60   | 100  | 5  | Normal | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | —  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Fury Cutter  | Bug      | Physical | 10   | 95   | 20 | Normal | —  |
| Icy Wind     | Ice      | Special  | 55   | 95   | 15 | 2 Foes | —  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal | —  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal | —  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal | —  |
| Trick        | Psychic  | Status   | —    | 100  | 10 | Normal | —  |
| Knock Off    | Dark     | Physical | 20   | 100  | 20 | Normal | —  |
| Sucker Punch | Dark     | Physical | 80   | 100  | 5  | Normal | —  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Last Resort  | Normal   | Physical | 130  | 100  | 5  | Normal | —  |
| Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes | —  |
| Magic Coat   | Psychic  | Status   | —    | —    | 15 | Self   | —  |
| Role Play    | Psychic  | Status   | —    | —    | 10 | Normal | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Rollout      | Rock     | Physical | 30   | 90   | 20 | Normal | —  |
| Aqua Tail    | Water    | Physical | 90   | 90   | 10 | Normal | —  |
| AncientPower | Rock     | Special  | 60   | 100  | 5  | Normal | —  |
| Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP  | Range   | DA |
|------|--------------|----------|----------|------|------|-----|---------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20  | Normal  | —  |
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20  | Normal  | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10  | Normal  | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15  | Normal  | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | All | —       | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10  | Normal  | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5   | 2 Foes  | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10  | Self    | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | All | —       | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20  | Normal  | —  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10  | Normal  | —  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15  | Normal  | —  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15  | Normal  | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10  | Normal  | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20  | Normal  | —  |
| TM29 | Dig          | Ground   | Physical | 80   | 100  | 10  | Normal  | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15  | Normal  | —  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15  | Normal  | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15  | Self    | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20  | Normal  | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15  | Normal  | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5   | Normal  | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10  | Normal  | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20  | Normal  | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20  | Normal  | —  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20  | Normal  | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10  | Self    | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15  | Normal  | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10  | Normal  | —  |
| TM48 | Skill Swap   | Psychic  | Status   | —    | —    | 10  | Normal  | —  |
| TM49 | Snatch       | Dark     | Status   | —    | —    | 10  | Depends | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10  | Normal  | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10  | Normal  | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10  | Self    | —  |
| TM60 | Drain Punch  | Fighting | Physical | 60   | 100  | 5   | Normal  | —  |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15  | Normal  | —  |
| TM67 | Recycle      | Normal   | Status   | —    | —    | 10  | Self    | —  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20  | Normal  | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20  | Normal  | —  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20  | 2 Foes  | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10  | Normal  | —  |
| TM78 | Captive Ore  | Normal   | Status   | —    | 100  | 20  | 2 Foes  | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10  | 2 Foes  | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10  | Depends | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15  | Normal  | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20  | Normal  | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15  | Normal  | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10  | Self    | —  |
| TM92 | Trick Room   | Psychic  | Status   | —    | 5    | All | —       | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30  | Normal  | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15  | Normal  | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15  | Normal  | —  |

## ● EGG MOVES

| Name        | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|-------------|---------|----------|------|------|----|--------|----|
| Disable     | Normal  | Status   | —    | 80   | 20 | Normal | —  |
| Magic Coat  | Psychic | Status   | —    | —    | 15 | Self   | —  |
| Trick       | Psychic | Status   | —    | —    | 10 | Normal | —  |
| Fake Out    | Normal  | Physical | 40   | 100  | 10 | Normal | —  |
| Nasty Plot  | Dark    | Status   | —    | —    | 20 | Self   | —  |
| Dizzy Punch | Normal  | Physical | 70   | 100  | 10 | Normal | —  |
| Recover     | Normal  | Status   | —    | —    | 10 | Self   | —  |



No. 352 | Color Swap Pokémon

Kecleon

Normal



## ● SIZE COMPARISON

- HEIGHT: 3'03"
- WEIGHT: 48.5 lbs.
- ITEMS: None



## ● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Color Change

## ● STATS



## ● EGG GROUPS

Field

## ● PERFORMANCE

SPEED ★★☆☆  
 POWER ★☆☆☆  
 SKILL ★★★★★

STAMINA ★★☆☆  
 JUMP ★★☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Treehouse Pokéwalker Route

**Pokémon SoulSilver** Treehouse Pokéwalker Route

**Pokémon Diamond** Route 210, Celestic Town side (use Poké Radar)

**Pokémon Pearl** —

**Pokémon Platinum** Pastoria Great Marsh (after obtaining the National Pokédex / changes daily)

**Pokémon HeartGold**

It changes its shading to match its surroundings so it can sneak up on prey. Only its belly patterns stay fixed.

**Pokémon SoulSilver**

It changes its shading to match its surroundings so it can sneak up on prey. Only its belly patterns stay fixed.

## ● EVOLUTION

Does not evolve

# No. 353 | Puppet Pokémon

## Shuppet

Ghost



## ● SIZE COMPARISON

- HEIGHT: 2'00"
- WEIGHT: 5.1 lbs.
- ITEMS: Spell Tag



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Insomnia
- Frisk

## ● STATS



## ● EGG GROUPS

Amorphous

## ● PERFORMANCE

SPEED ★★★★★  
 POWER ★★★★★  
 SKILL ★★★

STAMINA ★☆☆☆  
 JUMP ★★★★★

## ● MAIN WAYS TO OBTAIN

## Pokémon HeartGold

Safari Zone (Forest Area:  
 if Forest objects are placed,  
 may appear in tall grass)

## Pokémon SoulSilver

Safari Zone (Forest Area:  
 if Forest objects are placed,  
 may appear in tall grass)

## Pokémon Diamond

Find its Egg at the Pokémon  
 Day Care and hatch it

## Pokémon Pearl

Find its Egg at the Pokémon  
 Day Care and hatch it

## Pokémon Platinum

Find its Egg at the Pokémon  
 Day Care and hatch it

## Pokémon HeartGold

It uses its horn to feed  
 on envy and malice, or so  
 it's said. It's very active  
 at night.

## Pokémon SoulSilver

It uses its horn to feed  
 on envy and malice, or so  
 it's said. It's very active  
 at night.

## ● EVOLUTION



Lv. 37



Shuppet

Banette

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range       | DA |
|-----|--------------|---------|----------|------|------|----|-------------|----|
| 1   | Knock Off    | Dark    | Physical | 20   | 100  | 20 | Normal      | ○  |
| 5   | Scream       | Normal  | Status   | —    | 85   | 40 | Normal      | —  |
| 8   | Night Shade  | Ghost   | Special  | —    | 100  | 15 | Normal      | —  |
| 13  | Curse        | ???     | Status   | —    | 10   | 10 | Normal/Self | —  |
| 16  | Spite        | Ghost   | Status   | —    | 100  | 10 | Normal      | —  |
| 20  | Shadow Sneak | Ghost   | Physical | 40   | 100  | 30 | Normal      | ○  |
| 23  | Will-O-Wisp  | Fire    | Status   | —    | 75   | 15 | Normal      | —  |
| 28  | Faint Attack | Dark    | Physical | 60   | —    | 20 | Normal      | ○  |
| 31  | Shadow Ball  | Ghost   | Special  | 80   | 100  | 15 | Normal      | —  |
| 35  | Sucker Punch | Dark    | Physical | 80   | 100  | 5  | Normal      | ○  |
| 38  | Embargo      | Dark    | Status   | —    | 100  | 15 | Normal      | —  |
| 43  | Snatch       | Dark    | Status   | —    | —    | 10 | Depends     | —  |
| 46  | Gruddge      | Ghost   | Status   | —    | —    | 5  | Self        | —  |
| 50  | Trick        | Psychic | Status   | —    | 100  | 10 | Normal      | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|---------|----------|------|------|----|--------|----|
| Icy Wind     | Ice     | Special  | 55   | 95   | 15 | 2 Foes | —  |
| Ominous Wind | Ghost   | Special  | 60   | 100  | 5  | Normal | —  |
| Trick        | Psychic | Status   | —    | 100  | 10 | Normal | —  |
| Knock Off    | Dark    | Physical | 20   | 100  | 20 | Normal | ○  |
| Sucker Punch | Dark    | Physical | 80   | 100  | 5  | Normal | ○  |
| Spite        | Ghost   | Status   | —    | 100  | 10 | Normal | —  |
| Magic Coat   | Psychic | Status   | —    | —    | 15 | Self   | —  |
| Role Play    | Psychic | Status   | —    | —    | 10 | Normal | —  |
| Pain Split   | Normal  | Status   | —    | —    | 20 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|----------|----------|------|------|----|---------|----|
| TM04 | Calm Mind    | Psychic  | Status   | —    | —    | 20 | Self    | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal  | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal  | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | —  | All     | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal  | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All     | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal  | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal  | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal  | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal  | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self    | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal  | —  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15 | Normal  | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal  | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self    | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal  | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal  | ○  |
| TM48 | Skill Swap   | Psychic  | Status   | —    | —    | 10 | Normal  | —  |
| TM49 | Snatch       | Dark     | Status   | —    | —    | 10 | Depends | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal  | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM61 | Will-O-Wisp  | Fire     | Status   | —    | 75   | 15 | Normal  | —  |
| TM63 | Embargo      | Dark     | Status   | —    | 100  | 15 | Normal  | —  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10 | Normal  | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal  | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal  | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal  | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes  | —  |
| TM79 | Dark Pulse   | Dark     | Special  | 80   | 100  | 15 | Normal  | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal  | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15 | Normal  | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal  | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM92 | Trick Room   | Psychic  | Status   | —    | —    | 5  | All     | —  |

## ● EGG MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|---------|----------|------|------|----|--------|----|
| Disable      | Normal  | Status   | —    | 80   | 20 | Normal | —  |
| Destiny Bond | Ghost   | Status   | —    | —    | 5  | Self   | —  |
| Foresight    | Normal  | Status   | —    | —    | 40 | Normal | —  |
| Astonish     | Ghost   | Physical | 30   | 100  | 15 | Normal | ○  |
| Imprison     | Psychic | Status   | —    | —    | 10 | Self   | —  |
| Pursuit      | Dark    | Physical | 40   | 100  | 20 | Normal | ○  |
| Shadow Sneak | Ghost   | Physical | 40   | 100  | 30 | Normal | ○  |
| Payback      | Dark    | Physical | 50   | 100  | 10 | Normal | ○  |
| Confuse Ray  | Ghost   | Status   | —    | 100  | 10 | Normal | —  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range       | DA |
|-----|--------------|---------|----------|------|------|----|-------------|----|
| 1   | Knock Off    | Dark    | Physical | 20   | 100  | 20 | Normal      | ○  |
| 1   | Scream       | Normal  | Special  | —    | 95   | 40 | Normal      | —  |
| 1   | Night Shade  | Ghost   | Special  | —    | 100  | 15 | Normal      | —  |
| 1   | Curse        | ???     | Status   | —    | —    | 10 | Normal/Self | —  |
| 5   | Night Shade  | Ghost   | Special  | —    | 100  | 15 | Normal      | —  |
| 8   | Scream       | Normal  | Status   | —    | 85   | 40 | Normal      | —  |
| 13  | Curse        | ???     | Status   | —    | —    | 10 | Normal/Self | —  |
| 16  | Spite        | Ghost   | Status   | —    | 100  | 10 | Normal      | —  |
| 20  | Shadow Sneak | Ghost   | Physical | 40   | 100  | 30 | Normal      | ○  |
| 23  | Will-O-Wisp  | Fire    | Status   | —    | 75   | 15 | Normal      | —  |
| 28  | Faint Attack | Dark    | Physical | 60   | —    | 20 | Normal      | ○  |
| 31  | Shadow Ball  | Ghost   | Special  | 80   | 100  | 15 | Normal      | ○  |
| 35  | Sucker Punch | Dark    | Physical | 80   | 100  | 5  | Normal      | ○  |
| 42  | Embargo      | Dark    | Status   | —    | 100  | 15 | Normal      | —  |
| 51  | Snatch       | Dark    | Status   | —    | —    | 10 | Depends     | —  |
| 58  | Grudge       | Ghost   | Status   | —    | —    | 5  | Self        | —  |
| 66  | Trick        | Psychic | Status   | —    | 100  | 10 | Normal      | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|---------|----------|------|------|----|--------|----|
| Icy Wind     | Ice     | Special  | 55   | 95   | 15 | 2 Foes | —  |
| Ominous Wind | Ghost   | Special  | 60   | 100  | 5  | Normal | —  |
| Trick        | Psychic | Status   | —    | 100  | 10 | Normal | —  |
| Knock Off    | Dark    | Physical | 20   | 100  | 20 | Normal | ○  |
| Sucker Punch | Dark    | Physical | 80   | 100  | 5  | Normal | ○  |
| Spite        | Ghost   | Status   | —    | 100  | 10 | Normal | —  |
| Magic Coat   | Psychic | Status   | —    | —    | 15 | Self   | —  |
| Role Play    | Psychic | Status   | —    | —    | 10 | Normal | —  |
| Mud-Slap     | Ground  | Special  | 20   | 100  | 10 | Normal | —  |
| Pain Split   | Normal  | Status   | —    | —    | 20 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP  | Range   | DA |
|------|--------------|----------|----------|------|------|-----|---------|----|
| TM04 | Calm Mind    | Psychic  | Status   | —    | —    | 20  | Self    | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10  | Normal  | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15  | Normal  | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | All | —       |    |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20  | Normal  | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5   | Normal  | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10  | Self    | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | All | —       |    |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20  | Normal  | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15  | Normal  | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10  | Normal  | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20  | Normal  | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10  | Normal  | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15  | Normal  | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15  | Self    | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20  | Normal  | —  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15  | Normal  | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20  | Normal  | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20  | Normal  | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10  | Self    | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15  | Normal  | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10  | Normal  | ○  |
| TM48 | Skill Swap   | Psychic  | Status   | —    | —    | 10  | Normal  | —  |
| TM49 | Snatch       | Dark     | Status   | —    | —    | 10  | Depends | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10  | Normal  | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10  | Normal  | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10  | Self    | —  |
| TM61 | Will-O-Wisp  | Fire     | Status   | —    | 75   | 15  | Normal  | —  |
| TM63 | Embargo      | Dark     | Status   | —    | 100  | 15  | Normal  | —  |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15  | Normal  | ○  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10  | Normal  | ○  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5   | Normal  | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20  | Normal  | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20  | Normal  | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10  | Normal  | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20  | 2 Foes  | —  |
| TM79 | Dark Pulse   | Dark     | Special  | 80   | 100  | 15  | Normal  | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10  | Depends | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15  | Normal  | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15  | Normal  | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15  | Normal  | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10  | Self    | —  |
| TM92 | Trick Room   | Psychic  | Status   | —    | —    | 5   | All     | —  |



No. 354 | Marionette Pokémon

Banette

Ghost



- HEIGHT: 3'02"
- WEIGHT: 27.6 lbs.
- ITEMS: Spell Tag

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Insomnia
- Frisk

## ● STATS



## ● EGG GROUPS

Amorphous

## ● PERFORMANCE

SPEED ★★★  
POWER ★★★★★  
SKILL ★★★★★

STAMINA ★★★  
JUMP ★★★

## ● MAIN WAYS TO OBTAIN

## Pokémon HeartGold

Safari Zone (Marshland Area:  
if Rock objects are placed,  
may appear in tall grass)

## Pokémon SoulSilver

Safari Zone (Marshland Area:  
if Rock objects are placed,  
may appear in tall grass)

## Pokémon Diamond

Route 225 (night only)

## Pokémon Pearl

Route 225 (night only)

## Pokémon Platinum

Route 225 (night only)

## Pokémon HeartGold

This Pokémon developed  
from an abandoned doll  
that amassed a grudge. It  
is seen in dark alleys.

## Pokémon SoulSilver

This Pokémon developed  
from an abandoned doll  
that amassed a grudge. It  
is seen in dark alleys.

## ● EVOLUTION



Lv. 37



Shuppet

Banette

# No. 355 | Requiem Pokémon

## Duskull

Ghost



- HEIGHT: 2'02"
- WEIGHT: 33.1 lbs.
- ITEMS: Kasib Berry

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Levitate

## ● EGG GROUPS

Amorphous

## ● PERFORMANCE

SPEED ★★★★★  
POWER ★★★★★  
SKILL ★★★★★

## ● STATS



## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Safari Zone [Swamp Area: if Rock objects are placed, may appear in tall grass]

**Pokémon SoulSilver** Safari Zone [Swamp Area: if Rock objects are placed, may appear in tall grass]

**Pokémon Diamond** Route 224 [occasionally appears when you use Poké Radar]

**Pokémon Pearl** Route 224 [occasionally appears when you use Poké Radar]

**Pokémon Platinum** Route 209 [night only]

**Pokémon HeartGold** If it finds bad children who won't listen to their parents, it will spirit them away--or so it's said.

**Pokémon SoulSilver** If it finds bad children who won't listen to their parents, it will spirit them away--or so it's said.

## ● EVOLUTION



## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range       | DA |
|-----|--------------|---------|----------|------|------|----|-------------|----|
| 1   | Leer         | Normal  | Status   | —    | 100  | 30 | 2 Foes      | —  |
| 1   | Night Shade  | Ghost   | Special  | —    | 100  | 15 | Normal      | —  |
| 6   | Disable      | Normal  | Status   | —    | 80   | 20 | Normal      | —  |
| 9   | Foresight    | Normal  | Status   | —    | —    | 40 | Normal      | —  |
| 14  | Astonish     | Ghost   | Physical | 30   | 100  | 15 | Normal      | ○  |
| 17  | Confuse Ray  | Ghost   | Status   | —    | 100  | 10 | Normal      | —  |
| 22  | Shadow Sneak | Ghost   | Physical | 40   | 100  | 30 | Normal      | ○  |
| 25  | Pursuit      | Dark    | Physical | 40   | 100  | 20 | Normal      | ○  |
| 30  | Curse        | ???     | Status   | —    | —    | 10 | Normal/Self | —  |
| 33  | Will-O-Wisp  | Fire    | Status   | —    | 75   | 15 | Normal      | —  |
| 38  | Mean Look    | Normal  | Status   | —    | —    | 5  | Normal      | —  |
| 41  | Payback      | Dark    | Physical | 50   | 100  | 10 | Normal      | ○  |
| 46  | Future Sight | Psychic | Special  | 80   | 90   | 15 | Normal      | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|---------|----------|------|------|----|--------|----|
| Icy Wind     | Ice     | Special  | 55   | 95   | 15 | 2 Foes | —  |
| Ominous Wind | Ghost   | Special  | 60   | 100  | 5  | Normal | —  |
| Trick        | Psychic | Status   | —    | 100  | 10 | Normal | —  |
| Sucker Punch | Dark    | Physical | 80   | 100  | 5  | Normal | ○  |
| Snore        | Normal  | Special  | 40   | 100  | 15 | Normal | —  |
| Spite        | Ghost   | Status   | —    | 100  | 10 | Normal | —  |
| Gravity      | Psychic | Status   | —    | —    | 5  | All    | —  |
| Pain Split   | Normal  | Status   | —    | —    | 20 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|----------|----------|------|------|----|---------|----|
| TM04 | Calm Mind    | Psychic  | Status   | —    | —    | 20 | Self    | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal  | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal  | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All     | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal  | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal  | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes  | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All     | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal  | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal  | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self    | —  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15 | Normal  | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal  | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self    | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal  | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal  | ○  |
| TM48 | Skill Swap   | Psychic  | Status   | —    | —    | 10 | Normal  | —  |
| TM49 | Snatch       | Dark     | Status   | —    | —    | 10 | Depends | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal  | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal  | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM61 | Will-O-Wisp  | Fire     | Status   | —    | 75   | 15 | Normal  | —  |
| TM63 | Embargo      | Dark     | Status   | —    | 100  | 15 | Normal  | —  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10 | Normal  | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal  | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal  | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes  | —  |
| TM79 | Dark Pulse   | Dark     | Special  | 80   | 100  | 15 | Normal  | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal  | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15 | Normal  | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal  | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM92 | Trick Room   | Psychic  | Status   | —    | —    | 5  | All     | —  |

## ● EGG MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|---------|----------|------|------|----|--------|----|
| Imprison     | Psychic | Status   | —    | —    | 10 | Self   | —  |
| Destiny Bond | Ghost   | Status   | —    | —    | 5  | Self   | —  |
| Pain Split   | Normal  | Status   | —    | —    | 20 | Normal | —  |
| Grudge       | Ghost   | Status   | —    | —    | 5  | Self   | —  |
| Memento      | Dark    | Status   | —    | 100  | 10 | Normal | —  |
| Faint Attack | Dark    | Physical | 60   | —    | 20 | Normal | ○  |
| Ominous Wind | Ghost   | Special  | 60   | 100  | 5  | Normal | —  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range       | DA |
|-----|--------------|----------|----------|------|------|----|-------------|----|
| 1   | Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal      | ○  |
| 1   | Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal      | ○  |
| 1   | ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal      | ○  |
| 1   | Gravity      | Psychic  | Status   | —    | —    | 5  | All         | ○  |
| 1   | Bind         | Normal   | Physical | 15   | 75   | 20 | Normal      | ○  |
| 1   | Leer         | Normal   | Status   | —    | 100  | 30 | 2 Foes      | —  |
| 1   | Night Shade  | Ghost    | Special  | —    | 100  | 15 | Normal      | —  |
| 1   | Disable      | Normal   | Status   | —    | 80   | 20 | Normal      | —  |
| 6   | Disable      | Normal   | Status   | —    | 80   | 20 | Normal      | —  |
| 9   | Foresight    | Normal   | Status   | —    | —    | 40 | Normal      | —  |
| 14  | Astonish     | Ghost    | Physical | 30   | 100  | 15 | Normal      | ○  |
| 17  | Confuse Ray  | Ghost    | Status   | —    | 100  | 10 | Normal      | ○  |
| 22  | Shadow Sneak | Ghost    | Physical | 40   | 100  | 30 | Normal      | ○  |
| 25  | Pursuit      | Dark     | Physical | 40   | 100  | 20 | Normal      | ○  |
| 30  | Curse        | ???      | Status   | —    | —    | 10 | Normal/Self | ○  |
| 33  | Will-O-Wisp  | Fire     | Status   | —    | 75   | 15 | Normal      | ○  |
| 37  | Shadow Punch | Ghost    | Physical | 60   | —    | 20 | Normal      | ○  |
| 43  | Mean Look    | Normal   | Status   | —    | —    | 5  | Normal      | ○  |
| 51  | Payback      | Dark     | Physical | 50   | 100  | 10 | Normal      | ○  |
| 61  | Future Sight | Psychic  | Special  | 80   | 90   | 15 | Normal      | ○  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

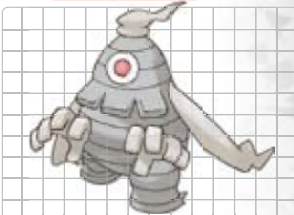
| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Icy Wind     | Ice      | Special  | 55   | 95   | 15 | 2 Foes | —  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal | ○  |
| Ominous Wind | Ghost    | Special  | 60   | 100  | 5  | Normal | —  |
| Trick        | Psychic  | Status   | —    | 100  | 10 | Normal | —  |
| Sucker Punch | Dark     | Physical | 80   | 100  | 5  | Normal | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Spite        | Ghost    | Status   | —    | 100  | 10 | Normal | —  |
| Gravity      | Psychic  | Status   | —    | —    | 5  | All    | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Pain Split   | Normal   | Status   | —    | —    | 20 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal        | ○  |
| TM04 | Calm Mind    | Psychic  | Status   | —    | —    | 20 | Self          | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal        | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal        | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal        | —  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal        | ○  |
| TM48 | Skill Swap   | Psychic  | Status   | —    | —    | 10 | Normal        | —  |
| TM49 | Snatch       | Dark     | Status   | —    | —    | 10 | Depends       | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM61 | Will-O-Wisp  | Fire     | Status   | —    | 75   | 15 | Normal        | —  |
| TM63 | Embargo      | Dark     | Status   | —    | 100  | 15 | Normal        | —  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10 | Normal        | ○  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM79 | Dark Pulse   | Dark     | Special  | 80   | 100  | 15 | Normal        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM92 | Trick Room   | Psychic  | Status   | —    | —    | 5  | All           | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |

No. 356 | Beakon Pokémon  
**Dusclops**

Ghost



- HEIGHT: 5'03"
- WEIGHT: 67.5 lbs.
- ITEMS: Kasib Berry

## ● SIZE COMPARISON



## ● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Pressure

## ● EGG GROUPS

Amorphous

## ● STATS



## ● PERFORMANCE

SPEED ★★★☆  
 POWER ★★☆☆  
 SKILL ★★☆☆

STAMINA ★★★★★☆  
 JUMP ★★★

## ● MAIN WAYS TO OBTAIN

## Pokémon HeartGold

Safari Zone (Mountain Area:  
 if Forest objects are placed,  
 may appear in tall grass)

## Pokémon SoulSilver

Safari Zone (Mountain Area:  
 if Forest objects are placed,  
 may appear in tall grass)

## Pokémon Diamond

Route 224 (use Poké Radar)

## Pokémon Pearl

Route 224 (use Poké Radar)

## Pokémon Platinum

Sendoff Spring

## Pokémon HeartGold

Anyone who dares peer into  
 its body to see its spectral  
 ball of fire will have their  
 spirit stolen away.

## Pokémon SoulSilver

Anyone who dares peer into  
 its body to see its spectral  
 ball of fire will have their  
 spirit stolen away.

## ● EVOLUTION



Duskull

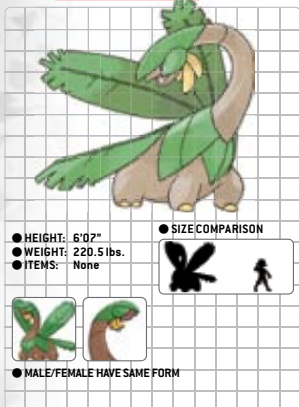
Dusclops

Dusknair

No. 357 | Fruit Pokémon  
**Tropius**

Grass

Flying



- HEIGHT: 6'02"
- WEIGHT: 220.5 lbs.
- ITEMS: None

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Chlorophyll
- Solar Power

## ● STATS



## ● EGG GROUPS

Monster

Grass

## ● PERFORMANCE

SPEED ★★★★★

POWER ★★★★★

SKILL ★★★★★

STAMINA ★★★★★

JUMP ★★★★★

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Big Forest Pokéwalker Route

**Pokémon SoulSilver** Big Forest Pokéwalker Route

**Pokémon Diamond** —

**Pokémon Pearl** —

**Pokémon Platinum** Pastoria Great Marsh / morning and afternoon only

**Pokémon HeartGold** **Pokémon SoulSilver**

The bunch of fruit around its neck ripens twice a year and is delicious. It's a highly favored tropical snack.

The bunch of fruit around its neck ripens twice a year and is delicious. It's a highly favored tropical snack.

## ● EVOLUTION

Does not evolve

## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|--------|----------|------|------|----|--------|----|
| 1   | Leer         | Normal | Status   | —    | 100  | 30 | 2 Foes | —  |
| 1   | Gust         | Flying | Special  | 40   | 100  | 35 | Normal | —  |
| 7   | Growth       | Normal | Status   | —    | 95   | 40 | Self   | —  |
| 11  | Razor Leaf   | Grass  | Physical | 55   | 95   | 25 | 2 Foes | —  |
| 17  | Stomp        | Normal | Physical | 65   | 100  | 20 | Normal | ○  |
| 21  | Sweet Scent  | Normal | Status   | —    | 100  | 20 | 2 Foes | —  |
| 27  | Whirlwind    | Normal | Status   | —    | 100  | 20 | Normal | —  |
| 31  | Magical Leaf | Grass  | Special  | 60   | —    | 20 | Normal | —  |
| 37  | Body Slam    | Normal | Physical | 85   | 100  | 15 | Normal | ○  |
| 41  | Synthesis    | Grass  | Status   | —    | —    | 5  | Self   | —  |
| 47  | Air Slash    | Flying | Special  | 75   | 95   | 20 | Normal | —  |
| 51  | Solar Beam   | Grass  | Special  | 120  | 100  | 10 | Normal | —  |
| 57  | Natural Gift | Normal | Physical | —    | 100  | 15 | Normal | —  |
| 61  | Leaf Storm   | Grass  | Special  | 140  | 90   | 5  | Normal | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP  | Range     | DA |
|--------------|--------|----------|------|------|-----|-----------|----|
| Fury Cutter  | Bug    | Physical | 10   | 95   | 20  | Normal    | ○  |
| Ominous Wind | Ghost  | Special  | 60   | 100  | 5   | Normal    | —  |
| Air Cutter   | Flying | Special  | 55   | 95   | 25  | 2 Foes    | —  |
| Snore        | Normal | Special  | 40   | 100  | 15  | Normal    | —  |
| Synthesis    | Grass  | Status   | —    | —    | 5   | Self      | —  |
| Tailwind     | Flying | Status   | —    | —    | 30  | 2 Allies  | —  |
| Worry Seed   | Grass  | Status   | —    | —    | 100 | 10 Normal | —  |
| Mud-Slap     | Ground | Special  | 20   | 100  | 10  | Normal    | —  |
| Outrage      | Dragon | Physical | 120  | 100  | 15  | 1 Random  | ○  |
| Twister      | Dragon | Special  | 40   | 100  | 20  | 2 Foes    | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP  | Range         | DA |
|------|--------------|----------|----------|------|------|-----|---------------|----|
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20  | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 95   | 10  | Normal        | —  |
| TM09 | Bullet Seed  | Grass    | Physical | 10   | 100  | 30  | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15  | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5   | All           | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5   | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10  | Self          | —  |
| TM19 | Giga Drain   | Grass    | Special  | 60   | 100  | 10  | Normal        | —  |
| TM20 | Safeguard    | Normal   | Status   | —    | —    | 25  | 2 Allies      | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20  | Normal        | ○  |
| TM22 | Solar Beam   | Grass    | Special  | 120  | 100  | 10  | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10  | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20  | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15  | Self          | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20  | Normal        | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20  | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20  | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10  | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15  | Normal        | —  |
| TM47 | Steel Wing   | Steel    | Physical | 70   | 90   | 25  | Normal        | ○  |
| TM51 | Roost        | Flying   | Status   | —    | —    | 10  | Self          | —  |
| TM53 | Energy Ball  | Grass    | Special  | 80   | 100  | 10  | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10  | Self          | —  |
| TM62 | Silver Wind  | Bug      | Special  | 60   | 100  | 5   | Normal        | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5   | Normal        | ○  |
| TM70 | Flash        | Normal   | Status   | —    | —    | 100 | 20 Normal     | —  |
| TM75 | Swords Dance | Normal   | Status   | —    | —    | 30  | Self          | —  |
| TM78 | Covariate    | Normal   | Status   | —    | 100  | 20  | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10  | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15  | Normal        | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20  | Normal        | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15  | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10  | Self          | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30  | Normal        | ○  |
| HM02 | Fly          | Flying   | Physical | 90   | 95   | 15  | Normal        | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15  | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15  | Normal        | ○  |

## ● EGG MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range       | DA |
|--------------|--------|----------|------|------|----|-------------|----|
| Headbutt     | Normal | Physical | 70   | 100  | 15 | Normal      | ○  |
| Slam         | Normal | Physical | 80   | 75   | 20 | Normal      | ○  |
| Razor Wind   | Normal | Special  | 80   | 100  | 10 | 2 Foes      | —  |
| Leech Seed   | Grass  | Status   | —    | 90   | 10 | Normal      | —  |
| Nature Power | Normal | Status   | —    | —    | 20 | Depends     | —  |
| Leaf Storm   | Grass  | Special  | 140  | 90   | 5  | Normal      | —  |
| Synthesis    | Grass  | Status   | —    | —    | 5  | Self        | —  |
| Curse        | ???    | Status   | —    | —    | 10 | Normal/Self | —  |
| Leaf Blade   | Grass  | Physical | 90   | 100  | 15 | Normal      | ○  |
| Dragon Dance | Dragon | Status   | —    | —    | 20 | Self        | —  |



## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range      | DA |
|-----|--------------|---------|----------|------|------|----|------------|----|
| 1   | Wrap         | Normal  | Physical | 15   | 95   | 20 | Normal     | ○  |
| 6   | Growl        | Normal  | Status   | —    | 100  | 40 | 2 Foes     | —  |
| 9   | Astonish     | Ghost   | Physical | 30   | 100  | 15 | Normal     | ○  |
| 14  | Confusion    | Psychic | Special  | 50   | 100  | 25 | Normal     | —  |
| 17  | Uproar       | Normal  | Special  | 50   | 100  | 10 | 1 Random   | —  |
| 22  | Take Down    | Normal  | Physical | 90   | 85   | 20 | Normal     | ○  |
| 25  | Yawn         | Normal  | Status   | —    | —    | 10 | Normal     | —  |
| 30  | Psywave      | Psychic | Special  | —    | 80   | 15 | Normal     | —  |
| 33  | Double-Edge  | Normal  | Physical | 120  | 100  | 15 | Normal     | ○  |
| 38  | Heal Bell    | Normal  | Status   | —    | —    | 5  | All Allies | —  |
| 41  | Safeguard    | Normal  | Status   | —    | —    | 25 | 2 Allies   | —  |
| 46  | Extrasensory | Psychic | Special  | 80   | 100  | 30 | Normal     | —  |
| 49  | Healing Wish | Psychic | Status   | —    | —    | 10 | Self       | —  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |
|      |      |      |      |      |    |       |    |
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range      | DA |
|--------------|---------|----------|------|------|----|------------|----|
| Icy Wind     | Ice     | Special  | 55   | 95   | 15 | 2 Foes     | —  |
| Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal     | ○  |
| Trick        | Psychic | Status   | —    | 100  | 10 | Normal     | —  |
| Knock Off    | Dark    | Physical | 20   | 100  | 20 | Normal     | ○  |
| Snore        | Normal  | Special  | 40   | 100  | 15 | Normal     | —  |
| Helping Hand | Normal  | Status   | —    | —    | 20 | 1 Ally     | —  |
| Last Resort  | Normal  | Physical | 130  | 100  | 5  | Normal     | ○  |
| Uproar       | Normal  | Special  | 50   | 100  | 10 | 1 Random   | —  |
| Gravity      | Psychic | Status   | —    | —    | 5  | All        | —  |
| Magic Coat   | Psychic | Status   | —    | —    | 15 | Self       | —  |
| Heal Bell    | Normal  | Status   | —    | —    | 5  | All Allies | —  |
| Rollout      | Rock    | Physical | 30   | 90   | 20 | Normal     | ○  |
| Signal Beam  | Bug     | Special  | 75   | 100  | 15 | Normal     | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP       | Range    | DA |
|------|--------------|----------|----------|------|------|----------|----------|----|
| TM04 | Calm Mind    | Psychic  | Status   | —    | —    | 20       | Self     | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10       | Normal   | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15       | Normal   | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | All      | —        | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20       | Normal   | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | 30   | 2 Allies | —        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10       | Self     | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | All      | —        | —  |
| TM20 | Safeguard    | Normal   | Status   | —    | —    | 25       | 2 Allies | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20       | Normal   | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20       | Normal   | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10       | Normal   | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15       | Normal   | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15       | Self     | —  |
| TM33 | Reflect      | Psychic  | Status   | —    | —    | 20       | 2 Allies | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20       | Normal   | —  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15       | Normal   | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20       | Normal   | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20       | Normal   | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10       | Self     | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15       | Normal   | —  |
| TM48 | Skill Swap   | Psychic  | Status   | —    | —    | 10       | Normal   | —  |
| TM49 | Snatch       | Dark     | Status   | —    | —    | 10       | Depends  | —  |
| TM53 | Energy Ball  | Grass    | Special  | 80   | 100  | 10       | Normal   | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10       | Normal   | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10       | Self     | —  |
| TM67 | Recycle      | Normal   | Status   | —    | —    | 10       | Self     | —  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20       | Normal   | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20       | Normal   | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10       | Normal   | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20       | 2 Foes   | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10       | Depends  | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15       | Normal   | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15       | Normal   | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20       | Normal   | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15       | Normal   | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10       | Self     | —  |
| TM92 | Trick Room   | Psychic  | Status   | —    | —    | 5        | All      | —  |

## ● EGG MOVES

| Name         | Type    | Kind    | Pow. | Acc. | PP | Range       | DA |
|--------------|---------|---------|------|------|----|-------------|----|
| Disable      | Normal  | Status  | —    | 80   | 20 | Normal      | —  |
| Curse        | ???     | Status  | —    | —    | 10 | Normal/Self | —  |
| Hypnosis     | Psychic | Status  | —    | 60   | 20 | Normal      | —  |
| Dream Eater  | Psychic | Special | 100  | 100  | 15 | Normal      | —  |
| Wish         | Normal  | Status  | —    | —    | 10 | Self        | —  |
| Future Sight | Psychic | Special | 80   | 90   | 15 | Normal      | —  |



No. 358 | Wild Chime Pokémon

## Chimecho

Psychic



## ● SIZE COMPARISON

- HEIGHT: 2'00"
- WEIGHT: 2.2 lbs.
- ITEMS: Colbur Berry



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Levitate

## ● EGG GROUPS

Amorphous

## ● STATS



## ● PERFORMANCE

SPEED ★★☆☆☆  
 POWER ★★☆☆☆  
 SKILL ★★☆☆☆

STAMINA ★★☆☆☆  
 JUMP ★★☆☆☆

## ● MAIN WAYS TO OBTAIN

## Pokémon HeartGold

Safari Zone (Swamp Area:  
 if Forest objects are placed,  
 may appear in tall grass)

## Pokémon SoulSilver

Safari Zone (Swamp Area:  
 if Forest objects are placed,  
 may appear in tall grass)

## Pokémon Diamond

Sendoff Spring

## Pokémon Pearl

Sendoff Spring

## Pokémon Platinum

Sendoff Spring

## Pokémon HeartGold

It uses the sucker on its  
 head to hang from a tree or  
 from eaves. It can produce  
 seven different tones.

## Pokémon SoulSilver

It uses the sucker on its  
 head to hang from a tree or  
 from eaves. It can produce  
 seven different tones.

## ● EVOLUTION



Chingling

Level up with high  
 friendship between  
 8:00 P.M. and 4:00 A.M.



Chimecho

No. 359 | Disaster Pokémon  
**Absol**

Dark



## ● SIZE COMPARISON

- HEIGHT: 3'11"
- WEIGHT: 103.6 lbs.
- ITEMS: None



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Pressure
- Super Luck

## ● EGG GROUPS

Field

## ● PERFORMANCE

SPEED ★★★★★  
POWER ★★★★★  
SKILL ★★★★★

## ● STATS

STAMINA ★★★★★  
JUMP ★★★★★

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Union Cave (Hoenn Sound)**Pokémon SoulSilver** Union Cave (Hoenn Sound)**Pokémon Diamond** Route 213 (mass outbreak)**Pokémon Pearl** Route 213 (mass outbreak)**Pokémon Platinum** Mt. Coronet Peak 1**Pokémon HeartGold****Pokémon SoulSilver**

It has the ability to foretell natural disasters. Its life span is over a hundred years.

It has the ability to foretell natural disasters. Its life span is over a hundred years.

## ● EVOLUTION

Does not evolve

## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range   | DA |
|-----|--------------|----------|----------|------|------|----|---------|----|
| 1   | Scratch      | Normal   | Physical | 40   | 100  | 35 | Normal  | ○  |
| 1   | Feint        | Normal   | Physical | 50   | 100  | 10 | Normal  | ○  |
| 4   | Leer         | Normal   | Status   | —    | 100  | 30 | 2 Foes  | —  |
| 9   | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal  | —  |
| 12  | Quick Attack | Normal   | Physical | 40   | 100  | 30 | Normal  | ○  |
| 17  | Razor Wind   | Normal   | Special  | 80   | 100  | 10 | 2 Foes  | —  |
| 20  | Pursuit      | Dark     | Physical | 40   | 100  | 20 | Normal  | ○  |
| 25  | Swords Dance | Normal   | Status   | —    | —    | 30 | Self    | —  |
| 28  | Bite         | Dark     | Physical | 60   | 100  | 25 | Normal  | ○  |
| 33  | Double Team  | Normal   | Status   | —    | —    | 15 | Self    | —  |
| 36  | Slash        | Normal   | Physical | 70   | 100  | 20 | Normal  | ○  |
| 41  | Future Sight | Psychic  | Special  | 80   | 90   | 15 | Normal  | ○  |
| 44  | Sucker Punch | Dark     | Physical | 80   | 100  | 5  | Normal  | ○  |
| 49  | Detect       | Fighting | Status   | —    | —    | 5  | Self    | —  |
| 52  | Night Slash  | Dark     | Physical | 70   | 100  | 15 | Normal  | ○  |
| 57  | Me First     | Normal   | Status   | —    | —    | 20 | Depends | —  |
| 60  | Psycho Cut   | Psychic  | Physical | 70   | 100  | 20 | Normal  | ○  |
| 65  | Perish Song  | Normal   | Status   | —    | —    | 5  | All     | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Fury Cutter  | Bug      | Physical | 10   | 95   | 20 | Normal | ○  |
| Icy Wind     | Ice      | Special  | 55   | 95   | 15 | 2 Foes | —  |
| Zen Headbutt | Psychic  | Physical | 80   | 90   | 15 | Normal | ○  |
| Knock Off    | Dark     | Physical | 20   | 100  | 20 | Normal | ○  |
| Sucker Punch | Dark     | Physical | 80   | 100  | 5  | Normal | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Spite        | Ghost    | Status   | —    | 100  | 10 | Normal | —  |
| Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes | —  |
| Magic Coat   | Psychic  | Status   | —    | —    | 15 | Self   | —  |
| Role Play    | Psychic  | Status   | —    | —    | 10 | Normal | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | ○  |
| Superpower   | Fighting | Physical | 120  | 100  | 5  | Normal | ○  |
| Bounce       | Flying   | Physical | 85   | 85   | 5  | Normal | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|----------|----------|------|------|----|---------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal  | —  |
| TM04 | Calm Mind    | Psychic  | Status   | —    | —    | 20 | Self    | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal  | —  |
| TM07 | Hail         | Ice      | Status   | —    | —    | 10 | All     | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal  | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All     | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal  | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal  | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes  | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal  | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All     | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal  | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal  | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal  | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal  | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self    | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal  | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal  | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10 | All     | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5  | Normal  | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal  | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal  | ○  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15 | Normal  | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 200  | 20 | Normal  | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal  | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self    | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal  | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal  | ○  |
| TM49 | Snatch       | Dark     | Status   | —    | —    | 10 | Depends | —  |
| TM54 | False Swipe  | Normal   | Physical | 40   | 100  | 40 | Normal  | ○  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal  | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM61 | Will-O-Wisp  | Fire     | Status   | —    | 75   | 15 | Normal  | —  |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15 | Normal  | ○  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10 | Normal  | ○  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal  | —  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal  | —  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5  | Normal  | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal  | —  |
| TM75 | Swords Dance | Normal   | Status   | —    | —    | 30 | Self    | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal  | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes  | —  |
| TM79 | Dark Pulse   | Dark     | Special  | 80   | 100  | 15 | Normal  | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes  | —  |
| TM81 | X-Scissor    | Bug      | Physical | 80   | 100  | 15 | Normal  | ○  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal  | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15 | Normal  | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal  | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self    | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal  | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal  | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal  | ○  |

## ● EGG MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range       | DA |
|--------------|---------|----------|------|------|----|-------------|----|
| Baton Pass   | Normal  | Status   | —    | —    | 40 | Self        | —  |
| Faint Attack | Dark    | Physical | 60   | —    | 20 | Normal      | ○  |
| Double-Edge  | Normal  | Physical | 120  | 100  | 15 | Normal      | ○  |
| Magic Coat   | Psychic | Status   | —    | —    | 15 | Self        | —  |
| Curse        | ???     | Status   | —    | —    | 10 | Normal/Self | —  |
| Substitute   | Normal  | Status   | —    | —    | 10 | Self        | —  |
| Mean Look    | Normal  | Status   | —    | —    | 5  | Normal      | —  |
| Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal      | ○  |
| Punishment   | Dark    | Physical | —    | 100  | 5  | Normal      | ○  |
| Sucker Punch | Dark    | Physical | 80   | 100  | 5  | Normal      | ○  |
| Assurance    | Dark    | Physical | 50   | 100  | 10 | Normal      | ○  |
| Me First     | Normal  | Status   | —    | —    | 20 | Depends     | —  |
| Megahorn     | Bug     | Physical | 120  | 85   | 10 | Normal      | ○  |



# No. 361 | Snow Hat Pokémon Snorunt

Ice



## ● SIZE COMPARISON

- HEIGHT: 2'04"
- WEIGHT: 37.0 lbs.
- ITEMS: None



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Inner Focus
- Ice Body

## ● EGG GROUPS

Fairy  
Mineral

## ● PERFORMANCE

SPEED ★★★★★ STAMINA ★★☆☆  
POWER ★★☆☆ JUMP ★★☆☆  
SKILL ★★☆☆

## ● STATS

HP ●●●●●  
ATTACK ●●●●●  
DEFENSE ●●●●●  
SP. ATTACK ●●●●●  
SP. DEFENSE ●●●●●  
SPEED ●●●●●

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Icy Mountain Rd.  
Pokéwalker Route

**Pokémon SoulSilver** Icy Mountain Rd.  
Pokéwalker Route

**Pokémon Diamond** Route 216 (use Poké Radar)

**Pokémon Pearl** Route 216 (use Poké Radar)

**Pokémon Platinum** Route 216 (night only)

**Pokémon HeartGold**

It's said that if they are seen at midnight, they'll cause heavy snow. They eat snow and ice to survive.

**Pokémon SoulSilver**

It's said that if they are seen at midnight, they'll cause heavy snow. They eat snow and ice to survive.

## ● EVOLUTION

Lv. 42



Glalie



Frolass

Use Dawn Stone on ♀

Snorunt

## ● LEVEL-UP MOVES

| Lv. | Name        | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|-------------|--------|----------|------|------|----|--------|----|
| 1   | Powder Snow | Ice    | Special  | 40   | 100  | 25 | 2 Foes | —  |
| 1   | Leer        | Normal | Status   | —    | 100  | 30 | 2 Foes | —  |
| 4   | Double Team | Normal | Status   | —    | —    | 15 | Self   | —  |
| 10  | Bite        | Dark   | Physical | 60   | 100  | 25 | Normal | ○  |
| 13  | Icy Wind    | Ice    | Special  | 55   | 95   | 15 | 2 Foes | —  |
| 19  | Headbutt    | Normal | Physical | 70   | 100  | 15 | Normal | ○  |
| 22  | Protect     | Normal | Status   | —    | —    | 10 | Self   | —  |
| 28  | Ice Fang    | Ice    | Physical | 65   | 95   | 15 | Normal | ○  |
| 31  | Crunch      | Dark   | Physical | 80   | 100  | 15 | Normal | ○  |
| 37  | Ice Shard   | Ice    | Physical | 40   | 100  | 30 | Normal | —  |
| 40  | Hail        | Ice    | Status   | —    | —    | 10 | All    | —  |
| 46  | Blizzard    | Ice    | Special  | 120  | 70   | 5  | 2 Foes | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Icy Wind | Ice    | Special  | 55   | 95   | 15 | 2 Foes | —  |
| Snore    | Normal | Status   | 40   | 100  | 15 | Normal | —  |
| Spite    | Ghost  | Special  | —    | 100  | 10 | Normal | —  |
| Block    | Normal | Status   | —    | —    | 5  | Normal | —  |
| Rollout  | Rock   | Physical | 30   | 90   | 20 | Normal | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|------|--------------|---------|----------|------|------|----|----------|----|
| TM03 | Water Pulse  | Water   | Special  | 60   | 100  | 20 | Normal   | —  |
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10 | Normal   | —  |
| TM07 | Hail         | Ice     | Status   | —    | —    | 10 | All      | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15 | Normal   | —  |
| TM13 | Ice Beam     | Ice     | Special  | 95   | 100  | 10 | Normal   | —  |
| TM14 | Blizzard     | Ice     | Special  | 120  | 70   | 5  | 2 Foes   | —  |
| TM16 | Light Screen | Psychic | Status   | —    | —    | 30 | 2 Allies | —  |
| TM17 | Protect      | Normal  | Status   | —    | —    | 10 | Self     | —  |
| TM18 | Rain Dance   | Water   | Status   | —    | —    | 5  | All      | —  |
| TM20 | Safeguard    | Normal  | Status   | —    | —    | 25 | 2 Allies | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20 | Normal   | ○  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20 | Normal   | ○  |
| TM30 | Shadow Ball  | Ghost   | Special  | 80   | 100  | 15 | Normal   | —  |
| TM32 | Double Team  | Normal  | Status   | —    | —    | 15 | Self     | —  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20 | Normal   | —  |
| TM44 | Rest         | Psychic | Status   | —    | —    | 10 | Self     | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15 | Normal   | —  |
| TM58 | Endure       | Normal  | Status   | —    | —    | 10 | Self     | —  |
| TM70 | Flash        | Normal  | Status   | —    | 100  | 20 | Normal   | —  |
| TM72 | Avalanche    | Ice     | Physical | 60   | 100  | 10 | Normal   | ○  |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20 | 2 Foes   | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | —    | 10 | Depends  | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal   | —  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal   | —  |
| TM90 | Substitute   | Normal  | Status   | —    | —    | 10 | Self     | —  |

## ● EGG MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Block        | Normal | Status   | —    | —    | 5  | Normal | —  |
| Spikes       | Ground | Status   | —    | —    | 20 | 2 Foes | —  |
| Rollout      | Rock   | Physical | 30   | 90   | 20 | Normal | ○  |
| Disable      | Normal | Status   | —    | 80   | 20 | Normal | —  |
| Bide         | Normal | Physical | —    | —    | 10 | Self   | ○  |
| Weather Ball | Normal | Special  | 50   | 100  | 10 | Normal | —  |

## ● LEVEL-UP MOVES

| Lv. | Name        | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|-------------|--------|----------|------|------|----|--------|----|
| 1   | Powder Snow | Ice    | Special  | 40   | 100  | 25 | 2 Foes | —  |
| 1   | Leer        | Normal | Status   | —    | 100  | 30 | 2 Foes | —  |
| 1   | Double Team | Normal | Status   | —    | —    | 15 | Self   | —  |
| 1   | Bite        | Dark   | Physical | 60   | 100  | 25 | Normal | ○  |
| 4   | Double Team | Normal | Status   | —    | —    | 15 | Self   | —  |
| 10  | Bite        | Dark   | Physical | 60   | 100  | 25 | Normal | ○  |
| 13  | Icy Wind    | Ice    | Special  | 55   | 95   | 15 | 2 Foes | —  |
| 19  | Headbutt    | Normal | Physical | 70   | 100  | 15 | Normal | ○  |
| 22  | Protect     | Normal | Status   | —    | —    | 10 | Self   | —  |
| 28  | Ice Fang    | Ice    | Physical | 65   | 95   | 15 | Normal | ○  |
| 31  | Crunch      | Dark   | Physical | 80   | 100  | 15 | Normal | ○  |
| 37  | Ice Beam    | Ice    | Special  | 95   | 100  | 10 | Normal | —  |
| 40  | Hail        | Ice    | Status   | —    | —    | 10 | All    | —  |
| 51  | Blizzard    | Ice    | Special  | 120  | 70   | 5  | 2 Foes | —  |
| 59  | Sheer Cold  | Ice    | Special  | —    | 30   | 5  | Normal | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name        | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-------------|--------|----------|------|------|----|--------|----|
| Icy Wind    | Ice    | Special  | 55   | 95   | 15 | 2 Foes | —  |
| Snore       | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Spite       | Ghost  | Status   | —    | 100  | 10 | Normal | —  |
| Block       | Normal | Status   | —    | —    | 5  | Normal | —  |
| Rollout     | Rock   | Physical | 30   | 90   | 20 | Normal | ○  |
| Iron Head   | Steel  | Physical | 80   | 100  | 15 | Normal | ○  |
| Signal Beam | Bug    | Special  | 75   | 100  | 15 | Normal | —  |
| Super Fang  | Normal | Physical | —    | 90   | 10 | Normal | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|---------|----------|------|------|----|---------------|----|
| TM03 | Water Pulse  | Water   | Special  | 60   | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10 | Normal        | —  |
| TM07 | Hail         | Ice     | Status   | —    | —    | 10 | All           | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15 | Normal        | —  |
| TM12 | Taunt        | Dark    | Status   | —    | 100  | 20 | Normal        | —  |
| TM13 | Ice Beam     | Ice     | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice     | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM15 | Hyper Beam   | Normal  | Special  | 150  | 90   | 5  | Normal        | —  |
| TM16 | Light Screen | Psychic | Status   | —    | —    | 30 | 2 Allies      | —  |
| TM17 | Protect      | Normal  | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water   | Status   | —    | —    | 5  | All           | —  |
| TM20 | Safeguard    | Normal  | Status   | —    | —    | 25 | 2 Allies      | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20 | Normal        | ○  |
| TM26 | Earthquake   | Ground  | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | ○  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20 | Normal        | ○  |
| TM30 | Shadow Ball  | Ghost   | Special  | 80   | 100  | 15 | Normal        | —  |
| TM32 | Double Team  | Normal  | Status   | —    | —    | 15 | Self          | —  |
| TM41 | Torment      | Dark    | Status   | —    | 100  | 15 | Normal        | —  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM44 | Rest         | Psychic | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15 | Normal        | —  |
| TM58 | Endure       | Normal  | Status   | —    | —    | 10 | Self          | —  |
| TM64 | Explosion    | Normal  | Physical | 250  | 100  | 5  | 2 Foes/1 Ally | ○  |
| TM66 | Payback      | Dark    | Physical | 50   | 100  | 10 | Normal        | ○  |
| TM68 | Giga Impact  | Normal  | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM70 | Flash        | Normal  | Status   | —    | 100  | 20 | Normal        | ○  |
| TM72 | Avalanche    | Ice     | Physical | 60   | 100  | 10 | Normal        | ○  |
| TM74 | Gyro Ball    | Steel   | Physical | —    | 100  | 5  | Normal        | ○  |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM79 | Dark Pulse   | Dark    | Special  | 80   | 100  | 15 | Normal        | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal  | Status   | —    | —    | 10 | Self          | —  |

No. 362 | Face Pokémon  
**Glalie**

Ice



- HEIGHT: 4'11"
- WEIGHT: 565.5 lbs.
- ITEMS: None

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Inner Focus
- Ice Body

## ● STATS



## ● EGG GROUPS

Fairy  
Mineral

## ● PERFORMANCE

SPEED ★★☆☆ STAMINA ★★★★★☆  
POWER ★★★★★☆ JUMP ★★  
SKILL ★★

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Level up Snorunt to Lv. 42

**Pokémon SoulSilver** Level up Snorunt to Lv. 42

**Pokémon Diamond** Level up Snorunt to Lv. 42

**Pokémon Pearl** Level up Snorunt to Lv. 42

**Pokémon Platinum** Level up Snorunt to Lv. 42

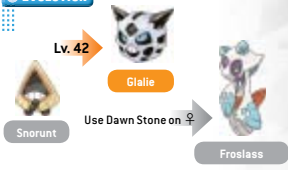
**Pokémon HeartGold**

**Pokémon SoulSilver**

It can instantly freeze moisture in the atmosphere. It uses this power to freeze its foes.

It can instantly freeze moisture in the atmosphere. It uses this power to freeze its foes.

## ● EVOLUTION



# No. 363 | Clap Pokémon

## Spheal

Ice

Water



- HEIGHT: 2'07"
- WEIGHT: 87.1 lbs.
- ITEMS: None

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Thick Fat
- Ice Body

## ● STATS



## ● EGG GROUPS

- Water 1
- Field

## ● PERFORMANCE

- SPEED ★★☆☆☆
- POWER ★★☆☆☆
- SKILL ★☆☆☆☆

- STAMINA ★★☆☆☆
- JUMP ★★☆☆☆

## ● MAIN WAYS TO OBTAIN

## Pokémon HeartGold

Safari Zone (Peak Area: if Water objects are placed, may appear in tall grass)

## Pokémon SoulSilver

Safari Zone (Peak Area: if Water objects are placed, may appear in tall grass)

## Pokémon Diamond

—

## Pokémon Pearl

Route 226 (water surface)

## Pokémon Platinum

Find its Egg at the Pokémon Day Care and hatch it

## Pokémon HeartGold

It crosses the oceans by rolling itself on drifting ice. Fluffy fur keeps it warm when the temperature is below freezing.

## Pokémon SoulSilver

It crosses the oceans by rolling itself on drifting ice. Fluffy fur keeps it warm when the temperature is below freezing.

## ● EVOLUTION



## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|---------|----------|------|------|----|--------|----|
| 1   | Defense Curl | Normal  | Status   | —    | —    | 40 | Self   | —  |
| 1   | Powder Snow  | Ice     | Special  | 40   | 100  | 25 | 2 Foes | —  |
| 1   | Growl        | Normal  | Status   | —    | 100  | 40 | 2 Foes | —  |
| 1   | Water Gun    | Water   | Special  | 40   | 100  | 25 | Normal | —  |
| 7   | Encore       | Normal  | Status   | —    | 100  | 5  | Normal | —  |
| 13  | Ice Ball     | Ice     | Physical | 30   | 90   | 20 | Normal | ○  |
| 19  | Body Slam    | Normal  | Physical | 85   | 100  | 15 | Normal | ○  |
| 25  | Aurora Beam  | Ice     | Special  | 65   | 100  | 20 | Normal | —  |
| 31  | Hail         | Ice     | Status   | —    | —    | 10 | All    | —  |
| 37  | Rest         | Psychic | Status   | —    | —    | 10 | Self   | —  |
| 37  | Snore        | Normal  | Special  | 40   | 100  | 15 | Normal | —  |
| 43  | Blizzard     | Ice     | Special  | 120  | 70   | 5  | 2 Foes | —  |
| 49  | Sheer Cold   | Ice     | Special  | —    | 30   | 5  | Normal | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name        | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-------------|--------|----------|------|------|----|--------|----|
| Dive        | Water  | Physical | 80   | 100  | 10 | Normal | ○  |
| Icy Wind    | Ice    | Special  | 55   | 95   | 15 | 2 Foes | —  |
| Snore       | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Mud-Slap    | Ground | Special  | 20   | 100  | 10 | Normal | —  |
| Rollout     | Rock   | Physical | 30   | 90   | 20 | Normal | ○  |
| Aqua Tail   | Water  | Physical | 90   | 90   | 10 | Normal | ○  |
| Signal Beam | Bug    | Special  | 75   | 100  | 15 | Normal | —  |
| Super Fang  | Normal | Physical | —    | 90   | 10 | Normal | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal        | ○  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM07 | Hail         | Ice      | Status   | —    | —    | 10 | All           | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal        | ○  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM55 | Brine        | Water    | Special  | 65   | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15 | Normal        | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM07 | Waterfall    | Water    | Physical | 80   | 100  | 15 | Normal        | ○  |

## ● EGG MOVES

| Name        | Type   | Kind     | Pow. | Acc. | PP | Range       | DA |
|-------------|--------|----------|------|------|----|-------------|----|
| Water Sport | Water  | Status   | —    | —    | 15 | All         | —  |
| Stockpile   | Normal | Status   | —    | —    | 20 | Self        | —  |
| Swallow     | Normal | Status   | —    | —    | 10 | Self        | —  |
| Spit Up     | Normal | Special  | —    | 100  | 10 | Normal      | —  |
| Yawn        | Normal | Status   | —    | —    | 10 | Normal      | —  |
| Rock Slide  | Rock   | Physical | 75   | 90   | 10 | 2 Foes      | —  |
| Curse       | ???    | Status   | —    | —    | 10 | Normal/Self | —  |
| Fissure     | Ground | Physical | —    | 30   | 5  | Normal      | —  |
| Signal Beam | Bug    | Special  | 75   | 100  | 15 | Normal      | —  |
| Aqua Ring   | Water  | Status   | —    | —    | 20 | Self        | —  |

## ● LEVEL-UP MOVES

| Lv. | Name        | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|-------------|---------|----------|------|------|----|--------|----|
| 1   | Powder Snow | Ice     | Special  | 40   | 100  | 25 | 2 Foes | —  |
| 1   | Growl       | Normal  | Status   | —    | 100  | 40 | 2 Foes | —  |
| 1   | Water Gun   | Water   | Special  | 40   | 100  | 25 | Normal | —  |
| 1   | Encore      | Normal  | Status   | —    | 100  | 5  | Normal | —  |
| 7   | Encore      | Normal  | Status   | —    | 100  | 5  | Normal | —  |
| 13  | Ice Ball    | Ice     | Physical | 30   | 90   | 20 | Normal | ○  |
| 19  | Body Slam   | Normal  | Physical | 85   | 100  | 15 | Normal | ○  |
| 25  | Aurora Beam | Ice     | Special  | 65   | 100  | 20 | Normal | —  |
| 31  | Hail        | Ice     | Status   | —    | —    | 10 | All    | —  |
| 32  | Swagger     | Normal  | Status   | —    | 90   | 15 | Normal | —  |
| 39  | Rest        | Psychic | Status   | —    | —    | 10 | Self   | —  |
| 39  | Snore       | Normal  | Special  | 40   | 100  | 15 | Normal | —  |
| 47  | Blizzard    | Ice     | Special  | 120  | 70   | 5  | 2 Foes | —  |
| 55  | Sheer Cold  | Ice     | Special  | —    | 30   | 5  | Normal | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name        | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-------------|--------|----------|------|------|----|--------|----|
| Dive        | Water  | Physical | 80   | 100  | 10 | Normal | ○  |
| Icy Wind    | Ice    | Special  | 55   | 95   | 15 | 2 Foes | —  |
| Snore       | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Mud-Slap    | Ground | Special  | 20   | 100  | 10 | Normal | —  |
| Rollout     | Rock   | Physical | 30   | 90   | 20 | Normal | ○  |
| Aqua Tail   | Water  | Physical | 90   | 90   | 10 | Normal | ○  |
| Signal Beam | Bug    | Special  | 75   | 100  | 15 | Normal | —  |
| Super Fang  | Normal | Physical | —    | 90   | 10 | Normal | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal        | —  |
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM07 | Hail         | Ice      | Status   | —    | —    | 10 | All           | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal        | ○  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM55 | Brine        | Water    | Special  | 65   | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM79 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15 | Normal        | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM07 | Waterfall    | Water    | Physical | 80   | 100  | 15 | Normal        | ○  |



No. 364 | Ball Roll Pokémon  
**Sealeo**

Ice

Water



- HEIGHT: 3'07"
- WEIGHT: 1,93.1 lbs.
- ITEMS: None

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Thick Fat
- Ice Body

## ● STATS



## ● EGG GROUPS

Water 1

Field

## ● PERFORMANCE

SPEED ★★☆☆☆  
POWER ★★★★★  
SKILL ★★

STAMINA ★★★★★  
JUMP ★★

## ● MAIN WAYS TO OBTAIN

## Pokémon HeartGold

Safari Zone (Mountain Area: if Water and Rock objects are placed, may appear in tall grass)

## Pokémon SoulSilver

Safari Zone (Mountain Area: if Water and Rock objects are placed, may appear in tall grass)

## Pokémon Diamond

—

## Pokémon Pearl

Route 226 (water surface)

## Pokémon Platinum

Route 230 (water surface)

## Pokémon HeartGold

It has a very sensitive nose. It touches new things with its nose to examine them.

## Pokémon SoulSilver

It has a very sensitive nose. It touches new things with its nose to examine them.

## ● EVOLUTION



Lv. 32



Sealeo



Walrein

No. 365 | Ice Break Pokémon  
**Walrein**

Ice

Water



- HEIGHT: 4'02"
- WEIGHT: 332.0 lbs.
- ITEMS: None

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Thick Fat
- Ice Body

## ● EGG GROUPS

Water 1  
Field

## ● PERFORMANCE

SPEED ★★☆☆  
POWER ★★★★★  
SKILL ★STAMINA ★★★★★  
JUMP ★★☆☆

## ● STATS

HP ●●●●●  
ATTACK ●●●●●  
DEFENSE ●●●●●  
SP. ATTACK ●●●●●  
SP. DEFENSE ●●●●●  
SPEED ●●●●●

## ● LEVEL-UP MOVES

| Lv. | Name        | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|-------------|---------|----------|------|------|----|--------|----|
| 1   | Crunch      | Dark    | Physical | 80   | 100  | 15 | Normal | ○  |
| 1   | Powder Snow | Ice     | Special  | 40   | 100  | 25 | 2 Foes | —  |
| 1   | Growl       | Normal  | Status   | —    | 100  | 40 | 2 Foes | —  |
| 1   | Water Gun   | Water   | Special  | 40   | 100  | 25 | Normal | —  |
| 1   | Encore      | Normal  | Status   | —    | 100  | 5  | Normal | —  |
| 7   | Encore      | Normal  | Status   | —    | 100  | 5  | Normal | —  |
| 13  | Ice Ball    | Ice     | Physical | 30   | 90   | 20 | Normal | ○  |
| 19  | Body Slam   | Normal  | Physical | 85   | 100  | 15 | Normal | ○  |
| 25  | Aurora Beam | Ice     | Special  | 65   | 100  | 20 | Normal | —  |
| 31  | Hail        | Ice     | Status   | —    | —    | 10 | All    | —  |
| 32  | Swagger     | Normal  | Status   | —    | 90   | 15 | Normal | —  |
| 39  | Rest        | Psychic | Status   | —    | —    | 10 | Self   | —  |
| 39  | Snore       | Normal  | Status   | 40   | 100  | 15 | Normal | —  |
| 44  | Ice Fang    | Ice     | Physical | 65   | 95   | 15 | Normal | ○  |
| 52  | Blizzard    | Ice     | Special  | 120  | 70   | 5  | 2 Foes | —  |
| 65  | Sheer Cold  | Ice     | Special  | —    | 30   | 5  | Normal | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name        | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-------------|--------|----------|------|------|----|--------|----|
| Dive        | Water  | Physical | 80   | 100  | 10 | Normal | ○  |
| Fury Cutter | Bug    | Physical | 10   | 95   | 20 | Normal | ○  |
| Icy Wind    | Ice    | Special  | 55   | 95   | 15 | 2 Foes | —  |
| Snore       | Normal | Status   | 40   | 100  | 15 | Normal | —  |
| Block       | Normal | Status   | —    | —    | 5  | Normal | —  |
| Mud-Slap    | Ground | Special  | 20   | 100  | 10 | Normal | —  |
| Rollout     | Rock   | Physical | 30   | 90   | 20 | Normal | ○  |
| Iron Head   | Steel  | Physical | 80   | 100  | 15 | Normal | ○  |
| Aqua Tail   | Water  | Physical | 90   | 90   | 10 | Normal | ○  |
| Signal Beam | Bug    | Special  | 75   | 100  | 15 | Normal | —  |
| Super Fang  | Normal | Physical | —    | 90   | 10 | Normal | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal        | —  |
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM07 | Hail         | Ice      | Status   | —    | —    | 10 | All           | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM55 | Brine        | Water    | Special  | 65   | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM72 | Avalanche    | Ice      | Physical | 60   | 100  | 10 | Normal        | ○  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15 | Normal        | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM07 | Waterfall    | Water    | Physical | 80   | 100  | 15 | Normal        | ○  |

## ● EVOLUTION



**Pokémon HeartGold**  
It shatters drift ice with its strong tusks. Its thick layer of blubber repels enemy attacks.

**Pokémon SoulSilver**  
It shatters drift ice with its strong tusks. Its thick layer of blubber repels enemy attacks.



## ● LEVEL-UP MOVES

| Lv. | Name         | Type  | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|-------|----------|------|------|----|--------|----|
| 1   | Clamp        | Water | Physical | 35   | 75   | 10 | Normal | ○  |
| 1   | Water Gun    | Water | Special  | 40   | 100  | 25 | Normal | —  |
| 1   | Whirlpool    | Water | Special  | 15   | 70   | 15 | Normal | —  |
| 1   | Iron Defense | Steel | Status   | —    | —    | 15 | Self   | —  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Dive         | Water  | Physical | 80   | 100  | 10 | Normal | ○  |
| Icy Wind     | Ice    | Special  | 55   | 95   | 15 | 2 Foes | —  |
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Iron Defense | Steel  | Status   | —    | —    | 15 | Self   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|---------|----------|------|------|----|---------------|----|
| TM03 | Water Pulse  | Water   | Special  | 60   | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10 | Normal        | —  |
| TM07 | Hail         | Ice     | Status   | —    | —    | 10 | All           | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15 | Normal        | —  |
| TM13 | Ice Beam     | Ice     | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice     | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM17 | Protect      | Normal  | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water   | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20 | Normal        | ○  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20 | Normal        | ○  |
| TM32 | Double Team  | Normal  | Status   | —    | —    | 15 | Self          | —  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15 | Normal        | —  |
| TM55 | Brine        | Water   | Special  | 65   | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal  | Status   | —    | —    | 10 | Self          | —  |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal  | Status   | —    | —    | 10 | Self          | —  |
| HM03 | Surf         | Water   | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | —  |
| HM05 | Whirlpool    | Water   | Special  | 15   | 70   | 15 | Normal        | —  |
| HM07 | Waterfall    | Water   | Physical | 80   | 100  | 15 | Normal        | ○  |

## ● EGG MOVES

| Name        | Type    | Kind     | Pow. | Acc. | PP  | Range  | DA     |   |
|-------------|---------|----------|------|------|-----|--------|--------|---|
| Refresh     | Normal  | Status   | —    | —    | 20  | Self   | —      |   |
| Mud Sport   | Ground  | Status   | —    | —    | 15  | All    | —      |   |
| Body Slam   | Normal  | Physical | 85   | 100  | 15  | Normal | ○      |   |
| Supersonic  | Normal  | Status   | —    | —    | 55  | 20     | Normal | — |
| Barrier     | Psychic | Status   | —    | —    | 30  | Self   | —      |   |
| Confuse Ray | Ghost   | Status   | —    | —    | 100 | 10     | Normal | — |
| Aqua Ring   | Water   | Status   | —    | —    | 20  | Self   | —      |   |
| Muddy Water | Water   | Special  | 95   | 85   | 10  | 2 Foes | —      |   |



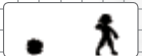
No. 366 | Bivalve Pokémon  
**Clamperl**

Water



## ● SIZE COMPARISON

- HEIGHT: 1'04"
- WEIGHT: 115.7 lbs.
- ITEMS: Big Pearl



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Shell Armor

## ● STATS



## ● EGG GROUPS

Water 1

## ● PERFORMANCE

SPEED ★★★  
POWER ★★★  
SKILL ★★★

STAMINA ★★★★★☆  
JUMP ★★☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Route 19 (mass outbreak, water surface)

**Pokémon SoulSilver** Route 19 (mass outbreak, water surface)

**Pokémon Diamond** Route 219 (Super Rod)

**Pokémon Pearl** Route 219 (Super Rod)

**Pokémon Platinum** —

**Pokémon HeartGold**

**Pokémon SoulSilver**

When it evolves, it makes a mysterious pearl that amplifies psychic powers when it's held.

When it evolves, it makes a mysterious pearl that amplifies psychic powers when it's held.

## ● EVOLUTION



No. 367 | Deep Sea Pokémon  
**Huntail**

Water



- HEIGHT: 5'02"
- WEIGHT: 59.5 lbs.
- ITEMS: None

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Swift Swim

## ● STATS



## ● EGG GROUPS

Water 1

## ● PERFORMANCE

SPEED ★★★★★  
POWER ★★★★★★  
SKILL ★☆☆STAMINA ★★★  
JUMP ★★☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Link trade Clamperl while it holds the DeepSeaTooth**Pokémon SoulSilver** Link trade Clamperl while it holds the DeepSeaTooth**Pokémon Diamond** Link trade Clamperl while it holds the DeepSeaTooth**Pokémon Pearl** Link trade Clamperl while it holds the DeepSeaTooth**Pokémon Platinum** —**Pokémon HeartGold**

It lives deep in the pitch-dark sea. It attracts prey by moving its tail in mimicry of a small animal.

**Pokémon SoulSilver**

It lives deep in the pitch-dark sea. It attracts prey by moving its tail in mimicry of a small animal.

## ● EVOLUTION

Have it hold DeepSeaTooth and trade it → Clamperl → Have it hold DeepSeaScale and trade it → 

## ● LEVEL-UP MOVES

| Lv. | Name        | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|-------------|--------|----------|------|------|----|--------|----|
| 1   | Whirlpool   | Water  | Special  | 15   | 70   | 15 | Normal | —  |
| 6   | Bite        | Dark   | Physical | 60   | 100  | 25 | Normal | ○  |
| 10  | Screech     | Normal | Status   | —    | 85   | 40 | Normal | —  |
| 15  | Water Pulse | Water  | Special  | 60   | 100  | 20 | Normal | —  |
| 19  | Scary Face  | Normal | Status   | —    | 90   | 10 | Normal | —  |
| 24  | Ice Fang    | Ice    | Physical | 65   | 95   | 15 | Normal | ○  |
| 28  | Brine       | Water  | Special  | 65   | 100  | 10 | Normal | —  |
| 33  | Baton Pass  | Normal | Status   | —    | —    | 40 | Self   | —  |
| 37  | Dive        | Water  | Physical | 80   | 100  | 10 | Normal | ○  |
| 42  | Crunch      | Dark   | Physical | 80   | 100  | 15 | Normal | ○  |
| 46  | Aqua Tail   | Water  | Physical | 90   | 90   | 10 | Normal | ○  |
| 51  | Hydro Pump  | Water  | Special  | 120  | 80   | 5  | Normal | —  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Dive         | Water  | Physical | 80   | 100  | 10 | Normal | ○  |
| Icy Wind     | Ice    | Special  | 55   | 95   | 15 | 2 Foes | —  |
| Sucker Punch | Dark   | Physical | 80   | 100  | 5  | Normal | ○  |
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Swift        | Normal | Special  | 60   | —    | 20 | 2 Foes | —  |
| Mud-Slap     | Ground | Special  | 20   | 100  | 10 | Normal | —  |
| Aqua Tail    | Water  | Physical | 90   | 90   | 10 | Normal | ○  |
| Bounce       | Flying | Physical | 85   | 85   | 5  | Normal | ○  |
| Super Fang   | Normal | Physical | —    | 90   | 10 | Normal | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|---------|----------|------|------|----|---------------|----|
| TM03 | Water Pulse  | Water   | Special  | 60   | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10 | Normal        | —  |
| TM07 | Hail         | Ice     | Status   | —    | —    | 10 | All           | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15 | Normal        | —  |
| TM13 | Ice Beam     | Ice     | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice     | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM15 | Hyper Beam   | Normal  | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal  | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water   | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20 | Normal        | ○  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20 | Normal        | ○  |
| TM32 | Double Team  | Normal  | Status   | —    | —    | 15 | Self          | —  |
| TM39 | Rock Tomb    | Rock    | Physical | 50   | 80   | 10 | Normal        | —  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15 | Normal        | —  |
| TM49 | Snatch       | Dark    | Status   | —    | —    | 10 | Depends       | —  |
| TM55 | Brine        | Water   | Special  | 65   | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal  | Status   | —    | —    | 10 | Self          | —  |
| TM68 | Giga Impact  | Normal  | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal  | Status   | —    | —    | 10 | Self          | —  |
| HM03 | Surf         | Water   | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | —  |
| HM05 | Whirlpool    | Water   | Special  | 15   | 70   | 15 | Normal        | —  |
| HM07 | Waterfall    | Water   | Physical | 80   | 100  | 15 | Normal        | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name        | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|-------------|---------|----------|------|------|----|--------|----|
| 1   | Whirlpool   | Water   | Special  | 15   | 70   | 15 | Normal | —  |
| 6   | Confusion   | Psychic | Special  | 50   | 100  | 25 | Normal | —  |
| 10  | Agility     | Psychic | Status   | —    | —    | 30 | Self   | —  |
| 15  | Water Pulse | Water   | Special  | 60   | 100  | 20 | Normal | —  |
| 19  | Amnesia     | Psychic | Status   | —    | —    | 20 | Self   | —  |
| 24  | Aqua Ring   | Water   | Status   | —    | —    | 20 | Self   | —  |
| 28  | Captivate   | Normal  | Status   | —    | 100  | 20 | 2 Foes | —  |
| 33  | Baton Pass  | Normal  | Status   | —    | —    | 40 | Self   | —  |
| 37  | Dive        | Water   | Physical | 80   | 100  | 10 | Normal | ○  |
| 42  | Psychic     | Psychic | Special  | 90   | 100  | 10 | Normal | ○  |
| 46  | Aqua Tail   | Water   | Physical | 90   | 90   | 10 | Normal | ○  |
| 51  | Hydro Pump  | Water   | Special  | 120  | 80   | 5  | Normal | —  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name        | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-------------|--------|----------|------|------|----|--------|----|
| Dive        | Water  | Physical | 80   | 100  | 10 | Normal | ○  |
| Icy Wind    | Ice    | Special  | 55   | 95   | 15 | 2 Foes | —  |
| Snore       | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Swift       | Normal | Special  | 60   | —    | 20 | 2 Foes | —  |
| Mud-Slap    | Ground | Special  | 20   | 100  | 10 | Normal | —  |
| Aqua Tail   | Water  | Physical | 90   | 90   | 10 | Normal | ○  |
| Signal Beam | Bug    | Special  | 75   | 100  | 15 | Normal | —  |
| Bounce      | Flying | Physical | 85   | 85   | 5  | Normal | ○  |

## ● TM &amp; HM MOVES

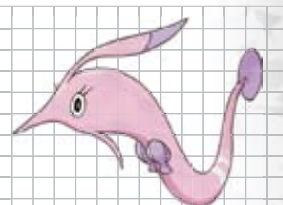
| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|----------|----------|------|------|----|---------|----|
| TM04 | Calm Mind    | Psychic  | Status   | —    | —    | 20 | Self    | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal  | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal  | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All     | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal  | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal  | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All     | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal  | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal  | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal  | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal  | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self    | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal  | —  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15 | Normal  | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal  | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self    | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal  | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal  | ○  |
| TM48 | Skill Swap   | Psychic  | Status   | —    | —    | 10 | Normal  | —  |
| TM49 | Snatch       | Dark     | Status   | —    | —    | 10 | Depends | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal  | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal  | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM61 | Will-O-Wisp  | Fire     | Status   | —    | 75   | 15 | Normal  | —  |
| TM63 | Embargo      | Dark     | Status   | —    | 100  | 15 | Normal  | —  |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15 | Normal  | ○  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10 | Normal  | ○  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal  | —  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal  | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal  | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal  | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes  | —  |
| TM79 | Dark Pulse   | Dark     | Special  | 80   | 100  | 15 | Normal  | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal  | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15 | Normal  | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal  | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM92 | Trick Room   | Psychic  | Status   | —    | —    | 5  | All     | —  |



No. 368 | South Sea Pokémon

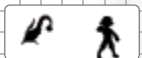
## Gorebyss

Water



## ● SIZE COMPARISON

- HEIGHT: 5'11"
- WEIGHT: 49.8 lbs.
- ITEMS: None



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Swift Swim

## ● STATS



## ● EGG GROUPS

Water 1

## ● PERFORMANCE

SPEED ★★★★★  
POWER ★★☆☆☆  
SKILL ★★★★★

STAMINA ★★★★★  
JUMP ★★☆☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Link trade Clamperl while it holds the DeepSeaScale

**Pokémon SoulSilver** Link trade Clamperl while it holds the DeepSeaScale

**Pokémon Diamond** Link trade Clamperl while it holds the DeepSeaScale

**Pokémon Pearl** Link trade Clamperl while it holds the DeepSeaScale

**Pokémon Platinum** —

## ● Pokémon HeartGold

Its pink body becomes more vivid with the rise of water temperatures in the springtime.

## ● Pokémon SoulSilver

Its pink body becomes more vivid with the rise of water temperatures in the springtime.

## ● EVOLUTION



# No. 369 | Longevity Pokémon

## Relicanth

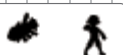
Water

Rock



## ● SIZE COMPARISON

- HEIGHT: 3'03"
- WEIGHT: 51.6 lbs.
- ITEMS: DeepSeaScale



● MALE FORM  
Larger jaw

● FEMALE FORM  
Smaller jaw

## ● ABILITIES

- Swift Swim
- Rock Head

## ● STATS



## ● EGG GROUPS

Water 1  
 Water 2

## ● PERFORMANCE

SPEED ★★★★★ STAMINA ★★☆☆  
 POWER ★★☆☆ JUMP ★★★★★  
 SKILL ★☆☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Route 12 (mass outbreak, fishing)

**Pokémon SoulSilver** Route 12 (mass outbreak, fishing)

**Pokémon Diamond** Route 226 (Super Rod)

**Pokémon Pearl** Route 226 (Super Rod)

**Pokémon Platinum** Route 226 (Super Rod)

**Pokémon HeartGold**

Discovered by chance during deep-sea explorations, it has not changed since ancient times.

**Pokémon SoulSilver**

Discovered by chance during deep-sea explorations, it has not changed since ancient times.

## ● EVOLUTION

Does not evolve

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|---------|----------|------|------|----|--------|----|
| 1   | Tackle       | Normal  | Physical | 35   | 95   | 35 | Normal | ○  |
| 1   | Harden       | Normal  | Status   | —    | —    | 30 | Self   | —  |
| 8   | Water Gun    | Water   | Special  | 40   | 100  | 25 | Normal | —  |
| 15  | Rock Tomb    | Rock    | Special  | 50   | 80   | 10 | Normal | —  |
| 22  | Yawn         | Normal  | Status   | —    | —    | 10 | Normal | —  |
| 29  | Take Down    | Normal  | Physical | 90   | 85   | 20 | Normal | ○  |
| 36  | Mud Sport    | Ground  | Status   | —    | —    | 15 | All    | —  |
| 43  | AncientPower | Rock    | Special  | 60   | 100  | 5  | Normal | —  |
| 50  | Double-Edge  | Normal  | Physical | 120  | 100  | 15 | Normal | ○  |
| 57  | Dive         | Water   | Physical | 80   | 100  | 10 | Normal | ○  |
| 64  | Rest         | Psychic | Status   | —    | —    | 10 | Self   | —  |
| 71  | Hydro Pump   | Water   | Special  | 120  | 80   | 5  | Normal | —  |
| 78  | Head Smash   | Rock    | Physical | 150  | 80   | 5  | Normal | ○  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Dive         | Water  | Physical | 80   | 100  | 10 | Normal | ○  |
| Icy Wind     | Ice    | Special  | 55   | 95   | 15 | 2 Foes | —  |
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Mud-Slap     | Ground | Special  | 20   | 100  | 10 | Normal | —  |
| Aqua Tail    | Water  | Physical | 90   | 90   | 10 | Normal | ○  |
| AncientPower | Rock   | Special  | 60   | 100  | 5  | Normal | —  |
| Earth Power  | Ground | Special  | 90   | 100  | 10 | Normal | —  |
| Bounce       | Flying | Physical | 85   | 85   | 5  | Normal | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal        | —  |
| TM04 | Calm Mind    | Psychic  | Status   | —    | —    | 20 | Self          | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM07 | Hail         | Ice      | Status   | —    | —    | 10 | All           | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM20 | Safeguard    | Normal   | Status   | —    | —    | 25 | 2 Allies      | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10 | All           | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM55 | Brine        | Water    | Special  | 65   | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM69 | Rock Polish  | Rock     | Status   | —    | —    | 20 | Self          | —  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5  | Normal        | —  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20 | 2 Foes        | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal        | —  |
| TM79 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | —  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15 | Normal        | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM07 | Waterfall    | Water    | Physical | 80   | 100  | 15 | Normal        | ○  |

## ● EGG MOVES

| Name        | Type    | Kind     | Pow. | Acc. | PP | Range         | DA |
|-------------|---------|----------|------|------|----|---------------|----|
| Magnitude   | Ground  | Physical | —    | 100  | 30 | 2 Foes/1 Ally | —  |
| Skull Bash  | Normal  | Physical | 100  | 100  | 15 | Normal        | ○  |
| Water Sport | Water   | Status   | —    | —    | 15 | All           | —  |
| Amnesia     | Psychic | Status   | —    | —    | 20 | Self          | —  |
| Sleep Talk  | Normal  | Status   | —    | —    | 10 | Depends       | —  |
| Rock Slide  | Rock    | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| Aqua Tail   | Water   | Physical | 90   | 90   | 10 | Normal        | ○  |
| Snore       | Normal  | Special  | 40   | 100  | 15 | Normal        | —  |
| Mud-Slap    | Ground  | Special  | 20   | 100  | 10 | Normal        | —  |
| Muddy Water | Water   | Special  | 95   | 85   | 10 | 2 Foes        | —  |

## ● LEVEL-UP MOVES

| Lv. | Name        | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----|-------------|---------|----------|------|------|----|----------|----|
| 1   | Tackle      | Normal  | Physical | 35   | 95   | 35 | Normal   | ○  |
| 4   | Charm       | Normal  | Status   | —    | 100  | 20 | Normal   | —  |
| 7   | Water Gun   | Water   | Special  | 40   | 100  | 25 | Normal   | —  |
| 9   | Agility     | Psychic | Status   | —    | —    | 30 | Self     | —  |
| 14  | Take Down   | Normal  | Physical | 90   | 85   | 20 | Normal   | ○  |
| 17  | Lucky Chant | Normal  | Status   | —    | —    | 30 | 2 Allies | —  |
| 22  | Attract     | Normal  | Status   | —    | 100  | 15 | Normal   | —  |
| 27  | Sweet Kiss  | Normal  | Status   | —    | 75   | 10 | Normal   | —  |
| 31  | Water Pulse | Water   | Special  | 60   | 100  | 20 | Normal   | —  |
| 37  | Aqua Ring   | Water   | Status   | —    | —    | 20 | Self     | —  |
| 40  | Captivate   | Normal  | Status   | —    | 100  | 20 | 2 Foes   | —  |
| 46  | Flail       | Normal  | Physical | —    | 100  | 15 | Normal   | ○  |
| 51  | Safeguard   | Normal  | Status   | —    | —    | 25 | 2 Allies | —  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |
|      |      |      |      |      |    |       |    |
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Dive     | Water  | Physical | 80   | 100  | 10 | Normal | —  |
| Icy Wind | Ice    | Special  | 55   | 95   | 15 | 2 Foes | —  |
| Snore    | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Swift    | Normal | Special  | 60   | —    | 20 | 2 Foes | —  |
| Bounce   | Flying | Physical | 85   | 85   | 5  | Normal | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|---------|----------|------|------|----|---------------|----|
| TM03 | Water Pulse  | Water   | Special  | 60   | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10 | Normal        | —  |
| TM07 | Hail         | Ice     | Status   | —    | —    | 10 | All           | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15 | Normal        | —  |
| TM13 | Ice Beam     | Ice     | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice     | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM17 | Protect      | Normal  | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water   | Status   | —    | —    | 5  | All           | —  |
| TM20 | Safeguard    | Normal  | Status   | —    | —    | 25 | 2 Allies      | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20 | Normal        | ○  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20 | Normal        | ○  |
| TM32 | Double Team  | Normal  | Status   | —    | —    | 15 | Self          | —  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15 | Normal        | —  |
| TM55 | Brine        | Water   | Special  | 65   | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal  | Status   | —    | —    | 10 | Self          | —  |
| TM77 | Psych Up     | Normal  | Status   | —    | —    | 10 | Normal        | —  |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal  | Status   | —    | —    | 10 | Self          | —  |
| HM03 | Surf         | Water   | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | —  |
| HM05 | Whirlpool    | Water   | Special  | 15   | 70   | 15 | Normal        | —  |
| HM07 | Waterfall    | Water   | Physical | 80   | 100  | 15 | Normal        | ○  |

## ● EGG MOVES

| Name        | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-------------|--------|----------|------|------|----|--------|----|
| Splash      | Normal | Status   | —    | —    | 40 | Self   | —  |
| Supersonic  | Normal | Status   | —    | 55   | 20 | Normal | —  |
| Water Sport | Water  | Status   | —    | —    | 15 | All    | —  |
| Mud Sport   | Ground | Status   | —    | —    | 15 | All    | —  |
| Captivate   | Normal | Status   | —    | 100  | 20 | 2 Foes | —  |
| Aqua Ring   | Water  | Status   | —    | —    | 20 | Self   | —  |
| Aqua Jet    | Water  | Physical | 40   | 100  | 20 | Normal | ○  |

No. 370 | Rendezvous Pokémon  
**Luvdisc**

Water



- HEIGHT: 2'00"
- WEIGHT: 19.2 lbs.
- ITEMS: Heart Scale

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Swift Swim

## ● STATS



## ● EGG GROUPS

Water 2

## ● PERFORMANCE

SPEED ★★★★★☆  
POWER ★★☆☆☆  
SKILL ★

STAMINA ★★★★★☆  
JUMP ★★☆☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Route 27 (mass outbreak, water surface)

**Pokémon SoulSilver** Route 27 (mass outbreak, water surface)

**Pokémon Diamond** Pokémon League (Super Rod)

**Pokémon Pearl** Pokémon League (Super Rod)

**Pokémon Platinum** Pokémon League (Super Rod)

**Pokémon HeartGold**

Its heart-shaped body makes it popular. In some places, you would give a LUVDISC to someone you love.

**Pokémon SoulSilver**

Its heart-shaped body makes it popular. In some places, you would give a LUVDISC to someone you love.

## ● EVOLUTION

Does not evolve

# No. 371 | Rock Head Pokémon

## Bagon

Dragon



- HEIGHT: 2'00"
- WEIGHT: 92.8 lbs.
- ITEMS: Dragon Fang

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Rock Head

## ● EGG GROUPS

Dragon

## ● PERFORMANCE

SPEED ★★☆☆☆  
POWER ★★☆☆☆  
SKILL ★★☆☆☆

STAMINA ★★☆☆☆  
JUMP ★★☆☆☆

## ● STATS

HP ●●●●●  
ATTACK ●●●●●  
DEFENSE ●●●●●  
SP. ATTACK ●●●●●  
SP. DEFENSE ●●●●●  
SPEED ●●●●●

## ● MAIN WAYS TO OBTAIN

## Pokémon HeartGold

Safari Zone (Swamp Area: if Rock and Forest objects are placed, may appear in tall grass)

## Pokémon SoulSilver

Safari Zone (Swamp Area: if Rock and Forest objects are placed, may appear in tall grass)

## Pokémon Diamond

—

## Pokémon Pearl

Route 210, Celestic Town side (use Poké Radar)

## Pokémon Platinum

Route 210, Celestic Town side (use Poké Radar)

## Pokémon HeartGold

Its well-developed neck muscles and ironlike head can smash boulders into pieces.

## Pokémon SoulSilver

Its well-developed neck muscles and ironlike head can smash boulders into pieces.

## ● EVOLUTION



## ● LEVEL-UP MOVES

| Lv. | Name          | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|---------------|---------|----------|------|------|----|--------|----|
| 1   | Rage          | Normal  | Physical | 20   | 100  | 20 | Normal | ○  |
| 5   | Bite          | Dark    | Physical | 60   | 100  | 25 | Normal | ○  |
| 10  | Leer          | Normal  | Status   | —    | 100  | 30 | 2 Foes | ○  |
| 16  | Headbutt      | Normal  | Physical | 70   | 100  | 15 | Normal | ○  |
| 20  | Focus Energy  | Normal  | Status   | —    | —    | 30 | Self   | —  |
| 25  | Ember         | Fire    | Special  | 40   | 100  | 25 | Normal | —  |
| 31  | Dragon Breath | Dragon  | Special  | 60   | 100  | 20 | Normal | —  |
| 35  | Zen Headbutt  | Psychic | Physical | 80   | 90   | 15 | Normal | ○  |
| 40  | Scary Face    | Normal  | Status   | —    | 90   | 10 | Normal | —  |
| 46  | Crunch        | Dark    | Physical | 80   | 100  | 15 | Normal | —  |
| 50  | Dragon Claw   | Dragon  | Physical | 80   | 100  | 15 | Normal | ○  |
| 55  | Double-Edge   | Normal  | Physical | 120  | 100  | 15 | Normal | ○  |

## ● MOVE MANIAC

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Headbutt     | Normal | Physical | 70   | 100  | 15 | Normal | ○  |
| Draco Meteor | Dragon | Special  | 140  | 90   | 5  | Normal | —  |

## ● BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|---------|----------|------|------|----|----------|----|
| Fury Cutter  | Bug     | Physical | 10   | 95   | 20 | Normal   | ○  |
| Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal   | —  |
| Snore        | Normal  | Special  | 40   | 100  | 15 | Normal   | —  |
| Mud-Slap     | Ground  | Special  | 20   | 100  | 10 | Normal   | —  |
| Outrage      | Dragon  | Physical | 120  | 100  | 15 | 1 Random | ○  |
| Twister      | Dragon  | Special  | 40   | 100  | 20 | 2 Foes   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|----------|----------|------|------|----|---------|----|
| TM02 | Dragon Claw  | Dragon   | Physical | 80   | 100  | 15 | Normal  | ○  |
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20 | Normal  | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal  | —  |
| TM10 | Hidden Power | Normal   | Status   | —    | 100  | 15 | Normal  | —  |
| TM11 | Sunny Day    | Fire     | Special  | —    | —    | 5  | All     | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All     | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal  | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self    | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal  | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5  | Normal  | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal  | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal  | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal  | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self    | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal  | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM59 | Dragon Pulse | Dragon   | Special  | 90   | 100  | 10 | Normal  | —  |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15 | Normal  | ○  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes  | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes  | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal  | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal  | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self    | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal  | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal  | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal  | ○  |

## ● EGG MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|--------|----------|------|------|----|----------|----|
| Hydro Pump   | Water  | Special  | 120  | 80   | 5  | Normal   | —  |
| Thrash       | Normal | Physical | 90   | 100  | 20 | 1 Random | ○  |
| Dragon Rage  | Dragon | Special  | —    | 100  | 10 | Normal   | —  |
| Twister      | Dragon | Special  | 40   | 100  | 20 | 2 Foes   | —  |
| Dragon Dance | Dragon | Status   | —    | —    | 20 | Self     | —  |
| Fire Fang    | Fire   | Physical | 65   | 95   | 15 | Normal   | ○  |
| Shadow Claw  | Ghost  | Physical | 70   | 100  | 15 | Normal   | ○  |
| Dragon Rush  | Dragon | Physical | 100  | 75   | 10 | Normal   | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|---------|----------|------|------|----|--------|----|
| 1   | Rage         | Normal  | Physical | 20   | 100  | 20 | Normal | ○  |
| 1   | Bite         | Dark    | Physical | 60   | 100  | 25 | Normal | ○  |
| 1   | Leer         | Normal  | Status   | —    | 100  | 30 | 2 Foes | —  |
| 5   | Headbutt     | Normal  | Physical | 70   | 100  | 15 | Normal | ○  |
| 10  | Bite         | Dark    | Physical | 60   | 100  | 25 | Normal | ○  |
| 15  | Leer         | Normal  | Status   | —    | 100  | 30 | 2 Foes | —  |
| 16  | Headbutt     | Normal  | Physical | 70   | 100  | 15 | Normal | ○  |
| 20  | Focus Energy | Normal  | Status   | —    | —    | 30 | Self   | —  |
| 25  | Ember        | Fire    | Special  | 40   | 100  | 25 | Normal | —  |
| 30  | Protect      | Normal  | Status   | —    | —    | 10 | Self   | —  |
| 32  | DragonBreath | Dragon  | Special  | 60   | 100  | 20 | Normal | ○  |
| 37  | Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal | ○  |
| 43  | Scary Face   | Normal  | Status   | —    | 90   | 10 | Normal | —  |
| 50  | Crunch       | Dark    | Physical | 80   | 100  | 15 | Normal | ○  |
| 55  | Dragon Claw  | Dragon  | Physical | 80   | 100  | 15 | Normal | ○  |
| 61  | Double-Edge  | Normal  | Physical | 120  | 100  | 15 | Normal | ○  |

## ● MOVE MANIAC

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Headbutt     | Normal | Physical | 70   | 100  | 15 | Normal | ○  |
| Draco Meteor | Dragon | Special  | 140  | 90   | 5  | Normal | —  |

## ● BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|---------|----------|------|------|----|----------|----|
| Fury Cutter  | Bug     | Physical | 10   | 95   | 20 | Normal   | ○  |
| Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal   | ○  |
| Snore        | Normal  | Special  | 40   | 100  | 15 | Normal   | —  |
| Mud-Slap     | Ground  | Special  | 20   | 100  | 10 | Normal   | —  |
| Rollout      | Rock    | Physical | 30   | 90   | 20 | Normal   | ○  |
| Outrage      | Dragon  | Physical | 120  | 100  | 15 | 1 Random | ○  |
| Twister      | Dragon  | Special  | 40   | 100  | 20 | 2 Foes   | —  |
| Iron Defense | Steel   | Status   | —    | —    | 15 | Self     | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP   | Range   | DA |
|------|--------------|----------|----------|------|------|------|---------|----|
| TM02 | Dragon Claw  | Dragon   | Physical | 80   | 100  | 15   | Normal  | ○  |
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20   | Normal  | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10   | Normal  | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15   | Normal  | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | All  | —       | —  |
| TM17 | Protect      | Normal   | Status   | —    | 10   | Self | —       | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | All  | —       | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20   | Normal  | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20   | Normal  | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15   | Normal  | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15   | Self    | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15   | Normal  | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5    | Normal  | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10   | Normal  | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20   | Normal  | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20   | Normal  | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20   | Normal  | ○  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10   | Self    | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15   | Normal  | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10   | Self    | —  |
| TM59 | Dragon Pulse | Dragon   | Special  | 90   | 100  | 10   | Normal  | —  |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15   | Normal  | ○  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20   | 2 Foes  | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10   | 2 Foes  | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10   | Depends | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15   | Normal  | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15   | Normal  | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10   | Self    | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30   | Normal  | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15   | Normal  | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15   | Normal  | ○  |



No. 372 | Endurance Pokémon

Shelgon

Dragon



● HEIGHT: 3'02"

● WEIGHT: 243.6 lbs.

● ITEMS: Dragon Fang

## ● SIZE COMPARISON



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

● Rock Head

## ● STATS



## ● EGG GROUPS

Dragon

## ● PERFORMANCE

SPEED ★★

POWER ★★☆☆☆

SKILL ★☆☆

STAMINA ★★★★★☆

JUMP ★★★

## ● MAIN WAYS TO OBTAIN

## Pokémon HeartGold

Safari Zone (Plains Area or Wetland Area: if Rock objects are placed, may appear in tall grass)

## Pokémon SoulSilver

Safari Zone (Plains Area or Wetland Area: if Rock objects are placed, may appear in tall grass)

## Pokémon Diamond

—

## Pokémon Pearl

Level up Bagon to Lv. 30

## Pokémon Platinum

Level up Bagon to Lv. 30

## Pokémon HeartGold

It surrounds its body in an iron-hard shell to accumulate enough power to evolve.

## Pokémon SoulSilver

It surrounds its body in an iron-hard shell to accumulate enough power to evolve.

## ● EVOLUTION



Lv. 30



Lv. 50



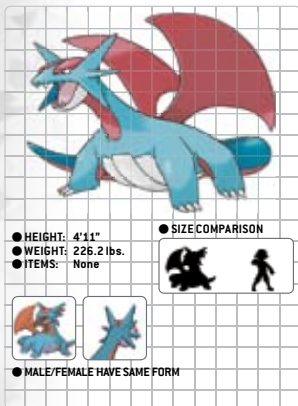
Bagon

Shelgon

Salamence

# No. 373 | Dragon Pokémon

## Salamence

Dragon Flying


- HEIGHT: 4'11"
- WEIGHT: 226.2 lbs.
- ITEMS: None

## ● SIZE COMPARISON



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Intimidate

## ● EGG GROUPS

Dragon

## ● STATS



## ● PERFORMANCE

SPEED ★★★★★  
POWER ★★★★★★  
SKILL ★★★

STAMINA ★★☆☆  
JUMP ★★★★★★

## ● MAIN WAYS TO OBTAIN

Pokémon HeartGold Level up Shelgon to Lv. 50

Pokémon SoulSilver Level up Shelgon to Lv. 50

Pokémon Diamond —

Pokémon Pearl Level up Shelgon to Lv. 50

Pokémon Platinum Level up Shelgon to Lv. 50

Pokémon HeartGold

It's uncontrollable if enraged. It flies around spouting flames and scorching fields and mountains.

Pokémon SoulSilver

It's uncontrollable if enraged. It flies around spouting flames and mountains.

## ● EVOLUTION



## ● LEVEL-UP MOVES

| Lv. | Name          | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|---------------|----------|----------|------|------|----|--------|----|
| 1   | Fire Fang     | Fire     | Physical | 65   | 95   | 15 | Normal | ○  |
| 1   | Thunder Fang  | Electric | Physical | 65   | 95   | 15 | Normal | ○  |
| 1   | Rage          | Normal   | Physical | 20   | 100  | 20 | Normal | ○  |
| 1   | Bite          | Dark     | Physical | 60   | 100  | 25 | Normal | ○  |
| 1   | Leer          | Normal   | Status   | —    | 100  | 30 | 2 Foes | —  |
| 1   | Headbutt      | Normal   | Physical | 70   | 100  | 15 | Normal | ○  |
| 5   | Bite          | Dark     | Physical | 60   | 100  | 25 | Normal | ○  |
| 10  | Leer          | Normal   | Status   | —    | 100  | 30 | 2 Foes | —  |
| 16  | Headbutt      | Normal   | Physical | 70   | 100  | 15 | Normal | ○  |
| 20  | Focus Energy  | Normal   | Status   | —    | —    | 30 | Self   | —  |
| 25  | Ember         | Fire     | Special  | 40   | 100  | 25 | Normal | —  |
| 30  | Protect       | Normal   | Status   | —    | —    | 10 | Self   | —  |
| 32  | Dragon Breath | Dragon   | Special  | 60   | 100  | 20 | Normal | ○  |
| 37  | Zen Headbutt  | Psychic  | Physical | 80   | 90   | 15 | Normal | ○  |
| 43  | Scary Face    | Normal   | Status   | —    | 90   | 10 | Normal | —  |
| 50  | Fly           | Flying   | Physical | 90   | 95   | 15 | Normal | ○  |
| 53  | Crunch        | Dark     | Physical | 80   | 100  | 15 | Normal | ○  |
| 61  | Dragon Claw   | Dragon   | Physical | 80   | 100  | 15 | Normal | ○  |
| 70  | Double-Edge   | Normal   | Physical | 120  | 100  | 15 | Normal | ○  |

## ● MOVE MANIAC

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Headbutt     | Normal | Physical | 70   | 100  | 15 | Normal | ○  |
| Draco Meteor | Dragon | Special  | 140  | 90   | 5  | Normal | —  |

## ● BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|---------|----------|------|------|----|----------|----|
| Fury Cutter  | Bug     | Physical | 10   | 95   | 20 | Normal   | ○  |
| Ominous Wind | Ghost   | Special  | 60   | 100  | 5  | Normal   | —  |
| Air Cutter   | Flying  | Special  | 55   | 95   | 25 | 2 Foes   | —  |
| Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal   | ○  |
| Snore        | Normal  | Special  | 40   | 100  | 15 | Normal   | —  |
| Swift        | Normal  | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Tailwind     | Flying  | Status   | —    | —    | 30 | 2 Allies | —  |
| Mud-Slap     | Ground  | Special  | 20   | 100  | 10 | Normal   | ○  |
| Rollout      | Rock    | Physical | 30   | 90   | 20 | Normal   | ○  |
| Aqua Tail    | Water   | Physical | 90   | 90   | 10 | Normal   | ○  |
| Outrage      | Dragon  | Physical | 120  | 100  | 15 | 1 Random | ○  |
| Twister      | Dragon  | Special  | 40   | 100  | 20 | 2 Foes   | —  |
| Heat Wave    | Fire    | Special  | 100  | 90   | 10 | 2 Foes   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM02 | Dragon Claw  | Dragon   | Physical | 80   | 100  | 15 | Normal        | ○  |
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal        | ○  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal        | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5  | Normal        | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal        | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM47 | Steel Wing   | Steel    | Physical | 70   | 90   | 25 | Normal        | ○  |
| TM51 | Roost        | Flying   | Status   | —    | —    | 10 | Self          | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM59 | Dragon Pulse | Dragon   | Special  | 90   | 100  | 10 | Normal        | —  |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15 | Normal        | ○  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5  | Normal        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal        | ○  |
| HM02 | Fly          | Flying   | Physical | 90   | 95   | 15 | Normal        | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |

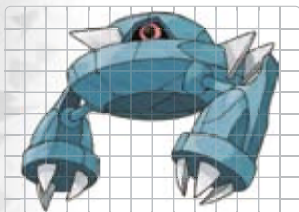




# No. 375 | Iron Claw Pokémon

## Metang

Steel | Psychic



## SIZE COMPARISON

- HEIGHT: 3'11"
- WEIGHT: 446.4 lbs.
- ITEMS: Metal Coat



● GENDER UNKNOWN

## ABILITIES

- Clear Body

## EGG GROUPS

Mineral

## PERFORMANCE

SPEED ★★☆☆  
POWER ★★★★★  
SKILL ★★★★★

STAMINA ★★★★★  
JUMP ★★★★★

## STATS

HP ●●●●●  
ATTACK ●●●●●  
DEFENSE ●●●●●  
SP. ATTACK ●●●●●  
SP. DEFENSE ●●●●●  
SPEED ●●●●●

## MAIN WAYS TO OBTAIN

## Pokémon HeartGold

Safari Zone (Mountain Area: if Rock objects are placed, may appear in tall grass)

## Pokémon SoulSilver

Safari Zone (Mountain Area: if Rock objects are placed, may appear in tall grass)

## Pokémon Diamond

Level up Beldum to Lv. 20

## Pokémon Pearl

Level up Beldum to Lv. 20

## Pokémon Platinum

Level up Beldum to Lv. 20

## Pokémon HeartGold

When two BELDUM fuse together, a magnetic nervous system places their brains in union.

## Pokémon SoulSilver

When two BELDUM fuse together, a magnetic nervous system places their brains in union.

## EVOLUTION



## LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|----------|----------|------|------|----|--------|----|
| 1   | Magnet Rise  | Electric | Status   | —    | —    | 10 | Self   | —  |
| 1   | Take Down    | Normal   | Physical | 90   | 85   | 20 | Normal | ○  |
| 1   | Metal Claw   | Steel    | Physical | 50   | 95   | 35 | Normal | ○  |
| 1   | Confusion    | Psychic  | Special  | 50   | 100  | 25 | Normal | —  |
| 20  | Metal Claw   | Steel    | Physical | 50   | 95   | 35 | Normal | ○  |
| 20  | Confusion    | Psychic  | Special  | 50   | 100  | 25 | Normal | —  |
| 24  | Scary Face   | Normal   | Status   | —    | 90   | 10 | Normal | —  |
| 28  | Pursuit      | Dark     | Physical | 40   | 100  | 20 | Normal | ○  |
| 32  | Bullet Punch | Steel    | Physical | 40   | 100  | 30 | Normal | ○  |
| 36  | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal | —  |
| 40  | Iron Defense | Steel    | Status   | —    | —    | 15 | Self   | —  |
| 44  | Agility      | Psychic  | Status   | —    | —    | 30 | Self   | —  |
| 48  | Meteor Mash  | Steel    | Physical | 100  | 85   | 10 | Normal | ○  |
| 52  | Zen Headbutt | Psychic  | Physical | 80   | 90   | 15 | Normal | ○  |
| 56  | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal | —  |

## MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Fury Cutter  | Bug      | Physical | 10   | 95   | 20 | Normal | ○  |
| Icy Wind     | Ice      | Special  | 55   | 95   | 15 | 2 Foes | —  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal | ○  |
| Zen Headbutt | Psychic  | Physical | 80   | 90   | 15 | Normal | ○  |
| Trick        | Psychic  | Status   | —    | 100  | 10 | Normal | —  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Magnet Rise  | Electric | Status   | —    | —    | 10 | Self   | —  |
| Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes | —  |
| Gravity      | Psychic  | Status   | —    | —    | 5  | All    | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Rollout      | Rock     | Physical | 30   | 90   | 20 | Normal | ○  |
| Iron Head    | Steel    | Physical | 80   | 100  | 15 | Normal | ○  |
| Signal Beam  | Bug      | Special  | 75   | 100  | 15 | Normal | —  |
| Iron Defense | Steel    | Status   | —    | —    | 15 | Self   | —  |

## TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP  | Range         | DA |
|------|--------------|----------|----------|------|------|-----|---------------|----|
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10  | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15  | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | All | —             | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5   | Normal        | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30  | 2 Allies      | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10  | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5   | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20  | Normal        | ○  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10  | 2 Foes/1 Ally | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20  | Normal        | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10  | Normal        | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15  | Normal        | —  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15  | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15  | Self          | —  |
| TM33 | Reflect      | Psychic  | Status   | —    | —    | 20  | 2 Allies      | —  |
| TM36 | Sludge Bomb  | Poison   | Special  | 90   | 100  | 10  | Normal        | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10  | All           | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10  | Normal        | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20  | Normal        | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20  | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20  | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10  | Self          | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10  | Self          | —  |
| TM64 | Explosion    | Physical | Special  | 250  | 100  | 5   | 2 Foes/1 Ally | —  |
| TM69 | Rock Polish  | Rock     | Status   | —    | —    | 20  | Self          | —  |
| TM70 | Flash        | Normal   | Status   | —    | —    | 20  | Normal        | —  |
| TM74 | Gyro Ball    | Steel    | Physical | —    | 100  | 5   | Normal        | ○  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20  | 2 Foes        | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10  | Normal        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10  | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10  | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15  | Normal        | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20  | Normal        | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15  | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10  | Self          | —  |
| TM91 | Flash Cannon | Steel    | Special  | 80   | 100  | 10  | Normal        | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30  | Normal        | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 90   | 15  | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15  | Normal        | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|----------|----------|------|------|----|--------|----|
| 1   | Magnet Rise  | Electric | Status   | —    | —    | 10 | Self   | —  |
| 1   | Take Down    | Normal   | Physical | 90   | 85   | 20 | Normal | —  |
| 1   | Metal Claw   | Steel    | Physical | 50   | 95   | 35 | Normal | ○  |
| 1   | Confusion    | Psychic  | Special  | 50   | 100  | 25 | Normal | ○  |
| 20  | Metal Claw   | Steel    | Physical | 50   | 95   | 35 | Normal | ○  |
| 20  | Confusion    | Psychic  | Special  | 50   | 100  | 25 | Normal | ○  |
| 24  | Scary Face   | Normal   | Status   | —    | 90   | 10 | Normal | —  |
| 28  | Pursuit      | Dark     | Physical | 40   | 100  | 20 | Normal | —  |
| 32  | Bullet Punch | Steel    | Physical | 40   | 100  | 30 | Normal | ○  |
| 36  | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal | ○  |
| 40  | Iron Defense | Steel    | Status   | —    | —    | 15 | Self   | —  |
| 44  | Agility      | Psychic  | Status   | —    | —    | 30 | Self   | —  |
| 45  | Hammer Arm   | Fighting | Physical | 100  | 90   | 10 | Normal | ○  |
| 53  | Meteor Mash  | Steel    | Physical | 100  | 85   | 10 | Normal | ○  |
| 62  | Zen Headbutt | Psychic  | Physical | 80   | 90   | 15 | Normal | ○  |
| 71  | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Fury Cutter  | Bug      | Physical | 10   | 95   | 20 | Normal | ○  |
| Icy Wind     | Ice      | Special  | 55   | 95   | 15 | 2 Foes | ○  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal | ○  |
| Zen Headbutt | Psychic  | Physical | 80   | 90   | 15 | Normal | ○  |
| Trick        | Psychic  | Status   | —    | 100  | 10 | Normal | —  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Magnet Rise  | Electric | Status   | —    | —    | 10 | Self   | —  |
| Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes | —  |
| Gravity      | Psychic  | Status   | —    | —    | 5  | All    | —  |
| Block        | Normal   | Status   | —    | —    | 5  | Normal | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Rollout      | Rock     | Physical | 30   | 90   | 20 | Normal | ○  |
| Iron Head    | Steel    | Physical | 80   | 100  | 15 | Normal | ○  |
| Signal Beam  | Bug      | Special  | 75   | 100  | 15 | Normal | —  |
| Iron Defense | Steel    | Status   | —    | —    | 15 | Self   | —  |

## ● TM &amp; HM MOVES

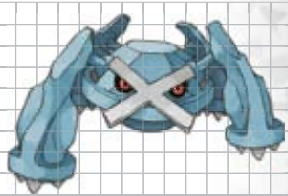
| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP       | Range         | DA |
|------|--------------|----------|----------|------|------|----------|---------------|----|
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10       | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15       | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | All      | —             | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5        | Normal        | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | 30   | 2 Allies | —             | —  |
| TM17 | Protect      | Normal   | Status   | —    | 10   | Self     | —             | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | All      | —             | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20       | Normal        | ○  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10       | 2 Foes/1 Ally | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20       | Normal        | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10       | Normal        | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15       | Normal        | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15       | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | 15   | Self     | —             | —  |
| TM33 | Reflect      | Psychic  | Status   | —    | 20   | 2 Allies | —             | —  |
| TM36 | Sludge Bomb  | Poison   | Special  | 90   | 100  | 10       | Normal        | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | 10   | All      | —             | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10       | Normal        | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20       | Normal        | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20       | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20       | Normal        | ○  |
| TM44 | Rest         | Psychic  | Status   | —    | 10   | Self     | —             | —  |
| TM58 | Endure       | Normal   | Status   | —    | 10   | Self     | —             | —  |
| TM64 | Explosion    | Normal   | Physical | 250  | 100  | 5        | 2 Foes/1 Ally | ○  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5        | Normal        | ○  |
| TM69 | Rock Polish  | Rock     | Status   | —    | 20   | Self     | —             | —  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20       | Normal        | —  |
| TM74 | Gyro Ball    | Steel    | Physical | —    | 100  | 5        | Normal        | ○  |
| TM76 | Stealth Rock | Rock     | Status   | —    | 20   | 2 Foes   | —             | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | 10   | Normal   | —             | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10       | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | 10   | Depends  | —             | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15       | Normal        | ○  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20       | Normal        | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15       | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | 10   | Self     | —             | —  |
| TM91 | Flash Cannon | Steel    | Special  | 80   | 100  | 10       | Normal        | ○  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30       | Normal        | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15       | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15       | Normal        | ○  |



No. 376 | Iron Leg Pokémon

Metagross

Steel Psychic



- HEIGHT: 5'03"
- WEIGHT: 1,212.5 lbs.
- ITEMS: None

## ● SIZE COMPARISON



## ● GENDER UNKNOWN

## ● ABILITIES

- Clear Body

## ● EGG GROUPS

Mineral

## ● STATS



## ● PERFORMANCE

SPEED ★★☆☆☆  
 POWER ★★☆☆☆  
 SKILL ★★☆☆☆

STAMINA ★★★★★☆  
 JUMP ★★★☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Level up Metang to Lv. 45

**Pokémon SoulSilver** Level up Metang to Lv. 45

**Pokémon Diamond** Level up Metang to Lv. 45

**Pokémon Pearl** Level up Metang to Lv. 45

**Pokémon Platinum** Level up Metang to Lv. 45

**Pokémon HeartGold**

It folds its four legs when flying. Its four brains are said to be superior to a supercomputer.

**Pokémon SoulSilver**

It folds its four legs when flying. Its four brains are said to be superior to a supercomputer.

## ● EVOLUTION



Beldum

Metang

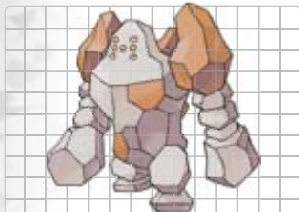
Metagross



No. 377 | Rock Peak Pokémon

## Regirock

Rock



- HEIGHT: 5'02"
- WEIGHT: 507.1 lbs.
- ITEMS: None

## ● SIZE COMPARISON



- GENDER UNKNOWN

## ● ABILITIES

- Clear Body

## ● STATS



## ● EGG GROUPS

No Egg has ever been discovered

## ● PERFORMANCE

SPEED ★★  
POWER ★★★★★★  
SKILL ★★★★★☆

STAMINA ★★★★★★  
JUMP ★★

## ● MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver —

Pokémon Diamond —

Pokémon Pearl —

**Pokémon Platinum** Put the special Lv. 100 Regigigas in your party and go to the cave on Route 228\*

Pokémon HeartGold

The same rocks that form its body have been found in ground layers around the world.

Pokémon SoulSilver

The same rocks that form its body have been found in ground layers around the world.

## ● EVOLUTION

Does not evolve

## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|--------------|----------|----------|------|------|----|---------------|----|
| 1   | Explosion    | Normal   | Physical | 250  | 100  | 5  | 2 Foes/1 Ally | —  |
| 1   | Stomp        | Normal   | Physical | 65   | 100  | 20 | Normal        | ○  |
| 9   | Rock Throw   | Rock     | Physical | 50   | 90   | 15 | Normal        | —  |
| 17  | Curse        | ???      | Status   | —    | —    | 10 | Normal/Self   | —  |
| 25  | Superpower   | Fighting | Physical | 120  | 100  | 5  | Normal        | ○  |
| 33  | AncientPower | Rock     | Special  | 60   | 100  | 5  | Normal        | —  |
| 41  | Iron Defense | Steel    | Status   | —    | —    | 15 | Self          | —  |
| 49  | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal        | —  |
| 57  | Lock-On      | Normal   | Status   | —    | —    | 5  | Normal        | —  |
| 65  | Zap Cannon   | Electric | Special  | 120  | 50   | 5  | Normal        | —  |
| 73  | Stone Edge   | Rock     | Physical | 100  | 80   | 5  | Normal        | —  |
| 81  | Hammer Arm   | Fighting | Physical | 100  | 90   | 10 | Normal        | ○  |
| 89  | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Gravity      | Psychic  | Status   | —    | —    | 5  | All    | —  |
| Block        | Normal   | Status   | —    | —    | 5  | Normal | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Rollout      | Rock     | Physical | 30   | 90   | 20 | Normal | ○  |
| Superpower   | Fighting | Special  | 120  | 100  | 5  | Normal | ○  |
| Iron Head    | Steel    | Physical | 80   | 100  | 15 | Normal | ○  |
| AncientPower | Rock     | Special  | 60   | 100  | 5  | Normal | —  |
| Earth Power  | Ground   | Special  | 90   | 100  | 10 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal        | ○  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM20 | Safeguard    | Normal   | Status   | —    | —    | 25 | 2 Allies      | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal        | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal        | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10 | All           | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5  | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM60 | Drain Punch  | Fighting | Physical | 60   | 100  | 5  | Normal        | ○  |
| TM64 | Explosion    | Normal   | Physical | 250  | 100  | 5  | 2 Foes/1 Ally | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM69 | Rock Polish  | Rock     | Status   | —    | —    | 20 | Self          | —  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5  | Normal        | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal        | —  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20 | 2 Foes        | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20 | Normal        | ○  |

\*The special Lv. 100 Regigigas is only available through special distribution events. Check Pokémon.com for the latest information on how to catch this Pokémon.

## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|--------------|----------|----------|------|------|----|---------------|----|
| 1   | Explosion    | Normal   | Physical | 250  | 100  | 5  | 2 Foes/1 Ally | —  |
| 1   | Stomp        | Normal   | Physical | 65   | 100  | 20 | Normal        | —  |
| 9   | Icy Wind     | Ice      | Special  | 55   | 95   | 15 | 2 Foes        | —  |
| 17  | Curse        | ???      | Status   | —    | —    | 10 | Normal/Self   | —  |
| 25  | Superpower   | Fighting | Physical | 120  | 100  | 5  | Normal        | —  |
| 35  | AncientPower | Fighting | Special  | 60   | 100  | 5  | Normal        | —  |
| 41  | Amnesia      | Psychic  | Status   | —    | —    | 20 | Self          | —  |
| 49  | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal        | —  |
| 57  | Lock-On      | Normal   | Status   | —    | —    | 5  | Normal        | —  |
| 65  | Zap Cannon   | Electric | Special  | 120  | 50   | 5  | Normal        | —  |
| 73  | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| 81  | Hammer Arm   | Fighting | Physical | 100  | 90   | 10 | Normal        | —  |
| 89  | HyperBeam    | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | —  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Icy Wind     | Ice      | Special  | 55   | 95   | 15 | 2 Foes | —  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal | —  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal | —  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Gravity      | Psychic  | Status   | —    | —    | 5  | All    | —  |
| Block        | Normal   | Status   | —    | —    | 5  | Normal | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Rollout      | Rock     | Physical | 30   | 90   | 20 | Normal | —  |
| Superpower   | Fighting | Physical | 120  | 100  | 5  | Normal | —  |
| Iron Head    | Steel    | Physical | 80   | 100  | 15 | Normal | —  |
| AncientPower | Rock     | Special  | 60   | 100  | 5  | Normal | —  |
| Signal Beam  | Bug      | Special  | 75   | 100  | 15 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP  | Range         | DA |
|------|--------------|----------|----------|------|------|-----|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20  | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10  | Normal        | —  |
| TM07 | Hail         | Ice      | Status   | —    | —    | 10  | All           | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15  | Normal        | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10  | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5   | 2 Foes        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5   | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10  | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5   | All           | —  |
| TM20 | Safeguard    | Normal   | Status   | —    | —    | 25  | 2 Allies      | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20  | Normal        | —  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15  | Normal        | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10  | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10  | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20  | Normal        | —  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15  | Normal        | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15  | Self          | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20  | Normal        | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10  | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20  | Normal        | —  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20  | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10  | Self          | —  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5   | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10  | Normal        | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10  | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10  | Self          | —  |
| TM64 | Explosion    | Normal   | Physical | 250  | 100  | 5   | 2 Foes/1 Ally | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5   | Normal        | —  |
| TM69 | Rock Polish  | Rock     | Status   | —    | —    | 20  | Self          | —  |
| TM72 | Avalanche    | Ice      | Physical | 60   | 100  | 10  | Normal        | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | —    | 100 | Normal        | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10  | Normal        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10  | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10  | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15  | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15  | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10  | Self          | —  |
| TM91 | Flash Cannon | Steel    | Special  | 80   | 100  | 10  | Normal        | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15  | Normal        | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15  | Normal        | —  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20  | Normal        | —  |



No. 378 | Iceberg Pokémon  
**Regice**

Ice



- HEIGHT: 5'11"
- WEIGHT: 385.8 lbs.
- ITEMS: None

## ● SIZE COMPARISON



## ● GENDER UNKNOWN

## ● ABILITIES

- Clear Body

## ● STATS



## ● EGG GROUPS

No Egg has ever been discovered

## ● PERFORMANCE

SPEED ★★  
POWER ★★★★★  
SKILL ★★★★★

STAMINA ★★★★★  
JUMP ★★★★★

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** —

**Pokémon SoulSilver** —

**Pokémon Diamond** —

**Pokémon Pearl** —

**Pokémon Platinum**

Put the special Lv. 100 Regigigas in your party and go to Mt. Coronet 1F\*

**Pokémon HeartGold**

It is said to have slept in a glacier for thousands of years. Its body can't be melted, even by magma.

**Pokémon SoulSilver**

It is said to have slept in a glacier for thousands of years. Its body can't be melted, even by magma.

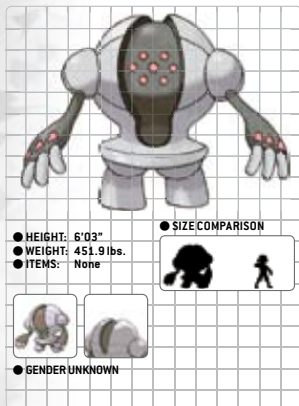
## ● EVOLUTION

Does not evolve

\*The special Lv. 100 Regigigas is only available through special distribution events. Check [Pokemon.com](http://Pokemon.com) for the latest information on how to catch this Pokémon.

# No. 379 | Iron Pokémon Registeel

Steel



## ● SIZE COMPARISON

- HEIGHT: 6'03"
- WEIGHT: 451.9 lbs.
- ITEMS: None



- GENDER UNKNOWN

## ● ABILITIES

- Clear Body

## ● STATS



## ● EGG GROUPS

No Egg has ever been discovered

## ● PERFORMANCE

SPEED ★★  
 POWER ★★★★★☆  
 SKILL ★★★★★★

STAMINA ★★★★★★  
 JUMP ★★

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** —

**Pokémon SoulSilver** —

**Pokémon Diamond** —

**Pokémon Pearl** —

**Pokémon Platinum**

Put the special Lv. 100 Regigigas in your party and go to Iron Island B3F\*

**Pokémon HeartGold**

Its body is said to be harder than any kind of metal. A study has revealed that its body is hollow.

**Pokémon SoulSilver**

Its body is said to be harder than any kind of metal. A study has revealed that its body is hollow.

## ● EVOLUTION

Does not evolve

## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|--------------|----------|----------|------|------|----|---------------|----|
| 1   | Explosion    | Normal   | Physical | 250  | 100  | 5  | 2 Foes/1 Ally | —  |
| 1   | Stomp        | Normal   | Physical | 65   | 100  | 20 | Normal        | ○  |
| 9   | Metal Claw   | Steel    | Physical | 50   | 95   | 35 | Normal        | ○  |
| 17  | Curse        | ???      | Status   | —    | —    | 10 | Normal/Self   | —  |
| 25  | Superpower   | Fighting | Physical | 120  | 100  | 5  | Normal        | ○  |
| 33  | AncientPower | Rock     | Special  | 60   | 100  | 5  | Normal        | —  |
| 41  | Iron Defense | Steel    | Status   | —    | —    | 15 | Self          | —  |
| 41  | Amnesia      | Psychic  | Status   | —    | —    | 20 | Self          | —  |
| 49  | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal        | —  |
| 57  | Lock-On      | Normal   | Status   | —    | —    | 5  | Normal        | —  |
| 65  | Zap Cannon   | Electric | Special  | 120  | 50   | 5  | Normal        | —  |
| 73  | Iron Head    | Steel    | Physical | 80   | 100  | 15 | Normal        | ○  |
| 73  | Flash Cannon | Steel    | Special  | 80   | 100  | 10 | Normal        | —  |
| 81  | Hammer Arm   | Fighting | Physical | 100  | 90   | 10 | Normal        | ○  |
| 89  | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Magnet Rise  | Electric | Status   | —    | —    | 10 | Self   | —  |
| Gravity      | Psychic  | Status   | —    | —    | 5  | All    | —  |
| Block        | Normal   | Status   | —    | —    | 5  | Normal | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Rollout      | Rock     | Physical | 30   | 90   | 20 | Normal | ○  |
| Superpower   | Fighting | Special  | 120  | 100  | 5  | Normal | ○  |
| Iron Head    | Steel    | Physical | 80   | 100  | 15 | Normal | ○  |
| AncientPower | Rock     | Special  | 60   | 100  | 5  | Normal | —  |
| Iron Defense | Steel    | Status   | —    | —    | 15 | Self   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal        | ○  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM20 | Safeguard    | Normal   | Status   | —    | —    | 25 | 2 Allies      | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal        | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal        | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10 | All           | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal        | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5  | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM64 | Explosion    | Normal   | Physical | 250  | 100  | 5  | 2 Foes/1 Ally | —  |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15 | Normal        | ○  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM69 | Rock Polish  | Rock     | Status   | —    | —    | 20 | Self          | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal        | —  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20 | 2 Foes        | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM91 | Flash Cannon | Steel    | Special  | 80   | 100  | 10 | Normal        | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20 | Normal        | ○  |

\*The special Lv. 100 Regigigas is only available through special distribution events. Check [Pokemon.com](http://Pokemon.com) for the latest information on how to catch this Pokémon.

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----|--------------|---------|----------|------|------|----|----------|----|
| 1   | Psywave      | Psychic | Special  | —    | 80   | 15 | Normal   | —  |
| 5   | Wish         | Normal  | Status   | —    | —    | 10 | Self     | —  |
| 10  | Helping Hand | Normal  | Status   | —    | —    | 20 | 1 Ally   | —  |
| 15  | Safeguard    | Normal  | Status   | —    | —    | 25 | 2 Allies | —  |
| 20  | DragonBreath | Dragon  | Special  | 60   | 100  | 20 | Normal   | —  |
| 25  | Water Sport  | Water   | Status   | —    | —    | 15 | All      | —  |
| 30  | Refresh      | Normal  | Status   | —    | —    | 20 | Self     | —  |
| 35  | Mist Ball    | Psychic | Special  | 70   | 100  | 5  | Normal   | —  |
| 40  | Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal   | ○  |
| 45  | Recover      | Normal  | Status   | —    | —    | 10 | Self     | —  |
| 50  | PsychoShift  | Psychic | Status   | —    | 90   | 10 | Normal   | —  |
| 55  | Charm        | Normal  | Status   | —    | 100  | 20 | Normal   | —  |
| 60  | Healing Wish | Psychic | Status   | —    | —    | 10 | Self     | —  |
| 65  | Psychic      | Psychic | Special  | 90   | 100  | 10 | Normal   | —  |
| 70  | Dragon Pulse | Dragon  | Special  | 90   | 100  | 10 | Normal   | —  |

## ● MOVE MANIAC

| Name         | Type   | Kind    | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|---------|------|------|----|--------|----|
| Draco Meteor | Dragon | Special | 140  | 90   | 5  | Normal | —  |

## ● BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP       | Range    | DA |
|--------------|---------|----------|------|------|----------|----------|----|
| Dive         | Water   | Physical | 80   | 100  | 10       | Normal   | ○  |
| Fury Cutter  | Bug     | Physical | 10   | 95   | 20       | Normal   | ○  |
| Icy Wind     | Ice     | Special  | 55   | 95   | 15       | 2 Foes   | —  |
| Zen Headbutt | Psychic | Physical | 80   | 90   | 15       | Normal   | ○  |
| Trick        | Psychic | Status   | —    | 100  | 10       | Normal   | —  |
| Sucker Punch | Dark    | Physical | 80   | 100  | 5        | Normal   | ○  |
| Snore        | Normal  | Special  | 40   | 100  | 15       | Normal   | —  |
| Helping Hand | Normal  | Status   | —    | —    | 20       | 1 Ally   | —  |
| Last Resort  | Normal  | Physical | 130  | 100  | 5        | Normal   | ○  |
| Swift        | Normal  | Special  | 60   | —    | 20       | 2 Foes   | —  |
| Tailwind     | Flying  | Status   | —    | 30   | 2 Allies | —        |    |
| Magic Coat   | Psychic | Status   | —    | —    | 15       | Self     | —  |
| Role Play    | Psychic | Status   | —    | —    | 10       | Normal   | —  |
| Mud-Slap     | Ground  | Special  | 20   | 100  | 10       | Normal   | —  |
| Outrage      | Dragon  | Physical | 120  | 100  | 15       | 1 Random | ○  |
| Twister      | Dragon  | Special  | 40   | 100  | 20       | 2 Foes   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM02 | Dragon Claw  | Dragon   | Physical | 80   | 100  | 15 | Normal        | ○  |
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal        | ○  |
| TM04 | Calm Mind    | Psychic  | Status   | —    | —    | 20 | Self          | —  |
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies      | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM20 | Safeguard    | Normal   | Status   | —    | —    | 25 | 2 Allies      | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal        | —  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal        | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal        | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal        | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM33 | Reflect      | Psychic  | Status   | —    | —    | 20 | 2 Allies      | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | 20   | 10 | Normal        | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10 | All           | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal        | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM47 | Steel Wing   | Steel    | Physical | 70   | 90   | 25 | Normal        | ○  |
| TM51 | Roost        | Flying   | Status   | —    | —    | 10 | Self          | —  |
| TM53 | Energy Ball  | Grass    | Special  | 80   | 100  | 10 | Normal        | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM59 | Dragon Pulse | Dragon   | Special  | 90   | 100  | 10 | Normal        | —  |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15 | Normal        | ○  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | —  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal        | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15 | Normal        | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20 | Normal        | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal        | ○  |
| HM02 | Fly          | Flying   | Physical | 90   | 95   | 15 | Normal        | ○  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | —  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15 | Normal        | —  |
| HM07 | Waterfall    | Water    | Physical | 80   | 100  | 15 | Normal        | ○  |

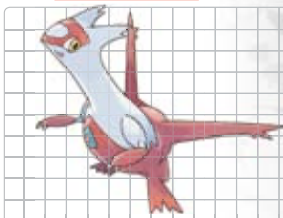


No. 380 | Eon Pokémon

Latias

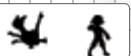
Dragon

Psychic



- HEIGHT: 4'02"
- WEIGHT: 88.2 lbs.
- ITEMS: None

## ● SIZE COMPARISON



## ● FEMALE FORM

## ● ABILITIES

- Levitate

## ● STATS



## ● EGG GROUPS

No Egg has ever been discovered

## ● PERFORMANCE

SPEED ★★★★★  
POWER ★★★★★☆  
SKILL ★★★★★☆

STAMINA ★★★★★  
JUMP ★★★★★

## ● MAIN WAYS TO OBTAIN

## Pokémon HeartGold

Starts roaming the Kanto region after you talk to Steven at the Pokémon Fan Club in Vermilion City

## Pokémon SoulSilver

## Pokémon Diamond

## Pokémon Pearl

## Pokémon Platinum

## Pokémon HeartGold

It communicates using telepathy. Its body is covered in down that refracts light to make it invisible.

## Pokémon SoulSilver

It communicates using telepathy. Its body is covered in down that refracts light to make it invisible.

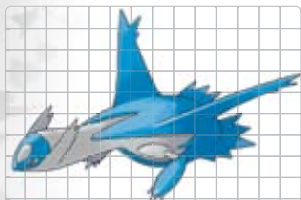
## ● EVOLUTION

Does not evolve

# No. 381 | Eon Pokémon

## Latios

Dragon Psychic



- HEIGHT: 6'07"
- WEIGHT: 132.3 lbs.
- ITEMS: None

### ● SIZE COMPARISON



### ● MALE FORM

### ● ABILITIES

- Levitate

### ● EGG GROUPS

No Egg has ever been discovered

### ● PERFORMANCE

SPEED ★★★★★☆  
POWER ★★★★★☆  
SKILL ★★★★★☆

### ● STATS



### ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** —

**Pokémon SoulSilver** —

Starts roaming the Kanto region after you talk to Steven at the Pokémon Fan Club in Vermilion City

**Pokémon Diamond** —

**Pokémon Pearl** —

**Pokémon Platinum** —

**Pokémon HeartGold**

It understands human speech and is highly intelligent. It is a tender Pokémon that dislikes fighting.

**Pokémon SoulSilver**

It understands human speech and is highly intelligent. It is a tender Pokémon that dislikes fighting.

### ● EVOLUTION

Does not evolve

### ● LEVEL-UP MOVES

| Lv. | Name          | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|---------------|---------|----------|------|------|----|--------|----|
| 1   | Psywave       | Psychic | Special  | —    | 80   | 15 | Normal | —  |
| 5   | Heal Block    | Psychic | Status   | —    | 100  | 15 | 2 Foes | —  |
| 10  | Helping Hand  | Normal  | Status   | —    | 20   | 1  | Ally   | —  |
| 15  | Safeguard     | Normal  | Status   | —    | 25   | 2  | Allies | —  |
| 20  | Dragon Breath | Dragon  | Special  | 60   | 100  | 20 | Normal | —  |
| 25  | Protect       | Normal  | Status   | —    | 10   | 1  | Self   | —  |
| 30  | Refresh       | Normal  | Status   | —    | 20   | 1  | Self   | —  |
| 35  | Luster Purge  | Psychic | Special  | 70   | 100  | 5  | Normal | —  |
| 40  | Zen Headbutt  | Psychic | Physical | 80   | 90   | 15 | Normal | ○  |
| 45  | Recover       | Normal  | Status   | —    | 10   | 1  | Self   | —  |
| 50  | Psycho Shift  | Psychic | Status   | —    | 90   | 10 | Normal | —  |
| 55  | Dragon Dance  | Dragon  | Status   | —    | 20   | 1  | Self   | —  |
| 60  | Memento       | Dark    | Status   | —    | 100  | 10 | Normal | —  |
| 65  | Psychic       | Psychic | Special  | 90   | 100  | 10 | Normal | —  |
| 70  | Dragon Pulse  | Dragon  | Special  | 90   | 100  | 10 | Normal | —  |

### ● MOVE MANIAC

| Name         | Type   | Kind    | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|---------|------|------|----|--------|----|
| Draco Meteor | Dragon | Special | 140  | 90   | 5  | Normal | —  |

### ● BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|---------|----------|------|------|----|----------|----|
| Dive         | Water   | Physical | 80   | 100  | 10 | Normal   | ○  |
| Fury Cutter  | Bug     | Physical | 10   | 95   | 20 | Normal   | ○  |
| Icy Wind     | Ice     | Special  | 55   | 95   | 15 | 2 Foes   | —  |
| Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal   | ○  |
| Trick        | Psychic | Status   | —    | 100  | 10 | Normal   | —  |
| Snore        | Normal  | Special  | 40   | 100  | 15 | Normal   | —  |
| Helping Hand | Normal  | Status   | —    | 20   | 1  | Ally     | —  |
| Last Resort  | Normal  | Physical | 130  | 100  | 5  | Normal   | ○  |
| Swift        | Normal  | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Tailwind     | Flying  | Status   | —    | 30   | 2  | Ally     | —  |
| Magic Coat   | Psychic | Status   | —    | 15   | 1  | Self     | —  |
| Mud-Slap     | Ground  | Special  | 20   | 100  | 10 | Normal   | —  |
| Outrage      | Dragon  | Special  | 120  | 100  | 15 | 1 Random | ○  |
| Twister      | Dragon  | Special  | 40   | 100  | 20 | 2 Foes   | —  |

### ● TM & HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM02 | Dragon Claw  | Dragon   | Physical | 80   | 100  | 15 | Normal        | ○  |
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal        | —  |
| TM04 | Calm Mind    | Psychic  | Status   | —    | 20   | 1  | Self          | —  |
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | 1  | All           | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM15 | HyperBeam    | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | 30   | 2  | Allies        | —  |
| TM17 | Protect      | Normal   | Status   | —    | 10   | 1  | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | 1  | All           | —  |
| TM20 | Safeguard    | Normal   | Status   | —    | 25   | 2  | Allies        | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal        | —  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal        | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal        | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal        | —  |
| TM32 | Double Team  | Normal   | Status   | —    | 15   | 1  | Self          | —  |
| TM33 | Reflect      | Psychic  | Status   | —    | 20   | 2  | Allies        | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal        | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | 10   | 1  | All           | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal        | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | 10   | 1  | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM47 | Steel Wing   | Steel    | Physical | 70   | 90   | 25 | Normal        | ○  |
| TM51 | Roost        | Flying   | Status   | —    | 10   | 1  | Self          | —  |
| TM53 | Energy Ball  | Grass    | Special  | 80   | 100  | 10 | Normal        | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | 10   | 1  | Self          | —  |
| TM59 | Dragon Pulse | Dragon   | Special  | 90   | 100  | 10 | Normal        | —  |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15 | Normal        | ○  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal        | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | 10   | 1  | Normal        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | 10   | 1  | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15 | Normal        | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20 | Normal        | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | 10   | 1  | Self          | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal        | ○  |
| HM02 | Fly          | Flying   | Physical | 90   | 95   | 15 | Normal        | ○  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | —  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15 | Normal        | —  |
| HM07 | Waterfall    | Water    | Physical | 80   | 100  | 15 | Normal        | ○  |



## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|---------|----------|------|------|----|--------|----|
| 1   | Water Pulse  | Water   | Special  | 60   | 100  | 20 | Normal | —  |
| 5   | Scary Face   | Normal  | Status   | —    | 90   | 10 | Normal | —  |
| 15  | Body Slam    | Normal  | Physical | 85   | 100  | 15 | Normal | —  |
| 20  | Muddy Water  | Water   | Special  | 95   | 95   | 10 | 2 Foes | —  |
| 30  | Aqua Ring    | Water   | Status   | —    | —    | 20 | Self   | —  |
| 35  | Ice Beam     | Ice     | Special  | 95   | 100  | 10 | Normal | —  |
| 45  | AncientPower | Rock    | Special  | 60   | 100  | 5  | Normal | —  |
| 50  | Water Spout  | Water   | Special  | 150  | 100  | 5  | 2 Foes | —  |
| 60  | Calm Mind    | Psychic | Status   | —    | —    | 20 | Self   | —  |
| 65  | Aqua Tail    | Water   | Physical | 90   | 90   | 10 | Normal | —  |
| 75  | Sheer Cold   | Ice     | Special  | —    | 30   | 5  | Normal | —  |
| 80  | Double-Edge  | Normal  | Physical | 120  | 100  | 15 | Normal | —  |
| 90  | Hydro Pump   | Water   | Special  | 120  | 80   | 5  | Normal | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | —  |

## ● BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|--------|----------|------|------|----|----------|----|
| Dive         | Water  | Physical | 80   | 100  | 10 | Normal   | —  |
| Icy Wind     | Ice    | Special  | 55   | 95   | 15 | 2 Foes   | —  |
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal   | —  |
| Swift        | Normal | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Uproar       | Normal | Special  | 50   | 100  | 10 | 1 Random | —  |
| Block        | Normal | Status   | —    | —    | 5  | Normal   | —  |
| Mud-Slap     | Ground | Special  | 20   | 100  | 10 | Normal   | —  |
| Iron Head    | Steel  | Physical | 80   | 100  | 15 | Normal   | —  |
| Aqua Tail    | Water  | Physical | 90   | 90   | 10 | Normal   | —  |
| AncientPower | Rock   | Special  | 60   | 100  | 5  | Normal   | —  |
| Signal Beam  | Bug    | Special  | 75   | 100  | 15 | Normal   | —  |

## ● TM &amp; HM MOVES

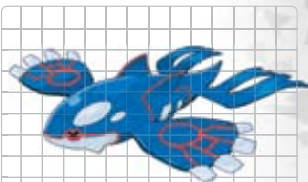
| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP       | Range         | DA |
|------|--------------|----------|----------|------|------|----------|---------------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20       | Normal        | —  |
| TM04 | Calm Mind    | Psychic  | Status   | —    | —    | 20       | Self          | —  |
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20       | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10       | Normal        | —  |
| TM07 | Hail         | Ice      | Status   | —    | —    | 10       | All           | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15       | Normal        | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10       | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5        | 2 Foes        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5        | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10       | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5        | All           | —  |
| TM20 | Safeguard    | Normal   | Status   | —    | 25   | 2 Allies | —             | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20       | Normal        | —  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15       | Normal        | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10       | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10       | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20       | Normal        | —  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15       | Normal        | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15       | Self          | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20       | Normal        | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10       | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20       | Normal        | —  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20       | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10       | Self          | —  |
| TM55 | Brine        | Water    | Special  | 65   | 100  | 10       | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10       | Self          | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5        | Normal        | —  |
| TM72 | Avalanche    | Ice      | Physical | 60   | 100  | 10       | Normal        | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20       | Normal        | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10       | Normal        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10       | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10       | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15       | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15       | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10       | Self          | —  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15       | 2 Foes/1 Ally | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15       | Normal        | —  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15       | Normal        | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15       | Normal        | —  |
| HM07 | Waterfall    | Water    | Physical | 80   | 100  | 15       | Normal        | —  |



No. 382 | Sea Basin Pokémon

Kyogre

Water



- HEIGHT: 14'09"
- WEIGHT: 776.0 lbs.
- ITEMS: None

## ● SIZE COMPARISON



## ● GENDER UNKNOWN

## ● ABILITIES

- Drizzle

## ● STATS



## ● EGG GROUPS

No Egg has ever been discovered

## ● PERFORMANCE

SPEED ★★☆☆☆  
 POWER ★★☆☆☆  
 SKILL ★★☆☆☆

STAMINA ★★★★★  
 JUMP ★★☆☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Encounter it at the Embedded Tower once you have the Blue Orb

**Pokémon SoulSilver** —

**Pokémon Diamond** —

**Pokémon Pearl** —

**Pokémon Platinum** —

**Pokémon HeartGold**

A mythical Pokémon said to have swelled the seas with rain and tidal waves. It battled with GROUDON.

**Pokémon SoulSilver**

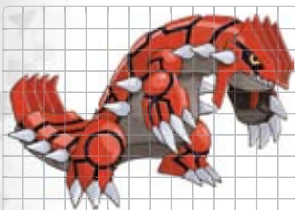
A mythical Pokémon said to have swelled the seas with rain and tidal waves. It battled with GROUDON.

## ● EVOLUTION

Does not evolve

No. 383 | Continent Pokémon  
**Groudon**

Ground



- HEIGHT: 11'06"
- WEIGHT: 2,094.4 lbs.
- ITEMS: None

## ● SIZE COMPARISON



- GENDER UNKNOWN

## ● ABILITIES

- Drought

## ● EGG GROUPS

No Egg has ever been discovered

## ● PERFORMANCE

SPEED ★★☆☆  
POWER ★★★★★★  
SKILL ★★★★★★STAMINA ★★★★★★  
JUMP ★★★

## ● STATS



## ● MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver

Encounter it at the Embedded Tower once you have the Red Orb

Pokémon Diamond —

Pokémon Pearl —

Pokémon Platinum —

Pokémon HeartGold

Said to have expanded the lands by evaporating water with raging heat. It battled titanicly with KYOGRE.

Pokémon SoulSilver

Said to have expanded the lands by evaporating water with raging heat. It battled titanicly with KYOGRE.

## ● EVOLUTION

Does not evolve

## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|--------------|----------|----------|------|------|----|---------------|----|
| 1   | Mud Shot     | Ground   | Special  | 55   | 95   | 15 | Normal        | —  |
| 5   | Scary Face   | Normal   | Status   | —    | 90   | 10 | Normal        | —  |
| 15  | Lava Plume   | Fire     | Special  | 80   | 100  | 15 | 2 Foes/1 Ally | —  |
| 20  | Hammer Arm   | Fighting | Physical | 100  | 90   | 10 | Normal        | ○  |
| 30  | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| 35  | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| 45  | AncientPower | Rock     | Special  | 60   | 100  | 5  | Normal        | —  |
| 50  | Eruption     | Fire     | Special  | 150  | 100  | 5  | 2 Foes        | —  |
| 60  | Bulk Up      | Fighting | Status   | —    | —    | 20 | Self          | —  |
| 65  | Earth Power  | Ground   | Special  | 90   | 100  | 10 | Normal        | —  |
| 75  | Fissure      | Ground   | Special  | —    | 30   | 5  | Normal        | —  |
| 80  | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal        | —  |
| 90  | Fire Blast   | Fire     | Special  | 120  | 85   | 5  | Normal        | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|----------|----------|------|------|----|----------|----|
| Fury Cutter  | Bug      | Physical | 10   | 95   | 20 | Normal   | ○  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal   | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal   | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal   | —  |
| Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Uproar       | Normal   | Special  | 50   | 100  | 10 | 1 Random | —  |
| Block        | Normal   | Status   | —    | —    | 5  | Normal   | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal   | —  |
| Rollout      | Rock     | Physical | 30   | 90   | 20 | Normal   | ○  |
| Iron Head    | Steel    | Physical | 80   | 100  | 15 | Normal   | ○  |
| AncientPower | Rock     | Special  | 60   | 100  | 5  | Normal   | —  |
| Earth Power  | Ground   | Special  | 90   | 100  | 10 | Normal   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM02 | Dragon Claw  | Dragon   | Physical | 80   | 100  | 15 | Normal        | ○  |
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM08 | Bulk Up      | Fighting | Status   | —    | —    | 20 | Self          | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM20 | Safeguard    | Normal   | Status   | —    | —    | 25 | 2 Allies      | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal        | —  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal        | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal        | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal        | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal        | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10 | All           | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5  | Normal        | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal        | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM50 | Overheat     | Fire     | Special  | 140  | 90   | 5  | Normal        | —  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5  | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM59 | Dragon Pulse | Dragon   | Special  | 90   | 100  | 10 | Normal        | —  |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15 | Normal        | ○  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM69 | Rock Polish  | Rock     | Status   | —    | —    | 20 | Self          | —  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5  | Normal        | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal        | —  |
| TM75 | Swords Dance | Normal   | Status   | —    | —    | 30 | Self          | —  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20 | 2 Foes        | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal        | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20 | Normal        | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----|--------------|---------|----------|------|------|----|----------|----|
| 1   | Twister      | Dragon  | Special  | 40   | 100  | 20 | 2 Foes   | —  |
| 5   | Scary Face   | Normal  | Status   | —    | 90   | 10 | Normal   | —  |
| 15  | Crunch       | Dark    | Physical | 80   | 100  | 15 | Normal   | —  |
| 20  | Huper Voice  | Normal  | Special  | 90   | 100  | 10 | 2 Foes   | —  |
| 30  | Rest         | Psychic | Status   | —    | —    | 10 | Self     | —  |
| 35  | Air Slash    | Flying  | Special  | 75   | 95   | 20 | Normal   | —  |
| 45  | AncientPower | Rock    | Special  | 60   | 100  | 5  | Normal   | —  |
| 50  | Outrage      | Dragon  | Physical | 120  | 100  | 15 | 1 Random | —  |
| 60  | Dragon Dance | Dragon  | Status   | —    | —    | 20 | Self     | —  |
| 65  | Fly          | Flying  | Physical | 90   | 95   | 15 | Normal   | —  |
| 75  | ExtremeSpeed | Normal  | Physical | 80   | 100  | 5  | Normal   | —  |
| 80  | Hyper Beam   | Normal  | Special  | 150  | 90   | 5  | Normal   | —  |
| 90  | Dragon Pulse | Dragon  | Special  | 90   | 100  | 10 | Normal   | —  |

## ● MOVE MANIAC

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Headbutt     | Normal | Physical | 70   | 100  | 15 | Normal | —  |
| Draco Meteor | Dragon | Special  | 140  | 90   | 5  | Normal | —  |

## ● BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|--------|----------|------|------|----|----------|----|
| Dive         | Water  | Physical | 80   | 100  | 10 | Normal   | —  |
| Fury Cutter  | Bug    | Physical | 10   | 95   | 20 | Normal   | —  |
| Icy Wind     | Ice    | Special  | 55   | 95   | 15 | 2 Foes   | —  |
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal   | —  |
| Swift        | Normal | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Uproar       | Normal | Special  | 50   | 100  | 10 | 1 Random | —  |
| Tailwind     | Flying | Status   | —    | —    | 30 | 2 Allies | —  |
| Mud-Slap     | Ground | Special  | 20   | 100  | 10 | Normal   | —  |
| Iron Head    | Steel  | Physical | 80   | 100  | 15 | Normal   | —  |
| Aqua Tail    | Water  | Physical | 90   | 90   | 10 | Normal   | —  |
| Outrage      | Dragon | Physical | 120  | 100  | 15 | 1 Random | —  |
| AncientPower | Rock   | Special  | 60   | 100  | 5  | Normal   | —  |
| Earth Power  | Ground | Special  | 90   | 100  | 10 | Normal   | —  |
| Twister      | Dragon | Special  | 40   | 100  | 20 | 2 Foes   | —  |

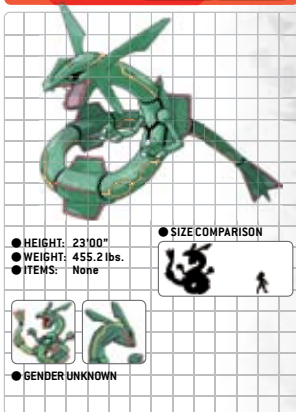
## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM02 | Dragon Claw  | Dragon   | Physical | 80   | 100  | 15 | Normal        | —  |
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal        | —  |
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM08 | Bulk Up      | Normal   | Special  | —    | —    | 20 | Self          | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | —  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal        | —  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal        | —  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal        | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | —  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal        | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal        | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10 | All           | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5  | Normal        | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM50 | Overheat     | Fire     | Special  | 140  | 90   | 5  | Normal        | —  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5  | Normal        | —  |
| TM53 | Energy Ball  | Grass    | Special  | 80   | 100  | 10 | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM59 | Dragon Pulse | Dragon   | Special  | 90   | 100  | 10 | Normal        | —  |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15 | Normal        | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | —  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5  | Normal        | —  |
| TM72 | Avalanche    | Ice      | Physical | 60   | 100  | 10 | Normal        | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal        | —  |
| TM74 | Gyro Ball    | Steel    | Physical | —    | 100  | 5  | Normal        | —  |
| TM75 | Swords Dance | Normal   | Status   | —    | —    | 30 | Self          | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM02 | Fly          | Flying   | Physical | 90   | 95   | 15 | Normal        | —  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | —  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15 | Normal        | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | —  |
| HM07 | Waterfall    | Water    | Physical | 80   | 100  | 15 | Normal        | —  |



No. 384 | Sky High Pokémon  
**Rayquaza**

Dragon Flying



● HEIGHT: 23'00"  
● WEIGHT: 455.2 lbs.  
● ITEMS: None

## ● SIZE COMPARISON



● GENDER UNKNOWN

## ● ABILITIES

● Air Lock

## ● STATS



## ● EGG GROUPS

No Egg has ever been discovered

## ● PERFORMANCE

SPEED ★★★★★☆  
 POWER ★★★★★☆  
 SKILL ★★★★★

STAMINA ★★★★★☆  
 JUMP ★★★★★☆

## ● MAIN WAYS TO OBTAIN

## Pokémon HeartGold

Encounter it at the Embedded Tower once you have the Jade Orb

## Pokémon SoulSilver

Encounter it at the Embedded Tower once you have the Jade Orb

## Pokémon Diamond

—

## Pokémon Pearl

—

## Pokémon Platinum

—

## Pokémon HeartGold

It flies in the ozone layer, way up high in the sky. Until recently, no one had ever seen it.

## Pokémon SoulSilver

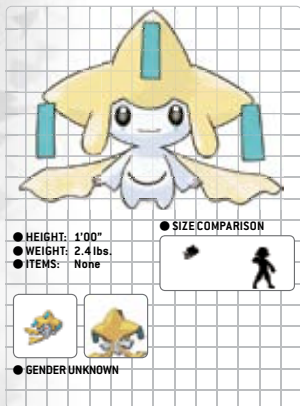
It flies in the ozone layer, way up high in the sky. Until recently, no one had ever seen it.

## ● EVOLUTION

Does not evolve

# No. 385 | Wish Pokémon Jirachi

Steel Psychic



● HEIGHT: 1'00"  
● WEIGHT: 2.4 lbs.  
● ITEMS: None

● SIZE COMPARISON



● GENDER UNKNOWN

## ● ABILITIES

● Serene Grace

## ● STATS



## ● EGG GROUPS

No Egg has ever been discovered

## ● PERFORMANCE

SPEED ★★★★★

STAMINA ★★★★★

POWER ★★★★★

JUMP ★★★★★

SKILL ★★★★★

## ● MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver —

Pokémon Diamond

Only obtainable through special distribution events—cannot be obtained through regular gameplay\*

Pokémon Pearl

Only obtainable through special distribution events—cannot be obtained through regular gameplay\*

Pokémon Platinum

Only obtainable through special distribution events—cannot be obtained through regular gameplay\*

Pokémon HeartGold

Generations have believed that any wish written on a note on its head will come true when it awakens.

Pokémon SoulSilver

Generations have believed that any wish written on a note on its head will come true when it awakens.

## ● EVOLUTION

Does not evolve

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|---------|----------|------|------|----|--------|----|
| 1   | Wish         | Normal  | Status   | —    | —    | 10 | Self   | —  |
| 1   | Confusion    | Psychic | Special  | 50   | 100  | 25 | Normal | —  |
| 5   | Rest         | Psychic | Status   | —    | —    | 10 | Self   | —  |
| 10  | Swift        | Normal  | Special  | 60   | —    | 20 | 2 Foes | —  |
| 15  | Helping Hand | Normal  | Status   | —    | —    | 20 | 1 Ally | —  |
| 20  | Psychic      | Psychic | Special  | 90   | 100  | 10 | Normal | —  |
| 25  | Refresh      | Normal  | Status   | —    | —    | 20 | Self   | —  |
| 30  | Rest         | Psychic | Status   | —    | —    | 10 | Self   | —  |
| 35  | Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal | ○  |
| 40  | Double-Edge  | Normal  | Physical | 120  | 100  | 15 | Normal | ○  |
| 45  | Gravity      | Psychic | Status   | —    | —    | 5  | All    | —  |
| 50  | Healing Wish | Psychic | Status   | —    | —    | 10 | Self   | —  |
| 55  | Future Sight | Psychic | Special  | 80   | 90   | 15 | Normal | —  |
| 60  | Cosmic Power | Psychic | Status   | —    | —    | 20 | Self   | —  |
| 65  | Last Resort  | Normal  | Physical | 130  | 100  | 5  | Normal | ○  |
| 70  | Doom Desire  | Steel   | Special  | 120  | 85   | 5  | Normal | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP  | Range    | DA     |   |
|--------------|----------|----------|------|------|-----|----------|--------|---|
| Icy Wind     | Ice      | Special  | 55   | 95   | 15  | 2 Foes   | —      |   |
| ThunderPunch | Electric | Physical | 75   | 100  | 15  | Normal   | ○      |   |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15  | Normal   | ○      |   |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15  | Normal   | ○      |   |
| Zen Headbutt | Psychic  | Physical | 80   | 90   | 15  | Normal   | ○      |   |
| Trick        | Psychic  | Status   | —    | —    | 100 | 10       | Normal | — |
| Snore        | Normal   | Special  | 40   | 100  | 15  | Normal   | —      |   |
| Helping Hand | Normal   | Status   | —    | —    | 20  | 1 Ally   | —      |   |
| Last Resort  | Normal   | Physical | 130  | 100  | 5   | Normal   | ○      |   |
| Swift        | Normal   | Special  | 60   | —    | 20  | 2 Foes   | —      |   |
| Uproar       | Normal   | Special  | 50   | 100  | 10  | 1 Random | —      |   |
| Gravity      | Psychic  | Status   | —    | —    | 5   | All      | —      |   |
| Magic Coat   | Psychic  | Status   | —    | —    | 15  | Self     | —      |   |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10  | Normal   | —      |   |
| Iron Head    | Steel    | Physical | 80   | 100  | 15  | Normal   | ○      |   |
| AncientPower | Rock     | Special  | 60   | 100  | 5   | Normal   | —      |   |
| Signal Beam  | Bug      | Special  | 75   | 100  | 15  | Normal   | —      |   |
| Iron Defense | Steel    | Status   | —    | —    | 15  | Self     | —      |   |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|------|--------------|----------|----------|------|------|----|----------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal   | —  |
| TM04 | Calm Mind    | Psychic  | Status   | —    | —    | 20 | Self     | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal   | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal   | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All      | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal   | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All      | —  |
| TM20 | Safeguard    | Normal   | Status   | —    | —    | 25 | 2 Allies | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal   | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal   | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal   | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal   | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self     | —  |
| TM33 | Reflect      | Psychic  | Status   | —    | —    | 20 | 2 Allies | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal   | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10 | All      | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal   | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal   | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self     | —  |
| TM48 | Skill Swap   | Psychic  | Status   | —    | —    | 10 | Normal   | —  |
| TM53 | Energy Ball  | Grass    | Special  | 80   | 100  | 10 | Normal   | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal   | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal   | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM60 | Drain Punch  | Fighting | Physical | 60   | 100  | 5  | Normal   | ○  |
| TM67 | Recycle      | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal   | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal   | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal   | —  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20 | 2 Foes   | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal   | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends  | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal   | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15 | Normal   | ○  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20 | Normal   | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal   | —  |
| TM89 | U-turn       | Bug      | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM91 | Flash Cannon | Steel    | Special  | 80   | 100  | 10 | Normal   | —  |
| TM92 | Trick Room   | Psychic  | Status   | —    | —    | 5  | All      | —  |

\*Jirachi is only available through special distribution events. Check Pokémon.com for the latest information on how to catch this Pokémon.

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP      | Range  | DA |
|-----|--------------|---------|----------|------|------|---------|--------|----|
| 1   | Leer         | Normal  | Status   | —    | 100  | 30      | 2 Foes | —  |
| 1   | Wrap         | Normal  | Physical | 15   | 85   | 20      | Normal | ○  |
| 9   | Night Shade  | Ghost   | Special  | —    | 100  | 15      | Normal | —  |
| 17  | Teleport     | Psychic | Status   | —    | 20   | Self    | ○      | ○  |
| 25  | Knock Off    | Dark    | Physical | 20   | 100  | 20      | Normal | ○  |
| 33  | Pursuit      | Dark    | Physical | 40   | 100  | 20      | Normal | —  |
| 41  | Psychic      | Psychic | Special  | 90   | 100  | 10      | Normal | —  |
| 49  | Snatch       | Dark    | Status   | —    | 10   | Depends | —      | —  |
| 57  | Psycho Shift | Psychic | Status   | —    | 90   | 10      | Normal | —  |
| 65  | Zen Headbutt | Psychic | Physical | 80   | 90   | 15      | Normal | ○  |
| 73  | Cosmic Power | Psychic | Status   | —    | 20   | Self    | —      | —  |
| 81  | Recover      | Normal  | Status   | —    | 10   | Self    | —      | —  |
| 89  | Psycho Boost | Psychic | Special  | 140  | 90   | 5       | Normal | —  |
| 97  | Hyper Beam   | Normal  | Special  | 150  | 90   | 5       | Normal | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

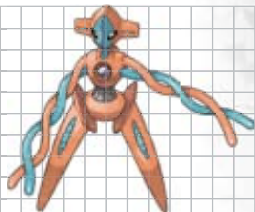
| Name         | Type     | Kind     | Pow. | Acc. | PP     | Range  | DA |
|--------------|----------|----------|------|------|--------|--------|----|
| Icy Wind     | Ice      | Special  | 55   | 95   | 15     | 2 Foes | —  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15     | Normal | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15     | Normal | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15     | Normal | ○  |
| Zen Headbutt | Psychic  | Physical | 80   | 90   | 15     | Normal | ○  |
| Trick        | Psychic  | Status   | —    | 100  | 10     | Normal | —  |
| Knock Off    | Dark     | Physical | 20   | 100  | 20     | Normal | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15     | Normal | —  |
| Swift        | Normal   | Special  | 60   | —    | 20     | 2 Foes | —  |
| Gravity      | Psychic  | Status   | —    | 5    | All    | —      | —  |
| Magic Coat   | Psychic  | Status   | —    | 15   | Self   | —      | —  |
| Role Play    | Psychic  | Status   | —    | 10   | Normal | —      | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10     | Normal | —  |
| Signal Beam  | Bug      | Special  | 75   | 100  | 15     | Normal | —  |
| Low Kick     | Fighting | Physical | —    | 100  | 20     | Normal | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP       | Range  | DA |
|------|--------------|----------|----------|------|------|----------|--------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20       | Normal | ○  |
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20       | Normal | ○  |
| TM04 | Calm Mind    | Psychic  | Status   | —    | 20   | Self     | —      | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10       | Normal | —  |
| TM10 | HIDDEN POWER | Normal   | Special  | —    | 100  | 15       | Normal | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | All      | —      | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20       | Normal | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10       | Normal | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5        | Normal | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | 30   | 2 Allies | —      | —  |
| TM17 | Protect      | Normal   | Status   | —    | 10   | Self     | —      | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | All      | —      | —  |
| TM20 | Safeguard    | Normal   | Status   | —    | 25   | 2 Allies | —      | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20       | Normal | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10       | Normal | —  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15       | Normal | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10       | Normal | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20       | Normal | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10       | Normal | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15       | Normal | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15       | Normal | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | 15   | Self     | —      | —  |
| TM33 | Reflect      | Psychic  | Status   | —    | 20   | 2 Allies | —      | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20       | Normal | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10       | Normal | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20       | Normal | ○  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15       | Normal | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20       | Normal | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20       | Normal | —  |
| TM44 | Rest         | Psychic  | Status   | —    | 10   | Self     | —      | —  |
| TM48 | Skill Swap   | Psychic  | Status   | —    | 10   | Normal   | —      | —  |
| TM49 | Snatch       | Dark     | Status   | —    | 10   | Depends  | —      | —  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5        | Normal | —  |
| TM53 | Energy Ball  | Grass    | Special  | 80   | 100  | 10       | Normal | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10       | Normal | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10       | Normal | —  |
| TM58 | Endure       | Normal   | Status   | —    | 10   | Self     | —      | —  |
| TM60 | Drain Punch  | Fighting | Physical | 60   | 100  | 5        | Normal | ○  |
| TM67 | Recycle      | Normal   | Status   | —    | 10   | Self     | —      | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5        | Normal | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20       | Normal | —  |
| TM72 | Avalanche    | Ice      | Physical | 60   | 100  | 10       | Normal | ○  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20       | Normal | —  |
| TM76 | Stealth Rock | Rock     | Status   | —    | 20   | 2 Foes   | —      | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | 10   | Normal   | —      | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10       | 2 Foes | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | 10   | Depends  | —      | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15       | Normal | —  |
| TM84 | Poison Jab   | Poison   | Physical | 80   | 100  | 20       | Normal | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15       | Normal | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20       | Normal | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15       | Normal | —  |
| TM90 | Substitute   | Normal   | Status   | —    | 10   | Self     | —      | —  |
| TM91 | Flash Cannon | Steel    | Special  | 80   | 100  | 10       | Normal | —  |
| TM92 | Trick Room   | Psychic  | Status   | —    | 5    | All      | —      | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30       | Normal | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15       | Normal | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15       | Normal | ○  |

No. 386 | DNA Pokémon  
**Deoxys (Normal Forme)**

Psychic



## ● SIZE COMPARISON

- HEIGHT: 5'07"
- WEIGHT: 134.0 lbs.
- ITEMS: None



## ● GENDER UNKNOWN

## ● ABILITIES

- Pressure

## ● STATS



## ● EGG GROUPS

No Egg has ever been discovered

## ● PERFORMANCE

SPEED ★★★★★  
POWER ★★★★★  
SKILL ★★★★★STAMINA ★★★★★  
JUMP ★★★★★☆

## ● MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver —

Pokémon Diamond

Only obtainable through special distribution events—cannot be obtained through regular gameplay\*

Pokémon Pearl

Only obtainable through special distribution events—cannot be obtained through regular gameplay\*

Pokémon Platinum —

Pokémon HeartGold

DNA from a space virus mutated and became a Pokémon. It appears where auroras are seen.

Pokémon SoulSilver

DNA from a space virus mutated and became a Pokémon. It appears where auroras are seen.

## ● EVOLUTION

Does not evolve

\*Deoxys is only available through special distribution events. Check Pokemon.com for the latest information on how to catch this Pokémon.

# No. 386 | DNA Pokémon

## Deoxys (Attack Forme)

Psychic



## ● SIZE COMPARISON

- HEIGHT: 5'07"
- WEIGHT: 134.0 lbs.
- ITEMS: None



● GENDER UNKNOWN

## ● ABILITIES

- Pressure

## ● STATS



## ● EGG GROUPS

No Egg has ever been discovered

## ● PERFORMANCE

SPEED ★★★★★☆  
 POWER ★★★★★★  
 SKILL ★★★★★☆

STAMINA ★★★★★☆  
 JUMP ★★★★★☆

## ● MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver —

Pokémon Diamond

Only obtainable through special distribution events—cannot be obtained through regular gameplay\*

Pokémon Pearl

Only obtainable through special distribution events—cannot be obtained through regular gameplay\*

Pokémon Platinum —

Pokémon HeartGold

DNA from a space virus mutated and became a Pokémon. It appears where auroras are seen.

Pokémon SoulSilver

DNA from a space virus mutated and became a Pokémon. It appears where auroras are seen.

## ● EVOLUTION

Does not evolve

## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|----------|----------|------|------|----|--------|----|
| 1   | Leer         | Normal   | Status   | —    | 100  | 30 | 2 Foes | —  |
| 1   | Wrap         | Normal   | Physical | 15   | 85   | 20 | Normal | ○  |
| 9   | Night Shade  | Ghost    | Special  | —    | 100  | 15 | Normal | —  |
| 17  | Teleport     | Psychic  | Status   | —    | —    | 20 | Self   | —  |
| 25  | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal | —  |
| 33  | Pursuit      | Dark     | Physical | 40   | 100  | 20 | Normal | ○  |
| 41  | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal | —  |
| 49  | Superpower   | Fighting | Physical | 120  | 100  | 5  | Normal | ○  |
| 57  | Psycho Shift | Psychic  | Status   | —    | 90   | 10 | Normal | —  |
| 65  | Zen Headbutt | Psychic  | Physical | 80   | 90   | 15 | Normal | ○  |
| 73  | Cosmic Power | Psychic  | Status   | —    | —    | 20 | Self   | —  |
| 81  | Zap Cannon   | Electric | Special  | 120  | 50   | 5  | Normal | —  |
| 89  | Psycho Boost | Psychic  | Special  | 140  | 90   | 5  | Normal | —  |
| 97  | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Zen Headbutt | Psychic  | Physical | 80   | 90   | 15 | Normal | ○  |
| Trick        | Psychic  | Status   | —    | 100  | 10 | Normal | —  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Gravity      | Psychic  | Status   | —    | —    | 5  | All    | —  |
| Magic Coat   | Psychic  | Status   | —    | —    | 15 | Self   | —  |
| Role Play    | Psychic  | Status   | —    | —    | 10 | Normal | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Superpower   | Fighting | Physical | 120  | 100  | 5  | Normal | ○  |
| Signal Beam  | Bug      | Special  | 75   | 100  | 15 | Normal | —  |
| Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|------|--------------|----------|----------|------|------|----|----------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal   | ○  |
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal   | —  |
| TM04 | Calm Mind    | Psychic  | Status   | —    | —    | 20 | Self     | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal   | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal   | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All      | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal   | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal   | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal   | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All      | —  |
| TM20 | Safeguard    | Normal   | Status   | —    | —    | 25 | 2 Allies | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal   | —  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal   | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal   | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal   | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal   | —  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal   | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self     | —  |
| TM33 | Reflect      | Psychic  | Status   | —    | —    | 20 | 2 Allies | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | 20   | 20 | Normal   | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal   | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal   | ○  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15 | Normal   | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal   | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self     | —  |
| TM48 | Skill Swap   | Psychic  | Status   | —    | —    | 10 | Normal   | —  |
| TM49 | Snatch       | Dark     | Status   | —    | —    | 10 | Depends  | —  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5  | Normal   | —  |
| TM53 | Energy Ball  | Grass    | Special  | 80   | 100  | 10 | Normal   | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal   | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal   | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM60 | Drain Punch  | Fighting | Physical | 60   | 100  | 5  | Normal   | ○  |
| TM67 | Recycle      | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal   | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal   | —  |
| TM72 | Avalanche    | Ice      | Physical | 60   | 100  | 10 | Normal   | ○  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal   | —  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20 | 2 Foes   | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal   | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes   | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends  | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal   | —  |
| TM84 | Poison Jab   | Poison   | Physical | 80   | 100  | 20 | Normal   | ○  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15 | Normal   | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20 | Normal   | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal   | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM91 | Flash Cannon | Steel    | Special  | 80   | 100  | 10 | Normal   | —  |
| TM92 | Trick Room   | Psychic  | Status   | —    | —    | 5  | All      | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal   | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal   | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal   | ○  |

\*Deoxys is only available through special distribution events. Check Pokemon.com for the latest information on how to catch this Pokémon.

## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range   | DA |
|-----|--------------|----------|----------|------|------|----|---------|----|
| 1   | Leer         | Normal   | Status   | —    | 100  | 30 | 2 Foes  | —  |
| 1   | Wrap         | Normal   | Physical | 15   | 85   | 20 | Normal  | ○  |
| 9   | Night Shade  | Ghost    | Special  | —    | 100  | 15 | Normal  | —  |
| 17  | Teleport     | Psychic  | Status   | —    | —    | 20 | Self    | —  |
| 25  | Knock Off    | Dark     | Physical | 20   | 100  | 20 | Normal  | ○  |
| 33  | Spikes       | Ground   | Status   | —    | —    | 20 | 2 Foes  | —  |
| 41  | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal  | —  |
| 49  | Snatch       | Dark     | Status   | —    | —    | 10 | Depends | —  |
| 57  | Psycho Shift | Psychic  | Status   | —    | 90   | 10 | Normal  | —  |
| 65  | Zen Headbutt | Psychic  | Physical | 80   | 90   | 15 | Normal  | ○  |
| 73  | Iron Defense | Steel    | Status   | —    | —    | 15 | Self    | —  |
| 73  | Amnesia      | Psychic  | Status   | —    | —    | 20 | Self    | —  |
| 81  | Recover      | Normal   | Status   | —    | —    | 10 | Self    | —  |
| 89  | Psycho Boost | Psychic  | Special  | 140  | 90   | 5  | Normal  | —  |
| 97  | Counter      | Fighting | Physical | —    | 100  | 20 | Self    | ○  |
| 97  | Mirror Coat  | Psychic  | Special  | —    | 100  | 20 | Self    | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Zen Headbutt | Psychic  | Physical | 80   | 90   | 15 | Normal | ○  |
| Trick        | Psychic  | Status   | —    | 100  | 10 | Normal | —  |
| Knock Off    | Dark     | Physical | 20   | 100  | 20 | Normal | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Gravity      | Psychic  | Status   | —    | —    | 5  | All    | —  |
| Magic Coat   | Psychic  | Status   | —    | —    | 15 | Self   | —  |
| Role Play    | Psychic  | Status   | —    | —    | 10 | Normal | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Signal Beam  | Bug      | Special  | 75   | 100  | 15 | Normal | —  |
| Iron Defense | Steel    | Status   | —    | —    | 15 | Self   | —  |
| Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|------|--------------|----------|----------|------|------|----|----------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal   | ○  |
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal   | ○  |
| TM04 | Calm Mind    | Psychic  | Status   | —    | —    | 20 | Self     | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal   | —  |
| TM10 | HIDDEN POWER | Normal   | Special  | —    | 100  | 15 | Normal   | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All      | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal   | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal   | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal   | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All      | —  |
| TM20 | Safeguard    | Normal   | Status   | —    | —    | 25 | 2 Allies | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal   | —  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal   | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal   | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal   | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal   | —  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal   | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self     | —  |
| TM33 | Reflect      | Psychic  | Status   | —    | —    | 20 | 2 Allies | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal   | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal   | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal   | ○  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15 | Normal   | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal   | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self     | —  |
| TM48 | Skill Swap   | Psychic  | Status   | —    | —    | 10 | Normal   | —  |
| TM49 | Snatch       | Dark     | Status   | —    | —    | 10 | Depends  | —  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5  | Normal   | —  |
| TM53 | Energy Ball  | Grass    | Special  | 80   | 100  | 10 | Normal   | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal   | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal   | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM60 | Drain Punch  | Fighting | Physical | 60   | 100  | 5  | Normal   | ○  |
| TM67 | Recycle      | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal   | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal   | —  |
| TM72 | Avalanche    | Ice      | Physical | 60   | 100  | 10 | Normal   | ○  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal   | —  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20 | 2 Foes   | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal   | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes   | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends  | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal   | —  |
| TM84 | Poison Jab   | Poison   | Physical | 80   | 100  | 20 | Normal   | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15 | Normal   | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20 | Normal   | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal   | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM91 | Flash Cannon | Steel    | Special  | 80   | 100  | 10 | Normal   | —  |
| TM92 | Trick Room   | Psychic  | Status   | —    | —    | 5  | All      | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal   | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal   | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal   | —  |

No. 386 | DNA Pokémon  
**Deoxys (Defense Forme)**

Psychic



## ● SIZE COMPARISON

- HEIGHT: 5'02"
- WEIGHT: 134.0 lbs.
- ITEMS: None



## ● GENDER UNKNOWN

## ● ABILITIES

- Pressure

## ● STATS



## ● EGG GROUPS

No Egg has ever been discovered

## ● PERFORMANCE

SPEED ★★★  
POWER ★★★☆  
SKILL ★★★☆STAMINA ★★★★★  
JUMP ★★★☆

## ● MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver —

Pokémon Diamond

Only obtainable through special distribution events—cannot be obtained through regular gameplay\*

Pokémon Pearl

Only obtainable through special distribution events—cannot be obtained through regular gameplay\*

Pokémon Platinum —

Pokémon HeartGold

DNA from a space virus mutated and became a Pokémon. It appears where auroras are seen.

Pokémon SoulSilver

DNA from a space virus mutated and became a Pokémon. It appears where auroras are seen.

## ● EVOLUTION

Does not evolve

\*Deoxys is only available through special distribution events. Check Pokemon.com for the latest information on how to catch this Pokémon.



No. 386 | DNA Pokémon

**Deoxys (Speed Forme)**

Psychic



- HEIGHT: 5'07"
- WEIGHT: 134.0 lbs.
- ITEMS: None

## ● SIZE COMPARISON



- GENDER UNKNOWN

## ● ABILITIES

- Pressure

## ● STATS



## ● EGG GROUPS

No Egg has ever been discovered

## ● PERFORMANCE

SPEED ★★★★★  
POWER ★★★★★  
SKILL ★★★★★

STAMINA ★★★★★  
JUMP ★★★★★

## ● MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver —

Pokémon Diamond

Only obtainable through special distribution events—cannot be obtained through regular gameplay\*

Pokémon Pearl

Only obtainable through special distribution events—cannot be obtained through regular gameplay\*

Pokémon Platinum —

Pokémon HeartGold

DNA from a space virus mutated and became a Pokémon. It appears where auroras are seen.

Pokémon SoulSilver

DNA from a space virus mutated and became a Pokémon. It appears where auroras are seen.

## ● EVOLUTION

Does not evolve

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|---------|----------|------|------|----|--------|----|
| 1   | Leer         | Normal  | Status   | —    | 100  | 30 | 2 Foes | —  |
| 1   | Wrap         | Normal  | Physical | 15   | 85   | 20 | Normal | ○  |
| 9   | Night Shade  | Ghost   | Special  | —    | 100  | 15 | Normal | —  |
| 17  | Double Team  | Normal  | Status   | —    | —    | 15 | Self   | —  |
| 25  | Knock Off    | Dark    | Physical | 20   | 100  | 20 | Normal | ○  |
| 33  | Pursuit      | Dark    | Physical | 40   | 100  | 20 | Normal | ○  |
| 41  | Psychic      | Psychic | Special  | 90   | 100  | 10 | Normal | —  |
| 49  | Swift        | Normal  | Special  | 60   | —    | 20 | 2 Foes | —  |
| 57  | Psycho Shift | Psychic | Status   | —    | 90   | 10 | Normal | —  |
| 65  | Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal | ○  |
| 73  | Agility      | Psychic | Status   | —    | —    | 30 | Self   | —  |
| 81  | Recover      | Normal  | Status   | —    | —    | 10 | Self   | —  |
| 89  | Psycho Boost | Psychic | Special  | 140  | 90   | 5  | Normal | —  |
| 97  | ExtremeSpeed | Normal  | Physical | 80   | 100  | 5  | Normal | ○  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Zen Headbutt | Psychic  | Physical | 80   | 90   | 15 | Normal | ○  |
| Trick        | Psychic  | Status   | —    | 100  | 10 | Normal | —  |
| Knock Off    | Dark     | Physical | 20   | 100  | 20 | Normal | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes | —  |
| Gravity      | Psychic  | Status   | —    | —    | 5  | All    | —  |
| Magic Coat   | Psychic  | Status   | —    | —    | 15 | Self   | —  |
| Role Play    | Psychic  | Status   | —    | —    | 10 | Normal | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Signal Beam  | Bug      | Special  | 75   | 100  | 15 | Normal | —  |
| Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|------|--------------|----------|----------|------|------|----|----------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal   | ○  |
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal   | —  |
| TM04 | Calm Mind    | Psychic  | Status   | —    | —    | 20 | Self     | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal   | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal   | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All      | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal   | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal   | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal   | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All      | —  |
| TM20 | Safeguard    | Normal   | Status   | —    | —    | 25 | 2 Allies | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal   | —  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal   | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal   | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal   | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal   | —  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal   | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self     | —  |
| TM33 | Reflect      | Psychic  | Status   | —    | —    | 20 | 2 Allies | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal   | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal   | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal   | ○  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15 | Normal   | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal   | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self     | —  |
| TM48 | Skill Swap   | Psychic  | Status   | —    | —    | 10 | Normal   | —  |
| TM49 | Snatch       | Dark     | Status   | —    | —    | 10 | Depends  | —  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5  | Normal   | —  |
| TM53 | Energy Ball  | Grass    | Special  | 80   | 100  | 10 | Normal   | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal   | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal   | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM60 | Drain Punch  | Fighting | Physical | 60   | 100  | 5  | Normal   | ○  |
| TM67 | Recycle      | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal   | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal   | —  |
| TM72 | Avalanche    | Ice      | Physical | 60   | 100  | 10 | Normal   | ○  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal   | —  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20 | 2 Foes   | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal   | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes   | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends  | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal   | —  |
| TM84 | Poison Jab   | Poison   | Physical | 80   | 100  | 20 | Normal   | ○  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15 | Normal   | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20 | Normal   | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal   | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM91 | Flash Cannon | Steel    | Special  | 80   | 100  | 10 | Normal   | —  |
| TM92 | Trick Room   | Psychic  | Status   | —    | —    | 5  | All      | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal   | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal   | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal   | ○  |

\*Deoxys is only available through special distribution events. Check Pokemon.com for the latest information on how to catch this Pokémon.



## ● LEVEL-UP MOVES

| Lv. | Name       | Type   | Kind     | Pow. | Acc. | PP | Range       | DA |
|-----|------------|--------|----------|------|------|----|-------------|----|
| 1   | Tackle     | Normal | Physical | 35   | 95   | 35 | Normal      | ○  |
| 5   | Withdraw   | Water  | Status   | —    | —    | 40 | Self        | —  |
| 9   | Absorb     | Grass  | Special  | 20   | 100  | 25 | Normal      | —  |
| 13  | Razor Leaf | Grass  | Physical | 55   | 95   | 25 | 2 Foes      | —  |
| 17  | Curse      | ????   | Status   | —    | —    | 10 | Normal/Self | —  |
| 21  | Bite       | Dark   | Physical | 60   | 100  | 25 | Normal      | ○  |
| 25  | Mega Drain | Grass  | Special  | 40   | 100  | 15 | Normal      | —  |
| 29  | Leech Seed | Grass  | Status   | —    | 90   | 10 | Normal      | —  |
| 33  | Synthesis  | Grass  | Status   | —    | —    | 5  | Self        | —  |
| 37  | Crunch     | Dark   | Physical | 80   | 100  | 15 | Normal      | ○  |
| 41  | Giga Drain | Grass  | Special  | 60   | 100  | 10 | Normal      | —  |
| 45  | Leaf Storm | Grass  | Special  | 140  | 90   | 5  | Normal      | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name        | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|-------------|----------|----------|------|------|----|--------|----|
| Snore       | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Synthesis   | Grass    | Status   | —    | —    | 5  | Self   | —  |
| Worry Seed  | Grass    | Status   | —    | 100  | 10 | Normal | —  |
| Mud-Slap    | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Superpower  | Fighting | Physical | 120  | 100  | 5  | Normal | ○  |
| Earth Power | Ground   | Special  | 90   | 100  | 10 | Normal | —  |
| Seed Bomb   | Grass    | Physical | 80   | 100  | 15 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|------|--------------|----------|----------|------|------|----|----------|----|
| TM06 | Toxic        | Poison   | Status   | —    | 95   | 10 | Normal   | —  |
| TM09 | Bullet Seed  | Grass    | Physical | 10   | 100  | 30 | Normal   | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal   | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All      | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM19 | Giga Drain   | Grass    | Special  | 60   | 100  | 10 | Normal   | —  |
| TM20 | Safeguard    | Normal   | Status   | —    | —    | 25 | 2 Allies | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal   | —  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal   | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self     | —  |
| TM33 | Reflect      | Psychic  | Status   | —    | —    | 20 | 2 Allies | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal   | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self     | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal   | —  |
| TM53 | Energy Ball  | Grass    | Special  | 80   | 100  | 10 | Normal   | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal   | —  |
| TM75 | Swords Dance | Normal   | Status   | —    | —    | 30 | Self     | —  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20 | 2 Foes   | —  |
| TM79 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes   | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends  | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal   | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20 | Normal   | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal   | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self     | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal   | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal   | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal   | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20 | Normal   | ○  |

## ● EGG MOVES

| Name        | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|-------------|----------|----------|------|------|----|----------|----|
| Worry Seed  | Grass    | Status   | —    | 100  | 10 | Normal   | —  |
| Growth      | Normal   | Status   | —    | —    | 40 | Self     | —  |
| Tickle      | Normal   | Status   | —    | 100  | 20 | Normal   | —  |
| Body Slam   | Normal   | Physical | 85   | 100  | 15 | Normal   | ○  |
| Double-Edge | Normal   | Physical | 120  | 100  | 15 | Normal   | ○  |
| Sand Tomb   | Ground   | Physical | 15   | 70   | 15 | Normal   | —  |
| Seed Bomb   | Grass    | Physical | 80   | 100  | 15 | Normal   | ○  |
| Thrash      | Normal   | Physical | 90   | 100  | 20 | 1 Random | ○  |
| Amnesia     | Psychic  | Status   | —    | —    | 20 | Self     | —  |
| Superpower  | Fighting | Physical | 120  | 100  | 5  | Normal   | ○  |
| Stockpile   | Normal   | Status   | —    | —    | 20 | Self     | —  |
| Swallow     | Normal   | Status   | —    | —    | 10 | Self     | —  |
| Spit Up     | Normal   | Special  | —    | 100  | 10 | Normal   | —  |



No. 387 | Tiny Leaf Pokémon

Turtwig

Grass



- HEIGHT: 1'04"
- WEIGHT: 22.5 lbs.
- ITEMS: None

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Overgrow

## ● EGG GROUPS

Monster  
Grass

## ● STATS

HP   
 ATTACK   
 DEFENSE   
 SP. ATTACK   
 SP. DEFENSE   
 SPEED

## ● PERFORMANCE

SPEED ★★☆☆  
 POWER ★★☆☆  
 SKILL ★★☆☆

STAMINA ★★☆☆  
 JUMP ★★☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** —

**Pokémon SoulSilver** —

**Pokémon Diamond** Receive from Professor Rowan at the beginning of the adventure

**Pokémon Pearl** Receive from Professor Rowan at the beginning of the adventure

**Pokémon Platinum** Receive from Professor Rowan at the beginning of the adventure

**Pokémon HeartGold**

Photosynthesis occurs across its body under the sun. The shell on its back is actually hardened soil.

**Pokémon SoulSilver**

Photosynthesis occurs across its body under the sun. The shell on its back is actually hardened soil.

## ● EVOLUTION





No. 388 | Grove Pokémon

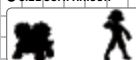
**Grotle**

Grass



● SIZE COMPARISON

- HEIGHT: 3'02"
- WEIGHT: 213.8 lbs.
- ITEMS: None



● MALE/FEMALE HAVE SAME FORM

## ABILITIES

- Overgrow

## EGG GROUPS

Monster  
Grass

## PERFORMANCE

SPEED ★★☆☆  
POWER ★★★★★  
SKILL ★★★★★

STAMINA ★★★★★☆  
JUMP ★★★☆☆

## STATS



## MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver —

Pokémon Diamond Level up Turtwig to Lv. 18

Pokémon Pearl Level up Turtwig to Lv. 18

Pokémon Platinum Level up Turtwig to Lv. 18

Pokémon HeartGold

Pokémon SoulSilver

A GROTLE that lives in the forest is said to have its own secret springwater.

A GROTLE that lives in the forest is said to have its own secret springwater.

## EVOLUTION



## ● LEVEL-UP MOVES

| Lv. | Name       | Type   | Kind     | Pow. | Acc. | PP | Range       | DA |
|-----|------------|--------|----------|------|------|----|-------------|----|
| 1   | Tackle     | Normal | Physical | 35   | 95   | 35 | Normal      | ○  |
| 1   | Withdraw   | Water  | Status   | —    | —    | 40 | Self        | —  |
| 5   | Withdraw   | Water  | Status   | —    | —    | 40 | Self        | —  |
| 9   | Absorb     | Grass  | Special  | 20   | 100  | 25 | Normal      | —  |
| 13  | Razor Leaf | Grass  | Physical | 55   | 95   | 25 | 2 Foes      | —  |
| 17  | Curse      | ???    | Status   | —    | —    | 10 | Normal/Self | —  |
| 22  | Bite       | Dark   | Physical | 60   | 100  | 25 | Normal      | ○  |
| 27  | Mega Drain | Grass  | Special  | 40   | 100  | 15 | Normal      | —  |
| 32  | Leech Seed | Grass  | Status   | —    | 90   | 10 | Normal      | —  |
| 37  | Synthesis  | Grass  | Status   | —    | —    | 5  | Self        | —  |
| 42  | Crunch     | Dark   | Physical | 80   | 100  | 15 | Normal      | ○  |
| 47  | Giga Drain | Grass  | Special  | 60   | 100  | 10 | Normal      | —  |
| 52  | Leaf Storm | Grass  | Special  | 140  | 90   | 5  | Normal      | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name        | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|-------------|----------|----------|------|------|----|--------|----|
| Snore       | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Synthesis   | Grass    | Status   | —    | —    | 5  | Self   | —  |
| Worry Seed  | Grass    | Status   | —    | 100  | 10 | Normal | —  |
| Mud-Slap    | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Superpower  | Fighting | Physical | 120  | 100  | 5  | Normal | ○  |
| Earth Power | Ground   | Special  | 90   | 100  | 10 | Normal | —  |
| Seed Bomb   | Grass    | Physical | 80   | 100  | 15 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP  | Range    | DA     |   |
|------|--------------|----------|----------|------|------|-----|----------|--------|---|
| TM05 | Toxic        | Poison   | Status   | —    | 85   | 10  | Normal   | —      |   |
| TM09 | Bullet Seed  | Grass    | Physical | 10   | 100  | 30  | Normal   | —      |   |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15  | Normal   | —      |   |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5   | All      | —      |   |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30  | 2 Allies | —      |   |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10  | Self     | —      |   |
| TM19 | Giga Drain   | Grass    | Special  | 60   | 100  | 10  | Normal   | —      |   |
| TM20 | Safeguard    | Normal   | Status   | —    | —    | 25  | 2 Allies | —      |   |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20  | Normal   | ○      |   |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10  | Normal   | —      |   |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15  | Normal   | ○      |   |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20  | Normal   | ○      |   |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15  | Self     | —      |   |
| TM33 | Reflect      | Psychic  | Status   | —    | —    | 20  | 2 Allies | —      |   |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20  | Normal   | ○      |   |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20  | Normal   | —      |   |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10  | Self     | —      |   |
| TM45 | Attract      | Normal   | Status   | —    | —    | 100 | 15       | Normal | — |
| TM53 | Energy Ball  | Grass    | Special  | 80   | 100  | 10  | Normal   | —      |   |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10  | Self     | —      |   |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20  | Normal   | —      |   |
| TM75 | Swords Dance | Normal   | Status   | —    | —    | 30  | Self     | —      |   |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20  | 2 Foes   | —      |   |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20  | 2 Foes   | —      |   |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10  | Depends  | —      |   |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15  | Normal   | —      |   |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20  | Normal   | ○      |   |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15  | Normal   | —      |   |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10  | Self     | —      |   |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30  | Normal   | ○      |   |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15  | Normal   | ○      |   |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15  | Normal   | ○      |   |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20  | Normal   | ○      |   |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|--------------|--------|----------|------|------|----|---------------|----|
| 1   | Smog         | Poison | Special  | 20   | 70   | 20 | Normal        | —  |
| 1   | Leer         | Normal | Status   | —    | 100  | 30 | 2 Foes        | —  |
| 7   | Ember        | Fire   | Special  | 40   | 100  | 25 | Normal        | —  |
| 10  | SmokeScreen  | Normal | Status   | —    | 100  | 20 | Normal        | —  |
| 16  | Faint Attack | Dark   | Physical | 60   | —    | 20 | Normal        | ○  |
| 19  | Fire Spin    | Fire   | Special  | 15   | 70   | 15 | Normal        | —  |
| 25  | Confuse Ray  | Ghost  | Status   | —    | 100  | 10 | Normal        | —  |
| 28  | Fire Punch   | Fire   | Physical | 75   | 100  | 15 | Normal        | —  |
| 34  | Lava Plume   | Fire   | Special  | 80   | 100  | 15 | 2 Foes/1 Ally | —  |
| 37  | Flamethrower | Fire   | Special  | 95   | 100  | 15 | Normal        | —  |
| 43  | Sunny Day    | Fire   | Status   | —    | —    | 5  | All           | —  |
| 46  | Fire Blast   | Fire   | Special  | 120  | 85   | 5  | Normal        | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|----------|----------|------|------|----|----------|----|
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal   | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal   | ○  |
| Snore        | Normal   | Status   | 40   | 100  | 15 | Normal   | —  |
| Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally   | —  |
| Updraft      | Normal   | Special  | 50   | 100  | 10 | 1 Random | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal   | —  |
| Heat Wave    | Fire     | Special  | 100  | 90   | 10 | 2 Foes   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal        | ○  |
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal        | ○  |
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM07 | Hail         | Ice      | Status   | —    | —    | 10 | All           | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal        | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal        | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15 | Normal        | ○  |
| TM75 | Swords Dance | Normal   | Status   | —    | —    | 30 | Self          | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal        | ○  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15 | Normal        | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM07 | Waterfall    | Water    | Physical | 80   | 100  | 15 | Normal        | ○  |

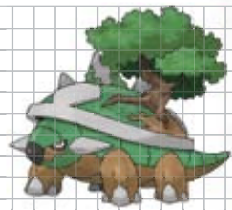


No. 389 | Continent Pokémon

Torterra

Grass

Ground



## ● SIZE COMPARISON

- HEIGHT: 2'03"
- WEIGHT: 683.4 lbs.
- ITEMS: None



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Overgrow

## ● STATS



## ● EGG GROUPS

Monster

Grass

## ● PERFORMANCE

SPEED ★★  
POWER ★★★★★  
SKILL ★★★

STAMINA ★★★★★  
JUMP ★★★

## ● MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver —

Pokémon Diamond Level up Grotle to Lv. 32

Pokémon Pearl Level up Grotle to Lv. 32

Pokémon Platinum Level up Grotle to Lv. 32

Pokémon HeartGold

Ancient people imagined that beneath the ground, a gigantic TORTERRA dwelled.

Pokémon SoulSilver

Ancient people imagined that beneath the ground, a gigantic TORTERRA dwelled.

## ● EVOLUTION

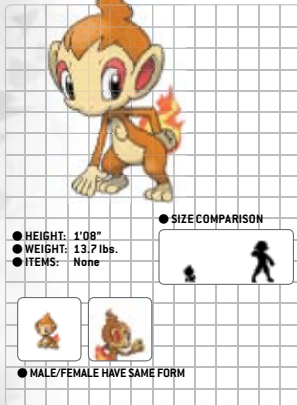




No. 390 | Chimp Pokémon

**Chimchar**

Fire



- HEIGHT: 1'08"
- WEIGHT: 13.7 lbs.
- ITEMS: None

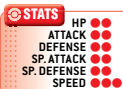
## ● SIZE COMPARISON



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Blaze



## ● EGG GROUPS

Field

Human-like

## ● PERFORMANCE

SPEED ★★★★★  
POWER ★★★★★  
SKILL ★★★★★

STAMINA ☆☆☆  
JUMP ☆☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold****Pokémon SoulSilver****Pokémon Diamond**

Receive from Professor Rowan at the beginning of the adventure

**Pokémon Pearl**

Receive from Professor Rowan at the beginning of the adventure

**Pokémon Platinum**

Receive from Professor Rowan at the beginning of the adventure

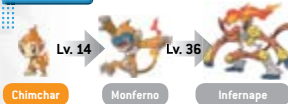
**Pokémon HeartGold**

The gas made in its belly burns from its rear end. The fire burns weakly when it feels sick.

**Pokémon SoulSilver**

The gas made in its belly burns from its rear end. The fire burns weakly when it feels sick.

## ● EVOLUTION



## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|--------|----------|------|------|----|--------|----|
| 1   | Scratch      | Normal | Physical | 40   | 100  | 35 | Normal | ○  |
| 1   | Leer         | Normal | Status   | —    | 100  | 30 | 2 Foes | —  |
| 7   | Ember        | Fire   | Special  | 40   | 100  | 25 | Normal | —  |
| 9   | Taunt        | Dark   | Status   | —    | 100  | 20 | Normal | —  |
| 15  | Fury Swipes  | Normal | Physical | 18   | 80   | 15 | Normal | ○  |
| 17  | Flame Wheel  | Fire   | Physical | 60   | 100  | 25 | Normal | ○  |
| 23  | Nasty Plot   | Dark   | Status   | —    | —    | 20 | Self   | —  |
| 25  | Torment      | Dark   | Status   | —    | 100  | 15 | Normal | —  |
| 31  | Facade       | Normal | Physical | 70   | 100  | 20 | Normal | ○  |
| 33  | Fire Spin    | Fire   | Special  | 15   | 70   | 15 | Normal | —  |
| 39  | Slack Off    | Normal | Status   | —    | —    | 10 | Self   | —  |
| 41  | Flamethrower | Fire   | Special  | 95   | 100  | 15 | Normal | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|----------|----------|------|------|----|----------|----|
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal   | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal   | ○  |
| Vacuum Wave  | Fighting | Special  | 40   | 100  | 30 | Normal   | —  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal   | —  |
| Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally   | —  |
| Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Uproar       | Normal   | Special  | 50   | 100  | 10 | 1 Random | —  |
| Role Play    | Psychic  | Status   | —    | —    | 10 | Normal   | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal   | —  |
| Rollout      | Rock     | Physical | 30   | 90   | 20 | Normal   | ○  |
| Endeavor     | Normal   | Physical | —    | 100  | 5  | Normal   | ○  |
| Gunk Shot    | Poison   | Special  | 120  | 70   | 5  | Normal   | —  |
| Heat Wave    | Fire     | Special  | 100  | 90   | 10 | 2 Foes   | —  |
| Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal   | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|----------|----------|------|------|----|---------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal  | ○  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal  | —  |
| TM08 | Bulk Up      | Fighting | Status   | —    | —    | 20 | Self    | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal  | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All     | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal  | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal  | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal  | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal  | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self    | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal  | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5  | Normal  | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal  | ○  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15 | Normal  | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal  | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self    | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal  | —  |
| TM50 | Overheat     | Fire     | Special  | 140  | 90   | 5  | Normal  | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal  | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM61 | Will-O-Wisp  | Fire     | Status   | —    | 75   | 15 | Normal  | —  |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15 | Normal  | ○  |
| TM75 | Swords Dance | Normal   | Status   | —    | —    | 30 | Self    | —  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20 | 2 Foes  | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes  | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal  | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20 | Normal  | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal  | —  |
| TM89 | U-turn       | Bug      | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self    | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal  | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal  | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal  | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20 | Normal  | ○  |

## ● EGG MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range   | DA |
|--------------|----------|----------|------|------|----|---------|----|
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal  | ○  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal  | ○  |
| Double Kick  | Fighting | Physical | 30   | 100  | 30 | Normal  | ○  |
| Encore       | Normal   | Status   | —    | 100  | 5  | Normal  | —  |
| Heat Wave    | Fire     | Special  | 100  | 90   | 10 | 2 Foes  | —  |
| Focus Energy | Normal   | Status   | —    | —    | 30 | Self    | —  |
| Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally  | —  |
| Fake Out     | Normal   | Physical | 40   | 100  | 10 | Normal  | ○  |
| Blaze Kick   | Fire     | Physical | 85   | 90   | 10 | Normal  | ○  |
| Counter      | Fighting | Physical | —    | 100  | 20 | Self    | ○  |
| Assist       | Normal   | Status   | —    | —    | 20 | Depends | —  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|----------|----------|------|------|----|--------|----|
| 1   | Scratch      | Normal   | Physical | 40   | 100  | 35 | Normal | ○  |
| 1   | Leer         | Normal   | Status   | —    | 100  | 30 | 2 Foes | —  |
| 1   | Ember        | Fire     | Special  | 40   | 100  | 25 | Normal | —  |
| 7   | Ember        | Fire     | Special  | 40   | 100  | 25 | Normal | —  |
| 9   | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal | —  |
| 14  | Mach Punch   | Fighting | Physical | 40   | 100  | 30 | Normal | ○  |
| 16  | Fury Swipes  | Normal   | Physical | 18   | 80   | 15 | Normal | ○  |
| 19  | Flame Wheel  | Fire     | Physical | 60   | 100  | 25 | Normal | ○  |
| 26  | Feint        | Normal   | Physical | 50   | 100  | 10 | Normal | —  |
| 29  | Torment      | Dark     | Status   | —    | 100  | 15 | Normal | —  |
| 36  | Close Combat | Fighting | Physical | 120  | 100  | 5  | Normal | ○  |
| 39  | Fire Spin    | Fire     | Special  | 15   | 70   | 15 | Normal | ○  |
| 46  | Slack Off    | Normal   | Status   | —    | —    | 10 | Self   | —  |
| 49  | Flare Blitz  | Fire     | Physical | 120  | 100  | 15 | Normal | ○  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal | ○  |
| Vacuum Wave  | Fighting | Special  | 40   | 100  | 30 | Normal | —  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally | —  |
| Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes | —  |
| Role Play    | Psychic  | Status   | —    | —    | 10 | Normal | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Rollout      | Rock     | Physical | 30   | 90   | 20 | Normal | ○  |
| Endeavor     | Normal   | Physical | —    | 100  | 5  | Normal | —  |
| Gunk Shot    | Poison   | Physical | 120  | 70   | 5  | Normal | ○  |
| Heat Wave    | Fire     | Special  | 100  | 90   | 10 | 2 Foes | —  |
| Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|----------|----------|------|------|----|---------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal  | ○  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal  | —  |
| TM08 | Bulk Up      | Fighting | Status   | —    | —    | 20 | Self    | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal  | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All     | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal  | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal  | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal  | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal  | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self    | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal  | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5  | Normal  | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal  | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal  | ○  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15 | Normal  | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal  | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self    | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal  | —  |
| TM50 | Overheat     | Fire     | Special  | 140  | 90   | 5  | Normal  | —  |
| TM52 | Focus Blast  | Fighting | Special  | 170  | 70   | 5  | Normal  | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal  | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM61 | Will-O-Wisp  | Fire     | Status   | —    | 75   | 15 | Normal  | —  |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15 | Normal  | ○  |
| TM75 | Swords Dance | Normal   | Status   | —    | —    | 30 | Self    | —  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20 | 2 Foes  | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes  | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes  | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal  | —  |
| TM84 | Poison Jab   | Poison   | Physical | 80   | 100  | 20 | Normal  | ○  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20 | Normal  | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal  | —  |
| TM89 | U-turn       | Bug      | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self    | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal  | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal  | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal  | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20 | Normal  | ○  |

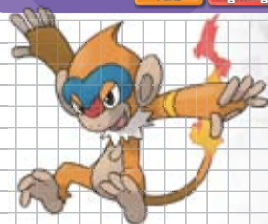


No. 391 | Playful Pokémon

## Monferno

Fire

Fighting



- HEIGHT: 2'11"
- WEIGHT: 48.5 lbs.
- ITEMS: None

## ● SIZE COMPARISON



## ● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Blaze

## ● STATS



## ● EGG GROUPS

Field

Human-like

## ● PERFORMANCE

SPEED ★★★★★☆  
POWER ★★★★★☆  
SKILL ★★★★★☆STAMINA ★★  
JUMP ★★★

## ● MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver —

Pokémon Diamond Level up Chimchar to Lv. 14

Pokémon Pearl Level up Chimchar to Lv. 14

Pokémon Platinum Level up Chimchar to Lv. 14

Pokémon HeartGold

Pokémon SoulSilver

A bigger fire on its tail and a brighter blue pattern on its face means its rank in its pack is higher.

A bigger fire on its tail and a brighter blue pattern on its face means its rank in its pack is higher.

## ● EVOLUTION



No. 392 | Flame Pokémon  
**Infernape**

Fire Fighting



## ● SIZE COMPARISON

- HEIGHT: 3'11"
- WEIGHT: 121.3 lbs.
- ITEMS: None



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Blaze

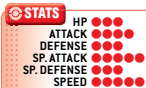
## ● EGG GROUPS

- Field
- Human-like

## ● PERFORMANCE

- SPEED ★★★★★
- POWER ★★★★★
- SKILL ★★★★★☆

- STAMINA ☆☆☆
- JUMP ☆☆☆



## ● MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver —

Pokémon Diamond Level up Monferno to Lv. 36

Pokémon Pearl Level up Monferno to Lv. 36

Pokémon Platinum Level up Monferno to Lv. 36

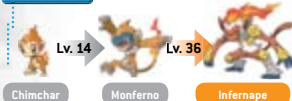
Pokémon HeartGold

It tosses its enemies around with agility. It uses all its limbs to fight in its own unique style.

Pokémon SoulSilver

It tosses its enemies around with agility. It uses all its limbs to fight in its own unique style.

## ● EVOLUTION



## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|----------|----------|------|------|----|--------|----|
| 1   | Scratch      | Normal   | Physical | 40   | 100  | 35 | Normal | ○  |
| 1   | Leer         | Normal   | Status   | —    | 100  | 30 | 2 Foes | —  |
| 1   | Ember        | Fire     | Special  | 40   | 100  | 25 | Normal | —  |
| 1   | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal | —  |
| 7   | Ember        | Fire     | Special  | 40   | 100  | 25 | Normal | —  |
| 9   | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal | —  |
| 14  | Mach Punch   | Fighting | Physical | 40   | 100  | 30 | Normal | ○  |
| 17  | Fury Swipes  | Normal   | Physical | 18   | 80   | 15 | Normal | —  |
| 21  | Flame Wheel  | Fire     | Physical | 60   | 100  | 25 | Normal | ○  |
| 29  | Feint        | Normal   | Physical | 50   | 100  | 10 | Normal | —  |
| 33  | Punishment   | Dark     | Physical | —    | 100  | 5  | Normal | ○  |
| 41  | Close Combat | Fighting | Physical | 120  | 100  | 5  | Normal | ○  |
| 45  | Fire Spin    | Fire     | Special  | 15   | 70   | 15 | Normal | —  |
| 53  | Calm Mind    | Psychic  | Status   | —    | —    | 20 | Self   | —  |
| 57  | Flare Blitz  | Fire     | Physical | 120  | 100  | 15 | Normal | ○  |

## ● MOVE MANIAC

| Name       | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|------------|--------|----------|------|------|----|--------|----|
| Headbutt   | Normal | Physical | 70   | 100  | 15 | Normal | —  |
| Blast Burn | Fire   | Special  | 150  | 90   | 5  | Normal | —  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP  | Range  | DA     |   |
|--------------|----------|----------|------|------|-----|--------|--------|---|
| ThunderPunch | Electric | Physical | 75   | 100  | 15  | Normal | ○      |   |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15  | Normal | ○      |   |
| Vacuum Wave  | Fighting | Special  | 40   | 100  | 30  | Normal | —      |   |
| Snore        | Normal   | Status   | —    | 40   | 100 | 15     | Normal | — |
| Helping Hand | Normal   | Status   | —    | —    | 20  | 1 Ally | —      |   |
| Swift        | Normal   | Special  | 60   | —    | —   | 2 Foes | —      |   |
| Role Play    | Psychic  | Status   | —    | —    | 10  | Normal | —      |   |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10  | Normal | —      |   |
| Rollout      | Rock     | Physical | 30   | 90   | 20  | Normal | ○      |   |
| Endeavor     | Normal   | Physical | —    | 100  | 5   | Normal | ○      |   |
| Gunk Shot    | Poison   | Physical | 120  | 70   | 5   | Normal | —      |   |
| Heat Wave    | Fire     | Special  | 100  | 90   | 10  | 2 Foes | —      |   |
| Low Kick     | Fighting | Physical | —    | 100  | 20  | Normal | ○      |   |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal        | ○  |
| TM04 | Calm Mind    | Psychic  | Status   | —    | —    | 20 | Self          | —  |
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM08 | Bulk Up      | Fighting | Status   | —    | —    | 20 | Self          | —  |
| TM10 | Hidden Power | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | —  | All           | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal        | —  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal        | ○  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal        | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5  | Normal        | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal        | ○  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM50 | Hyperbeam    | Fire     | Special  | 140  | 90   | 5  | Normal        | —  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5  | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM61 | Will-O-Wisp  | Fire     | Status   | —    | 75   | 15 | Normal        | —  |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15 | Normal        | ○  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5  | Normal        | —  |
| TM75 | Swords Dance | Normal   | Status   | —    | —    | 30 | Self          | —  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20 | 2 Foes        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM84 | Poison Jab   | Poison   | Physical | 80   | 100  | 20 | Normal        | ○  |
| TM85 | Grass Knot   | Grass    | Special  | —    | 100  | 20 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM89 | U-turn       | Bug      | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal        | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20 | Normal        | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name        | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----|-------------|--------|----------|------|------|----|----------|----|
| 1   | Pound       | Normal | Physical | 40   | 100  | 35 | Normal   | ○  |
| 4   | Growl       | Normal | Status   | —    | 100  | 40 | 2 Foes   | —  |
| 8   | Bubble      | Water  | Special  | 20   | 100  | 30 | 2 Foes   | —  |
| 11  | Water Sport | Water  | Status   | —    | —    | 15 | All      | —  |
| 15  | Peck        | Flying | Physical | 35   | 100  | 35 | Normal   | ○  |
| 18  | BubbleBeam  | Water  | Special  | 65   | 100  | 20 | Normal   | ○  |
| 22  | Bide        | Normal | Physical | —    | —    | 10 | Self     | ○  |
| 25  | Fury Attack | Normal | Physical | 15   | 85   | 20 | Normal   | ○  |
| 29  | Brine       | Water  | Special  | 65   | 100  | 10 | Normal   | —  |
| 32  | Whirlpool   | Water  | Special  | 15   | 70   | 15 | Normal   | —  |
| 36  | Mist        | Ice    | Status   | —    | —    | 30 | 2 Allies | —  |
| 39  | Drill Peck  | Flying | Physical | 80   | 100  | 20 | Normal   | ○  |
| 43  | Hydro Pump  | Water  | Special  | 120  | 80   | 5  | Normal   | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name        | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-------------|--------|----------|------|------|----|--------|----|
| Dive        | Water  | Physical | 80   | 100  | 10 | Normal | ○  |
| Icy Wind    | Ice    | Special  | 55   | 95   | 15 | 2 Foes | —  |
| Snore       | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Mud-Slap    | Ground | Special  | 20   | 100  | 10 | Normal | —  |
| Signal Beam | Bug    | Special  | 75   | 100  | 15 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP      | Range         | DA |
|------|--------------|----------|----------|------|------|---------|---------------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20      | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10      | Normal        | —  |
| TM07 | Hail         | Ice      | Status   | —    | 10   | All     | —             | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15      | Normal        | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10      | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5       | 2 Foes        | —  |
| TM17 | Protect      | Normal   | Status   | —    | 10   | Self    | —             | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | All     | —             | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20      | Normal        | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20      | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10      | Normal        | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15      | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | 15   | Self    | —             | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10      | Normal        | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20      | Normal        | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20      | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20      | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | 10   | Self    | —             | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15      | Normal        | —  |
| TM55 | Brine        | Water    | Special  | 65   | 100  | 10      | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10      | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | 10   | Self    | —             | —  |
| TM76 | Stealth Rock | Rock     | Status   | —    | 20   | 2 Foes  | —             | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20      | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | 10   | Depends | —             | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15      | Normal        | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20      | Normal        | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15      | Normal        | —  |
| TM88 | Pluck        | Flying   | Physical | 60   | 100  | 20      | Normal        | ○  |
| TM90 | Substitute   | Normal   | Status   | —    | 10   | Self    | —             | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30      | Normal        | ○  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15      | 2 Foes/1 Ally | —  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15      | Normal        | —  |
| HM07 | Waterfall    | Water    | Physical | 80   | 100  | 15      | Normal        | ○  |

## ● EGG MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP   | Range  | DA |
|--------------|---------|----------|------|------|------|--------|----|
| Double Hit   | Normal  | Physical | 35   | 90   | 10   | Normal | ○  |
| Supersonic   | Normal  | Status   | —    | 55   | 20   | Normal | —  |
| Yawn         | Normal  | Status   | —    | 10   | All  | —      | —  |
| Mud Sport    | Ground  | Status   | —    | 15   | All  | —      | —  |
| Mud-Slap     | Ground  | Special  | 20   | 100  | 10   | Normal | —  |
| Snore        | Normal  | Special  | 40   | 100  | 15   | Normal | —  |
| Flail        | Normal  | Physical | —    | 100  | 15   | Normal | ○  |
| Agility      | Psychic | Status   | —    | 30   | Self | —      | —  |
| Aqua Ring    | Water   | Status   | —    | 20   | Self | —      | —  |
| Hydro Pump   | Water   | Special  | 120  | 80   | 5    | Normal | —  |
| FeatherDance | Flying  | Status   | —    | 100  | 15   | Normal | —  |

No. 393 | Penguin Pokémon  
**Piplup**

Water



## ● SIZE COMPARISON

- HEIGHT: 1'04"
- WEIGHT: 11.5 lbs.
- ITEMS: None



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Torrent

## ● STATS

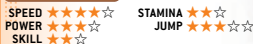


## ● EGG GROUPS

Water 1

Field

## ● PERFORMANCE



## ● MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver —

Pokémon Diamond

Receive from Professor Rowan at the beginning of the adventure

Pokémon Pearl

Receive from Professor Rowan at the beginning of the adventure

Pokémon Platinum

Receive from Professor Rowan at the beginning of the adventure

Pokémon HeartGold

It doesn't like to be taken care of. It's difficult to bond with since it won't listen to its Trainer.

Pokémon SoulSilver

It doesn't like to be taken care of. It's difficult to bond with since it won't listen to its Trainer.

## ● EVOLUTION



Lv. 16



Lv. 36



Piplup

Prinplup

Empoleon

# No. 394 | Penguin Pokémon

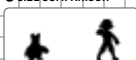
## Prinplup

Water



## ● SIZE COMPARISON

- HEIGHT: 2'02"
- WEIGHT: 50.7 lbs.
- ITEMS: None



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Torrent

## ● STATS



## ● EGG GROUPS

Water 1

Field

## ● PERFORMANCE

SPEED ★★★★★

POWER ★★★★★

SKILL ★★★★★

STAMINA ★★★★★

JUMP ★★★★★

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** —

**Pokémon SoulSilver** —

**Pokémon Diamond** Level up Piplup to Lv. 16

**Pokémon Pearl** Level up Piplup to Lv. 16

**Pokémon Platinum** Level up Piplup to Lv. 16

**Pokémon HeartGold**

It lives a solitary life. Its wings deliver wicked blows that can snap even the thickest of trees.

**Pokémon SoulSilver**

It lives a solitary life. Its wings deliver wicked blows that can snap even the thickest of trees.

## ● EVOLUTION



## ● LEVEL-UP MOVES

| Lv. | Name        | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----|-------------|--------|----------|------|------|----|----------|----|
| 1   | Tackle      | Normal | Physical | 35   | 95   | 35 | Normal   | ○  |
| 1   | Growl       | Normal | Status   | —    | 100  | 40 | 2 Foes   | —  |
| 4   | Growl       | Normal | Status   | —    | 100  | 40 | 2 Foes   | —  |
| 8   | Bubble      | Water  | Special  | 20   | 100  | 30 | 2 Foes   | —  |
| 11  | Water Sport | Water  | Status   | —    | —    | 15 | All      | —  |
| 15  | Peck        | Flying | Physical | 35   | 100  | 35 | Normal   | ○  |
| 16  | Metal Claw  | Steel  | Physical | 50   | 95   | 35 | Normal   | ○  |
| 19  | BubbleBeam  | Water  | Special  | 65   | 100  | 20 | Normal   | —  |
| 24  | Bide        | Normal | Physical | —    | —    | 10 | Self     | ○  |
| 28  | Fury Attack | Normal | Physical | 15   | 85   | 20 | Normal   | —  |
| 33  | Brine       | Water  | Special  | 65   | 100  | 10 | Normal   | —  |
| 37  | Whirlpool   | Water  | Special  | 15   | 70   | 15 | Normal   | —  |
| 42  | Mist        | Ice    | Status   | —    | —    | 30 | 2 Allies | —  |
| 46  | Drill Peck  | Flying | Physical | 80   | 100  | 20 | Normal   | ○  |
| 51  | Hydro Pump  | Water  | Special  | 120  | 80   | 5  | Normal   | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name        | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-------------|--------|----------|------|------|----|--------|----|
| Dive        | Water  | Physical | 80   | 100  | 10 | Normal | ○  |
| Icy Wind    | Ice    | Special  | 55   | 95   | 15 | 2 Foes | —  |
| Snore       | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Mud-Slap    | Ground | Special  | 20   | 100  | 10 | Normal | —  |
| Signal Beam | Bug    | Special  | 75   | 100  | 15 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM07 | Hall         | Ice      | Status   | —    | 10   | 10 | All           | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | —  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal        | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM55 | Brine        | Water    | Special  | 65   | 100  | 10 | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM59 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15 | Normal        | ○  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20 | 2 Foes        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20 | Normal        | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM88 | Pluck        | Flying   | Physical | 60   | 100  | 20 | Normal        | ○  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal        | ○  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15 | Normal        | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM07 | Waterfall    | Water    | Physical | 80   | 100  | 15 | Normal        | ○  |



## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----|--------------|--------|----------|------|------|----|----------|----|
| 1   | Tackle       | Normal | Physical | 35   | 95   | 35 | Normal   | ○  |
| 1   | Growl        | Normal | Status   | —    | 100  | 40 | 2 Foes   | —  |
| 1   | Bubble       | Water  | Special  | 20   | 100  | 30 | 2 Foes   | —  |
| 4   | Growl        | Normal | Status   | —    | 100  | 40 | 2 Foes   | —  |
| 8   | Bubble       | Water  | Special  | 20   | 100  | 30 | 2 Foes   | —  |
| 11  | Swords Dance | Normal | Status   | —    | —    | 30 | Self     | —  |
| 15  | Peck         | Flying | Physical | 35   | 100  | 35 | Normal   | ○  |
| 16  | Metal Claw   | Steel  | Physical | 50   | 95   | 35 | Normal   | ○  |
| 19  | Swagger      | Normal | Status   | —    | 90   | 15 | Normal   | —  |
| 24  | BubbleBeam   | Water  | Special  | 65   | 100  | 20 | Normal   | —  |
| 28  | Fury Attack  | Normal | Physical | 15   | 85   | 20 | Normal   | ○  |
| 33  | Brine        | Water  | Special  | 65   | 100  | 10 | Normal   | ○  |
| 36  | Aqua Jet     | Water  | Physical | 40   | 100  | 20 | Normal   | ○  |
| 39  | Whirlpool    | Water  | Special  | 15   | 70   | 15 | Normal   | ○  |
| 46  | Mist         | Ice    | Status   | —    | —    | 30 | 2 Allies | ○  |
| 52  | Drill Peck   | Flying | Physical | 80   | 100  | 20 | Normal   | ○  |
| 59  | Hydro Pump   | Water  | Special  | 120  | 80   | 5  | Normal   | —  |

## ● MOVE MANIAC

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Headbutt     | Normal | Physical | 70   | 100  | 15 | Normal | ○  |
| Hydro Cannon | Water  | Special  | 150  | 90   | 5  | Normal | —  |

## ● BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Dive         | Water  | Physical | 80   | 100  | 10 | Normal | ○  |
| Fury Cutter  | Bug    | Physical | 10   | 95   | 20 | Normal | ○  |
| Icy Wind     | Ice    | Special  | 55   | 95   | 15 | 2 Foes | —  |
| Knock Off    | Dark   | Physical | 20   | 100  | 20 | Normal | ○  |
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Mud-Slap     | Ground | Special  | 20   | 100  | 10 | Normal | —  |
| Signal Beam  | Bug    | Special  | 75   | 100  | 15 | Normal | —  |
| Iron Defense | Steel  | Status   | —    | —    | 15 | Self   | —  |

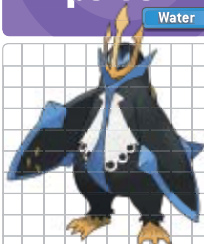
## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal        | —  |
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM07 | Hail         | Ice      | Status   | —    | —    | 10 | All           | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | —  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal        | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM47 | Steel Wing   | Steel    | Physical | 70   | 90   | 25 | Normal        | ○  |
| TM55 | Brine        | Water    | Special  | 65   | 100  | 10 | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15 | Normal        | ○  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | —  |
| TM72 | Avalanche    | Ice      | Physical | 60   | 100  | 10 | Normal        | ○  |
| TM75 | Swords Dance | Normal   | Status   | —    | —    | 30 | Self          | —  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20 | 2 Foes        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20 | Normal        | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | ○  |
| TM88 | Pluck        | Flying   | Physical | 60   | 100  | 20 | Normal        | ○  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM91 | Flash Cannon | Steel    | Special  | 80   | 100  | 10 | Normal        | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal        | ○  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15 | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM07 | Waterfall    | Water    | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20 | Normal        | ○  |

No. 395 | Emperor Pokémon  
**Empoleon**

Water

Steel



## ● SIZE COMPARISON

- HEIGHT: 5'07"
- WEIGHT: 186.3 lbs.
- ITEMS: None



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Torrent

## ● STATS



## ● EGG GROUPS

Water 1

Field

## ● PERFORMANCE

SPEED ★★★★★  
 POWER ★★★★★☆  
 SKILL ★★★★★

STAMINA ★★★★★☆  
 JUMP ★★★★★☆

## ● MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver —

Pokémon Diamond Level up Prinplup to Lv. 36

Pokémon Pearl Level up Prinplup to Lv. 36

Pokémon Platinum Level up Prinplup to Lv. 36

Pokémon HeartGold

It avoids unnecessary disputes, but it will decimate anything that threatens its pride.

Pokémon SoulSilver

It avoids unnecessary disputes, but it will decimate anything that threatens its pride.

## ● EVOLUTION



No. 396 | Starling Pokémon  
**Starly**

Normal Flying



## SIZE COMPARISON

- HEIGHT: 1'00"
- WEIGHT: 4.4 lbs.
- ITEMS: Yache Berry



● MALE FORM  
Larger white marking on head



● FEMALE FORM  
Smaller white marking on head

## ABILITIES

- Keen Eye

## STATS



## EGG GROUPS

Flying

## PERFORMANCE

SPEED ★★☆☆  
POWER ★★☆☆  
SKILL ★★☆☆

STAMINA ★★☆☆  
JUMP ★★☆☆

## MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Pewter City (use Headbutt on two trees at the back of Route 2)

**Pokémon SoulSilver** Pewter City (use Headbutt on two trees at the back of Route 2)

**Pokémon Diamond** Route 201

**Pokémon Pearl** Route 201

**Pokémon Platinum** Route 201

**Pokémon HeartGold**

**Pokémon SoulSilver**

They flock around mountains and fields, chasing after bug Pokémon. Their singing is noisy and annoying.

They flock around mountains and fields, chasing after bug Pokémon. Their singing is noisy and annoying.

## EVOLUTION



Lv. 14



Lv. 34



Starly

Staravia

Staraptor

## LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|---------|----------|------|------|----|--------|----|
| 1   | Tackle       | Normal  | Physical | 35   | 95   | 35 | Normal | ○  |
| 1   | Growl        | Normal  | Status   | —    | 100  | 40 | 2 Foes | —  |
| 5   | Quick Attack | Normal  | Physical | 40   | 100  | 30 | Normal | ○  |
| 9   | Wing Attack  | Flying  | Physical | 60   | 100  | 35 | Normal | ○  |
| 13  | Double Team  | Normal  | Status   | —    | —    | 15 | Self   | —  |
| 17  | Endeavor     | Normal  | Physical | —    | 100  | 5  | Normal | ○  |
| 21  | Whirlwind    | Normal  | Status   | —    | 100  | 20 | Normal | —  |
| 25  | Aerial Ace   | Flying  | Physical | 60   | —    | 20 | Normal | ○  |
| 29  | Take Down    | Normal  | Physical | 90   | 85   | 20 | Normal | ○  |
| 33  | Agility      | Psychic | Status   | —    | —    | 30 | Self   | —  |
| 37  | Brave Bird   | Flying  | Physical | 120  | 100  | 15 | Normal | ○  |

## MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |
|      |      |      |      |      |    |       |    |
|      |      |      |      |      |    |       |    |

## BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|--------|----------|------|------|----|----------|----|
| Ominous Wind | Ghost  | Special  | 60   | 100  | 5  | Normal   | —  |
| Air Cutter   | Flying | Special  | 55   | 95   | 25 | 2 Foes   | —  |
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal   | —  |
| Swift        | Normal | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Tailwind     | Flying | Status   | —    | —    | 30 | 2 Allies | —  |
| Mud-Slap     | Ground | Special  | 20   | 100  | 10 | Normal   | —  |
| Endeavor     | Normal | Physical | —    | 100  | 5  | Normal   | ○  |
| Twister      | Dragon | Special  | 40   | 100  | 20 | 2 Foes   | —  |
| Heat Wave    | Fire   | Special  | 100  | 90   | 10 | 2 Foes   | —  |

## TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|---------|----------|------|------|----|---------|----|
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10 | Normal  | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15 | Normal  | —  |
| TM11 | Sunny Day    | Fire    | Status   | —    | —    | 5  | All     | —  |
| TM17 | Protect      | Normal  | Status   | —    | —    | 10 | Self    | —  |
| TM18 | Rain Dance   | Water   | Status   | —    | —    | 5  | All     | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20 | Normal  | ○  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20 | Normal  | ○  |
| TM32 | Double Team  | Normal  | Status   | —    | —    | 15 | Self    | —  |
| TM40 | Aerial Ace   | Flying  | Physical | 60   | —    | 20 | Normal  | ○  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20 | Normal  | —  |
| TM44 | Rest         | Psychic | Status   | —    | —    | 10 | Self    | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15 | Normal  | —  |
| TM46 | Thief        | Dark    | Physical | 40   | 100  | 10 | Normal  | ○  |
| TM47 | Steel Wing   | Steel   | Physical | 70   | 90   | 25 | Normal  | ○  |
| TM51 | Roost        | Flying  | Status   | —    | —    | 10 | Self    | —  |
| TM58 | Endure       | Normal  | Status   | —    | —    | 10 | Self    | —  |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20 | 2 Foes  | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | —    | 10 | Depends | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal  | —  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal  | —  |
| TM88 | Pluck        | Flying  | Physical | 60   | 100  | 20 | Normal  | ○  |
| TM89 | U-turn       | Bug     | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM90 | Substitute   | Normal  | Status   | —    | —    | 10 | Self    | —  |
| HM02 | Fly          | Flying  | Physical | 90   | 95   | 15 | Normal  | ○  |

## EGG MOVES

| Name          | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|---------------|--------|----------|------|------|----|--------|----|
| Feather Dance | Flying | Status   | —    | 100  | 15 | Normal | —  |
| Fury Attack   | Normal | Physical | 15   | 85   | 20 | Normal | ○  |
| Pursuit       | Dark   | Physical | 40   | 100  | 20 | Normal | ○  |
| Astonish      | Ghost  | Physical | 30   | 100  | 15 | Normal | ○  |
| Sand-Attack   | Ground | Status   | —    | 100  | 15 | Normal | —  |
| Foresight     | Normal | Status   | —    | —    | 40 | Normal | —  |
| Double-Edge   | Normal | Physical | 120  | 100  | 15 | Normal | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|---------|----------|------|------|----|--------|----|
| 1   | Tackle       | Normal  | Physical | 35   | 95   | 35 | Normal | ○  |
| 1   | Growl        | Normal  | Status   | —    | 100  | 40 | 2 Foes | —  |
| 1   | Quick Attack | Normal  | Physical | 40   | 100  | 30 | Normal | ○  |
| 5   | Quick Attack | Normal  | Physical | 40   | 100  | 30 | Normal | ○  |
| 9   | Wing Attack  | Flying  | Physical | 60   | 100  | 35 | Normal | ○  |
| 13  | Double Team  | Normal  | Status   | —    | —    | 15 | Self   | ○  |
| 18  | Endeavor     | Normal  | Physical | —    | 100  | 5  | Normal | ○  |
| 23  | Whirlwind    | Normal  | Status   | —    | 100  | 20 | Normal | ○  |
| 28  | Aerial Ace   | Flying  | Physical | 60   | —    | 20 | Normal | ○  |
| 33  | Take Down    | Normal  | Physical | 90   | 85   | 20 | Normal | ○  |
| 38  | Agility      | Psychic | Status   | —    | —    | 30 | Self   | ○  |
| 43  | Brave Bird   | Flying  | Physical | 120  | 100  | 15 | Normal | ○  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|--------|----------|------|------|----|----------|----|
| Ominous Wind | Ghost  | Special  | 60   | 100  | 5  | Normal   | —  |
| Air Cutter   | Flying | Special  | 55   | 95   | 25 | 2 Foes   | —  |
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal   | —  |
| Swift        | Normal | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Tailwind     | Flying | Status   | —    | —    | 30 | 2 Allies | —  |
| Mud-Slap     | Ground | Special  | 20   | 100  | 10 | Normal   | —  |
| Endeavor     | Normal | Physical | —    | 100  | 5  | Normal   | ○  |
| Twister      | Dragon | Special  | 40   | 100  | 20 | 2 Foes   | —  |
| Heat Wave    | Fire   | Special  | 100  | 90   | 10 | 2 Foes   | —  |

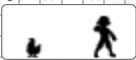
## ● TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|---------|----------|------|------|----|---------|----|
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10 | Normal  | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15 | Normal  | —  |
| TM11 | Sunny Day    | Fire    | Status   | —    | 5    | —  | All     | —  |
| TM17 | Protect      | Normal  | Status   | —    | —    | 10 | Self    | —  |
| TM18 | Rain Dance   | Water   | Status   | —    | 5    | —  | All     | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20 | Normal  | ○  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20 | Normal  | ○  |
| TM32 | Double Team  | Normal  | Status   | —    | —    | 15 | Self    | —  |
| TM40 | Aerial Ace   | Flying  | Physical | 60   | —    | 20 | Normal  | ○  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM44 | Rest         | Psychic | Status   | —    | —    | 10 | Self    | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15 | Normal  | —  |
| TM46 | Thief        | Dark    | Physical | 40   | 100  | 10 | Normal  | ○  |
| TM47 | Steel Wing   | Steel   | Physical | 70   | 90   | 25 | Normal  | ○  |
| TM51 | Roost        | Flying  | Status   | —    | —    | 10 | Self    | —  |
| TM58 | Endure       | Normal  | Status   | —    | —    | 10 | Self    | —  |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20 | 2 Foes  | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | —    | 10 | Depends | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal  | —  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal  | —  |
| TM88 | Pluck        | Flying  | Physical | 60   | 100  | 20 | Normal  | ○  |
| TM89 | U-turn       | Bug     | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM90 | Substitute   | Normal  | Status   | —    | —    | 10 | Self    | —  |
| HM02 | Fly          | Flying  | Physical | 90   | 95   | 15 | Normal  | ○  |


**No. 397** | Starling Pokémon  
**Staravia**
Normal Flying


## ● SIZE COMPARISON

- HEIGHT: 2'00"
- WEIGHT: 34.2 lbs.
- ITEMS: None



- MALE FORM  
Larger gray marking on head

- FEMALE FORM  
Smaller gray marking on head

## ● ABILITIES

- Intimidate

## ● STATS



## ● EGG GROUPS

Flying

## ● PERFORMANCE

SPEED ★★☆☆  
 POWER ★★☆☆  
 SKILL ★★☆☆

STAMINA ★★☆☆  
 JUMP ★★☆☆

## ● MAIN WAYS TO OBTAIN

Pokémon HeartGold Level up Starly to Lv. 14

Pokémon SoulSilver Level up Starly to Lv. 14

Pokémon Diamond Route 209

Pokémon Pearl Route 209

Pokémon Platinum Route 209

Pokémon HeartGold

They maintain huge flocks, although fierce scuffles break out between various flocks.

Pokémon SoulSilver

They maintain huge flocks, although fierce scuffles break out between various flocks.

## ● EVOLUTION


Starly
Staravia
Staraptor

No. 398 | Predator Pokémon  
**Staraptor**

Normal Flying



- HEIGHT: 3'11"
- WEIGHT: 54.9 lbs.
- ITEMS: None

## ● SIZE COMPARISON



- MALE FORM  
Larger white marking on head

- FEMALE FORM  
Smaller white marking on head

## ● ABILITIES

- Intimidate

## ● STATS



## ● EGG GROUPS

Flying

## ● PERFORMANCE

SPEED ★★★★★  
 POWER ★★★★★☆  
 SKILL ★☆☆

STAMINA ★★★★★  
 JUMP ★★★★★

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Level up Staravia to Lv. 34

**Pokémon SoulSilver** Level up Staravia to Lv. 34

**Pokémon Diamond** Level up Staravia to Lv. 34

**Pokémon Pearl** Level up Staravia to Lv. 34

**Pokémon Platinum** Level up Staravia to Lv. 34

**Pokémon HeartGold**

When STARAVIA evolve into STARAPTOR, they leave the flock to live alone. They have sturdy wings.

**Pokémon SoulSilver**

When STARAVIA evolve into STARAPTOR, they leave the flock to live alone. They have sturdy wings.

## ● EVOLUTION



Lv. 14



Lv. 34



Starly

Staravia

Staraptor

## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|----------|----------|------|------|----|--------|----|
| 1   | Tackle       | Normal   | Physical | 35   | 95   | 35 | Normal | ○  |
| 1   | Growl        | Normal   | Status   | —    | 100  | 40 | 2 Foes | —  |
| 1   | Quick Attack | Normal   | Physical | 40   | 100  | 30 | Normal | ○  |
| 1   | Wing Attack  | Flying   | Physical | 60   | 100  | 35 | Normal | ○  |
| 5   | Quick Attack | Normal   | Physical | 40   | 100  | 30 | Normal | ○  |
| 9   | Wing Attack  | Flying   | Physical | 60   | 100  | 35 | Normal | ○  |
| 13  | Double Team  | Normal   | Status   | —    | —    | 15 | Self   | —  |
| 18  | Endeavor     | Normal   | Physical | —    | 100  | 5  | Normal | ○  |
| 23  | Whirlwind    | Normal   | Status   | —    | 100  | 20 | Normal | —  |
| 28  | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal | ○  |
| 33  | Take Down    | Normal   | Physical | 90   | 85   | 20 | Normal | ○  |
| 34  | Close Combat | Fighting | Physical | 120  | 100  | 5  | Normal | ○  |
| 41  | Agility      | Psychic  | Status   | —    | —    | 30 | Self   | ○  |
| 49  | Brave Bird   | Flying   | Physical | 120  | 100  | 15 | Normal | ○  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|--------|----------|------|------|----|----------|----|
| Ominous Wind | Ghost  | Special  | 60   | 100  | 5  | Normal   | —  |
| Air Cutter   | Flying | Special  | 55   | 95   | 25 | 2 Foes   | —  |
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal   | —  |
| Swift        | Normal | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Tailwind     | Flying | Status   | —    | —    | 30 | 2 Allies | —  |
| Mud-Slap     | Ground | Special  | 20   | 100  | 10 | Normal   | —  |
| Endeavor     | Normal | Physical | —    | 100  | 5  | Normal   | ○  |
| Twister      | Dragon | Special  | 40   | 100  | 20 | 2 Foes   | —  |
| Heat Wave    | Fire   | Special  | 100  | 90   | 10 | 2 Foes   | —  |
| Sky Attack   | Flying | Physical | 140  | 90   | 5  | Normal   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|---------|----------|------|------|----|---------|----|
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10 | Normal  | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15 | Normal  | —  |
| TM11 | Sunny Day    | Fire    | Status   | —    | —    | 5  | All     | —  |
| TM15 | Hyper Beam   | Normal  | Special  | 150  | 90   | 5  | Normal  | —  |
| TM17 | Protect      | Normal  | Status   | —    | —    | 10 | Self    | —  |
| TM18 | Rain Dance   | Water   | Status   | —    | —    | 5  | All     | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20 | Normal  | ○  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20 | Normal  | ○  |
| TM32 | Double Team  | Normal  | Status   | —    | —    | 15 | Self    | —  |
| TM40 | Aerial Ace   | Flying  | Physical | 60   | —    | 20 | Normal  | ○  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20 | Normal  | —  |
| TM44 | Rest         | Psychic | Status   | —    | —    | 10 | Self    | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15 | Normal  | —  |
| TM46 | Thief        | Dark    | Physical | 40   | 100  | 10 | Normal  | ○  |
| TM47 | Steel Wing   | Steel   | Physical | 70   | 90   | 25 | Normal  | ○  |
| TM51 | Roost        | Flying  | Status   | —    | —    | 10 | Self    | —  |
| TM58 | Endure       | Normal  | Status   | —    | —    | 10 | Self    | —  |
| TM68 | Giga Impact  | Normal  | Physical | 150  | 90   | 5  | Normal  | ○  |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20 | 2 Foes  | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | —    | 10 | Depends | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal  | —  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal  | —  |
| TM88 | Pluck        | Flying  | Physical | 60   | 100  | 20 | Normal  | ○  |
| TM89 | U-turn       | Bug     | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM90 | Substitute   | Normal  | Status   | —    | —    | 10 | Self    | —  |
| HM02 | Fly          | Flying  | Physical | 90   | 95   | 15 | Normal  | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name             | Type     | Kind     | Pow. | Acc. | PP | Range       | DA |
|-----|------------------|----------|----------|------|------|----|-------------|----|
| 1   | Tackle           | Normal   | Physical | 35   | 95   | 35 | Normal      | ○  |
| 5   | Growl            | Normal   | Status   | —    | 100  | 40 | 2 Foes      | —  |
| 9   | Defense Curl     | Normal   | Status   | —    | —    | 40 | Self        | —  |
| 13  | Rollout          | Rock     | Physical | 30   | 90   | 20 | Normal      | ○  |
| 17  | Headbutt         | Normal   | Physical | 70   | 100  | 15 | Normal      | ○  |
| 21  | Hyper Fang       | Normal   | Physical | 80   | 90   | 15 | Normal      | ○  |
| 25  | Yawn             | Normal   | Status   | —    | —    | 10 | Normal      | —  |
| 29  | Amnesia          | Psychic  | Status   | —    | —    | 20 | Self        | —  |
| 33  | Take Down        | Normal   | Physical | 90   | 85   | 20 | Normal      | ○  |
| 37  | Super Fang       | Normal   | Physical | —    | 90   | 10 | Normal      | ○  |
| 41  | Superpower Curse | Fighting | Physical | 120  | 100  | 5  | Normal      | ○  |
| 45  |                  | ???      | Status   | —    | —    | 10 | Normal/Self | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name        | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|-------------|----------|----------|------|------|----|--------|----|
| Fury Cutter | Bug      | Physical | 10   | 95   | 20 | Normal | ○  |
| Icy Wind    | Ice      | Special  | 55   | 95   | 15 | 2 Foes | —  |
| Snore       | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Last Resort | Normal   | Special  | 130  | 100  | 5  | Normal | ○  |
| Swift       | Normal   | Special  | 60   | —    | 20 | 2 Foes | —  |
| Mud-Slap    | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Rollout     | Rock     | Physical | 30   | 90   | 20 | Normal | ○  |
| Superpower  | Fighting | Physical | 120  | 100  | 5  | Normal | ○  |
| Aqua Tail   | Water    | Physical | 90   | 90   | 10 | Normal | ○  |
| Super Fang  | Normal   | Physical | —    | 90   | 10 | Normal | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|----------|----------|------|------|----|---------|----|
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal  | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal  | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All     | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal  | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal  | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes  | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All     | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal  | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal  | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal  | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal  | —  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal  | ○  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal  | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self    | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal  | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal  | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self    | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal  | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal  | ○  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal  | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal  | —  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20 | 2 Foes  | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes  | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal  | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20 | Normal  | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal  | —  |
| TM88 | Pluck        | Flying   | Physical | 60   | 100  | 20 | Normal  | ○  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self    | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal  | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal  | ○  |

## ● EGG MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Quick Attack | Normal | Physical | 40   | 100  | 30 | Normal | ○  |
| Water Sport  | Water  | Status   | —    | —    | 15 | All    | —  |
| Double-Edge  | Normal | Physical | 120  | 100  | 15 | Normal | ○  |
| Fury Swipes  | Normal | Physical | 18   | 80   | 15 | Normal | ○  |
| Defense Curl | Normal | Status   | —    | —    | 40 | Self   | —  |
| Rollout      | Rock   | Physical | 30   | 90   | 20 | Normal | ○  |
| Odor Sleuth  | Normal | Status   | —    | —    | 40 | Normal | —  |
| Aqua Tail    | Water  | Physical | 90   | 90   | 10 | Normal | ○  |



No. 399 | Plump Mouse Pokémon  
**Bidoof**

Normal



## ● SIZE COMPARISON

- HEIGHT: 1'08"
- WEIGHT: 44.1 lbs.
- ITEMS: None



## ● MALE FORM

More tufts of fur on tail

## ● FEMALE FORM

Fewer tufts of fur on tail

## ● ABILITIES

- Simple
- Unaware

## ● STATS

HP  
ATTACK  
DEFENSE  
SP. ATTACK  
SP. DEFENSE  
SPEED

## ● EGG GROUPS

Water 1

Field

## ● PERFORMANCE

SPEED ★★☆☆☆  
POWER ★★☆☆☆  
SKILL ★☆☆☆☆

STAMINA ★★☆☆☆  
JUMP ★★☆☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Route 30 (Sinnoh Sound)

**Pokémon SoulSilver** Route 30 (Sinnoh Sound)

**Pokémon Diamond** Route 201

**Pokémon Pearl** Route 201

**Pokémon Platinum** Route 201

**Pokémon HeartGold**

It lives in groups by the water. It chews up boulders and trees around its nest with its incisors.

**Pokémon SoulSilver**

It lives in groups by the water. It chews up boulders and trees around its nest with its incisors.

## ● EVOLUTION



Bidoof

Bibarel

# No. 400 | Beaver Pokémon

## Bibarel

Normal Water


## ● SIZE COMPARISON

- HEIGHT: 3'03"
- WEIGHT: 69.4 lbs.
- ITEMS: None

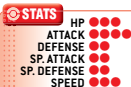


● MALE FORM  
Marking on face is wider

● FEMALE FORM  
Marking on face is more narrow

## ● ABILITIES

- Simple
- Unaware



## ● EGG GROUPS

Water 1  
Field

## ● PERFORMANCE

SPEED ★☆☆☆☆  
POWER ★★★★★  
SKILL ★★☆☆☆

STAMINA ★★★★★  
JUMP ★★★☆☆

## ● MAIN WAYS TO OBTAIN

Pokémon HeartGold Big Forest Pokéwalker Route

Pokémon SoulSilver Big Forest Pokéwalker Route

Pokémon Diamond Route 208

Pokémon Pearl Route 208

Pokémon Platinum Route 208

Pokémon HeartGold
Pokémon SoulSilver

It busily makes its nest with stacks of branches and roots it has cut up with its sharp incisors.

It busily makes its nest with stacks of branches and roots it has cut up with its sharp incisors.

## ● EVOLUTION



Lv. 15



Bidoof

Bibarel

## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range       | DA |
|-----|--------------|----------|----------|------|------|----|-------------|----|
| 1   | Tackle       | Normal   | Physical | 35   | 95   | 35 | Normal      | ○  |
| 1   | Growl        | Normal   | Status   | —    | 100  | 40 | 2 Foes      | —  |
| 5   | Growl        | Normal   | Status   | —    | 100  | 40 | 2 Foes      | —  |
| 9   | Defense Curl | Normal   | Status   | —    | —    | 40 | Self        | —  |
| 13  | Rollout      | Rock     | Physical | 30   | 90   | 20 | Normal      | ○  |
| 15  | Water Gun    | Water    | Special  | 40   | 100  | 25 | Normal      | —  |
| 18  | Headbutt     | Normal   | Physical | 70   | 90   | 15 | Normal      | ○  |
| 23  | Hyper Fang   | Normal   | Physical | 80   | 90   | 15 | Normal      | ○  |
| 28  | Yawn         | Normal   | Status   | —    | —    | 10 | Normal      | —  |
| 33  | Amnesia      | Psychic  | Status   | —    | —    | 20 | Self        | —  |
| 38  | Take Down    | Normal   | Physical | 90   | 85   | 20 | Normal      | ○  |
| 43  | Super Fang   | Normal   | Physical | —    | 90   | 10 | Normal      | ○  |
| 48  | Superpower   | Fighting | Physical | 120  | 100  | 5  | Normal      | ○  |
| 53  | Curse        | ???      | Status   | —    | —    | 10 | Normal/Self | —  |

## ● MOVE MANIA

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name        | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|-------------|----------|----------|------|------|----|--------|----|
| Dive        | Water    | Physical | 80   | 100  | 10 | Normal | ○  |
| Fury Cutter | Bug      | Physical | 10   | 95   | 20 | Normal | ○  |
| Icy Wind    | Ice      | Special  | 55   | 95   | 15 | 2 Foes | —  |
| Snore       | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Last Resort | Normal   | Physical | 130  | 100  | 5  | Normal | ○  |
| Swift       | Normal   | Special  | 60   | —    | 20 | 2 Foes | —  |
| Mud-Slap    | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Rollout     | Rock     | Physical | 30   | 90   | 20 | Normal | ○  |
| Superpower  | Fighting | Physical | 120  | 100  | 5  | Normal | ○  |
| Aqua Tail   | Water    | Physical | 90   | 90   | 10 | Normal | ○  |
| Super Fang  | Normal   | Physical | —    | 90   | 10 | Normal | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal        | ○  |
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal        | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal        | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal        | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal        | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal        | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal        | ○  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal        | —  |
| TM59 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal        | —  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20 | 2 Foes        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20 | Normal        | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM88 | Pluck        | Flying   | Physical | 60   | 100  | 20 | Normal        | ○  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM01 | Cut          | Normal   | Special  | 50   | 95   | 30 | Normal        | ○  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15 | Normal        | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM07 | Waterfall    | Water    | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20 | Normal        | ○  |



No. 402 | Cricket Pokémon  
**Kricketune**

Bug



## ● SIZE COMPARISON

- HEIGHT: 3'03"
- WEIGHT: 56.2 lbs.
- ITEMS: Metronome

● MALE FORM  
Longer mustache● FEMALE FORM  
Shorter mustache

## ● ABILITIES

- Swarm

## ● STATS



## ● EGG GROUPS

Bug

## ● PERFORMANCE

SPEED ★★☆☆☆  
POWER ★☆☆☆☆  
SKILL ★★☆☆☆

STAMINA ★★☆☆☆  
JUMP ★★☆☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold**

Bug-Catching Contest at the National Park (after obtaining the National Pokédex—Thursday, Saturday)

**Pokémon SoulSilver**

Bug-Catching Contest at the National Park (after obtaining the National Pokédex—Thursday, Saturday)

**Pokémon Diamond**

Route 206

**Pokémon Pearl**

Route 206

**Pokémon Platinum**

Route 206 (morning and night only)

**Pokémon HeartGold**

By allowing its cry to resonate in the hollow of its belly, it produces a captivating sound.

**Pokémon SoulSilver**

By allowing its cry to resonate in the hollow of its belly, it produces a captivating sound.

## ● EVOLUTION



Lv. 10



Kricketot

Kricketune

## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|--------|----------|------|------|----|--------|----|
| 1   | Growl        | Normal | Status   | —    | 100  | 40 | 2 Foes | —  |
| 1   | Bide         | Normal | Physical | —    | —    | 10 | Self   | ○  |
| 10  | Fury Cutter  | Bug    | Physical | 10   | 95   | 20 | Normal | ○  |
| 14  | Leech Life   | Bug    | Physical | 20   | 100  | 15 | Normal | ○  |
| 18  | Sing         | Normal | Status   | —    | 55   | 15 | Normal | —  |
| 22  | Focus Energy | Normal | Status   | —    | —    | 30 | Self   | —  |
| 26  | Slash        | Normal | Physical | 70   | 100  | 20 | Normal | ○  |
| 30  | X-Scissor    | Bug    | Physical | 80   | 100  | 15 | Normal | ○  |
| 34  | Screech      | Normal | Status   | —    | 85   | 40 | Normal | —  |
| 38  | Taunt        | Dark   | Status   | —    | 100  | 20 | Normal | —  |
| 42  | Night Slash  | Dark   | Physical | 70   | 100  | 15 | Normal | ○  |
| 46  | Bug Buzz     | Bug    | Special  | 90   | 100  | 10 | Normal | —  |
| 50  | Perish Song  | Normal | Status   | —    | —    | 5  | All    | —  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name        | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|-------------|--------|----------|------|------|----|----------|----|
| Fury Cutter | Bug    | Physical | 10   | 95   | 20 | Normal   | ○  |
| Knock Off   | Dark   | Physical | 20   | 100  | 20 | Normal   | ○  |
| Bug Bite    | Bug    | Physical | 60   | 100  | 20 | Normal   | ○  |
| Snore       | Normal | Special  | 40   | 100  | 15 | Normal   | —  |
| Uproar      | Normal | Special  | 50   | 100  | 10 | 1 Random | —  |
| String Shot | Bug    | Status   | —    | 95   | 40 | 2 Foes   | —  |
| Mud-Slap    | Ground | Special  | 20   | 100  | 10 | Normal   | —  |
| Endeavor    | Normal | Physical | —    | 100  | 5  | Normal   | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|----------|----------|------|------|----|---------|----|
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal  | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal  | ○  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | —  | All     | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal  | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal  | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | —  | All     | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal  | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self    | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal  | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal  | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self    | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal  | —  |
| TM54 | False Swipe  | Normal   | Physical | 40   | 100  | 40 | Normal  | ○  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM62 | Silver Wind  | Bug      | Special  | 60   | 100  | 5  | Normal  | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal  | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal  | —  |
| TM75 | Swords Dance | Normal   | Status   | —    | —    | 30 | Self    | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes  | —  |
| TM81 | X-Scissor    | Bug      | Physical | 80   | 100  | 15 | Normal  | ○  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal  | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal  | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self    | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal  | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal  | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal  | ○  |



## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|--------------|----------|----------|------|------|----|---------------|----|
| 1   | Tackle       | Normal   | Physical | 35   | 95   | 35 | Normal        | ○  |
| 5   | Leer         | Normal   | Status   | —    | 100  | 30 | 2 Foes        | —  |
| 9   | Charge       | Electric | Status   | —    | —    | 20 | Self          | —  |
| 13  | Spark        | Electric | Physical | 65   | 100  | 20 | Normal        | ○  |
| 17  | Bite         | Dark     | Physical | 60   | 100  | 25 | Normal        | ○  |
| 21  | Roar         | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| 25  | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| 29  | Crunch       | Dark     | Physical | 80   | 100  | 15 | Normal        | —  |
| 33  | Thunder Fang | Electric | Physical | 65   | 95   | 15 | Normal        | ○  |
| 37  | Scary Face   | Normal   | Status   | —    | 90   | 10 | Normal        | —  |
| 41  | Discharge    | Electric | Special  | 80   | 100  | 15 | 2 Foes/1 Ally | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name        | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|-------------|----------|----------|------|------|----|--------|----|
| Fury Cutter | Bug      | Physical | 10   | 95   | 20 | Normal | ○  |
| Snore       | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Magnet Rise | Electric | Status   | —    | —    | 10 | Self   | —  |
| Swift       | Normal   | Special  | 60   | —    | 20 | 2 Foes | —  |
| Mud-Slap    | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Signal Beam | Bug      | Special  | 75   | 100  | 15 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP       | Range  | DA |
|------|--------------|----------|----------|------|------|----------|--------|----|
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20       | Normal | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10       | Normal | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15       | Normal | —  |
| TM15 | Light Screen | Psychic  | Status   | —    | 30   | 2 Allies | —      | —  |
| TM17 | Protect      | Normal   | Status   | —    | 10   | Self     | —      | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | All      | —      | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20       | Normal | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15       | Normal | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15       | Normal | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10       | Normal | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20       | Normal | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | 15   | Self     | —      | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20       | Normal | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20       | Normal | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20       | Normal | —  |
| TM44 | Rest         | Psychic  | Status   | —    | 10   | Self     | —      | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15       | Normal | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10       | Normal | ○  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10       | Normal | —  |
| TM58 | Endure       | Normal   | Status   | —    | 10   | Self     | —      | —  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20       | Normal | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20       | Normal | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20       | 2 Foes | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | 10   | Depends  | —      | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15       | Normal | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15       | Normal | —  |
| TM90 | Substitute   | Normal   | Status   | —    | 10   | Self     | —      | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15       | Normal | ○  |

## ● EGG MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Ice Fang     | Ice      | Physical | 65   | 95   | 15 | Normal | ○  |
| Fire Fang    | Fire     | Physical | 65   | 95   | 15 | Normal | ○  |
| Thunder Fang | Electric | Physical | 65   | 95   | 15 | Normal | ○  |
| Quick Attack | Normal   | Physical | 40   | 100  | 30 | Normal | ○  |
| Howl         | Normal   | Status   | —    | —    | 40 | Self   | —  |
| Take Down    | Normal   | Physical | 90   | 85   | 20 | Normal | ○  |
| Night Slash  | Dark     | Physical | 70   | 100  | 15 | Normal | ○  |

No. 403 | Flash Pokémon  
Shinx

Electric



## ● SIZE COMPARISON

- HEIGHT: 1'08"
- WEIGHT: 20.9 lbs.
- ITEMS: None



- MALE FORM  
More fur on head and paws

- FEMALE FORM  
Less fur on head and paws

## ● ABILITIES

- Rivalry
- Intimidate

## ● STATS



## ● EGG GROUPS

Field

## ● PERFORMANCE

SPEED ★★★★★  
 POWER ★★★★★  
 SKILL ★★★★★

STAMINA ★★★★★  
 JUMP ★★★★★

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Route 29 (Sinnoh Sound)

**Pokémon SoulSilver** Route 29 (Sinnoh Sound)

**Pokémon Diamond** Route 202

**Pokémon Pearl** Route 202

**Pokémon Platinum** Route 202

**Pokémon HeartGold**

The extension and contraction of its muscles generates electricity. Its fur glows when it's in trouble.

**Pokémon SoulSilver**

The extension and contraction of its muscles generates electricity. Its fur glows when it's in trouble.

## ● EVOLUTION



# No. 404 | Spark Pokémon

## Luxio

Electric



## SIZE COMPARISON

- HEIGHT: 2'11"
- WEIGHT: 67.2 lbs.
- ITEMS: None



## MALE FORM

More fur on head and paws

## FEMALE FORM

Less fur on head and paws

## ABILITIES

- Rivalry
- Intimidate

## STATS



## EGG GROUPS

Field

## PERFORMANCE

SPEED ★★★★★☆  
 POWER ★★★★★★  
 SKILL ★★★★★★

STAMINA ★★★★★☆  
 JUMP ★★★★★★

## MAIN WAYS TO OBTAIN

## Pokémon HeartGold

Safari Zone (Savannah Area:  
 if Grass objects are placed,  
 may appear in tall grass)

## Pokémon SoulSilver

Safari Zone (Savannah Area:  
 if Grass objects are placed,  
 may appear in tall grass)

## Pokémon Diamond

Fuego Ironworks

## Pokémon Pearl

Fuego Ironworks

## Pokémon Platinum

Route 222

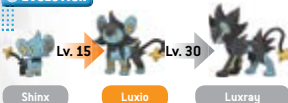
## Pokémon HeartGold

By gathering their tails to-  
 gether, they collectively  
 generate powerful  
 electricity from their  
 claws.

## Pokémon SoulSilver

By gathering their tails to-  
 gether, they collectively  
 generate powerful  
 electricity from their  
 claws.

## EVOLUTION



## LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|--------------|----------|----------|------|------|----|---------------|----|
| 1   | Tackle       | Normal   | Physical | 35   | 95   | 35 | Normal        | ○  |
| 1   | Leer         | Normal   | Status   | —    | 100  | 30 | 2 Foes        | —  |
| 5   | Leer         | Normal   | Status   | —    | 100  | 30 | 2 Foes        | —  |
| 9   | Charge       | Electric | Status   | —    | —    | 20 | Self          | —  |
| 13  | Bite         | Dark     | Physical | 60   | 100  | 25 | Normal        | ○  |
| 18  | Spark        | Electric | Physical | 65   | 100  | 20 | Normal        | ○  |
| 23  | Roar         | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| 28  | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| 33  | Crunch       | Dark     | Physical | 80   | 100  | 15 | Normal        | ○  |
| 38  | Thunder Fang | Electric | Physical | 65   | 95   | 15 | Normal        | ○  |
| 43  | Scary Face   | Normal   | Status   | —    | 90   | 10 | Normal        | —  |
| 48  | Discharge    | Electric | Special  | 80   | 100  | 15 | 2 Foes/1 Ally | —  |

## MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## BP MOVES

| Name        | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|-------------|----------|----------|------|------|----|--------|----|
| Fury Cutter | Bug      | Physical | 10   | 95   | 20 | Normal | ○  |
| Snore       | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Magnet Rise | Electric | Status   | —    | —    | 10 | Self   | —  |
| Swift       | Normal   | Special  | 60   | —    | 20 | 2 Foes | —  |
| Mud-Slap    | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Signal Beam | Bug      | Special  | 75   | 100  | 15 | Normal | —  |

## TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP  | Range    | DA     |   |
|------|--------------|----------|----------|------|------|-----|----------|--------|---|
| TM05 | Roar         | Normal   | Status   | —    | —    | 100 | 20       | Normal | — |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10  | Normal   | —      |   |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15  | Normal   | —      |   |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30  | 2 Allies | —      |   |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10  | Self     | —      |   |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5   | All      | —      |   |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20  | Normal   | ○      |   |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15  | Normal   | ○      |   |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15  | Normal   | —      |   |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10  | Normal   | —      |   |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20  | Normal   | ○      |   |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15  | Self     | —      |   |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20  | Normal   | —      |   |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20  | Normal   | ○      |   |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20  | Normal   | —      |   |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10  | Self     | —      |   |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15  | Normal   | —      |   |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10  | Normal   | ○      |   |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10  | Normal   | —      |   |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10  | Self     | —      |   |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20  | Normal   | —      |   |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20  | Normal   | —      |   |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20  | 2 Foes   | —      |   |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10  | Depends  | —      |   |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15  | Normal   | —      |   |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15  | Normal   | —      |   |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10  | Self     | —      |   |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15  | Normal   | ○      |   |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|--------------|----------|----------|------|------|----|---------------|----|
| 1   | Tackle       | Normal   | Physical | 35   | 95   | 35 | Normal        | ○  |
| 1   | Leer         | Normal   | Status   | —    | 100  | 30 | 2 Foes        | —  |
| 1   | Charge       | Electric | Status   | —    | —    | 20 | Self          | —  |
| 5   | Leer         | Normal   | Status   | —    | 100  | 30 | 2 Foes        | —  |
| 9   | Charge       | Electric | Status   | —    | —    | 20 | Self          | —  |
| 13  | Bite         | Dark     | Physical | 60   | 100  | 25 | Normal        | ○  |
| 18  | Spark        | Electric | Physical | 65   | 100  | 20 | Normal        | ○  |
| 23  | Roar         | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| 28  | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| 35  | Crunch       | Dark     | Physical | 80   | 100  | 15 | Normal        | ○  |
| 42  | Thunder Fang | Electric | Physical | 65   | 95   | 15 | Normal        | ○  |
| 49  | Scary Face   | Normal   | Status   | —    | 90   | 10 | Normal        | —  |
| 56  | Discharge    | Electric | Special  | 80   | 100  | 15 | 2 Foes/1 Ally | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name        | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|-------------|----------|----------|------|------|----|--------|----|
| Fury Cutter | Bug      | Physical | 10   | 95   | 20 | Normal | ○  |
| Snore       | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Magnet Rise | Electric | Status   | —    | —    | 10 | Self   | —  |
| Swift       | Normal   | Special  | 60   | —    | 20 | 2 Foes | —  |
| Mud-Slap    | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Superpower  | Fighting | Physical | 120  | 100  | 5  | Normal | ○  |
| Signal Beam | Bug      | Special  | 75   | 100  | 15 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|------|--------------|----------|----------|------|------|----|----------|----|
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20 | Normal   | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal   | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal   | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal   | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All      | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal   | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal   | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal   | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self     | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal   | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal   | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self     | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal   | —  |
| TM46 | Theft        | Dark     | Physical | 40   | 100  | 10 | Normal   | ○  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal   | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal   | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal   | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal   | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes   | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends  | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal   | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal   | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self     | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal   | ○  |


**No. 405 | Gloom Eyes Pokémon**  
**Luxray**

Electric



## ● SIZE COMPARISON

- HEIGHT: 4'02"
- WEIGHT: 92.6 lbs.
- ITEMS: None



- MALE FORM  
More fur on head

- FEMALE FORM  
Less fur on head

## ● ABILITIES

- Rivalry
- Intimidate

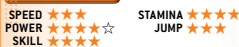
## ● STATS



## ● EGG GROUPS

Field

## ● PERFORMANCE



## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Level up Luxio to Lv. 30

**Pokémon SoulSilver** Level up Luxio to Lv. 30

**Pokémon Diamond** Level up Luxio to Lv. 30

**Pokémon Pearl** Level up Luxio to Lv. 30

**Pokémon Platinum** Level up Luxio to Lv. 30

**Pokémon HeartGold**

LUXRAY's ability to see through objects comes in handy when it's scouting for danger.

**Pokémon SoulSilver**

LUXRAY's ability to see through objects comes in handy when it's scouting for danger.

## ● EVOLUTION





No. 406 | Bud Pokémon

**Budew**

Grass

Poison



## ● SIZE COMPARISON

- HEIGHT: 0'08"
- WEIGHT: 2.6 lbs.
- ITEMS: Poison Barb



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Natural Cure
- Poison Point

## ● STATS



## ● EGG GROUPS

No Egg has ever been discovered

## ● PERFORMANCE

SPEED ★★☆☆☆

POWER ★★☆☆☆

SKILL ★★☆☆☆

STAMINA ★★☆☆☆

JUMP ★★☆☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Ilex Forest (Sinnoh Sound)**Pokémon SoulSilver** Ilex Forest (Sinnoh Sound)**Pokémon Diamond** Route 204**Pokémon Pearl** Route 204**Pokémon Platinum** Route 204**Pokémon HeartGold**

When it feels the sun's warm touch, it opens its bud to release pollen. It lives alongside clear pools.

**Pokémon SoulSilver**

When it feels the sun's warm touch, it opens its bud to release pollen. It lives alongside clear pools.

## ● EVOLUTION

Level up with high friendship between 4:00 a.m. and 8:00 p.m.



Use Shiny Stone

Budew

Roselia

Roserade

## ● LEVEL-UP MOVES

| Lv. | Name        | Type   | Kind    | Pow. | Acc. | PP  | Range  | DA |
|-----|-------------|--------|---------|------|------|-----|--------|----|
| 1   | Absorb      | Grass  | Special | 20   | 100  | 25  | Normal | —  |
| 4   | Growth      | Normal | Status  | —    | —    | 40  | Self   | —  |
| 7   | Water Sport | Water  | Status  | —    | —    | 15  | All    | —  |
| 10  | Stun Spore  | Grass  | Status  | —    | 75   | 30  | Normal | —  |
| 13  | Mega Drain  | Grass  | Special | 40   | 100  | 15  | Normal | —  |
| 16  | Worry Seed  | Grass  | Status  | —    | —    | 100 | Normal | —  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name       | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|------------|--------|----------|------|------|----|----------|----|
| Snore      | Normal | Special  | 40   | 100  | 15 | Normal   | —  |
| Synthesis  | Grass  | Status   | —    | —    | 5  | Self     | —  |
| Swift      | Normal | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Uproar     | Normal | Special  | 50   | 100  | 10 | 1 Random | —  |
| Worry Seed | Grass  | Status   | —    | 100  | 10 | Normal   | —  |
| Mud-Slap   | Ground | Special  | 20   | 100  | 10 | Normal   | —  |
| Seed Bomb  | Grass  | Physical | 80   | 100  | 15 | Normal   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|---------|----------|------|------|----|---------|----|
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10 | Normal  | —  |
| TM09 | Bullet Seed  | Grass   | Physical | 10   | 100  | 30 | Normal  | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15 | Normal  | —  |
| TM11 | Sunny Day    | Fire    | Status   | —    | —    | 5  | All     | —  |
| TM17 | Protect      | Normal  | Status   | —    | —    | 10 | Self    | —  |
| TM18 | Rain Dance   | Water   | Status   | —    | —    | 5  | All     | —  |
| TM19 | Giga Drain   | Grass   | Special  | 60   | 100  | 10 | Normal  | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20 | Normal  | ○  |
| TM22 | SolarBeam    | Grass   | Special  | 120  | 100  | 10 | Normal  | —  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20 | Normal  | ○  |
| TM30 | Shadow Ball  | Ghost   | Special  | 80   | 100  | 15 | Normal  | —  |
| TM32 | Double Team  | Normal  | Status   | —    | —    | 15 | Self    | —  |
| TM36 | Sludge Bomb  | Poison  | Special  | 90   | 100  | 10 | Normal  | —  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20 | Normal  | —  |
| TM44 | Rest         | Psychic | Status   | —    | —    | 10 | Self    | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15 | Normal  | —  |
| TM53 | Energy Ball  | Grass   | Special  | 80   | 100  | 10 | Normal  | —  |
| TM58 | Endure       | Normal  | Status   | —    | —    | 10 | Self    | —  |
| TM70 | Flash        | Normal  | Status   | —    | 100  | 20 | Normal  | —  |
| TM75 | Swords Dance | Normal  | Status   | —    | —    | 30 | Self    | —  |
| TM77 | Psych Up     | Normal  | Status   | —    | —    | 10 | Normal  | —  |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20 | 2 Foes  | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | —    | 10 | Depends | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal  | —  |
| TM86 | Grass Knot   | Grass   | Special  | —    | 100  | 20 | Normal  | ○  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal  | —  |
| TM90 | Substitute   | Normal  | Status   | —    | —    | 10 | Self    | —  |
| HM01 | Cut          | Normal  | Physical | 50   | 95   | 30 | Normal  | ○  |

## ● EGG MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|---------|----------|------|------|----|--------|----|
| Spikes       | Ground  | Status   | —    | —    | 20 | 2 Foes | —  |
| Synthesis    | Grass   | Status   | —    | —    | 5  | Self   | —  |
| Pin Missile  | Bug     | Physical | 14   | 85   | 20 | Normal | —  |
| Cotton Spore | Grass   | Status   | —    | 85   | 40 | Normal | —  |
| Sleep Powder | Grass   | Status   | —    | 75   | 15 | Normal | —  |
| Razor Leaf   | Grass   | Physical | 55   | 95   | 25 | 2 Foes | —  |
| Mind Reader  | Normal  | Status   | —    | —    | 5  | Normal | —  |
| Leaf Storm   | Grass   | Special  | 140  | 90   | 5  | Normal | —  |
| Extrasensory | Psychic | Special  | 80   | 100  | 30 | Normal | —  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|--------|----------|------|------|----|--------|----|
| 1   | Weather Ball | Normal | Special  | 50   | 100  | 10 | Normal | —  |
| 1   | Poison Sting | Poison | Physical | 15   | 100  | 35 | Normal | —  |
| 1   | Mega Drain   | Grass  | Special  | 40   | 100  | 15 | Normal | —  |
| 1   | Magical Leaf | Grass  | Special  | 60   | —    | 20 | Normal | —  |
| 1   | Sweet Scent  | Normal | Status   | —    | 100  | 20 | 2 Foes | —  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name        | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-------------|--------|----------|------|------|----|--------|----|
| Fury Cutter | Bug    | Physical | 10   | 95   | 20 | Normal | ○  |
| Snore       | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Synthesis   | Grass  | Status   | —    | —    | 5  | Self   | —  |
| Swift       | Normal | Special  | 60   | —    | 20 | 2 Foes | —  |
| Worry Seed  | Grass  | Status   | —    | 100  | 10 | Normal | —  |
| Mud-Slap    | Ground | Special  | 20   | 100  | 10 | Normal | —  |
| Seed Bomb   | Grass  | Physical | 80   | 100  | 15 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|---------|----------|------|------|----|---------|----|
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10 | Normal  | —  |
| TM09 | Bullet Seed  | Grass   | Physical | 10   | 100  | 30 | Normal  | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15 | Normal  | —  |
| TM11 | Sunny Day    | Fire    | Status   | —    | —    | 5  | All     | —  |
| TM15 | Hyper Beam   | Normal  | Special  | 150  | 90   | 5  | Normal  | —  |
| TM17 | Protect      | Normal  | Status   | —    | —    | 10 | Self    | —  |
| TM18 | Rain Dance   | Water   | Status   | —    | —    | 5  | All     | —  |
| TM19 | Giga Drain   | Grass   | Special  | 60   | 100  | 10 | Normal  | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20 | Normal  | ○  |
| TM22 | SolarBeam    | Grass   | Special  | 120  | 100  | 10 | Normal  | —  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20 | Normal  | ○  |
| TM30 | Shadow Ball  | Ghost   | Special  | 80   | 100  | 15 | Normal  | —  |
| TM32 | Double Team  | Normal  | Status   | —    | —    | 15 | Self    | —  |
| TM36 | Sludge Bomb  | Poison  | Special  | 90   | 100  | 10 | Normal  | —  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20 | Normal  | —  |
| TM44 | Rest         | Psychic | Status   | —    | —    | 10 | Self    | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15 | Normal  | —  |
| TM53 | Energy Ball  | Grass   | Special  | 80   | 100  | 10 | Normal  | —  |
| TM58 | Endure       | Normal  | Status   | —    | —    | 10 | Self    | —  |
| TM68 | Giga Impact  | Normal  | Physical | 150  | 90   | 5  | Normal  | ○  |
| TM70 | Flash        | Normal  | Status   | —    | 100  | 20 | Normal  | —  |
| TM75 | Swords Dance | Normal  | Status   | —    | —    | 30 | Self    | —  |
| TM77 | Psych Up     | Normal  | Status   | —    | —    | 10 | Normal  | —  |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20 | 2 Foes  | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | —    | 10 | Depends | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal  | —  |
| TM84 | Poison Jab   | Poison  | Physical | 80   | 100  | 20 | Normal  | ○  |
| TM86 | Grass Knot   | Grass   | Special  | —    | 100  | 20 | Normal  | ○  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal  | —  |
| TM90 | Substitute   | Normal  | Status   | —    | —    | 10 | Self    | —  |
| HM01 | Cut          | Normal  | Physical | 50   | 95   | 30 | Normal  | ○  |

No. 407 | Bouquet Pokémon  
**Roserade**

Grass Poison



## ● SIZE COMPARISON

- HEIGHT: 2'11"
- WEIGHT: 32.0 lbs.
- ITEMS: None

● MALE FORM  
Shorter cape● FEMALE FORM  
Longer cape

## ● ABILITIES

- Natural Cure
- Poison Point

## ● STATS



## ● EGG GROUPS

Fairy  
Grass

## ● PERFORMANCE

SPEED ★★☆☆ STAMINA ★★☆☆  
POWER ★★☆☆ JUMP ★★☆☆  
SKILL ★★☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Use Shiny Stone on Roselia

**Pokémon SoulSilver** Use Shiny Stone on Roselia

**Pokémon Diamond** Use Shiny Stone on Roselia

**Pokémon Pearl** Use Shiny Stone on Roselia

**Pokémon Platinum** Use Shiny Stone on Roselia

**Pokémon HeartGold**

Its sweet aroma attracts prey. Then it spews poison. The more toxic it is, the sweeter its aroma.

**Pokémon SoulSilver**

Its sweet aroma attracts prey. Then it spews poison. The more toxic it is, the sweeter its aroma.

## ● EVOLUTION

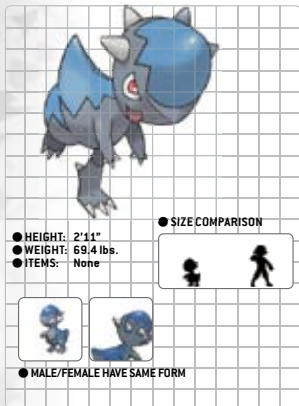




No. 408 | Head Butt Pokémon

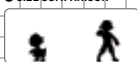
# Cranidos

Rock



## ● SIZE COMPARISON

- HEIGHT: 2'11"
- WEIGHT: 69.4 lbs.
- ITEMS: None



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Mold Breaker

## ● EGG GROUPS

Monster

## ● PERFORMANCE

SPEED ★★☆☆☆  
POWER ★★★★★☆  
SKILL ★★★★★

## ● STATS



## ● MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver —

Pokémon Diamond

Get the Skull Fossil in the Underground and have it restored at the Oreburgh Mining Museum

Pokémon Pearl —

Pokémon Platinum

Get the Skull Fossil in the Underground and have it restored at the Oreburgh Mining Museum

Pokémon HeartGold

CRANIDOS toughen up their already rock-hard heads by headbutting one another.

Pokémon SoulSilver

CRANIDOS toughen up their already rock-hard heads by headbutting one another.

## ● EVOLUTION



Cranidos

Rampardos

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|---------|----------|------|------|----|--------|----|
| 1   | Headbutt     | Normal  | Physical | 70   | 100  | 15 | Normal | ○  |
| 1   | Leer         | Normal  | Status   | —    | 100  | 30 | 2 Foes | —  |
| 6   | Focus Energy | Normal  | Status   | —    | —    | 30 | Self   | —  |
| 10  | Pursuit      | Dark    | Physical | 40   | 100  | 20 | Normal | ○  |
| 15  | Take Down    | Normal  | Physical | 90   | 85   | 20 | Normal | ○  |
| 19  | Scary Face   | Normal  | Status   | —    | 90   | 10 | Normal | —  |
| 24  | Assurance    | Dark    | Physical | 50   | 100  | 10 | Normal | ○  |
| 28  | AncientPower | Rock    | Special  | 60   | 100  | 5  | Normal | —  |
| 33  | Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal | ○  |
| 37  | Screech      | Normal  | Status   | —    | 85   | 40 | Normal | —  |
| 43  | Head Smash   | Rock    | Physical | 150  | 80   | 5  | Normal | ○  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|----------|----------|------|------|----|----------|----|
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal   | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal   | ○  |
| Zen Headbutt | Psychic  | Physical | 80   | 90   | 15 | Normal   | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal   | —  |
| Spite        | Ghost    | Status   | —    | 100  | 10 | Normal   | —  |
| Uproar       | Normal   | Special  | 50   | 100  | 10 | 1 Random | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal   | —  |
| Superpower   | Fighting | Physical | 120  | 100  | 5  | Normal   | ○  |
| Iron Head    | Steel    | Physical | 80   | 100  | 15 | Normal   | ○  |
| Endeavor     | Normal   | Physical | —    | 100  | 5  | Normal   | ○  |
| AncientPower | Rock     | Special  | 60   | 100  | 5  | Normal   | ○  |
| Earth Power  | Ground   | Special  | 90   | 100  | 10 | Normal   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | —  | All           | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | —  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal        | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal        | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal        | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal        | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10 | All           | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5  | Normal        | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal        | ○  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM59 | Dragon Pulse | Dragon   | Special  | 90   | 100  | 10 | Normal        | —  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10 | Normal        | ○  |
| TM69 | Rock Polish  | Rock     | Status   | —    | —    | 20 | Self          | —  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5  | Normal        | —  |
| TM75 | Swords Dance | Normal   | Status   | —    | —    | 30 | Self          | —  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20 | 2 Foes        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20 | Normal        | ○  |

## ● EGG MOVES

| Name        | Type     | Kind     | Pow. | Acc. | PP | Range       | DA |
|-------------|----------|----------|------|------|----|-------------|----|
| Crunch      | Dark     | Physical | 80   | 100  | 15 | Normal      | ○  |
| Thrash      | Normal   | Physical | 90   | 100  | 20 | 1 Random    | ○  |
| Double-Edge | Normal   | Physical | 120  | 100  | 15 | Normal      | ○  |
| Leer        | Normal   | Status   | —    | 100  | 30 | 2 Foes      | —  |
| Slam        | Normal   | Physical | 80   | 75   | 20 | Normal      | ○  |
| Stomp       | Normal   | Physical | 65   | 100  | 20 | Normal      | ○  |
| Whirlwind   | Normal   | Status   | —    | 100  | 20 | Normal      | ○  |
| Hammer Arm  | Fighting | Physical | 100  | 90   | 10 | Normal      | ○  |
| Curse       | ???      | Status   | —    | —    | 10 | Normal/Self | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|---------|----------|------|------|----|--------|----|
| 1   | Headbutt     | Normal  | Physical | 70   | 100  | 15 | Normal | ○  |
| 1   | Leer         | Normal  | Status   | —    | 100  | 30 | 2 Foes | —  |
| 6   | Focus Energy | Normal  | Status   | —    | —    | 30 | Self   | —  |
| 10  | Pursuit      | Dark    | Physical | 40   | 100  | 20 | Normal | ○  |
| 15  | Take Down    | Normal  | Physical | 90   | 85   | 20 | Normal | ○  |
| 19  | Scary Face   | Normal  | Status   | —    | 90   | 10 | Normal | ○  |
| 24  | Assurance    | Dark    | Physical | 50   | 100  | 10 | Normal | ○  |
| 28  | AncientPower | Rock    | Special  | 60   | 100  | 5  | Normal | ○  |
| 30  | Endeavor     | Normal  | Physical | —    | 100  | 5  | Normal | ○  |
| 36  | Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal | ○  |
| 43  | Screech      | Normal  | Status   | —    | 85   | 40 | Normal | ○  |
| 52  | Head Smash   | Rock    | Physical | 150  | 80   | 5  | Normal | ○  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|----------|----------|------|------|----|----------|----|
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal   | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal   | ○  |
| Zen Headbutt | Psychic  | Physical | 80   | 90   | 15 | Normal   | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal   | —  |
| Spite        | Ghost    | Status   | —    | 100  | 10 | Normal   | —  |
| Uproar       | Normal   | Special  | 50   | 100  | 10 | 1 Random | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal   | —  |
| Superpower   | Fighting | Physical | 120  | 100  | 5  | Normal   | ○  |
| Iron Head    | Steel    | Physical | 80   | 100  | 15 | Normal   | ○  |
| Endeavor     | Normal   | Physical | —    | 100  | 5  | Normal   | ○  |
| Outrage      | Dragon   | Physical | 120  | 100  | 15 | 1 Random | ○  |
| AncientPower | Rock     | Special  | 60   | 100  | 5  | Normal   | —  |
| Earth Power  | Ground   | Special  | 90   | 100  | 10 | Normal   | —  |
| Pain Split   | Normal   | Status   | —    | —    | 20 | Normal   | —  |

## ● TM &amp; HM MOVES

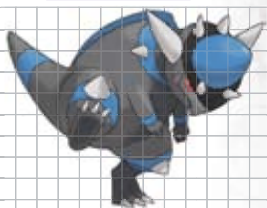
| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal        | ○  |
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal        | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal        | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal        | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal        | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10 | All           | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5  | Normal        | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM46 | Theft        | Dark     | Physical | 40   | 100  | 10 | Normal        | ○  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5  | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM59 | Dragon Pulse | Dragon   | Special  | 90   | 100  | 10 | Normal        | —  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10 | Normal        | ○  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM69 | Rock Polish  | Rock     | Status   | —    | —    | 20 | Self          | —  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5  | Normal        | —  |
| TM72 | Avalanche    | Ice      | Physical | 60   | 100  | 10 | Normal        | ○  |
| TM75 | Swords Dance | Normal   | Status   | —    | —    | 30 | Self          | —  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20 | 2 Foes        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal        | ○  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15 | Normal        | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20 | Normal        | ○  |



No. 409 | Head Butt Pokémon

## Rampardos

Rock



## ● SIZE COMPARISON

- HEIGHT: 5'03"
- WEIGHT: 226.0 lbs.
- ITEMS: None



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Mold Breaker

## ● STATS



## ● EGG GROUPS

Monster

## ● PERFORMANCE

SPEED ★★★  
 POWER ★★★★★  
 SKILL ★★★☆

STAMINA ★★★★★  
 JUMP ★★★☆

## ● MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver —

Pokémon Diamond Level up Cranidos to Lv. 30

Pokémon Pearl —

Pokémon Platinum Level up Cranidos to Lv. 30

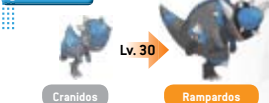
Pokémon HeartGold

Its skull withstands impacts of any magnitude. As a result, its brain never gets the chance to grow.

Pokémon SoulSilver

Its skull withstands impacts of any magnitude. As a result, its brain never gets the chance to grow.

## ● EVOLUTION

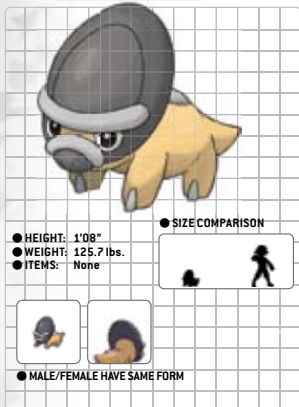


Cranidos

Rampardos

# No. 410 | Shield Pokémon

## Shieldon

Rock Steel


### SIZE COMPARISON

- HEIGHT: 1'08"
- WEIGHT: 125.7 lbs.
- ITEMS: None



● MALE/FEMALE HAVE SAME FORM

### ABILITIES

- Sturdy

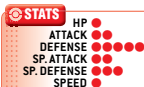
### EGG GROUPS

Monster

### PERFORMANCE

SPEED ★★☆☆  
POWER ★★☆☆☆  
SKILL ★★☆☆

STAMINA ★★☆☆☆  
JUMP ★★☆☆



### MAIN WAYS TO OBTAIN

**Pokémon HeartGold** —

**Pokémon SoulSilver** —

**Pokémon Diamond** —

**Pokémon Pearl**

Get the Armor Fossil in the Underground and have it restored at the Oreburgh Mining Museum

**Pokémon Platinum**

Get the Armor Fossil in the Underground and have it restored at the Oreburgh Mining Museum

**Pokémon HeartGold**

It was generated from a fossil dug out of a layer of clay that was older than anyone knows. It has a sturdy face.

**Pokémon SoulSilver**

It was generated from a fossil dug out of a layer of clay that was older than anyone knows. It has a sturdy face.

### EVOLUTION



Lv. 30



Shieldon

Bastiodon

### LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|--------|----------|------|------|----|--------|----|
| 1   | Tackle       | Normal | Physical | 35   | 95   | 35 | Normal | ○  |
| 1   | Protect      | Normal | Status   | —    | —    | 10 | Self   | —  |
| 6   | Taunt        | Dark   | Status   | —    | 100  | 20 | Normal | —  |
| 10  | Metal Sound  | Steel  | Status   | —    | 85   | 40 | Normal | —  |
| 15  | Take Down    | Normal | Physical | 90   | 85   | 20 | Normal | ○  |
| 19  | Iron Defense | Steel  | Status   | —    | —    | 15 | Self   | —  |
| 24  | Swagger      | Normal | Status   | —    | 90   | 15 | Normal | —  |
| 28  | AncientPower | Rock   | Special  | 60   | 100  | 5  | Normal | —  |
| 33  | Endure       | Normal | Status   | —    | —    | 10 | Self   | —  |
| 37  | Metal Burst  | Steel  | Physical | —    | 100  | 10 | Self   | —  |
| 43  | Iron Head    | Steel  | Physical | 80   | 100  | 15 | Normal | ○  |

### MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

### BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Snore        | Normal   | Status   | 40   | 100  | 15 | Normal | —  |
| Magnet Rise  | Electric | Status   | —    | —    | 10 | Self   | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Iron Head    | Steel    | Physical | 80   | 100  | 15 | Normal | ○  |
| AncientPower | Rock     | Special  | 60   | 100  | 5  | Normal | —  |
| Earth Power  | Ground   | Special  | 90   | 100  | 10 | Normal | —  |
| Iron Defense | Steel    | Status   | —    | —    | 15 | Self   | —  |

### TM & HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal        | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal        | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal        | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal        | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal        | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10 | All           | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5  | Normal        | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM59 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM69 | Rock Polish  | Rock     | Status   | —    | —    | 20 | Self          | —  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5  | Normal        | —  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20 | 2 Foes        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM91 | Flash Cannon | Steel    | Special  | 80   | 100  | 10 | Normal        | —  |
| HMD4 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |

### EGG MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range       | DA |
|--------------|----------|----------|------|------|----|-------------|----|
| Headbutt     | Normal   | Physical | 70   | 100  | 15 | Normal      | ○  |
| Scary Face   | Normal   | Status   | —    | 90   | 10 | Normal      | —  |
| Focus Energy | Normal   | Status   | —    | —    | 30 | Self        | —  |
| Double-Edge  | Normal   | Physical | 120  | 100  | 15 | Normal      | ○  |
| Rock Blast   | Rock     | Physical | 25   | 80   | 10 | Normal      | —  |
| Body Slam    | Normal   | Physical | 85   | 100  | 15 | Normal      | ○  |
| Screech      | Normal   | Status   | —    | 85   | 40 | Normal      | —  |
| Curse        | ???      | Status   | —    | —    | 10 | Normal/Self | —  |
| Fissure      | Ground   | Physical | —    | 30   | 5  | Normal      | —  |
| Counter      | Fighting | Physical | —    | 100  | 20 | Self        | ○  |



## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|--------|----------|------|------|----|--------|----|
| 1   | Tackle       | Normal | Physical | 35   | 95   | 35 | Normal | ○  |
| 1   | Protect      | Normal | Status   | —    | 100  | 10 | Self   | —  |
| 1   | Taunt        | Dark   | Status   | —    | 100  | 20 | Normal | —  |
| 1   | Metal Sound  | Steel  | Status   | —    | 85   | 40 | Normal | —  |
| 6   | Taunt        | Dark   | Status   | —    | 100  | 20 | Normal | —  |
| 10  | Metal Sound  | Steel  | Status   | —    | 85   | 40 | Normal | —  |
| 15  | Take Down    | Normal | Physical | 90   | 85   | 20 | Normal | ○  |
| 19  | Iron Defense | Steel  | Status   | —    | —    | 15 | Self   | —  |
| 24  | Swagger      | Normal | Status   | —    | 90   | 15 | Normal | —  |
| 28  | AncientPower | Rock   | Special  | 60   | 100  | 5  | Normal | —  |
| 30  | Block        | Normal | Status   | —    | —    | 5  | Normal | —  |
| 36  | Endure       | Normal | Status   | —    | —    | 10 | Self   | —  |
| 43  | Metal Burst  | Steel  | Physical | —    | 100  | 10 | Self   | —  |
| 52  | Iron Head    | Steel  | Physical | 80   | 100  | 15 | Normal | ○  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|----------|----------|------|------|----|----------|----|
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal   | —  |
| Magnet Rise  | Electric | Status   | —    | —    | 10 | Self     | —  |
| Magic Coat   | Psychic  | Status   | —    | —    | 15 | Self     | —  |
| Block        | Normal   | Status   | —    | —    | 5  | Normal   | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal   | —  |
| Iron Head    | Steel    | Physical | 80   | 100  | 15 | Normal   | ○  |
| Outrage      | Dragon   | Physical | 120  | 100  | 15 | 1 Random | ○  |
| AncientPower | Rock     | Special  | 60   | 100  | 5  | Normal   | —  |
| Earth Power  | Ground   | Special  | 90   | 100  | 10 | Normal   | —  |
| Iron Defense | Steel    | Status   | —    | —    | 15 | Self     | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM05 | Boar         | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal        | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal        | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal        | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM34 | ShockWave    | Electric | Special  | 60   | —    | 20 | Normal        | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal        | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10 | All           | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5  | Normal        | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM69 | Rock Polish  | Rock     | Status   | —    | —    | 20 | Self          | —  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5  | Normal        | —  |
| TM72 | Avalanche    | Ice      | Physical | 60   | 100  | 10 | Normal        | ○  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20 | 2 Foes        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM91 | Flash Cannon | Steel    | Special  | 80   | 100  | 10 | Normal        | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |


**No. 411 | Shield Pokémon**  
**Bastiodon**
Rock Steel


- HEIGHT: 4'03"
- WEIGHT: 329.6 lbs.
- ITEMS: None

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Sturdy

## ● STATS



## ● EGG GROUPS

Monster

## ● PERFORMANCE

SPEED ★★  
POWER ★★☆☆☆  
SKILL ★☆☆☆

STAMINA ★★★★★  
JUMP ★★

## ● MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver —

Pokémon Diamond —

Pokémon Pearl Level up Shieldon to Lv. 30

Pokémon Platinum Level up Shieldon to Lv. 30

Pokémon HeartGold
Pokémon SoulSilver

When attacked, they form a wall. Their rock-hard faces serve to protect them from the attacks.

When attacked, they form a wall. Their rock-hard faces serve to protect them from the attacks.

## ● EVOLUTION





## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|---------|----------|------|------|----|--------|----|
| 1   | Tackle       | Normal  | Physical | 35   | 95   | 35 | Normal | ○  |
| 10  | Protect      | Normal  | Status   | —    | —    | 10 | Self   | —  |
| 15  | Bug Bite     | Bug     | Physical | 60   | 100  | 20 | Normal | ○  |
| 20  | Hidden Power | Normal  | Special  | —    | 100  | 15 | Normal | —  |
| 23  | Confusion    | Psychic | Special  | 50   | 100  | 25 | Normal | —  |
| 26  | Razor Leaf   | Grass   | Physical | 55   | 95   | 25 | 2 Foes | —  |
| 29  | Growth       | Normal  | Status   | —    | —    | 40 | Self   | —  |
| 32  | Psybeam      | Psychic | Special  | 65   | 100  | 20 | Normal | —  |
| 35  | Captivate    | Normal  | Status   | —    | 100  | 20 | 2 Foes | —  |
| 38  | Flail        | Normal  | Physical | —    | 100  | 15 | Normal | ○  |
| 41  | Attract      | Normal  | Status   | —    | 100  | 15 | Normal | —  |
| 44  | Psychic      | Psychic | Special  | 90   | 100  | 10 | Normal | —  |
| 47  | Leaf Storm   | Grass   | Special  | 140  | 90   | 5  | Normal | —  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|--------|----------|------|------|----|----------|----|
| Sucker Punch | Dark   | Physical | 80   | 100  | 5  | Normal   | ○  |
| Bug Bite     | Bug    | Physical | 60   | 100  | 20 | Normal   | ○  |
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal   | —  |
| Synthesis    | Grass  | Status   | —    | —    | 5  | Self     | —  |
| Updraft      | Normal | Special  | 50   | 100  | 10 | 1 Random | —  |
| String Shot  | Bug    | Status   | —    | 95   | 40 | 2 Foes   | —  |
| Worry Seed   | Grass  | Status   | —    | 100  | 10 | Normal   | —  |
| Endeavor     | Normal | Physical | —    | 100  | 5  | Normal   | ○  |
| Signal Beam  | Bug    | Special  | 75   | 100  | 15 | Normal   | —  |
| Seed Bomb    | Grass  | Physical | 80   | 100  | 15 | Normal   | —  |

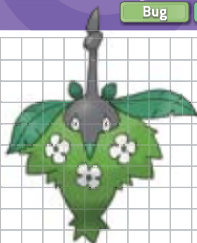
## ● TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|------|--------------|---------|----------|------|------|----|----------|----|
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10 | Normal   | —  |
| TM09 | Bullet Seed  | Grass   | Physical | 10   | 100  | 30 | Normal   | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15 | Normal   | —  |
| TM11 | Sunny Day    | Fire    | Status   | —    | 5    | 5  | All      | —  |
| TM15 | Hyper Beam   | Normal  | Special  | 150  | 90   | 5  | Normal   | —  |
| TM17 | Protect      | Normal  | Status   | —    | —    | 10 | Self     | —  |
| TM18 | Rain Dance   | Water   | Status   | —    | 5    | 5  | All      | —  |
| TM19 | Giga Drain   | Grass   | Special  | 60   | 100  | 10 | Normal   | —  |
| TM20 | Safeguard    | Normal  | Status   | —    | —    | 25 | 2 Allies | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20 | Normal   | ○  |
| TM22 | SolarBeam    | Grass   | Special  | 120  | 100  | 10 | Normal   | —  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20 | Normal   | ○  |
| TM29 | Psychic      | Psychic | Special  | 90   | 100  | 10 | Normal   | —  |
| TM30 | Shadow Ball  | Ghost   | Special  | 80   | 100  | 15 | Normal   | —  |
| TM32 | Double Team  | Normal  | Status   | —    | —    | 15 | Self     | —  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20 | Normal   | —  |
| TM44 | Rest         | Psychic | Status   | —    | —    | 10 | Self     | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15 | Normal   | —  |
| TM46 | Thief        | Dark    | Physical | 40   | 100  | 10 | Normal   | ○  |
| TM48 | Skill Swap   | Psychic | Status   | —    | —    | 10 | Normal   | —  |
| TM53 | Energy Ball  | Grass   | Special  | 80   | 100  | 10 | Normal   | —  |
| TM58 | Endure       | Normal  | Status   | —    | —    | 10 | Self     | —  |
| TM68 | Giga Impact  | Normal  | Physical | 150  | 90   | 5  | Normal   | ○  |
| TM70 | Flash        | Normal  | Status   | —    | 100  | 20 | Normal   | —  |
| TM77 | Psych Up     | Normal  | Status   | —    | —    | 10 | Normal   | —  |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20 | 2 Foes   | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | —    | 10 | Depends  | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal   | —  |
| TM85 | Dream Eater  | Psychic | Special  | 100  | 100  | 15 | Normal   | —  |
| TM86 | Grass Knot   | Grass   | Special  | —    | 100  | 20 | Normal   | ○  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal   | —  |
| TM90 | Substitute   | Normal  | Status   | —    | —    | 10 | Self     | —  |


**No. 413 | Bagworm Pokémon**  
**Wormadam (Plant Cloak)**

Bug

Grass



## ● SIZE COMPARISON

● HEIGHT: 1'08"

● WEIGHT: 14.3 lbs.

● ITEMS: None



## ● FEMALE FORM

## ● ABILITIES

● Anticipation

## ● STATS

HP ●●●●●  
 ATTACK ●●●●●  
 DEFENSE ●●●●●  
 SP. ATTACK ●●●●●  
 SP. DEFENSE ●●●●●  
 SPEED ●●●●●

## ● EGG GROUPS

Bug

## ● PERFORMANCE

SPEED ★★☆☆  
 POWER ★★☆☆  
 SKILL ★★☆☆

STAMINA ★★☆☆  
 JUMP ★★☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Level up Burmy (Plant Cloak) ♀ to Lv. 20

**Pokémon SoulSilver** Level up Burmy (Plant Cloak) ♀ to Lv. 20

**Pokémon Diamond** Level up Burmy (Plant Cloak) ♀ to Lv. 20

**Pokémon Pearl** Level up Burmy (Plant Cloak) ♀ to Lv. 20

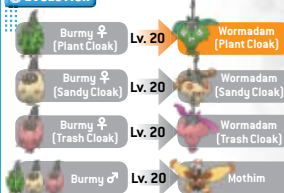
**Pokémon Platinum** Level up Burmy (Plant Cloak) ♀ to Lv. 20

**Pokémon HeartGold** **Pokémon SoulSilver**

It is said that a WORM-ADAM that evolves on a cold day will have a thicker cloak.

It is said that a WORM-ADAM that evolves on a cold day will have a thicker cloak.

## ● EVOLUTION





## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|---------|----------|------|------|----|--------|----|
| 1   | Tackle       | Normal  | Physical | 35   | 95   | 35 | Normal | ○  |
| 10  | Protect      | Normal  | Status   | —    | —    | 10 | Self   | —  |
| 15  | Bug Bite     | Bug     | Physical | 60   | 100  | 20 | Normal | ○  |
| 20  | Hidden Power | Normal  | Special  | —    | 100  | 15 | Normal | —  |
| 23  | Confusion    | Psychic | Special  | 50   | 100  | 25 | Normal | —  |
| 26  | Mirror Shot  | Steel   | Special  | 65   | 85   | 10 | Normal | —  |
| 29  | Metal Sound  | Steel   | Status   | —    | 85   | 40 | Normal | —  |
| 32  | Psybeam      | Psychic | Special  | 65   | 100  | 20 | Normal | —  |
| 35  | Captivate    | Normal  | Status   | —    | 100  | 20 | 2 Foes | —  |
| 38  | Flail        | Normal  | Physical | —    | 100  | 15 | Normal | ○  |
| 41  | Attract      | Normal  | Status   | —    | 100  | 15 | Normal | —  |
| 44  | Psychic      | Psychic | Special  | 90   | 100  | 10 | Normal | —  |
| 47  | Iron Head    | Steel   | Physical | 80   | 100  | 15 | Normal | ○  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|----------|----------|------|------|----|----------|----|
| Sucker Punch | Dark     | Physical | 80   | 100  | 5  | Normal   | ○  |
| Bug Bite     | Bug      | Physical | 60   | 100  | 20 | Normal   | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal   | —  |
| Magnet Rise  | Electric | Status   | —    | —    | 10 | Self     | —  |
| Updraft      | Normal   | Special  | 50   | 100  | 10 | 1 Random | —  |
| String Shot  | Bug      | Status   | —    | 95   | 40 | 2 Foes   | —  |
| Iron Head    | Steel    | Physical | 80   | 100  | 15 | Normal   | ○  |
| Endeavor     | Normal   | Physical | —    | 100  | 5  | Normal   | ○  |
| Signal Beam  | Bug      | Special  | 75   | 100  | 15 | Normal   | —  |
| Gunk Shot    | Poison   | Physical | 120  | 70   | 5  | Normal   | —  |
| Iron Defense | Steel    | Status   | —    | —    | 15 | Self     | —  |

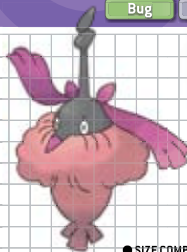
## ● TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP       | Range   | DA |
|------|--------------|---------|----------|------|------|----------|---------|----|
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10       | Normal  | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15       | Normal  | —  |
| TM11 | Sunny Day    | Fire    | Status   | —    | 5    | —        | All     | —  |
| TM15 | Hyper Beam   | Normal  | Special  | 150  | 90   | 5        | Normal  | —  |
| TM17 | Protect      | Normal  | Status   | —    | —    | 10       | Self    | —  |
| TM18 | Rain Dance   | Water   | Status   | —    | 5    | —        | All     | —  |
| TM20 | Safeguard    | Normal  | Status   | —    | 25   | 2 Allies | —       | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20       | Normal  | ○  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20       | Normal  | ○  |
| TM29 | Psychic      | Psychic | Special  | 90   | 100  | 10       | Normal  | —  |
| TM30 | Shadow Ball  | Ghost   | Special  | 80   | 100  | 15       | Normal  | —  |
| TM32 | Double Team  | Normal  | Status   | —    | —    | 15       | Self    | —  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20       | Normal  | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20       | Normal  | —  |
| TM44 | Rest         | Psychic | Status   | —    | 10   | —        | Self    | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15       | Normal  | —  |
| TM46 | Thief        | Dark    | Physical | 40   | 100  | 10       | Normal  | ○  |
| TM48 | Skill Swap   | Psychic | Status   | —    | —    | 10       | Normal  | —  |
| TM58 | Endure       | Normal  | Status   | —    | 10   | —        | Self    | —  |
| TM68 | Giga Impact  | Normal  | Physical | 150  | 90   | 5        | Normal  | ○  |
| TM70 | Flash        | Normal  | Status   | —    | 100  | 20       | Normal  | —  |
| TM74 | Gyro Ball    | Steel   | Physical | —    | 100  | 5        | Normal  | ○  |
| TM76 | Stealth Rock | Rock    | Status   | —    | —    | 20       | 2 Foes  | —  |
| TM77 | Psych Up     | Normal  | Status   | —    | —    | 10       | Normal  | —  |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20       | 2 Foes  | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | —    | 10       | Depends | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15       | Normal  | —  |
| TM85 | Dream Eater  | Psychic | Special  | 100  | 100  | 15       | Normal  | —  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15       | Normal  | —  |
| TM90 | Substitute   | Normal  | Status   | —    | —    | 10       | Self    | —  |
| TM91 | Flash Cannon | Steel   | Special  | 80   | 100  | 10       | Normal  | —  |

No. 413 | Bagworm Pokémon  
Wormadam (Trash Cloak)

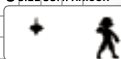
Bug

Steel



## ● SIZE COMPARISON

- HEIGHT: 1'08"
- WEIGHT: 14.3 lbs.
- ITEMS: None



## ● FEMALE FORM

## ● ABILITIES

- Anticipation

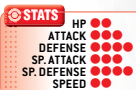
## ● EGG GROUPS

Bug

## ● PERFORMANCE

SPEED ☆☆☆  
POWER ☆☆☆☆☆  
SKILL ☆☆☆

STAMINA ★★★★★  
JUMP ★★



## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Level up Burmy (Trash Cloak) ♀ to Lv. 20

**Pokémon SoulSilver** Level up Burmy (Trash Cloak) ♀ to Lv. 20

**Pokémon Diamond** Level up Burmy (Trash Cloak) ♀ to Lv. 20

**Pokémon Pearl** Level up Burmy (Trash Cloak) ♀ to Lv. 20

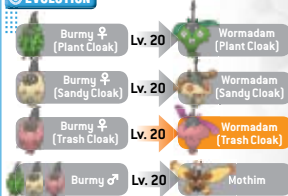
**Pokémon Platinum** Level up Burmy (Trash Cloak) ♀ to Lv. 20

**Pokémon HeartGold** **Pokémon SoulSilver**

It is said that a WORM-ADAM that evolves on a cold day will have a thicker cloak.

It is said that a WORM-ADAM that evolves on a cold day will have a thicker cloak.

## ● EVOLUTION











## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|--------------|----------|----------|------|------|----|---------------|----|
| 1   | Growl        | Normal   | Status   | —    | 100  | 40 | 2 Foes        | —  |
| 1   | Bide         | Normal   | Physical | —    | 10   | 10 | Self          | —  |
| 5   | Quick Attack | Normal   | Physical | 40   | 100  | 30 | Normal        | ○  |
| 9   | Charm        | Normal   | Status   | —    | 100  | 20 | Normal        | ○  |
| 13  | Spark        | Electric | Physical | 65   | 100  | 20 | Normal        | ○  |
| 17  | Endure       | Normal   | Status   | —    | 10   | 10 | Self          | —  |
| 21  | Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes        | —  |
| 25  | Sweet Kiss   | Normal   | Status   | —    | 75   | 10 | Normal        | —  |
| 29  | Discharge    | Electric | Special  | 80   | 100  | 15 | 2 Foes/1 Ally | —  |
| 33  | Super Fang   | Normal   | Physical | —    | 90   | 10 | Normal        | ○  |
| 37  | Last Resort  | Normal   | Physical | 130  | 100  | 5  | Normal        | ○  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP     | Range    | DA |
|--------------|----------|----------|------|------|--------|----------|----|
| ThunderPunch | Electric | Physical | 75   | 100  | 15     | Normal   | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15     | Normal   | —  |
| Helping Hand | Normal   | Status   | —    | 20   | 1 Ally | —        | —  |
| Magnet Rise  | Electric | Status   | —    | 10   | Self   | —        | —  |
| Last Resort  | Normal   | Physical | 130  | 100  | 5      | Normal   | ○  |
| Swift        | Normal   | Special  | 60   | —    | 20     | 2 Foes   | —  |
| Uproar       | Normal   | Special  | 50   | 100  | 10     | 1 Random | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10     | Normal   | —  |
| Rollout      | Rock     | Special  | 30   | 90   | 20     | Normal   | ○  |
| Gunk Shot    | Poison   | Physical | 120  | 70   | 5      | Normal   | —  |
| Seed Bomb    | Grass    | Physical | 80   | 100  | 15     | Normal   | —  |
| Super Fang   | Normal   | Physical | —    | 90   | 10     | Normal   | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP       | Range  | DA |
|------|--------------|----------|----------|------|------|----------|--------|----|
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10       | Normal | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15       | Normal | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | 30   | 2 Allies | —      | —  |
| TM17 | Protect      | Normal   | Status   | —    | 10   | Self     | —      | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | All      | —      | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20       | Normal | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15       | Normal | —  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15       | Normal | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10       | Normal | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20       | Normal | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10       | Normal | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | 15   | Self     | —      | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20       | Normal | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20       | Normal | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20       | Normal | —  |
| TM44 | Rest         | Psychic  | Status   | —    | 10   | Self     | —      | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15       | Normal | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10       | Normal | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10       | Normal | —  |
| TM58 | Endure       | Normal   | Status   | —    | 10   | Self     | —      | —  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20       | Normal | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20       | Normal | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20       | 2 Foes | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | 10   | Depends  | —      | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15       | Normal | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20       | Normal | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15       | Normal | —  |
| TM89 | U-turn       | Bug      | Physical | 70   | 100  | 20       | Normal | ○  |
| TM90 | Substitute   | Normal   | Status   | —    | 10   | Self     | —      | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30       | Normal | ○  |

## ● EGG MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP   | Range  | DA |
|--------------|--------|----------|------|------|------|--------|----|
| Covet        | Normal | Physical | 40   | 100  | 40   | Normal | ○  |
| Bite         | Dark   | Physical | 60   | 100  | 25   | Normal | ○  |
| Fake Tears   | Dark   | Status   | —    | 100  | 20   | Normal | —  |
| Defense Curl | Normal | Status   | —    | 40   | Self | —      | —  |
| Rollout      | Rock   | Physical | 30   | 90   | 20   | Normal | ○  |
| Flatter      | Dark   | Status   | —    | 100  | 15   | Normal | —  |
| Flail        | Normal | Physical | —    | 100  | 15   | Normal | ○  |



No. 417 | Elesquirrel Pokémon

## Pachirisu

Electric



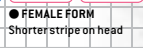
## ● SIZE COMPARISON

- HEIGHT: 1'04"
- WEIGHT: 8.6 lbs.
- ITEMS: None



## ● MALE FORM

Longer stripe on head



## ● FEMALE FORM

Shorter stripe on head

## ● ABILITIES

- Run Away
- Pickup

## ● STATS

HP  
 ATTACK  
 DEFENSE  
 SP. ATTACK  
 SP. DEFENSE  
 SPEED

## ● EGG GROUPS

Field

Fairy

## ● PERFORMANCE

SPEED ★★★★★☆  
 POWER ★★★★★☆  
 SKILL ★★★★★☆

STAMINA ★★★☆  
 JUMP ★★★☆

## ● MAIN WAYS TO OBTAIN

## Pokémon HeartGold

Safari Zone (Wetlands Area:  
 if Forest objects are placed,  
 may appear in tall grass)

## Pokémon SoulSilver

Safari Zone (Wetlands Area:  
 if Forest objects are placed,  
 may appear in tall grass)

## Pokémon Diamond

Valley Windworks

## Pokémon Pearl

Valley Windworks

## Pokémon Platinum

Valley Windworks

## Pokémon HeartGold

It's one of the kinds of  
 Pokémon with electric  
 cheek pouches. It shoots  
 charges from its tail.

## Pokémon SoulSilver

It's one of the kinds of  
 Pokémon with electric  
 cheek pouches. It shoots  
 charges from its tail.

## ● EVOLUTION

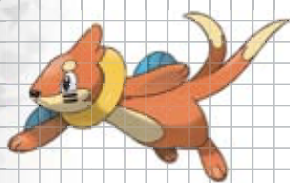
Does not evolve



No. 418 | Sea Weasel Pokémon

**Buizel**

Water



## ● SIZE COMPARISON

- HEIGHT: 2'04"
- WEIGHT: 65.0 lbs.
- ITEMS: Wacan Berry



## ● MALE FORM

More spots on back



## ● FEMALE FORM

Less spots on back

## ● ABILITIES

- Swift Swim

## ● STATS



## ● EGG GROUPS

Water 1

Field

## ● PERFORMANCE

SPEED ★★★★★  
 POWER ★★★★★  
 SKILL ★★★☆☆

STAMINA ★★★★★

JUMP ★★★☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold**

Route 30 (Sinnoh Sound) or Safari Zone (Wetland Area): if Water objects are placed, may appear in tall grass

**Pokémon SoulSilver**

Route 30 (Sinnoh Sound) or Safari Zone (Wetland Area): if Water objects are placed, may appear in tall grass

**Pokémon Diamond**

Valley Windworks

**Pokémon Pearl**

Valley Windworks

**Pokémon Platinum**

Valley Windworks

**Pokémon HeartGold**

It inflates its flotation sac, keeping its face above water in order to watch for prey movement.

**Pokémon SoulSilver**

It inflates its flotation sac, keeping its face above water in order to watch for prey movement.

## ● EVOLUTION



Buizel

Lv. 26



Floatzel

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|---------|----------|------|------|----|--------|----|
| 1   | Sonic Boom   | Normal  | Special  | —    | 90   | 20 | Normal | —  |
| 1   | Growl        | Normal  | Status   | —    | 100  | 40 | 2 Foes | —  |
| 1   | Water Sport  | Water   | Status   | —    | 15   | 10 | All    | —  |
| 3   | Quick Attack | Normal  | Physical | 40   | 100  | 30 | Normal | ○  |
| 6   | Water Gun    | Water   | Special  | 40   | 100  | 25 | Normal | —  |
| 10  | Pursuit      | Dark    | Physical | 40   | 100  | 20 | Normal | ○  |
| 15  | Swift        | Normal  | Special  | 60   | —    | 20 | 2 Foes | —  |
| 21  | Aqua Jet     | Water   | Physical | 40   | 100  | 20 | Normal | ○  |
| 28  | Agility      | Psychic | Status   | —    | 30   | 10 | Self   | —  |
| 36  | Whirlpool    | Water   | Special  | 15   | 70   | 15 | Normal | —  |
| 45  | Razor Wind   | Normal  | Special  | 80   | 100  | 10 | 2 Foes | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name      | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----------|--------|----------|------|------|----|--------|----|
| Dive      | Water  | Physical | 80   | 100  | 10 | Normal | ○  |
| Icy Wind  | Ice    | Special  | 55   | 95   | 15 | 2 Foes | —  |
| Ice Punch | Ice    | Physical | 75   | 100  | 15 | Normal | ○  |
| Snore     | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Swift     | Normal | Special  | 60   | —    | 20 | 2 Foes | —  |
| Mud-Slap  | Ground | Special  | 20   | 100  | 10 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal        | ○  |
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM07 | Hall         | Ice      | Status   | —    | 10   | 10 | All           | —  |
| TM08 | Bulk Up      | Fighting | Status   | —    | 20   | 10 | Self          | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM17 | Protect      | Normal   | Status   | —    | 10   | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | 10 | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal        | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | 15   | 10 | Self          | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | 10   | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM55 | Brine        | Water    | Special  | 65   | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | 10   | 10 | Self          | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | 10   | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | 10   | 10 | Self          | —  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15 | Normal        | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM07 | Waterfall    | Water    | Physical | 80   | 100  | 15 | Normal        | ○  |

## ● EGG MOVES

| Name        | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-------------|--------|----------|------|------|----|--------|----|
| Mud-Slap    | Ground | Special  | 20   | 100  | 10 | Normal | —  |
| Headbutt    | Normal | Physical | 70   | 100  | 15 | Normal | ○  |
| Fury Swipes | Normal | Physical | 18   | 80   | 15 | Normal | ○  |
| Slash       | Normal | Physical | 70   | 100  | 20 | Normal | ○  |
| Odor Sleuth | Normal | Status   | —    | 40   | 10 | Normal | —  |
| DoubleSlap  | Normal | Physical | 15   | 85   | 10 | Normal | ○  |
| Fury Cutter | Bug    | Physical | 10   | 95   | 20 | Normal | ○  |
| Baton Pass  | Normal | Status   | —    | 40   | 10 | Self   | —  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|--------------|----------|----------|------|------|----|---------------|----|
| 1   | Tackle       | Normal   | Physical | 35   | 95   | 35 | Normal        | ○  |
| 1   | Leer         | Normal   | Status   | —    | 100  | 30 | 2 Foes        | —  |
| 1   | Charge       | Electric | Status   | —    | —    | 20 | Self          | —  |
| 5   | Leer         | Normal   | Status   | —    | 100  | 30 | 2 Foes        | —  |
| 9   | Charge       | Electric | Status   | —    | —    | 20 | Self          | —  |
| 13  | Bite         | Dark     | Physical | 60   | 100  | 25 | Normal        | ○  |
| 18  | Spark        | Electric | Physical | 65   | 100  | 20 | Normal        | ○  |
| 23  | Roar         | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| 28  | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| 35  | Crunch       | Dark     | Physical | 80   | 100  | 15 | Normal        | ○  |
| 42  | Thunder Fang | Electric | Physical | 65   | 95   | 15 | Normal        | ○  |
| 49  | Scary Face   | Normal   | Status   | —    | 90   | 10 | Normal        | —  |
| 56  | Discharge    | Electric | Special  | 80   | 100  | 15 | 2 Foes/1 Ally | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name        | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|-------------|----------|----------|------|------|----|--------|----|
| Fury Cutter | Bug      | Physical | 10   | 95   | 20 | Normal | ○  |
| Snore       | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Magnet Rise | Electric | Status   | —    | —    | 10 | Self   | —  |
| Swift       | Normal   | Special  | 60   | —    | 20 | 2 Foes | —  |
| Mud-Slap    | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Superpower  | Fighting | Physical | 120  | 100  | 5  | Normal | ○  |
| Signal Beam | Bug      | Special  | 75   | 100  | 15 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|------|--------------|----------|----------|------|------|----|----------|----|
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20 | Normal   | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal   | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal   | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal   | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All      | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal   | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal   | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal   | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self     | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal   | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal   | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self     | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal   | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal   | ○  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal   | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal   | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal   | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal   | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes   | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends  | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal   | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal   | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self     | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal   | ○  |



No. 419 | Sea Weasel Pokémon

## Floatzel

Water



## ● SIZE COMPARISON

● HEIGHT: 3'02"

● WEIGHT: 73.9 lbs.

● ITEMS: Wacan Berry



● MALE FORM

More spots on back

● FEMALE FORM

Fewer spots on back

## ● ABILITIES

● Swift Swim

## ● STATS



## ● EGG GROUPS

Water 1

Field

## ● PERFORMANCE

SPEED ★★★★★

POWER ★★★★★

SKILL ★★★★★

STAMINA ★★★★★

JUMP ★★★★★

## ● MAIN WAYS TO OBTAIN

## Pokémon HeartGold

Safari Zone (Swamp Area: if Water objects are placed, may appear in tall grass)

## Pokémon SoulSilver

Safari Zone (Swamp Area: if Water objects are placed, may appear in tall grass)

## Pokémon Diamond

Route 218

## Pokémon Pearl

Route 218

## Pokémon Platinum

Route 218

## Pokémon HeartGold

With its flotation sac inflated, it can carry people on its back. It deflates the sac before it dives.

## Pokémon SoulSilver

With its flotation sac inflated, it can carry people on its back. It deflates the sac before it dives.

## ● EVOLUTION



Lv. 26



Buizel

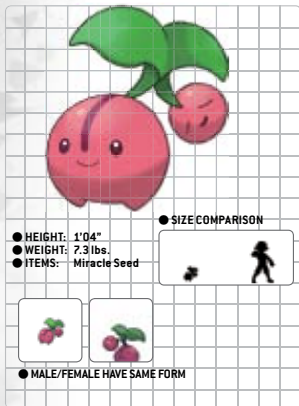
Floatzel



No. 420 | Cherry Pokémon

Cherubi

Grass



- HEIGHT: 1'04"
- WEIGHT: 7.3 lbs.
- ITEMS: Miracle Seed

## ● SIZE COMPARISON



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Chlorophyll

## ● EGG GROUPS

Fairy  
Grass

## ● PERFORMANCE

SPEED ★★☆☆  
POWER ★☆☆☆  
SKILL ★★☆☆

STAMINA ★★☆☆  
JUMP ★★☆☆

## ● STATS

HP ●●●●●  
ATTACK ●●●●●  
DEFENSE ●●●●●  
SP. ATTACK ●●●●●  
SP. DEFENSE ●●●●●  
SPEED ●●●●●

## ● MAIN WAYS TO OBTAIN

## Pokémon HeartGold

National Park—use Rock Climb to reach trees, then use Headbutt

## Pokémon SoulSilver

National Park—use Rock Climb to reach trees, then use Headbutt

## Pokémon Diamond

Spread Honey on a sweet-smelling tree

## Pokémon Pearl

Spread Honey on a sweet-smelling tree

## Pokémon Platinum

Spread Honey on a sweet-smelling tree

## Pokémon HeartGold

It evolves by sucking the energy out of the small ball where it had been storing nutrients.

## Pokémon SoulSilver

It evolves by sucking the energy out of the small ball where it had been storing nutrients.

## ● EVOLUTION



Lv. 25



Cherubi

Cherrim

## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----|--------------|--------|----------|------|------|----|----------|----|
| 1   | Tackle       | Normal | Physical | 35   | 95   | 35 | Normal   | ○  |
| 7   | Growth       | Normal | Status   | —    | —    | 40 | Self     | —  |
| 10  | Leech Seed   | Grass  | Status   | —    | 90   | 10 | Normal   | —  |
| 13  | Helping Hand | Normal | Status   | —    | —    | 20 | 1 Ally   | —  |
| 19  | Magical Leaf | Grass  | Special  | 60   | —    | 20 | Normal   | —  |
| 22  | Sunny Day    | Fire   | Status   | —    | —    | 5  | All      | —  |
| 28  | Worry Seed   | Grass  | Status   | —    | 100  | 10 | Normal   | —  |
| 31  | Take Down    | Normal | Physical | 90   | 85   | 20 | Normal   | ○  |
| 37  | SolarBeam    | Grass  | Special  | 120  | 100  | 10 | Normal   | —  |
| 40  | Lucky Chant  | Normal | Status   | —    | —    | 30 | 2 Allies | —  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Helping Hand | Normal | Status   | —    | —    | 20 | Self   | —  |
| Synthesis    | Grass  | Status   | —    | —    | 5  | Self   | —  |
| Worry Seed   | Grass  | Status   | —    | 100  | 10 | Normal | —  |
| Rollout      | Rock   | Physical | 30   | 90   | 20 | Normal | ○  |
| Seed Bomb    | Grass  | Physical | 80   | 100  | 15 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|------|--------------|---------|----------|------|------|----|----------|----|
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10 | Normal   | —  |
| TM09 | Bullet Seed  | Grass   | Physical | 10   | 100  | 30 | Normal   | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15 | Normal   | —  |
| TM11 | Sunny Day    | Fire    | Status   | —    | —    | 5  | All      | —  |
| TM17 | Protect      | Normal  | Status   | —    | —    | 10 | Self     | —  |
| TM19 | Giga Drain   | Grass   | Special  | 60   | 100  | 10 | Normal   | —  |
| TM20 | Safeguard    | Normal  | Status   | —    | —    | 25 | 2 Allies | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20 | Normal   | ○  |
| TM22 | SolarBeam    | Grass   | Special  | 120  | 100  | 10 | Normal   | —  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20 | Normal   | ○  |
| TM32 | Double Team  | Normal  | Status   | —    | —    | 15 | Self     | —  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20 | Normal   | —  |
| TM44 | Rest         | Psychic | Status   | —    | —    | 10 | Self     | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15 | Normal   | —  |
| TM53 | Energy Ball  | Grass   | Special  | 80   | 100  | 10 | Normal   | —  |
| TM58 | Endure       | Normal  | Status   | —    | —    | 10 | Self     | —  |
| TM70 | Flash        | Normal  | Status   | —    | 100  | 20 | Normal   | —  |
| TM75 | Swords Dance | Normal  | Status   | —    | —    | 30 | Self     | —  |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20 | 2 Foes   | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | —    | 10 | Depends  | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal   | —  |
| TM86 | Grass Knot   | Grass   | Special  | —    | 100  | 20 | Normal   | ○  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal   | —  |
| TM90 | Substitute   | Normal  | Status   | —    | —    | 10 | Self     | —  |

## ● EGG MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range      | DA |
|--------------|--------|----------|------|------|----|------------|----|
| Razor Leaf   | Grass  | Physical | 55   | 95   | 25 | 2 Foes     | —  |
| Sweet Scent  | Normal | Status   | —    | 100  | 20 | 2 Foes     | —  |
| Tickle       | Normal | Status   | —    | 100  | 20 | Normal     | —  |
| Nature Power | Normal | Status   | —    | —    | 20 | Depends    | —  |
| GrassWhistle | Grass  | Status   | —    | 55   | 15 | Normal     | —  |
| Aromatherapy | Grass  | Status   | —    | —    | 5  | All Allies | —  |
| Weather Ball | Normal | Special  | 50   | 100  | 10 | Normal     | —  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----|--------------|--------|----------|------|------|----|----------|----|
| 1   | Tackle       | Normal | Physical | 35   | 95   | 35 | Normal   | ○  |
| 1   | Growth       | Normal | Status   | —    | —    | 40 | Self     | —  |
| 7   | Growth       | Normal | Status   | —    | —    | 40 | Self     | —  |
| 10  | Leech Seed   | Grass  | Status   | —    | 90   | 10 | Normal   | —  |
| 13  | Helping Hand | Normal | Status   | —    | —    | 20 | 1 Ally   | —  |
| 19  | Magical Leaf | Grass  | Special  | 60   | —    | 20 | Normal   | —  |
| 22  | Sunny Day    | Fire   | Status   | —    | —    | 5  | All      | —  |
| 25  | Petal Dance  | Grass  | Special  | 90   | 100  | 20 | 1 Random | ○  |
| 30  | Worry Seed   | Grass  | Status   | —    | 100  | 10 | Normal   | —  |
| 35  | Take Down    | Normal | Physical | 90   | 85   | 20 | Normal   | ○  |
| 43  | SolarBeam    | Grass  | Special  | 120  | 100  | 10 | Normal   | ○  |
| 48  | Lucky Chant  | Normal | Status   | —    | —    | 30 | 2 Allies | —  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Snore        | Normal | Status   | 40   | 100  | 15 | Normal | —  |
| Helping Hand | Normal | Status   | —    | —    | 20 | 1 Ally | —  |
| Synthesis    | Grass  | Status   | —    | —    | 5  | Self   | —  |
| Worry Seed   | Grass  | Status   | —    | 100  | 10 | Normal | —  |
| Rollout      | Rock   | Physical | 30   | 90   | 20 | Normal | ○  |
| Seed Bomb    | Grass  | Physical | 80   | 100  | 15 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|------|--------------|---------|----------|------|------|----|----------|----|
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10 | Normal   | —  |
| TM09 | Bullet Seed  | Grass   | Physical | 10   | 100  | 30 | Normal   | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15 | Normal   | —  |
| TM11 | Sunny Day    | Fire    | Status   | —    | —    | 5  | All      | —  |
| TM15 | Hypervoice   | Normal  | Special  | 150  | 90   | 5  | Normal   | —  |
| TM17 | Protect      | Normal  | Status   | —    | —    | 10 | Self     | —  |
| TM19 | Giga Drain   | Grass   | Special  | 60   | 100  | 10 | Normal   | —  |
| TM20 | Safeguard    | Normal  | Status   | —    | —    | 25 | 2 Allies | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20 | Normal   | ○  |
| TM22 | SolarBeam    | Grass   | Special  | 120  | 100  | 10 | Normal   | —  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20 | Normal   | ○  |
| TM32 | Double Team  | Normal  | Status   | —    | —    | 15 | Self     | —  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20 | Normal   | —  |
| TM44 | Rest         | Psychic | Status   | —    | —    | 10 | Self     | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15 | Normal   | —  |
| TM53 | Energy Ball  | Grass   | Special  | 80   | 100  | 10 | Normal   | —  |
| TM58 | Endure       | Normal  | Status   | —    | —    | 10 | Self     | —  |
| TM68 | Giga Impact  | Normal  | Physical | 150  | 90   | 5  | Normal   | ○  |
| TM70 | Flash        | Normal  | Status   | —    | 100  | 20 | Normal   | —  |
| TM75 | Swords Dance | Normal  | Status   | —    | —    | 30 | Self     | —  |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20 | 2 Foes   | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | —    | 10 | Depends  | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal   | —  |
| TM86 | Grass Knot   | Grass   | Special  | —    | 100  | 20 | Normal   | ○  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal   | —  |
| TM90 | Substitute   | Normal  | Status   | —    | —    | 10 | Self     | —  |



No. 421 | Blossom Pokémon

Cherrim

Grass



Dvercast Form



Sunshine Form

● HEIGHT: 1'08"  
● WEIGHT: 20.5 lbs.  
● ITEMS: None

## ● SIZE COMPARISON



● DVERCAST FORM



● SUNSHINE FORM

## ● ABILITIES

● Flower Gift

## ● STATS

HP ●●●●●  
ATTACK ●●●●●  
DEFENSE ●●●●●  
SP. ATTACK ●●●●●  
SP. DEFENSE ●●●●●  
SPEED ●●●●●

## ● EGG GROUPS

Fairy

Grass

## ● PERFORMANCE

SPEED ★★☆☆  
POWER ★☆☆☆  
SKILL ★★☆☆

STAMINA ★★☆☆  
JUMP ★★☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Level up Cherubi to Lv. 25

**Pokémon SoulSilver** Level up Cherubi to Lv. 25

**Pokémon Diamond** Level up Cherubi to Lv. 25

**Pokémon Pearl** Level up Cherubi to Lv. 25

**Pokémon Platinum** Level up Cherubi to Lv. 25

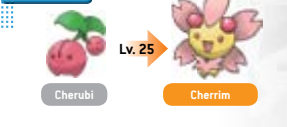
**Pokémon HeartGold**

During times of strong sunlight, its bud blooms, its petals open fully, and it becomes very active.

**Pokémon SoulSilver**

During times of strong sunlight, its bud blooms, its petals open fully, and it becomes very active.

## ● EVOLUTION





No. 422 | Sea Slug Pokémon

Shellos

Water



West Sea

East Sea

## ● SIZE COMPARISON

- HEIGHT: 1'00"
- WEIGHT: 13.9 lbs.
- ITEMS: None



● WEST SEA

● EAST SEA

## ● ABILITIES

- Sticky Hold
- Storm Drain

## ● EGG GROUPS

Water 1

Amorphous

## ● PERFORMANCE

SPEED ★☆☆☆  
POWER ★☆☆☆  
SKILL ★☆☆☆

STAMINA ★★☆☆☆  
JUMP ★★



## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Stormy Beach Pokéwalker Route

**Pokémon SoulSilver** Stormy Beach Pokéwalker Route

**Pokémon Diamond** Valley Windworks (West Sea)—Route 213 (East Sea)

**Pokémon Pearl** Valley Windworks (West Sea)—Route 213 (East Sea)

**Pokémon Platinum** Valley Windworks (West Sea)—Route 213 (East Sea)

**Pokémon HeartGold**

Its shape and coloration vary, depending on its habitat.

**Pokémon SoulSilver**

Its shape and coloration vary, depending on its habitat.

## ● EVOLUTION



## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|--------|----------|------|------|----|--------|----|
| 1   | Mud-Slap     | Ground | Special  | 20   | 100  | 10 | Normal | —  |
| 2   | Mud Sport    | Ground | Status   | —    | —    | 15 | All    | —  |
| 4   | Harden       | Normal | Status   | —    | —    | 30 | Self   | —  |
| 7   | Water Pulse  | Water  | Special  | 60   | 100  | 20 | Normal | —  |
| 11  | Mud Bomb     | Ground | Special  | 65   | 85   | 10 | Normal | —  |
| 16  | Hidden Power | Normal | Special  | —    | —    | 15 | Normal | —  |
| 22  | Rain Dance   | Water  | Status   | —    | —    | 5  | All    | —  |
| 29  | Body Slam    | Normal | Physical | 85   | 100  | 15 | Normal | ○  |
| 37  | Muddy Water  | Water  | Special  | 95   | 85   | 10 | 2 Foes | —  |
| 46  | Recover      | Normal | Status   | —    | —    | 10 | Self   | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|----------|----------|------|------|----|----------|----|
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal   | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal   | ○  |
| Zen Headbutt | Psychic  | Physical | 80   | 90   | 15 | Normal   | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal   | —  |
| Spite        | Ghost    | Status   | —    | 100  | 10 | Normal   | —  |
| Uproar       | Normal   | Special  | 50   | 100  | 10 | 1 Random | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal   | —  |
| Superpower   | Fighting | Physical | 120  | 100  | 5  | Normal   | ○  |
| Iron Head    | Steel    | Physical | 80   | 100  | 15 | Normal   | ○  |
| Endeavor     | Normal   | Physical | —    | 100  | 5  | Normal   | ○  |
| AncientPower | Rock     | Special  | 60   | 100  | 5  | Normal   | ○  |
| Earth Power  | Ground   | Special  | 90   | 100  | 10 | Normal   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|---------|----------|------|------|----|---------------|----|
| TM03 | Water Pulse  | Water   | Special  | 60   | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10 | Normal        | —  |
| TM07 | Hail         | Ice     | Status   | —    | —    | 10 | All           | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15 | Normal        | —  |
| TM13 | Ice Beam     | Ice     | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice     | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM17 | Protect      | Normal  | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water   | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20 | Normal        | ○  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20 | Normal        | ○  |
| TM32 | Double Team  | Normal  | Status   | —    | —    | 15 | Self          | —  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15 | Normal        | —  |
| TM55 | Brine        | Water   | Special  | 65   | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal  | Status   | —    | —    | 10 | Self          | —  |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal  | Status   | —    | —    | 10 | Self          | —  |
| HM03 | Surf         | Water   | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | —  |
| HM05 | Whirlpool    | Water   | Special  | 15   | 70   | 15 | Normal        | —  |

## ● EGG MOVES

| Name        | Type     | Kind     | Pow. | Acc. | PP | Range       | DA |
|-------------|----------|----------|------|------|----|-------------|----|
| Counter     | Fighting | Physical | —    | 100  | 20 | Self        | ○  |
| Mirror Coat | Psychic  | Special  | —    | 100  | 20 | Self        | —  |
| Stockpile   | Normal   | Status   | —    | —    | 20 | Self        | —  |
| Swallow     | Normal   | Status   | —    | —    | 10 | Self        | —  |
| Spit Up     | Normal   | Special  | —    | 100  | 10 | Normal      | —  |
| Yawn        | Normal   | Status   | —    | —    | 10 | Normal      | —  |
| Memento     | Dark     | Status   | —    | 100  | 10 | Normal      | —  |
| Curse       | ???      | Status   | —    | —    | 10 | Normal/Self | —  |
| Amnesia     | Psychic  | Status   | —    | —    | 20 | Self        | —  |
| Fissure     | Ground   | Physical | —    | 30   | 5  | Normal      | —  |
| Trump Card  | Normal   | Special  | —    | —    | 5  | Normal      | ○  |
| Sludge      | Poison   | Special  | 65   | 100  | 20 | Normal      | —  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|--------|----------|------|------|----|--------|----|
| 1   | Mud-Slap     | Ground | Special  | 20   | 100  | 10 | Normal | —  |
| 1   | Mud Sport    | Ground | Status   | —    | —    | 15 | All    | —  |
| 1   | Harden       | Normal | Status   | —    | —    | 30 | Self   | —  |
| 1   | Water Pulse  | Water  | Special  | 60   | 100  | 20 | Normal | —  |
| 2   | Mud Sport    | Ground | Status   | —    | —    | 15 | All    | —  |
| 4   | Harden       | Normal | Status   | —    | —    | 30 | Self   | —  |
| 7   | Water Pulse  | Water  | Special  | 60   | 100  | 20 | Normal | —  |
| 11  | Mud Bomb     | Ground | Special  | 65   | 85   | 10 | Normal | —  |
| 16  | Hidden Power | Normal | Special  | —    | 100  | 15 | Normal | —  |
| 22  | Rain Dance   | Water  | Status   | —    | —    | 5  | All    | —  |
| 29  | Body Slam    | Normal | Physical | 85   | 100  | 15 | Normal | ○  |
| 41  | Muddy Water  | Water  | Special  | 95   | 85   | 10 | 2 Foes | —  |
| 54  | Recover      | Normal | Status   | —    | —    | 10 | Self   | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name          | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|---------------|--------|----------|------|------|----|--------|----|
| Dive          | Water  | Physical | 80   | 100  | 10 | Normal | ○  |
| Icy Wind      | Ice    | Special  | 55   | 95   | 15 | 2 Foes | —  |
| Snore         | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| String Shot   | Bug    | Status   | —    | 95   | 40 | 2 Foes | —  |
| Block         | Normal | Status   | —    | —    | 5  | Normal | —  |
| Mud-Slap      | Ground | Special  | 20   | 100  | 10 | Normal | —  |
| Ancient Power | Rock   | Special  | 60   | 100  | 5  | Normal | —  |
| Earth Power   | Ground | Special  | 90   | 100  | 10 | Normal | —  |
| Pain Split    | Normal | Status   | —    | —    | 20 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP  | Range         | DA |
|------|--------------|----------|----------|------|------|-----|---------------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20  | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10  | Normal        | —  |
| TM07 | Hail         | Ice      | Status   | —    | 10   | All | —             |    |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15  | Normal        | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10  | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5   | 2 Foes        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5   | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10  | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5   | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20  | Normal        | ○  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10  | 2 Foes/1 Ally | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20  | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10  | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15  | Self          | —  |
| TM36 | Sludge Bomb  | Poison   | Special  | 90   | 100  | 10  | Normal        | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10  | All           | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10  | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20  | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20  | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10  | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15  | Normal        | —  |
| TM55 | Brine        | Water    | Special  | 65   | 100  | 10  | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10  | Self          | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5   | Normal        | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20  | Normal        | —  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5   | Normal        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20  | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10  | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10  | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15  | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15  | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10  | Self          | —  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15  | 2 Foes/1 Ally | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15  | Normal        | ○  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15  | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15  | Normal        | ○  |
| HM07 | Waterfall    | Water    | Physical | 80   | 100  | 15  | Normal        | ○  |

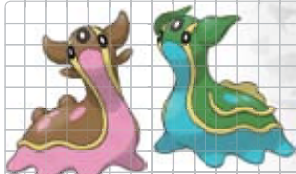


No. 423 | Sea Slug Pokémon

## Gastrodon

Water

Ground



West Sea

East Sea

## ● SIZE COMPARISON

- HEIGHT: 2'11"
- WEIGHT: 65.9 lbs.
- ITEMS: None



## ● WEST SEA

## ● ABILITIES

- Sticky Hold
- Storm Drain

## ● STATS



## ● EGG GROUPS

Water 1

Amorphous

## ● PERFORMANCE

SPEED ★☆☆  
POWER ★★★★★☆  
SKILL ★★★

STAMINA ★★★★★★  
JUMP ★★★

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Level up Shellos to Lv. 30

**Pokémon SoulSilver** Level up Shellos to Lv. 30

**Pokémon Diamond** Route 218 (West Sea)—  
Route 224 (East Sea)

**Pokémon Pearl** Route 218 (West Sea)—  
Route 224 (East Sea)

**Pokémon Platinum** Route 218 (West Sea)—  
Route 224 (East Sea)

**Pokémon HeartGold**

**Pokémon SoulSilver**

When its natural enemy attacks, it oozes purple fluid and escapes.

When its natural enemy attacks, it oozes purple fluid and escapes.

## ● EVOLUTION



# No. 424 | Long Tail Pokémon

## Ambipom

Normal



## ● SIZE COMPARISON

- HEIGHT: 3'11"
- WEIGHT: 44.8 lbs.
- ITEMS: None



● MALE FORM  
Shorter fur tuft on head



● FEMALE FORM  
Longer fur tuft on head

## ● ABILITIES

- Technician
- Pickup

## ● EGG GROUPS

Field

## ● STATS



## ● PERFORMANCE

SPEED ★★☆☆☆

POWER ★★☆☆☆

SKILL ★★☆☆☆

STAMINA ★★☆☆☆

JUMP ★★☆☆☆

## ● MAIN WAYS TO OBTAIN

## Pokémon HeartGold

Level up Aipom to Lv. 32 and have it learn Double Hit, or level it up once it knows Double Hit

## Pokémon SoulSilver

Level up Aipom to Lv. 32 and have it learn Double Hit, or level it up once it knows Double Hit

## Pokémon Diamond

Level up Aipom to Lv. 32 and have it learn Double Hit, or level it up once it knows Double Hit

## Pokémon Pearl

Level up Aipom to Lv. 32 and have it learn Double Hit, or level it up once it knows Double Hit

## Pokémon Platinum

Level up Aipom to Lv. 32 and have it learn Double Hit, or level it up once it knows Double Hit

## Pokémon HeartGold

## Pokémon SoulSilver

They live on large trees. They are said to communicate by connecting their tails to those of others.

It is very difficult to dodge the consecutive strikes of its two tails.

## ● EVOLUTION



Aipom

Level it up to Lv. 32 and teach it Double Hit. Or, level it up once it knows Double Hit.



Ambipom

## ● LEVEL-UP MOVES

| Lv. | Name        | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|-------------|---------|----------|------|------|----|--------|----|
| 1   | Scratch     | Normal  | Physical | 40   | 100  | 35 | Normal | ○  |
| 1   | Tail Whip   | Normal  | Status   | —    | 100  | 30 | 2 Foes | —  |
| 1   | Sand-Attack | Ground  | Status   | —    | 100  | 15 | Normal | —  |
| 1   | Astonish    | Ghost   | Physical | 30   | 100  | 15 | Normal | ○  |
| 4   | Sand-Attack | Ground  | Status   | —    | 100  | 15 | Normal | —  |
| 8   | Astonish    | Ghost   | Physical | 30   | 100  | 15 | Normal | ○  |
| 11  | Baton Pass  | Normal  | Status   | —    | —    | 40 | Self   | —  |
| 15  | Tickle      | Normal  | Status   | —    | 100  | 20 | Normal | —  |
| 18  | Fury Swipes | Normal  | Physical | 18   | 80   | 15 | Normal | ○  |
| 22  | Swift       | Normal  | Special  | 60   | —    | 20 | 2 Foes | ○  |
| 25  | Screech     | Normal  | Status   | —    | 85   | 40 | Normal | —  |
| 29  | Agility     | Psychic | Status   | —    | —    | 30 | Self   | —  |
| 32  | Double Hit  | Normal  | Physical | 35   | 90   | 10 | Normal | ○  |
| 36  | Fling       | Dark    | Physical | —    | 100  | 10 | Normal | —  |
| 39  | Nasty Plot  | Dark    | Status   | —    | —    | 20 | Self   | —  |
| 43  | Last Resort | Normal  | Physical | 130  | 100  | 5  | Normal | ○  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|----------|----------|------|------|----|----------|----|
| Fury Cutter  | Bug      | Physical | 10   | 95   | 20 | Normal   | ○  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal   | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal   | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal   | ○  |
| Knock Off    | Dark     | Physical | 20   | 100  | 20 | Normal   | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal   | —  |
| Spite        | Ghost    | Status   | —    | 100  | 10 | Normal   | —  |
| Last Resort  | Normal   | Physical | 130  | 100  | 5  | Normal   | ○  |
| Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Uproar       | Normal   | Special  | 50   | 100  | 10 | 1 Random | —  |
| Role Play    | Psychic  | Status   | —    | —    | 10 | Normal   | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal   | —  |
| Gunk Shot    | Poison   | Physical | 120  | 70   | 5  | Normal   | —  |
| Seed Bomb    | Grass    | Physical | 80   | 100  | 15 | Normal   | —  |
| Bounce       | Flying   | Physical | 85   | 85   | 5  | Normal   | ○  |
| Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal   | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|----------|----------|------|------|----|---------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal  | ○  |
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal  | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal  | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal  | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | —  | All     | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal  | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal  | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | —  | All     | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal  | —  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal  | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal  | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal  | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal  | ○  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal  | —  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal  | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self    | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal  | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal  | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal  | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self    | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal  | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal  | ○  |
| TM49 | Snatch       | Dark     | Status   | —    | —    | 10 | Depends | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal  | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15 | Normal  | ○  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10 | Normal  | ○  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal  | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal  | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes  | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal  | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15 | Normal  | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20 | Normal  | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal  | —  |
| TM89 | U-turn       | Bug      | Physical | 70   | 100  | 20 | Normal  | —  |
| TM90 | Substitute   | Normal   | Status   | —    | 10   | —  | Self    | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal  | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal  | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal  | ○  |



## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|--------------|--------|----------|------|------|----|---------------|----|
| 1   | Constrict    | Normal | Physical | 10   | 100  | 35 | Normal        | ○  |
| 1   | Minimize     | Normal | Status   | —    | —    | 20 | Self          | —  |
| 6   | Astonish     | Ghost  | Special  | 30   | 100  | 15 | Normal        | ○  |
| 11  | Gust         | Flying | Physical | 40   | 100  | 35 | Normal        | —  |
| 14  | Focus Energy | Normal | Status   | —    | —    | 30 | Self          | —  |
| 17  | Payback      | Dark   | Physical | 50   | 100  | 10 | Normal        | ○  |
| 22  | Stockpile    | Normal | Status   | —    | —    | 20 | Self          | —  |
| 27  | Swallow      | Normal | Status   | —    | —    | 10 | Self          | —  |
| 27  | Spit Up      | Normal | Special  | —    | 100  | 10 | Normal        | —  |
| 30  | Ominous Wind | Normal | Special  | 60   | 100  | 5  | Normal        | —  |
| 33  | Baton Pass   | Normal | Status   | —    | —    | 40 | Self          | —  |
| 38  | Shadow Ball  | Ghost  | Special  | 80   | 100  | 15 | Normal        | —  |
| 43  | Explosion    | Normal | Physical | 250  | 100  | 5  | 2 Foes/1 Ally | —  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|---------|----------|------|------|----|----------|----|
| Icy Wind     | Ice     | Special  | 55   | 95   | 15 | 2 Foes   | —  |
| Ominous Wind | Ghost   | Special  | 60   | 100  | 5  | Normal   | —  |
| Air Cutter   | Flying  | Special  | 55   | 95   | 25 | 2 Foes   | —  |
| Trick        | Psychic | Status   | —    | 100  | 10 | Normal   | —  |
| Knock Off    | Dark    | Physical | 20   | 100  | 20 | Normal   | ○  |
| Sucker Punch | Dark    | Physical | 80   | 100  | 5  | Normal   | ○  |
| Snore        | Normal  | Special  | 40   | 100  | 15 | Normal   | —  |
| Spite        | Ghost   | Status   | —    | 100  | 10 | Normal   | —  |
| Swift        | Normal  | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Tailwind     | Flying  | Status   | —    | —    | 30 | 2 Allies | —  |
| Magic Coat   | Psychic | Status   | —    | —    | 15 | Self     | —  |
| Mud-Slap     | Ground  | Physical | 20   | 100  | 10 | Normal   | —  |
| Rollout      | Rock    | Special  | 30   | 90   | 20 | Normal   | ○  |
| Pain Split   | Normal  | Status   | —    | —    | 20 | Normal   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM04 | Calm Mind    | Psychic  | Status   | —    | —    | 20 | Self          | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal        | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal        | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal        | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal        | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal        | ○  |
| TM48 | Skill Swap   | Psychic  | Status   | —    | —    | 10 | Normal        | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM61 | Will-O-Wisp  | Fire     | Status   | —    | 75   | 15 | Normal        | —  |
| TM62 | Silver Wind  | Bug      | Special  | 60   | 100  | 5  | Normal        | —  |
| TM63 | Embargo      | Dark     | Status   | —    | 100  | 15 | Normal        | —  |
| TM64 | Explosion    | Normal   | Physical | 250  | 100  | 5  | 2 Foes/1 Ally | —  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10 | Normal        | ○  |
| TM67 | Recycle      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal        | —  |
| TM74 | Gyro Ball    | Steel    | Physical | —    | 100  | 5  | Normal        | ○  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal        | ○  |

## ● EGG MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|---------|----------|------|------|----|--------|----|
| Memento      | Dark    | Status   | —    | 100  | 10 | Normal | —  |
| Body Slam    | Normal  | Physical | 85   | 100  | 15 | Normal | ○  |
| Destiny Bond | Ghost   | Status   | —    | —    | 5  | Self   | —  |
| Disable      | Normal  | Status   | —    | 80   | 20 | Normal | —  |
| Haze         | Ice     | Status   | —    | —    | 30 | All    | —  |
| Hypnosis     | Psychic | Status   | —    | 60   | 20 | Normal | —  |
| Weather Ball | Normal  | Special  | 50   | 100  | 10 | Normal | —  |

No. 425 | Balloon Pokémon  
Drifloon

Ghost

Flying

- HEIGHT: 1'04"
- WEIGHT: 2.6 lbs.
- ITEMS: None

## ● SIZE COMPARISON



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Aftermath
- Unburden

## ● STATS



## ● EGG GROUPS

Amorphous

## ● PERFORMANCE



## ● MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver —

Pokémon Diamond Valley Windworks (Friday only)

Pokémon Pearl Valley Windworks (Friday only)

Pokémon Platinum Valley Windworks (Friday only)

Pokémon HeartGold

Pokémon SoulSilver

It is whispered that any child who mistakes DRIFLOON for a balloon and holds on to it could wind up missing.

It is whispered that any child who mistakes DRIFLOON for a balloon and holds on to it could wind up missing.

## ● EVOLUTION



Lv. 28



Drifloon

Drifblim

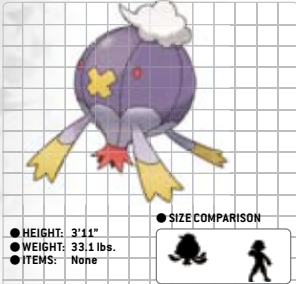


No. 426 | Blimp Pokémon

# Drifblim

Ghost

Flying



## ● SIZE COMPARISON

- HEIGHT: 3'11"
- WEIGHT: 33.1 lbs.
- ITEMS: None



● MALE/FEMALE HAVE SAME FORM

## ◎ ABILITIES

- Aftermath
- Unburden

## ◎ EGG GROUPS

Amorphous

## ◎ PERFORMANCE

SPEED ★★★☆  
POWER ★★★☆  
SKILL ★★

STAMINA ★★★★★☆  
JUMP ★★★★★☆

## ● MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver —

Pokémon Diamond Level up Drifloon to Lv. 28

Pokémon Pearl Level up Drifloon to Lv. 28

Pokémon Platinum Level up Drifloon to Lv. 28

Pokémon HeartGold

It can generate and re-  
lease gas within its body.  
That's how it can control  
the altitude of its drift.

Pokémon SoulSilver

It can generate and re-  
lease gas within its body.  
That's how it can control  
the altitude of its drift.

## ◎ EVOLUTION



Lv. 28



Drifloon

Drifblim

## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP  | Range         | DA |
|-----|--------------|--------|----------|------|------|-----|---------------|----|
| 1   | Constrict    | Normal | Physical | 10   | 100  | 35  | Normal        | ○  |
| 1   | Minimize     | Normal | Status   | —    | —    | 20  | Self          | —  |
| 1   | Astonish     | Ghost  | Physical | 30   | 100  | 15  | Normal        | ○  |
| 1   | Gust         | Flying | Special  | 40   | 100  | 35  | Normal        | —  |
| 6   | Astonish     | Ghost  | Physical | 30   | 100  | 15  | Normal        | ○  |
| 11  | Gust         | Flying | Special  | 40   | 100  | 35  | Normal        | —  |
| 14  | Focus Energy | Normal | Status   | —    | —    | 30  | Self          | —  |
| 17  | Payback      | Dark   | Physical | 50   | 100  | 10  | Normal        | ○  |
| 22  | Stockpile    | Normal | Status   | —    | —    | 20  | Self          | —  |
| 27  | Swallow      | Normal | Status   | —    | —    | 10  | Self          | —  |
| 27  | Spit Up      | Normal | Special  | —    | —    | 100 | Normal        | —  |
| 32  | Ominous Wind | Normal | Special  | 60   | 100  | 5   | Normal        | —  |
| 37  | Baton Pass   | Normal | Status   | —    | —    | 40  | Self          | —  |
| 44  | Shadow Ball  | Ghost  | Special  | 80   | 100  | 15  | Normal        | —  |
| 51  | Explosion    | Normal | Physical | 250  | 100  | 5   | 2 Foes/1 Ally | —  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|---------|----------|------|------|----|----------|----|
| Icy Wind     | Ice     | Special  | 55   | 95   | 15 | 2 Foes   | —  |
| Ominous Wind | Ghost   | Special  | 60   | 100  | 5  | Normal   | —  |
| Air Cutter   | Flying  | Special  | 55   | 95   | 25 | 2 Foes   | —  |
| Trick        | Psychic | Status   | —    | 100  | 10 | Normal   | —  |
| Knock Off    | Dark    | Physical | 20   | 100  | 20 | Normal   | ○  |
| Sucker Punch | Dark    | Physical | 80   | 100  | 5  | Normal   | ○  |
| Snore        | Normal  | Special  | 40   | 100  | 15 | Normal   | —  |
| Spite        | Ghost   | Status   | —    | 100  | 10 | Normal   | —  |
| Swift        | Normal  | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Tailwind     | Flying  | Status   | —    | —    | 30 | 2 Allies | —  |
| Magic Coat   | Psychic | Status   | —    | —    | 15 | Self     | —  |
| Mud-Slap     | Ground  | Special  | 20   | 100  | 10 | Normal   | —  |
| Rollout      | Rock    | Physical | 30   | 90   | 20 | Normal   | ○  |
| Pain Split   | Normal  | Status   | —    | —    | 20 | Normal   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM04 | Calm Mind    | Psychic  | Status   | —    | —    | 20 | Self          | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | 5  | All           | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal        | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal        | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal        | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal        | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal        | ○  |
| TM48 | Skill Swap   | Psychic  | Status   | —    | —    | 10 | Normal        | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM61 | Will-O-Wisp  | Fire     | Status   | —    | 75   | 15 | Normal        | —  |
| TM62 | Silver Wind  | Bug      | Special  | 60   | 100  | 5  | Normal        | —  |
| TM63 | Embargo      | Dark     | Status   | —    | —    | 15 | Normal        | —  |
| TM64 | Explosion    | Normal   | Physical | 250  | 100  | 5  | 2 Foes/1 Ally | —  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10 | Normal        | ○  |
| TM67 | Recycle      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal        | —  |
| TM74 | Gyro Ball    | Steel    | Physical | —    | 100  | 5  | Normal        | ○  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | —    | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 20 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal        | ○  |
| HM02 | Fly          | Flying   | Physical | 90   | 95   | 15 | Normal        | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|----------|----------|------|------|----|--------|----|
| 1   | Splash       | Normal   | Status   | —    | —    | 40 | Self   | —  |
| 1   | Pound        | Normal   | Physical | 40   | 100  | 35 | Normal | ○  |
| 1   | Defense Curl | Normal   | Status   | —    | —    | 40 | Self   | —  |
| 1   | Foresight    | Normal   | Status   | —    | —    | 40 | Normal | —  |
| 6   | Endure       | Normal   | Status   | —    | —    | 10 | Self   | —  |
| 13  | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal | ○  |
| 16  | Quick Attack | Normal   | Physical | 40   | 100  | 30 | Normal | ○  |
| 23  | Jump Kick    | Fighting | Physical | 85   | 95   | 25 | Normal | ○  |
| 26  | Baton Pass   | Normal   | Status   | —    | —    | 40 | Self   | —  |
| 33  | Agility      | Psychic  | Status   | —    | —    | 30 | Self   | —  |
| 36  | Dizzy Punch  | Normal   | Physical | 70   | 100  | 10 | Normal | ○  |
| 43  | Charm        | Normal   | Status   | —    | 100  | 20 | Normal | ○  |
| 46  | Bounce       | Flying   | Physical | 85   | 85   | 5  | Normal | ○  |
| 53  | Healing Wish | Psychic  | Status   | —    | —    | 10 | Self   | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range      | DA |
|--------------|----------|----------|------|------|----|------------|----|
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal     | —  |
| Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally     | —  |
| Last Resort  | Normal   | Physical | 130  | 100  | 5  | Normal     | ○  |
| Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes     | —  |
| Uproar       | Normal   | Special  | 50   | 100  | 10 | 1 Random   | —  |
| Magic Coat   | Psychic  | Status   | —    | —    | 15 | Self       | —  |
| Heal Bell    | Normal   | Status   | —    | —    | 5  | All Allies | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal     | —  |
| Endeavor     | Normal   | Physical | —    | 100  | 5  | Normal     | ○  |
| Bounce       | Flying   | Physical | 85   | 85   | 5  | Normal     | ○  |
| Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal     | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP  | Range   | DA |
|------|--------------|----------|----------|------|------|-----|---------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20  | Normal  | ○  |
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20  | Normal  | ○  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10  | Normal  | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15  | Normal  | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | All | —       |    |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10  | Normal  | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10  | Self    | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | All | —       |    |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20  | Normal  | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10  | Normal  | —  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15  | Normal  | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15  | Normal  | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20  | Normal  | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10  | Normal  | ○  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15  | Normal  | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15  | Self    | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | 20   | 100 | Normal  | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20  | Normal  | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20  | Normal  | ○  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10  | Self    | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15  | Normal  | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10  | Normal  | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10  | Normal  | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10  | Self    | —  |
| TM60 | Drain Punch  | Fighting | Physical | 60   | 100  | 5   | Normal  | ○  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20  | Normal  | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20  | 2 Foes  | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10  | Depends | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15  | Normal  | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20  | Normal  | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15  | Normal  | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10  | Self    | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30  | Normal  | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15  | Normal  | ○  |

## ● EGG MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Fake Tears   | Dark     | Status   | —    | 100  | 20 | Normal | —  |
| Fake Out     | Normal   | Physical | 40   | 100  | 10 | Normal | ○  |
| Encore       | Normal   | Status   | —    | 100  | 5  | Normal | —  |
| Sweet Kiss   | Normal   | Status   | —    | 75   | 10 | Normal | —  |
| Double Hit   | Normal   | Physical | 35   | 90   | 10 | Normal | ○  |
| Attract      | Normal   | Status   | —    | 100  | 15 | Normal | ○  |
| Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal | ○  |
| Sky Uppercut | Fighting | Physical | 85   | 90   | 15 | Normal | ○  |
| Switcheroo   | Dark     | Status   | —    | 100  | 10 | Normal | —  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal | ○  |
| Flail        | Normal   | Physical | —    | 100  | 15 | Normal | ○  |



No. 427 | Rabbit Pokémon

Buneary

Normal



## ● SIZE COMPARISON

- HEIGHT: 1'04"
- WEIGHT: 12.1 lbs.
- ITEMS: Chople Berry



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Run Away
- Klutz

## ● STATS



## ● EGG GROUPS

Field

Human-Like

## ● PERFORMANCE

SPEED ★★★★★☆  
 POWER ★★★★★☆  
 SKILL ★★☆☆

STAMINA ★★☆☆☆  
 JUMP ★★★★★☆

## ● MAIN WAYS TO OBTAIN

Pokémon HeartGold Route 25 (mass outbreak)

Pokémon SoulSilver Route 25 (mass outbreak)

Pokémon Diamond Eterna Forest

Pokémon Pearl Eterna Forest

Pokémon Platinum Eterna Forest

Pokémon HeartGold Pokémon SoulSilver

You can tell how it feels by the way it rolls its ears. When it's scared, both ears are rolled up.

You can tell how it feels by the way it rolls its ears. When it's scared, both ears are rolled up.

## ● EVOLUTION



Level up with high friendship



Buneary

Lopunny

# No. 428 | Rabbit Pokémon

## Lopunny

Normal



## ● SIZE COMPARISON

- HEIGHT: 3'11"
- WEIGHT: 73.4 lbs.
- ITEMS: None



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Cute Charm
- Klutz

## ● STATS



## ● EGG GROUPS

Field  
Human-Like

## ● PERFORMANCE

SPEED ★★★★★☆  
POWER ★★★★★☆  
SKILL ★★☆☆

STAMINA ★★★★★☆  
JUMP ★★★★★☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Level up Buneary with high friendship

**Pokémon SoulSilver** Level up Buneary with high friendship

**Pokémon Diamond** Level up Buneary with high friendship

**Pokémon Pearl** Level up Buneary with high friendship

**Pokémon Platinum** Level up Buneary with high friendship

**Pokémon HeartGold** **Pokémon SoulSilver**

It sheds its fur twice a year. Its winter fur is soft and fluffy.

It sheds its fur twice a year. Its winter fur is soft and fluffy.

## ● EVOLUTION



Buneary

Level up with high friendship



Lopunny

## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|----------|----------|------|------|----|--------|----|
| 1   | Mirror Coat  | Psychic  | Special  | —    | 100  | 20 | Self   | —  |
| 1   | Magic Coat   | Psychic  | Status   | —    | —    | 15 | Self   | —  |
| 1   | Splash       | Normal   | Status   | —    | —    | 40 | Self   | —  |
| 1   | Pound        | Normal   | Physical | 40   | 100  | 35 | Normal | ○  |
| 1   | Defense Curl | Normal   | Status   | —    | —    | 40 | Self   | —  |
| 1   | Foresight    | Normal   | Status   | —    | —    | 40 | Normal | —  |
| 6   | Endure       | Normal   | Status   | —    | —    | 10 | Self   | —  |
| 13  | Return       | Normal   | Physical | —    | 100  | 20 | Normal | ○  |
| 16  | Quick Attack | Normal   | Physical | 40   | 100  | 30 | Normal | ○  |
| 23  | Jump Kick    | Fighting | Physical | 85   | 95   | 25 | Normal | ○  |
| 26  | Baton Pass   | Normal   | Status   | —    | —    | 40 | Self   | —  |
| 33  | Agility      | Psychic  | Status   | —    | —    | 30 | Self   | —  |
| 36  | Dizzy Punch  | Normal   | Physical | 70   | 100  | 10 | Normal | ○  |
| 43  | Charm        | Normal   | Status   | —    | 100  | 20 | Normal | ○  |
| 46  | Bounce       | Flying   | Physical | 85   | 85   | 5  | Normal | ○  |
| 53  | Healing Wish | Psychic  | Status   | —    | —    | 10 | Self   | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range      | DA |
|--------------|----------|----------|------|------|----|------------|----|
| Fury Cutter  | Bug      | Physical | 10   | 95   | 20 | Normal     | ○  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal     | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal     | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal     | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal     | —  |
| Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally     | —  |
| Last Resort  | Normal   | Physical | 130  | 100  | 5  | Normal     | ○  |
| Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes     | —  |
| Uproar       | Normal   | Special  | 50   | 100  | 10 | 1 Random   | —  |
| Magic Coat   | Psychic  | Status   | —    | —    | 15 | Self       | —  |
| Heal Bell    | Normal   | Status   | —    | —    | 5  | All Allies | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal     | —  |
| Endeavor     | Normal   | Physical | —    | 100  | 5  | Normal     | ○  |
| Bounce       | Flying   | Physical | 85   | 85   | 5  | Normal     | ○  |
| Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal     | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|----------|----------|------|------|----|---------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal  | ○  |
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal  | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal  | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal  | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All     | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal  | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes  | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal  | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All     | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal  | —  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal  | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal  | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal  | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal  | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal  | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self    | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal  | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal  | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self    | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal  | —  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5  | Normal  | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal  | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal  | —  |
| TM59 | Endure       | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM60 | Drain Punch  | Fighting | Physical | 60   | 100  | 5  | Normal  | ○  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal  | ○  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal  | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes  | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal  | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20 | Normal  | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal  | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self    | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal  | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal  | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal  | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----|--------------|---------|----------|------|------|----|----------|----|
| 1   | Lucky Chant  | Normal  | Status   | —    | —    | 30 | 2 Allies | —  |
| 1   | Magical Leaf | Grass   | Special  | 60   | —    | 20 | Normal   | —  |
| 1   | Growl        | Normal  | Status   | —    | 100  | 40 | 2 Foes   | —  |
| 1   | Psywave      | Psychic | Special  | —    | 80   | 15 | Normal   | —  |
| 1   | Spite        | Ghost   | Status   | —    | 100  | 10 | Normal   | —  |
| 1   | Astonish     | Ghost   | Physical | 30   | 100  | 15 | Normal   | ○  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP         | Range    | DA |
|--------------|---------|----------|------|------|------------|----------|----|
| Icy Wind     | Ice     | Special  | 55   | 95   | 15         | 2 Foes   | —  |
| Ominous Wind | Ghost   | Special  | 60   | 100  | 5          | Normal   | —  |
| Trick        | Psychic | Status   | —    | 100  | 10         | Normal   | —  |
| Sucker Punch | Dark    | Physical | 80   | 100  | 5          | Normal   | ○  |
| Snore        | Normal  | Special  | 40   | 100  | 15         | Normal   | —  |
| Spite        | Ghost   | Status   | —    | 100  | 10         | Normal   | —  |
| Swift        | Normal  | Special  | 60   | —    | 20         | 2 Foes   | —  |
| Uproar       | Normal  | Special  | 50   | 100  | 10         | 1 Random | —  |
| Magic Coat   | Psychic | Status   | —    | 15   | Self       | —        | —  |
| Heal Bell    | Normal  | Status   | —    | 5    | All Allies | —        | —  |
| Pain Split   | Normal  | Status   | —    | 20   | Normal     | —        | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP  | Range   | DA |
|------|--------------|----------|----------|------|------|-----|---------|----|
| TM04 | Calm Mind    | Psychic  | Status   | —    | —    | 20  | Self    | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10  | Normal  | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15  | Normal  | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | All | —       | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20  | Normal  | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5   | Normal  | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10  | Self    | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | All | —       | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20  | Normal  | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15  | Normal  | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10  | Normal  | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20  | Normal  | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10  | Normal  | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15  | Normal  | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15  | Self    | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20  | Normal  | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20  | Normal  | ○  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15  | Normal  | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20  | Normal  | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20  | Normal  | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10  | Self    | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15  | Normal  | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10  | Normal  | ○  |
| TM48 | Skill Swap   | Psychic  | Status   | —    | —    | 10  | Normal  | —  |
| TM49 | Snatch       | Dark     | Status   | —    | —    | 10  | Depends | —  |
| TM53 | Energy Ball  | Grass    | Special  | 80   | 100  | 10  | Normal  | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10  | Normal  | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10  | Self    | —  |
| TM61 | Will-O-Wisp  | Fire     | Status   | —    | 75   | 15  | Normal  | —  |
| TM63 | Embargo      | Dark     | Status   | —    | 100  | 15  | Normal  | —  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10  | Normal  | ○  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5   | Normal  | —  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20  | Normal  | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20  | Normal  | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10  | Normal  | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20  | 2 Foes  | —  |
| TM79 | Dark Pulse   | Dark     | Special  | 80   | 100  | 15  | Normal  | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10  | Depends | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15  | Normal  | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15  | Normal  | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15  | Normal  | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10  | Self    | —  |
| TM92 | Trick Room   | Psychic  | Status   | —    | 5    | All | —       | —  |



Ghost



## ● SIZE COMPARISON

● HEIGHT: 2'11"

● WEIGHT: 9.7 lbs.

● ITEMS: None



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

● Levitate

## ● STATS



## ● EGG GROUPS

Amorphous

## ● PERFORMANCE

SPEED ★★★★★

POWER ★★

SKILL ★★★★★☆

STAMINA ★★★☆

JUMP ★★★★★

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Use Dusk Stone on Misdreavus

**Pokémon SoulSilver** Use Dusk Stone on Misdreavus

**Pokémon Diamond** —

**Pokémon Pearl** Use Dusk Stone on Misdreavus

**Pokémon Platinum** —

**Pokémon HeartGold**

Its cries sound like incantations to torment the foe. It appears where you least expect it.

**Pokémon SoulSilver**

Its cries sound like incantations to torment the foe. It appears where you least expect it.

## ● EVOLUTION



Use Dusk Stone

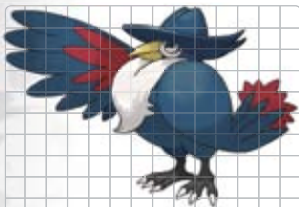


Misdreavus

Mismagius

No. 430 | Big Boss Pokémon  
**Honchkrow**

Dark Flying



- HEIGHT: 2'11"
- WEIGHT: 60.2 lbs.
- ITEMS: None

## ● SIZE COMPARISON



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Insomnia
- Super Luck

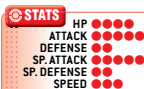
## ● EGG GROUPS

Flying

## ● PERFORMANCE

SPEED ★★☆☆  
POWER ★★☆☆  
SKILL ★★☆☆

STAMINA ★★☆☆☆  
JUMP ★★☆☆☆



## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Use Dusk Stone on Murkrow

**Pokémon SoulSilver** Use Dusk Stone on Murkrow

**Pokémon Diamond** Use Dusk Stone on Murkrow

**Pokémon Pearl** —

**Pokémon Platinum** —

**Pokémon HeartGold**

It is merciless by nature. It is said that it never forgives the mistakes of its MURKROW followers.

**Pokémon SoulSilver**

It is merciless by nature. It is said that it never forgives the mistakes of its MURKROW followers.

## ● EVOLUTION



Murkrow

Use Dusk Stone



Honchkrow

## ● LEVEL-UP MOVES

| Lv. | Name        | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|-------------|--------|----------|------|------|----|--------|----|
| 1   | Astonish    | Ghost  | Physical | 30   | 100  | 15 | Normal | ○  |
| 1   | Pursuit     | Dark   | Physical | 40   | 100  | 20 | Normal | ○  |
| 1   | Haze        | Ice    | Status   | —    | —    | 30 | All    | —  |
| 1   | Wing Attack | Flying | Physical | 60   | 100  | 35 | Normal | ○  |
| 25  | Swagger     | Normal | Status   | —    | 90   | 15 | Normal | —  |
| 35  | Nasty Plot  | Dark   | Status   | —    | —    | 20 | Self   | —  |
| 45  | Night Slash | Dark   | Physical | 70   | 100  | 15 | Normal | ○  |
| 55  | Dark Pulse  | Dark   | Special  | 80   | 100  | 15 | Normal | —  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|----------|----------|------|------|----|----------|----|
| Ominous Wind | Ghost    | Special  | 60   | 100  | 5  | Normal   | —  |
| Air Cutter   | Flying   | Special  | 55   | 95   | 25 | 2 Foes   | —  |
| Sucker Punch | Dark     | Physical | 80   | 100  | 5  | Normal   | ○  |
| Spite        | Ghost    | Status   | —    | 100  | 10 | Normal   | —  |
| Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Uproar       | Normal   | Special  | 50   | 100  | 10 | 1 Random | —  |
| Tailwind     | Flying   | Status   | —    | —    | 30 | 2 Allies | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal   | —  |
| Superpower   | Fighting | Physical | 120  | 100  | 5  | Normal   | ○  |
| Twister      | Dragon   | Special  | 40   | 100  | 20 | 2 Foes   | —  |
| Heat Wave    | Fire     | Special  | 100  | 90   | 10 | 2 Foes   | —  |
| Sky Attack   | Flying   | Physical | 140  | 90   | 5  | Normal   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|----------|----------|------|------|----|---------|----|
| TM04 | Calm Mind    | Psychic  | Status   | —    | —    | 20 | Self    | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal  | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal  | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All     | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal  | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal  | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All     | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal  | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal  | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self    | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal  | ○  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15 | Normal  | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal  | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self    | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal  | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal  | ○  |
| TM47 | Steel Wing   | Steel    | Physical | 70   | 90   | 25 | Normal  | ○  |
| TM49 | Snatch       | Dark     | Status   | —    | —    | 10 | Depends | —  |
| TM51 | Roost        | Flying   | Status   | —    | —    | 10 | Self    | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM63 | Embargo      | Dark     | Status   | —    | 100  | 15 | Normal  | —  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10 | Normal  | ○  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal  | ○  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal  | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal  | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes  | —  |
| TM79 | Dark Pulse   | Dark     | Special  | 80   | 100  | 15 | Normal  | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal  | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15 | Normal  | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal  | —  |
| TM88 | Pluck        | Flying   | Physical | 60   | 100  | 20 | Normal  | ○  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self    | —  |
| HM02 | Fly          | Flying   | Physical | 90   | 95   | 15 | Normal  | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range   | DA |
|-----|--------------|---------|----------|------|------|----|---------|----|
| 1   | Fake Out     | Normal  | Physical | 40   | 100  | 10 | Normal  | ○  |
| 5   | Scratch      | Normal  | Physical | 40   | 100  | 35 | Normal  | ○  |
| 8   | Growl        | Normal  | Status   | —    | 100  | 40 | 2 Foes  | —  |
| 13  | Hypnosis     | Psychic | Status   | —    | 60   | 20 | Normal  | —  |
| 17  | Faint Attack | Dark    | Physical | 60   | —    | 20 | Normal  | ○  |
| 20  | Fury Swipes  | Normal  | Physical | 18   | 80   | 15 | Normal  | ○  |
| 25  | Charm        | Normal  | Status   | —    | 100  | 20 | Normal  | —  |
| 29  | Assist       | Normal  | Status   | —    | —    | 20 | Depends | —  |
| 32  | Captivate    | Normal  | Status   | —    | 100  | 20 | 2 Foes  | —  |
| 37  | Slash        | Normal  | Physical | 70   | 100  | 20 | Normal  | ○  |
| 41  | Sucker Punch | Dark    | Physical | 80   | 100  | 5  | Normal  | ○  |
| 45  | Attract      | Normal  | Status   | —    | 100  | 15 | Normal  | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Fury Cutter  | Bug    | Physical | 10   | 95   | 20 | Normal | ○  |
| Knock Off    | Dark   | Physical | 20   | 100  | 20 | Normal | ○  |
| Sucker Punch | Dark   | Physical | 80   | 100  | 5  | Normal | ○  |
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Last Resort  | Normal | Physical | 130  | 100  | 5  | Normal | ○  |
| Swift        | Normal | Special  | 60   | —    | 20 | 2 Foes | —  |
| Mud-Slap     | Ground | Special  | 20   | 100  | 10 | Normal | —  |
| Super Fang   | Normal | Physical | —    | 90   | 10 | Normal | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP      | Range  | DA |
|------|--------------|----------|----------|------|------|---------|--------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20      | Normal | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10      | Normal | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15      | Normal | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | All     | —      | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20      | Normal | —  |
| TM17 | Protect      | Normal   | Status   | —    | 10   | Self    | —      | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | All     | —      | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20      | Normal | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15      | Normal | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15      | Normal | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10      | Normal | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20      | Normal | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10      | Normal | ○  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15      | Normal | —  |
| TM32 | Double Team  | Normal   | Status   | —    | 15   | Self    | —      | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20      | Normal | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20      | Normal | ○  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15      | Normal | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20      | Normal | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20      | Normal | —  |
| TM44 | Rest         | Psychic  | Status   | —    | 10   | Self    | —      | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15      | Normal | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10      | Normal | ○  |
| TM49 | Snatch       | Dark     | Status   | —    | 10   | Depends | —      | —  |
| TM58 | Endure       | Normal   | Status   | —    | 10   | Self    | —      | —  |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15      | Normal | ○  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10      | Normal | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20      | Normal | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | 10   | Normal  | —      | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20      | 2 Foes | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | 10   | Depends | —      | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15      | Normal | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15      | Normal | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15      | Normal | —  |
| TM89 | U-Turn       | Bug      | Physical | 70   | 100  | 20      | Normal | ○  |
| TM90 | Substitute   | Normal   | Status   | —    | 10   | Self    | —      | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30      | Normal | ○  |

## ● EGG MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Bite         | Dark   | Physical | 60   | 100  | 25 | Normal | ○  |
| Tail Whip    | Normal | Status   | —    | 100  | 30 | 2 Foes | ○  |
| Quick Attack | Normal | Physical | 40   | 100  | 30 | Normal | ○  |
| Sand-Attack  | Ground | Status   | —    | 100  | 15 | Normal | —  |
| Fake Tears   | Dark   | Status   | —    | 100  | 20 | Normal | —  |
| Assurance    | Dark   | Physical | 50   | 100  | 10 | Normal | ○  |
| Flail        | Normal | Physical | —    | 100  | 15 | Normal | ○  |

No. 431 | Catty Pokémon  
**Glameow**

Normal



## ● SIZE COMPARISON

● HEIGHT: 1'08"

● WEIGHT: 8.6 lbs.

● ITEMS: None



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Limber
- Own Tempo

## ● STATS



## ● EGG GROUPS

Field

## ● PERFORMANCE

SPEED ★★★★★  
POWER ★★★★★  
SKILL ★★★★★STAMINA ★★★☆☆  
JUMP ★★★☆☆

## ● MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver —

Pokémon Diamond —

Pokémon Pearl Route 218

Pokémon Platinum —

Pokémon HeartGold

When it's happy, GLAMEOW demonstrates beautiful movements of its tail, like a dancing ribbon.

Pokémon SoulSilver

When it's happy, GLAMEOW demonstrates beautiful movements of its tail, like a dancing ribbon.

## ● EVOLUTION



Lv. 38



Glameow

Purugly

# No. 432 | Tiger Cat Pokémon

## Purugly

Normal



## ● SIZE COMPARISON

- HEIGHT: 3'03"
- WEIGHT: 96.6 lbs.
- ITEMS: None



● MALE/FEMALE HAVE SAME FORM

## ◎ ABILITIES

- Thick Fat
- Own Tempo

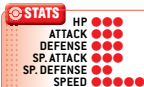
## ◎ EGG GROUPS

Field

## ◎ PERFORMANCE

SPEED ★★☆☆☆  
POWER ★★★★★☆  
SKILL ★☆☆

STAMINA ★★★★★  
JUMP ★★☆☆



## ● MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver —

Pokémon Diamond —

Pokémon Pearl Route 222

Pokémon Platinum —

Pokémon HeartGold

It would claim another Pokémon's nest as its own if it finds a nest sufficiently comfortable.

Pokémon SoulSilver

It would claim another Pokémon's nest as its own if it finds a nest sufficiently comfortable.

## ◎ EVOLUTION



Glameow

Purugly

## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|--------|----------|------|------|----|--------|----|
| 1   | Tackle       | Normal | Physical | 35   | 95   | 35 | Normal | ○  |
| 1   | Protect      | Normal | Status   | —    | —    | 10 | Self   | —  |
| 6   | Taunt        | Dark   | Status   | —    | 100  | 20 | Normal | —  |
| 10  | Metal Sound  | Steel  | Status   | —    | 85   | 40 | Normal | —  |
| 15  | Take Down    | Normal | Physical | 90   | 85   | 20 | Normal | ○  |
| 19  | Iron Defense | Steel  | Status   | —    | —    | 15 | Self   | —  |
| 24  | Swagger      | Normal | Status   | —    | 90   | 15 | Normal | —  |
| 28  | AncientPower | Rock   | Special  | 60   | 100  | 5  | Normal | —  |
| 33  | Endure       | Normal | Status   | —    | —    | 10 | Self   | —  |
| 37  | Metal Burst  | Steel  | Physical | —    | 100  | 10 | Self   | —  |
| 43  | Iron Head    | Steel  | Physical | 80   | 100  | 15 | Normal | ○  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Snore        | Normal   | Status   | 40   | 100  | 15 | Normal | —  |
| Magnet Rise  | Electric | Status   | —    | —    | 10 | Self   | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Iron Head    | Steel    | Physical | 80   | 100  | 15 | Normal | ○  |
| AncientPower | Rock     | Special  | 60   | 100  | 5  | Normal | —  |
| Earth Power  | Ground   | Special  | 90   | 100  | 10 | Normal | —  |
| Iron Defense | Steel    | Status   | —    | —    | 15 | Self   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal        | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal        | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal        | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal        | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal        | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10 | All           | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5  | Normal        | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM59 | Unaware      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM69 | Rock Polish  | Rock     | Status   | —    | —    | 20 | Self          | —  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5  | Normal        | —  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20 | 2 Foes        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM91 | Flash Cannon | Steel    | Special  | 80   | 100  | 10 | Normal        | —  |
| HMD4 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HMD6 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |

## ● EGG MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range       | DA |
|--------------|----------|----------|------|------|----|-------------|----|
| Headbutt     | Normal   | Physical | 70   | 100  | 15 | Normal      | ○  |
| Scary Face   | Normal   | Status   | —    | 90   | 10 | Normal      | —  |
| Focus Energy | Normal   | Status   | —    | —    | 30 | Self        | —  |
| Double-Edge  | Normal   | Physical | 120  | 100  | 15 | Normal      | ○  |
| Rock Blast   | Rock     | Physical | 25   | 80   | 10 | Normal      | —  |
| Body Slam    | Normal   | Physical | 85   | 100  | 15 | Normal      | ○  |
| Screech      | Normal   | Status   | —    | 85   | 40 | Normal      | —  |
| Curse        | ???      | Status   | —    | —    | 10 | Normal/Self | —  |
| Fissure      | Ground   | Physical | —    | 30   | 5  | Normal      | —  |
| Counter      | Fighting | Physical | —    | 100  | 20 | Self        | ○  |



## ● LEVEL-UP MOVES

| Lv. | Name        | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----|-------------|---------|----------|------|------|----|----------|----|
| 1   | Wrap        | Normal  | Physical | 15   | 95   | 20 | Normal   | ○  |
| 6   | Growl       | Normal  | Status   | —    | 100  | 40 | 2 Foes   | —  |
| 9   | Astonish    | Ghost   | Physical | 30   | 100  | 15 | Normal   | ○  |
| 14  | Confusion   | Psychic | Special  | 50   | 100  | 25 | Normal   | —  |
| 17  | Uproar      | Normal  | Special  | 50   | 100  | 10 | 1 Random | —  |
| 22  | Last Resort | Normal  | Physical | 130  | 100  | 5  | Normal   | ○  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range      | DA |
|--------------|---------|----------|------|------|----|------------|----|
| Icy Wind     | Ice     | Special  | 55   | 95   | 15 | 2 Foes     | —  |
| Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal     | ○  |
| Trick        | Psychic | Status   | —    | 100  | 10 | Normal     | —  |
| Knock Off    | Dark    | Physical | 20   | 100  | 20 | Normal     | ○  |
| Snore        | Normal  | Special  | 40   | 100  | 15 | Normal     | —  |
| Helping Hand | Normal  | Status   | —    | —    | 20 | 1 Ally     | —  |
| Last Resort  | Normal  | Physical | 130  | 100  | 5  | Normal     | ○  |
| Swift        | Normal  | Special  | 60   | —    | 20 | 2 Foes     | —  |
| Uproar       | Normal  | Special  | 50   | 100  | 10 | 1 Random   | —  |
| Gravity      | Psychic | Status   | —    | —    | 5  | All        | —  |
| Magic Coat   | Psychic | Status   | —    | —    | 15 | Self       | —  |
| Heal Bell    | Normal  | Status   | —    | —    | 5  | All Allies | —  |
| Rollout      | Rock    | Physical | 30   | 90   | 20 | Normal     | ○  |
| Signal Beam  | Bug     | Special  | 75   | 100  | 15 | Normal     | —  |

## ● TM &amp; HM MOVES

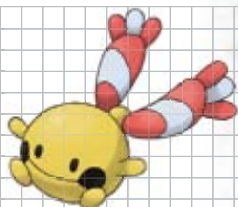
| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP       | Range    | DA |
|------|--------------|----------|----------|------|------|----------|----------|----|
| TM04 | Calm Mind    | Psychic  | Status   | —    | —    | 20       | Self     | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10       | Normal   | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15       | Normal   | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5        | All      | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20       | Normal   | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | 30   | 2 Allies | —        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10       | Self     | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5        | All      | —  |
| TM20 | Safeguard    | Normal   | Status   | —    | —    | 25       | 2 Allies | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20       | Normal   | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20       | Normal   | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10       | Normal   | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15       | Normal   | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15       | Self     | —  |
| TM33 | Reflect      | Psychic  | Status   | —    | —    | 20       | 2 Allies | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20       | Normal   | —  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15       | Normal   | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20       | Normal   | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20       | Normal   | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10       | Self     | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15       | Normal   | —  |
| TM48 | Skill Swap   | Psychic  | Status   | —    | —    | 10       | Normal   | —  |
| TM49 | Snatch       | Dark     | Status   | —    | —    | 10       | Depends  | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10       | Normal   | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10       | Self     | —  |
| TM67 | Recycle      | Normal   | Status   | —    | —    | 10       | Self     | —  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20       | Normal   | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20       | Normal   | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10       | Normal   | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20       | 2 Foes   | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10       | Depends  | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15       | Normal   | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15       | Normal   | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20       | Normal   | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15       | Normal   | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10       | Self     | —  |
| TM92 | Trick Room   | Psychic  | Status   | —    | —    | 5        | All      | —  |

## ● EGG MOVES

| Name         | Type    | Kind    | Pow. | Acc. | PP | Range       | DA |
|--------------|---------|---------|------|------|----|-------------|----|
| Disable      | Normal  | Status  | —    | 80   | 20 | Normal      | —  |
| Curse        | ???     | Status  | —    | —    | 10 | Normal/Self | —  |
| Hypnosis     | Psychic | Status  | —    | 60   | 20 | Normal      | —  |
| Dream Eater  | Psychic | Special | 100  | 100  | 15 | Normal      | —  |
| Wish         | Normal  | Status  | —    | —    | 10 | Self        | —  |
| Future Sight | Psychic | Special | 80   | 90   | 15 | Normal      | —  |
| Recover      | Normal  | Status  | —    | —    | 10 | Self        | —  |

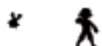
No. 433 | Bell Pokémon  
**Chingling**

Psychic



## ● SIZE COMPARISON

- HEIGHT: 0'08"
- WEIGHT: 1.3 lbs.
- ITEMS: Colbur Berry



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Levitate

## ● EGG GROUPS

No Egg has ever been discovered

## ● PERFORMANCE

SPEED ★★☆☆  
POWER ★★☆☆  
SKILL ★★☆☆

STAMINA ★★★★★☆  
JUMP ★★★★★☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Union Cave (Sinnoh Sound)

**Pokémon SoulSilver** Union Cave (Sinnoh Sound)

**Pokémon Diamond** Route 211

**Pokémon Pearl** Route 211

**Pokémon Platinum** Route 211

**Pokémon HeartGold** **Pokémon SoulSilver**

It emits high-frequency cries that people can't hear. Once it starts, it can cry for an awfully long time.

It emits high-frequency cries that people can't hear. Once it starts, it can cry for an awfully long time.

## ● EVOLUTION



Chingling

Level up with high friendship between 8,000+ and 4,000 A.M.

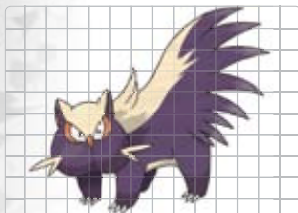


Chimecho

# No. 434 | Skunk Pokémon

## Stunky

Poison Dark



● SIZE COMPARISON

- HEIGHT: 1'04"
- WEIGHT: 42.3 lbs.
- ITEMS: None



● MALE/FEMALE HAVE SAME FORM

### ABILITIES

- Stench
- Aftermath

### EGG GROUPS

Field

### STATS



### PERFORMANCE

SPEED ★★★★★ STAMINA ★★☆☆  
 POWER ★★★★★ JUMP ★★★☆☆  
 SKILL ★★★★★

### MAIN WAYS TO OBTAIN

**Pokémon HeartGold** —

**Pokémon SoulSilver** —

**Pokémon Diamond** Route 206

**Pokémon Pearl** —

**Pokémon Platinum** —

**Pokémon HeartGold**

**Pokémon SoulSilver**

The foul fluid from its rear is so revolting that it can make people feel queasy up to a mile and a quarter away.

The foul fluid from its rear is so revolting that it can make people feel queasy up to a mile and a quarter away.

### EVOLUTION



Stunky

Skuntank

### LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|--------------|--------|----------|------|------|----|---------------|----|
| 1   | Scratch      | Normal | Physical | 40   | 100  | 35 | Normal        | ○  |
| 1   | Focus Energy | Normal | Status   | —    | —    | 30 | Self          | —  |
| 4   | Poison Gas   | Poison | Status   | —    | 55   | 40 | Normal        | —  |
| 7   | Screech      | Normal | Status   | —    | 85   | 40 | Normal        | —  |
| 10  | Fury Swipes  | Normal | Physical | 18   | 80   | 15 | Normal        | ○  |
| 14  | SmokeScreen  | Normal | Status   | —    | 100  | 20 | Normal        | —  |
| 18  | Feint        | Normal | Physical | 50   | 100  | 10 | Normal        | —  |
| 22  | Slash        | Normal | Physical | 70   | 100  | 20 | Normal        | ○  |
| 27  | Toxic        | Poison | Status   | —    | 85   | 10 | Normal        | —  |
| 32  | Night Slash  | Dark   | Physical | 70   | 100  | 15 | Normal        | ○  |
| 38  | Memento      | Dark   | Status   | —    | 100  | 10 | Normal        | —  |
| 44  | Explosion    | Normal | Physical | 250  | 100  | 5  | 2 Foes/1 Ally | —  |

### MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

### BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Fury Cutter  | Bug    | Physical | 10   | 95   | 20 | Normal | ○  |
| Sucker Punch | Dark   | Physical | 80   | 100  | 5  | Normal | ○  |
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Swift        | Normal | Special  | 60   | —    | 20 | 2 Foes | —  |
| Mud-Slap     | Ground | Special  | 20   | 100  | 10 | Normal | —  |

### TM & HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | ○  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal        | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal        | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal        | —  |
| TM36 | Sludge Bomb  | Poison   | Special  | 90   | 100  | 10 | Normal        | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5  | Normal        | —  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | ○  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal        | —  |
| TM49 | Snatch       | Dark     | Status   | —    | —    | 10 | Depends       | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM64 | Explosion    | Normal   | Physical | 250  | 100  | 5  | 2 Foes/1 Ally | —  |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15 | Normal        | ○  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10 | Normal        | ○  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM79 | Dark Pulse   | Dark     | Special  | 80   | 100  | 15 | Normal        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |

### EGG MOVES

| Name        | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-------------|--------|----------|------|------|----|--------|----|
| Pursuit     | Dark   | Physical | 40   | 100  | 20 | Normal | ○  |
| Leer        | Normal | Status   | —    | 100  | 30 | 2 Foes | —  |
| Smog        | Poison | Special  | 20   | 70   | 20 | Normal | —  |
| Double-Edge | Normal | Physical | 120  | 100  | 15 | Normal | ○  |
| Crunch      | Dark   | Physical | 80   | 100  | 15 | Normal | ○  |
| Scary Face  | Normal | Status   | —    | 90   | 10 | Normal | —  |
| Astonish    | Ghost  | Physical | 30   | 100  | 15 | Normal | ○  |
| Punishment  | Dark   | Physical | —    | 100  | 5  | Normal | ○  |
| Haze        | Ice    | Status   | —    | —    | 30 | All    | —  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|--------------|--------|----------|------|------|----|---------------|----|
| 1   | Scratch      | Normal | Physical | 40   | 100  | 35 | Normal        | ○  |
| 1   | Focus Energy | Normal | Status   | —    | 30   | —  | Self          | —  |
| 1   | Poison Gas   | Poison | Status   | —    | 55   | 40 | Normal        | —  |
| 4   | Poison Gas   | Poison | Status   | —    | 55   | 40 | Normal        | —  |
| 7   | Scream       | Normal | Status   | —    | 85   | 40 | Normal        | —  |
| 10  | Fury Swipes  | Normal | Physical | 18   | 80   | 15 | Normal        | ○  |
| 14  | SmokeScreen  | Normal | Status   | —    | 100  | 20 | Normal        | —  |
| 18  | Feint        | Normal | Physical | 50   | 100  | 10 | Normal        | —  |
| 22  | Slash        | Normal | Physical | 70   | 100  | 20 | Normal        | ○  |
| 27  | Toxic        | Poison | Status   | —    | 85   | 10 | Normal        | —  |
| 32  | Night Slash  | Dark   | Physical | 70   | 100  | 15 | Normal        | ○  |
| 34  | Flamethrower | Fire   | Special  | 95   | 100  | 15 | Normal        | —  |
| 42  | Memento      | Dark   | Status   | —    | 100  | 10 | Normal        | —  |
| 52  | Explosion    | Normal | Physical | 250  | 100  | 5  | 2 Foes/1 Ally | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Fury Cutter  | Bug    | Physical | 10   | 95   | 20 | Normal | ○  |
| Sucker Punch | Dark   | Physical | 80   | 100  | 5  | Normal | ○  |
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Swift        | Normal | Special  | 60   | —    | 20 | 2 Foes | —  |
| Mud-Slap     | Ground | Special  | 20   | 100  | 10 | Normal | —  |

## ● TM &amp; HM MOVES

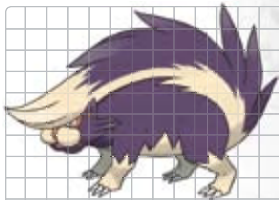
| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | —  | All           | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | —  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal        | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal        | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal        | —  |
| TM36 | Sludge Bomb  | Poison   | Special  | 90   | 100  | 10 | Normal        | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5  | Normal        | —  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal        | ○  |
| TM49 | Snatch       | Dark     | Status   | —    | —    | 10 | Depends       | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM64 | Explosion    | Normal   | Physical | 250  | 100  | 5  | 2 Foes/1 Ally | —  |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15 | Normal        | ○  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10 | Normal        | ○  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM79 | Dark Pulse   | Dark     | Special  | 80   | 100  | 15 | Normal        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM84 | Poison Jab   | Poison   | Physical | 80   | 100  | 20 | Normal        | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal        | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |



No. 435 | Skunk Pokémon  
**Skuntank**

Poison

Dark



## ● SIZE COMPARISON

- HEIGHT: 3'03"
- WEIGHT: 83.8 lbs.
- ITEMS: None



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Stench
- Aftermath

## ● STATS



## ● EGG GROUPS

Field

## ● PERFORMANCE

SPEED ★★☆☆  
POWER ★★★★★☆  
SKILL ★★☆☆

STAMINA ★★★★★☆  
JUMP ★★☆☆

## ● MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver —

Pokémon Diamond Route 221

Pokémon Pearl —

Pokémon Platinum —

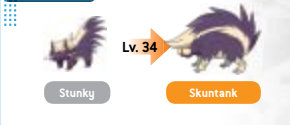
Pokémon HeartGold

Pokémon SoulSilver

It attacks by spraying a repugnant fluid from its tail, but the stench dulls after a few squirts.

It attacks by spraying a repugnant fluid from its tail, but the stench dulls after a few squirts.

## ● EVOLUTION







# No. 438 | Bonsai Pokémon

## Bonsly

Rock



## ● SIZE COMPARISON

- HEIGHT: 1'08"
- WEIGHT: 33.1 lbs.
- ITEMS: None



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Sturdy
- Rock Head

## ● EGG GROUPS

No Egg has ever been discovered

## ● PERFORMANCE

SPEED ★★☆☆  
POWER ★★☆☆  
SKILL ★☆☆☆

## ● STATS



STAMINA ★★★★★  
JUMP ★★☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Big Forest Pokéwalker Route

**Pokémon SoulSilver** Big Forest Pokéwalker Route

**Pokémon Diamond** Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)

**Pokémon Pearl** Route 209

**Pokémon Platinum** Trophy Garden at the Pokémon Mansion on Route 212 (after obtaining the National Pokédex, talk to Mr. Backlot)

**Pokémon HeartGold**

In order to adjust the level of fluids in its body, it exudes water from its eyes. This makes it appear to be crying.

**Pokémon SoulSilver**

In order to adjust the level of fluids in its body, it exudes water from its eyes. This makes it appear to be crying.

## ● EVOLUTION



Drifloon

Level it up to Lv. 17 and teach it Mimic. Or level it up once it knows Mimic.



Drifblim

## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range   | DA |
|-----|--------------|----------|----------|------|------|----|---------|----|
| 1   | Fake Tears   | Dark     | Status   | —    | 100  | 20 | Normal  | —  |
| 1   | Copycat      | Normal   | Status   | —    | —    | 20 | Depends | —  |
| 6   | Flail        | Normal   | Physical | —    | 100  | 15 | Normal  | ○  |
| 9   | Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal  | ○  |
| 14  | Rock Throw   | Rock     | Physical | 50   | 90   | 15 | Normal  | —  |
| 17  | Mimic        | Normal   | Status   | —    | —    | 10 | Normal  | —  |
| 22  | Block        | Normal   | Status   | —    | —    | 5  | Normal  | —  |
| 25  | Faint Attack | Dark     | Physical | 60   | —    | 20 | Normal  | ○  |
| 30  | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal  | —  |
| 33  | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes  | —  |
| 38  | Slam         | Normal   | Physical | 80   | 75   | 20 | Normal  | ○  |
| 41  | Sucker Punch | Dark     | Physical | 80   | 100  | 5  | Normal  | ○  |
| 46  | Double-Edge  | Normal   | Physical | 120  | 100  | 15 | Normal  | ○  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|----------|----------|------|------|----|----------|----|
| Sucker Punch | Dark     | Physical | 80   | 100  | 5  | Normal   | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal   | —  |
| Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally   | —  |
| Uproar       | Normal   | Special  | 50   | 100  | 10 | 1 Random | —  |
| Role Play    | Psychic  | Status   | —    | —    | 10 | Normal   | —  |
| Block        | Normal   | Status   | —    | —    | 5  | Normal   | —  |
| Rollout      | Rock     | Physical | 30   | 90   | 20 | Normal   | ○  |
| Earth Power  | Ground   | Special  | 90   | 100  | 10 | Normal   | —  |
| Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal   | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP  | Range         | DA |
|------|--------------|----------|----------|------|------|-----|---------------|----|
| TM04 | Calm Mind    | Psychic  | Status   | —    | —    | 20  | Self          | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10  | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15  | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5   | All           | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10  | Self          | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20  | Normal        | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20  | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10  | Normal        | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15  | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15  | Self          | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10  | All           | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10  | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20  | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20  | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10  | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15  | Normal        | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10  | Normal        | ○  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10  | Self          | —  |
| TM64 | Explosion    | Normal   | Physical | 250  | 100  | 5   | 2 Foes/1 Ally | —  |
| TM69 | Rock Polish  | Rock     | Status   | —    | —    | 20  | Self          | —  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20  | 2 Foes        | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10  | Normal        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | —    | 100 | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10  | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10  | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15  | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15  | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10  | Self          | —  |

## ● EGG MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range         | DA |
|--------------|--------|----------|------|------|----|---------------|----|
| Selfdestruct | Normal | Physical | 200  | 100  | 5  | 2 Foes/1 Ally | —  |
| Headbutt     | Normal | Physical | 70   | 100  | 15 | Normal        | ○  |
| Harden       | Normal | Status   | —    | —    | 30 | Self          | —  |
| Defense Curl | Normal | Status   | —    | —    | 40 | Self          | —  |
| Rollout      | Rock   | Physical | 30   | 90   | 20 | Normal        | ○  |
| Sand Tomb    | Ground | Physical | 15   | 70   | 15 | Normal        | —  |



No. 440 | Playhouse Pokémon  
**Happiny**

Normal



- HEIGHT: 2'00"
- WEIGHT: 53.8 lbs.
- ITEMS: None

## ● SIZE COMPARISON



## ● FEMALE FORM

## ● ABILITIES

- Natural Cure
- Serene Grace

## ● EGG GROUPS

No Egg has ever been discovered

## ● PERFORMANCE

SPEED ★★☆☆☆  
POWER ★☆☆☆☆  
SKILL ★★☆☆☆STAMINA ★★☆☆☆  
JUMP ★★☆☆☆

## ● STATS

HP ●●●●●  
 ATTACK ●●●●●  
 DEFENSE ●●●●●  
 SP. ATTACK ●●●●●  
 SP. DEFENSE ●●●●●  
 SPEED ●●●●●

## ● MAIN WAYS TO OBTAIN

## Pokémon HeartGold

Have Chansey or Blissey hold the Luck Incense and leave it at the Pokémon Day Care, then find its Egg and hatch it

## Pokémon SoulSilver

Have Chansey or Blissey hold the Luck Incense and leave it at the Pokémon Day Care, then find its Egg and hatch it

## Pokémon Diamond

Trophy Garden at the Pokémon Mansion on Route 212 [after obtaining the National Pokédex, talk to Mr. Backlot]

## Pokémon Pearl

Trophy Garden at the Pokémon Mansion on Route 212 [after obtaining the National Pokédex, talk to Mr. Backlot]

## Pokémon Platinum

Trophy Garden at the Pokémon Mansion on Route 212 [after obtaining the National Pokédex, talk to Mr. Backlot]

## Pokémon HeartGold

It carefully carries a round, white rock that it thinks is an egg. It's bothered by how curly its hair looks.

## Pokémon SoulSilver

It carefully carries a round, white rock that it thinks is an egg. It's bothered by how curly its hair looks.

## ● EVOLUTION



Have it hold Oval Stone and then level up between 4:00 A.M. and 8:00 P.M.



Level up with high friendship



## ● LEVEL-UP MOVES

| Lv. | Name       | Type   | Kind     | Pow. | Acc. | PP | Range   | DA |
|-----|------------|--------|----------|------|------|----|---------|----|
| 1   | Pound      | Normal | Physical | 40   | 100  | 35 | Normal  | ○  |
| 1   | Charm      | Normal | Status   | —    | 100  | 20 | Normal  | —  |
| 5   | Copycat    | Normal | Status   | —    | —    | 20 | Depends | —  |
| 9   | Refresh    | Normal | Status   | —    | —    | 20 | Self    | —  |
| 12  | Sweet Kiss | Normal | Status   | —    | 75   | 10 | Normal  | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range      | DA |
|--------------|---------|----------|------|------|----|------------|----|
| Icy Wind     | Ice     | Special  | 55   | 95   | 15 | 2 Foes     | —  |
| Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal     | ○  |
| Snore        | Normal  | Special  | 40   | 100  | 15 | Normal     | —  |
| Helping Hand | Normal  | Status   | —    | —    | 20 | 1 Ally     | —  |
| Last Resort  | Normal  | Physical | 130  | 100  | 5  | Normal     | ○  |
| Uproar       | Normal  | Special  | 50   | 100  | 10 | 1 Random   | —  |
| Gravity      | Psychic | Status   | —    | —    | 5  | All        | —  |
| Heal Bell    | Normal  | Status   | —    | —    | 5  | All Allies | —  |
| Mud-Slap     | Ground  | Special  | 20   | 100  | 10 | Normal     | —  |
| Rollout      | Rock    | Physical | 30   | 90   | 20 | Normal     | ○  |
| Endeavor     | Normal  | Physical | —    | 100  | 5  | Normal     | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP       | Range    | DA |
|------|--------------|----------|----------|------|------|----------|----------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20       | Normal   | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10       | Normal   | —  |
| TM07 | Hail         | Ice      | Status   | —    | —    | 10       | All      | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15       | Normal   | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5        | All      | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | 30   | 2 Allies | —        |    |
| TM17 | Protect      | Normal   | Status   | —    | 10   | Self     | —        |    |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5        | All      | —  |
| TM20 | Safeguard    | Normal   | Status   | —    | —    | 25       | 2 Allies |    |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20       | Normal   | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10       | Normal   | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20       | Normal   | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10       | Normal   | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15       | Normal   | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15       | Self     | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20       | Normal   | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15       | Normal   | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5        | Normal   | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20       | Normal   | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20       | Normal   | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10       | Self     | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15       | Normal   | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10       | Normal   | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10       | Self     | —  |
| TM60 | Drain Punch  | Fighting | Physical | 60   | 100  | 5        | Normal   | ○  |
| TM67 | Recycle      | Normal   | Status   | —    | —    | 10       | Self     | —  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20       | Normal   | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20       | Normal   | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10       | Normal   | —  |
| TM79 | Captivate    | Normal   | Status   | —    | 100  | 20       | 2 Foes   | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10       | Depends  | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15       | Normal   | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15       | Normal   | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20       | Normal   | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15       | Normal   | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10       | Self     | —  |

## ● EGG MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range      | DA |
|--------------|----------|----------|------|------|----|------------|----|
| Present      | Normal   | Physical | —    | 90   | 15 | Normal     | —  |
| Metronome    | Normal   | Status   | —    | —    | 10 | Depends    | —  |
| Heal Bell    | Normal   | Status   | —    | —    | 5  | All Allies | —  |
| Aromatherapy | Grass    | Status   | —    | —    | 5  | All Allies | —  |
| Substitute   | Normal   | Status   | —    | —    | 10 | Self       | —  |
| Counter      | Fighting | Physical | —    | 100  | 20 | Self       | ○  |
| Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally     | —  |
| Gravity      | Psychic  | Status   | —    | —    | 5  | All        | —  |
| Last Resort  | Normal   | Physical | 130  | 100  | 5  | Normal     | ○  |
| Mud Bomb     | Ground   | Special  | 65   | 85   | 10 | Normal     | —  |



## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----|--------------|--------|----------|------|------|----|----------|----|
| 1   | Peck         | Flying | Physical | 35   | 100  | 35 | Normal   | ○  |
| 5   | Growl        | Normal | Status   | —    | 100  | 40 | 2 Foes   | —  |
| 9   | Mirror Move  | Flying | Status   | —    | —    | 20 | Depends  | —  |
| 13  | Sing         | Normal | Status   | —    | 55   | 15 | Normal   | —  |
| 17  | Fury Attack  | Normal | Physical | 15   | 85   | 20 | Normal   | ○  |
| 21  | Chatter      | Flying | Special  | 60   | 100  | 20 | Normal   | —  |
| 25  | Taunt        | Dark   | Status   | —    | 100  | 20 | Normal   | —  |
| 29  | Mimic        | Normal | Status   | —    | —    | 10 | Normal   | —  |
| 33  | Roost        | Flying | Status   | —    | —    | 10 | Self     | —  |
| 37  | Uproar       | Normal | Special  | 50   | 100  | 10 | 1 Random | —  |
| 41  | FeatherDance | Flying | Status   | —    | 100  | 15 | Normal   | —  |
| 45  | Hyper Voice  | Normal | Special  | 90   | 100  | 10 | 2 Foes   | —  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|---------|----------|------|------|----|----------|----|
| Ominous Wind | Ghost   | Special  | 60   | 100  | 5  | Normal   | —  |
| Air Cutter   | Flying  | Special  | 55   | 95   | 25 | 2 Foes   | —  |
| Snore        | Normal  | Special  | 40   | 100  | 15 | Normal   | —  |
| Swift        | Normal  | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Uproar       | Normal  | Special  | 50   | 100  | 10 | 1 Random | —  |
| Tailwind     | Flying  | Status   | —    | —    | 30 | 2 Allies | —  |
| Role Play    | Psychic | Status   | —    | —    | 10 | Normal   | —  |
| Mud-Slap     | Ground  | Special  | 20   | 100  | 10 | Normal   | —  |
| Twister      | Dragon  | Special  | 40   | 100  | 20 | 2 Foes   | —  |
| Heat Wave    | Fire    | Special  | 100  | 90   | 10 | 2 Foes   | —  |
| Sky Attack   | Flying  | Physical | 140  | 90   | 5  | Normal   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|---------|----------|------|------|----|---------|----|
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10 | Normal  | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15 | Normal  | —  |
| TM11 | Sunny Day    | Fire    | Status   | —    | 5    | —  | All     | —  |
| TM12 | Taunt        | Dark    | Status   | —    | 100  | 20 | Normal  | —  |
| TM17 | Protect      | Normal  | Status   | —    | —    | 10 | Self    | —  |
| TM18 | Rain Dance   | Water   | Status   | —    | 5    | —  | All     | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20 | Normal  | ○  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20 | Normal  | ○  |
| TM32 | Double Team  | Normal  | Status   | —    | —    | 15 | Self    | —  |
| TM40 | Aerial Ace   | Flying  | Physical | 60   | —    | 20 | Normal  | ○  |
| TM41 | Torment      | Dark    | Status   | —    | 100  | 15 | Normal  | —  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20 | Normal  | —  |
| TM44 | Rest         | Psychic | Status   | —    | —    | 10 | Self    | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15 | Normal  | —  |
| TM46 | Thief        | Dark    | Physical | 40   | 100  | 10 | Normal  | ○  |
| TM47 | Steel Wing   | Steel   | Physical | 70   | 90   | 25 | Normal  | ○  |
| TM51 | Roost        | Flying  | Status   | —    | —    | 10 | Self    | —  |
| TM58 | Endure       | Normal  | Status   | —    | —    | 10 | Self    | —  |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20 | 2 Foes  | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | —    | 10 | Depends | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal  | —  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal  | —  |
| TM88 | Pluck        | Flying  | Physical | 60   | 100  | 20 | Normal  | ○  |
| TM89 | U-turn       | Bug     | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM90 | Substitute   | Normal  | Status   | —    | —    | 10 | Self    | —  |
| HM02 | Fly          | Flying  | Physical | 90   | 95   | 15 | Normal  | ○  |

## ● EGG MOVES

| Name        | Type    | Kind    | Pow. | Acc. | PP | Range  | DA |
|-------------|---------|---------|------|------|----|--------|----|
| Encore      | Normal  | Status  | —    | 100  | 5  | Normal | —  |
| Night Shade | Ghost   | Special | —    | 100  | 15 | Normal | —  |
| Agility     | Psychic | Status  | —    | 30   | 30 | Self   | —  |
| Nasty Plot  | Dark    | Status  | —    | —    | 20 | Self   | —  |
| Supersonic  | Normal  | Status  | —    | 55   | 20 | Normal | —  |



No. 441 | Music Note Pokémon  
**Chatot**

Normal Flying



## ● SIZE COMPARISON

- HEIGHT: 1'08"
- WEIGHT: 4.2 lbs.
- ITEMS: Metronome



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Keen Eye
- Tangled Feet

## ● STATS



## ● EGG GROUPS

Flying

## ● PERFORMANCE

SPEED ★★☆☆  
 POWER ★★☆☆  
 SKILL ★★☆☆

STAMINA ★★☆☆  
 JUMP ★★☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Sprout Tower (Sinnoh Sound)

**Pokémon SoulSilver** Sprout Tower (Sinnoh Sound)

**Pokémon Diamond** Route 222 (morning and afternoon only)

**Pokémon Pearl** Route 222 (morning and afternoon only)

**Pokémon Platinum** Route 213 (morning and afternoon only)

● **Pokémon HeartGold**

It mimics the cries of other Pokémon to trick them into thinking it's one of them. This way they won't attack it.

● **Pokémon SoulSilver**

It mimics the cries of other Pokémon to trick them into thinking it's one of them. This way they won't attack it.

## ● EVOLUTION

Does not evolve

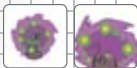
No. 442 | Forbidden Pokémon  
**Spiritomb**

Ghost Dark



- HEIGHT: 3'03"
- WEIGHT: 238.1 lbs.
- ITEMS: None

## ● SIZE COMPARISON



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Pressure

## ● STATS



## ● EGG GROUPS

Amorphous

## ● PERFORMANCE

SPEED ★★☆☆  
POWER ★★★★★  
SKILL ★★★STAMINA ★★★★★  
JUMP ★★★

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Quiet Cave Pokéwalker Route**Pokémon SoulSilver** Quiet Cave Pokéwalker Route**Pokémon Diamond** Broken stone tower on Route 209\***Pokémon Pearl** Broken stone tower on Route 209\***Pokémon Platinum** Broken stone tower on Route 209\***Pokémon HeartGold**

It was formed by uniting 108 spirits. It has been bound to the Odd Keystone to keep it from doing any mischief.

**Pokémon SoulSilver**

It was formed by uniting 108 spirits. It has been bound to the Odd Keystone to keep it from doing any mischief.

## ● EVOLUTION

Does not evolve

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range       | DA |
|-----|--------------|---------|----------|------|------|----|-------------|----|
| 1   | Curse        | ???     | Status   | —    | —    | 10 | Normal/Self | —  |
| 1   | Pursuit      | Dark    | Physical | 40   | 100  | 20 | Normal      | ○  |
| 1   | Confuse Ray  | Ghost   | Status   | —    | 100  | 10 | Normal      | —  |
| 1   | Spite        | Ghost   | Status   | —    | 100  | 10 | Normal      | —  |
| 1   | Shadow Sneak | Ghost   | Physical | 40   | 100  | 30 | Normal      | ○  |
| 7   | Faint Attack | Dark    | Physical | 60   | —    | 20 | Normal      | ○  |
| 13  | Hypnosis     | Psychic | Status   | —    | 60   | 20 | Normal      | —  |
| 19  | Dream Eater  | Psychic | Special  | 100  | 100  | 15 | Normal      | —  |
| 25  | Ominous Wind | Ghost   | Special  | 60   | 100  | 5  | Normal      | —  |
| 31  | Sucker Punch | Dark    | Physical | 80   | 100  | 5  | Normal      | ○  |
| 37  | Nasty Plot   | Dark    | Status   | —    | —    | 20 | Self        | —  |
| 43  | Memento      | Dark    | Status   | —    | 100  | 10 | Normal      | —  |
| 49  | Dark Pulse   | Dark    | Special  | 80   | 100  | 15 | Normal      | —  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|---------|----------|------|------|----|----------|----|
| Icy Wind     | Ice     | Special  | 55   | 95   | 15 | 2 Foes   | —  |
| Ominous Wind | Ghost   | Special  | 60   | 100  | 5  | Normal   | —  |
| Trick        | Psychic | Status   | —    | —    | 10 | Normal   | —  |
| Sucker Punch | Dark    | Physical | 80   | 100  | 5  | Normal   | ○  |
| Snore        | Normal  | Special  | 40   | 100  | 15 | Normal   | —  |
| Spite        | Ghost   | Status   | —    | 100  | 10 | Normal   | —  |
| Uproar       | Normal  | Special  | 50   | 100  | 10 | 1 Random | —  |
| Pain Split   | Normal  | Status   | —    | —    | 20 | Normal   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|----------|----------|------|------|----|---------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal  | —  |
| TM04 | Calm Mind    | Psychic  | Status   | —    | —    | 20 | Normal  | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal  | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal  | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All     | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal  | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal  | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All     | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal  | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal  | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self    | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal  | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal  | —  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15 | Normal  | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal  | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self    | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal  | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal  | ○  |
| TM49 | Snatch       | Dark     | Status   | —    | —    | 10 | Depends | —  |
| TM59 | Endure       | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM61 | Will-O-Wisp  | Fire     | Status   | —    | 75   | 15 | Normal  | —  |
| TM62 | Silver Wind  | Bug      | Special  | 60   | 100  | 5  | Normal  | —  |
| TM63 | Embargo      | Dark     | Status   | —    | —    | 15 | Normal  | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal  | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal  | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal  | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes  | —  |
| TM79 | Dark Pulse   | Dark     | Special  | 80   | 100  | 15 | Normal  | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal  | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15 | Normal  | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal  | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self    | —  |

## ● EGG MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|---------|----------|------|------|----|--------|----|
| Destiny Bond | Ghost   | Status   | —    | —    | 5  | Self   | —  |
| Pain Split   | Normal  | Status   | —    | —    | 20 | Normal | —  |
| SmokeScreen  | Normal  | Status   | —    | 100  | 20 | Normal | —  |
| Imprison     | Psychic | Status   | —    | —    | 10 | Self   | —  |
| Grudge       | Ghost   | Status   | —    | —    | 5  | Self   | —  |
| Shadow Sneak | Ghost   | Physical | 40   | 100  | 30 | Normal | ○  |

\*After you place the Odd Keystone in the broken stone tower, making it into the Hallowed Tower, greet 32 people in the Underground. Afterward, touch the Hallowed Tower and press the A Button to encounter Spiritomb.

## ● LEVEL-UP MOVES

| Lv. | Name        | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|-------------|--------|----------|------|------|----|--------|----|
| 1   | Tackle      | Normal | Physical | 35   | 95   | 35 | Normal | ○  |
| 3   | Sand-Attack | Ground | Special  | —    | 100  | 15 | Normal | —  |
| 7   | Dragon Rage | Dragon | Special  | —    | 100  | 10 | Normal | —  |
| 13  | Sandstorm   | Rock   | Status   | —    | —    | 10 | All    | —  |
| 15  | Take Down   | Normal | Physical | 90   | 85   | 20 | Normal | ○  |
| 19  | Sand Tomb   | Ground | Physical | 15   | 70   | 15 | Normal | —  |
| 25  | Slash       | Normal | Physical | 70   | 100  | 20 | Normal | ○  |
| 27  | Dragon Claw | Dragon | Physical | 80   | 100  | 15 | Normal | ○  |
| 31  | Dig         | Ground | Physical | 80   | 100  | 10 | Normal | ○  |
| 37  | Dragon Rush | Dragon | Physical | 100  | 75   | 10 | Normal | ○  |

## ● MOVE MANIAC

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Headbutt     | Normal | Physical | 70   | 100  | 15 | Normal | ○  |
| Draco Meteor | Dragon | Special  | 140  | 90   | 5  | Normal | —  |

## ● BP MOVES

| Name        | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|-------------|--------|----------|------|------|----|----------|----|
| Fury Cutter | Bug    | Physical | 10   | 95   | 20 | Normal   | ○  |
| Snore       | Normal | Special  | 40   | 100  | 15 | Normal   | —  |
| Swift       | Normal | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Mud-Slap    | Ground | Special  | 20   | 100  | 10 | Normal   | —  |
| Iron Head   | Steel  | Physical | 80   | 100  | 15 | Normal   | ○  |
| Outrage     | Dragon | Physical | 120  | 100  | 15 | 1 Random | ○  |
| Earth Power | Ground | Special  | 90   | 100  | 10 | Normal   | —  |
| Twister     | Dragon | Special  | 40   | 100  | 20 | 2 Foes   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP      | Range         | DA |
|------|--------------|----------|----------|------|------|---------|---------------|----|
| TM02 | Dragon Claw  | Dragon   | Physical | 80   | 100  | 15      | Normal        | ○  |
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20      | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10      | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15      | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | All     | —             | —  |
| TM17 | Protect      | Normal   | Status   | —    | 10   | Self    | —             | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | All     | —             | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20      | Normal        | ○  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10      | 2 Foes/1 Ally | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20      | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10      | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | 15   | Self    | —             | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15      | Normal        | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | 10   | All     | —             | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5       | Normal        | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10      | Normal        | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20      | Normal        | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20      | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20      | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | 10   | Self    | —             | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15      | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | 10   | Self    | —             | —  |
| TM59 | Dragon Pulse | Dragon   | Special  | 90   | 100  | 10      | Normal        | —  |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15      | Normal        | —  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5       | Normal        | —  |
| TM76 | Stealth Rock | Rock     | Status   | —    | 20   | 2 Foes  | —             | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20      | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10      | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | 10   | Depends | —             | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15      | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15      | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | 10   | Self    | —             | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30      | Normal        | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15      | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15      | Normal        | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20      | Normal        | ○  |

## ● EGG MOVES

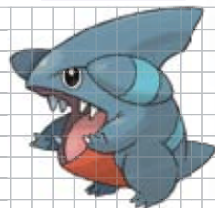
| Name          | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|---------------|--------|----------|------|------|----|----------|----|
| Dragon Breath | Dragon | Special  | 60   | 100  | 20 | Normal   | —  |
| Outrage       | Dragon | Physical | 120  | 100  | 15 | 1 Random | ○  |
| Twister       | Dragon | Special  | 40   | 100  | 20 | 2 Foes   | —  |
| Scary Face    | Normal | Status   | —    | 90   | 10 | Normal   | —  |
| Double-Edge   | Normal | Physical | 120  | 100  | 15 | Normal   | ○  |
| Thrash        | Normal | Physical | 90   | 100  | 20 | 1 Random | ○  |
| Metal Claw    | Steel  | Physical | 50   | 95   | 35 | Normal   | ○  |
| Sand Tomb     | Ground | Physical | 15   | 70   | 15 | Normal   | ○  |
| Body Slam     | Normal | Physical | 85   | 100  | 15 | Normal   | ○  |
| Iron Head     | Steel  | Physical | 80   | 100  | 15 | Normal   | ○  |
| Mud Shot      | Ground | Special  | 55   | 95   | 15 | Normal   | —  |



No. 443 | Land Shark Pokémon  
**Gible**

Dragon

Ground



## ● SIZE COMPARISON

- HEIGHT: 2'04"
- WEIGHT: 45.2 lbs.
- ITEMS: Haban Berry



● MALE FORM  
Notched dorsal fin

● FEMALE FORM  
No notch on dorsal fin

## ● ABILITIES

- Sand Veil

## ● STATS



## ● EGG GROUPS

Monster  
Dragon

## ● PERFORMANCE

SPEED ★★☆☆  
POWER ★★☆☆  
SKILL ★★☆☆

STAMINA ★★★☆  
JUMP ★★★

## ● MAIN WAYS TO OBTAIN

## Pokémon HeartGold

Safari Zone (Rocky Beach Area: if Grass and Rock objects are placed, may appear in tall grass)

## Pokémon SoulSilver

Safari Zone (Rocky Beach Area: if Grass and Rock objects are placed, may appear in tall grass)

## Pokémon Diamond

Wayward Cave B1F (beneath Cycling Road)

## Pokémon Pearl

Wayward Cave B1F (beneath Cycling Road)

## Pokémon Platinum

Wayward Cave B1F (beneath Cycling Road)

## Pokémon HeartGold

It nests in horizontal holes warmed by geothermal heat. Foes who get too close can expect to be pounced on and bitten.

## Pokémon SoulSilver

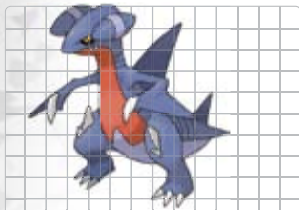
It nests in horizontal holes warmed by geothermal heat. Foes who get too close can expect to be pounced on and bitten.

## ● EVOLUTION



# No. 444 | Cave Pokémon

## Gabite

Dragon Ground


## ● SIZE COMPARISON

- HEIGHT: 4'07"
- WEIGHT: 123.5 lbs.
- ITEMS: None



## ● MALE FORM

Notched dorsal fin

## ● FEMALE FORM

No notch on dorsal fin

## ● ABILITIES

- Sand Veil

## ● STATS



## ● EGG GROUPS

Monster

Dragon

## ● PERFORMANCE

SPEED ★★★★★  
POWER ★★★★★  
SKILL ★★★☆☆

STAMINA ★★★★★  
JUMP ★★★☆☆

## ● MAIN WAYS TO OBTAIN

Pokémon HeartGold Level up Gible to Lv. 24

Pokémon SoulSilver Level up Gible to Lv. 24

Pokémon Diamond Level up Gible to Lv. 24

Pokémon Pearl Level up Gible to Lv. 24

Pokémon Platinum Victory Road 1F

Pokémon HeartGold Pokémon SoulSilver

As it digs to expand its nest, it habitually digs up gems that it then hoards in its nest.

As it digs to expand its nest, it habitually digs up gems that it then hoards in its nest.

## ● EVOLUTION



## ● LEVEL-UP MOVES

| Lv. | Name        | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|-------------|--------|----------|------|------|----|--------|----|
| 1   | Tackle      | Normal | Physical | 35   | 95   | 35 | Normal | ○  |
| 1   | Sand-Attack | Ground | Status   | —    | 100  | 15 | Normal | —  |
| 3   | Sand-Attack | Ground | Status   | —    | 100  | 15 | Normal | —  |
| 7   | Dragon Rage | Dragon | Special  | —    | 100  | 10 | Normal | —  |
| 13  | Sandstorm   | Rock   | Status   | —    | —    | 10 | All    | —  |
| 15  | Take Down   | Normal | Physical | 90   | 85   | 20 | Normal | ○  |
| 19  | Sand Tomb   | Ground | Physical | 15   | 70   | 15 | Normal | —  |
| 28  | Slash       | Normal | Physical | 70   | 100  | 20 | Normal | ○  |
| 33  | Dragon Claw | Dragon | Physical | 80   | 100  | 15 | Normal | ○  |
| 40  | Dig         | Ground | Physical | 80   | 100  | 10 | Normal | ○  |
| 49  | Dragon Rush | Dragon | Physical | 100  | 75   | 10 | Normal | ○  |

## ● MOVE MANIAC

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Headbutt     | Normal | Physical | 70   | 100  | 15 | Normal | ○  |
| Draco Meteor | Dragon | Special  | 140  | 90   | 5  | Normal | —  |

## ● BP MOVES

| Name        | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|-------------|--------|----------|------|------|----|----------|----|
| Fury Cutter | Bug    | Physical | 10   | 95   | 20 | Normal   | ○  |
| Snore       | Normal | Special  | 40   | 100  | 15 | Normal   | —  |
| Swift       | Normal | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Mud-Slap    | Ground | Special  | 20   | 100  | 10 | Normal   | ○  |
| Iron Head   | Steel  | Physical | 80   | 100  | 15 | Normal   | ○  |
| Outrage     | Dragon | Physical | 120  | 100  | 15 | 1 Random | ○  |
| Earth Power | Ground | Special  | 90   | 100  | 10 | Normal   | —  |
| Twister     | Dragon | Special  | 40   | 100  | 20 | 2 Foes   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM02 | Dragon Claw  | Dragon   | Physical | 80   | 100  | 15 | Normal        | ○  |
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | —  | All           | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | —  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal        | ○  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal        | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10 | All           | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5  | Normal        | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal        | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM59 | Dragon Pulse | Dragon   | Special  | 90   | 100  | 10 | Normal        | —  |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15 | Normal        | ○  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5  | Normal        | —  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20 | 2 Foes        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal        | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20 | Normal        | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name        | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|-------------|--------|----------|------|------|----|--------|----|
| 1   | Fire Fang   | Fire   | Physical | 65   | 95   | 15 | Normal | ○  |
| 1   | Tackle      | Normal | Physical | 35   | 95   | 35 | Normal | ○  |
| 1   | Sand-Attack | Ground | Status   | —    | 100  | 15 | Normal | —  |
| 1   | Dragon Rage | Dragon | Special  | —    | 100  | 10 | Normal | —  |
| 1   | Sandstorm   | Rock   | Status   | —    | —    | 10 | All    | —  |
| 3   | Sand-Attack | Ground | Status   | —    | 100  | 15 | Normal | —  |
| 7   | Dragon Rage | Dragon | Special  | —    | 100  | 10 | Normal | —  |
| 13  | Sandstorm   | Rock   | Status   | —    | —    | 10 | All    | —  |
| 15  | Take Down   | Normal | Physical | 90   | 85   | 20 | Normal | ○  |
| 19  | Sand Tomb   | Ground | Physical | 15   | 70   | 15 | Normal | ○  |
| 28  | Slash       | Normal | Physical | 70   | 100  | 20 | Normal | ○  |
| 33  | Dragon Claw | Dragon | Physical | 80   | 100  | 15 | Normal | ○  |
| 40  | Dig         | Ground | Physical | 80   | 100  | 10 | Normal | ○  |
| 48  | Crunch      | Dark   | Physical | 80   | 100  | 15 | Normal | ○  |
| 55  | Dragon Rush | Dragon | Physical | 100  | 75   | 10 | Normal | ○  |

## ● MOVE MANIAC

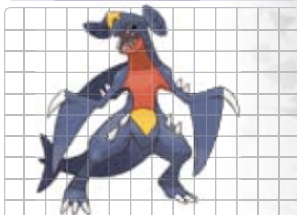
| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Headbutt     | Normal | Physical | 70   | 100  | 15 | Normal | ○  |
| Draco Meteor | Dragon | Special  | 140  | 90   | 5  | Normal | —  |

## ● BP MOVES

| Name        | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|-------------|--------|----------|------|------|----|----------|----|
| Fury Cutter | Bug    | Physical | 10   | 95   | 20 | Normal   | ○  |
| Snore       | Normal | Special  | 40   | 100  | 15 | Normal   | —  |
| Swift       | Normal | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Mud-Slap    | Ground | Special  | 20   | 100  | 10 | Normal   | —  |
| Iron Head   | Steel  | Physical | 80   | 100  | 15 | Normal   | ○  |
| Aqua Tail   | Water  | Physical | 90   | 90   | 10 | Normal   | ○  |
| Outrage     | Dragon | Physical | 120  | 100  | 15 | 1 Random | ○  |
| Earth Power | Ground | Special  | 90   | 100  | 10 | Normal   | ○  |
| Twister     | Dragon | Special  | 40   | 100  | 20 | 2 Foes   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM02 | Dragon Claw  | Dragon   | Physical | 80   | 100  | 15 | Normal        | ○  |
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal        | ○  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal        | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10 | All           | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5  | Normal        | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal        | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM54 | False Swipe  | Normal   | Physical | 40   | 100  | 40 | Normal        | ○  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM59 | Dragon Pulse | Dragon   | Special  | 90   | 100  | 10 | Normal        | —  |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15 | Normal        | ○  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5  | Normal        | —  |
| TM75 | Swords Dance | Normal   | Status   | —    | —    | 30 | Self          | —  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20 | 2 Foes        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM84 | Poison Jab   | Poison   | Physical | 80   | 100  | 20 | Normal        | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal        | ○  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15 | Normal        | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20 | Normal        | ○  |


**No. 445 | Mach Pokémon**  
**Garchomp**
Dragon Ground


## ● SIZE COMPARISON

- HEIGHT: 6'03"
- WEIGHT: 209.4 lbs.
- ITEMS: None



- MALE FORM  
Notched dorsal fin

- FEMALE FORM  
No notch on dorsal fin

## ● ABILITIES

- Sand Veil

## ● STATS



## ● EGG GROUPS

- Monster
- Dragon

## ● PERFORMANCE

SPEED ★★☆☆  
POWER ★★★★★☆  
SKILL ★★★★★☆

STAMINA ★★★★★☆  
JUMP ★★☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Level up Gabite to Lv. 48

**Pokémon SoulSilver** Level up Gabite to Lv. 48

**Pokémon Diamond** Level up Gabite to Lv. 48

**Pokémon Pearl** Level up Gabite to Lv. 48

**Pokémon Platinum** Level up Gabite to Lv. 48

**Pokémon HeartGold**

**Pokémon SoulSilver**

Its body is covered in fine scales that reduce drag, enabling it to fly at high speeds.

Its body is covered in fine scales that reduce drag, enabling it to fly at high speeds.

## ● EVOLUTION



Gible

Gabite

Garchomp

# No. 446 | Big Eater Pokémon

## Munchlax

Normal



## ● SIZE COMPARISON

- HEIGHT: 2'00"
- WEIGHT: 231.5 lbs.
- ITEMS: None



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Pickup
- Thick Fat

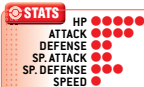
## ● EGG GROUPS

No Egg has ever been discovered

## ● PERFORMANCE

SPEED ★★☆☆☆  
POWER ★★★★★☆  
SKILL ★★☆☆☆

STAMINA ★★★★★☆  
JUMP ★★★☆☆



## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Quiet Cave Pokéwalker Route

**Pokémon SoulSilver** Quiet Cave Pokéwalker Route

**Pokémon Diamond** Occasionally appears if you spread Honey on a sweet-smelling tree

**Pokémon Pearl** Occasionally appears if you spread Honey on a sweet-smelling tree

**Pokémon Platinum** Occasionally appears if you spread Honey on a sweet-smelling tree

**Pokémon HeartGold**

It conceals food under the long fur on its body. It carts around this food stash and swallows it without chewing.

**Pokémon SoulSilver**

It conceals food under the long fur on its body. It carts around this food stash and swallows it without chewing.

## ● EVOLUTION



Munchlax

Level up with high friendship



Snorlax

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range   | DA |
|-----|--------------|---------|----------|------|------|----|---------|----|
| 1   | Metronome    | Normal  | Status   | —    | —    | 10 | Depends | —  |
| 1   | Odor Sleuth  | Normal  | Status   | —    | —    | 40 | Normal  | —  |
| 1   | Tackle       | Normal  | Physical | 35   | 95   | 35 | Normal  | ○  |
| 4   | Defense Curl | Normal  | Status   | —    | —    | 40 | Self    | —  |
| 9   | Amnesia      | Psychic | Status   | —    | —    | 20 | Self    | —  |
| 12  | Lick         | Ghost   | Physical | 20   | 100  | 30 | Normal  | ○  |
| 17  | Recycle      | Normal  | Status   | —    | —    | 10 | Self    | —  |
| 20  | Screech      | Normal  | Status   | —    | 85   | 40 | Normal  | —  |
| 25  | Stockpile    | Normal  | Status   | —    | —    | 20 | Self    | —  |
| 28  | Swallow      | Normal  | Status   | —    | —    | 10 | Self    | —  |
| 33  | Body Slam    | Normal  | Physical | 85   | 100  | 15 | Normal  | ○  |
| 36  | Fling        | Dark    | Physical | —    | 100  | 10 | Normal  | —  |
| 41  | Rollout      | Rock    | Physical | 30   | 90   | 20 | Normal  | ○  |
| 44  | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal  | —  |
| 49  | Last Resort  | Normal  | Physical | 130  | 100  | 5  | Normal  | ○  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|----------|----------|------|------|----|----------|----|
| Icy Wind     | Ice      | Special  | 55   | 95   | 15 | 2 Foes   | —  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal   | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal   | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal   | ○  |
| Zen Headbutt | Psychic  | Physical | 80   | 90   | 15 | Normal   | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal   | —  |
| Last Resort  | Normal   | Physical | 130  | 100  | 5  | Normal   | ○  |
| Uproar       | Normal   | Special  | 50   | 100  | 10 | 1 Random | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal   | ○  |
| Rollout      | Rock     | Physical | 30   | 90   | 20 | Normal   | ○  |
| Superpower   | Fighting | Physical | 120  | 100  | 5  | Normal   | ○  |
| Gunk Shot    | Poison   | Physical | 120  | 70   | 5  | Normal   | ○  |
| Seed Bomb    | Grass    | Physical | 80   | 100  | 15 | Normal   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal        | ○  |
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | —  | All           | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal        | —  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal        | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal        | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal        | —  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal        | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal        | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10 | All           | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5  | Normal        | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM67 | Recycle      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15 | Normal        | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20 | Normal        | ○  |

## ● EGG MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range       | DA |
|--------------|----------|----------|------|------|----|-------------|----|
| Lick         | Ghost    | Physical | 20   | 100  | 30 | Normal      | ○  |
| Charm        | Normal   | Status   | —    | 100  | 20 | Normal      | —  |
| Double-Edge  | Normal   | Physical | 120  | 100  | 15 | Normal      | ○  |
| Curse        | ???      | Status   | —    | —    | 10 | Normal/Self | —  |
| Substitute   | Normal   | Status   | —    | —    | 10 | Self        | —  |
| Whirlwind    | Normal   | Status   | —    | 100  | 20 | Normal      | —  |
| Pursuit      | Dark     | Physical | 40   | 100  | 20 | Normal      | ○  |
| Zen Headbutt | Psychic  | Physical | 80   | 90   | 15 | Normal      | ○  |
| Counter      | Fighting | Physical | —    | 100  | 20 | Self        | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range   | DA |
|-----|--------------|----------|----------|------|------|----|---------|----|
| 1   | Quick Attack | Normal   | Physical | 40   | 100  | 30 | Normal  | ○  |
| 1   | Foresight    | Normal   | Status   | —    | —    | 40 | Normal  | —  |
| 1   | Endure       | Normal   | Status   | —    | —    | 10 | Self    | —  |
| 6   | Counter      | Fighting | Physical | —    | 100  | 20 | Self    | ○  |
| 11  | Force Palm   | Fighting | Physical | 60   | 100  | 10 | Normal  | ○  |
| 15  | Feint        | Normal   | Physical | 50   | 100  | 10 | Normal  | ○  |
| 19  | Reversal     | Fighting | Physical | —    | 100  | 15 | Normal  | ○  |
| 24  | Screech      | Normal   | Status   | —    | 85   | 40 | Normal  | —  |
| 29  | Copycat      | Normal   | Status   | —    | —    | 20 | Depends | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Fury Cutter  | Bug      | Physical | 10   | 95   | 20 | Normal | ○  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal | ○  |
| Zen Headbutt | Psychic  | Physical | 80   | 90   | 15 | Normal | ○  |
| Vacuum Wave  | Fighting | Special  | 40   | 100  | 30 | Normal | —  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally | —  |
| Magnet Rise  | Electric | Status   | —    | —    | 10 | Self   | —  |
| Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes | —  |
| Role Play    | Psychic  | Status   | —    | —    | 10 | Normal | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Iron Defense | Steel    | Status   | —    | —    | 15 | Self   | —  |
| Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP   | Range         | DA |
|------|--------------|----------|----------|------|------|------|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20   | Normal        | ○  |
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20   | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10   | Normal        | —  |
| TM08 | Bulk Up      | Fighting | Status   | —    | —    | 20   | Self          | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15   | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | All  | —             | —  |
| TM17 | Protect      | Normal   | Status   | —    | 10   | Self | —             | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | All  | —             | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20   | Normal        | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15   | Normal        | ○  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10   | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20   | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10   | Normal        | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15   | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15   | Self          | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10   | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20   | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20   | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10   | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15   | Normal        | —  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5    | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10   | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10   | Self          | —  |
| TM60 | Drain Punch  | Fighting | Physical | 60   | 100  | 5    | Normal        | ○  |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15   | Normal        | ○  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10   | Normal        | ○  |
| TM75 | Swords Dance | Normal   | Status   | —    | —    | 30   | Self          | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20   | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10   | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10   | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15   | Normal        | —  |
| TM84 | Poison Jab   | Poison   | Physical | 80   | 100  | 20   | Normal        | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15   | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10   | Self          | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15   | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15   | Normal        | ○  |

## ● EGG MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Cross Chop   | Fighting | Physical | 100  | 80   | 5  | Normal | ○  |
| Detect       | Fighting | Physical | —    | —    | 5  | Self   | —  |
| Bite         | Dark     | Physical | 60   | 100  | 25 | Normal | ○  |
| Mind Reader  | Normal   | Status   | —    | —    | 5  | Normal | ○  |
| Sky Uppercut | Fighting | Physical | 85   | 90   | 15 | Normal | ○  |
| Hi Jump Kick | Fighting | Physical | 100  | 90   | 20 | Normal | ○  |
| Agility      | Psychic  | Status   | —    | —    | 30 | Self   | —  |
| Vacuum Wave  | Fighting | Special  | 40   | 100  | 30 | Normal | —  |
| Crunch       | Dark     | Physical | 80   | 100  | 15 | Normal | ○  |
| Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal | ○  |
| Iron Defense | Steel    | Status   | —    | —    | 15 | Self   | —  |
| Blaze Kick   | Fire     | Physical | 85   | 90   | 10 | Normal | ○  |
| Bullet Punch | Steel    | Physical | 40   | 100  | 30 | Normal | ○  |
| Follow Me    | Normal   | Status   | —    | —    | 20 | Self   | —  |



No. 447 | Emanation Pokémon

Riolu

Fighting



## ● SIZE COMPARISON

● HEIGHT: 2'04"

● WEIGHT: 44.5 lbs.

● ITEMS: None



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Steadfast
- Inner Focus

## ● EGG GROUPS

No Egg has ever been discovered

## ● PERFORMANCE

SPEED ★★★★★☆  
POWER ★★★★★☆  
SKILL ★★★★★☆

STAMINA ★★★★★☆  
JUMP ★★★★★☆

## ● MAIN WAYS TO OBTAIN

## Pokémon HeartGold

Safari Zone (Meadow Area: if Rock and Forest objects are placed, may appear in tall grass)

## Pokémon SoulSilver

Safari Zone (Meadow Area: if Rock and Forest objects are placed, may appear in tall grass)

## Pokémon Diamond

Hatch the Egg you receive from Riley at Iron Island

## Pokémon Pearl

Hatch the Egg you receive from Riley at Iron Island

## Pokémon Platinum

Hatch the Egg you receive from Riley at Iron Island

## Pokémon HeartGold

They communicate with one another using their auras. They are able to run all through the night.

## Pokémon SoulSilver

They communicate with one another using their auras. They are able to run all through the night.

## ● EVOLUTION



Riolu

Level up with high friendship between 4:00 A.M. and 6:00 P.M.



Lucario

No. 448 | Aura Pokémon  
**Lucario**

Fighting Steel



## SIZE COMPARISON

- HEIGHT: 3'11"
- WEIGHT: 119.0 lbs.
- ITEMS: None



- MALE/FEMALE HAVE SAME FORM

## ABILITIES

- Steadfast
- Inner Focus

## EGG GROUPS

Field  
Human-Like

## PERFORMANCE

SPEED ★★★★★  
POWER ★★★★★  
SKILL ★★★★★

## STATS



## MAIN WAYS TO OBTAIN

## Pokémon HeartGold

Level up Riolu with high friendship between 4:00 A.M. and 8:00 P.M.

## Pokémon SoulSilver

Level up Riolu with high friendship between 4:00 A.M. and 8:00 P.M.

## Pokémon Diamond

Level up Riolu with high friendship between 4:00 A.M. and 8:00 P.M.

## Pokémon Pearl

Level up Riolu with high friendship between 4:00 A.M. and 8:00 P.M.

## Pokémon Platinum

Level up Riolu with high friendship between 4:00 A.M. and 8:00 P.M.

## Pokémon HeartGold

It's said that no foe can remain invisible to LUCARIO, since it can detect auras. Even foes it could not otherwise see.

## Pokémon SoulSilver

It's said that no foe can remain invisible to LUCARIO, since it can detect auras. Even foes it could not otherwise see.

## EVOLUTION



Riolu

Level up with high friendship between 4:00 A.M. and 8:00 P.M.



Lucario

## LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range   | DA |
|-----|--------------|----------|----------|------|------|----|---------|----|
| 1   | Dark Pulse   | Dark     | Special  | 80   | 100  | 15 | Normal  | —  |
| 1   | Quick Attack | Normal   | Physical | 40   | 100  | 30 | Normal  | ○  |
| 1   | Foresight    | Normal   | Status   | —    | —    | 40 | Normal  | —  |
| 1   | Detect       | Fighting | Status   | —    | —    | 5  | Self    | —  |
| 1   | Metal Claw   | Steel    | Physical | 50   | 95   | 35 | Normal  | ○  |
| 6   | Counter      | Fighting | Physical | —    | 100  | 20 | Self    | ○  |
| 11  | Force Palm   | Fighting | Physical | 60   | 100  | 10 | Normal  | ○  |
| 15  | Feint        | Normal   | Physical | 50   | 100  | 10 | Normal  | —  |
| 19  | Bone Rush    | Ground   | Physical | 25   | 80   | 10 | Normal  | —  |
| 24  | Metal Sound  | Steel    | Status   | —    | 85   | 40 | Normal  | —  |
| 29  | Me First     | Normal   | Status   | —    | —    | 20 | Depends | —  |
| 33  | Swords Dance | Normal   | Status   | —    | —    | 30 | Self    | —  |
| 37  | Aura Sphere  | Fighting | Special  | 90   | —    | 20 | Normal  | —  |
| 42  | Close Combat | Fighting | Physical | 120  | 100  | 5  | Normal  | ○  |
| 47  | Dragon Pulse | Dragon   | Special  | 90   | 100  | 10 | Normal  | —  |
| 51  | ExtremeSpeed | Normal   | Physical | 80   | 100  | 5  | Normal  | ○  |

## MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Fury Cutter  | Bug      | Physical | 10   | 95   | 20 | Normal | ○  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal | ○  |
| Zen Headbutt | Psychic  | Physical | 80   | 90   | 15 | Normal | ○  |
| Vacuum Wave  | Fighting | Special  | 40   | 100  | 30 | Normal | —  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally | —  |
| Magnet Rise  | Electric | Status   | —    | —    | 10 | Self   | —  |
| Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes | —  |
| Role Play    | Psychic  | Status   | —    | —    | 10 | Normal | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Iron Defense | Steel    | Status   | —    | —    | 15 | Self   | —  |
| Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal | ○  |

## TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal        | ○  |
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal        | —  |
| TM04 | Calm Mind    | Psychic  | Status   | —    | —    | 20 | Self          | —  |
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM08 | Bulk Up      | Fighting | Status   | —    | —    | 20 | Self          | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM15 | HyperBeam    | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal        | ○  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal        | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal        | —  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5  | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM59 | Dragon Pulse | Dragon   | Special  | 90   | 100  | 10 | Normal        | —  |
| TM60 | Drain Punch  | Fighting | Physical | 60   | 100  | 5  | Normal        | ○  |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15 | Normal        | ○  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10 | Normal        | ○  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5  | Normal        | —  |
| TM75 | Swords Dance | Normal   | Status   | —    | —    | 30 | Self          | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM79 | Dark Pulse   | Dark     | Special  | 80   | 100  | 15 | Normal        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM84 | Poison Jab   | Poison   | Physical | 80   | 100  | 20 | Normal        | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM91 | Flash Cannon | Steel    | Special  | 80   | 100  | 10 | Normal        | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20 | Normal        | ○  |



## ● LEVEL-UP MOVES

| Lv. | Name        | Type   | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|-------------|--------|----------|------|------|----|---------------|----|
| 1   | Tackle      | Normal | Physical | 35   | 95   | 35 | Normal        | —  |
| 1   | Sand-Attack | Ground | Status   | —    | 100  | 15 | Normal        | —  |
| 7   | Bite        | Dark   | Physical | 60   | 100  | 25 | Normal        | —  |
| 13  | Yawn        | Normal | Status   | —    | —    | 10 | Normal        | —  |
| 19  | Take Down   | Normal | Physical | 90   | 85   | 20 | Normal        | —  |
| 19  | Dig         | Ground | Physical | 80   | 100  | 10 | Normal        | —  |
| 25  | Sand Tomb   | Ground | Physical | 15   | 70   | 15 | Normal        | —  |
| 31  | Crunch      | Dark   | Physical | 80   | 100  | 15 | Normal        | —  |
| 37  | Earthquake  | Ground | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| 44  | Double-Edge | Normal | Physical | 120  | 100  | 15 | Normal        | —  |
| 50  | Fissure     | Ground | Physical | —    | 30   | 5  | Normal        | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | —  |

## ● BP MOVES

| Name        | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|-------------|----------|----------|------|------|----|--------|----|
| Snore       | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Mud-Slap    | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Superpower  | Fighting | Physical | 120  | 100  | 5  | Normal | —  |
| Earth Power | Ground   | Special  | 90   | 100  | 10 | Normal | —  |

## ● TM &amp; HM MOVES

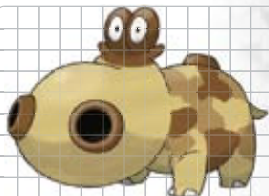
| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal        | —  |
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | —  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | —  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10 | All           | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20 | 2 Foes        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | —  |

## ● EGG MOVES

| Name      | Type     | Kind     | Pow. | Acc. | PP | Range       | DA |
|-----------|----------|----------|------|------|----|-------------|----|
| Stockpile | Normal   | Status   | —    | —    | 20 | Self        | —  |
| Swallow   | Normal   | Status   | —    | —    | 10 | Self        | —  |
| Spit Up   | Normal   | Special  | —    | 100  | 10 | Normal      | —  |
| Curse     | ???      | Status   | —    | —    | 10 | Normal/Self | —  |
| Slack Off | Normal   | Status   | —    | —    | 10 | Self        | —  |
| Body Slam | Normal   | Physical | 85   | 100  | 15 | Normal      | —  |
| Sand Tomb | Ground   | Physical | 15   | 70   | 15 | Normal      | —  |
| Revenge   | Fighting | Physical | 60   | 100  | 10 | Normal      | —  |

No. 449 | Hippo Pokémon  
Hippopotas

Ground



## ● SIZE COMPARISON

- HEIGHT: 2'07"
- WEIGHT: 109.1 lbs.
- ITEMS: None



- MALE FORM  
Beige face

- FEMALE FORM  
Brown face

## ● ABILITIES

- Sand Stream

## ● STATS



## ● EGG GROUPS

Field

## ● PERFORMANCE



## ● MAIN WAYS TO OBTAIN

## Pokémon HeartGold

Safari Zone (Desert Area: if Rock objects are placed, may appear in tall grass)

## Pokémon SoulSilver

Safari Zone (Desert Area: if Rock objects are placed, may appear in tall grass)

## Pokémon Diamond

Ruin Maniac Cave/Maniac Tunnel

## Pokémon Pearl

Ruin Maniac Cave/Maniac Tunnel

## Pokémon Platinum

Ruin Maniac Cave/Maniac Tunnel

## Pokémon HeartGold

It shrouds itself in sand to ward off germs. It travels easily through the sands of the desert.

## Pokémon SoulSilver

It shrouds itself in sand to ward off germs. It travels easily through the sands of the desert.

## ● EVOLUTION



Lv. 34



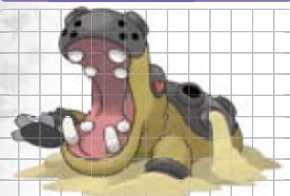
Hippopotas

Hippowdon

# No. 450 | Heavyweight Pokémon

## Hippowdon

Ground



- HEIGHT: 6'02"
- WEIGHT: 661.4 lbs.
- ITEMS: None

## ● SIZE COMPARISON



## ● MALE FORM

Tan body

## ● FEMALE FORM

Gray body

## ● ABILITIES

- Sand Stream

## ● STATS



## ● EGG GROUPS

Field

## ● PERFORMANCE

SPEED ★★☆☆  
POWER ★★★★★☆  
SKILL ★★★

STAMINA ★★★★★☆  
JUMP ★★★

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Level up Hippopotas to Lv. 34

**Pokémon SoulSilver** Level up Hippopotas to Lv. 34

**Pokémon Diamond** Route 228

**Pokémon Pearl** Route 228

**Pokémon Platinum** Route 228

**Pokémon HeartGold**

It brandishes its gaping mouth in a display of fearsome strength. It raises vast quantities of sand while attacking.

**Pokémon SoulSilver**

It brandishes its gaping mouth in a display of fearsome strength. It raises vast quantities of sand while attacking.

## ● EVOLUTION



Hippopotas

Hippowdon

## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|--------------|----------|----------|------|------|----|---------------|----|
| 1   | Ice Fang     | Ice      | Physical | 65   | 95   | 15 | Normal        | ○  |
| 1   | Fire Fang    | Fire     | Physical | 65   | 95   | 15 | Normal        | ○  |
| 1   | Thunder Fang | Electric | Physical | 65   | 95   | 15 | Normal        | ○  |
| 1   | Tackle       | Normal   | Physical | 35   | 95   | 35 | Normal        | ○  |
| 1   | Sand-Attack  | Ground   | Status   | —    | 100  | 15 | Normal        | —  |
| 1   | Bite         | Dark     | Physical | 60   | 100  | 25 | Normal        | ○  |
| 1   | Yawn         | Normal   | Status   | —    | —    | 10 | Normal        | —  |
| 7   | Bite         | Dark     | Physical | 60   | 100  | 25 | Normal        | ○  |
| 13  | Yawn         | Normal   | Status   | —    | —    | 10 | Normal        | —  |
| 19  | Take Down    | Normal   | Physical | 90   | 85   | 20 | Normal        | ○  |
| 19  | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| 25  | Sand Tomb    | Ground   | Physical | 15   | 70   | 15 | Normal        | —  |
| 31  | Crunch       | Dark     | Physical | 80   | 100  | 15 | Normal        | —  |
| 40  | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| 50  | Double-Edge  | Normal   | Physical | 120  | 100  | 15 | Normal        | ○  |
| 60  | Fissure      | Ground   | Physical | —    | 30   | 5  | Normal        | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name        | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|-------------|----------|----------|------|------|----|--------|----|
| Snore       | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Mud-Slap    | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Superpower  | Fighting | Physical | 120  | 100  | 5  | Normal | ○  |
| Iron Head   | Steel    | Physical | 80   | 100  | 15 | Normal | ○  |
| Earth Power | Ground   | Special  | 90   | 100  | 10 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP  | Range         | DA |
|------|--------------|----------|----------|------|------|-----|---------------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20  | Normal        | —  |
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20  | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10  | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15  | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | All | —             | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5   | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10  | Self          | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20  | Normal        | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15  | Normal        | ○  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10  | 2 Foes/1 Ally | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20  | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10  | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15  | Self          | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10  | All           | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10  | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20  | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20  | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10  | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15  | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10  | Self          | —  |
| TM58 | Giga Impact  | Normal   | Physical | 150  | 90   | 5   | Normal        | ○  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5   | Normal        | —  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20  | 2 Foes        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20  | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10  | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10  | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15  | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15  | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10  | Self          | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15  | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15  | Normal        | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|--------|----------|------|------|----|--------|----|
| 1   | Bite         | Dark   | Physical | 60   | 100  | 25 | Normal | ○  |
| 1   | Poison Sting | Poison | Physical | 15   | 100  | 35 | Normal | —  |
| 1   | Leer         | Normal | Status   | —    | 100  | 30 | 2 Foes | —  |
| 6   | Knock Off    | Dark   | Physical | 20   | 100  | 20 | Normal | ○  |
| 12  | Pin Missile  | Bug    | Physical | 14   | 85   | 20 | Normal | —  |
| 17  | Acupressure  | Normal | Status   | —    | —    | 30 | 1 Ally | —  |
| 23  | Scary Face   | Normal | Status   | —    | 90   | 10 | Normal | —  |
| 28  | Toxic Spikes | Poison | Status   | —    | —    | 20 | 2 Foes | —  |
| 34  | Bug Bite     | Bug    | Physical | 60   | 100  | 20 | Normal | ○  |
| 39  | Poison Fang  | Poison | Physical | 50   | 100  | 15 | Normal | ○  |
| 45  | Crunch       | Dark   | Physical | 80   | 100  | 15 | Normal | ○  |
| 50  | Cross Poison | Poison | Physical | 70   | 100  | 20 | Normal | ○  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name        | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-------------|--------|----------|------|------|----|--------|----|
| Fury Cutter | Bug    | Physical | 10   | 95   | 20 | Normal | ○  |
| Knock Off   | Dark   | Physical | 20   | 100  | 20 | Normal | ○  |
| Bug Bite    | Bug    | Physical | 60   | 100  | 20 | Normal | ○  |
| Snore       | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Mud-Slap    | Ground | Special  | 20   | 100  | 10 | Normal | —  |
| Aqua Tail   | Water  | Physical | 90   | 90   | 10 | Normal | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP      | Range  | DA |
|------|--------------|----------|----------|------|------|---------|--------|----|
| TM06 | Toxic        | Poison   | Special  | —    | 85   | 10      | Normal | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15      | Normal | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | All     | —      | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20      | Normal | —  |
| TM17 | Protect      | Normal   | Status   | —    | 10   | Self    | —      | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | All     | —      | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20      | Normal | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15      | Normal | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20      | Normal | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10      | Normal | ○  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15      | Normal | —  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15      | Normal | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | 15   | Self    | —      | —  |
| TM36 | Sludge Bomb  | Poison   | Special  | 90   | 100  | 10      | Normal | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10      | Normal | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20      | Normal | ○  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15      | Normal | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20      | Normal | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20      | Normal | ○  |
| TM44 | Rest         | Psychic  | Status   | —    | 10   | Self    | —      | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15      | Normal | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10      | Normal | ○  |
| TM54 | False Swipe  | Normal   | Physical | 40   | 100  | 40      | Normal | ○  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10      | Normal | —  |
| TM58 | Endure       | Normal   | Status   | —    | 10   | Self    | —      | —  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10      | Normal | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20      | Normal | —  |
| TM75 | Swords Dance | Normal   | Status   | —    | 30   | Self    | —      | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20      | 2 Foes | —  |
| TM79 | Dark Pulse   | Dark     | Special  | 80   | 100  | 15      | Normal | —  |
| TM81 | X-Scissor    | Bug      | Physical | 80   | 100  | 15      | Normal | ○  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | 10   | Depends | —      | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15      | Normal | —  |
| TM84 | Poison Jab   | Poison   | Physical | 80   | 100  | 20      | Normal | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15      | Normal | —  |
| TM90 | Substitute   | Normal   | Status   | —    | 10   | Self    | —      | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30      | Normal | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15      | Normal | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15      | Normal | ○  |

## ● EGG MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP   | Range  | DA |
|--------------|---------|----------|------|------|------|--------|----|
| Faint Attack | Dark    | Physical | 60   | —    | 20   | Normal | ○  |
| Scream       | Normal  | Status   | —    | 85   | 40   | Normal | —  |
| Sand-Attack  | Ground  | Status   | —    | 100  | 15   | Normal | —  |
| Slash        | Normal  | Physical | 70   | 100  | 20   | Normal | ○  |
| Confuse Ray  | Ghost   | Status   | —    | 100  | 10   | Normal | —  |
| Whirlwind    | Normal  | Status   | —    | 100  | 20   | Normal | —  |
| Agility      | Psychic | Status   | —    | 30   | Self | —      | —  |
| Pursuit      | Dark    | Physical | 40   | 100  | 20   | Normal | ○  |
| Night Slash  | Dark    | Physical | 70   | 100  | 15   | Normal | ○  |



No. 451 | Scorpion Pokémon

Skorupi

Poison

Bug



## ● SIZE COMPARISON

● HEIGHT: 2'07"

● WEIGHT: 26.5 lbs.

● ITEMS: Poison Barb



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Battle Armor
- Sniper

## ● STATS



## ● EGG GROUPS

Bug

Water 3

## ● PERFORMANCE

SPEED ★★  
POWER ★★☆☆  
SKILL ★★★★★☆STAMINA ★★☆☆  
JUMP ★★

## ● MAIN WAYS TO OBTAIN

## Pokémon HeartGold

Safari Zone (Wasteland Area: if Rock objects are placed, may appear in tall grass)

## Pokémon SoulSilver

Safari Zone (Wasteland Area: if Rock objects are placed, may appear in tall grass)

## Pokémon Diamond

Pastoria Great Marsh (changes daily)

## Pokémon Pearl

Pastoria Great Marsh (changes daily)

## Pokémon Platinum

Pastoria Great Marsh (changes daily)

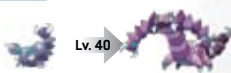
## Pokémon HeartGold

It burrows under the sand to lie in wait for prey. Its tail claws can inject its prey with a savage poison.

## Pokémon SoulSilver

It burrows under the sand to lie in wait for prey. Its tail claws can inject its prey with a savage poison.

## ● EVOLUTION



Skorupi

Drapion

No. 452 | Ogre Scorp Pokémon  
**Drapion**

Poison Dark



## SIZE COMPARISON

- HEIGHT: 4'03"
- WEIGHT: 135.6 lbs.
- ITEMS: None



● MALE/FEMALE HAVE SAME FORM

## ABILITIES

- Battle Armor
- Sniper

## STATS



## EGG GROUPS

Bug

Water 3

## PERFORMANCE

SPEED ★★☆☆  
 POWER ★★★★★☆  
 SKILL ★★★★★☆

STAMINA ★★★★★★  
 JUMP ★★★☆☆

## MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Level up Skorupi to Lv. 40

**Pokémon SoulSilver** Level up Skorupi to Lv. 40

**Pokémon Diamond** Pastoria Great Marsh [after obtaining the National Pokédex—changes daily]

**Pokémon Pearl** Pastoria Great Marsh [after obtaining the National Pokédex—changes daily]

**Pokémon Platinum** Pastoria Great Marsh [after obtaining the National Pokédex—changes daily]

**Pokémon HeartGold**

It attacks people and Pokémon that cross the desert. This has only furthered its bad reputation.

**Pokémon SoulSilver**

It attacks people and Pokémon that cross the desert. This has only furthered its bad reputation.

## EVOLUTION



## LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|----------|----------|------|------|----|--------|----|
| 1   | Thunder Fang | Electric | Physical | 65   | 95   | 15 | Normal | ○  |
| 1   | Ice Fang     | Ice      | Physical | 65   | 95   | 15 | Normal | ○  |
| 1   | Fire Fang    | Fire     | Physical | 65   | 95   | 15 | Normal | ○  |
| 1   | Bite         | Dark     | Physical | 60   | 100  | 25 | Normal | ○  |
| 1   | Poison Sting | Poison   | Physical | 15   | 100  | 35 | Normal | —  |
| 1   | Leer         | Normal   | Status   | —    | 100  | 30 | 2 Foes | —  |
| 1   | Knock Off    | Dark     | Physical | 20   | 100  | 20 | Normal | ○  |
| 6   | Knock Off    | Dark     | Physical | 20   | 100  | 20 | Normal | ○  |
| 12  | Pin Missile  | Bug      | Physical | 14   | 85   | 20 | Normal | —  |
| 17  | Acupressure  | Normal   | Status   | —    | —    | 30 | 1 Ally | —  |
| 23  | Scary Face   | Normal   | Status   | —    | 90   | 10 | Normal | —  |
| 28  | Toxic Spikes | Poison   | Status   | —    | —    | 20 | 2 Foes | —  |
| 34  | Bug Bite     | Bug      | Physical | 60   | 100  | 20 | Normal | ○  |
| 39  | Poison Fang  | Poison   | Physical | 50   | 100  | 15 | Normal | ○  |
| 49  | Crunch       | Dark     | Physical | 80   | 100  | 15 | Normal | ○  |
| 58  | Cross Poison | Poison   | Physical | 70   | 100  | 20 | Normal | ○  |

## MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## BP MOVES

| Name        | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-------------|--------|----------|------|------|----|--------|----|
| Fury Cutter | Bug    | Physical | 10   | 95   | 20 | Normal | ○  |
| Knock Off   | Dark   | Physical | 20   | 100  | 20 | Normal | ○  |
| Bug Bite    | Bug    | Physical | 60   | 100  | 20 | Normal | ○  |
| Snore       | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Mud-Slap    | Ground | Special  | 20   | 100  | 10 | Normal | —  |
| Aqua Tail   | Water  | Physical | 90   | 90   | 10 | Normal | ○  |

## TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP     | Range         | DA |
|------|--------------|----------|----------|------|------|--------|---------------|----|
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20     | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10     | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15     | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | All    | —             | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 20   | Normal | —             | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5      | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10     | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | All    | —             | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20     | Normal        | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15     | Normal        | ○  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10     | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20     | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10     | Normal        | ○  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15     | Normal        | —  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15     | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | 15   | Self   | —             | —  |
| TM36 | Sludge Bomb  | Poison   | Special  | 90   | 100  | 10     | Normal        | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10     | Normal        | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20     | Normal        | ○  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15     | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20     | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20     | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10     | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15     | Normal        | —  |
| TM46 | Theif        | Dark     | Physical | 40   | 100  | 10     | Normal        | ○  |
| TM54 | False Swipe  | Normal   | Physical | 40   | 100  | 40     | Normal        | ○  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10     | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10     | Self          | —  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10     | Normal        | ○  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5      | Normal        | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20     | Normal        | —  |
| TM75 | Swords Dance | Normal   | Status   | —    | —    | 30     | Self          | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20     | 2 Foes        | —  |
| TM79 | Dark Pulse   | Dark     | Special  | 80   | 100  | 15     | Normal        | ○  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10     | 2 Foes        | —  |
| TM81 | X-Scissor    | Bug      | Physical | 80   | 100  | 15     | Normal        | ○  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10     | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15     | Normal        | —  |
| TM84 | Poison Jab   | Poison   | Physical | 80   | 100  | 20     | Normal        | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15     | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10     | Self          | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30     | Normal        | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15     | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15     | Normal        | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20     | Normal        | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|----------|----------|------|------|----|--------|----|
| 1   | Astonish     | Ghost    | Physical | 30   | 100  | 15 | Normal | ○  |
| 3   | Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| 8   | Poison Sting | Poison   | Physical | 15   | 100  | 35 | Normal | —  |
| 10  | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal | —  |
| 15  | Pursuit      | Dark     | Physical | 40   | 100  | 20 | Normal | ○  |
| 17  | Faint Attack | Dark     | Physical | 60   | —    | 20 | Normal | ○  |
| 22  | Revenge      | Fighting | Physical | 60   | 100  | 10 | Normal | ○  |
| 24  | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal | —  |
| 29  | Mud Bomb     | Ground   | Special  | 65   | 85   | 10 | Normal | —  |
| 31  | Sucker Punch | Physical | Physical | 80   | 100  | 5  | Normal | ○  |
| 36  | Nasty Plot   | Dark     | Status   | —    | —    | 20 | Self   | —  |
| 38  | Poison Jab   | Poison   | Physical | 80   | 100  | 20 | Normal | ○  |
| 43  | Sludge Bomb  | Poison   | Special  | 90   | 100  | 10 | Normal | —  |
| 45  | Flatter      | Dark     | Status   | —    | 100  | 15 | Normal | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Fury Cutter  | Bug      | Physical | 10   | 95   | 20 | Normal | ○  |
| Icy Wind     | Ice      | Special  | 55   | 95   | 15 | 2 Foes | ○  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal | ○  |
| Vacuum Wave  | Fighting | Special  | 40   | 100  | 30 | Normal | —  |
| Knock Off    | Dark     | Physical | 20   | 100  | 20 | Normal | ○  |
| Sucker Punch | Dark     | Physical | 80   | 100  | 5  | Normal | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Spite        | Ghost    | Status   | —    | 100  | 10 | Normal | —  |
| Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally | —  |
| Role Play    | Psychic  | Status   | —    | —    | 10 | Normal | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Gunk Shot    | Poison   | Physical | 120  | 70   | 5  | Normal | —  |
| Bounce       | Flying   | Physical | 85   | 85   | 5  | Normal | ○  |
| Super Fang   | Normal   | Physical | —    | 90   | 10 | Normal | ○  |
| Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal        | ○  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM08 | Bulk Up      | Fighting | Status   | —    | —    | 20 | Self          | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal        | —  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM36 | Sludge Bomb  | Poison   | Special  | 90   | 100  | 10 | Normal        | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal        | ○  |
| TM49 | Snatch       | Dark     | Status   | —    | —    | 10 | Depends       | —  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5  | Normal        | —  |
| TM55 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM63 | Embargo      | Dark     | Status   | —    | —    | 15 | Normal        | —  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10 | Normal        | ○  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM79 | Dark Pulse   | Dark     | Special  | 80   | 100  | 15 | Normal        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM81 | X-Scissor    | Bug      | Physical | 80   | 100  | 15 | Normal        | ○  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM84 | Poison Jab   | Poison   | Physical | 80   | 100  | 20 | Normal        | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20 | Normal        | ○  |

## ● EGG MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range   | DA |
|--------------|----------|----------|------|------|----|---------|----|
| Me First     | Normal   | Status   | —    | —    | 20 | Depends | —  |
| Feint        | Normal   | Physical | 50   | 100  | 10 | Normal  | —  |
| DynamicPunch | Fighting | Physical | 100  | 50   | 5  | Normal  | ○  |
| Headbutt     | Normal   | Physical | 70   | 100  | 15 | Normal  | ○  |
| Vacuum Wave  | Fighting | Special  | 40   | 100  | 30 | Normal  | —  |
| Meditate     | Psychic  | Status   | —    | —    | 40 | Self    | —  |
| Fake Out     | Normal   | Physical | 40   | 100  | 10 | Normal  | ○  |
| Wake-Up Slap | Fighting | Physical | 60   | 100  | 10 | Normal  | ○  |
| SmellingSalt | Normal   | Physical | 60   | 100  | 10 | Normal  | ○  |
| Cross Chop   | Fighting | Physical | 100  | 80   | 5  | Normal  | ○  |
| Bullet Punch | Steel    | Physical | 40   | 100  | 30 | Normal  | ○  |
| Counter      | Fighting | Physical | —    | 100  | 20 | Self    | ○  |



No. 453 | Toxic Mouth Pokémon

## Croagunk

Poison Fighting



## ● SIZE COMPARISON

- HEIGHT: 2'04"
- WEIGHT: 50.7 lbs.
- ITEMS: Black Sludge



- MALE FORM  
Higher stripes on abdomen

- FEMALE FORM  
Lower stripes on abdomen

## ● ABILITIES

- Anticipation
- Dry Skin

## ● STATS



## ● EGG GROUPS

Human-Like

## ● PERFORMANCE



## ● MAIN WAYS TO OBTAIN

## Pokémon HeartGold

Safari Zone (Marshland Area: if Forest objects are placed, may appear in tall grass)

## Pokémon SoulSilver

Safari Zone (Marshland Area: if Forest objects are placed, may appear in tall grass)

## Pokémon Diamond

Pastoria Great Marsh (changes daily)

## Pokémon Pearl

Pastoria Great Marsh (changes daily)

## Pokémon Platinum

Route 212, Pastoria City side

## Pokémon HeartGold

Fluid squeezed from its finger, albeit poisonous, is a significant ingredient in remedies for lower-back pain.

## Pokémon SoulSilver

Fluid squeezed from its finger, albeit poisonous, is a significant ingredient in remedies for lower back pain.

## ● EVOLUTION



Lv. 37



Croagunk

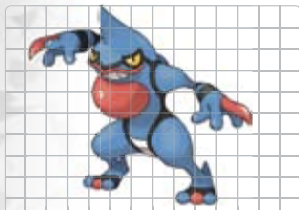
Toxicroak



No. 454 | Toxic Mouth Pokémon

# Toxicroak

Poison Fighting



## ● SIZE COMPARISON

- HEIGHT: 4'03"
- WEIGHT: 97.9 lbs.
- ITEMS: None



● MALE FORM  
Larger throat sac



● FEMALE FORM  
Smaller throat sac

## ● ABILITIES

- Anticipation
- Dry Skin

## ● EGG GROUPS

Human-Like

## ● PERFORMANCE

SPEED ★★☆☆☆  
POWER ★★☆☆☆  
SKILL ★★☆☆☆

STAMINA ★★☆☆☆  
JUMP ★★☆☆☆

## ● STATS



## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Level up Croagunk to Lv. 37

**Pokémon SoulSilver** Level up Croagunk to Lv. 37

**Pokémon Diamond** Pastoria Great Marsh (after obtaining the National Pokédex—changes daily)

**Pokémon Pearl** Pastoria Great Marsh (after obtaining the National Pokédex—changes daily)

**Pokémon Platinum** Pastoria Great Marsh (after obtaining the National Pokédex—changes daily)

**Pokémon HeartGold**

Swaying and dodging the attacks of its foes, it weaves its flexible body in close, then lunges out with its poisonous claws.

**Pokémon SoulSilver**

Swaying and dodging the attacks of its foes, it weaves its flexible body in close, then lunges out with its poisonous claws.

## ● EVOLUTION



Lv. 37



Croagunk

Toxicroak

## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|----------|----------|------|------|----|--------|----|
| 1   | Astonish     | Ghost    | Physical | 30   | 100  | 15 | Normal | ○  |
| 1   | Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| 1   | Poison Sting | Poison   | Physical | 15   | 100  | 35 | Normal | —  |
| 3   | Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| 8   | Poison Sting | Poison   | Physical | 15   | 100  | 35 | Normal | —  |
| 10  | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal | —  |
| 15  | Pursuit      | Dark     | Physical | 40   | 100  | 20 | Normal | ○  |
| 17  | Faint Attack | Dark     | Physical | 60   | —    | 20 | Normal | ○  |
| 22  | Revenge      | Fighting | Physical | 60   | 100  | 10 | Normal | ○  |
| 24  | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal | —  |
| 29  | Mud Bomb     | Ground   | Special  | 65   | 85   | 10 | Normal | —  |
| 31  | Sucker Punch | Dark     | Special  | 80   | 100  | 5  | Normal | ○  |
| 36  | Nasty Plot   | Dark     | Status   | —    | —    | 20 | Self   | —  |
| 41  | Poison Jab   | Poison   | Physical | 80   | 100  | 10 | Normal | ○  |
| 49  | Sludge Bomb  | Poison   | Special  | 90   | 100  | 10 | Normal | —  |
| 54  | Flatter      | Dark     | Status   | —    | 100  | 15 | Normal | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Fury Cutter  | Bug      | Physical | 10   | 95   | 20 | Normal | ○  |
| Icy Wind     | Ice      | Special  | 55   | 95   | 15 | 2 Foes | —  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal | ○  |
| Ice Punch    | Ice      | Special  | 75   | 100  | 15 | Normal | ○  |
| Vacuum Wave  | Fighting | Special  | 40   | 100  | 30 | Normal | —  |
| Knock Off    | Dark     | Physical | 20   | 100  | 20 | Normal | ○  |
| Sucker Punch | Dark     | Physical | 80   | 100  | 5  | Normal | ○  |
| Snore        | Normal   | Status   | 40   | 100  | 15 | Normal | —  |
| Spite        | Ghost    | Status   | —    | 100  | 10 | Normal | —  |
| Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally | —  |
| Role Play    | Psychic  | Status   | —    | —    | 10 | Normal | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Gunk Shot    | Poison   | Special  | 120  | 70   | 5  | Normal | —  |
| Bounce       | Flying   | Physical | 85   | 85   | 5  | Normal | ○  |
| Super Fang   | Normal   | Physical | —    | 90   | 10 | Normal | ○  |
| Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal        | ○  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM08 | Bulk Up      | Fighting | Status   | —    | —    | 20 | Self          | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal        | —  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM36 | Sludge Bomb  | Poison   | Special  | 90   | 100  | 10 | Normal        | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal        | ○  |
| TM49 | Snatch       | Dark     | Status   | —    | —    | 10 | Depends       | —  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5  | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM63 | Embargo      | Dark     | Status   | —    | 100  | 15 | Normal        | —  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10 | Normal        | ○  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5  | Normal        | —  |
| TM75 | Swords Dance | Normal   | Status   | —    | —    | 30 | Self          | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM79 | Dark Pulse   | Dark     | Special  | 80   | 100  | 15 | Normal        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM81 | X-Scissor    | Bug      | Physical | 80   | 100  | 15 | Normal        | ○  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM84 | Poison Jab   | Poison   | Physical | 80   | 100  | 20 | Normal        | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal        | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20 | Normal        | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|--------|----------|------|------|----|--------|----|
| 1   | Bind         | Normal | Physical | 15   | 75   | 20 | Normal | ○  |
| 1   | Growth       | Normal | Status   | —    | —    | 40 | Self   | —  |
| 7   | Bite         | Dark   | Physical | 60   | 100  | 25 | Normal | ○  |
| 11  | Vine Whip    | Grass  | Physical | 35   | 100  | 15 | Normal | ○  |
| 17  | Sweet Scent  | Normal | Status   | —    | 100  | 20 | 2 Foes | —  |
| 21  | Ingrain      | Grass  | Status   | —    | —    | 20 | Self   | —  |
| 27  | Faint Attack | Dark   | Physical | 60   | —    | 20 | Normal | ○  |
| 31  | Stockpile    | Normal | Status   | —    | —    | 20 | Self   | —  |
| 31  | Spit Up      | Normal | Special  | —    | 100  | 10 | Normal | —  |
| 31  | Swallow      | Normal | Status   | —    | —    | 10 | Self   | —  |
| 37  | Crunch       | Dark   | Physical | 80   | 100  | 15 | Normal | ○  |
| 41  | Wring Out    | Normal | Special  | —    | 100  | 5  | Normal | ○  |
| 47  | Power Whip   | Grass  | Physical | 120  | 85   | 10 | Normal | ○  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name        | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-------------|--------|----------|------|------|----|--------|----|
| Fury Cutter | Bug    | Physical | 10   | 95   | 20 | Normal | ○  |
| Knock Off   | Dark   | Physical | 20   | 100  | 20 | Normal | ○  |
| Bug Bite    | Bug    | Physical | 60   | 100  | 20 | Normal | ○  |
| Snore       | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Synthesis   | Grass  | Status   | —    | —    | 5  | Self   | —  |
| Worry Seed  | Grass  | Status   | —    | 100  | 10 | Normal | —  |
| Mud-Slap    | Ground | Special  | 20   | 100  | 10 | Normal | —  |
| Gastro Acid | Poison | Status   | —    | 100  | 10 | Normal | —  |
| Seed Bomb   | Grass  | Physical | 80   | 100  | 15 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP  | Range   | DA |
|------|--------------|---------|----------|------|------|-----|---------|----|
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10  | Normal  | —  |
| TM09 | Bullet Seed  | Grass   | Physical | 10   | 100  | 30  | Normal  | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15  | Normal  | —  |
| TM11 | Sunny Day    | Fire    | Status   | —    | 5    | All | —       | —  |
| TM15 | Hyper Beam   | Normal  | Special  | 150  | 90   | 5   | Normal  | —  |
| TM17 | Protect      | Normal  | Status   | —    | —    | 10  | Self    | —  |
| TM19 | Giga Drain   | Grass   | Special  | 60   | 100  | 10  | Normal  | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20  | Normal  | ○  |
| TM22 | SolarBeam    | Grass   | Special  | 120  | 100  | 10  | Normal  | —  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20  | Normal  | ○  |
| TM32 | Double Team  | Normal  | Status   | —    | —    | 15  | Self    | —  |
| TM36 | Sludge Bomb  | Poison  | Special  | 90   | 100  | 10  | Normal  | —  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20  | Normal  | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20  | Normal  | —  |
| TM44 | Rest         | Psychic | Status   | —    | —    | 10  | Self    | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15  | Normal  | —  |
| TM46 | Thief        | Dark    | Physical | 40   | 100  | 10  | Normal  | ○  |
| TM53 | Energy Ball  | Grass   | Special  | 80   | 100  | 10  | Normal  | —  |
| TM56 | Fling        | Dark    | Physical | —    | 100  | 10  | Normal  | —  |
| TM58 | Endure       | Normal  | Status   | —    | —    | 10  | Self    | —  |
| TM66 | Payback      | Dark    | Physical | 50   | 100  | 10  | Normal  | ○  |
| TM68 | Giga Impact  | Normal  | Physical | 150  | 90   | 5   | Normal  | ○  |
| TM70 | Flash        | Normal  | Status   | —    | 100  | 20  | Normal  | —  |
| TM75 | Swords Dance | Normal  | Status   | —    | —    | 30  | Self    | —  |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20  | 2 Foes  | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | —    | 10  | Depends | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15  | Normal  | —  |
| TM86 | Grass Knot   | Grass   | Special  | —    | 100  | 20  | Normal  | ○  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15  | Normal  | —  |
| TM90 | Substitute   | Normal  | Status   | —    | —    | 10  | Self    | —  |
| HM01 | Cut          | Normal  | Physical | 50   | 95   | 30  | Normal  | ○  |

## ● EGG MOVES

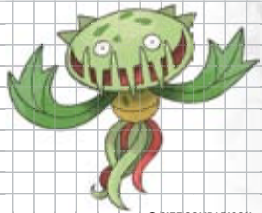
| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Sleep Powder | Grass  | Status   | —    | 75   | 15 | Normal | —  |
| Stun Spore   | Grass  | Status   | —    | 75   | 30 | Normal | —  |
| Razor Leaf   | Grass  | Physical | 55   | 95   | 25 | 2 Foes | —  |
| Slam         | Normal | Physical | 80   | 75   | 20 | Normal | ○  |
| Synthesis    | Grass  | Status   | —    | —    | 5  | Self   | —  |
| Magical Leaf | Grass  | Special  | 60   | —    | 20 | Normal | —  |
| Leech Seed   | Grass  | Status   | —    | 90   | 10 | Normal | —  |
| Worry Seed   | Grass  | Status   | —    | 100  | 10 | Normal | —  |



No. 455 | Bug Catcher Pokémon

Carnivine

Grass



## ● SIZE COMPARISON

- HEIGHT: 4'02"
- WEIGHT: 59.5 lbs.
- ITEMS: None



## ● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Levitate

## ● STATS



## ● EGG GROUPS

Grass

## ● PERFORMANCE



## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Ilex Forest (Sinnoh Sound)

**Pokémon SoulSilver** Ilex Forest (Sinnoh Sound)

**Pokémon Diamond** Pastoria Great Marsh (changes daily)

**Pokémon Pearl** Pastoria Great Marsh (changes daily)

**Pokémon Platinum** Pastoria Great Marsh (changes daily)

**Pokémon HeartGold** **Pokémon SoulSilver**

It walks around on its tentacles in search of a tree branch where it can dangle down and ambush prey.

It walks around on its tentacles in search of a tree branch where it can dangle down and ambush prey.

## ● EVOLUTION

Does not evolve







No. 458 | Kite Pokémon  
**Mantyke**

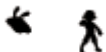
Water

Flying



- HEIGHT: 3'03"
- WEIGHT: 149.3 lbs.
- ITEMS: None

## ● SIZE COMPARISON



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Swift Swim
- Water Absorb

## ● EGG GROUPS

No Egg has ever been discovered

## ● PERFORMANCE

SPEED ★★☆☆☆  
POWER ★★☆☆☆  
SKILL ★★☆☆☆

## ● STATS

HP ●●●●●  
ATTACK ●●●●●  
DEFENSE ●●●●●  
SP. ATTACK ●●●●●  
SP. DEFENSE ●●●●●  
SPEED ●●●●●

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold**

Have Mantine ♀ hold the Wave Incent and leave it at the Pokémon Day Care, then find its Egg and hatch it

**Pokémon SoulSilver**

—

**Pokémon Diamond**

Route 223 (water surface)

**Pokémon Pearl**

Route 223 (water surface)

**Pokémon Platinum**

Route 223 (water surface)

**Pokémon HeartGold**

When it swims close to the surface of the ocean, people aboard ships are able to observe the pattern on its back.

**Pokémon SoulSilver**

When it swims close to the surface of the ocean, people aboard ships are able to observe the pattern on its back.

## ● EVOLUTION



Mantyke

Level it up while Remoraid is in your party



Mantine

## ● LEVEL-UP MOVES

| Lv. | Name        | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|-------------|---------|----------|------|------|----|--------|----|
| 1   | Tackle      | Normal  | Physical | 35   | 95   | 35 | Normal | ○  |
| 1   | Bubble      | Water   | Special  | 20   | 100  | 30 | 2 Foes | —  |
| 4   | Supersonic  | Normal  | Status   | —    | 55   | 20 | Normal | —  |
| 10  | BubbleBeam  | Water   | Special  | 65   | 100  | 20 | Normal | —  |
| 13  | Headbutt    | Normal  | Physical | 70   | 100  | 15 | Normal | ○  |
| 19  | Agility     | Psychic | Status   | —    | —    | 30 | Self   | —  |
| 22  | Wing Attack | Flying  | Physical | 60   | 100  | 35 | Normal | ○  |
| 28  | Water Pulse | Water   | Special  | 60   | 100  | 20 | Normal | —  |
| 31  | Take Down   | Normal  | Physical | 90   | 85   | 20 | Normal | ○  |
| 37  | Confuse Ray | Ghost   | Status   | —    | 100  | 10 | Normal | —  |
| 40  | Bounce      | Flying  | Physical | 85   | 85   | 5  | Normal | ○  |
| 46  | Aqua Ring   | Water   | Status   | —    | —    | 20 | Self   | —  |
| 49  | Hydro Pump  | Water   | Special  | 120  | 80   | 5  | Normal | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Dive         | Water  | Physical | 80   | 100  | 10 | Normal | ○  |
| Icy Wind     | Ice    | Special  | 55   | 95   | 15 | 2 Foes | —  |
| Air Cutter   | Flying | Special  | 55   | 95   | 25 | 2 Foes | —  |
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal | —  |
| Helping Hand | Normal | Status   | —    | —    | 20 | 1 Ally | —  |
| Swift        | Normal | Special  | 60   | —    | 20 | 2 Foes | —  |
| Mud-Slap     | Ground | Special  | 20   | 100  | 10 | Normal | —  |
| Bounce       | Flying | Physical | 85   | 85   | 5  | Normal | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|---------|----------|------|------|----|---------------|----|
| TM03 | Water Pulse  | Water   | Special  | 60   | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10 | Normal        | —  |
| TM07 | Hall         | Ice     | Status   | —    | —    | 10 | All           | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15 | Normal        | —  |
| TM13 | Ice Beam     | Ice     | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice     | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM17 | Protect      | Normal  | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water   | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20 | Normal        | ○  |
| TM26 | Earthquake   | Ground  | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20 | Normal        | ○  |
| TM32 | Double Team  | Normal  | Status   | —    | —    | 15 | Self          | —  |
| TM40 | Aerial Ace   | Flying  | Physical | 60   | —    | 20 | Normal        | ○  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15 | Normal        | —  |
| TM58 | Endure       | Normal  | Status   | —    | —    | 10 | Self          | —  |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal  | Status   | —    | —    | 10 | Self          | —  |
| HM03 | Surf         | Water   | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | —  |
| HM05 | Whirlpool    | Water   | Special  | 15   | 70   | 15 | Normal        | —  |
| HM07 | Waterfall    | Water   | Physical | 80   | 100  | 15 | Normal        | ○  |

## ● EGG MOVES

| Name        | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|-------------|---------|----------|------|------|----|--------|----|
| Twister     | Dragon  | Special  | 40   | 100  | 20 | 2 Foes | —  |
| Hydro Pump  | Water   | Special  | 120  | 80   | 5  | Normal | —  |
| Haze        | Ice     | Status   | —    | —    | 30 | All    | —  |
| Slam        | Normal  | Physical | 80   | 75   | 20 | Normal | ○  |
| Mud Sport   | Ground  | Status   | —    | —    | 15 | All    | —  |
| Rock Slide  | Rock    | Physical | 75   | 90   | 10 | 2 Foes | —  |
| Mirror Coat | Psychic | Special  | —    | 100  | 20 | Self   | —  |
| Water Sport | Water   | Status   | —    | —    | 15 | All    | —  |
| Splash      | Normal  | Status   | —    | —    | 40 | Self   | —  |
| Signal Beam | Bug     | Special  | 75   | 100  | 15 | Normal | —  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----|--------------|--------|----------|------|------|----|----------|----|
| 1   | Powder Snow  | Ice    | Special  | 40   | 100  | 25 | 2 Foes   | —  |
| 1   | Leer         | Normal | Status   | —    | 100  | 30 | 2 Foes   | —  |
| 5   | Razor Leaf   | Grass  | Physical | 55   | 95   | 25 | 2 Foes   | —  |
| 9   | Icy Wind     | Ice    | Special  | 55   | 95   | 15 | 2 Foes   | —  |
| 13  | GrassWhistle | Grass  | Status   | —    | 55   | 15 | Normal   | —  |
| 17  | Swagger      | Normal | Status   | —    | 90   | 15 | Normal   | —  |
| 21  | Mist         | Ice    | Status   | —    | 30   | 30 | 2 Allies | —  |
| 26  | Ice Shard    | Ice    | Physical | 40   | 100  | 30 | Normal   | —  |
| 31  | Ingrain      | Grass  | Status   | —    | 20   | 15 | Self     | —  |
| 36  | Wood Hammer  | Grass  | Physical | 120  | 100  | 15 | Normal   | ○  |
| 41  | Blizzard     | Ice    | Special  | 120  | 70   | 5  | 2 Foes   | ○  |
| 46  | Sheer Cold   | Ice    | Special  | —    | 30   | 5  | Normal   | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name       | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|------------|---------|----------|------|------|----|--------|----|
| Icy Wind   | Ice     | Special  | 55   | 95   | 15 | 2 Foes | —  |
| Ice Punch  | Ice     | Physical | 75   | 100  | 15 | Normal | ○  |
| Snore      | Normal  | Special  | 40   | 100  | 15 | Normal | —  |
| Synthesis  | Grass   | Status   | —    | 5    | 5  | Self   | —  |
| Worry Seed | Grass   | Status   | —    | 100  | 10 | Normal | —  |
| Role Play  | Psychic | Status   | —    | 10   | 10 | Normal | —  |
| Mud-Slap   | Ground  | Special  | 20   | 100  | 10 | Normal | —  |
| Seed Bomb  | Grass   | Physical | 80   | 100  | 15 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|---------|----------|------|------|----|---------|----|
| TM03 | Water Pulse  | Water   | Special  | 60   | 100  | 20 | Normal  | —  |
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10 | Normal  | —  |
| TM07 | Hail         | Ice     | Status   | —    | 10   | 10 | All     | —  |
| TM09 | Bullet Seed  | Grass   | Physical | 10   | 100  | 30 | Normal  | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15 | Normal  | —  |
| TM13 | Ice Beam     | Ice     | Special  | 95   | 100  | 10 | Normal  | —  |
| TM14 | Blizzard     | Ice     | Special  | 120  | 70   | 5  | 2 Foes  | —  |
| TM16 | Light Screen | Psychic | Status   | —    | 30   | 2  | Allies  | —  |
| TM17 | Protect      | Normal  | Status   | —    | 10   | 10 | Self    | —  |
| TM18 | Rain Dance   | Water   | Status   | —    | 5    | 5  | All     | —  |
| TM19 | Giga Drain   | Grass   | Special  | 60   | 100  | 10 | Normal  | —  |
| TM20 | Safeguard    | Normal  | Status   | —    | 25   | 2  | Allies  | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20 | Normal  | ○  |
| TM22 | SolarBeam    | Grass   | Special  | 120  | 100  | 10 | Normal  | —  |
| TM23 | Iron Tail    | Steel   | Physical | 100  | 75   | 15 | Normal  | ○  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20 | Normal  | ○  |
| TM30 | Shadow Ball  | Ghost   | Special  | 80   | 100  | 15 | Normal  | —  |
| TM32 | Double Team  | Normal  | Status   | —    | 15   | 15 | Self    | —  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20 | Normal  | —  |
| TM44 | Rest         | Psychic | Status   | —    | 10   | 10 | Self    | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15 | Normal  | —  |
| TM53 | Energy Ball  | Grass   | Special  | 80   | 100  | 10 | Normal  | —  |
| TM58 | Endure       | Normal  | Status   | —    | 10   | 10 | Self    | —  |
| TM70 | Flash        | Normal  | Status   | —    | 100  | 20 | Normal  | —  |
| TM72 | Avalanche    | Ice     | Physical | 60   | 100  | 10 | Normal  | ○  |
| TM75 | Swords Dance | Normal  | Status   | —    | 30   | 5  | Self    | —  |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20 | 2 Foes  | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | 10   | 10 | Depends | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal  | —  |
| TM86 | Grass Knot   | Grass   | Special  | —    | 100  | 20 | Normal  | ○  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal  | —  |
| TM90 | Substitute   | Normal  | Status   | —    | 10   | 10 | Self    | —  |

## ● EGG MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|--------|----------|------|------|----|----------|----|
| Leech Seed   | Grass  | Status   | —    | 90   | 10 | Normal   | —  |
| Magical Leaf | Grass  | Special  | 60   | —    | 20 | Normal   | —  |
| Seed Bomb    | Grass  | Physical | 80   | 100  | 15 | Normal   | —  |
| Growth       | Normal | Status   | —    | 40   | 40 | Self     | —  |
| Double-Edge  | Normal | Physical | 120  | 100  | 15 | Normal   | ○  |
| Mist         | Ice    | Status   | —    | 30   | 30 | 2 Allies | —  |
| Stomp        | Normal | Physical | 65   | 100  | 20 | Normal   | ○  |
| Skull Bash   | Normal | Physical | 100  | 100  | 15 | Normal   | ○  |

## No. 459 | Frost Tree Pokémon

Snover

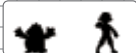
Grass

Ice



- HEIGHT: 3'03"
- WEIGHT: 111.3 lbs.
- ITEMS: None

## ● SIZE COMPARISON



- MALE FORM  
Shorter white section

- FEMALE FORM  
Longer white section

## ● ABILITIES

- Snow Warning

## ● STATS



## ● EGG GROUPS

- Monster
- Grass

## ● PERFORMANCE



## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Icy Mountain Rd. Pokéwalker Route

**Pokémon SoulSilver** Icy Mountain Rd. Pokéwalker Route

**Pokémon Diamond** Route 216

**Pokémon Pearl** Route 216

**Pokémon Platinum** Route 216

**Pokémon HeartGold** During cold seasons, it migrates to the mountain's lower reaches. It returns to the snow-covered summit in the spring.

**Pokémon SoulSilver** During cold seasons, it migrates to the mountain's lower reaches. It returns to the snow-covered summit in the spring.

## ● EVOLUTION

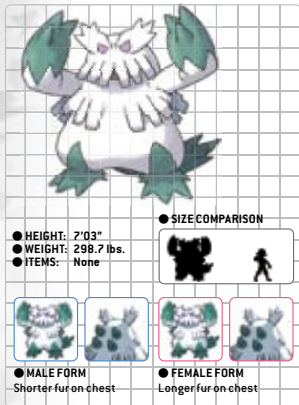




No. 460 | Frost Tree Pokémon

## Abomasnow

Grass Ice



- HEIGHT: 2'03"
- WEIGHT: 298.7 lbs.
- ITEMS: None

## ● SIZE COMPARISON



## ● MALE FORM

Shorter fur on chest

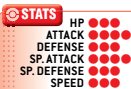


## ● FEMALE FORM

Longer fur on chest

## ● ABILITIES

- Snow Warning



## ● EGG GROUPS

Monster  
Grass

## ● PERFORMANCE

SPEED ★★  
POWER ★★☆☆☆  
SKILL ★★☆☆☆

STAMINA ★★☆☆☆  
JUMP ★★

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Level up Snover to Lv. 40

**Pokémon SoulSilver** Level up Snover to Lv. 40

**Pokémon Diamond** Mt. Coronet Peak 1

**Pokémon Pearl** Mt. Coronet Peak 1

**Pokémon Platinum** Mt. Coronet Peak 1

**Pokémon HeartGold**

It lives a quiet life on mountains that are perpetually covered in snow. It hides itself by whipping up blizzards.

**Pokémon SoulSilver**

It lives a quiet life on mountains that are perpetually covered in snow. It hides itself by whipping up blizzards.

## ● EVOLUTION



Lv. 40



Snover

Abomasnow

## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----|--------------|--------|----------|------|------|----|----------|----|
| 1   | Ice Punch    | Ice    | Physical | 75   | 100  | 15 | Normal   | ○  |
| 1   | Powder Snow  | Ice    | Special  | 40   | 100  | 25 | 2 Foes   | —  |
| 1   | Leer         | Normal | Status   | —    | 100  | 30 | 2 Foes   | —  |
| 1   | Razor Leaf   | Grass  | Physical | 55   | 95   | 25 | 2 Foes   | —  |
| 1   | Icy Wind     | Ice    | Special  | 55   | 95   | 15 | 2 Foes   | —  |
| 5   | Razor Leaf   | Grass  | Physical | 55   | 95   | 25 | 2 Foes   | —  |
| 9   | Icy Wind     | Ice    | Special  | 55   | 95   | 15 | 2 Foes   | —  |
| 13  | GrassWhistle | Grass  | Status   | —    | 55   | 15 | Normal   | —  |
| 17  | Swagger      | Normal | Status   | —    | 90   | 15 | Normal   | —  |
| 21  | Mist         | Ice    | Status   | —    | —    | 30 | 2 Allies | —  |
| 26  | Ice Shard    | Ice    | Physical | 40   | 100  | 30 | Normal   | —  |
| 31  | Ingrain      | Grass  | Status   | —    | —    | 20 | Self     | —  |
| 36  | Wood Hammer  | Grass  | Physical | 120  | 100  | 15 | Normal   | ○  |
| 47  | Blizzard     | Ice    | Special  | 120  | 70   | 5  | 2 Foes   | —  |
| 58  | Sheer Cold   | Ice    | Special  | —    | 30   | 5  | Normal   | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name       | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|------------|---------|----------|------|------|----|----------|----|
| Icy Wind   | Ice     | Special  | 55   | 95   | 15 | 2 Foes   | —  |
| Ice Punch  | Ice     | Physical | 75   | 100  | 15 | Normal   | ○  |
| Snore      | Normal  | Special  | 40   | 100  | 15 | Normal   | —  |
| Synthesis  | Grass   | Status   | —    | —    | 5  | Self     | —  |
| Worry Seed | Grass   | Status   | —    | 100  | 10 | Normal   | —  |
| Role Play  | Psychic | Status   | —    | —    | 10 | Normal   | —  |
| Block      | Normal  | Status   | —    | —    | 15 | Normal   | —  |
| Mud-Slap   | Ground  | Special  | 20   | 100  | 10 | Normal   | —  |
| Outrage    | Dragon  | Physical | 120  | 100  | 15 | 1 Random | ○  |
| Seed Bomb  | Grass   | Physical | 80   | 100  | 15 | Normal   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal        | ○  |
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM07 | Hail         | Ice      | Status   | —    | —    | 10 | All           | —  |
| TM09 | Bullet Seed  | Grass    | Physical | 10   | 100  | 30 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies      | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM19 | Giga Drain   | Grass    | Special  | 60   | 100  | 10 | Normal        | —  |
| TM20 | Safeguard    | Normal   | Status   | —    | —    | 25 | 2 Allies      | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal        | —  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal        | ○  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal        | —  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | —    | 15 | Normal        | —  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5  | Normal        | —  |
| TM53 | Energy Ball  | Grass    | Special  | 80   | 100  | 10 | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM72 | Avalanche    | Ice      | Physical | 60   | 100  | 10 | Normal        | ○  |
| TM75 | Swords Dance | Normal   | Status   | —    | —    | 30 | Self          | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20 | Normal        | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20 | Normal        | ○  |





## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range   | DA |
|-----|--------------|--------|----------|------|------|----|---------|----|
| 1   | Lick         | Ghost  | Physical | 20   | 100  | 30 | Normal  | ○  |
| 5   | Supersonic   | Normal | Status   | —    | 55   | 20 | Normal  | —  |
| 9   | Defense Curl | Normal | Status   | —    | —    | 40 | Self    | —  |
| 13  | Knock Off    | Dark   | Physical | 20   | 100  | 20 | Normal  | ○  |
| 17  | Wrap         | Normal | Physical | 15   | 85   | 20 | Normal  | ○  |
| 21  | Stomp        | Normal | Physical | 65   | 100  | 20 | Normal  | ○  |
| 25  | Disable      | Normal | Status   | —    | 80   | 20 | Normal  | —  |
| 29  | Slam         | Normal | Physical | 80   | 75   | 20 | Normal  | ○  |
| 33  | Rollout      | Rock   | Physical | 30   | 90   | 20 | Normal  | ○  |
| 37  | Me First     | Normal | Status   | —    | —    | 20 | Depends | —  |
| 41  | Refresh      | Normal | Status   | —    | —    | 20 | Self    | —  |
| 45  | Screech      | Normal | Status   | —    | 85   | 40 | Normal  | ○  |
| 49  | Power Whip   | Grass  | Special  | 120  | 85   | 10 | Normal  | ○  |
| 53  | Wring Out    | Normal | Special  | —    | 100  | 5  | Normal  | ○  |
| 57  | Gyro Ball    | Steel  | Physical | —    | 100  | 5  | Normal  | ○  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Icy Wind     | Ice      | Special  | 55   | 95   | 15 | 2 Foes | ○  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal | ○  |
| Zen Headbutt | Psychic  | Physical | 80   | 90   | 15 | Normal | ○  |
| Knock Off    | Dark     | Physical | 20   | 100  | 20 | Normal | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | ○  |
| Block        | Normal   | Status   | —    | —    | 5  | Normal | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | ○  |
| Rollout      | Rock     | Physical | 30   | 90   | 20 | Normal | ○  |
| Aqua Tail    | Water    | Physical | 90   | 90   | 10 | Normal | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal        | ○  |
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal        | ○  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal        | —  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal        | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal        | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal        | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal        | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal        | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10 | All           | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5  | Normal        | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 90   | 10 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal        | ○  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5  | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM64 | Explosion    | Normal   | Physical | 250  | 100  | 5  | 2 Foes/1 Ally | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM74 | Gyro Ball    | Steel    | Physical | —    | 100  | 5  | Normal        | ○  |
| TM75 | Swords Dance | Normal   | Status   | —    | —    | 30 | Self          | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal        | ○  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15 | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20 | Normal        | ○  |



No. 463 | Licking Pokémon

Lickilicky

Normal



- HEIGHT: 5'02"
- WEIGHT: 308.6 lbs.
- ITEMS: None

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Own Tempo
- Oblivious

## ● STATS



## ● EGG GROUPS

Monster

## ● PERFORMANCE

SPEED ★★  
 POWER ★★☆☆  
 SKILL ★★☆☆

STAMINA ★★★★★☆  
 JUMP ★★

## ● MAIN WAYS TO OBTAIN

## Pokémon HeartGold

Level up Lickitung to Lv. 33 and have it learn Rollout, or level it up once it knows Rollout

## Pokémon SoulSilver

Level up Lickitung to Lv. 33 and have it learn Rollout, or level it up once it knows Rollout

## Pokémon Diamond

Level up Lickitung to Lv. 33 and have it learn Rollout, or level it up once it knows Rollout

## Pokémon Pearl

Level up Lickitung to Lv. 33 and have it learn Rollout, or level it up once it knows Rollout

## Pokémon Platinum

Level up Lickitung to Lv. 33 and have it learn Rollout, or level it up once it knows Rollout

## Pokémon HeartGold

Its saliva can decompose anything. It wraps its long tongue around things to coat them with its sticky saliva.

## Pokémon SoulSilver

It has space in its throat to store saliva. It can also roll up its tongue and store it in the same spot.

## ● EVOLUTION



Lickitung

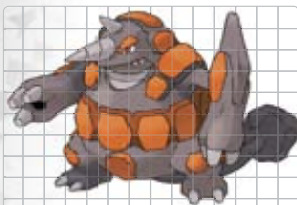
Level it up to Lv. 33 and teach it Rollout. Or, level it up once it knows Rollout.



Lickilicky

No. 464 | Drill Pokémon  
**Rhyperior**

Ground Rock



## ● SIZE COMPARISON

- HEIGHT: 2'10"
- WEIGHT: 623.5 lbs.
- ITEMS: None

MALE FORM  
Longer upper horn● FEMALE FORM  
Shorter upper horn

## ● ABILITIES

- Lightningrod
- Solid Rock

## ● EGG GROUPS

Monster  
Field

## ● PERFORMANCE

SPEED ★  
POWER ★★★★★  
SKILL ★★★☆☆STAMINA ★★★★★  
JUMP ★★

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Link trade Rhydon while it holds the Protector**Pokémon SoulSilver** Link trade Rhydon while it holds the Protector**Pokémon Diamond** Link trade Rhydon while it holds the Protector**Pokémon Pearl** Link trade Rhydon while it holds the Protector**Pokémon Platinum** Link trade Rhydon while it holds the Protector**Pokémon HeartGold**

From holes in its palms, it fires out GEODUDE. Its carapace can withstand volcanic eruptions.

**Pokémon SoulSilver**

From holes in its palms, it fires out GEODUDE. Its carapace can withstand volcanic eruptions.

## ● EVOLUTION



## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|--------------|----------|----------|------|------|----|---------------|----|
| 1   | Poison Jab   | Poison   | Physical | 80   | 100  | 20 | Normal        | ○  |
| 1   | Horn Attack  | Normal   | Physical | 65   | 100  | 25 | Normal        | ○  |
| 1   | Tail Whip    | Normal   | Status   | —    | 100  | 30 | 2 Foes        | —  |
| 1   | Stomp        | Normal   | Physical | 65   | 100  | 20 | Normal        | —  |
| 1   | Fury Attack  | Normal   | Physical | 15   | 85   | 20 | Normal        | ○  |
| 9   | Stomp        | Normal   | Physical | 65   | 100  | 20 | Normal        | ○  |
| 13  | Fury Attack  | Normal   | Physical | 15   | 85   | 20 | Normal        | ○  |
| 21  | Scary Face   | Normal   | Status   | —    | 90   | 10 | Normal        | —  |
| 25  | Rock Blast   | Rock     | Physical | 25   | 80   | 10 | Normal        | —  |
| 33  | Take Down    | Normal   | Physical | 90   | 85   | 20 | Normal        | —  |
| 37  | Horn Drill   | Normal   | Physical | —    | 30   | 5  | Normal        | ○  |
| 42  | Hammer Arm   | Fighting | Physical | 100  | 90   | 10 | Normal        | —  |
| 45  | Stone Edge   | Rock     | Physical | 100  | 80   | 5  | Normal        | —  |
| 49  | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| 57  | Megahorn     | Bug      | Physical | 120  | 85   | 10 | Normal        | ○  |
| 61  | Rock Wrecker | Rock     | Physical | 150  | 90   | 5  | Normal        | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP     | Range    | DA |
|--------------|----------|----------|------|------|--------|----------|----|
| Fury Cutter  | Bug      | Physical | 10   | 95   | 20     | Normal   | ○  |
| Icy Wind     | Ice      | Special  | 55   | 95   | 15     | 2 Foes   | —  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15     | Normal   | —  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15     | Normal   | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15     | Normal   | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15     | Normal   | —  |
| Spite        | Ghost    | Status   | —    | 100  | 10     | Normal   | —  |
| Uproar       | Normal   | Special  | 50   | 100  | 10     | 1 Random | —  |
| Block        | Normal   | Status   | —    | 5    | Normal | —        | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10     | Normal   | —  |
| Rollout      | Rock     | Physical | 30   | 90   | 20     | Normal   | ○  |
| Superpower   | Fighting | Physical | 120  | 100  | 5      | Normal   | ○  |
| Iron Head    | Steel    | Physical | 80   | 100  | 15     | Normal   | ○  |
| Aqua Tail    | Water    | Physical | 90   | 90   | 10     | Normal   | ○  |
| Endeavor     | Normal   | Physical | —    | 100  | 5      | Normal   | ○  |
| Outrage      | Dragon   | Physical | 120  | 100  | 15     | 1 Random | —  |
| AncientPower | Rock     | Special  | 60   | 100  | 5      | Normal   | —  |
| Earth Power  | Ground   | Special  | 90   | 100  | 10     | Normal   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP      | Range         | DA |
|------|--------------|----------|----------|------|------|---------|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20      | Normal        | ○  |
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20      | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10      | Normal        | —  |
| TM10 | Hidden Power | Normal   | Status   | —    | 100  | 15      | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Special  | —    | 5    | All     | —             | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10      | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5       | 2 Foes        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5       | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | 10   | Self    | —             | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | All     | —             | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20      | Normal        | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15      | Normal        | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15      | Normal        | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10      | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10      | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20      | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10      | Normal        | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15      | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | 15   | Self    | —             | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20      | Normal        | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15      | Normal        | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | 10   | All     | —             | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5       | Normal        | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10      | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20      | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20      | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | 10   | Self    | —             | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15      | Normal        | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10      | Normal        | ○  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5       | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10      | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | 10   | Self    | —             | —  |
| TM59 | Dragon Pulse | Dragon   | Special  | 90   | 100  | 10      | Normal        | —  |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15      | Normal        | ○  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10      | Normal        | ○  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5       | Normal        | ○  |
| TM69 | Rock Polish  | Rock     | Status   | —    | 20   | Self    | —             | —  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5       | Normal        | —  |
| TM72 | Avalanche    | Ice      | Physical | 60   | 100  | 10      | Normal        | ○  |
| TM75 | Swords Dance | Normal   | Status   | —    | 30   | Self    | —             | —  |
| TM76 | Stealth Rock | Rock     | Status   | —    | 20   | 2 Foes  | —             | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20      | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10      | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | 10   | Depends | —             | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15      | Normal        | —  |
| TM84 | Poison Jab   | Poison   | Physical | 80   | 100  | 20      | Normal        | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15      | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | 10   | Self    | —             | —  |
| TM91 | Flash Cannon | Steel    | Special  | 80   | 100  | 10      | Normal        | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30      | Normal        | ○  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15      | 2 Foes/1 Ally | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15      | Normal        | ○  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15      | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15      | Normal        | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20      | Normal        | ○  |





No. 466 | Thunderbolt Pokémon  
**Electivire**

Electric



- HEIGHT: 5'11"
- WEIGHT: 305.6 lbs.
- ITEMS: None

## ● SIZE COMPARISON



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Motor Drive

## ● EGG GROUPS

Human-Like

## ● PERFORMANCE

SPEED ★★★★★☆  
POWER ★★★★★☆  
SKILL ★★★★★☆

## ● STATS



## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Link trade Electabuzz while it holds the Electrizer

**Pokémon SoulSilver** Link trade Electabuzz while it holds the Electrizer

**Pokémon Diamond** Link trade Electabuzz while it holds the Electrizer

**Pokémon Pearl** Link trade Electabuzz while it holds the Electrizer

**Pokémon Platinum** Link trade Electabuzz while it holds the Electrizer

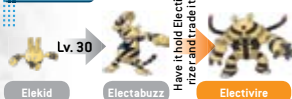
**Pokémon HeartGold**

As its electric charge amplifies, blue sparks begin to crackle between its horns.

**Pokémon SoulSilver**

As its electric charge amplifies, blue sparks begin to crackle between its horns.

## ● EVOLUTION



## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|--------------|----------|----------|------|------|----|---------------|----|
| 1   | Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal        | ○  |
| 1   | Quick Attack | Normal   | Physical | 40   | 100  | 30 | Normal        | ○  |
| 1   | Leer         | Normal   | Status   | —    | 100  | 30 | 2 Foes        | —  |
| 1   | ThunderShock | Electric | Special  | 40   | 100  | 30 | Normal        | —  |
| 1   | Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal        | ○  |
| 7   | ThunderShock | Electric | Special  | 40   | 100  | 30 | Normal        | —  |
| 10  | Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal        | ○  |
| 16  | Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes        | —  |
| 19  | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal        | —  |
| 25  | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies      | —  |
| 28  | ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal        | ○  |
| 37  | Discharge    | Electric | Special  | 80   | 100  | 15 | 2 Foes/1 Ally | —  |
| 43  | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal        | —  |
| 52  | Screech      | Normal   | Status   | —    | 85   | 40 | Normal        | —  |
| 58  | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal        | —  |
| 67  | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally | —  |
| Magnet Rise  | Electric | Status   | —    | —    | 10 | Self   | —  |
| Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Signal Beam  | Bug      | Special  | 75   | 100  | 15 | Normal | —  |
| Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal        | ○  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies      | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal        | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal        | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal        | —  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal        | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal        | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal        | ○  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5  | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20 | Normal        | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|--------------|----------|----------|------|------|----|---------------|----|
| 1   | ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal        | ○  |
| 1   | Smog         | Poison   | Special  | 20   | 70   | 20 | Normal        | —  |
| 1   | Leer         | Normal   | Status   | —    | 100  | 30 | 2 Foes        | —  |
| 1   | Ember        | Fire     | Special  | 40   | 100  | 25 | Normal        | —  |
| 1   | SmokeScreen  | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| 7   | Ember        | Fire     | Special  | 40   | 100  | 25 | Normal        | —  |
| 10  | SmokeScreen  | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| 16  | FaintAttack  | Dark     | Physical | 60   | —    | 20 | Normal        | ○  |
| 19  | Fire Spin    | Fire     | Special  | 15   | 70   | 15 | Normal        | —  |
| 25  | Confuse Ray  | Ghost    | Status   | —    | 100  | 10 | Normal        | —  |
| 28  | Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal        | ○  |
| 37  | Lava Plume   | Fire     | Special  | 80   | 100  | 15 | 2 Foes/1 Ally | ○  |
| 43  | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal        | —  |
| 52  | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| 58  | Fire Blast   | Fire     | Special  | 120  | 85   | 5  | Normal        | —  |
| 67  | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Heat Wave    | Fire     | Special  | 100  | 90   | 10 | 2 Foes | —  |
| Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal        | ○  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal        | —  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal        | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal        | —  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal        | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5  | Normal        | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal        | ○  |
| TM50 | Overheat     | Fire     | Special  | 140  | 90   | 5  | Normal        | —  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5  | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM61 | Will-O-Wisp  | Fire     | Status   | —    | 75   | 15 | Normal        | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20 | Normal        | ○  |


**No. 467 | Blast Pokémon**  
**Magmortar**

Fire



## ● SIZE COMPARISON

- HEIGHT: 5'03"
- WEIGHT: 149.9 lbs.
- ITEMS: None



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Flame Body

## ● STATS



## ● EGG GROUPS

Human-Like

## ● PERFORMANCE

SPEED ★★  
 POWER ★★★★★☆  
 SKILL ★★★★★☆

STAMINA ★★★★★☆  
 JUMP ★★

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Link trade Magmar while it holds the Magmarizer

**Pokémon SoulSilver** Link trade Magmar while it holds the Magmarizer

**Pokémon Diamond** Link trade Magmar while it holds the Magmarizer

**Pokémon Pearl** Link trade Magmar while it holds the Magmarizer

**Pokémon Platinum** Link trade Magmar while it holds the Magmarizer

**Pokémon HeartGold** **Pokémon SoulSilver**

It blasts fireballs of over 3,600 degrees Fahrenheit out of its arms. Its breath also sears and sizzles.

It blasts fireballs of over 3,600 degrees Fahrenheit out of its arms. Its breath also sears and sizzles.

## ● EVOLUTION





No. 468 | Jubilee Pokémon  
**Togekiss**

Normal Flying



- HEIGHT: 4'11"
- WEIGHT: 83.8 lbs.
- ITEMS: None

## ● SIZE COMPARISON



## ● MALE/FEMALE HAVE SAME FORM

Larger white marking on head

## ● ABILITIES

- Hustle
- Serene Grace

## ● EGG GROUPS

Flying  
Fairly

## ● PERFORMANCE

SPEED ★★☆☆  
POWER ★★☆☆  
SKILL ★★☆☆

STAMINA ★★☆☆  
JUMP ★★☆☆

## ● STATS



## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Use Shiny Stone on Togetic

**Pokémon SoulSilver** Use Shiny Stone on Togetic

**Pokémon Diamond** Use Shiny Stone on Togetic

**Pokémon Pearl** Use Shiny Stone on Togetic

**Pokémon Platinum** Use Shiny Stone on Togetic

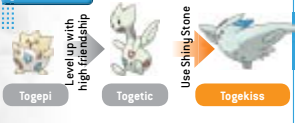
**Pokémon HeartGold**

As everyone knows, it visits peaceful regions, bringing them gifts of kindness and sweet blessings.

**Pokémon SoulSilver**

As everyone knows, it visits peaceful regions, bringing them gifts of kindness and sweet blessings.

## ● EVOLUTION



## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|----------|----------|------|------|----|--------|----|
| 1   | Sky Attack   | Flying   | Physical | 140  | 90   | 5  | Normal | —  |
| 1   | ExtremeSpeed | Normal   | Physical | 80   | 100  | 5  | Normal | ○  |
| 1   | Aura Sphere  | Fighting | Special  | 90   | —    | 20 | Normal | —  |
| 1   | Air Slash    | Flying   | Special  | 75   | 95   | 20 | Normal | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range      | DA |
|--------------|---------|----------|------|------|----|------------|----|
| Ominous Wind | Ghost   | Special  | 60   | 100  | 5  | Normal     | —  |
| Air Cutter   | Flying  | Special  | 55   | 95   | 25 | 2 Foes     | —  |
| Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal     | ○  |
| Trick        | Psychic | Status   | —    | 100  | 10 | Normal     | —  |
| Snore        | Normal  | Special  | 40   | 100  | 15 | Normal     | —  |
| Last Resort  | Normal  | Physical | 130  | 100  | 5  | Normal     | ○  |
| Swift        | Normal  | Special  | 60   | —    | 20 | 2 Foes     | —  |
| Tailwind     | Flying  | Status   | —    | —    | 30 | 2 Allies   | —  |
| Magic Coat   | Psychic | Status   | —    | —    | 15 | Self       | —  |
| Heal Bell    | Normal  | Status   | —    | —    | 5  | All Allies | —  |
| Mud-Slap     | Ground  | Special  | 20   | 100  | 10 | Normal     | —  |
| Rollout      | Rock    | Physical | 30   | 90   | 20 | Normal     | ○  |
| Endeavor     | Normal  | Physical | —    | 100  | 5  | Normal     | —  |
| AncientPower | Rock    | Special  | 60   | 100  | 5  | Normal     | —  |
| Signal Beam  | Bug     | Special  | 75   | 100  | 15 | Normal     | —  |
| Twister      | Dragon  | Special  | 40   | 100  | 20 | 2 Foes     | —  |
| Heat Wave    | Fire    | Special  | 100  | 90   | 10 | 2 Foes     | —  |
| Sky Attack   | Flying  | Physical | 140  | 90   | 5  | Normal     | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|------|--------------|----------|----------|------|------|----|----------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal   | ○  |
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal   | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal   | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal   | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All      | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal   | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All      | —  |
| TM20 | Safeguard    | Normal   | Status   | —    | —    | 25 | 2 Allies | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal   | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal   | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal   | —  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal   | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self     | —  |
| TM33 | Reflect      | Psychic  | Status   | —    | —    | 20 | 2 Allies | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal   | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal   | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5  | Normal   | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal   | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal   | —  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal   | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self     | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal   | —  |
| TM47 | Steel Wing   | Steel    | Physical | 70   | 90   | 25 | Normal   | ○  |
| TM51 | Road Block   | Flying   | Status   | —    | —    | 10 | Self     | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal   | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM60 | Drain Punch  | Fighting | Physical | 60   | 100  | 5  | Normal   | ○  |
| TM62 | Silver Wind  | Bug      | Special  | 60   | 100  | 5  | Normal   | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal   | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal   | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal   | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal   | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes   | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends  | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal   | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15 | Normal   | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20 | Normal   | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal   | —  |
| TM88 | Pluck        | Flying   | Physical | 60   | 100  | 20 | Normal   | ○  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self     | —  |
| HM02 | Fly          | Flying   | Physical | 90   | 95   | 15 | Normal   | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal   | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name          | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----|---------------|----------|----------|------|------|----|----------|----|
| 1   | Night Slash   | Dark     | Physical | 70   | 100  | 15 | Normal   | ○  |
| 1   | Bug Bite      | Bug      | Physical | 60   | 100  | 20 | Normal   | ○  |
| 1   | Tackle        | Normal   | Physical | 35   | 95   | 35 | Normal   | ○  |
| 1   | Foresight     | Normal   | Status   | —    | —    | 40 | Normal   | ○  |
| 1   | Quick Attack  | Normal   | Physical | 40   | 100  | 30 | Normal   | ○  |
| 1   | Double Team   | Normal   | Status   | —    | —    | 15 | Self     | ○  |
| 6   | Quick Attack  | Normal   | Physical | 40   | 100  | 30 | Normal   | ○  |
| 11  | Double Team   | Normal   | Status   | —    | —    | 15 | Self     | ○  |
| 14  | Sonic Boom    | Normal   | Special  | —    | 90   | 20 | Normal   | —  |
| 17  | Detect        | Fighting | Status   | —    | —    | 5  | Self     | —  |
| 22  | Supersonic    | Normal   | Status   | —    | 55   | 20 | Normal   | —  |
| 27  | Uproar        | Normal   | Special  | 50   | 100  | 10 | 1 Random | —  |
| 30  | Pursuit       | Dark     | Physical | 40   | 100  | 20 | Normal   | ○  |
| 33  | Ancient Power | Rock     | Special  | 60   | 100  | 5  | Normal   | —  |
| 38  | Feint         | Normal   | Physical | 50   | 100  | 10 | Normal   | —  |
| 43  | Slash         | Normal   | Physical | 70   | 100  | 20 | Normal   | ○  |
| 46  | Screech       | Normal   | Status   | —    | 85   | 40 | Normal   | —  |
| 49  | U-turn        | Bug      | Physical | 70   | 100  | 20 | Normal   | ○  |
| 54  | Air Slash     | Flying   | Special  | 75   | 95   | 20 | Normal   | —  |
| 57  | Bug Buzz      | Bug      | Special  | 90   | 100  | 10 | Normal   | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name          | Type   | Kind     | Pow. | Acc. | PP       | Range    | DA |
|---------------|--------|----------|------|------|----------|----------|----|
| Ominous Wind  | Ghost  | Special  | 60   | 100  | 5        | Normal   | —  |
| Air Cutter    | Flying | Special  | 55   | 95   | 25       | 2 Foes   | —  |
| Bug Bite      | Bug    | Physical | 60   | 100  | 20       | Normal   | ○  |
| Snore         | Normal | Special  | 40   | 100  | 15       | Normal   | —  |
| Swift         | Normal | Special  | 60   | —    | 20       | 2 Foes   | —  |
| Uproar        | Normal | Special  | 50   | 100  | 10       | 1 Random | —  |
| String Shot   | Bug    | Status   | —    | 95   | 40       | 2 Foes   | —  |
| Tailwind      | Flying | Status   | —    | 30   | 2 Allies | —        | —  |
| Mud-Slap      | Ground | Special  | 20   | 100  | 10       | Normal   | —  |
| Ancient Power | Rock   | Special  | 60   | 100  | 5        | Normal   | —  |
| Signal Beam   | Bug    | Special  | 75   | 100  | 15       | Normal   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP  | Range   | DA |
|------|--------------|---------|----------|------|------|-----|---------|----|
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10  | Normal  | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15  | Normal  | —  |
| TM11 | Sunny Day    | Fire    | Status   | —    | 5    | All | —       | —  |
| TM15 | Hyper Beam   | Normal  | Special  | 150  | 90   | 5   | Normal  | —  |
| TM17 | Protect      | Normal  | Status   | —    | —    | 10  | Self    | —  |
| TM19 | Giga Drain   | Grass   | Special  | 60   | 100  | 10  | Normal  | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20  | Normal  | ○  |
| TM22 | Solar Beam   | Grass   | Special  | 120  | 100  | 10  | Normal  | —  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20  | Normal  | ○  |
| TM29 | Psychic      | Psychic | Special  | 90   | 100  | 10  | Normal  | —  |
| TM30 | Shadow Ball  | Ghost   | Special  | 80   | 100  | 15  | Normal  | —  |
| TM32 | Double Team  | Normal  | Status   | —    | —    | 15  | Self    | —  |
| TM40 | Aerial Ace   | Flying  | Physical | 60   | —    | 20  | Normal  | ○  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20  | Normal  | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20  | Normal  | —  |
| TM44 | Rest         | Psychic | Status   | —    | —    | 10  | Self    | —  |
| TM45 | Attract      | Normal  | Status   | —    | 100  | 15  | Normal  | —  |
| TM46 | Thief        | Dark    | Physical | 40   | 100  | 10  | Normal  | ○  |
| TM47 | Steel Wing   | Steel   | Physical | 70   | 90   | 25  | Normal  | —  |
| TM51 | Roost        | Flying  | Status   | —    | —    | 10  | Self    | —  |
| TM58 | Endure       | Normal  | Status   | —    | —    | 10  | Self    | —  |
| TM62 | Silver Wind  | Bug     | Special  | 60   | 100  | 5   | Normal  | —  |
| TM68 | Giga Impact  | Normal  | Physical | 150  | 90   | 5   | Normal  | ○  |
| TM70 | Flash        | Normal  | Status   | —    | 100  | 20  | Normal  | —  |
| TM77 | Psych Up     | Normal  | Status   | —    | —    | 10  | Normal  | —  |
| TM78 | Captivate    | Normal  | Status   | —    | 100  | 20  | 2 Foes  | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | —    | 10  | Depends | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15  | Normal  | —  |
| TM85 | Dream Eater  | Psychic | Special  | 100  | 100  | 15  | Normal  | —  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15  | Normal  | —  |
| TM89 | U-turn       | Bug     | Physical | 70   | 100  | 20  | Normal  | ○  |
| TM90 | Substitute   | Normal  | Status   | —    | —    | 10  | Self    | —  |

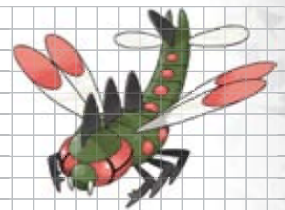


No. 469 | Ogre Darner Pokémon

Yanmega

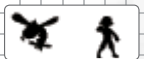
Bug

Flying



## ● SIZE COMPARISON

- HEIGHT: 6'03"
- WEIGHT: 119.5 lbs.
- ITEMS: None



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Speed Boost
- Tinted Lens

## ● EGG GROUPS

Bug

## ● STATS



## ● PERFORMANCE

SPEED ★★★★★☆  
POWER ★★★★★☆  
SKILL ★★★★★☆

STAMINA ★★★★★  
JUMP ★★★★★

## ● MAIN WAYS TO OBTAIN

## Pokémon HeartGold

Level up Yanma to Lv. 33 and have it learn AncientPower, or level it up once it knows AncientPower

## Pokémon SoulSilver

Level up Yanma to Lv. 33 and have it learn AncientPower, or level it up once it knows AncientPower

## Pokémon Diamond

Level up Yanma to Lv. 33 and have it learn AncientPower, or level it up once it knows AncientPower

## Pokémon Pearl

Level up Yanma to Lv. 33 and have it learn AncientPower, or level it up once it knows AncientPower

## Pokémon Platinum

Level up Yanma to Lv. 33 and have it learn AncientPower, or level it up once it knows AncientPower

## Pokémon HeartGold

This six-legged Pokémon is easily capable of transporting an adult in flight. The wings on its tail help it stay balanced.

## Pokémon SoulSilver

The beat of its wings is so powerful that it accidentally dislodges full-grown trees when it takes off in flight.

## ● EVOLUTION



Yanma

Level it up to Lv. 33 and teach it AncientPower. Or, level it up once it knows AncientPower.



Yanmega

# No. 470 | Verdant Pokémon

## Leafeon

Grass



## ● SIZE COMPARISON

- HEIGHT: 3'03"
- WEIGHT: 56.2 lbs.
- ITEMS: None



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Leaf Guard

## ● EGG GROUPS

Field

## ● PERFORMANCE

SPEED ★★☆☆  
POWER ★★★★★  
SKILL ★★★★★

STAMINA ★★★★★☆  
JUMP ★★★★★☆

## ● STATS



## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|--------|----------|------|------|----|--------|----|
| 1   | Tail Whip    | Normal | Status   | —    | 100  | 30 | 2 Foes | —  |
| 1   | Tackle       | Normal | Physical | 35   | 95   | 35 | Normal | ○  |
| 1   | Helping Hand | Normal | Status   | —    | —    | 20 | 1 Ally | —  |
| 8   | Sand-Attack  | Ground | Status   | —    | 100  | 15 | Normal | —  |
| 15  | Razor Leaf   | Grass  | Physical | 55   | 95   | 25 | 2 Foes | —  |
| 22  | Quick Attack | Normal | Physical | 40   | 100  | 30 | Normal | ○  |
| 29  | Synthesis    | Grass  | Status   | —    | —    | 5  | Self   | —  |
| 36  | Magical Leaf | Grass  | Special  | 60   | —    | 20 | Normal | —  |
| 43  | Giga Drain   | Grass  | Special  | 60   | 100  | 10 | Normal | —  |
| 50  | Last Resort  | Normal | Physical | 130  | 100  | 5  | Normal | ○  |
| 57  | GrassWhistle | Grass  | Status   | —    | 55   | 15 | Normal | —  |
| 64  | Sunny Day    | Fire   | Status   | —    | —    | 5  | All    | —  |
| 71  | Leaf Blade   | Grass  | Physical | 90   | 100  | 15 | Normal | ○  |
| 78  | Swords Dance | Normal | Status   | —    | —    | 30 | Self   | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range      | DA |
|--------------|--------|----------|------|------|----|------------|----|
| Fury Cutter  | Bug    | Physical | 10   | 95   | 20 | Normal     | ○  |
| Knock Off    | Dark   | Physical | 20   | 100  | 20 | Normal     | ○  |
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal     | —  |
| Helping Hand | Normal | Status   | —    | —    | 20 | 1 Ally     | —  |
| Synthesis    | Grass  | Status   | —    | —    | 5  | Self       | —  |
| Last Resort  | Normal | Physical | 130  | 100  | 5  | Normal     | ○  |
| Swift        | Normal | Special  | 60   | —    | 20 | 2 Foes     | —  |
| Worry Seed   | Grass  | Status   | —    | 100  | 10 | Normal     | —  |
| Heal Bell    | Normal | Status   | —    | —    | 5  | All Allies | —  |
| Mud-Slap     | Ground | Special  | 20   | 100  | 10 | Normal     | —  |
| Seed Bomb    | Grass  | Physical | 80   | 100  | 15 | Normal     | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|----------|----------|------|------|----|---------|----|
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20 | Normal  | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal  | ○  |
| TM10 | Bullet Seed  | Grass    | Physical | 10   | 100  | 30 | Normal  | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal  | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All     | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal  | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All     | —  |
| TM19 | Giga Drain   | Grass    | Special  | 60   | 100  | 10 | Normal  | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal  | —  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal  | ○  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal  | ○  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal  | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self    | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal  | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal  | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self    | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal  | —  |
| TM53 | Energy Ball  | Grass    | Special  | 80   | 100  | 10 | Normal  | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal  | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal  | —  |
| TM75 | Swords Dance | Normal   | Status   | —    | —    | 30 | Self    | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes  | —  |
| TM81 | X-Scissor    | Physical | Physical | 80   | 100  | 15 | Normal  | ○  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal  | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20 | Normal  | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal  | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self    | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal  | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal  | ○  |

\*Unable to evolve in Pokémon HeartGold or SoulSilver Version. Transfer from Diamond, Pearl, or Platinum Version.

## ● EVOLUTION

- Eevee
- Vaporeon  
Use Water Stone on Eevee
- Jolteon  
Use Thunderstone on Eevee
- Flareon  
Use Fire Stone on Eevee

- Espeon  
Level up Eevee with high friendship in the morning or afternoon
- Umbreon  
Level up Eevee with high friendship at night
- Leafeon  
Level up Eevee in Eterna Forest\*
- Glaceon  
Level up Eevee on Route 217\*

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|---------|----------|------|------|----|--------|----|
| 1   | Tail Whip    | Normal  | Status   | —    | 100  | 30 | 2 Foes | —  |
| 1   | Tackle       | Normal  | Physical | 35   | 95   | 35 | Normal | —  |
| 1   | Helping Hand | Normal  | Status   | —    | —    | 20 | 1 Ally | —  |
| 8   | Sand-Attack  | Ground  | Status   | —    | 100  | 15 | Normal | —  |
| 15  | Icy Wind     | Ice     | Special  | 55   | 95   | 15 | 2 Foes | —  |
| 22  | Quick Attack | Normal  | Physical | 40   | 100  | 30 | Normal | —  |
| 29  | Bite         | Dark    | Physical | 60   | 100  | 25 | Normal | —  |
| 36  | Ice Shard    | Ice     | Physical | 40   | 100  | 30 | Normal | —  |
| 43  | Ice Fang     | Ice     | Physical | 65   | 95   | 15 | Normal | —  |
| 50  | Last Resort  | Normal  | Physical | 130  | 100  | 5  | Normal | —  |
| 57  | Mirror Coat  | Psychic | Special  | —    | 100  | 20 | Self   | —  |
| 64  | Hail         | Ice     | Status   | —    | —    | 10 | All    | —  |
| 71  | Blizzard     | Ice     | Special  | 120  | 70   | 5  | 2 Foes | —  |
| 78  | Barrier      | Psychic | Status   | —    | —    | 30 | Self   | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | —  |

## ● BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range      | DA |
|--------------|--------|----------|------|------|----|------------|----|
| Icy Wind     | Ice    | Special  | 55   | 95   | 15 | 2 Foes     | —  |
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal     | —  |
| Helping Hand | Normal | Status   | —    | —    | 20 | 1 Ally     | —  |
| Last Resort  | Normal | Physical | 130  | 100  | 5  | Normal     | —  |
| Swift        | Normal | Special  | 60   | —    | 20 | 2 Foes     | —  |
| Heal Bell    | Normal | Status   | —    | —    | 5  | All Allies | —  |
| Mud-Slap     | Ground | Special  | 20   | 100  | 10 | Normal     | —  |
| Aqua Tail    | Water  | Physical | 90   | 90   | 10 | Normal     | —  |
| Signal Beam  | Bug    | Special  | 75   | 100  | 15 | Normal     | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP  | Range   | DA |
|------|--------------|----------|----------|------|------|-----|---------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20  | Normal  | —  |
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20  | Normal  | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10  | Normal  | —  |
| TM07 | Hail         | Ice      | Status   | —    | —    | 10  | All     | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15  | Normal  | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | All | —       | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10  | Normal  | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5   | 2 Foes  | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5   | Normal  | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10  | Self    | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | All | —       | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20  | Normal  | —  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15  | Normal  | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20  | Normal  | —  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10  | Normal  | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15  | Normal  | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15  | Self    | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20  | Normal  | —  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20  | Normal  | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10  | Self    | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15  | Normal  | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10  | Self    | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5   | Normal  | —  |
| TM72 | Avalanche    | Ice      | Physical | 60   | 100  | 10  | Normal  | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20  | 2 Foes  | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10  | Depends | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15  | Normal  | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15  | Normal  | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10  | Self    | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15  | Normal  | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15  | Normal  | —  |



No. 471 | Fresh Snow Pokémon

## Glaceon

Ice



## ● SIZE COMPARISON

- HEIGHT: 2'02"
- WEIGHT: 57.1 lbs.
- ITEMS: None



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Snow Cloak

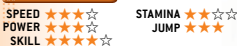
## ● STATS



## ● EGG GROUPS

Field

## ● PERFORMANCE



## ● MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver —

Pokémon Diamond Level up Eevee on Route 127 near the ice-covered rock

Pokémon Pearl Level up Eevee on Route 127 near the ice-covered rock

Pokémon Platinum Level up Eevee on Route 127 near the ice-covered rock

Pokémon HeartGold

It causes small ice crystals to form by lowering the temperature of the surrounding atmosphere.

Pokémon SoulSilver

It causes small ice crystals to form by lowering the temperature of the surrounding atmosphere.

## ● EVOLUTION

Eevee

Vaporeon

Use Water Stone on Eevee

Jolteon

Use Thunderstone on Eevee

Flareon

Use Fire Stone on Eevee

Espeon

Level up Eevee with high friendship in the morning or afternoon

Umbreon

Level up Eevee with high friendship at night

Leafeon

Level up Eevee in Eterna Forest\*

Glaceon

Level up Eevee on Route 217\*

\*Unable to evolve in Pokémon HeartGold or SoulSilver Version. Transfer from Diamond, Pearl, or Platinum Version.



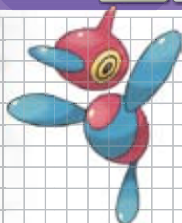




# No. 474 | Virtual Pokémon

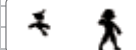
## Porygon-Z

Normal



## ● SIZE COMPARISON

- HEIGHT: 2'11"
- WEIGHT: 75.0 lbs.
- ITEMS: None



● GENDER UNKNOWN

## ● ABILITIES

- Adaptability
- Download

## ● EGG GROUPS

Mineral

## ● PERFORMANCE

SPEED ★★★★★  
POWER ★★★★★☆  
SKILL ★★★☆☆☆

STAMINA ★★  
JUMP ★★★★★

## ● STATS



## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Link trade Porygon2 while it holds the Dubious Disc

**Pokémon SoulSilver** Link trade Porygon2 while it holds the Dubious Disc

**Pokémon Diamond** Link trade Porygon2 while it holds the Dubious Disc

**Pokémon Pearl** Link trade Porygon2 while it holds the Dubious Disc

**Pokémon Platinum** Link trade Porygon2 while it holds the Dubious Disc

**Pokémon HeartGold**

Its programming was modified to enable it to travel through alien dimensions. Seems there might have been an error...

**Pokémon SoulSilver**

Its programming was modified to enable it to travel through alien dimensions. Seems there might have been an error...

## ● EVOLUTION



## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP  | Range         | DA     |
|-----|--------------|----------|----------|------|------|-----|---------------|--------|
| 1   | Trick Room   | Psychic  | Status   | —    | —    | 5   | All           | —      |
| 1   | Conversion 2 | Normal   | Status   | —    | —    | 30  | Self          | —      |
| 1   | Tackle       | Normal   | Physical | 35   | 95   | 35  | Normal        | ○      |
| 1   | Conversion   | Normal   | Status   | —    | —    | 30  | Self          | —      |
| 1   | Nasty Plot   | Dark     | Status   | —    | —    | 20  | Self          | —      |
| 7   | Psybeam      | Psychic  | Special  | 65   | 100  | 20  | Normal        | —      |
| 12  | Agility      | Psychic  | Status   | —    | —    | 30  | Self          | —      |
| 18  | Recover      | Normal   | Status   | —    | —    | 10  | Self          | —      |
| 23  | Magnet Rise  | Electric | Status   | —    | —    | 10  | Self          | —      |
| 29  | Signal Beam  | Bug      | Special  | 75   | 100  | 15  | Normal        | —      |
| 34  | Embargo      | Dark     | Status   | —    | —    | 100 | 15            | Normal |
| 40  | Discharge    | Electric | Special  | 80   | 100  | 15  | 2 Foes/1 Ally | —      |
| 45  | Lock-On      | Normal   | Status   | —    | —    | 5   | Normal        | —      |
| 51  | Tri Attack   | Normal   | Special  | 80   | 100  | 10  | Normal        | —      |
| 56  | Magic Coat   | Psychic  | Status   | —    | —    | 15  | Self          | —      |
| 62  | Zap Cannon   | Electric | Special  | 120  | 50   | 5   | Normal        | —      |
| 67  | Hyper Beam   | Normal   | Special  | 150  | 90   | 5   | Normal        | —      |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|---------|----------|------|------|----|----------|----|
| Icy Wind     | Ice     | Special  | 55   | 95   | 15 | 2 Foes   | —  |
| Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal   | ○  |
| Trick        | Psychic | Status   | —    | 100  | 10 | Normal   | —  |
| Snore        | Normal  | Special  | 40   | 100  | 15 | Normal   | —  |
| Last Resort  | Normal  | Physical | 130  | 100  | 5  | Normal   | ○  |
| Swift        | Normal  | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Uproar       | Normal  | Special  | 50   | 100  | 10 | 1 Random | —  |
| Gravity      | Psychic | Status   | —    | —    | 5  | All      | —  |
| Magic Coat   | Psychic | Status   | —    | —    | 15 | Self     | —  |
| Signal Beam  | Bug     | Special  | 75   | 100  | 15 | Normal   | —  |
| Pain Split   | Normal  | Status   | —    | —    | 20 | Normal   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP  | Range   | DA     |
|------|--------------|----------|----------|------|------|-----|---------|--------|
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10  | Normal  | —      |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15  | Normal  | —      |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5   | All     | —      |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10  | Normal  | —      |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5   | 2 Foes  | —      |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5   | Normal  | —      |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10  | Self    | —      |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5   | All     | —      |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20  | Normal  | ○      |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10  | Normal  | —      |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15  | Normal  | ○      |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15  | Normal  | —      |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10  | Normal  | —      |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20  | Normal  | ○      |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10  | Normal  | —      |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15  | Normal  | —      |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15  | Self    | —      |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20  | Normal  | —      |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20  | Normal  | ○      |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20  | Normal  | ○      |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20  | Normal  | —      |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10  | Self    | —      |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10  | Normal  | ○      |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10  | Normal  | —      |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10  | Self    | —      |
| TM63 | Embargo      | Dark     | Status   | —    | —    | 100 | 15      | Normal |
| TM67 | Recycle      | Normal   | Status   | —    | —    | 10  | Self    | —      |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5   | Normal  | ○      |
| TM70 | Flash        | Normal   | Status   | —    | —    | 100 | 20      | Normal |
| TM73 | Thunder Wave | Electric | Status   | —    | —    | 100 | 20      | Normal |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10  | Normal  | —      |
| TM79 | Dark Pulse   | Dark     | Special  | 80   | 100  | 15  | Normal  | —      |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10  | Depends | —      |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15  | Normal  | —      |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15  | Normal  | —      |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15  | Normal  | —      |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10  | Self    | —      |
| TM92 | Trick Room   | Psychic  | Status   | —    | —    | 5   | All     | —      |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|----------|----------|------|------|----|--------|----|
| 1   | Leaf Blade   | Grass    | Physical | 90   | 100  | 15 | Normal | ○  |
| 1   | Night Slash  | Dark     | Physical | 70   | 100  | 15 | Normal | ○  |
| 1   | Leer         | Normal   | Status   | —    | 100  | 30 | 2 Foes | —  |
| 1   | Confusion    | Psychic  | Special  | 50   | 100  | 25 | Normal | —  |
| 1   | Double Team  | Normal   | Status   | —    | —    | 15 | Self   | —  |
| 1   | Teleport     | Psychic  | Status   | —    | —    | 20 | Self   | —  |
| 6   | Confusion    | Psychic  | Special  | 50   | 100  | 25 | Normal | —  |
| 10  | Double Team  | Normal   | Status   | —    | —    | 15 | Self   | —  |
| 12  | Teleport     | Psychic  | Status   | —    | —    | 20 | Self   | —  |
| 17  | Fury Cutter  | Bug      | Physical | 10   | 95   | 20 | Normal | ○  |
| 22  | Slash        | Normal   | Physical | 70   | 100  | 20 | Normal | ○  |
| 25  | Swords Dance | Normal   | Status   | —    | —    | 30 | Self   | —  |
| 31  | Psycho Cut   | Psychic  | Physical | 70   | 100  | 20 | Normal | —  |
| 36  | Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally | —  |
| 39  | Feint        | Normal   | Physical | 50   | 100  | 10 | Normal | —  |
| 45  | False Swipe  | Normal   | Physical | 40   | 100  | 40 | Normal | ○  |
| 50  | Protect      | Normal   | Status   | —    | —    | 10 | Self   | —  |
| 53  | Close Combat | Fighting | Physical | 120  | 100  | 5  | Normal | ○  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

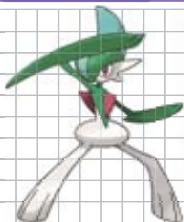
| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Fury Cutter  | Bug      | Physical | 10   | 95   | 20 | Normal | ○  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal | ○  |
| Zen Headbutt | Psychic  | Physical | 80   | 90   | 15 | Normal | ○  |
| Vacuum Wave  | Fighting | Special  | 40   | 100  | 30 | Normal | —  |
| Trick        | Psychic  | Status   | —    | 100  | 10 | Normal | —  |
| Knock Off    | Dark     | Physical | 20   | 100  | 20 | Normal | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally | —  |
| Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes | —  |
| Magic Coat   | Psychic  | Status   | —    | —    | 15 | Self   | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Signal Beam  | Bug      | Special  | 75   | 100  | 15 | Normal | —  |
| Pain Split   | Normal   | Status   | —    | —    | 20 | Normal | —  |
| Low Kick     | Fighting | Physical | —    | 100  | 20 | Normal | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal        | ○  |
| TM04 | Calm Mind    | Psychic  | Status   | —    | —    | 20 | Self          | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM08 | Bulk Up      | Fighting | Status   | —    | —    | 20 | Self          | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies      | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM20 | Safeguard    | Normal   | Status   | —    | —    | 25 | 2 Allies      | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal        | ○  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal        | ○  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal        | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM33 | Reflect      | Psychic  | Status   | —    | —    | 20 | 2 Allies      | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal        | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal        | ○  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal        | ○  |
| TM48 | Skill Swap   | Psychic  | Status   | —    | —    | 10 | Normal        | —  |
| TM49 | Snatch       | Dark     | Status   | —    | —    | 10 | Depends       | —  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5  | Normal        | —  |
| TM54 | False Swipe  | Normal   | Physical | 40   | 100  | 40 | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM60 | Drain Punch  | Fighting | Physical | 60   | 100  | 5  | Normal        | ○  |
| TM67 | Recycle      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5  | Normal        | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal        | —  |
| TM75 | Swords Dance | Normal   | Status   | —    | —    | 30 | Self          | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM81 | X-Scissor    | Bug      | Physical | 80   | 100  | 15 | Normal        | ○  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM84 | Poison Jab   | Poison   | Physical | 80   | 100  | 20 | Normal        | ○  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15 | Normal        | ○  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20 | Normal        | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM92 | Trick Room   | Psychic  | Status   | —    | —    | 5  | All           | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal        | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |

No. 475 | Blade Pokémon  
**Gallade**

Psychic Fighting



- HEIGHT: 5'03"
- WEIGHT: 114.6 lbs.
- ITEMS: None

## ● SIZE COMPARISON



## ● MALE FORM

## ● ABILITIES

- Steadfast

## ● STATS



## ● EGG GROUPS

Amorphous

## ● PERFORMANCE

SPEED ★★☆☆☆  
 POWER ★★☆☆☆  
 SKILL ★★★★★

STAMINA ★★☆☆☆

JUMP ★★☆☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Use Dawn Stone on Kirlia ♂

**Pokémon SoulSilver** Use Dawn Stone on Kirlia ♂

**Pokémon Diamond** Use Dawn Stone on Kirlia ♂

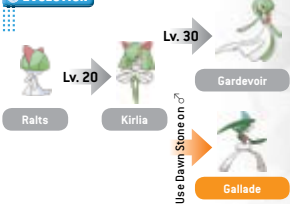
**Pokémon Pearl** Use Dawn Stone on Kirlia ♂

**Pokémon Platinum** Use Dawn Stone on Kirlia ♂

**Pokémon HeartGold** Because it can sense what its foe is thinking, its attacks burst out first, fast, and fierce.

**Pokémon SoulSilver** Because it can sense what its foe is thinking, its attacks burst out first, fast, and fierce.

## ● EVOLUTION



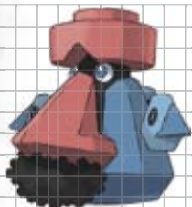


No. 476 | Compass Pokémon

## Probopass

Rock

Steel



- HEIGHT: 4'02"
- WEIGHT: 749.6 lbs.
- ITEMS: None

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Sturdy
- Magnet Pull

## ● EGG GROUPS

Mineral

## ● STATS



## ● PERFORMANCE

SPEED ★★  
 POWER ★★☆☆☆  
 SKILL ★☆☆☆☆

STAMINA ★★★★★☆  
 JUMP ★★☆☆☆

## ● MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver —

Pokémon Diamond Level up Nosepass at Mt. Coronet

Pokémon Pearl Level up Nosepass at Mt. Coronet

Pokémon Platinum Level up Nosepass at Mt. Coronet

Pokémon HeartGold

It controls three units called Mini-Noses using magnetic force. With them, it can attack the foe from three directions.

Pokémon SoulSilver

It controls three units called Mini-Noses using magnetic force. With them, it can attack the foe from three directions.

## ● EVOLUTION



Nosepass

Level Up at Mt. Coronet\*



Probopass

## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|--------------|----------|----------|------|------|----|---------------|----|
| 1   | Magnet Rise  | Electric | Status   | —    | —    | 10 | Self          | —  |
| 1   | Gravity      | Psychic  | Status   | —    | —    | 5  | All           | —  |
| 1   | Tackle       | Normal   | Physical | 35   | 95   | 35 | Normal        | ○  |
| 1   | Iron Defense | Steel    | Status   | —    | —    | 15 | Self          | —  |
| 1   | Magnet Bomb  | Steel    | Physical | 60   | —    | 20 | Normal        | —  |
| 1   | Block        | Normal   | Status   | —    | —    | 5  | Normal        | —  |
| 7   | Iron Defense | Steel    | Status   | —    | —    | 15 | Self          | —  |
| 13  | Magnet Bomb  | Steel    | Physical | 60   | —    | 20 | Normal        | —  |
| 19  | Block        | Normal   | Status   | —    | —    | 5  | Normal        | —  |
| 25  | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal        | —  |
| 31  | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| 37  | Sandstorm    | Rock     | Status   | —    | —    | 10 | All           | —  |
| 43  | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| 49  | Power Gem    | Rock     | Special  | 70   | 100  | 20 | Normal        | —  |
| 55  | Discharge    | Electric | Special  | 100  | 100  | 15 | 2 Foes/1 Ally | —  |
| 61  | Stone Edge   | Rock     | Physical | 80   | 80   | 5  | Normal        | —  |
| 67  | Zap Cannon   | Electric | Special  | 120  | 50   | 5  | Normal        | —  |
| 73  | Lock-On      | Normal   | Status   | —    | —    | 5  | Normal        | —  |
| 79  | Earth Power  | Ground   | Special  | 90   | 100  | 10 | Normal        | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Magnet Rise  | Electric | Status   | —    | —    | 10 | Self   | —  |
| Gravity      | Psychic  | Status   | —    | —    | 5  | All    | —  |
| Magic Coat   | Psychic  | Status   | —    | —    | 15 | Self   | —  |
| Block        | Normal   | Status   | —    | —    | 5  | Normal | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Rollout      | Rock     | Physical | 30   | 90   | 20 | Normal | ○  |
| Iron Head    | Steel    | Physical | 80   | 100  | 15 | Normal | ○  |
| AncientPower | Rock     | Special  | 60   | 100  | 5  | Normal | —  |
| Earth Power  | Ground   | Special  | 90   | 100  | 10 | Normal | —  |
| Iron Defense | Steel    | Status   | —    | —    | 15 | Self   | —  |
| Pain Split   | Normal   | Status   | —    | —    | 20 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal        | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal        | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10 | All           | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM64 | Explosion    | Normal   | Physical | 250  | 100  | 5  | 2 Foes/1 Ally | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM69 | Rock Polish  | Rock     | Status   | —    | —    | 20 | Self          | —  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5  | Normal        | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal        | —  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20 | 2 Foes        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM91 | Flash Cannon | Steel    | Special  | 80   | 100  | 10 | Normal        | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |

\*Unable to evolve in Pokémon HeartGold or SoulSilver Version. Transfer from Diamond, Pearl, or Platinum Version.

## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range       | DA |
|-----|--------------|----------|----------|------|------|----|-------------|----|
| 1   | Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal      | ○  |
| 1   | Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal      | ○  |
| 1   | ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal      | ○  |
| 1   | Gravity      | Psychic  | Status   | —    | —    | 5  | All         | ○  |
| 1   | Bind         | Normal   | Physical | 15   | 75   | 20 | Normal      | ○  |
| 1   | Leer         | Normal   | Status   | —    | 100  | 30 | 2 Foes      | —  |
| 1   | Night Shade  | Ghost    | Special  | —    | 100  | 15 | Normal      | —  |
| 1   | Disable      | Normal   | Status   | —    | 80   | 20 | Normal      | —  |
| 6   | Disable      | Normal   | Status   | —    | 80   | 20 | Normal      | —  |
| 9   | Foresight    | Normal   | Status   | —    | —    | 40 | Normal      | —  |
| 14  | Astonish     | Ghost    | Physical | 30   | 100  | 15 | Normal      | ○  |
| 17  | Confuse Ray  | Ghost    | Status   | —    | 100  | 10 | Normal      | ○  |
| 22  | Shadow Sneak | Ghost    | Physical | 40   | 100  | 30 | Normal      | ○  |
| 25  | Pursuit      | Dark     | Physical | 40   | 100  | 20 | Normal      | ○  |
| 30  | Curse        | ???      | Status   | —    | —    | 10 | Normal/Self | ○  |
| 33  | Will-O-Wisp  | Fire     | Status   | —    | 75   | 15 | Normal      | ○  |
| 37  | Shadow Punch | Ghost    | Physical | 60   | —    | 20 | Normal      | ○  |
| 43  | Mean Look    | Normal   | Status   | —    | —    | 5  | Normal      | ○  |
| 51  | Payback      | Dark     | Physical | 50   | 100  | 10 | Normal      | ○  |
| 61  | Future Sight | Psychic  | Special  | 80   | 90   | 15 | Normal      | ○  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Icy Wind     | Ice      | Special  | 55   | 95   | 15 | 2 Foes | —  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal | ○  |
| Ominous Wind | Ghost    | Special  | 60   | 100  | 5  | Normal | —  |
| Trick        | Psychic  | Status   | —    | 100  | 10 | Normal | —  |
| Sucker Punch | Dark     | Physical | 80   | 100  | 5  | Normal | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Spite        | Ghost    | Status   | —    | 100  | 10 | Normal | —  |
| Gravity      | Psychic  | Status   | —    | —    | 5  | All    | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Pain Split   | Normal   | Status   | —    | —    | 20 | Normal | —  |

## ● TM &amp; HM MOVES

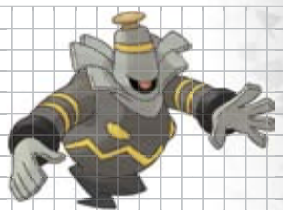
| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal        | ○  |
| TM04 | Calm Mind    | Psychic  | Status   | —    | —    | 20 | Self          | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal        | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM22 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | —  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal        | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal        | —  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal        | ○  |
| TM48 | Skill Swap   | Psychic  | Status   | —    | —    | 10 | Normal        | —  |
| TM49 | Snatch       | Dark     | Status   | —    | —    | 10 | Depends       | —  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5  | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM61 | Will-O-Wisp  | Fire     | Status   | —    | 75   | 15 | Normal        | —  |
| TM63 | Embargo      | Dark     | Status   | —    | 100  | 15 | Normal        | —  |
| TM65 | Payback      | Dark     | Physical | 50   | 100  | 10 | Normal        | ○  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM79 | Dark Pulse   | Dark     | Special  | 80   | 100  | 15 | Normal        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Normal Gift  | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM92 | Trick Room   | Psychic  | Status   | —    | —    | 5  | All           | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |



No. 477 | Gripper Pokémon

Dusknair

Ghost



## ● SIZE COMPARISON

- HEIGHT: 2'03"
- WEIGHT: 235.0 lbs.
- ITEMS: None



● MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Pressure

## ● EGG GROUPS

Amorphous

## ● STATS



## ● PERFORMANCE

SPEED ★★☆☆  
 POWER ★★☆☆  
 SKILL ★★☆☆

STAMINA ★★★★★  
 JUMP ★★★★★

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Link trade Dusknair while it holds the Reaper Cloth

**Pokémon SoulSilver** Link trade Dusknair while it holds the Reaper Cloth

**Pokémon Diamond** Link trade Dusknair while it holds the Reaper Cloth

**Pokémon Pearl** Link trade Dusknair while it holds the Reaper Cloth

**Pokémon Platinum** Link trade Dusknair while it holds the Reaper Cloth

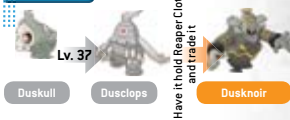
● **Pokémon HeartGold**

This feared Pokémon is said to travel to worlds unknown. Some even believe that it takes lost spirits along with it.

● **Pokémon SoulSilver**

This feared Pokémon is said to travel to worlds unknown. Some even believe that it takes lost spirits along with it.

## ● EVOLUTION



# No. 478 | Snow Land Pokémon

## Froslass

Ice

Ghost



● SIZE COMPARISON

- HEIGHT: 4'03"
- WEIGHT: 58.6 lbs.
- ITEMS: None



● FEMALE FORM

### ABILITIES

- Snow Cloak

### EGG GROUPS

- Fairy
- Mineral

### PERFORMANCE

- SPEED ★★★★★
- POWER ★☆☆☆
- SKILL ★★★★★

### STATS



- STAMINA ★★☆☆☆
- JUMP ★★☆☆☆

### MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Use Dawn Stone on Snorunt ♀

**Pokémon SoulSilver** Use Dawn Stone on Snorunt ♀

**Pokémon Diamond** Use Dawn Stone on Snorunt ♀

**Pokémon Pearl** Use Dawn Stone on Snorunt ♀

**Pokémon Platinum** Use Dawn Stone on Snorunt ♀

### Pokémon HeartGold

Legends in snowy regions say that a woman who was lost on an icy mountain was reborn as FROSSLASS.

### Pokémon SoulSilver

Legends in snowy regions say that a woman who was lost on an icy mountain was reborn as FROSSLASS.

### EVOLUTION



### LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|----------|----------|------|------|----|--------|----|
| 1   | Powder Snow  | Ice      | Special  | 40   | 100  | 25 | 2 Foes | —  |
| 1   | Leer         | Normal   | Status   | —    | 100  | 30 | 2 Foes | —  |
| 1   | Double Team  | Normal   | Status   | —    | —    | 15 | Self   | —  |
| 1   | Astonish     | Ghost    | Physical | 30   | 100  | 15 | Normal | ○  |
| 4   | Double Team  | Normal   | Status   | —    | —    | 15 | Self   | —  |
| 10  | Astonish     | Ghost    | Physical | 30   | 100  | 15 | Normal | ○  |
| 13  | Icy Wind     | Ice      | Special  | 55   | 95   | 15 | 2 Foes | —  |
| 19  | Confuse Ray  | Ghost    | Status   | —    | 100  | 10 | Normal | —  |
| 22  | Ominous Wind | Ghost    | Special  | 60   | 100  | 5  | Normal | —  |
| 28  | Wake-Up Slap | Fighting | Physical | 60   | 100  | 10 | Normal | ○  |
| 31  | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes | —  |
| 37  | Ice Shard    | Ice      | Physical | 40   | 100  | 30 | Normal | —  |
| 40  | Hail         | Ice      | Status   | —    | —    | 10 | All    | —  |
| 51  | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes | —  |
| 59  | Destiny Bond | Ghost    | Status   | —    | —    | 5  | Self   | —  |

### MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

### BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|---------|----------|------|------|----|--------|----|
| Icy Wind     | Ice     | Special  | 55   | 95   | 15 | 2 Foes | —  |
| Ice Punch    | Ice     | Physical | 75   | 100  | 15 | Normal | ○  |
| Ominous Wind | Ghost   | Special  | 60   | 100  | 5  | Normal | —  |
| Trick        | Psychic | Status   | —    | 100  | 10 | Normal | —  |
| Sucker Punch | Dark    | Physical | 80   | 100  | 5  | Normal | ○  |
| Snore        | Normal  | Status   | 40   | 100  | 15 | Normal | —  |
| Spite        | Ghost   | Status   | —    | 100  | 10 | Normal | —  |
| Block        | Normal  | Status   | —    | —    | 5  | Normal | —  |
| Mud-Slap     | Ground  | Special  | 20   | 100  | 10 | Normal | —  |
| Rollout      | Rock    | Physical | 30   | 90   | 20 | Normal | ○  |
| Signal Beam  | Bug     | Special  | 75   | 100  | 15 | Normal | —  |
| Pain Split   | Normal  | Status   | —    | —    | 20 | Normal | —  |

### TM & HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|------|--------------|----------|----------|------|------|----|----------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal   | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal   | —  |
| TM07 | Hail         | Ice      | Status   | —    | —    | 10 | All      | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal   | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal   | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal   | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes   | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal   | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All      | —  |
| TM20 | Safeguard    | Normal   | Status   | —    | —    | 25 | 2 Allies | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal   | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal   | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal   | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal   | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self     | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal   | —  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15 | Normal   | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal   | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self     | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal   | —  |
| TM49 | Snatch       | Dark     | Status   | —    | —    | 10 | Depends  | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal   | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM63 | Embargo      | Dark     | Status   | —    | 100  | 15 | Normal   | —  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10 | Normal   | ○  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal   | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal   | —  |
| TM72 | Avalanche    | Ice      | Physical | 60   | 100  | 10 | Normal   | ○  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal   | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal   | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes   | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends  | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal   | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15 | Normal   | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal   | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self     | —  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|--------------|----------|----------|------|------|----|---------------|----|
| 1   | Trick        | Psychic  | Status   | —    | 100  | 10 | Normal        | —  |
| 1   | Astonish     | Ghost    | Physical | 30   | 100  | 15 | Normal        | ○  |
| 1   | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal        | —  |
| 1   | ThunderShock | Electric | Special  | 40   | 100  | 30 | Normal        | —  |
| 1   | Confuse Ray  | Ghost    | Status   | —    | 100  | 10 | Normal        | —  |
| 8   | Uproar       | Normal   | Special  | 50   | 100  | 10 | 1 Random      | —  |
| 15  | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| 22  | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal        | —  |
| 29  | Ominous Wind | Ghost    | Special  | 60   | 100  | 5  | Normal        | —  |
| 36  | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| 43  | Charge       | Electric | Status   | —    | —    | 20 | Self          | —  |
| 50  | Discharge    | Electric | Special  | 80   | 100  | 15 | 2 Foes/1 Ally | —  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|---------|----------|------|------|----|----------|----|
| Ominous Wind | Ghost   | Special  | 60   | 100  | 5  | Normal   | —  |
| Trick        | Psychic | Status   | —    | 100  | 10 | Normal   | —  |
| Sucker Punch | Dark    | Physical | 80   | 100  | 5  | Normal   | ○  |
| Snore        | Normal  | Special  | 40   | 100  | 15 | Normal   | —  |
| Spite        | Ghost   | Status   | —    | 100  | 10 | Normal   | —  |
| Swift        | Normal  | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Uproar       | Normal  | Special  | 50   | 100  | 10 | 1 Random | —  |
| Mud-Slap     | Ground  | Special  | 20   | 100  | 10 | Normal   | —  |
| Signal Beam  | Bug     | Special  | 75   | 100  | 15 | Normal   | —  |
| Pain Split   | Normal  | Status   | —    | —    | 20 | Normal   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|------|--------------|----------|----------|------|------|----|----------|----|
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal   | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal   | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All      | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All      | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal   | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal   | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal   | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self     | —  |
| TM33 | Reflect      | Psychic  | Status   | —    | —    | 20 | 2 Allies | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal   | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal   | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self     | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal   | ○  |
| TM49 | Snatch       | Dark     | Status   | —    | —    | 10 | Depends  | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal   | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM61 | Will-O-Wisp  | Fire     | Status   | —    | 75   | 15 | Normal   | —  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal   | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal   | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal   | —  |
| TM79 | Dark Pulse   | Dark     | Special  | 80   | 100  | 15 | Normal   | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends  | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal   | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15 | Normal   | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal   | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self     | —  |

\*Rotom's Performance depends on its form:

|             |               |             |             |
|-------------|---------------|-------------|-------------|
| Heat Rotom  | Speed ★★☆☆    | Power ★★★★★ | Skill ★★☆☆  |
|             | Stamina ★★☆☆  | Jump ★★★★★  |             |
| Wash Rotom  | Speed ★★★     | Power ★★★★★ | Skill ★★☆☆  |
|             | Stamina ★★★★★ | Jump ★★☆☆   |             |
| Frost Rotom | Speed ★★☆☆    | Power ★☆☆   | Skill ★★★★★ |
|             | Stamina ★★☆☆  | Jump ★★★★★  |             |
| Fan Rotom   | Speed ★★☆☆    | Power ★★★★★ | Skill ★★★   |
|             | Stamina ★☆☆   | Jump ★★★★★  |             |
| Mow Rotom   | Speed ★★★     | Power ★★★★★ | Skill ★★★★★ |
|             | Stamina ★★☆☆  | Jump ★☆☆    |             |

\*Put Rotom in your party and take the elevator in Saffron City's Silph Co. It changes by checking out appliances. It learns one move when it transforms but will forget it after it returns to normal.



No. 479 | Plasma Pokémon

Rotom

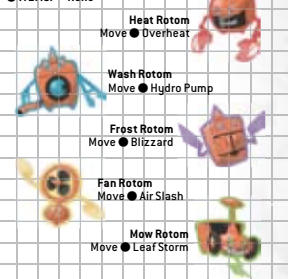
Electric

Ghost

## ● SIZE COMPARISON



- HEIGHT: 1'00"
- WEIGHT: 0.7 lbs.
- ITEMS: None



## ● ABILITIES

- Levitate

## ● EGG GROUPS

Amorphous

## ● STATS



## ● PERFORMANCE



## ● MAIN WAYS TO OBTAIN

Pokémon HeartGold

Pokémon SoulSilver

Pokémon Diamond

Check the TV in the Old Chateau between 8:00 P.M. and 4:00 A.M. (after obtaining the National Pokédex)

Pokémon Pearl

Check the TV in the Old Chateau between 8:00 P.M. and 4:00 A.M. (after obtaining the National Pokédex)

Pokémon Platinum

Check the TV in the Old Chateau between 8:00 P.M. and 4:00 A.M. (after obtaining the National Pokédex)

Pokémon HeartGold

Research continues on this Pokémon, which could be the power source of a unique motor.

Pokémon SoulSilver

Research continues on this Pokémon, which could be the power source of a unique motor.

## ● EVOLUTION

Does not evolve

# No. 480 | Knowledge Pokémon

## Uxie

Psychic



● SIZE COMPARISON

- HEIGHT: 1'00"
- WEIGHT: 0.7 lbs.
- ITEMS: None



● GENDER UNKNOWN

### ABILITIES

- Levitate

### STATS



### EGG GROUPS

No Egg has ever been discovered

### PERFORMANCE

SPEED ★★★★★

POWER ★★★★★

SKILL ★★★★★

STAMINA ★★★★★

JUMP ★★★★★

### MAIN WAYS TO OBTAIN

**Pokémon HeartGold** —

**Pokémon SoulSilver** —

**Pokémon Diamond** Lake Acuity (inside Acuity Cavern)

**Pokémon Pearl** Lake Acuity (inside Acuity Cavern)

**Pokémon Platinum** Lake Acuity (inside Acuity Cavern)

**Pokémon HeartGold**

According to some sources, this Pokémon provided people with the intelligence necessary to solve various problems.

**Pokémon SoulSilver**

According to some sources, this Pokémon provided people with the intelligence necessary to solve various problems.

### EVOLUTION

Does not evolve

### LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|---------|----------|------|------|----|--------|----|
| 1   | Rest         | Psychic | Status   | —    | —    | 10 | Self   | —  |
| 1   | Confusion    | Psychic | Special  | 50   | 100  | 25 | Normal | —  |
| 6   | Imprison     | Psychic | Status   | —    | —    | 10 | Self   | —  |
| 16  | Endure       | Normal  | Status   | —    | —    | 10 | Self   | —  |
| 21  | Swift        | Normal  | Special  | 60   | —    | 20 | 2 Foes | —  |
| 31  | Yawn         | Normal  | Status   | —    | —    | 10 | Normal | —  |
| 36  | Future Sight | Psychic | Special  | 80   | 90   | 15 | Normal | —  |
| 46  | Amnesia      | Psychic | Status   | —    | —    | 20 | Self   | —  |
| 51  | Extrasensory | Psychic | Special  | 80   | 100  | 30 | Normal | —  |
| 61  | Flail        | Normal  | Physical | —    | 100  | 15 | Normal | ○  |
| 66  | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal | —  |
| 76  | Memento      | Dark    | Status   | —    | 100  | 10 | Normal | —  |

### MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

### BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range      | DA |
|--------------|----------|----------|------|------|----|------------|----|
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal     | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal     | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal     | ○  |
| Zen Headbutt | Psychic  | Physical | 80   | 90   | 15 | Normal     | ○  |
| Trick        | Psychic  | Status   | —    | 100  | 10 | Normal     | —  |
| Knock Off    | Dark     | Physical | 20   | 100  | 20 | Normal     | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal     | —  |
| Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally     | —  |
| Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes     | —  |
| Magic Coat   | Psychic  | Status   | —    | —    | 15 | Self       | —  |
| Role Play    | Psychic  | Status   | —    | —    | 10 | Normal     | —  |
| Heal Bell    | Normal   | Status   | —    | —    | 5  | All Allies | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal     | —  |
| Signal Beam  | Bug      | Special  | 75   | 100  | 15 | Normal     | —  |

### TM & HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|------|--------------|----------|----------|------|------|----|----------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal   | —  |
| TM04 | Calm Mind    | Psychic  | Status   | —    | —    | 20 | Self     | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal   | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal   | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All      | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal   | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All      | —  |
| TM19 | Giga Drain   | Grass    | Special  | 60   | 100  | 10 | Normal   | —  |
| TM20 | Safeguard    | Normal   | Status   | —    | —    | 25 | 2 Allies | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal   | —  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal   | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal   | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal   | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal   | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal   | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self     | —  |
| TM33 | Reflect      | Psychic  | Status   | —    | —    | 20 | 2 Allies | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal   | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10 | All      | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal   | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self     | —  |
| TM48 | Skill Swap   | Psychic  | Status   | —    | —    | 10 | Normal   | —  |
| TM53 | Energy Ball  | Grass    | Special  | 80   | 100  | 10 | Normal   | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal   | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal   | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM67 | Recycle      | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal   | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal   | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal   | —  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20 | 2 Foes   | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal   | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends  | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal   | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15 | Normal   | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20 | Normal   | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal   | —  |
| TM89 | U-turn       | Bug      | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM92 | Trick Room   | Psychic  | Status   | —    | —    | 5  | All      | —  |



## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP  | Range     | DA |
|-----|--------------|---------|----------|------|------|-----|-----------|----|
| 1   | Rest         | Psychic | Status   | —    | —    | 10  | Self      | —  |
| 1   | Confusion    | Psychic | Special  | 50   | 100  | 25  | Normal    | —  |
| 6   | Imprison     | Psychic | Status   | —    | —    | 10  | Self      | —  |
| 16  | Protect      | Normal  | Status   | —    | —    | 10  | Self      | —  |
| 21  | Swift        | Normal  | Special  | 60   | —    | 20  | 2 Foes    | —  |
| 31  | Lucky Chant  | Normal  | Status   | —    | —    | 30  | 2 Allies  | —  |
| 36  | Future Sight | Psychic | Special  | 80   | 90   | 15  | Normal    | —  |
| 46  | Charm        | Normal  | Status   | —    | —    | 100 | 20 Normal | —  |
| 51  | Extrasensory | Psychic | Special  | 80   | 100  | 30  | Normal    | —  |
| 61  | Copypcat     | Normal  | Status   | —    | —    | 20  | Depends   | —  |
| 66  | Natural Gift | Normal  | Physical | —    | 100  | 15  | Normal    | —  |
| 76  | Healing Wish | Psychic | Status   | —    | —    | 10  | Self      | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal | ○  |
| Zen Headbutt | Psychic  | Physical | 80   | 90   | 15 | Normal | ○  |
| Trick        | Psychic  | Status   | —    | 100  | 10 | Normal | —  |
| Knock Off    | Dark     | Physical | 20   | 100  | 20 | Normal | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally | —  |
| Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes | —  |
| Magic Coat   | Psychic  | Status   | —    | —    | 15 | Self   | —  |
| Role Play    | Psychic  | Status   | —    | —    | 10 | Normal | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Signal Beam  | Bug      | Special  | 75   | 100  | 15 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|------|--------------|----------|----------|------|------|----|----------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal   | —  |
| TM04 | Calm Mind    | Psychic  | Status   | —    | —    | 20 | Self     | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal   | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal   | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All      | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal   | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes   | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal   | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All      | —  |
| TM20 | Safeguard    | Normal   | Status   | —    | —    | 25 | 2 Allies | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal   | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal   | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal   | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal   | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal   | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self     | —  |
| TM33 | Reflect      | Psychic  | Status   | —    | —    | 20 | 2 Allies | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal   | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10 | All      | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal   | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self     | —  |
| TM48 | Skill Swap   | Psychic  | Status   | —    | —    | 10 | Normal   | —  |
| TM53 | Energy Ball  | Grass    | Special  | 80   | 100  | 10 | Normal   | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal   | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal   | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM67 | Recycle      | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal   | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal   | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal   | —  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20 | 2 Foes   | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal   | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends  | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal   | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15 | Normal   | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20 | Normal   | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal   | —  |
| TM89 | U-turn       | Bug      | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM92 | Trick Room   | Psychic  | Status   | —    | —    | 5  | All      | —  |



No. 481 | Emotion Pokémon

Mesprit

Psychic



- HEIGHT: 1'00"
- WEIGHT: 0.7 lbs.
- ITEMS: None

## ● SIZE COMPARISON



## ● GENDER UNKNOWN

## ● ABILITIES

- Levitate

## ● STATS



## ● EGG GROUPS

No Egg has ever been discovered

## ● PERFORMANCE

SPEED ★★★☆  
POWER ★★★★★☆  
SKILL ★★★★★STAMINA ★★★★★☆  
JUMP ★★★★★☆

## ● MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver —

Pokémon Diamond

After you meet Mesprit at Lake Verity (inside Verity Cavern), it starts roaming the Sinnoh region

Pokémon Pearl

After you meet Mesprit at Lake Verity (inside Verity Cavern), it starts roaming the Sinnoh region

Pokémon Platinum

After you meet Mesprit at Lake Verity (inside Verity Cavern), it starts roaming the Sinnoh region

Pokémon HeartGold

This Pokémon is said to have endowed the human heart with emotions, such as sorrow and joy.

Pokémon SoulSilver

This Pokémon is said to have endowed the human heart with emotions, such as sorrow and joy.

## ● EVOLUTION

Does not evolve



No. 482 | Willpower Pokémon

Azelf

Psychic



## ● SIZE COMPARISON

- HEIGHT: 1'00"
- WEIGHT: 0.7 lbs.
- ITEMS: None



● GENDER UNKNOWN

## ● ABILITIES

- Levitate

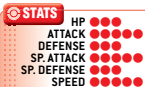
## ● EGG GROUPS

No Egg has ever been discovered

## ● PERFORMANCE

SPEED ★★★★★  
POWER ★★☆☆☆  
SKILL ★★★★★

STAMINA ★★☆☆☆  
JUMP ★★★★★☆



## ● MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver —

Pokémon Diamond Lake Valor (inside Valor Cavern)

Pokémon Pearl Lake Valor (inside Valor Cavern)

Pokémon Platinum Lake Valor (inside Valor Cavern)

Pokémon HeartGold

This Pokémon is said to have endowed humans with the determination needed to face any of life's difficulties.

Pokémon SoulSilver

This Pokémon is said to have endowed humans with the determination needed to face any of life's difficulties.

## ● EVOLUTION

Does not evolve

## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|--------------|----------|----------|------|------|----|---------------|----|
| 1   | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| 1   | Confusion    | Psychic  | Special  | 50   | 100  | 25 | Normal        | —  |
| 6   | Imprison     | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| 16  | Detect       | Fighting | Status   | —    | —    | 5  | Self          | —  |
| 21  | Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes        | —  |
| 31  | Uproar       | Normal   | Special  | 50   | 100  | 10 | 1 Random      | —  |
| 36  | Future Sight | Psychic  | Special  | 80   | 90   | 15 | Normal        | —  |
| 46  | Nasty Plot   | Dark     | Status   | —    | —    | 20 | Self          | —  |
| 51  | Extrasensory | Psychic  | Special  | 80   | 100  | 30 | Normal        | —  |
| 61  | Last Resort  | Normal   | Physical | 130  | 100  | 5  | Normal        | ○  |
| 66  | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| 76  | Explosion    | Normal   | Physical | 250  | 100  | 5  | 2 Foes/1 Ally | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|----------|----------|------|------|----|----------|----|
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal   | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal   | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal   | ○  |
| Zen Headbutt | Psychic  | Physical | 80   | 90   | 15 | Normal   | ○  |
| Trick        | Psychic  | Status   | —    | 100  | 10 | Normal   | —  |
| Knock Off    | Dark     | Physical | 20   | 100  | 20 | Normal   | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal   | —  |
| Helping Hand | Normal   | Status   | —    | —    | 20 | 1 Ally   | —  |
| Last Resort  | Normal   | Physical | 130  | 100  | 5  | Normal   | ○  |
| Swift        | Normal   | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Uproar       | Normal   | Special  | 50   | 100  | 10 | 1 Random | —  |
| Magic Coat   | Psychic  | Status   | —    | —    | 15 | Self     | —  |
| Role Play    | Psychic  | Status   | —    | —    | 10 | Normal   | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal   | —  |
| Signal Beam  | Bug      | Special  | 75   | 100  | 15 | Normal   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal        | —  |
| TM04 | Calm Mind    | Psychic  | Status   | —    | —    | 20 | Self          | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies      | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM20 | Safeguard    | Normal   | Status   | —    | —    | 25 | 2 Allies      | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal        | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal        | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal        | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal        | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal        | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM33 | Reflect      | Psychic  | Status   | —    | —    | 20 | 2 Allies      | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal        | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal        | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10 | All           | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5  | Normal        | —  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM48 | Skill Swap   | Psychic  | Status   | —    | —    | 10 | Normal        | —  |
| TM53 | Energy Ball  | Grass    | Special  | 80   | 100  | 10 | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM64 | Explosion    | Normal   | Physical | 250  | 100  | 5  | 2 Foes/1 Ally | —  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10 | Normal        | ○  |
| TM67 | Recycle      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal        | —  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20 | 2 Foes        | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15 | Normal        | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20 | Normal        | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM89 | U-turn       | Bug      | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM92 | Trick Room   | Psychic  | Status   | —    | —    | 5  | All           | —  |

## ● LEVEL-UP MOVES

| Lv. | Name          | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|---------------|----------|----------|------|------|----|--------|----|
| 1   | Dragon Breath | Dragon   | Special  | 60   | 100  | 20 | Normal | —  |
| 1   | Scary Face    | Normal   | Status   | —    | 90   | 10 | Normal | —  |
| 6   | Metal Claw    | Steel    | Special  | 50   | 95   | 35 | Normal | —  |
| 10  | Ancient Power | Rock     | Special  | 60   | 100  | 5  | Normal | —  |
| 15  | Slash         | Normal   | Physical | 70   | 100  | 20 | Normal | —  |
| 19  | Power Gem     | Rock     | Special  | 70   | 100  | 20 | Normal | —  |
| 24  | Metal Burst   | Steel    | Physical | —    | 100  | 10 | Self   | —  |
| 28  | Dragon Claw   | Dragon   | Physical | 80   | 100  | 15 | Normal | —  |
| 33  | Earth Power   | Ground   | Special  | 90   | 100  | 10 | Normal | —  |
| 37  | Aura Sphere   | Fighting | Special  | 90   | —    | 20 | Normal | —  |
| 42  | Flash Cannon  | Steel    | Special  | 80   | 100  | 10 | Normal | —  |
| 46  | Roar of Time  | Dragon   | Special  | 150  | 90   | 5  | Normal | —  |

## ● MOVE MANIAC

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Headbutt     | Normal | Physical | 70   | 100  | 15 | Normal | —  |
| Draco Meteor | Dragon | Special  | 140  | 90   | 5  | Normal | —  |

## ● BP MOVES

| Name          | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|---------------|----------|----------|------|------|----|----------|----|
| Fury Cutter   | Bug      | Physical | 10   | 95   | 20 | Normal   | —  |
| Snore         | Normal   | Special  | 40   | 100  | 15 | Normal   | —  |
| Magnet Rise   | Electric | Status   | —    | 10   | 10 | Self     | —  |
| Swift         | Normal   | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Gravity       | Psychic  | Status   | —    | 5    | 5  | All      | —  |
| Mud-Slap      | Ground   | Special  | 20   | 100  | 10 | Normal   | —  |
| Iron Head     | Steel    | Physical | 80   | 100  | 15 | Normal   | —  |
| Outrage       | Dragon   | Physical | 120  | 100  | 15 | 1 Random | —  |
| Ancient Power | Rock     | Special  | 60   | 100  | 5  | Normal   | —  |
| Earth Power   | Ground   | Special  | 90   | 100  | 10 | Normal   | —  |
| Twister       | Dragon   | Special  | 40   | 100  | 20 | 2 Foes   | —  |
| Iron Defense  | Steel    | Status   | —    | —    | 15 | Self     | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP       | Range         | DA |
|------|--------------|----------|----------|------|------|----------|---------------|----|
| TM02 | Dragon Claw  | Dragon   | Physical | 80   | 100  | 15       | Normal        | —  |
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20       | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10       | Normal        | —  |
| TM08 | Bulk Up      | Fighting | Status   | —    | —    | 20       | Self          | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15       | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | 5        | All           | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10       | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5        | 2 Foes        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5        | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | 10   | 10       | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | 5        | All           | —  |
| TM20 | Safeguard    | Normal   | Status   | —    | 25   | 2 Allies | —             | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20       | Normal        | —  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15       | Normal        | —  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15       | Normal        | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10       | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10       | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20       | Normal        | —  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15       | Normal        | —  |
| TM32 | Double Team  | Normal   | Status   | —    | 15   | 15       | Self          | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20       | Normal        | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15       | Normal        | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | 10   | 10       | All           | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5        | Normal        | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10       | Normal        | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20       | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20       | Normal        | —  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20       | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | 10   | 10       | Self          | —  |
| TM50 | Overheat     | Fire     | Special  | 140  | 90   | 5        | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | 10   | 10       | Self          | —  |
| TM59 | Dragon Pulse | Dragon   | Special  | 90   | 100  | 10       | Normal        | —  |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15       | Normal        | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5        | Normal        | —  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20       | Normal        | —  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5        | Normal        | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20       | Normal        | —  |
| TM76 | Stealth Rock | Rock     | Status   | —    | 20   | 2 Foes   | —             | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | 10   | 10       | Normal        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10       | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | 10   | 10       | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15       | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15       | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | 10   | 10       | Self          | —  |
| TM91 | Flash Cannon | Steel    | Special  | 80   | 100  | 10       | Normal        | —  |
| TM92 | Trick Room   | Psychic  | Status   | —    | 5    | 5        | All           | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30       | Normal        | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15       | Normal        | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15       | Normal        | —  |



No. 483 | Temporal Pokémon

Dialga

Steel Dragon



- HEIGHT: 17'09"
- WEIGHT: 1,505.8 lbs.
- ITEMS: None

## ● SIZE COMPARISON



## ● GENDER UNKNOWN

## ● ABILITIES

- Pressure

## ● STATS



## ● EGG GROUPS

No Egg has ever been discovered

## ● PERFORMANCE

SPEED ★★★☆  
 POWER ★★★★★  
 SKILL ★★★★★

STAMINA ★★★★★☆  
 JUMP ★★★★★☆

## ● MAIN WAYS TO OBTAIN

## Pokémon HeartGold

Bring the Arceus you received in Pokémon Diamond, Pearl, or Platinum to the Ruins of Alph to receive Dialga\*

## Pokémon SoulSilver

Bring the Arceus you received in Pokémon Diamond, Pearl, or Platinum to the Ruins of Alph to receive Dialga\*

## Pokémon Diamond

Speak Pillar on Mt. Coronet

## Pokémon Pearl

—

## Pokémon Platinum

Speak Pillar on Mt. Coronet—(after entering the Hall of Fame)

## Pokémon HeartGold

This Pokémon completely controls the flow of time. It uses its power to travel at will through the past and future.

## Pokémon SoulSilver

This Pokémon completely controls the flow of time. It uses its power to travel at will through the past and future.

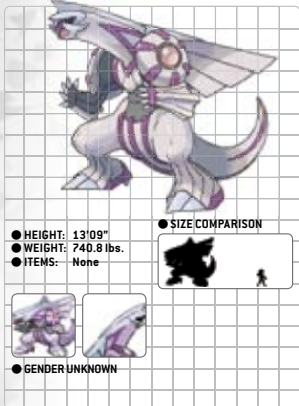
## ● EVOLUTION

Does not evolve

\*Arceus is only available through special distribution events. Check Pokémon.com for the latest information on how to catch this Pokémon. (You can choose only one from Dialga, Palkia, and Giratina.)

# No. 484 | Spatial Pokémon

## Palkia

Water Dragon


- HEIGHT: 13'09"
- WEIGHT: 740.8 lbs.
- ITEMS: None

### SIZE COMPARISON



● GENDER UNKNOWN

### ABILITIES

- Pressure

### EGG GROUPS

No Egg has ever been discovered

### PERFORMANCE

SPEED ★★★☆  
POWER ★★★★★☆  
SKILL ★★★★★☆

### STATS



### MAIN WAYS TO OBTAIN

#### Pokémon HeartGold

Bring the Arceus you received in *Pokémon Diamond, Pearl,* or *Platinum* to the Ruins of Alph to receive Palkia\*

#### Pokémon SoulSilver

Bring the Arceus you received in *Pokémon Diamond, Pearl,* or *Platinum* to the Ruins of Alph to receive Palkia\*

#### Pokémon Diamond

—

#### Pokémon Pearl

Spear Pillar on Mt. Coronet

#### Pokémon Platinum

Spear Pillar on Mt. Coronet—(after entering the Hall of Fame)

#### Pokémon HeartGold

Its total control over the boundaries of space enable it to transport itself to faraway places or even other dimensions.

#### Pokémon SoulSilver

Its total control over the boundaries of space enable it to transport itself to faraway places or even other dimensions.

### EVOLUTION

Does not evolve

### LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|----------|----------|------|------|----|--------|----|
| 1   | DragonBreath | Dragon   | Special  | 60   | 100  | 20 | Normal | —  |
| 1   | Scary Face   | Normal   | Status   | —    | 90   | 10 | Normal | —  |
| 6   | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal | —  |
| 10  | AncientPower | Rock     | Special  | 60   | 100  | 5  | Normal | —  |
| 15  | Slash        | Normal   | Physical | 70   | 100  | 20 | Normal | ○  |
| 19  | Power Gem    | Rock     | Special  | 70   | 100  | 20 | Normal | —  |
| 24  | Aqua Tail    | Water    | Physical | 90   | 90   | 10 | Normal | ○  |
| 28  | Dragon Claw  | Dragon   | Physical | 80   | 100  | 15 | Normal | ○  |
| 33  | Earth Power  | Ground   | Special  | 90   | 100  | 10 | Normal | —  |
| 37  | Aura Sphere  | Fighting | Special  | 90   | —    | 20 | Normal | —  |
| 42  | Hydro Pump   | Water    | Special  | 120  | 80   | 5  | Normal | —  |
| 46  | Spacial Rend | Dragon   | Special  | 100  | 95   | 5  | Normal | —  |

### MOVE MANIAC

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Headbutt     | Normal | Physical | 70   | 100  | 15 | Normal | —  |
| Draco Meteor | Dragon | Special  | 140  | 90   | 5  | Normal | —  |

### BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|---------|----------|------|------|----|----------|----|
| Dive         | Water   | Physical | 80   | 100  | 10 | Normal   | ○  |
| Fury Cutter  | Bug     | Physical | 10   | 95   | 20 | Normal   | ○  |
| Snore        | Normal  | Special  | 40   | 100  | 15 | Normal   | —  |
| Swift        | Normal  | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Gravity      | Psychic | Status   | —    | —    | 5  | All      | —  |
| Mud-Slap     | Ground  | Special  | 20   | 100  | 10 | Normal   | —  |
| Aqua Tail    | Water   | Physical | 90   | 90   | 10 | Normal   | ○  |
| Outrage      | Dragon  | Physical | 120  | 100  | 15 | 1 Random | ○  |
| AncientPower | Rock    | Special  | 60   | 100  | 5  | Normal   | —  |
| Earth Power  | Ground  | Special  | 90   | 100  | 10 | Normal   | —  |
| Twister      | Dragon  | Special  | 40   | 100  | 20 | 2 Foes   | —  |

### TM & HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal        | ○  |
| TM02 | Dragon Claw  | Dragon   | Physical | 80   | 100  | 15 | Normal        | ○  |
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal        | —  |
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM07 | Hail         | Ice      | Status   | —    | —    | 10 | All           | —  |
| TM08 | Bulk Up      | Fighting | Status   | —    | —    | 20 | Self          | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM20 | Safeguard    | Normal   | Status   | —    | —    | 25 | 2 Allies      | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal        | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal        | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal        | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10 | All           | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5  | Normal        | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal        | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5  | Normal        | —  |
| TM55 | Brine        | Water    | Special  | 65   | 100  | 10 | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM59 | Dragon Pulse | Dragon   | Special  | 90   | 100  | 10 | Normal        | —  |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15 | Normal        | ○  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | —  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5  | Normal        | —  |
| TM72 | Avalanche    | Ice      | Physical | 60   | 100  | 10 | Normal        | ○  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal        | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM92 | Trick Room   | Psychic  | Status   | —    | —    | 5  | All           | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal        | ○  |
| HM03 | Surf         | Water    | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15 | Normal        | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |

\*Arceus is only available through special distribution events. Check [Pokemon.com](http://Pokemon.com) for the latest information on how to catch this Pokémon. (You can choose only one from Dialga, Palkia, and Giratina.)

## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range         | DA |
|-----|--------------|--------|----------|------|------|----|---------------|----|
| 1   | AncientPower | Rock   | Special  | 60   | 100  | 5  | Normal        | —  |
| 9   | Leer         | Normal | Status   | —    | 100  | 30 | 2 Foes        | —  |
| 17  | Fire Fang    | Fire   | Physical | 65   | 95   | 15 | Normal        | ○  |
| 25  | Metal Sound  | Steel  | Status   | —    | 85   | 40 | Normal        | —  |
| 33  | Crunch       | Dark   | Physical | 80   | 100  | 15 | Normal        | ○  |
| 41  | Scary Face   | Normal | Status   | —    | 90   | 10 | Normal        | —  |
| 49  | Lava Plume   | Fire   | Special  | 80   | 100  | 15 | 2 Foes/1 Ally | —  |
| 57  | Fire Spin    | Fire   | Special  | 15   | 70   | 15 | Normal        | —  |
| 65  | Iron Head    | Steel  | Physical | 80   | 100  | 15 | Normal        | ○  |
| 73  | Earth Power  | Ground | Special  | 90   | 100  | 10 | Normal        | —  |
| 81  | Heat Wave    | Fire   | Special  | 100  | 90   | 10 | 2 Foes        | —  |
| 88  | Stone Edge   | Rock   | Physical | 100  | 80   | 5  | Normal        | —  |
| 96  | Magma Storm  | Fire   | Special  | 120  | 70   | 5  | Normal        | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|--------|----------|------|------|----|----------|----|
| Bug Bite     | Bug    | Physical | 60   | 100  | 20 | Normal   | ○  |
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal   | —  |
| Uproar       | Normal | Special  | 50   | 100  | 10 | 1 Random | —  |
| Mud-Slap     | Ground | Special  | 20   | 100  | 10 | Normal   | —  |
| Iron Head    | Steel  | Physical | 80   | 100  | 15 | Normal   | ○  |
| AncientPower | Rock   | Special  | 60   | 100  | 5  | Normal   | —  |
| Earth Power  | Ground | Special  | 90   | 100  | 10 | Normal   | —  |
| Iron Defense | Steel  | Status   | —    | —    | 15 | Self     | —  |
| Heat Wave    | Fire   | Special  | 100  | 90   | 10 | 2 Foes   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM28 | Dig          | Ground   | Physical | 80   | 100  | 10 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal        | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5  | Normal        | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal        | —  |
| TM50 | Overheat     | Fire     | Special  | 140  | 90   | 5  | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM59 | Dragon Pulse | Dragon   | Special  | 90   | 100  | 10 | Normal        | —  |
| TM61 | Will-O-Wisp  | Fire     | Status   | —    | 75   | 15 | Normal        | —  |
| TM64 | Explosion    | Normal   | Physical | 250  | 100  | 5  | 2 Foes/1 Ally | —  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10 | Normal        | ○  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5  | Normal        | —  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20 | 2 Foes        | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes        | —  |
| TM79 | Dark Pulse   | Dark     | Special  | 80   | 100  | 15 | Normal        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM91 | Flash Cannon | Steel    | Special  | 80   | 100  | 10 | Normal        | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20 | Normal        | ○  |



No. 485 | Lava Dome Pokémon

Heatran

Fire

Steel



- HEIGHT: 5'07"
- WEIGHT: 948.0 lbs.
- ITEMS: None

## ● SIZE COMPARISON



- MALE/FEMALE HAVE SAME FORM

## ● ABILITIES

- Flash Fire

## ● STATS



## ● EGG GROUPS

No Egg has ever been discovered

## ● PERFORMANCE

SPEED ★★★☆☆  
 POWER ★★★★★☆☆  
 SKILL ★★★★★☆☆

STAMINA ★★★★★☆☆  
 JUMP ★★☆☆☆

## ● MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver —

Pokémon Diamond

Stark Mountain interior (talk to Buck in the Survival Area after exploring Stark Mountain)

Pokémon Pearl

Stark Mountain interior (talk to Buck in the Survival Area after exploring Stark Mountain)

Pokémon Platinum

Stark Mountain interior (talk to Buck in the Survival Area after exploring Stark Mountain)

Pokémon HeartGold

Boiling blood, like magma, circulates through its body. It makes its dwelling place in volcanic caves.

Pokémon SoulSilver

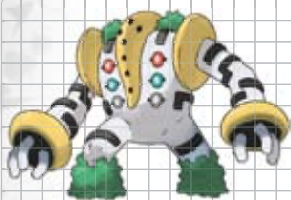
Boiling blood, like magma, circulates through its body. It makes its dwelling place in volcanic caves.

## ● EVOLUTION

Does not evolve

No. 486 | Colossal Pokémon  
**Regigigas**

Normal



- HEIGHT: 12'02"
- WEIGHT: 925.9 lbs.
- ITEMS: None

## ● SIZE COMPARISON



- GENDER UNKNOWN

## ● ABILITIES

- Slow Start

## ● EGG GROUPS

No Egg has ever been discovered

## ● PERFORMANCE

SPEED ☆☆☆  
POWER ☆☆☆☆  
SKILL ☆☆☆☆☆STAMINA ☆☆☆☆☆  
JUMP ☆☆☆

## ● STATS



## ● MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver —

Pokémon Diamond

Snowpoint Temple B5F  
(put Regirock, Regice, and  
Registeel in your party)

Pokémon Pearl

Snowpoint Temple B5F  
(put Regirock, Regice, and  
Registeel in your party)

Pokémon Platinum

Snowpoint Temple B5F  
(put Regirock, Regice, and  
Registeel in your party)

Pokémon HeartGold

It is believed to have  
shaped REGIROCK, REGICE,  
and REGISTEEL out of clay,  
ice, and magma.

Pokémon SoulSilver

It is believed to have  
shaped REGIROCK, REGICE,  
and REGISTEEL out of clay,  
ice, and magma.

## ● EVOLUTION

Does not evolve

## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|----------|----------|------|------|----|--------|----|
| 1   | Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal | ○  |
| 1   | Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal | ○  |
| 1   | ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal | ○  |
| 1   | Mega Punch   | Normal   | Physical | 80   | 85   | 20 | Normal | ○  |
| 1   | Knock Off    | Dark     | Physical | 20   | 100  | 20 | Normal | ○  |
| 1   | Confuse Ray  | Ghost    | Status   | —    | 100  | 10 | Normal | —  |
| 1   | Stomp        | Normal   | Physical | 65   | 100  | 20 | Normal | ○  |
| 25  | Superpower   | Fighting | Physical | 120  | 100  | 5  | Normal | ○  |
| 50  | Zen Headbutt | Psychic  | Physical | 80   | 90   | 15 | Normal | ○  |
| 75  | Crush Grip   | Normal   | Physical | —    | 100  | 5  | Normal | ○  |
| 100 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal | ○  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|----------|----------|------|------|----|--------|----|
| Icy Wind     | Ice      | Special  | 55   | 95   | 15 | 2 Foes | —  |
| ThunderPunch | Electric | Physical | 75   | 100  | 15 | Normal | ○  |
| Fire Punch   | Fire     | Physical | 75   | 100  | 15 | Normal | ○  |
| Ice Punch    | Ice      | Physical | 75   | 100  | 15 | Normal | ○  |
| Zen Headbutt | Psychic  | Physical | 80   | 90   | 15 | Normal | ○  |
| Snore        | Normal   | Special  | 40   | 100  | 15 | Normal | —  |
| Gravity      | Psychic  | Status   | —    | 5    | —  | All    | —  |
| Block        | Normal   | Status   | —    | 5    | —  | Normal | —  |
| Mud-Slap     | Ground   | Special  | 20   | 100  | 10 | Normal | —  |
| Superpower   | Fighting | Physical | 120  | 100  | 5  | Normal | ○  |
| Iron Head    | Steel    | Physical | 80   | 100  | 15 | Normal | ○  |
| AncientPower | Rock     | Special  | 60   | 100  | 5  | Normal | —  |
| Earth Power  | Ground   | Special  | 90   | 100  | 10 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal        | ○  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | 5    | —  | All           | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | 5    | —  | All           | —  |
| TM20 | Safeguard    | Normal   | Status   | —    | 25   | —  | 2 Allies      | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal        | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | 15   | —  | Self          | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal        | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal        | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5  | Normal        | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM60 | Drain Punch  | Fighting | Physical | 60   | 100  | 5  | Normal        | ○  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM69 | Rock Polish  | Rock     | Status   | —    | —    | 20 | Self          | —  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5  | Normal        | —  |
| TM72 | Avalanche    | Ice      | Physical | 60   | 100  | 10 | Normal        | ○  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal        | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20 | Normal        | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|----------|----------|------|------|----|--------|----|
| 1   | DragonBreath | Dragon   | Special  | 60   | 100  | 20 | Normal | —  |
| 1   | Scary Face   | Normal   | Status   | —    | 90   | 10 | Normal | —  |
| 6   | Ominous Wind | Ghost    | Special  | 60   | 100  | 5  | Normal | —  |
| 10  | AncientPower | Rock     | Special  | 60   | 100  | 5  | Normal | —  |
| 15  | Slash        | Normal   | Physical | 70   | 100  | 20 | Normal | —  |
| 19  | ShadowSneak  | Ghost    | Physical | 40   | 100  | 30 | Normal | —  |
| 24  | Destiny Bond | Ghost    | Status   | —    | —    | 5  | Self   | —  |
| 28  | Dragon Claw  | Dragon   | Physical | 80   | 100  | 15 | Normal | —  |
| 33  | Earth Power  | Ground   | Special  | 90   | 100  | 10 | Normal | —  |
| 37  | Aura Sphere  | Fighting | Special  | 90   | —    | 20 | Normal | —  |
| 42  | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15 | Normal | —  |
| 46  | Shadow Force | Ghost    | Physical | 120  | 100  | 5  | Normal | —  |

## ● MOVE MANIAC

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Headbutt     | Normal | Physical | 70   | 100  | 15 | Normal | —  |
| Draco Meteor | Dragon | Special  | 140  | 90   | 5  | Normal | —  |

## ● BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|---------|----------|------|------|----|----------|----|
| Fury Cutter  | Bug     | Physical | 10   | 95   | 20 | Normal   | —  |
| Icy Wind     | Ice     | Special  | 55   | 95   | 15 | 2 Foes   | —  |
| Ominous Wind | Ghost   | Special  | 60   | 100  | 5  | Normal   | —  |
| Air Cutter   | Flying  | Special  | 55   | 95   | 25 | 2 Foes   | —  |
| Snore        | Normal  | Special  | 40   | 100  | 15 | Normal   | —  |
| Spite        | Ghost   | Status   | —    | 100  | 10 | Normal   | —  |
| Swift        | Normal  | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Gravity      | Psychic | Status   | —    | —    | 5  | All      | —  |
| Mud-Slap     | Ground  | Special  | 20   | 100  | 10 | Normal   | —  |
| Iron Head    | Steel   | Physical | 80   | 100  | 15 | Normal   | —  |
| Aqua Tail    | Water   | Physical | 90   | 90   | 10 | Normal   | —  |
| Outrage      | Dragon  | Physical | 120  | 100  | 15 | 1 Random | —  |
| AncientPower | Rock    | Special  | 60   | 100  | 5  | Normal   | —  |
| Earth Power  | Ground  | Special  | 90   | 100  | 10 | Normal   | —  |
| Twister      | Dragon  | Special  | 40   | 100  | 20 | 2 Foes   | —  |
| Pain Split   | Normal  | Status   | —    | —    | 20 | Normal   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM02 | Dragon Claw  | Dragon   | Physical | 80   | 100  | 15 | Normal        | —  |
| TM04 | Calm Mind    | Psychic  | Status   | —    | —    | 20 | Self          | —  |
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM20 | Safeguard    | Normal   | Status   | —    | —    | 25 | 2 Allies      | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | —  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal        | —  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal        | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | —  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal        | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal        | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal        | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal        | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM47 | Steel Wing   | Steel    | Physical | 70   | 90   | 25 | Normal        | —  |
| TM53 | Energy Ball  | Grass    | Special  | 80   | 100  | 10 | Normal        | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM59 | Dragon Pulse | Dragon   | Special  | 90   | 100  | 10 | Normal        | —  |
| TM61 | Will-O-Wisp  | Fire     | Status   | —    | 75   | 15 | Normal        | —  |
| TM62 | Silver Wind  | Bug      | Special  | 60   | 100  | 5  | Normal        | —  |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15 | Normal        | —  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10 | Normal        | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | —  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5  | Normal        | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal        | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal        | —  |
| TM79 | Dark Pulse   | Dark     | Special  | 80   | 100  | 15 | Normal        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal        | —  |
| HM02 | Flg          | Flying   | Physical | 90   | 95   | 15 | Normal        | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | —  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20 | Normal        | —  |



No. 487 | Renegade Pokémon  
**Giratina** (Altered Forme)

Ghost Dragon



- HEIGHT: 14'09"
- WEIGHT: 1,653.5 lbs.
- ITEMS: None

## ● SIZE COMPARISON



## ● GENDER UNKNOWN

## ● ABILITIES

- Pressure

## ● STATS



## ● EGG GROUPS

No Egg has ever been discovered

## ● PERFORMANCE

SPEED ★★  
 POWER ★★★★★☆  
 SKILL ★★★★★☆

STAMINA ★★★★★★  
 JUMP ★★☆☆

## ● MAIN WAYS TO OBTAIN

## Pokémon HeartGold

Bring the Arceus you received in Pokémon Diamond, Pearl, or Platinum to the Ruins of Alph to receive Giratina\*

## Pokémon SoulSilver

Bring the Arceus you received in Pokémon Diamond, Pearl, or Platinum to the Ruins of Alph to receive Giratina\*

## Pokémon Diamond

Turnback Cave

## Pokémon Pearl

Turnback Cave

## Pokémon Platinum

Turnback Cave (if you defeat Giratina Origin Forme or flee from the battle in the Distortion World)

## Pokémon HeartGold

This Pokémon is said to live in a world on the reverse side of ours, where common knowledge is distorted and strange.

## Pokémon SoulSilver

This Pokémon is said to live in a world on the reverse side of ours, where common knowledge is distorted and strange.

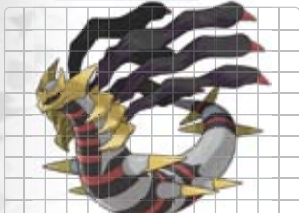
## ● EVOLUTION

Does not evolve

\*Arceus is only available through special distribution events. Check [Pokemon.com](http://Pokemon.com) for the latest information on how to catch this Pokémon. (You can choose only one from Dialga, Palkia, and Giratina.)

No. 487 | Renegade Pokémon  
**Giratina** (Origin Forme)

Ghost Dragon



- HEIGHT: 22'08"
- WEIGHT: 1,433.0 lbs.
- ITEMS: None

## ● SIZE COMPARISON



● GENDER UNKNOWN

## ● ABILITIES

- Levitate

## ● EGG GROUPS

No Egg has ever been discovered

## ● PERFORMANCE

SPEED ★★☆☆☆  
POWER ★★☆☆☆  
SKILL ★★☆☆☆

## ● STATS



## ● MAIN WAYS TO OBTAIN

## Pokémon HeartGold

Bring the Arceus you received in *Pokémon Diamond, Pearl, or Platinum* to the Ruins of Alph to receive Giratina\*

## Pokémon SoulSilver

Bring the Arceus you received in *Pokémon Diamond, Pearl, or Platinum* to the Ruins of Alph to receive Giratina\*

## Pokémon Diamond

—

## Pokémon Pearl

—

## Pokémon Platinum

Distortion World

## Pokémon HeartGold

This Pokémon is said to live in a world on the reverse side of ours, where common knowledge is distorted and strange.

## Pokémon SoulSilver

This Pokémon is said to live in a world on the reverse side of ours, where common knowledge is distorted and strange.

## ● EVOLUTION

Does not evolve

## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|----------|----------|------|------|----|--------|----|
| 1   | DragonBreath | Dragon   | Special  | 60   | 100  | 20 | Normal | —  |
| 1   | Scary Face   | Normal   | Status   | —    | 90   | 10 | Normal | —  |
| 6   | Ominous Wind | Ghost    | Special  | 60   | 100  | 5  | Normal | —  |
| 10  | AncientPower | Rock     | Special  | 60   | 100  | 5  | Normal | —  |
| 15  | Slash        | Normal   | Physical | 70   | 100  | 20 | Normal | ○  |
| 19  | Shadow Sneak | Ghost    | Physical | 40   | 100  | 30 | Normal | ○  |
| 24  | Destiny Bond | Ghost    | Status   | —    | —    | 5  | Self   | —  |
| 28  | Dragon Claw  | Physical | Physical | 80   | 100  | 15 | Normal | ○  |
| 33  | Earth Power  | Ground   | Special  | 90   | 100  | 10 | Normal | —  |
| 37  | Aura Sphere  | Fighting | Special  | 90   | —    | 20 | Normal | —  |
| 42  | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15 | Normal | ○  |
| 46  | Shadow Force | Ghost    | Physical | 120  | 100  | 5  | Normal | ○  |

## ● MOVE MANIAC

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|--------|----------|------|------|----|--------|----|
| Headbutt     | Normal | Physical | 70   | 100  | 15 | Normal | ○  |
| Draco Meteor | Dragon | Special  | 140  | 90   | 5  | Normal | —  |

## ● BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|---------|----------|------|------|----|----------|----|
| Fury Cutter  | Bug     | Physical | 10   | 95   | 20 | Normal   | ○  |
| Icy Wind     | Ice     | Special  | 55   | 95   | 15 | 2 Foes   | —  |
| Ominous Wind | Ghost   | Special  | 60   | 100  | 5  | Normal   | —  |
| Air Cutter   | Flying  | Special  | 55   | 95   | 25 | 2 Foes   | —  |
| Snore        | Normal  | Special  | 40   | 100  | 15 | Normal   | —  |
| Spite        | Ghost   | Status   | —    | 100  | 10 | Normal   | —  |
| Swift        | Normal  | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Tailwind     | Flying  | Status   | —    | —    | 30 | 2 Allies | —  |
| Gravity      | Psychic | Status   | —    | —    | 5  | All      | —  |
| Magic Coat   | Psychic | Status   | —    | —    | 15 | Self     | —  |
| Mud-Slap     | Ground  | Special  | 20   | 100  | 10 | Normal   | —  |
| Iron Head    | Steel   | Physical | 80   | 100  | 15 | Normal   | ○  |
| Aqua Tail    | Water   | Physical | 90   | 90   | 10 | Normal   | ○  |
| Outrage      | Dragon  | Physical | 120  | 100  | 15 | 1 Random | ○  |
| AncientPower | Rock    | Special  | 60   | 100  | 5  | Normal   | —  |
| Earth Power  | Ground  | Special  | 90   | 100  | 10 | Normal   | —  |
| Twister      | Dragon  | Special  | 40   | 100  | 20 | 2 Foes   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM02 | Dragon Claw  | Dragon   | Physical | 80   | 100  | 15 | Normal        | ○  |
| TM04 | Calm Mind    | Psychic  | Status   | —    | —    | 20 | Self          | ○  |
| TM05 | Roar         | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM20 | Safeguard    | Normal   | Status   | —    | —    | 25 | 2 Allies      | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal        | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal        | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal        | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal        | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal        | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal        | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM47 | Steel Wing   | Steel    | Physical | 70   | 90   | 25 | Normal        | ○  |
| TM53 | Energy Ball  | Grass    | Special  | 80   | 100  | 10 | Normal        | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM59 | Dragon Pulse | Dragon   | Special  | 90   | 100  | 10 | Normal        | —  |
| TM61 | Will-O-Wisp  | Fire     | Status   | —    | 75   | 15 | Normal        | —  |
| TM62 | Silver Wind  | Bug      | Special  | 60   | 100  | 5  | Normal        | —  |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15 | Normal        | ○  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10 | Normal        | ○  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5  | Normal        | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal        | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal        | —  |
| TM79 | Dark Pulse   | Dark     | Special  | 80   | 100  | 15 | Normal        | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15 | Normal        | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal        | ○  |
| HM02 | Fly          | Flying   | Physical | 90   | 95   | 15 | Normal        | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20 | Normal        | ○  |

\*Arceus is only available through special distribution events. Check [Pokemon.com](http://Pokemon.com) for the latest information on how to catch this Pokémon. [You can choose only one from Dialga, Palkia, and Giratina.]



## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|-----|--------------|---------|----------|------|------|----|----------|----|
| 1   | Confusion    | Psychic | Special  | 50   | 100  | 25 | Normal   | —  |
| 1   | Double Team  | Normal  | Status   | —    | —    | 15 | Self     | —  |
| 11  | Safeguard    | Normal  | Status   | —    | —    | 25 | 2 Allies | —  |
| 20  | Mist         | Ice     | Status   | —    | —    | 30 | 2 Allies | —  |
| 29  | Aurora Beam  | Ice     | Special  | 65   | 100  | 20 | Normal   | —  |
| 38  | Future Sight | Psychic | Special  | 80   | 90   | 15 | Normal   | —  |
| 47  | Slash        | Normal  | Physical | 70   | 100  | 20 | Normal   | ○  |
| 57  | Moonlight    | Normal  | Status   | —    | —    | 5  | Self     | —  |
| 66  | Psycho Cut   | Psychic | Physical | 70   | 100  | 20 | Normal   | —  |
| 75  | Psycho Shift | Psychic | Status   | —    | —    | 90 | Normal   | —  |
| 84  | Lunar Dance  | Psychic | Status   | —    | —    | 10 | Self     | —  |
| 93  | Psychic      | Psychic | Special  | 90   | 100  | 10 | Normal   | —  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

## ● BP MOVES

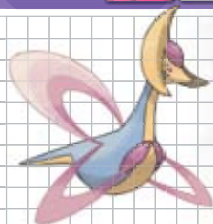
| Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|---------|----------|------|------|----|--------|----|
| Fury Cutter  | Bug     | Physical | 10   | 95   | 20 | Normal | ○  |
| Icy Wind     | Ice     | Special  | 55   | 95   | 15 | 2 Foes | —  |
| Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal | ○  |
| Trick        | Psychic | Status   | —    | 100  | 10 | Normal | —  |
| Snore        | Normal  | Special  | 40   | 100  | 15 | Normal | —  |
| Helping Hand | Normal  | Status   | —    | —    | 20 | 1 Ally | —  |
| Swift        | Normal  | Special  | 60   | —    | 20 | 2 Foes | —  |
| Gravity      | Psychic | Status   | —    | —    | 5  | All    | —  |
| Magic Coat   | Psychic | Status   | —    | —    | 15 | Self   | —  |
| Mud-Slap     | Ground  | Special  | 20   | 100  | 10 | Normal | —  |
| Signal Beam  | Bug     | Special  | 75   | 100  | 15 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range    | DA |
|------|--------------|----------|----------|------|------|----|----------|----|
| TM04 | Calm Mind    | Psychic  | Status   | —    | —    | 20 | Self     | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal   | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal   | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All      | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal   | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal   | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All      | —  |
| TM20 | Safeguard    | Normal   | Status   | —    | —    | 25 | 2 Allies | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal   | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal   | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal   | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal   | —  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self     | —  |
| TM33 | Reflect      | Psychic  | Status   | —    | —    | 20 | 2 Allies | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal   | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self     | —  |
| TM45 | Attract      | Normal   | Status   | —    | 100  | 15 | Normal   | —  |
| TM48 | Skill Swap   | Psychic  | Status   | —    | —    | 10 | Normal   | —  |
| TM53 | Energy Ball  | Grass    | Special  | 80   | 100  | 10 | Normal   | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal   | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM67 | Recycle      | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal   | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal   | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal   | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal   | —  |
| TM78 | Captivate    | Normal   | Status   | —    | 100  | 20 | 2 Foes   | —  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends  | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal   | —  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15 | Normal   | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20 | Normal   | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal   | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self     | —  |
| TM92 | Trick Room   | Psychic  | Status   | —    | —    | 5  | All      | —  |

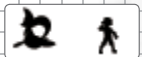
No. 488 | Lunar Pokémon  
**Cresselia**

Psychic



- HEIGHT: 4'11"
- WEIGHT: 188.7 lbs.
- ITEMS: None

## ● SIZE COMPARISON



## ● FEMALE FORM

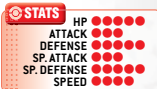
## ● ABILITIES

- Levitate

## ● EGG GROUPS

No Egg has ever been discovered

## ● PERFORMANCE

SPEED ★★★☆  
POWER ★★★★★☆  
SKILL ★★★★★STAMINA ★★★★★☆  
JUMP ★★★★★☆

## ● MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver —

Pokémon Diamond

After you meet it at Fullmoon Island, it starts roaming the Sinnoh region

Pokémon Pearl

After you meet it at Fullmoon Island, it starts roaming the Sinnoh region

Pokémon Platinum

After you meet it at Fullmoon Island, it starts roaming the Sinnoh region

Pokémon HeartGold

Those who sleep holding CRESSELIA's feather are assured of joyful dreams. It is said to represent the crescent moon.

Pokémon SoulSilver

Those who sleep holding CRESSELIA's feather are assured of joyful dreams. It is said to represent the crescent moon.

## ● EVOLUTION

Does not evolve



## ● LEVEL-UP MOVES

| Lv. | Name        | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|-------------|---------|----------|------|------|----|--------|----|
| 1   | Tail Glow   | Bug     | Status   | —    | —    | 20 | Self   | —  |
| 1   | Bubble      | Water   | Special  | 20   | 100  | 30 | 2 Foes | —  |
| 1   | Water Sport | Water   | Status   | —    | —    | 15 | All    | —  |
| 9   | Charm       | Normal  | Status   | —    | 100  | 20 | Normal | —  |
| 16  | Supersonic  | Normal  | Status   | —    | 55   | 20 | Normal | —  |
| 24  | BubbleBeam  | Water   | Special  | 65   | 100  | 20 | Normal | —  |
| 31  | Acid Armor  | Poison  | Status   | —    | —    | 40 | Self   | —  |
| 39  | Whirlpool   | Water   | Special  | 15   | 70   | 15 | Normal | —  |
| 46  | Water Pulse | Water   | Special  | 60   | 100  | 20 | Normal | —  |
| 54  | Aqua Ring   | Water   | Status   | —    | —    | 20 | Self   | —  |
| 61  | Dive        | Water   | Physical | 80   | 100  | 10 | Normal | ○  |
| 69  | Rain Dance  | Water   | Status   | —    | —    | 5  | All    | —  |
| 76  | Heart Swap  | Psychic | Status   | —    | —    | 10 | Normal | —  |

## ● MOVE MANIAC

| Name | Type | Kind | Pow. | Acc. | PP | Range | DA |
|------|------|------|------|------|----|-------|----|
|      |      |      |      |      |    |       |    |

## ● BP MOVES

| Name         | Type   | Kind     | Pow. | Acc. | PP | Range      | DA |
|--------------|--------|----------|------|------|----|------------|----|
| Dive         | Water  | Physical | 80   | 100  | 10 | Normal     | ○  |
| Icy Wind     | Ice    | Special  | 55   | 95   | 15 | 2 Foes     | ○  |
| Knock Off    | Dark   | Physical | 20   | 100  | 20 | Normal     | ○  |
| Snore        | Normal | Special  | 40   | 100  | 15 | Normal     | —  |
| Helping Hand | Normal | Status   | —    | —    | 20 | 1 Ally     | —  |
| Last Resort  | Normal | Physical | 130  | 100  | 5  | Normal     | ○  |
| Swift        | Normal | Special  | 60   | —    | 20 | 2 Foes     | —  |
| Uproar       | Normal | Special  | 50   | 100  | 10 | 1 Random   | —  |
| Heal Bell    | Normal | Status   | —    | —    | 5  | All Allies | —  |
| Mud-Slap     | Ground | Special  | 20   | 100  | 10 | Normal     | —  |
| AncientPower | Rock   | Special  | 60   | 100  | 5  | Normal     | —  |
| Signal Beam  | Bug    | Special  | 75   | 100  | 15 | Normal     | —  |
| Bounce       | Flying | Physical | 85   | 85   | 5  | Normal     | ○  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|---------|----------|------|------|----|---------------|----|
| TM03 | Water Pulse  | Water   | Special  | 60   | 100  | 20 | Normal        | —  |
| TM04 | Calm Mind    | Psychic | Status   | —    | —    | 20 | Self          | —  |
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10 | Normal        | —  |
| TM07 | Hail         | Ice     | Status   | —    | —    | 10 | All           | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15 | Normal        | —  |
| TM13 | Ice Beam     | Ice     | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice     | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM15 | Hyper Beam   | Normal  | Special  | 150  | 90   | 5  | Normal        | —  |
| TM16 | Light Screen | Psychic | Status   | —    | —    | 30 | 2 Allies      | —  |
| TM17 | Protect      | Normal  | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water   | Status   | —    | —    | 5  | All           | —  |
| TM20 | Safeguard    | Normal  | Status   | —    | —    | 25 | 2 Allies      | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20 | Normal        | ○  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20 | Normal        | ○  |
| TM29 | Psychic      | Psychic | Special  | 90   | 100  | 10 | Normal        | —  |
| TM30 | Shadow Ball  | Ghost   | Special  | 80   | 100  | 15 | Normal        | —  |
| TM32 | Double Team  | Normal  | Status   | —    | —    | 15 | Self          | —  |
| TM33 | Reflect      | Psychic | Status   | —    | —    | 20 | 2 Allies      | —  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic | Status   | —    | —    | 10 | Self          | —  |
| TM48 | Skill Swap   | Psychic | Status   | —    | —    | 10 | Normal        | —  |
| TM53 | Energy Ball  | Grass   | Special  | 80   | 100  | 10 | Normal        | —  |
| TM55 | Brine        | Water   | Special  | 65   | 100  | 10 | Normal        | —  |
| TM56 | Fling        | Dark    | Physical | —    | 100  | 10 | Normal        | —  |
| TM58 | Endure       | Normal  | Status   | —    | —    | 10 | Self          | —  |
| TM68 | Giga Impact  | Normal  | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM70 | Flash        | Normal  | Status   | —    | 100  | 20 | Normal        | —  |
| TM77 | Psych Up     | Normal  | Status   | —    | —    | 10 | Normal        | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal        | —  |
| TM86 | Grass Knot   | Grass   | Special  | —    | 100  | 20 | Normal        | ○  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal        | —  |
| TM89 | U-turn       | Bug     | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM90 | Substitute   | Normal  | Status   | —    | —    | 10 | Self          | —  |
| HM03 | Surf         | Water   | Special  | 95   | 100  | 15 | 2 Foes/1 Ally | —  |
| HM05 | Whirlpool    | Water   | Special  | 15   | 70   | 15 | Normal        | —  |
| HM07 | Waterfall    | Water   | Physical | 80   | 100  | 15 | Normal        | ○  |

# No. 490 | Seafaring Pokémon

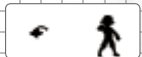
## Manaphy

Water



- HEIGHT: 1'00"
- WEIGHT: 3.1 lbs.
- ITEMS: None

## ● SIZE COMPARISON



## ● GENDER UNKNOWN

## ● ABILITIES

- Hydration

## ● STATS



## ● EGG GROUPS

Water 1

Fairy

## ● PERFORMANCE

SPEED ★★☆☆  
POWER ★★☆☆  
SKILL ★★☆☆

STAMINA ★★☆☆  
JUMP ★★☆☆

## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold**  
Only obtainable through special distribution events: check [Pokemon.com](#) for the latest updates on how to catch this Pokémon

**Pokémon SoulSilver**  
Only obtainable through special distribution events: check [Pokemon.com](#) for the latest updates on how to catch this Pokémon

**Pokémon Diamond**  
Only obtainable through special distribution events: check [Pokemon.com](#) for the latest updates on how to catch this Pokémon

**Pokémon Pearl**  
Only obtainable through special distribution events: check [Pokemon.com](#) for the latest updates on how to catch this Pokémon

**Pokémon Platinum**  
Only obtainable through special distribution events: check [Pokemon.com](#) for the latest updates on how to catch this Pokémon

**Pokémon HeartGold**

It starts its life with a wondrous power that permits it to bond with any kind of Pokémon.

**Pokémon SoulSilver**

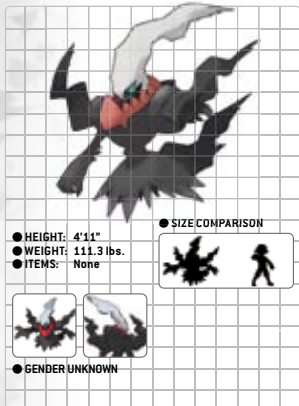
It starts its life with a wondrous power that permits it to bond with any kind of Pokémon.

## ● EVOLUTION

Does not evolve

No. 491 | Pitch-Black Pokémon  
**Darkrai**

Dark



## ● SIZE COMPARISON

- HEIGHT: 4'11"
- WEIGHT: 111.3 lbs.
- ITEMS: None



- GENDER UNKNOWN

## ● ABILITIES

- Bad Dreams

## ● EGG GROUPS

No Egg has ever been discovered

## ● PERFORMANCE

SPEED ★★★★★  
POWER ★★★★★  
SKILL ★★★★★

## ● STATS



## ● MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver —

Pokémon Diamond —

Pokémon Pearl —

Pokémon Platinum

Only obtainable through special distribution events: check [Pokemon.com](http://Pokemon.com) for the latest updates on how to catch this Pokémon

Pokémon HeartGold

Pokémon SoulSilver

It chases people and Pokémon from its territory by causing them to experience deep, nightmarish slumbers.

It chases people and Pokémon from its territory by causing them to experience deep, nightmarish slumbers.

## ● EVOLUTION

Does not evolve

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|---------|----------|------|------|----|--------|----|
| 1   | Ominous Wind | Ghost   | Special  | 60   | 100  | 5  | Normal | —  |
| 1   | Disable      | Normal  | Status   | —    | 80   | 20 | Normal | —  |
| 11  | Quick Attack | Normal  | Physical | 40   | 100  | 30 | Normal | ○  |
| 20  | Hypnosis     | Psychic | Status   | —    | 60   | 20 | Normal | —  |
| 29  | Faint Attack | Dark    | Physical | 60   | —    | 20 | Normal | ○  |
| 38  | Nightmare    | Ghost   | Status   | —    | 100  | 15 | Normal | —  |
| 47  | Double Team  | Normal  | Status   | —    | —    | 15 | Self   | —  |
| 57  | Haze         | Ice     | Status   | —    | —    | 30 | All    | —  |
| 66  | Dark Void    | Dark    | Status   | —    | 80   | 10 | 2 Foes | —  |
| 75  | Nasty Plot   | Dark    | Status   | —    | —    | 20 | Self   | —  |
| 84  | Dream Eater  | Psychic | Special  | 100  | 100  | 15 | Normal | —  |
| 93  | Dark Pulse   | Dark    | Special  | 80   | 100  | 15 | Normal | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|---------|----------|------|------|----|--------|----|
| Icy Wind     | Ice     | Special  | 55   | 95   | 15 | 2 Foes | —  |
| Ominous Wind | Ghost   | Special  | 60   | 100  | 5  | Normal | —  |
| Trick        | Psychic | Status   | —    | 100  | 10 | Normal | —  |
| Knock Off    | Dark    | Physical | 20   | 100  | 20 | Normal | ○  |
| Sucker Punch | Dark    | Physical | 80   | 100  | 5  | Normal | ○  |
| Snore        | Normal  | Special  | 40   | 100  | 15 | Normal | —  |
| Spite        | Ghost   | Status   | —    | 100  | 10 | Normal | —  |
| Last Resort  | Normal  | Physical | 130  | 100  | 5  | Normal | ○  |
| Swift        | Normal  | Special  | 60   | —    | 20 | 2 Foes | —  |
| Mud-Slap     | Ground  | Special  | 20   | 100  | 10 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range   | DA |
|------|--------------|----------|----------|------|------|----|---------|----|
| TM01 | Focus Punch  | Fighting | Physical | 150  | 100  | 20 | Normal  | ○  |
| TM04 | Calm Mind    | Psychic  | Status   | —    | —    | 20 | Self    | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal  | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal  | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All     | —  |
| TM12 | Taunt        | Dark     | Status   | —    | 100  | 20 | Normal  | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal  | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes  | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal  | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All     | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal  | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal  | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal  | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal  | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal  | —  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal  | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self    | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal  | —  |
| TM36 | Sludge Bomb  | Poison   | Special  | 90   | 100  | 10 | Normal  | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal  | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal  | ○  |
| TM41 | Torment      | Dark     | Status   | —    | 100  | 15 | Normal  | —  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal  | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal  | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self    | —  |
| TM46 | Thief        | Dark     | Physical | 40   | 100  | 10 | Normal  | ○  |
| TM49 | Snatch       | Dark     | Status   | —    | —    | 10 | Depends | —  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5  | Normal  | —  |
| TM56 | Fling        | Dark     | Physical | —    | 100  | 10 | Normal  | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal  | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self    | —  |
| TM60 | Drain Punch  | Fighting | Physical | 60   | 100  | 5  | Normal  | ○  |
| TM61 | Will-O-Wisp  | Fire     | Status   | —    | 75   | 15 | Normal  | —  |
| TM63 | Embargo      | Dark     | Status   | —    | 100  | 15 | Normal  | —  |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15 | Normal  | ○  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10 | Normal  | ○  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal  | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal  | —  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal  | —  |
| TM75 | Swords Dance | Normal   | Status   | —    | —    | 30 | Self    | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal  | —  |
| TM79 | Dark Pulse   | Dark     | Special  | 80   | 100  | 15 | Normal  | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes  | —  |
| TM81 | X-Scissor    | Bug      | Physical | 80   | 100  | 15 | Normal  | ○  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal  | —  |
| TM84 | Poison Jab   | Poison   | Physical | 80   | 100  | 20 | Normal  | ○  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15 | Normal  | —  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal  | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self    | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal  | ○  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal  | ○  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal  | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20 | Normal  | ○  |

## ● LEVEL-UP MOVES

| Lv. | Name         | Type    | Kind     | Pow. | Acc. | PP | Range      | DA |
|-----|--------------|---------|----------|------|------|----|------------|----|
| 1   | Growth       | Normal  | Status   | —    | —    | 40 | Self       | —  |
| 10  | Magical Leaf | Grass   | Special  | 60   | —    | 20 | Normal     | —  |
| 19  | Leech Seed   | Grass   | Status   | —    | 90   | 10 | Normal     | —  |
| 28  | Synthesis    | Grass   | Status   | —    | —    | 5  | Self       | —  |
| 37  | Sweet Scent  | Normal  | Status   | —    | 100  | 20 | 2 Foes     | —  |
| 46  | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal     | —  |
| 55  | Worry Seed   | Grass   | Status   | —    | 100  | 10 | Normal     | —  |
| 64  | Aromatherapy | Grass   | Status   | —    | —    | 5  | All Allies | —  |
| 73  | Energy Ball  | Grass   | Special  | 80   | 100  | 10 | Normal     | —  |
| 82  | Sweet Kiss   | Normal  | Status   | —    | 75   | 10 | Normal     | —  |
| 91  | Healing Wish | Psychic | Status   | —    | —    | 10 | Self       | —  |
| 100 | Seed Flare   | Grass   | Special  | 120  | 85   | 5  | Normal     | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range  | DA |
|--------------|---------|----------|------|------|----|--------|----|
| Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal | ○  |
| Snore        | Normal  | Special  | 40   | 100  | 15 | Normal | —  |
| Synthesis    | Grass   | Status   | —    | —    | 5  | Self   | —  |
| Last Resort  | Normal  | Physical | 130  | 100  | 5  | Normal | ○  |
| Swift        | Normal  | Special  | 60   | —    | 20 | 2 Foes | —  |
| Worry Seed   | Grass   | Status   | —    | 100  | 10 | Normal | —  |
| Mud-Slap     | Ground  | Special  | 20   | 100  | 10 | Normal | —  |
| Endeavor     | Normal  | Physical | —    | 100  | 5  | Normal | ○  |
| Earth Power  | Ground  | Special  | 90   | 100  | 10 | Normal | —  |
| Seed Bomb    | Grass   | Physical | 80   | 100  | 15 | Normal | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP       | Range   | DA |
|------|--------------|---------|----------|------|------|----------|---------|----|
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10       | Normal  | —  |
| TM09 | Bullet Seed  | Grass   | Physical | 10   | 100  | 30       | Normal  | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15       | Normal  | —  |
| TM11 | Sunny Day    | Fire    | Status   | —    | 5    | All      | —       | —  |
| TM15 | Hyper Beam   | Normal  | Special  | 150  | 90   | 5        | Normal  | —  |
| TM17 | Protect      | Normal  | Status   | —    | —    | 10       | Self    | —  |
| TM19 | Giga Drain   | Grass   | Special  | 60   | 100  | 10       | Normal  | —  |
| TM20 | Safeguard    | Normal  | Status   | —    | 25   | 2 Allies | —       | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20       | Normal  | ○  |
| TM22 | SolarBeam    | Grass   | Special  | 120  | 100  | 10       | Normal  | —  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20       | Normal  | ○  |
| TM29 | Psychic      | Psychic | Special  | 90   | 100  | 10       | Normal  | —  |
| TM32 | Double Team  | Normal  | Status   | —    | —    | 15       | Self    | —  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20       | Normal  | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20       | Normal  | —  |
| TM44 | Rest         | Psychic | Status   | —    | —    | 10       | Self    | —  |
| TM53 | Energy Ball  | Grass   | Special  | 80   | 100  | 10       | Normal  | —  |
| TM58 | Endure       | Normal  | Status   | —    | —    | 10       | Self    | —  |
| TM68 | Giga Impact  | Normal  | Physical | 150  | 90   | 5        | Normal  | ○  |
| TM70 | Flash        | Normal  | Status   | —    | 100  | 20       | Normal  | —  |
| TM75 | Swords Dance | Normal  | Status   | —    | —    | 30       | Self    | —  |
| TM77 | Psych Up     | Normal  | Status   | —    | —    | 10       | Normal  | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | —    | 10       | Depends | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15       | Normal  | —  |
| TM85 | Grass Knot   | Grass   | Special  | —    | 100  | 20       | Normal  | ○  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15       | Normal  | —  |
| TM90 | Substitute   | Normal  | Status   | —    | —    | 10       | Self    | —  |



No. 492 | Gratitude Pokémon

Shaymin (Land Forme)

Grass



## ● SIZE COMPARISON

- HEIGHT: 0'08"
- WEIGHT: 4.6 lbs.
- ITEMS: None



## ● GENDER UNKNOWN

## ● ABILITIES

- Natural Cure

## ● STATS



## ● EGG GROUPS

No Egg has ever been discovered

## ● PERFORMANCE

SPEED ★★☆☆☆  
POWER ★★☆☆☆  
SKILL ★★☆☆☆

STAMINA ★★☆☆☆  
JUMP ★★☆☆☆

## ● MAIN WAYS TO OBTAIN

Pokémon HeartGold —

Pokémon SoulSilver —

Pokémon Diamond —

Pokémon Pearl —

Pokémon Platinum

Only obtainable through special distribution events: check [Pokemon.com](http://Pokemon.com) for the latest updates on how to catch this Pokémon

Pokémon HeartGold

The blooming of Gracidea flowers confers the power of flight upon it. Feelings of gratitude are the message it delivers.

Pokémon SoulSilver

The blooming of Gracidea flowers confers the power of flight upon it. Feelings of gratitude are the message it delivers.

## ● EVOLUTION

Does not evolve



No. 492 | Gratitude Pokémon

**Shaymin (Sky Forme)**

Grass

Flying



- HEIGHT: 1'04"
- WEIGHT: 11.5 lbs.
- ITEMS: None



- GENDER UNKNOWN

## ABILITIES

- Serene Grace

## EGG GROUPS

No Egg has ever been discovered

## PERFORMANCE

SPEED ★★☆☆☆  
POWER ★★★★★  
SKILL ★★☆☆☆

## STATS



## ● MAIN WAYS TO OBTAIN

**Pokémon HeartGold** Use Gracidea flower on Shaymin (Land Forme)\*

**Pokémon SoulSilver** Use Gracidea flower on Shaymin (Land Forme)\*

**Pokémon Diamond** Use Gracidea flower on Shaymin (Land Forme)\*

**Pokémon Pearl** Use Gracidea flower on Shaymin (Land Forme)\*

**Pokémon Platinum** Use Gracidea flower on Shaymin (Land Forme)\*

**Pokémon HeartGold**

The blooming of Gracidea flowers confers the power of flight upon it. Feelings of gratitude are the message it delivers.

**Pokémon SoulSilver**

The blooming of Gracidea flowers confers the power of flight upon it. Feelings of gratitude are the message it delivers.

## EVOLUTION

Does not evolve

## ● LEVEL-UP MOVES

| Lv. | Name         | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|--------|----------|------|------|----|--------|----|
| 1   | Growth       | Normal | Status   | —    | —    | 40 | Self   | —  |
| 10  | Magical Leaf | Grass  | Special  | 60   | —    | 20 | Normal | —  |
| 19  | Leech Seed   | Grass  | Status   | —    | 90   | 10 | Normal | —  |
| 28  | Quick Attack | Normal | Physical | 40   | 100  | 30 | Normal | ○  |
| 37  | Sweet Scent  | Normal | Status   | —    | 100  | 20 | 2 Foes | —  |
| 46  | Natural Gift | Normal | Physical | —    | 100  | 15 | Normal | —  |
| 55  | Worry Seed   | Grass  | Status   | —    | 95   | 10 | Normal | —  |
| 64  | Air Slash    | Flying | Special  | 75   | 95   | 20 | Normal | —  |
| 73  | Energy Ball  | Grass  | Special  | 80   | 100  | 10 | Normal | —  |
| 82  | Sweet Kiss   | Normal | Status   | —    | 75   | 10 | Normal | —  |
| 91  | Leaf Storm   | Grass  | Special  | 140  | 90   | 5  | Normal | —  |
| 100 | Seed Flare   | Grass  | Special  | 120  | 85   | 5  | Normal | —  |

## ● MOVE MANIAC

| Name     | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|----------|--------|----------|------|------|----|--------|----|
| Headbutt | Normal | Physical | 70   | 100  | 15 | Normal | ○  |

## ● BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|---------|----------|------|------|----|----------|----|
| Ominous Wind | Ghost   | Special  | 60   | 100  | 5  | Normal   | —  |
| Air Cutter   | Flying  | Special  | 55   | 95   | 25 | 2 Foes   | —  |
| Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal   | ○  |
| Snore        | Normal  | Special  | 40   | 100  | 15 | Normal   | —  |
| Synthesis    | Grass   | Status   | —    | —    | 5  | Self     | —  |
| Last Resort  | Normal  | Physical | 130  | 100  | 5  | Normal   | ○  |
| Swift        | Normal  | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Tailwind     | Flying  | Status   | —    | —    | 30 | 2 Allies | —  |
| Worry Seed   | Grass   | Status   | —    | 100  | 10 | Normal   | —  |
| Mud-Slap     | Ground  | Special  | 20   | 100  | 10 | Normal   | —  |
| Seed Bomb    | Grass   | Physical | 80   | 100  | 15 | Normal   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|------|--------------|---------|----------|------|------|----|----------|----|
| TM06 | Toxic        | Poison  | Status   | —    | 85   | 10 | Normal   | —  |
| TM09 | Bullet Seed  | Grass   | Physical | 10   | 100  | 30 | Normal   | —  |
| TM10 | Hidden Power | Normal  | Special  | —    | 100  | 15 | Normal   | —  |
| TM11 | Sunny Day    | Fire    | Status   | —    | —    | 5  | All      | —  |
| TM15 | Hyper Beam   | Normal  | Special  | 150  | 90   | 5  | Normal   | —  |
| TM17 | Protect      | Normal  | Status   | —    | —    | 10 | Self     | —  |
| TM19 | Giga Drain   | Grass   | Special  | 60   | 100  | 10 | Normal   | —  |
| TM20 | Safeguard    | Normal  | Status   | —    | —    | 25 | 2 Allies | —  |
| TM21 | Frustration  | Normal  | Physical | —    | 100  | 20 | Normal   | ○  |
| TM22 | SolarBeam    | Grass   | Special  | 120  | 100  | 10 | Normal   | —  |
| TM27 | Return       | Normal  | Physical | —    | 100  | 20 | Normal   | ○  |
| TM29 | Psychic      | Psychic | Special  | 90   | 100  | 10 | Normal   | —  |
| TM32 | Double Team  | Normal  | Status   | —    | —    | 15 | Self     | —  |
| TM42 | Facade       | Normal  | Physical | 70   | 100  | 20 | Normal   | ○  |
| TM43 | Secret Power | Normal  | Physical | 70   | 100  | 20 | Normal   | —  |
| TM44 | Rest         | Psychic | Status   | —    | —    | 10 | Self     | —  |
| TM53 | Energy Ball  | Grass   | Special  | 80   | 100  | 10 | Normal   | —  |
| TM58 | Endure       | Normal  | Status   | —    | —    | 10 | Self     | —  |
| TM68 | Giga Impact  | Normal  | Physical | 150  | 90   | 5  | Normal   | ○  |
| TM70 | Flash        | Normal  | Status   | —    | 100  | 20 | Normal   | —  |
| TM75 | Swords Dance | Normal  | Status   | —    | —    | 30 | Self     | —  |
| TM77 | Psych Up     | Normal  | Status   | —    | —    | 10 | Normal   | —  |
| TM82 | Sleep Talk   | Normal  | Status   | —    | —    | 10 | Depends  | —  |
| TM83 | Natural Gift | Normal  | Physical | —    | 100  | 15 | Normal   | —  |
| TM86 | Grass Knot   | Grass   | Special  | —    | 100  | 20 | Normal   | ○  |
| TM87 | Swagger      | Normal  | Status   | —    | 90   | 15 | Normal   | —  |
| TM90 | Substitute   | Normal  | Status   | —    | —    | 10 | Self     | —  |

\*Shaymin is only available through special distribution events. Check Pokemon.com for the latest information on how to catch this Pokémon.

## MULTIPLY

The type of Arceus changes depending on the type of Plate it holds. There are 16 Plates altogether, and you can get one a day when you talk to the Captain of the Fast Ship S.S. Aqua. (You won't get a Plate on your first visit to the ship.)

## ● NORMAL



## ● FIRE



## ● WATER



## ● GRASS



## ● ELECTRIC



## ● ICE



## ● FIGHTING



## ● POISON



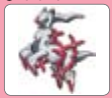
## ● GROUND



## ● FLYING



## ● PSYCHIC



## ● BUG



## ● ROCK



## ● GHOST



## ● DRAGON



## ● DARK



## ● STEEL



## ● LEVEL-UP MOVES

| Lv. | Name         | Type     | Kind     | Pow. | Acc. | PP | Range  | DA |
|-----|--------------|----------|----------|------|------|----|--------|----|
| 1   | Seismic Toss | Fighting | Physical | —    | 100  | 20 | Normal | ○  |
| 1   | Cosmic Power | Psychic  | Status   | —    | —    | 20 | Self   | —  |
| 1   | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal | —  |
| 1   | Punishment   | Dark     | Physical | —    | 100  | 5  | Normal | ○  |
| 10  | Gravity      | Psychic  | Status   | —    | —    | 5  | All    | —  |
| 20  | Earth Power  | Ground   | Special  | 90   | 100  | 10 | Normal | —  |
| 30  | Hyper Voice  | Normal   | Special  | 90   | 100  | 10 | 2 Foes | —  |
| 40  | ExtremeSpeed | Normal   | Physical | 80   | 100  | 5  | Normal | ○  |
| 50  | Refresh      | Normal   | Status   | —    | —    | 20 | Self   | —  |
| 60  | Future Sight | Psychic  | Special  | 80   | 90   | 15 | Normal | —  |
| 70  | Recover      | Normal   | Status   | —    | —    | 10 | Self   | —  |
| 80  | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal | —  |
| 90  | Perish Song  | Normal   | Status   | —    | —    | 5  | All    | —  |
| 100 | Judgment     | Normal   | Special  | 100  | 100  | 10 | Normal | —  |

## ● MOVE MANIAC

| Name          | Type   | Kind     | Pow. | Acc. | PP | Range  | DA |
|---------------|--------|----------|------|------|----|--------|----|
| Headbutt      | Normal | Physical | 70   | 100  | 15 | Normal | ○  |
| Draco Meteor* | Dragon | Special  | 140  | 90   | 5  | Normal | —  |

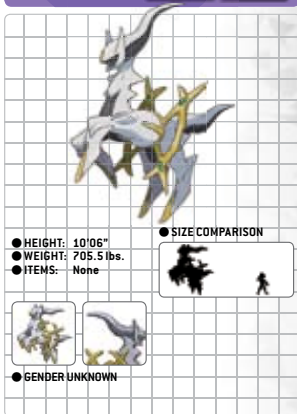
\*Can be taught if Arceus holds the Draco Plate and has high enough friendship



No. 493 | Alpha Pokémon

Arceus

Normal



● HEIGHT: 10'06"  
● WEIGHT: 705.5 lbs.  
● ITEMS: None

## ● SIZE COMPARISON



● GENDER UNKNOWN

## ● ABILITIES

● Multitype

## ● EGG GROUPS

No Egg has ever been discovered

## ● STATS

HP ●●●●●  
ATTACK ●●●●●  
DEFENSE ●●●●●  
SP. ATTACK ●●●●●  
SP. DEFENSE ●●●●●  
SPEED ●●●●●

## ● PERFORMANCE

## ■ Normal, Fire, Ground, Rock

SPEED ★★★★★ STAMINA ★★★★★  
POWER ★★★★★ JUMP ★★★★★  
SKILL ★★★★★

## ■ Water, Electric, Psychic

SPEED ★★★★★ STAMINA ★★★★★  
POWER ★★★★★ JUMP ★★★★★  
SKILL ★★★★★

## ■ Grass

SPEED ★★★★★ STAMINA ★★★★★  
POWER ★★★★★ JUMP ★★★★★  
SKILL ★★★★★

## ■ Ice

SPEED ★★★★★ STAMINA ★★★★★  
POWER ★★★★★ JUMP ★★★★★  
SKILL ★★★★★

## ■ Fighting, Dark

SPEED ★★★★★ STAMINA ★★★★★  
POWER ★★★★★ JUMP ★★★★★  
SKILL ★★★★★

## ■ Poison, Steel

SPEED ★★★★★ STAMINA ★★★★★  
POWER ★★★★★ JUMP ★★★★★  
SKILL ★★★★★

## ■ Flying, Bug

SPEED ★★★★★ STAMINA ★★★★★  
POWER ★★★★★ JUMP ★★★★★  
SKILL ★★★★★

## ■ Ghost

SPEED ★★★★★ STAMINA ★★★★★  
POWER ★★★★★ JUMP ★★★★★  
SKILL ★★★★★

## ■ Dragon

SPEED ★★★★★ STAMINA ★★★★★  
POWER ★★★★★ JUMP ★★★★★  
SKILL ★★★★★



See next page for the TM &amp; HM MOVES and MAIN WAYS TO OBTAIN



## ● MAIN WAYS TO OBTAIN

## Pokémon HeartGold

## Pokémon SoulSilver

## Pokémon Diamond

Arceus is only available through special distribution events. Check Pokémon.com for the latest information on how to catch this Pokémon.

## Pokémon Pearl

Arceus is only available through special distribution events. Check Pokémon.com for the latest information on how to catch this Pokémon.

## Pokémon Platinum

Arceus is only available through special distribution events. Check Pokémon.com for the latest information on how to catch this Pokémon.

## Pokémon HeartGold

According to the legends of Sinnoh, this Pokémon emerged from an egg and shaped all there is in this world.

## Pokémon SoulSilver

According to the legends of Sinnoh, this Pokémon emerged from an egg and shaped all there is in this world.

## EVOLUTION

Does not evolve

## ● BP MOVES

| Name         | Type    | Kind     | Pow. | Acc. | PP | Range    | DA |
|--------------|---------|----------|------|------|----|----------|----|
| Dive         | Water   | Physical | 80   | 100  | 10 | Normal   | ○  |
| Fury Cutter  | Bug     | Physical | 10   | 95   | 20 | Normal   | ○  |
| Icy Wind     | Ice     | Special  | 55   | 95   | 15 | 2 Foes   | —  |
| Ominous Wind | Ghost   | Special  | 60   | 100  | 5  | Normal   | —  |
| Zen Headbutt | Psychic | Physical | 80   | 90   | 15 | Normal   | ○  |
| Trick        | Psychic | Status   | —    | 100  | 10 | Normal   | —  |
| Snore        | Normal  | Special  | 40   | 100  | 15 | Normal   | —  |
| Last Resort  | Normal  | Physical | 130  | 100  | 5  | Normal   | ○  |
| Swift        | Normal  | Special  | 60   | —    | 20 | 2 Foes   | —  |
| Tailwind     | Flying  | Status   | —    | —    | 30 | 2 Allies | —  |
| Gravity      | Psychic | Status   | —    | —    | 5  | All      | —  |
| Magic Coat   | Psychic | Status   | —    | —    | 15 | Self     | —  |
| Mud-Slap     | Ground  | Special  | 20   | 100  | 10 | Normal   | —  |
| Iron Head    | Steel   | Physical | 80   | 100  | 15 | Normal   | ○  |
| Aqua Tail    | Water   | Physical | 90   | 90   | 10 | Normal   | ○  |
| Outrage      | Dragon  | Physical | 120  | 100  | 15 | 1 Normal | ○  |
| AncientPower | Rock    | Special  | 60   | 100  | 5  | Normal   | —  |
| Signal Beam  | Bug     | Special  | 75   | 100  | 15 | Normal   | —  |
| Earth Power  | Ground  | Special  | 90   | 100  | 10 | Normal   | —  |
| Twister      | Dragon  | Special  | 40   | 100  | 20 | 2 Foes   | —  |
| Iron Defense | Steel   | Status   | —    | —    | 15 | Self     | —  |
| Heat Wave    | Fire    | Special  | 100  | 90   | 10 | 2 Foes   | —  |

## ● TM &amp; HM MOVES

| No.  | Name         | Type     | Kind     | Pow. | Acc. | PP | Range         | DA |
|------|--------------|----------|----------|------|------|----|---------------|----|
| TM02 | Dragon Claw  | Dragon   | Physical | 80   | 100  | 15 | Normal        | ○  |
| TM03 | Water Pulse  | Water    | Special  | 60   | 100  | 20 | Normal        | —  |
| TM04 | Calm Mind    | Psychic  | Status   | —    | —    | 20 | Self          | —  |
| TM05 | Roar         | Normal   | Status   | —    | —    | 20 | Normal        | —  |
| TM06 | Toxic        | Poison   | Status   | —    | 85   | 10 | Normal        | —  |
| TM07 | Hail         | Ice      | Status   | —    | —    | 10 | All           | —  |
| TM09 | Bullet Seed  | Grass    | Physical | 10   | 100  | 30 | Normal        | —  |
| TM10 | Hidden Power | Normal   | Special  | —    | 100  | 15 | Normal        | —  |
| TM11 | Sunny Day    | Fire     | Status   | —    | —    | 5  | All           | —  |
| TM13 | Ice Beam     | Ice      | Special  | 95   | 100  | 10 | Normal        | —  |
| TM14 | Blizzard     | Ice      | Special  | 120  | 70   | 5  | 2 Foes        | —  |
| TM15 | Hyper Beam   | Normal   | Special  | 150  | 90   | 5  | Normal        | —  |
| TM16 | Light Screen | Psychic  | Status   | —    | —    | 30 | 2 Allies      | —  |
| TM17 | Protect      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM18 | Rain Dance   | Water    | Status   | —    | —    | 5  | All           | —  |
| TM19 | Giga Drain   | Grass    | Special  | 60   | 100  | 10 | Normal        | —  |
| TM20 | Safeguard    | Normal   | Status   | —    | —    | 25 | 2 Allies      | —  |
| TM21 | Frustration  | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM22 | SolarBeam    | Grass    | Special  | 120  | 100  | 10 | Normal        | —  |
| TM23 | Iron Tail    | Steel    | Physical | 100  | 75   | 15 | Normal        | ○  |
| TM24 | Thunderbolt  | Electric | Special  | 95   | 100  | 15 | Normal        | —  |
| TM25 | Thunder      | Electric | Special  | 120  | 70   | 10 | Normal        | —  |
| TM26 | Earthquake   | Ground   | Physical | 100  | 100  | 10 | 2 Foes/1 Ally | —  |
| TM27 | Return       | Normal   | Physical | —    | 100  | 20 | Normal        | ○  |
| TM29 | Psychic      | Psychic  | Special  | 90   | 100  | 10 | Normal        | —  |
| TM30 | Shadow Ball  | Ghost    | Special  | 80   | 100  | 15 | Normal        | —  |
| TM31 | Brick Break  | Fighting | Physical | 75   | 100  | 15 | Normal        | ○  |
| TM32 | Double Team  | Normal   | Status   | —    | —    | 15 | Self          | —  |
| TM33 | Reflect      | Psychic  | Status   | —    | —    | 20 | 2 Allies      | —  |
| TM34 | Shock Wave   | Electric | Special  | 60   | —    | 20 | Normal        | —  |
| TM35 | Flamethrower | Fire     | Special  | 95   | 100  | 15 | Normal        | —  |
| TM36 | Sludge Bomb  | Poison   | Special  | 90   | 100  | 10 | Normal        | —  |
| TM37 | Sandstorm    | Rock     | Status   | —    | —    | 10 | All           | —  |
| TM38 | Fire Blast   | Fire     | Special  | 120  | 85   | 5  | Normal        | —  |
| TM39 | Rock Tomb    | Rock     | Physical | 50   | 80   | 10 | Normal        | —  |
| TM40 | Aerial Ace   | Flying   | Physical | 60   | —    | 20 | Normal        | ○  |
| TM42 | Facade       | Normal   | Physical | 70   | 100  | 20 | Normal        | ○  |
| TM43 | Secret Power | Normal   | Physical | 70   | 100  | 20 | Normal        | —  |
| TM44 | Rest         | Psychic  | Status   | —    | —    | 10 | Self          | —  |
| TM50 | Overheat     | Fire     | Special  | 140  | 90   | 5  | Normal        | —  |
| TM52 | Focus Blast  | Fighting | Special  | 120  | 70   | 5  | Normal        | —  |
| TM53 | Energy Ball  | Grass    | Special  | 80   | 100  | 10 | Normal        | —  |
| TM55 | Brine        | Water    | Special  | 65   | 100  | 10 | Normal        | —  |
| TM57 | Charge Beam  | Electric | Special  | 50   | 90   | 10 | Normal        | —  |
| TM58 | Endure       | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM59 | Dragon Pulse | Dragon   | Special  | 90   | 100  | 10 | Normal        | —  |
| TM61 | Will-O-Wisp  | Fire     | Status   | —    | 75   | 15 | Normal        | —  |
| TM62 | Silver Wind  | Bug      | Special  | 60   | 100  | 5  | Normal        | —  |
| TM65 | Shadow Claw  | Ghost    | Physical | 70   | 100  | 15 | Normal        | ○  |
| TM66 | Payback      | Dark     | Physical | 50   | 100  | 10 | Normal        | ○  |
| TM67 | Recycle      | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM68 | Giga Impact  | Normal   | Physical | 150  | 90   | 5  | Normal        | ○  |
| TM70 | Flash        | Normal   | Status   | —    | 100  | 20 | Normal        | —  |
| TM71 | Stone Edge   | Rock     | Physical | 100  | 80   | 5  | Normal        | —  |
| TM72 | Avalanche    | Ice      | Physical | 60   | 100  | 10 | Normal        | ○  |
| TM73 | Thunder Wave | Electric | Status   | —    | 100  | 20 | Normal        | —  |
| TM75 | Swords Dance | Normal   | Status   | —    | —    | 30 | Self          | —  |
| TM76 | Stealth Rock | Rock     | Status   | —    | —    | 20 | 2 Foes        | —  |
| TM77 | Psych Up     | Normal   | Status   | —    | —    | 10 | Normal        | —  |
| TM79 | Dark Pulse   | Dark     | Special  | 80   | 100  | 15 | Normal        | —  |
| TM80 | Rock Slide   | Rock     | Physical | 75   | 90   | 10 | 2 Foes        | —  |
| TM81 | X-Scissor    | Bug      | Physical | 80   | 100  | 15 | Normal        | ○  |
| TM82 | Sleep Talk   | Normal   | Status   | —    | —    | 10 | Depends       | —  |
| TM83 | Natural Gift | Normal   | Physical | —    | 100  | 15 | Normal        | —  |
| TM84 | Poison Jab   | Poison   | Physical | 80   | 100  | 20 | Normal        | ○  |
| TM85 | Dream Eater  | Psychic  | Special  | 100  | 100  | 15 | Normal        | —  |
| TM86 | Grass Knot   | Grass    | Special  | —    | 100  | 20 | Normal        | ○  |
| TM87 | Swagger      | Normal   | Status   | —    | 90   | 15 | Normal        | —  |
| TM90 | Substitute   | Normal   | Status   | —    | —    | 10 | Self          | —  |
| TM91 | Flash Cannon | Steel    | Special  | 80   | 100  | 10 | Normal        | —  |
| TM92 | Trick Room   | Psychic  | Status   | —    | —    | 5  | All           | —  |
| HM01 | Cut          | Normal   | Physical | 50   | 95   | 30 | Normal        | ○  |
| HM02 | Fly          | Flying   | Physical | 90   | 95   | 15 | Normal        | ○  |
| HM03 | Surf         | Water    | Special  | 95   | 1    | 15 | 2 Foes/1 Ally | —  |
| HM04 | Strength     | Normal   | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM05 | Whirlpool    | Water    | Special  | 15   | 70   | 15 | Normal        | —  |
| HM06 | Rock Smash   | Fighting | Physical | 40   | 100  | 15 | Normal        | ○  |
| HM07 | Waterfall    | Water    | Physical | 80   | 100  | 15 | Normal        | ○  |
| HM08 | Rock Climb   | Normal   | Physical | 90   | 85   | 20 | Normal        | ○  |



# Pokémon Moves

| Move         | Effect  |
|--------------|---|
| Absorb       | Restores HP equal to half of damage inflicted on the target.  |
| Acid         | There is a 10% chance of lowering the target's Sp. Defense by 1. The attack power decreases in Double Battles.  |
| Acid Armor   | Raises user's Defense by 2.   |
| Acupressure  | Raises a random stat by 2.  |
| Aerial Ace   | Always strikes the target.  |
| Aeroblast    | High critical-hit rate.   |
| Agility      | Raises user's Speed by 2.   |
| Air Cutter   | High critical-hit rate. The attack is weaker in Double Battles.   |
| Air Slash    | This move has a 30% chance of making the target flinch (target cannot use moves for that turn).   |
| Amnesia      | Raises user's Sp. Defense by 2.   |
| AncientPower | Has a 10% chance of raising Attack, Defense, Sp. Attack, Sp. Defense, and Speed by 1.   |
| Aqua Jet     | Move always attacks first (if both opponents use this move, the one with the higher Speed goes first).  |
| Aqua Ring    | Gradually restores HP with every turn.  |
| Aqua Tail    | Regular attack.   |
| Arm Thrust   | Attacks 2–5 times in a row in a single turn.  |
| Aromatherapy | Heals status ailments of all ally Pokémon in your party.  |
| Assist       | Uses a random move from one of the non-participating Pokémon in your party.   |
| Assurance    | Does twice the damage if the target has already taken damage that turn.   |
| Astonish     | This move has a 30% chance of making the target flinch (target cannot use moves for that turn).   |
| Attack Order | High critical hit rate.   |
| Attract      | This move has a 50% chance of making the target unable to attack. Only works if the user and target are different genders.                                  |
| Aura Sphere  | Always strikes the target.  |
| Aurora Beam  | This move has a 10% chance of lowering the target's Attack by 1.  |
| Avalanche    | This move deals double the damage if the user has already received damage from the target that turn.  |
| Barrage      | Attacks 2–5 times in a row in a single turn.  |
| Barrier      | Raises user's Defense by 2.   |
| Baton Pass   | Swaps out with an ally Pokémon, passing along any stat changes.   |
| Beat Up      | Attacks according to the number of Pokémon in your party, including the user, but not Pokémon that have fainted.  |
| Belly Drum   | Halves the user's HP, but raises its Attack to the maximum.   |
| Bide         | Counter-inflicts twice the damage received in the next 2 turns.   |
| Bind         | Inflicts damage over 2–5 turns. Target cannot escape during that time.  |
| Bite         | This move has a 30% chance of making the target flinch (target cannot use moves for that turn).   |
| Blast Burn   | Cannot move on the next turn. If the target is afflicted with the Frozen condition, this move melts the ice.  |
| Blaze Kick   | This move has a 10% chance of inflicting the Burned condition on the target. If the target is afflicted with the Frozen condition, this move melts the ice. |
| Blizzard     | This move has a 10% chance of inflicting the Frozen condition on the target. The attack power decreases in Double Battles.                                  |
| Block        | This move prevents the target from escaping. If used in a Trainer battle, the Trainer cannot switch Pokémon.  |
| Body Slam    | This move has a 30% chance of inflicting the Paralysis condition on the target.   |

|              |  |
|--------------|--|
| Bone Club    | This move has a 10% chance of making the target flinch (target cannot use moves for that turn).  |
| Bone Rush    | Attacks 2–5 times in a row in a single turn.   |
| Bonemerang   | Attacks twice in a row in a single turn.   |
| Bounce       | Flies into the air on first turn, then attacks on the second. This move has a 30% chance of inflicting the Paralysis condition on the target.  |
| Brave Bird   | User takes 1/3 of the damage inflicted on the target.  |
| Brick Break  | This move breaks through Reflect and Light Screen.   |
| Brine        | This move delivers twice the damage if the target has less than half its maximum HP.   |
| Bubble       | This move has a 10% chance of lowering the target's Speed. The attack is weaker in Double Battles.   |
| BubbleBeam   | This move has a 10% chance of lowering the target's Speed by 1.  |
| Bug Bite     | Eats and uses the effects of opponent's Berry in battle.   |
| Bug Buzz     | This move has a 10% chance of lowering the target's Sp. Defense by 1.  |
| Bulk Up      | Raises the user's Attack and Defense by 1.   |
| Bullet Punch | This move always attacks first. (If both opponents use this move, the one with the higher Speed goes first.)   |
| Bullet Seed  | Attacks 2–5 times in a single turn.  |
| Calm Mind    | Raises the user's Sp. Attack and Sp. Defense by 1.   |
| Camouflage   | Changes user's type in accordance with the terrain. Tall grass/water puddle: Grass type. Sandy ground/marsh: Ground type. Rocky ground/cave: Rock type. Water surface: Water type. Snowy/icy ground: Ice type. Floor: Normal Type. |
| Captivate    | Lowers Sp. Attack by 2. Only works if the user and target are opposite genders.  |
| Charge       | Doubles attack power of an Electric-type move used on following turn. Raises user's Sp. Defense by 1.  |
| Charge Beam  | This move has a 70% chance of raising the user's Sp. Attack by 1.  |
| Charm        | Lowers the target's Attack by 2.   |
| Chatter      | May Confuse the target—likelihood depends on the volume of the sound you recorded (Chatot only).   |
| Clamp        | Inflicts damage for 2–5 turns. Target cannot escape during that time.  |
| Close Combat | Lowers user's Defense and Sp. Defense by 1.  |
| Comet Punch  | Attacks 2–5 times in a single turn.  |
| Confuse Ray  | Inflicts the Confused condition on the target.   |
| Confusion    | This move has a 10% chance of inflicting the Confused condition on the target.   |
| Constrict    | This move has a 10% chance of lowering the target's Speed by 1.  |
| Conversion   | Changes user's type to that of one of its moves.   |
| Conversion 2 | Changes user's type to type that is strong against foe's last-used move.   |
| Copycat      | Uses the last move executed.   |
| Cosmic Power | Raises user's Defense and Sp. Defense by 1.  |
| Cotton Spore | Lowers the target's Speed by 2.  |
| Counter      | If user is attacked physically, this move counter-inflicts twice the damage. Always strikes last.  |
| Covet        | If the target has an item and user has none, the user steals the target's item.  |
| Crabhammer   | High critical-hit rate.  |
| Cross Chop   | High critical-hit rate.  |
| Cross Poison | High critical-hit rate. This move has a 10% chance of inflicting the Poison condition on the target.   |
| Crunch       | This move has a 20% chance of lowering the target's Defense by 1.  |
| Crush Claw   | This move has a 50% chance of lowering the target's Defense by 1.  |
| Crush Grip   | If the target has high HP remaining, the damage of the move is increased (max attack power: 120).  |

|              |   |
|--------------|---|
| Curse        | Lowers user's Speed by 1 and raises its Attack and Defense by 1. If used by a Ghost-type Pokémon, it halves user's HP, but lowers the target's HP by 1/4 of maximum every turn.   |
| Cut          | Regular attack.   |
| Dark Pulse   | There is a 20% chance of making the target flinch (target cannot use moves for that turn).  |
| Dark Void    | Inflicts the Sleep condition on the target.   |
| Defend Order | Raises the user's Defense and Sp. Defense by 1.   |
| Defense Curl | Raises the user's Defense by 1.   |
| Defog        | Lowers the target's evasion by 1. Nullifies the effects of the target's Light Screen, Reflect, Safeguard, Mist, Spikes, or Toxic Spikes, and nullifies the Fog weather condition. |
| Destiny Bond | When executed, if the user faints due to damage from the target, the target faints as well.   |
| Detect       | Protects against a move used by the target on that turn. Chance of failure increases with each successive use.  |
| Dig          | User burrows underground on the first turn, and then attacks on the second.   |
| Disable      | Prevents the target from using the last move it used for several turns.   |
| Discharge    | This move has a 30% chance of inflicting the Paralysis condition on the target. The attack power decreases in Double Battles.   |
| Dive         | Dives underwater on the first turn, then attacks on the second.   |
| Dizzy Punch  | This move has a 20% chance of inflicting the Confused condition on the target.  |
| Doom Desire  | Attacks the target after 2 turns. Inflicts damage regardless of the target's type.  |
| Double Hit   | Attacks twice in a row in a single turn.  |
| Double Kick  | Attacks twice in a row in a single turn.  |
| Double Team  | Raises user's evasion by 1.   |
| Double-Edge  | User takes damage equal to 1/3 of damage inflicted on the target.   |
| DoubleSlap   | Attacks consecutively 2–5 times.  |
| Draco Meteor | Lowers the user's Sp. Attack by 2.  |
| Dragon Claw  | Regular attack.   |
| Dragon Dance | Raises the user's Attack and Speed by 1.  |
| Dragon Pulse | Regular attack.   |
| Dragon Rage  | Deals a fixed 40 points of damage.  |
| Dragon Rush  | This move has a 20% chance of making the target flinch (target cannot use moves for that turn).   |
| DragonBreath | This move has a 30% chance of inflicting the Paralyzed condition on the target.   |
| Drain Punch  | Restores HP equal to 1/2 the damage dealt to the target.  |
| Dream Eater  | Restores HP equal to 1/2 the damage inflicted on the target. Only works when the target is asleep.  |
| Drill Peck   | Regular attack.   |
| DynamicPunch | This move has a 100% chance of inflicting the Confused condition on the target.   |
| Earth Power  | Has a 10% chance of lowering the target's Sp. Defense by 1.   |
| Earthquake   | Regular attack. Does double damage to foes using Dig. Attack power is lower in Double Battles.  |
| Egg Bomb     | Regular attack.   |
| Embargo      | The target is unable to use items for 5 turns. Trainer cannot use items on that Pokémon either.   |
| Ember        | This move has a 10% chance of inflicting the Burned condition on the target. If the target is Frozen, this move melts the ice.  |
| Encore       | Forces the target to use its last move again. Works for 2–6 turns.  |
| Endeavor     | Inflicts damage equal to the target's HP minus user's HP.   |
| Endure       | Leaves the user with 1 HP even after moves that deliver a KO hit. The chance of failure rises with each successive use.   |
| Energy Ball  | This move has a 10% chance of lowering the target's Sp. Defense by 1.   |

|              |  |
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| Eruption     | If the user's HP is low, this attack's power is decreased. If the target is afflicted with the Frozen condition, this move melts the ice. The attack power decreases in Double Battles.  |
| Explosion    | User faints after using. This move deals damage as if the target's Defense were halved and has lower attack power in Double Battles.   |
| Extrasensory | This move has a 10% chance of making the target flinch (cannot use a move for this turn).  |
| ExtremeSpeed | Move always attacks first (if both opponents use this move, the one with the higher Speed goes first).   |
| Facade       | This move inflicts twice the damage if user has the Poison, Paralyzed, or Burned condition.  |
| Faint Attack | Always strikes the target.   |
| Fake Out     | Always strikes first, with 100% chance of making the target flinch. Only works on the turn where user is sent out.   |
| Fake Tears   | Lowers the target's Sp. Defense by 2.  |
| False Swipe  | Leaves the target with 1 HP remaining, even when hit with KO moves.  |
| FeatherDance | Lowers the target's Attack by 2.   |
| Feint        | Only hits targets using Protect or Detect, and eliminates the effects from those moves.  |
| Fire Blast   | This move has a 10% chance of inflicting the Burned condition on the target. If the target is Frozen, this move melts the ice.   |
| Fire Fang    | This move has a 10% chance of inflicting the Burned condition or making the target flinch. If the target is afflicted with the Frozen condition, this move melts the ice.  |
| Fire Punch   | This move has a 10% chance of inflicting the Burned condition on the target. If the target is afflicted with the Frozen condition, this move melts the ice.  |
| Fire Spin    | Inflicts damage and prevents the target from fleeing for 2–5 turns. If the target is afflicted with the Frozen condition, this move melts the ice.   |
| Fissure      | It KOs the foe in one move. This move doesn't work if the target's level is higher than the user's, and is more accurate the higher the user's level compared to the target's.   |
| Flail        | If the user's HP is low, this move does greater damage to the target.  |
| Flame Wheel  | This move has a 10% chance of inflicting the Burned condition on the target. If the target is afflicted with the Frozen condition, this move melts the ice. If the user is Frozen, this also melts its ice.  |
| Flamethrower | This move has a 10% chance of inflicting the Burned condition. If foe is Frozen, this move melts its ice.  |
| Flare Blitz  | User takes 1/3 of the damage inflicted. There is a 10% chance of inflicting the Burn condition on the target. If the target is afflicted with the Frozen condition, this move melts its ice. This move can also be used if the user is Frozen and will melt its ice. |
| Flash        | Lowers the target's accuracy by 1.   |
| Flash Cannon | This move has a 10% chance of lowering the target's Sp. Attack by 1.   |
| Flatter      | Confuses the target but raises its Sp. Attack by 1.  |
| Fling        | Attacks by throwing user's held item at the target. Power and effect depend on item thrown.  |
| Fly          | User flies into the air on the first turn, then attacks on the second.   |
| Focus Blast  | This move has a 10% chance of lowering the target's Sp. Defense by 1.  |
| Focus Energy | Raises critical-hit rate for next move.  |
| Focus Punch  | Strikes last. If the target lands a hit before this move lands, then this move misses.   |
| Follow Me    | Draws all the target's attacks to the user.  |
| Force Palm   | This move has a 30% chance of inflicting the Paralysis condition on the target.  |
| Foresight    | Hits the target regardless of the target's evasion stat. Makes Ghost-type Pokémon vulnerable to Normal- and Fighting-type moves.   |
| Frenzy Plant | User cannot use a move on the next turn.   |
| Frustration  | If the user's friendship level is low, this move's attack power increases.   |
| Fury Attack  | Attacks 2–5 times in a row in a single turn.   |
| Fury Cutter  | This move doubles in power every time it strikes (up to 5 times). Power returns to normal once it misses.  |
| Fury Swipes  | Attacks 2–5 times in a row in a single turn.   |
| Future Sight | Attacks the target after 2 turns. Inflicts damage regardless of the target's type.   |

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|--------------|--|
| Gastro Acid  | Nullifies the target's Ability.  |
| Giga Drain   | Restores HP equal to half the damage inflicted on the target.  |
| Giga Impact  | The user cannot move on the next turn.   |
| Glare        | Inflicts the Paralysis condition on the target.  |
| Grass Knot   | Has higher attack power against heavier targets.   |
| GrassWhistle | Inflicts the Sleep condition on the target.  |
| Gravity      | Raises the accuracy of all Pokémon in battle for 5 turns. Makes Flying-type Pokémon and Pokémon with the Ability Levitate vulnerable to Ground-type moves. Prevents use of Fly, Splash, Bounce, and Magnet Rise. Pulls any airborne Pokémon to the ground. |
| Growl        | Lowers the target's Attack by 1.   |
| Growth       | Raises user's Sp. Attack by 1.   |
| Grudge       | If the user faints because of an enemy's move, that move's PP drops to 0.  |
| Guard Swap   | Swaps Defense and Sp. Defense differences between user and the target.   |
| Guillotine   | It KO's the foe in one move. This move doesn't work if the target's level is higher than the user's, and is more accurate the higher the user's level compared to the target's.  |
| Gunk Shot    | This move has a 30% chance of inflicting the Poison condition on the target.   |
| Gust         | Regular attack. This does twice the damage if the target is using Fly or Bounce when it hits.  |
| Gyro Ball    | If the target has a higher Speed stat than the user, the damage of the move is increased (max attack power 150).   |
| Hail         | Changes the weather condition to Hail for 5 turns, damaging all Pokémon except Ice types every turn.   |
| Hammer Arm   | Lowers user's Speed by 1.  |
| Harden       | Raises user's Defense by 1.  |
| Haze         | Restores user's and target's stats to their original state.  |
| Head Smash   | User takes 1/2 the damage inflicted on the target.   |
| Headbutt     | This move has a 30% chance of making the target flinch (cannot use a move for that turn).  |
| Heal Bell    | Heals status ailments for all ally Pokémon in your party.  |
| Heal Block   | Target cannot use moves to recover HP for 5 turns.   |
| Heal Order   | Restores half of maximum HP.   |
| Healing Wish | Makes user faint, but completely heals the HP and status of the next Pokémon you send out.   |
| Heart Swap   | Swaps all stat changes between user and the target.  |
| Heat Wave    | This move has a 10% chance of inflicting the Burned condition on the target. If the target is Frozen, it melts the ice. The attack power decreases in Double Battles.  |
| Helping Hand | Strengthens ally's attack power by 1.5 times.  |
| Hi Jump Kick | If this attack misses, user takes 1/2 of the damage that would have been inflicted.  |
| Hidden Power | Type and power will change depending on the user.  |
| Horn Attack  | Regular attack.  |
| Horn Drill   | It KO's the foe in one move. This move doesn't work if the target's level is higher than the user's, and is more accurate as the difference between the target's level and user's level increases.   |
| Howl         | Raises user's Attack by 1.   |
| Hydro Cannon | User cannot use a move on the next turn.   |
| Hydro Pump   | Regular attack.  |
| Hyper Beam   | Cannot use a move on the next turn.  |
| Hyper Fang   | This move has a 10% chance of making the target flinch (target cannot use moves for that turn).  |
| Hyper Voice  | Regular attack. The attack power decreases in Double Battles.  |
| Hypnosis     | Inflicts the Sleep condition on the target.  |
| Ice Ball     | Attacks consecutively for 5 turns or until it misses. Damage rises with each strike. Use Defense Curl first to double the damage.  |
| Ice Beam     | This move has a 10% chance of inflicting the Frozen condition on the target.   |

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| Ice Fang      | This move has a 10% chance of inflicting the Frozen condition on the target or making it flinch.   |
| Ice Punch     | This move has a 10% chance of inflicting the Frozen condition on the target.   |
| Ice Shard     | Move always attacks first (if both opponents use this move, the one with higher Speed goes first).   |
| Iceberg Spear | Attacks 2–5 times in a row in a single turn.   |
| Icy Wind      | Has a 100% chance of lowering target's Speed by 1. The attack power decreases in Double Battles.   |
| Imprison      | Makes target unable to use a move if the user knows it as well.  |
| Ingrain       | Restores a little HP each turn. User cannot be switched out after using this move. Flying-type Pokémon and Pokémon with the Levitate Ability become vulnerable to Ground-type moves.                 |
| Iron Defense  | Raises user's Defense by 2.  |
| Iron Head     | This move has a 30% chance of making the target flinch (target cannot use moves for that turn).  |
| Iron Tail     | This move has a 30% chance of lowering the target's Defense by 1.  |
| Judgment      | Regular attack. Type changes according to the Plate Arceus is holding.   |
| Jump Kick     | If this attack misses, user takes 1/2 of the damage that would have been inflicted.  |
| Karate Chop   | High critical-hit rate.  |
| Kinesis       | Lowers the target's accuracy by 1.   |
| Knock Off     | Foe loses its held item for the duration of the battle.  |
| Last Resort   | Damage is inflicted only if user has executed each of its other moves at least once.   |
| Lava Plume    | There is a 30% chance of inflicting the Burned condition on the target. If the target is afflicted with the Frozen condition, this move melts the ice. The attack power decreases in Double Battles. |
| Leaf Blade    | High critical-hit rate.  |
| Leaf Storm    | Lowers the user's Sp. Attack by 2.   |
| Leech Life    | Restores HP equal to half the damage inflicted on the target.  |
| Leech Seed    | Steals HP from the target every turn. Effect lasts even if the user switches out.  |
| Leer          | Lowers the target's Defense by 1.  |
| Lick          | This move has a 30% chance of inflicting the Paralysis condition on the target.  |
| Light Screen  | Halves damage from the target's special moves for 5 turns. Effect lasts for 5 turns even if user is switched out. Effect is weaker in Double Battles.  |
| Lock-On       | Attack on the subsequent turn is a guaranteed hit.   |
| Lovely Kiss   | Inflicts the Sleep condition on the target.  |
| Low Kick      | Has higher attack power against heavier targets.   |
| Lucky Chant   | Target cannot land critical hits for 5 turns.  |
| Lunar Dance   | Knocks out the user, but completely restores the PP and status of the next Pokémon you send out.   |
| Luster Purge  | This move has a 50% chance of lowering the target's Sp. Defense by 1.  |
| Mach Punch    | Move always attacks first (if both opponents use this move, the one with higher Speed goes first).   |
| Magic Coat    | Reflects moves with effects like Leech Seed or those that inflict the Sleep, Poison, Paralysis, or Confused conditions.  |
| Magical Leaf  | Always strikes the target.   |
| Magma Storm   | Inflicts damage and prevents the target from fleeing for 2–5 turns. If the target is afflicted with the Frozen condition, this move melts the ice.   |
| Magnet Bomb   | Always strikes the target.   |
| Magnet Rise   | Nullifies Ground-type moves for 5 turns.   |
| Magnitude     | Attack power shifts between 10, 30, 50, 70, 90, 110, and 150. This move deals double damage against targets using Dig and has lower power in Double Battles.   |
| Me First      | Copies the foe's chosen move and uses it with increased power. Fails if it does not strike first.  |
| Mean Look     | This move prevents the target from escaping. If used in a Trainer battle, the Trainer cannot switch Pokémon.   |
| Meditate      | Raises the user's Attack by 1.   |
| Mega Drain    | Recovers HP equal to 1/2 the damage inflicted on the target.   |

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| Mega Kick    | Regular attack.  |
| Mega Punch   | Regular attack.  |
| Megahorn     | Regular attack.  |
| Memento      | User faints, but the target's Attack and Sp. Attack are lowered by 2.  |
| Metal Burst  | Inflicts damage on the target equal to 1.5 times the damage last received from the target in that same turn.   |
| Metal Claw   | This move has a 10% chance of raising the user's Attack stat by 1.   |
| Metal Sound  | Lowers the target's Sp. Defense by 2.  |
| Meteor Mash  | This move has a 20% chance of raising user's Attack by 1.  |
| Metronome    | Uses one move randomly chosen from all possible moves.   |
| Milk Drink   | Restores half of user's maximum HP.  |
| Mimic        | Allows opponent's last-used move to be copied by user (copied move has a PP of 5).   |
| Mind Reader  | The user's next attack will have perfect accuracy.   |
| Minimize     | Raises user's evasion by 1.  |
| Miracle Eye  | Hits the target regardless of the target's evasion stat. Makes Dark-type Pokémon vulnerable to Psychic-type attacks.   |
| Mirror Coat  | Returns double the damage received from a special move delivered by the target.  |
| Mirror Move  | Uses the last move that the target just used.  |
| Mirror Shot  | This move has a 30% chance of lowering the target's accuracy by 1.   |
| Mist         | For 5 turns, this move protects against stat-lowering moves and side effects.  |
| Mist Ball    | There is a 50% chance of lowering the target's Sp. Attack by 1.  |
| Moonlight    | Restores HP, the amount of which is based on the weather. Sunny weather condition: recovers 2/3 of HP (normally recovers 1/2). Rain/Sandstorm/Hail/Fog weather condition: recovers 1/4 of HP.  |
| Morning Sun  | Restores HP by an amount determined by the weather. Sunny weather condition: recovers 2/3 of HP (normally recovers 1/2). Rainy/Sandstorm/Hail/Fog weather condition: recovers 1/4 of HP.       |
| Mud Bomb     | This move has a 30% chance of lowering the target's accuracy by 1.   |
| Mud Shot     | This move has a 100% chance of lowering the target's Speed by 1.   |
| Mud Sport    | Halves the power of Electric-type moves as long as user is in play.  |
| Muddy Water  | This move has a 30% chance of lowering the target's accuracy by 1. The attack power decreases in Double Battles.   |
| Mud-Slap     | This move has a 100% chance of lowering the target's accuracy by 1.  |
| Nasty Plot   | Raises the user's Sp. Attack by 2.   |
| Natural Gift | Type and attack power change according to the Berry held by user.  |
| Nature Power | Move varies depending on terrain. Tall grass/puddle: Seed Bomb. Sand: Earthquake. Rocks/cave: Rockslide. Swamp: Mud Bomb. Water: Hydro Pump. Snow: Blizzard. Ice: Ice Beam. Floor: Tri Attack. |
| Needle Arm   | This move has a 30% chance of making the target flinch (target cannot use moves for that turn).  |
| Night Shade  | Deals fixed damage equal to user's level.  |
| Night Slash  | High critical-hit rate.  |
| Nightmare    | Lowers the target's HP by 1/4 of maximum every turn. Fails if the target is not asleep.  |
| Octazooka    | This move has a 50% chance of lowering the target's accuracy by 1.   |
| Odor Sleuth  | Always hits, regardless of the target's evasion stat. Makes Ghost-type Pokémon vulnerable to Normal- and Fighting-type moves.  |
| Ominous Wind | This move has a 10% chance of raising all of the user's stats by 1. Weaker in Double Battles.  |
| Outrage      | Attacks consecutively for 2–3 turns. If attack is interrupted, the user becomes Confused.  |
| Overheat     | Lowers user's Sp. Attack by 2. If foe is Frozen, this move also melts the ice.   |
| Pain Split   | Averages user's HP and the target's HP.  |
| Payback      | This move delivers twice the damage if the user strikes after the target strikes.  |

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| Payday        | Increases the amount of prize money received after battle (level multiplied by number of attacks, multiplied by five).                                 |
| Peck          | Regular attack.  |
| Perish Song   | All Pokémon in battle will faint after 3 turns, unless switched out.   |
| Petal Dance   | Attacks 2–3 turns in succession. If attack is interrupted, the user becomes Confused.  |
| Pin Missile   | Attacks 2–5 times in a row in a single turn.   |
| Pluck         | Eats and uses the effects of opponent's Berry in battle.   |
| Poison Fang   | This move has a 30% chance of inflicting the Badly Poisoned condition on the target. Damage from being Badly Poisoned increases with every turn.       |
| Poison Gas    | Inflicts the Poison condition on the target.   |
| Poison Jab    | This move has a 30% chance of inflicting the Poison condition on the target.   |
| Poison Sting  | This move has a 30% chance of inflicting the Poison condition on the target.   |
| Poison Tail   | This move has a 10% chance of inflicting the Poison condition on the target. High critical-hit rate.   |
| Poison Powder | Inflicts the Poison condition on the target.   |
| Pound         | Regular attack.  |
| Powder Snow   | This move has a 10% chance of inflicting the Frozen condition on the target. The attack power decreases in Double Battles.                             |
| Power Gem     | Regular attack.  |
| Power Swap    | Swaps any changes to Attack and Sp. Attack between the user and the target.  |
| Power Trick   | Swaps original Attack and Defense stats (does not swap changes made to the stats).   |
| Power Whip    | Regular attack.  |
| Present       | Attack power varies: 40 [40% chance], 80 [30%], 120 [10%]. Has 20% of healing foe by 1/4 max HP.   |
| Protect       | Protects against moves used by the target on that turn. Chance of failure increases with each successive use.  |
| Psybeam       | This move has a 10% chance of inflicting the Confused condition.   |
| Psych Up      | Gives the target's stat changes to user.   |
| Psychic       | This move has a 10% chance of lowering foe's Sp. Defense by 1.   |
| Psycho Boost  | Lowers user's Sp. Attack by 2.   |
| Psycho Cut    | High critical-hit rate.  |
| Psycho Shift  | Transfers user's Poison, Badly Poisoned, Sleep, Paralysis, or Burned status to foe, healing the user.  |
| Psywave       | Inflicts damage equal to user's level multiplied by a random number between 0.5 and 1.5.   |
| Punishment    | Has higher attack power if the target has elevated stats.  |
| Pursuit       | Does twice the damage against a target Pokémon that's switching out.   |
| Quick Attack  | Move always attacks first (if both opponents use this move, the one with higher Speed goes first).   |
| Rage          | Attack power rises as user takes hits from the target.   |
| Rain Dance    | Changes the weather condition to Rain for 5 turns, thus strengthening Water-type moves.  |
| Rapid Spin    | Releases user from Bind, Wrap, Leech Seed, or Spikes.  |
| Razor Leaf    | High critical-hit rate. The attack power decreases in Double Battles.  |
| Razor Wind    | Builds power on the first turn and attacks on the second turn. High critical-hit rate. The attack power decreases in Double Battles.                   |
| Recover       | Restores half of maximum HP.   |
| Recycle       | Makes a used held item useable again.  |
| Reflect       | Halves damage from the target's physical moves for 5 turns. Effect lasts for 5 turns even if user is switched out. Effect is weaker in Double Battles. |
| Refresh       | Heals the Poison, Paralysis, and Burned conditions.  |
| Rest          | Completely restores HP, but user is asleep for 2 turns.  |
| Return        | If the user's friendship level is high, this move's attack power increases.  |



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| Revenge      | This move deals double the damage if the user has already received damage from the target that turn.  |
| Reversal     | If user's HP is low, this move does more damage to the target.  |
| Roar         | Ends wild Pokémon battles. In Trainer battles, this move forces the opponent to swap Pokémon.   |
| Roar of Time | User cannot move on the next turn.  |
| Rock Blast   | Attacks 2–5 times in a single turn.   |
| Rock Climb   | This move has a 20% chance of inflicting the Confused condition on the target.  |
| Rock Polish  | Raises the user's Speed by 2.   |
| Rock Slide   | This move has a 30% chance of making the target flinch (target cannot use moves for that turn). The attack is weaker in Double Battles.   |
| Rock Smash   | This move has a 50% chance of lowering the target's Defense by 1.   |
| Rock Throw   | Regular attack.   |
| Rock Tomb    | This move has a 100% chance of lowering the target's Speed by 1.  |
| Rock Wrecker | The user cannot use a move on the next turn.  |
| Role Play    | Copies the target's Ability (cannot copy Wonder Guard).   |
| Rolling Kick | There is a 30% chance of making the target flinch (target cannot use moves for that turn).  |
| Rollout      | Attacks consecutively over 5 turns or until it misses. Inflicts greater damage with every successful hit, and inflicts twice the damage if used after Defense Curl.   |
| Roost        | Restores half of maximum HP, but pulls the Flying-type Pokémon to the ground.   |
| Sacred Fire  | This move has a 50% chance of inflicting the Burned condition on the target. If the target is inflicted with the Frozen condition, this move melts the ice. If the user is Frozen, this also melts the ice.   |
| Safeguard    | Protects against status conditions for 5 turns. Effects last even if the user switches Pokémon.   |
| Sand Tomb    | Inflicts damage over 2–5 turns. Target cannot escape during that time.  |
| Sand-Attack  | Lowers the target's accuracy by 1.  |
| Sandstorm    | Changes the weather condition to Sandstorm for 5 turns. All Pokémon but Rock, Steel, and Ground types take damage every turn.   |
| Scary Face   | Lowers the target's Speed by 2.   |
| Scratch      | Regular attack.   |
| Screech      | Lowers the target's Defense by 2.   |
| Secret Power | Regular attack with a 30% chance of one of the following side effects, depending on the terrain: Tall grass/water puddle: Sleep condition. Sandy ground: lowers accuracy by 1. Rocky ground/cave: target flinches. Marsh: lowers Speed by 1. Water surface: lowers Attack by 1. Snowy/icy ground: Frozen condition. Floor: Paralysis condition. |
| Seed Bomb    | Regular attack.   |
| Seed Flare   | This move has a 40% chance of lowering the target's Sp. Defense by 2.   |
| Seismic Toss | Deals fixed damage equal to user's level.   |
| Selfdestruct | User faints after using. This move deals damage as if the target's Defense were halved and has lower attack power in Double Battles.  |
| Shadow Ball  | This move has a 20% chance of lowering the target's Sp. Defense by 1.   |
| Shadow Claw  | High critical hit rate.   |
| Shadow Force | Makes user invisible on the first turn, then attacks on the second. Strikes the target even if it's using Protect or Detect.  |
| Shadow Punch | Always strikes the target.  |
| Shadow Sneak | This move always attacks first. (If both opponents use this move, the one with the higher Speed goes first.)  |
| Sharpen      | Raises user's Attack by 1.  |
| Sheer Cold   | It KOs the foe in one move. This move doesn't work if the target's level is higher than the user's, and is more accurate the higher the user's level compared to the target's.  |
| Shock Wave   | Always strikes the target.  |
| Signal Beam  | This move has a 10% chance of inflicting the Confused condition on the target.  |
| Silver Wind  | This move has a 10% chance of raising Attack, Defense, Speed, Sp. Attack, and Sp. Defense by 1.   |

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| Sing         | Inflicts the Sleep condition on the target.   |
| Sketch       | Copies the last move used by the target. User then forgets the Sketch and learns the new move.  |
| Skill Swap   | Swaps Abilities between the user and target (except for Wonder Guard).  |
| Skull Bash   | Powers up on the first turn and attacks on the second turn. On the first turn, this move raises user's Defense by 1.  |
| Sky Attack   | Builds power on the first turn and attacks on the second turn and has a high critical-hit rate. This move has a 30% chance of making the target flinch (target cannot use moves for that turn). |
| Sky Uppercut | Deals damage even to targets using Fly or Bounce.   |
| Slack Off    | Restores 1/2 of maximum HP.   |
| Slam         | Regular attack.   |
| Slash        | High critical-hit rate.   |
| Sleep Powder | Inflicts the Sleep condition on the target.   |
| Sleep Talk   | Randomly executes one of user's moves. Only works when user is asleep.  |
| Sludge       | There is a 30% chance of inflicting the Poison condition on the target.   |
| Sludge Bomb  | There is a 30% chance of inflicting the Poison condition on the target.   |
| Shadow Ball  | This move has a 20% chance of lowering the target's Sp. Defense by 1.   |
| Shadow Claw  | High critical hit rate.   |
| Shadow Force | Makes user invisible on the first turn, then attacks on the second. Strikes the target even if it's using Protect or Detect.  |
| Shadow Punch | Always strikes the target.  |
| Shadow Sneak | This move always attacks first. (If both opponents use this move, the one with the higher Speed goes first.)  |
| Sharpen      | Raises user's Attack by 1.  |
| Sheer Cold   | It KOs the foe in one move. This move doesn't work if the target's level is higher than the user's, and is more accurate the higher the user's level compared to the target's.                  |
| Shock Wave   | Always strikes the target.  |
| Signal Beam  | This move has a 10% chance of inflicting the Confused condition on the target.  |
| Silver Wind  | This move has a 10% chance of raising Attack, Defense, Speed, Sp. Attack, and Sp. Defense by 1.   |
| Sing         | Inflicts the Sleep condition on the target.   |
| Sketch       | Copies the last move used by the target. User then forgets the Sketch and learns the new move.  |
| Skill Swap   | Swaps Abilities between the user and target (except for Wonder Guard).  |
| Skull Bash   | Powers up on the first turn and attacks on the second turn. On the first turn, this move raises user's Defense by 1.  |
| Sky Attack   | Builds power on the first turn and attacks on the second turn and has a high critical-hit rate. This move has a 30% chance of making the target flinch (target cannot use moves for that turn). |
| Sky Uppercut | Deals damage even to targets using Fly or Bounce.   |
| Slack Off    | Restores 1/2 of maximum HP.   |
| Slam         | Regular attack.   |
| Slash        | High critical-hit rate.   |
| Sleep Powder | Inflicts the Sleep condition on the target.   |
| Sleep Talk   | Randomly executes one of user's moves. Only works when user is asleep.  |
| Sludge       | There is a 30% chance of inflicting the Poison condition on the target.   |
| Sludge Bomb  | There is a 30% chance of inflicting the Poison condition on the target.   |
| SmellingSalt | This move does twice the damage against targets with Paralysis, but heals this condition.   |
| Smog         | This move has a 40% chance of inflicting the Poison condition on the target.  |
| SmokeScreen  | Lowers the target's accuracy by 1.  |
| Snatch       | Steals the effects of recovery or stat-altering moves used by the target on that turn.  |

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| Snore        | Only works when user is asleep. Has a 30% chance of making the target flinch.  |
| Softboiled   | Restores half of maximum HP.   |
| SolarBeam    | Powers up on the first move, then attacks on the second. Can attack without charging in a Sunny weather condition. Attack power is halved in Rain, Sandstorm, Hail, and Fog weather conditions.                            |
| SonicBoom    | This move deals a fixed 20 points of damage.   |
| Spacial Rend | High critical-hit rate.  |
| Spark        | This move has a 30% chance of inflicting the Paralysis condition on the target.  |
| Spider Web   | This move prevents the target from escaping. If used in a Trainer battle, the Trainer cannot switch Pokémon.   |
| Spike Cannon | Attacks 2–5 times in a row in a single turn.   |
| Spikes       | Damages the target as it switches out. Power rises with each use, up to 3 times. Ineffective against Flying-type Pokémon and Pokémon with the Levitate Ability.  |
| Spit Up      | Deals damage, the amount of which is determined by how many times the user performed Stockpile (does not work if user has not used Stockpile first). Nullifies Defense and Sp. Defense stat increases caused by Stockpile. |
| Spite        | Takes 4 points from the PP of the target's last move used.   |
| Splash       | No effect.   |
| Spore        | Inflicts the Sleep condition on the target.  |
| Stealth Rock | Target takes damage when sending out Pokémon. Damage is subject to type matchups.  |
| Steel Wing   | This move has a 10% chance of raising the user's Defense by 1.   |
| Stockpile    | Raises user's Defense and Sp. Defense by 1. Can be used up to 3 times.   |
| Stomp        | This move has a 30% chance of making the target flinch (target cannot use moves for that turn). It deals twice the damage if the target is using Minimize.   |
| Stone Edge   | High critical-hit rate.  |
| Strength     | Regular attack.  |
| String Shot  | Lowers the target's Speed by 1.  |
| Struggle     | This move becomes available when all other moves are out of Power Points. User takes 1/4 of its maximum HP as damage. Inflicts damage regardless of type compatibility.  |
| Stun Spore   | Inflicts the Paralysis condition on the target.  |
| Submission   | User takes 1/4 of the damage inflicted on foe.   |
| Substitute   | Uses 1/4 of maximum HP to create a copy of the user.   |
| Sucker Punch | This move attacks first and deals damage if the target's chosen move is an attack move.  |
| Sunny Day    | Changes the weather condition to Sunny for 5 turns, strengthening Fire-type moves.   |
| Super Fang   | Halves the target's HP.  |
| Super Power  | Lowers user's Attack and Defense by 1.   |
| Supersonic   | Inflicts the Confused condition on the target.   |
| Surf         | Regular attack. Does double the damage to foes using Dive. The attack power decreases in Double Battles.   |
| Swagger      | Confuses target but raises its Attack by 2.  |
| Swallow      | Restores HP, the amount of which is determined by how many times the user performed Stockpile (does not work if user has not used Stockpile first). Nullifies Defense and Sp. Defense stat increases caused by Stockpile.  |
| Sweet Kiss   | Inflicts the Confused condition on the target.   |
| Sweet Scent  | Lowers the target's evasion by 1.  |
| Swift        | Always strikes the target. Has lower attack power in Double Battles.   |
| Switcheroo   | Swaps items between the user and the target.   |
| Swords Dance | Raises user's Attack by 2.   |
| Synthesis    | Restores HP by an amount determined by the weather. Sunny weather condition: recovers 2/3 of HP (normally recovers 1/2). Rain/Sandstorm/Hail/Fog weather condition: recovers 1/4 of HP.                                    |
| Tackle       | Regular attack.  |
| Tail Glow    | Raises the user's Sp. Attack by 2.   |

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| Tail Whip    | Lowers the target's Defense by 1.   |
| Tailwind     | Doubles user's and ally's Speed for 3 turns.  |
| Take Down    | User takes damage equal to 1/4 of the damage inflicted on the target.   |
| Taunt        | Prevents the target from using anything other than attack moves for 2–4 turns.  |
| Teeter Dance | Inflicts the Confused condition on the target.  |
| Teleport     | Ends wild Pokémon battles.  |
| Thief        | If the target has an item and the user has none, the user steals the target's item.   |
| Thrash       | Attacks 2–3 times consecutively, then the user becomes Confused.  |
| Thunder      | This move has a 30% chance of inflicting the Paralyzed condition on a target. It is 100% accurate in the Rain weather condition and 50% accurate in the Sunny weather condition. It can also hit foes using Fly or Bounce.  |
| Thunder Fang | This move has a 10% chance of paralyzing a target or making it flinch (target cannot use moves for that turn).  |
| Thunder Wave | Inflicts the Paralyzed condition on the target.   |
| Thunderbolt  | This move has a 10% chance of inflicting the Paralysis condition on the target.   |
| ThunderPunch | This move has a 10% chance of inflicting the Paralysis condition on the target.   |
| ThunderShock | This move has a 10% chance of inflicting the Paralysis condition on the target.   |
| Tickle       | Lowers the target's Attack and Defense by 1.  |
| Torment      | Target cannot use same move twice in a row.   |
| Toxic        | Badly poisons the target. Damage from being Badly Poisoned increases with every turn.   |
| Toxic Spikes | Lays a trap of poison spikes that inflict the Poison condition on foes that switch into battle. Using Toxic Spikes twice will inflict the Badly Poisoned condition. Ineffective against Poison-type Pokémon. Ineffective against Flying-type Pokémon and Pokémon with the Levitate Ability. |
| Transform    | User transforms into the target. User has the same moves and Ability as the target (all moves have 5 PP).   |
| Tri Attack   | This move has a 20% chance of inflicting the Paralysis, Burned, or Frozen condition on the target.  |
| Trick        | Swaps items between user and the target.  |
| Trick Room   | For 5 turns, the Pokémon with lower Speed strikes first. First-strike moves still go first. If performed again by user while still in play, it cancels the effect.  |
| Triple Kick  | Attacks 3 times in a row in a single turn. Power rises from 10 to 20 to 30 as long as it continues to hit.  |
| Trump Card   | If this move has low PP, its attack power is increased.   |
| Twineedle    | Attacks twice in a row in a single turn. There is also a 20% chance of inflicting the Poison condition on the target.   |
| Twister      | This move has a 20% chance of making the target flinch (the target cannot use moves for that turn). Deals double the damage to targets using Fly or Bounce. The attack power decreases in Double Battles.   |
| Uproar       | User is in an uproar for 2-5 turns. During that time, neither Pokémon can fall asleep.  |
| U-turn       | After attacking, user switches out with the next Pokémon in the party.  |
| Vacuum Wave  | Move always attacks first (if both opponents use this move, the one with higher Speed goes first).  |
| ViceGrip     | Regular attack.   |
| Vine Whip    | Regular attack.   |
| Vital Throw  | Strikes last, but always hits.  |
| Volt Tackle  | User takes 1/3 of the damage inflicted on the target. There is a 10% chance of inflicting the Paralysis condition on the target.  |
| Wake-Up Slap | Deals twice the damage against sleeping targets, but awakes them from the Sleep condition.  |
| Water Gun    | Regular attack.   |
| Water Pulse  | There is a 20% chance of inflicting the Confused condition on the target.   |
| Water Sport  | Halves the power of Fire-type moves for as long as the user is in play.   |
| Water Spout  | If the user's HP is low, this move has lower attack power. Attack power is also lower in Double Battles.  |
| Waterfall    | This move has a 20% chance of making the target flinch (target cannot use moves for that turn).   |

|              |   |
|--------------|---|
| Weather Ball | Move type changes in special weather conditions. Sunny weather condition: Fire type. Rain weather condition: Water type. Hail weather condition: Ice type. Sandstorm weather condition: Rock type. Has double attack power in the above weather conditions. |
| Whirlpool    | Inflicts damage over 2–5 turns. Target cannot flee during that time. Does double damage if the target is using Dive when attacked.  |
| Whirlwind    | Ends wild Pokémon battles. In Trainer battles, this move forces the opponent to swap Pokémon.   |
| Will-O-Wisp  | Burns the target.   |
| Wing Attack  | Regular attack.   |
| Wish         | Restores 1/2 of maximum HP at the end of the next turn. Works even if the user has switched out.  |
| Withdraw     | Raises user's Defense by 1.   |
| Wood Hammer  | User takes 1/3 of the damage inflicted on the target.   |
| Worry Seed   | Changes the target's Ability to Insomnia. Does not work against Pokémon with the Truant Ability.  |
| Wrap         | Inflicts damage and prevents the target from fleeing for 2-5 turns.   |
| Wring Out    | If the target has high HP remaining, the damage of the move is increased (max attack power: 120).   |
| X-Scissor    | Regular attack.   |
| Yawn         | Inflicts the Sleep condition on the target on the next turn. No effect if the target switches out before then.  |
| Zap Cannon   | This move has a 100% chance of inflicting the Paralysis condition on the target.  |
| Zen Headbutt | This move has a 20% chance of making the target flinch (target cannot use moves for that turn).   |

## Moves that can be used in the field

| Move        | Field effect  |
|-------------|---|
| Cut         | Cuts down small trees so your party may pass.   |
| Defog       | Dispels fog so you can see.   |
| Dig         | Pulls you out of spaces like caves, returning you to the last entrance you went through.        |
| Flash       | Illuminates dark caves.   |
| Fly         | Whisks you instantly to a town or city you've visited before.                                   |
| Milk Drink  | Distributes part of user's own HP among teammates.  |
| Rock Climb  | Lets you climb up and down craggy rock faces.   |
| Rock Smash  | Smashes cracked rocks so your party may pass.   |
| Softboiled  | Distributes part of user's own HP among teammates.  |
| Strength    | Moves large rocks so your party may pass.   |
| Surf        | Lets you move across water.   |
| Sweet Scent | Attracts wild Pokémon and makes them appear.  |
| Teleport    | Transports you to the last Pokémon Center you used (cannot be used in caves or similar places). |
| Waterfall   | Lets you climb up waterfalls.   |
| Whirlpool   | Lets you pass over whirlpools in the water.   |

## Moves taught by people

| Move         | Field effect  |
|--------------|---|
| Blast Burn   | Pokémon move house in Blackthorn City (Ultimate Move Tutor) |
| Draco Meteor | Pokémon move house in Blackthorn City (Grandma Wilma)       |
| Frenzy Plant | Pokémon move house in Blackthorn City (Ultimate Move Tutor) |
| Headbutt     | Large boy in Ilex Forest                                    |
| Hydro Cannon | Pokémon move house in Blackthorn City (Ultimate Move Tutor) |

## Moves taught in exchange for BP

| Technical Moves   |    |              |    |
|-------------------|----|--------------|----|
| Move              | BP | Move         | BP |
| Air Cutter        | 48 | Knock Off    | 40 |
| Bug Bite          | 32 | Ominous Wind | 48 |
| Dive              | 40 | Sucker Punch | 40 |
| Fire Punch        | 64 | Thunderpunch | 64 |
| Fury Cutter       | 32 | Trick        | 48 |
| Ice Punch         | 64 | Vacuum Wave  | 48 |
| Icy Wind          | 48 | Zen Headbutt | 64 |
| Influential Moves |    |              |    |
| Block             | 32 | Spite        | 40 |
| Gravity           | 32 | String Shot  | 32 |
| Heal Bell         | 48 | Swift        | 40 |
| Helping Hand      | 40 | Synthesis    | 40 |
| Last Resort       | 48 | Tailwind     | 48 |
| Magic Coat        | 32 | Uproar       | 48 |
| Magnet Rise       | 40 | Worry Seed   | 32 |
| Snore             | 32 |              |    |
| Powerful Moves    |    |              |    |
| Ancient Power     | 40 | Mud-Slap     | 32 |
| Aqua Tail         | 40 | Outrage      | 48 |
| Bounce            | 32 | Pain Split   | 64 |
| Earth Power       | 40 | Rollout      | 32 |
| Endeavor          | 64 | Seed Bomb    | 40 |
| Gastro Acid       | 32 | Signal Beam  | 40 |
| Gunk Shot         | 32 | Sky Attack   | 64 |
| Heat Wave         | 48 | Super Fang   | 40 |
| Iron Defense      | 40 | Super Power  | 48 |
| Iron Head         | 40 | Twister      | 40 |
| Low Kick          | 32 |              |    |

## TMs

| No. | Move         | Ways to obtain  | Price |
|-----|--------------|---|-------|
| 1   | Focus Punch  | Win at Cianwood Gym.  | —     |
| 2   | Dragon Claw  | Route 27 or Goldenrod City Department Store drawing 1st prize (Sunday)  | —     |
| 3   | Water Pulse  | Win at Cerulean Gym   | —     |
| 4   | Calm Mind    | Receive for 48 BP at the Battle Frontier  | —     |
| 5   | Roar         | Receive from young man on Route 32 (HM Cut required)  | —     |
| 6   | Toxic        | Receive for 32 BP at the Battle Frontier.   | —     |
| 7   | Hail         | Win at Mahogany Gym/Obtain on the Poké Walker   | —     |
| 8   | Bulk Up      | Receive for 48 BP at the Battle Frontier  | —     |
| 9   | Bullet Seed  | Route 32  | —     |
| 10  | Hidden Power | Receive from a man at the house northwest of the Lake of Rage, obtain on the Pokéwalker, or Celadon Game Corner prize (6,000 Coins) | —     |
| 11  | Sunny Day    | Receive from a girl at Goldenrod Radio Tower 3F (after freeing the tower) or obtain on the Pokéwalker.                              | —     |
| 12  | Taunt        | Burned Tower B1F (HM Strength required) or Celadon Department Store 3F  | 1,500 |
| 13  | Ice Beam     | Goldenrod Game Corner prize (10,000 Coins) or Seafoam Islands B4F   | —     |
| 14  | Blizzard     | Goldenrod City Department Store 5F  | 5,500 |
| 15  | Hyper Beam   | Goldenrod City Department Store 5F or obtain on the Pokéwalker  | 7,500 |
| 16  | Light Screen | Goldenrod City Department Store 5F  | 2,000 |
| 17  | Protect      | Goldenrod City Department Store 5F  | 2,000 |
| 18  | Rain Dance   | SLOWPOKE Well B2F (HM Strength required) or obtain on the Pokéwalker  | —     |

|    |              |  |       |
|----|--------------|--|-------|
| 19 | Giga Drain   | Win at Celadon Gym   | —     |
| 20 | Safeguard    | Celadon Department Store 3F  | 2,000 |
| 21 | Frustration  | Receive from a lady on Goldenrod City Department Store 5F (if your lead Pokémon has a low friendship level) on Sunday or Celadon Department Store 3F   | 1,000 |
| 22 | SolarBeam    | Goldenrod City Department Store 5F   | 3,000 |
| 23 | Iron Tail    | Win at Olivine Gym   | —     |
| 24 | Thunderbolt  | Goldenrod Game Corner prize (10,000 Coins) or Cerulean Cave 2F   | —     |
| 25 | Thunder      | Goldenrod City Department Store 5F   | 5,500 |
| 26 | Earthquake   | Victory Road 2F, Pickup Ability, or receive for 80 BP at the Battle Frontier   | —     |
| 27 | Return       | Receive from a lady on Goldenrod Department Store 5F (if your lead Pokémon has a high friendship level) on Sunday or Celadon Department Store 3F       | 1,000 |
| 28 | Dig          | National Park or Celadon Department Store 3F   | 2,000 |
| 29 | Psychic      | Celadon Game Corner prize (10,000 Coins) or receive from Mr. Psychic in Saffron City   | —     |
| 30 | Shadow Ball  | Win at Ecruteak Gym or receive for 64 BP at the Battle Frontier  | —     |
| 31 | Brick Break  | Receive for 40 BP at the Battle Frontier   | —     |
| 32 | Double Team  | Celadon Game Corner prize (4,000 Coins)  | —     |
| 33 | Reflect      | Goldenrod City Department Store 5F   | 2,000 |
| 34 | Shock Wave   | Win at the Vermilion Gym   | —     |
| 35 | Flamethrower | Goldenrod Game Corner prize (10,000 Coins) or Route 28   | —     |
| 36 | Sludge Bomb  | Receive from Route 43 gate attendant (after defeating Team Rocket) or receive for 80 BP at the Battle Frontier   | —     |
| 37 | Sandstorm    | Receive from old lady in house on Route 27 (if lead Pokémon has high friendship) or obtain on the Pokéwalker   | —     |
| 38 | Fire Blast   | Goldenrod City Department Store 5F   | 5,500 |
| 39 | Rock Tomb    | Union Cave B1F   | —     |
| 40 | Aerial Ace   | Receive for 40 BP at the Battle Frontier   | —     |
| 41 | Torment      | Route 8 or Celadon Department Store 3F   | 1,500 |
| 42 | Facade       | Goldenrod Department Store drawing 1st prize (Friday)  | —     |
| 43 | Secret Power | Lake of Rage   | —     |
| 44 | Rest         | Deliver Spearow to the large boy on Route 31 or Goldenrod Game Corner prize (6,000 Coins)  | —     |
| 45 | Attract      | Win at the Goldenrod Gym or receive for 32 BP at the Battle Frontier   | —     |
| 46 | Thief        | Team Rocket HQ B2F   | —     |
| 47 | Steel Wing   | Receive from a retired Idol hiding at the house on Route 28  | —     |
| 48 | Skill Swap   | Win at Saffron Gym   | —     |
| 49 | Snatch       | Team Rocket HQ B3F   | —     |
| 50 | Overheat     | Win at Cinnabar Island Gym (in the Seafoam Islands)  | —     |
| 51 | Roost        | Win at Violet Gym  | —     |
| 52 | Focus Blast  | Goldenrod City Department Store 5F   | 5,500 |
| 53 | Energy Ball  | Receive for 64 BP at the Battle Frontier   | —     |
| 54 | False Swipe  | Goldenrod City Department Store 5F or Dark Cave (Blackthorn side)  | 2,000 |
| 55 | Brine        | Route 19 or Celadon Department Store 3F  | 3,000 |
| 56 | Fling        | Rock Tunnel 1F or Pickup Ability   | —     |
| 57 | Charge Beam  | Olivine City or Goldenrod Department Store drawing 1st prize (Wednesday) or receive from the Power Plant's manager (after delivering the Machine Part) | —     |
| 58 | Endure       | Celadon Game Corner prize (2,000 Coins)  | —     |
| 59 | Dragon Pulse | Receive from Clair at Dragon's Den (after winning at the Blackthorn Gym) or receive for 80 BP at the Battle Frontier                                   | —     |

|    |              |   |       |
|----|--------------|---|-------|
| 60 | Drain Punch  | Route 39 or Goldenrod City Department Store drawing 1st prize (Thursday)  | —     |
| 61 | Will-O-Wisp  | Receive for 32 BP at the Battle Frontier  | —     |
| 62 | Silver Wind  | Goldenrod Department Store drawing 1st prize (Saturday) or Route 6  | —     |
| 63 | Embargo      | Route 34  | —     |
| 64 | Explosion    | Receive for a RageCandyBar from a man in the Underground Path connecting Routes 5 and 6                               | —     |
| 65 | Shadow Claw  | Route 42 or Goldenrod City Department Store drawing 1st prize (Monday)  | —     |
| 66 | Payback      | Route 35  | —     |
| 67 | Recycle      | Celadon City  | —     |
| 68 | Giga Impact  | Obtain on the Pokéwalker or Celadon Game Corner prize (15,000 Coins)  | —     |
| 69 | Rock Polish  | Route 10  | —     |
| 70 | Flash        | Defeat the Elder on Sprout Tower 3F or Goldenrod City Department Store 5F   | 1,000 |
| 71 | Stone Edge   | Receive for 80 BP at the Battle Frontier  | —     |
| 72 | Avalanche    | Ice Path B2F or Celadon Department Store 3F   | 3,000 |
| 73 | Thunder Wave | Receive for 32 BP at the Battle Frontier  | —     |
| 74 | Gyro Ball    | Celadon Game Corner prize (10,000 Coins)  | —     |
| 75 | Swords Dance | Goldenrod Game Corner prize (4,000 Coins)   | —     |
| 76 | Stealth Rock | Mt. Silver Cave or Celadon Department Store 3F  | 2,000 |
| 77 | Psych Up     | Viridian Forest   | —     |
| 78 | Captivate    | Goldenrod Game Corner or Celadon Department Store 3F  | 2,500 |
| 79 | Dark Pulse   | Victory Road 3F or Celadon Department Store 3F  | 3,000 |
| 80 | Rock Slide   | Win at the Pewter Gym   | —     |
| 81 | X-Scissor    | Receive for 64 BP at the Battle Frontier  | —     |
| 82 | Sleep Talk   | Goldenrod Tunnel B2F  | —     |
| 83 | Natural Gift | Goldenrod City Department Store 5F or receive from the farmer lady at Moomoo Farm on Route 39 (after helping Miltank) | 2,000 |
| 84 | Poison Jab   | Win at Fuchsia Gym  | —     |
| 85 | Dream Eater  | Receive from a man in Viridian City   | —     |
| 86 | Grass Knot   | Route 11 or Pickup Ability  | —     |
| 87 | Swagger      | Lighthouse in Olivine City or Celadon Department Store 3F   | 1,500 |
| 88 | Pluck        | Route 40  | —     |
| 89 | U-turn       | Win at Azalea Gym or receive for 40 BP at the Battle Frontier   | —     |
| 90 | Substitute   | Goldenrod Game Corner prize (2,000 Coins)   | —     |
| 91 | Flash Cannon | Route 9 or Goldenrod Department Store drawing 1st prize (Tuesday)   | —     |
| 92 | Trick Room   | Win at Viridian Gym   | —     |

## HMs

| No. | Move       | Ways to obtain   | Price |
|-----|------------|--|-------|
| 1   | Cut        | Receive from the Charcoal Man in Ilex Forest (after catching both Farfetch'd)                        | —     |
| 2   | Fly        | Receive from Chuck's wife in Cianwood City (after winning in Cianwood Gym)                           | —     |
| 3   | Surf       | Receive from the Gentleman in Ecruteak Dance Theater (after saving the Kimono Girl from Team Rocket) | —     |
| 4   | Strength   | Receive from the Hiker who comes out of Mt. Mortar on Route 42                                       | —     |
| 5   | Whirlpool  | Receive from Lance at Team Rocket HQ (after the Double Battle)                                       | —     |
| 6   | Rock Smash | Receive from the large boy on Route 36   | —     |
| 7   | Waterfall  | Obtain on Ice Path 1F  | —     |
| 8   | Rock Climb | Receive from Professor Oak in Pallet Town (after obtaining eight Kanto Badges)                       | —     |



# POKÉMON

HEARTGOLD  
VERSION

SOULSILVER  
VERSION

## Pokédex

Official Pocket Version



STAFF

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