**Overview**

Turtwig is the Grass-type starter Pokemon and is the first Pokemon you obtain if chosen, given on Route 201. It can evolve into Grotle at Lv. 18 and into Torterra at Lv. 32, where it gains the Ground type. It will always have the ability Overgrow. Across the whole line, it’s great stats include Attack and Defense while it has a notably low Speed. HP and Special Defense are fine while Special Attack is lower but still usable if you want to. One other interesting thing to note is Torterra learns four HM moves, so it will be able to help out in a pinch if you forget to bring an HM user to an area and have a disposable moveslot.

**Early Game**

Turtwig starts at Level 5 with Tackle and Withdraw for the first rival battle against Barry’s Chimchar, which it is usually able to win thanks to a use or two of Withdraw. Against the early parts of the game it will do fine, picking up Absorb shortly after to get STAB damage and healing going. Funny enough, the moveset is pretty solid for Barry 2 – with enough Withdraw usage and Absorb to heal HP, you can generally win the bulk wars against Starly and Chimchar. Shortly after, amidst a ton of trainers with Rock and Ground types towards the end of the first section, it picks up Razor Leaf, allowing it to make quick work of Roark especially if supported by another Pokemon just in case.

Along the way to Eterna City it can learn Curse, generally an upgrade to Withdraw and a noticeably early solid set up move, that leans into its strengths at the expense of its already less-than-ideal speed; then Turtwig will evolve. Curse on Grotle makes for a fun set up move – while Mars’ Purugly and Gardenia would generally be too tough for Grotle, you can potentially get away with sweeps here by giving it an Oran Berry and going off with Razor Leaf or the Return TM if friendship is high enough. TM Grass Knot will also probably be an upgrade to Absorb around here if you have no better candidates.

Jupiter is a tough fight but Curse + Return can still deal some good damage. Anyways, Grotle will get Bite around this time which has the potential to help against Fantina, but its low Speed and Special Defense makes defeating Mismagius alone pretty tough and in my opinion its second-to-worst gym fight. Still, I think it is an incredibly good thing that so far our starter has the potential for greatness against all of the gyms so far if you can get around the low speed issue – it makes the line feel like an excellent choice to get returns if the player is skilled. Pretty excellent unit feel even for a starter so far.

**Mid Game**

Mega Drain at Lv. 27 followed by Leech Seed at Lv. 32 are its next moves. The latter can be useful if you want to go for a defensive stall strategy along with TM Toxic (and later Synthesis at Lv. 39), but its high number of weaknesses including ice can make this somewhat difficult. Its offenses are good enough that it might not be necessary. This line also has the advantage in final evolution level – 32, which is Maylene’s level cap. Curse plus the new evolution move Earthquake will absolutely wash her if you level it up enough to evolve, but otherwise it will have a hard time against Lucario.

The mid game from here sees Torterra able to fulfill a surprisingly high number of roles – just as long as speed isn’t necessary for them. At the move relearner it gets Wood Hammer, which is its strongest move (if you can live the recoil). It can also get Iron Tail via TM; while this will do heavy damage to Ice types, Torterra generally has to live their attacks first. Still good to have this option and it’s generally cool when starters are given tools for all of their major weaknesses just in case. You can keep Curse or switch to an (expensive) TM Swords Dance to power it up if you want to opt for set up sweeping – Earthquake, Wood Hammer, plus Synthesis will serve well here. After beating Byron you can pick up the TM for Rock Polish which lets Torterra’s speed become usable as well – allowing even its biggest drawback to be potentially fixed! You can also opt for a special move here – Grass Knot can work against certain Pokemon, or you could do a Sunny Day / Solarbeam / Synthesis combo if you wanted to. Torterra’s offensive versatility is a boon and lets it mesh well with many teams.

It can fairly easily be the key to defeating Crasher Wake past Gyarados, as well as Byron. Candice is of course the toughest gym leader for Torterra to have to deal with, but by now the player should probably have something else in place to deal with Ice types.

**Late Game**

Torterra by now has most of the options that it wants to play with. Crunch at Lv. 45 is fine, and Rock Slide or Stone Edge TMs are good options for more coverage with specific fights, though STAB Wood Hammer will still be very strong when unresisted, *especially* if Torterra has made it down to Overgrow range. It makes Volkner pretty easy for a final gym fight too. Giga Drain and Leaf Storm are the final level up moves – the latter and/or tutor move Frenzy Plant can be a good change-up option for defensive Pokemon if you need it, but shouldn’t be necessary to pick up.