

Mewlax's Professor Oak Challenge Guide

Pokemon Blue Kaizo Version



Contents:

1. – The Basics
 - 1.1. – What is a Professor Oak Challenge?
 - 1.2. – Tips on this version
2. – The Guide
 - 2.1. – Pre Badge #1 from Brock
 - 2.2. – Pre Badge #2 from Misty
 - 2.3. – Pre Badge #3 from Lt Surge
 - 2.4. – Pre Badge #4 from Koga
 - 2.5. – Pre Badge #5 from Erika
 - 2.6. – Pre Badge #6 from Blaine
 - 2.7. – Pre Badge #7 from Sabrina
 - 2.8. – Pre Badge #8 from Giovanni
 - 2.9. – Pre Elite Four
 - 2.10. – Post Game
3. – The End/Thanks

1. – The Basics

What is a Professor Oak Challenge?

Professor Oak has always had a dream to fill the pokedex, but he's too old to do it! It's up to you as a new trainer to complete that pokedex as much as you can independently by catching and evolving as many pokemon as you possibly can. Professor Oak also isn't getting any younger, so you need to complete that dex as a priority! Maybe you should put your gym challenge on hold for a while...

In 2018, a Reddit user named Chamale posted updates of a unique challenge on Pokemon Crystal which at the time didn't have a name but was referred to as 'Oak Mode' or a 'Professor Oak Run'. I was really intrigued by this style of gameplay and set out to play this on FireRed, writing a guide as I went along. At the time, I was also looking into how far you could "Catch 'Em All" by yourself and also between versions of each generation without transferring from older games. I've now completed Professor Oak Challenges on multiple different games and enjoy playing them all!

The basic concept of the challenge follows these simple rules:

- You have to catch and evolve as many pokemon as is possible in the game until a gym badge is required to proceed or you need to be able to use a HM move that requires a badge. For example, you will need to fully evolve your starter amongst others before defeating Brock. For parts where gyms can be done in any order, always get the badge that unlocks the most pokemon (covered in this guide).
- You cannot trade with other versions. This means that trade evolutions are off the table, although this isn't much of a concern in this version as you can catch all 151 pokemon. In-game trades are allowed as that NPC is in your version of the game.
- No glitches
- (Optional) – Call yourself 'Oak' or 'Prof. Oak' for fun.

Tips on this version

- This ROM hack is basically Pokemon Blue but primarily is a much more difficult version with super powered gym leaders with excessively high levels as you progress compared to vanilla Blue. There are also many more pokemon available at earlier stages so your pokedex will fill very quickly.
 - This will be a very grindy challenge. If you don't think you've got the patience, then now would be the time to back out. It gets less grindy as the game proceeds, but it will be a long road.
 - Learning new moves shouldn't be taken for granted, particularly with pokemon that evolve at higher levels. During a normal game you might be quick to replace Charmander's Scratch with something stronger but getting rid of non-attacking moves is a better strategy here. With improved movesets compared to regular Blue, this is somewhat less of a problem. Again, on the first part of the challenge before Brock, you are battling low level pokemon and will run out of PP very quickly while your exp gained goes up very slowly. You need to maximize the amount of pokemon you can defeat, so having multiple attacking moves, regardless of how weak they are, will be beneficial. You have no need for moves like Growl or Sand Attack.
 - This challenge is a fun alternative to a regular play through and you may really appreciate having to train pokemon up yourself that you never trained before. On the other hand you may end up despising certain pokemon due to their inability to attack when you first get them or their generally poor levelling up moves.
 - Please note that this is not a full guide to the game, I am only listing the pokemon you can catch at the earliest opportunities and any required items. I do not go into full detail on optimal exp gains or where to find the highest level for an individual pokemon etc. This playthrough and guide were done as a casual play rather than a speed run and this guide doesn't focus on strategies for the gym leaders. Please consult other guides for a full walkthrough or more detailed information. As this is a difficulty ROM hack for tougher battles, [this resource guide](#) will help you with movesets and opponents
 - And finally, remember that this is YOUR challenge. There are things you can do to make this run easier or harder and it's entirely at your discretion how you want to handle this. A lot of people like to use Rare Candy to boost their levels. Should you find the challenge too tough or tedious, by all means loosen the restrictions you have set yourself so you don't become discouraged.
-

2. – The Guide

Part 1 - Pre Badge #1 from Brock

Pokemon in this section:



Choices (Pick one Moon Stone evolution):



This first part will cover everything you can do BEFORE you get that first badge from Brock. This is probably the most daunting part of the challenge...

Pallet Town -

Starting off in your hometown, you'll soon be given the chance to grab your first starter pokemon. Selecting a starter has no bearing on the run since all three starters can be caught wild in this section.

- Bulbasaur-->Lv. 16-->Ivysaur-->Lv. 36-->Venusaur
- OR
- Charmander-->Lv. 16-->Charmeleon-->Lv. 36-->Charizard
- OR
- Squirtle-->Lv. 16-->Wartortle-->Lv. 36-->Blastoise

This will likely be one of the last pokemon you'll evolve in this first section.

Route 1 –

Do the usual intro stuff of going to Viridian City, returning to Pallet Town with Oak's Parcel, then returning to Viridian to purchase pokeballs. You'll notice in this ROM hack that pokeballs are absolutely dirt cheap which is very welcome given how you'll be completing over a 3rd of the pokedex in this section alone. Return to the first route of the game to catch these pokemon. If you struggle with finding Pikachu, it's

much easier to find in Viridian Forest. Catch another Spearow if you like for an in-game trade in the next section.

- Pidgey-->Lv. 9-->Pidgeotto-->Lv. 20-->Pidgeot
- Rattata-->Lv. 20-->Raticate
- Caterpie-->Lv. 7-->Metapod-->Lv. 10-->Butterfree
- Weedle-->Lv. 7-->Kakuna-->Lv. 10-->Beedrill
- Spearow-->Lv. 20-->Fearow
- Ekans-->Lv. 16-->Arbok
- Sandshrew-->Lv. 22-->Sandslash
- Nidoran F-->Lv. 16-->Nidorina
- Nidoran M-->Lv. 16-->Nidorino
- Pikachu

Route 22 –

Pass through Viridian City and go West to Route 22 where you can catch the remaining two starter pokemon as well as a few others. Ditto is a super rare 1% encounter that can only be found on this route.

- Bulbasaur-->Lv. 16-->Ivysaur-->Lv. 36-->Venusaur
- Charmander-->Lv. 16-->Charmeleon-->Lv. 36-->Charizard
- Squirtle-->Lv. 16-->Wartortle-->Lv. 36-->Blastoise
- Cubone-->Lv. 16-->Marowak
- Ditto

Route 2 –

Before we enter Viridian Forest, run around in the grass outside for a bunch more pokemon. Psyduck and Meowth are the 1% encounters of this route.

- Growlithe
- Vulpix
- Diglett-->Lv. 26-->Dugtrio
- Mankey-->Lv. 20-->Primeape
- Meowth-->Lv. 28-->Persian
- Jigglypuff
- Psyduck-->Lv. 20-->Golduck

Viridian Forest –

Continue through the winding forest where the encounter rates have dropped considerably compared to other routes. Some bug and grass pokemon await you here as well as Pikachu if you gave up on it for Route 1.

- Oddish-->Lv. 16-->Gloom
- Bellsprout-->Lv. 21-->>Weepinbell
- Poliwag-->Lv. 14-->Poliwhirl
- Paras-->Lv. 24-->Parasect
- Venonat-->Lv. 31-->Venomoth
- Ponyta-->Lv. 26-->>Rapidash

Once you emerge, because of the way the route has been restructured from the ROM hack, you can actually pick up the Moon Stone found here much earlier than the regular Blue version. This is the only one you can grab at this point of the game, so make your decision on who to evolve until we start getting more evolution stones.

- Nidorina-->Moon Stone-->Nidoqueen
- OR
- Nidorino-->Moon Stone-->Nidoking
- OR

- Jigglypuff-->Moon Stone-->Wigglytuff

Pewter City –

You can enter Pewter City but can't advance further until you get your first badge so this is where our first wall is. In order to reach the gym you need the guy at the eastern exit to take you there which lets you pass through the ledges in the way. Of course you only want to do this once you've caught and evolved everything.

Levelling up tips –

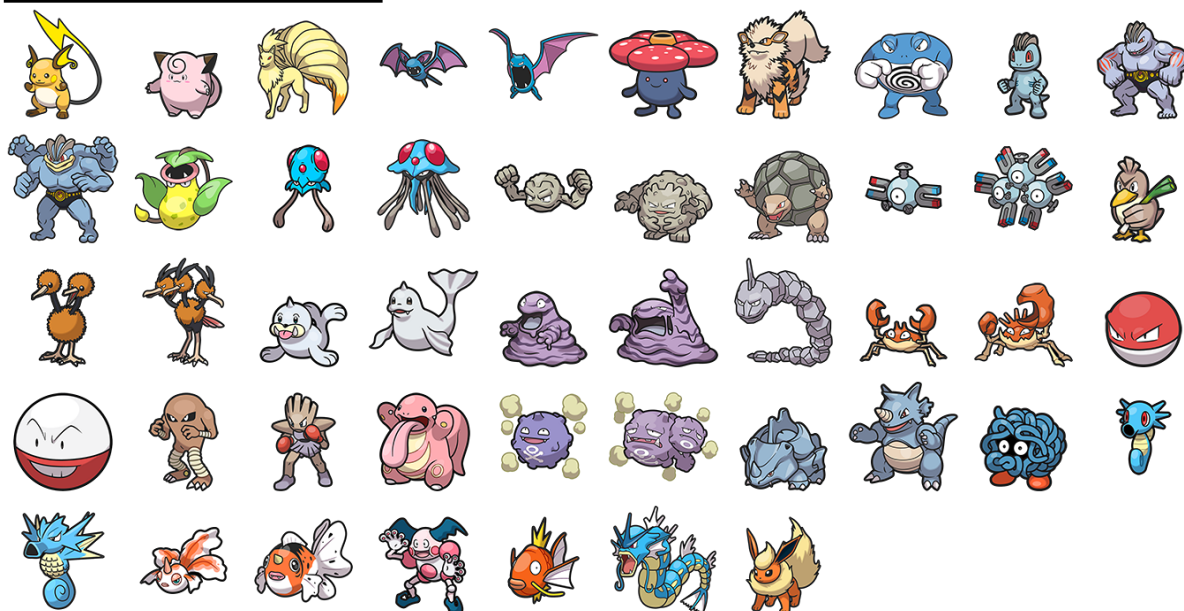
This will be the longest part of your challenge and is made even more painful because no pokemon exceeds level 5 in the wild here. I chose to stay on Route 2 just south of the Pewter City entrance. Some of the pokemon gave decent exp points compared to other locations. Viridian Forest was just too slow between encounters to battle against the cocoon pokemon. Focus on learning moves with more PP to allow your grinding sessions to carry on longer than usual, especially for the starters. You'll notice that many pokemon have had their evolution levels dropped compared to regular Blue version but Venusaur actually went up to Lv36 to match its other starter counterparts. Venonat was by far the worst pokemon to level up having only a single attacking move to carry you up to Lv31.

End of part 1:

Caught 58, Remaining 93

Part 2 - Pre Badge #2 from Misty

Pokemon in this section:



Choices (Pick two more Moon Stone evolutions):



Take on Brock with your fearsome team and get that first badge. The other gym leaders won't be this easy as you progress thanks to this kaizo game! You can finally leave through the eastern exit of Pewter City.

Route 3 –

Lots of trainers here will be trying to challenge you! Jump into the immediate patch of grass and search for Geodude and Machop. Geodude only knows Self Destruct so you may want to use this route as a place to switch train it or you can use the TM that Brock just gave you. Rhyhorn is the 1% encounter for this route but it's much more common inside Mt Moon so i'll list it there.

- Geodude-->Lv. 25-->Graveler-->Lv. 42-->Golem
- Machop-->Lv. 22-->Machoke-->Lv. 42-->Machamp

Route 4 –

Go north from Route 3 and buy a Magikarp from the salesman in the pokemon center. You can fish one with the Old Rod later in this section but it might be worth switch training it now to get some exp for it. In the grass outside, look for a Magnemite, Voltorb, Krabby and Seel. Like Rhyhorn, Grimer is another super rare encounter that's better found in Mt Moon.

- Magikarp-->Lv. 25-->Gyarados
- Magnemite-->Lv. 20-->Magnetron
- Voltorb-->Lv. 30-->Electrode
- Krabby-->Lv. 16-->Kingler
- Seel-->Lv. 26-->Dewgong

Mt Moon –

As soon as you enter, the first item you see will be a Fire Stone which you can use to evolve your Vulpix or Growlithe. Once you reach several rows of rocks, there's also a Water Stone here for Poliwhirl and finally a Leaf Stone for either Gloom or Weepinbell. If you've changed floors without picking these all up, you've gone too far. I'll list the stone evolutions later down for clarity after you've picked up some more later in the section.

- Zubat-->Lv. 17-->Golbat
- Clefairy
- Onix
- Rhyhorn-->Lv. 42-->Rhydon

Once you hit the basement floor you will find Koffing and Grimer (much more easily). Progress through the cave and you'll come across several columns of rocks, with a Thunder Stone among them for Pikachu. A Moon Stone can also be found at the top left of the room for the 2nd of your 4 Moon Stone evolution pokemon.

- Koffing-->Lv. 24-->Weezing
- Grimer-->Lv. 24-->Muk

Progress through the cave and watch out for the part where you get challenged by a Team Rocket grunt as you climb a ladder. Immediately north of this is a long narrow passage that you'll need to walk through. Take it step by step and keep mashing the A button to find the hidden Moon Stone which is usually placed near the fossil maniac in vanilla Blue. This gives you your third Moon Stone evolution with only one missing. Don't worry about the Mt Moon exit ledge, you are free to return to the mountain at any point.

Cerulean City, Route 24 and Route 25 –

Enter Cerulean City and once you're healed up, go north to route 24 and prepare for a rival battle and onslaught of trainer battles. It's from this point on that you'll start seeing how mean this game is with mandatory trainer battles and awful winding routes with high encounter rates. In the grass you'll be able to catch Doduo and Farfetch'd. Once you cross into Route 25, watch out for a wild Mr Mime which is a 1% encounter. If you grow tired of backtracking just for Mr Mime, take the route to the right of nugget bridge from Cerulean City and you can run around in a small patch just below Bill's house. After seeing Bill, you'll now be able to pass through the raided house to get to Vermilion City. Before you depart, trade a Spearow in town for a Horsea. Since we don't have the Cascade Badge, disobedience is going to be a problem so we have yet another pokemon to switch train!

- Farfetch'd
- Doduo-->Lv. 31-->Dodrio
- Horsea-->Lv. 32-->Seadra

Route 5 and Route 6 –

Go through the burgled house to go south to route 5. Here you'll find the daycare which you can use to gain some exp for pokemon like Magikarp. The encounters for this route include Tangela and Lickitung. In the tunnel entrance you can trade a Beedrill for a Goldeen.

- Tangela
- Lickitung
- Goldeen-->Lv. 33-->Seaking

Emerge from the tunnel house on the other side at Route 6 and look for Hitmonlee and Hitmonchan in the grass. Although it's not a strong pokemon, there's a Lv100 Weedle trainer on this route, so don't let it catch you off guard!

- Hitmonlee
- Hitmonchan

Vermilion City –

While you're here, grab the Old Rod if you want. Fish in any body of water to find both Magikarp (if you didn't buy one earlier). Also pick up the bike voucher from the fan club's president to exchange in Cerulean City for the bike. The in-game trade for Farfetch'd has been replaced. This time you'll need to trade your Butterfree for a Tentacool which is the only way to get one this early.

- Tentacool-->Lv. 30-->Tentacruel

Route 11 –

Don't bother with Diglett Cave as you pass, there's only Diglett in there and it's a dead end on the other side with nothing to do without Cut. Go east from Vermilion City to Route 11 where there's actually no new wild encounters, however if you bring a Farfetch'd to the gate house you can trade it for a Flareon. As you wind your way round the path it will also lead you to the dock to enter the SS Anne.

- Flareon

SS Anne –

You will need to clear the SS Anne to get the HM for Cut. Bear in mind that once you have Cut, the ship will leave forever taking any items and trainers with it. **There are some mandatory items on board** so make sure you have these before you help the captain! There's another Fire Stone and Leaf Stone on the right hand side of the ship as you enter. There's nothing more you can do without the badge to use Cut which is from defeating Misty in Cerulean City.

Stone Evolutions –

Using the stones obtained throughout Mt Moon and on the SS Anne you can now evolve everything you currently have that needs one (minus one Moon Stone evolution).

- Gloom-->Leaf Stone-->Vileplume
- Weepinbell-->Leaf Stone-->Victreebel
- Growlithe-->Fire Stone-->Arcanine
- Vulpix-->Fire Stone-->Ninetales
- Poliwhirl-->Water Stone-->Poliwrath
- Pikachu-->Thunder Stone-->Raichu

(2 of the below)

- Nidorina-->Moon Stone -->Nidoqueen

- Nidorino-->Moon Stone -->Nidoking
- Jigglypuff-->Moon Stone -->Wigglytuff
- Clefairy-->Moon Stone -->Clefable

Levelling Tips:

For pure exp, I found Route 6 to be the best because you're quite frequently battling fully evolved pokemon including Butterfree, Beedrill, Hitmonlee and Hitmonchan. If you've got the firepower to defeat them, this is a great spot.

End of part 2:

Caught 107, Remaining 44

Part 3 - Pre Badge #3 from Lt Surge

Pokemon in this section:



Choices (The final Moon Stone evolution):



Defeat Misty and get that Cascade Badge and the ability to use Cut. Whilst you're in Cerulean City, exchange the bike voucher for a bike for faster movement whilst grinding. Lt Surge is the next gym leader but we're not ready for that yet. There is a LOT open to you at this point before considering another badge and you have almost the entirety of Kanto accessible.

Route 4/Pewter City -

Go back through Diglett Cave and use Cut on Route 4 to get the HM for Flash as well as the Old Amber from the side entrance of the Pewter City Museum.

Route 9/Route 10 -

East of Cerulean City, cut the tree down and pass through to route 9. The only new pokemon for you here, found on both routes, is Scyther.

- Scyther

Rock Tunnel -

Flash is practically essential for this and because you need Cut to even access the cave, you will have to be very cautious about how many pokemon you lose from your party for HM slaves or possibly lose out on moveslots on your main team for HM moves bearing in mind that trainer battles are becoming increasingly harder. On the plus side there's no new pokemon to track down.

Celadon City -

Pass through Lavender Town for now and go West to route 8 and all the way to Celadon City. Grab the coin case in town and purchase some game corner coins for Porygon which is a much more affordable 1,000 coins. Alternatively you can get it at the Safari Zone later. There's no gift Eevee here in this version.

You can buy every evolution stone at the Celadon Dept store so from now on, every time you catch a pokemon that needs a stone, come back here to buy one. While you're in Celadon, clear out the Rocket Hideout at the Game Corner to obtain the Silph Scope. You can also get the final Moon Stone in the Rocket Hideout unless you simply buy one, so the final Moon Stone evolution can now be completed.

- Porygon
 - Nidorina-->Moon Stone -->Nidoqueen
- OR
- Nidorino-->Moon Stone -->Nidoking
- OR
- Jigglypuff-->Moon Stone -->Wigglytuff
- OR
- Clefairy-->Moon Stone -->Clefable

Lavender Town –

Return to Lavender Town and rescue Mr. Fuji from Pokemon Tower. With the Silph Scope you can now catch the pokemon here. The healing spot mid way up the tower can make for a nice training spot. As you progress you'll start seeing Gastly and then Haunter will start appearing more frequently.

- Gastly-->Lv. 25-->Haunter-->Lv. 55-->Gengar

As a reward for saving Mr. Fuji you'll get the pokeflute. Head south from Lavender Town and catch Snorlax. Be sure to save the game first as its catch rate has been dropped to 1 AND it knows Selfdestruct, meaning you'll likely be trying this battle MANY times to catch it. Stock up on some Great Balls. Although it can use Rest, bring a pokemon of your own that can cause sleep. At under half HP while sleeping gives the best chances to catch it.

- Snorlax

Fuchsia City -

After a VERY long journey you'll finally reach Fuschia City and you can pick up the Good Rod. The Safari Zone remains the main attraction for your POC. There are four new pokemon for you, all can be found in the first area which really helps. You of course still need to progress further in to get the HM for Surf and be warned...the number of steps you have is tight. Hopefully you have a good memory of the safari zone from vanilla Red/Blue because the entrances to the other areas aren't clearly visible at all. You won't be able to reach the Gold Teeth right now, we'll be back once we have the badge from Koga. Carry on west from Fuschia up to cycling road and once again prepare for an insanely long, winding trail full of mandatory trainers to reach the end to encounter another Snorlax just in case you failed the first one (don't forget to save!) as well as picking up the HM for Fly which is a mandatory HM for this game. Because you can't walk to the pokemon center in Fuschia yet, this is a really, really nasty section with a LOT of walking back and forth unless you utilise field moves like Teleport.

- Magmar
- Electabuzz
- Kangaskhan
- Dratini-->Lv. 30-->Dragonair-->Lv. 55-->Dragonite

Levelling Tips –

Despite a very long series of treks, this section felt quite long but there's actually only two evolution lines to worry about - getting Dragonite and Gengar. For general grinding, although the wild levels are higher as you venture further out towards Fuschia City, the trade off is longer walks for healing. I ended up sticking to the healing tiles in Pokemon Tower since Haunter was the only wild pokemon on the floor. Sure, you faint a lot, but healing is so much quicker.

End of part 3:

Caught 120, Remaining 31

Part 4 - Pre Badge #4 from Koga

Pokemon in this section:

None!

As soon as you have Surge's Thunder Badge you can now Fly which you can instantly use to finally reach the pokemon center in Fuchsia City and then take on Koga at the gym in the same area.

End of part 4:

Caught 120, Remaining 31

Part 5 - Pre Badge #5 from Erika

Pokemon in this section:



Safari Zone Revisited –

Now you have Surf, return to the Safari Zone so that you can surf over the water to reach the Gold Teeth in the north western area as it was not possible to get here on foot before. Once again, the number of steps is extremely tight, so save your game in each area in case you feel like you've taken too many unnecessary steps. You'll then need to trade the teeth with the safari warden in town for the Strength HM which we will need shortly for crossing Seafoam Islands.

Saffron City –

Make your way up the very complicated Silph Co and get the Lapras from the Silph employee after battling your rival. There's a lot of Team Rocket grunts to battle in this place and anyone who introduces themselves as one of the 4 Rocket Brothers will be bad news. Once you get Lapras, feel free to carry on and defeat Giovanni for the Master Ball if you're feeling confident, otherwise you can simply come back later after a couple more gym leaders.

- Lapras

End of part 5:

Caught 121, Remaining 30

Part 6 - Pre Badge #6 from Blaine

Pokemon in this section:



Cinnabar Island –

You can finally Surf to Cinnabar Island but you'll need to go through Seafoam Island first which requires some heavy HM usage to get all the way to Cinnabar (Surf, Strength, Cut and Fly). Once you finally land in Cinnabar you'll need to Fly to actually reach the Pokemon Center. Visit the lab to revive the fossil from Mt Moon and the Old Amber from Pewter City although the Helix/Dome Fossil is optional as you can actually catch both fossil pokemon and their evolutions in Pokemon Mansion here on the island. The base forms are found on the upper floors while the evolutions lurk in the basement.

- Aerodactyl
- Omanyte-->Lv. 40-->Omastar
- Kabuto-->Lv. 40-->Kabutops

Once you have completed the fossil evolution lines, grab the secret key and enter Blaine's gym.

Levelling Tips –

If you're catching the fossil evolutions then there's technically no grinding here but otherwise just give them a single level up either from training at the Mansion or with one of the many Rare Candies found there.

End of part 6:

Caught 126, Remaining 25

Part 7 - Pre Badge #7 from Sabrina

Pokemon in this section:

None!

Simply go and defeat Sabrina as we need both her badge and access to the Viridian Gym to unlock some new encounters.

End of Part 7:

Caught 126, Remaining 25

Part 8 - Pre Badge #8 from Giovanni

Pokemon in this section:



With Sabrina defeated we now have two events to take advantage of. Having the Marsh Badge will allow you to venture far enough up Route 23 towards the Pokemon League to get to the grass where all the overpowered Psychic types have been stashed away. Drowzee, Abra, Exeggcute, Vaporeon and Jolteon can all be caught here. I strongly suggest you use the Master Ball for Abra thanks to its catch rate of 1 and encounter rate of 1%. You will be able to BUY Master Balls shortly so don't worry about it too much! One evolution change in this version is that Kadabra evolves into Alakazam at LEVEL 100. By all means,

train it up that far if you want but there's a much easier method which is to take it to the lab on Cinnabar Island and trade your Kadabra for an Alakazam.

- Abra-->Lv. 16-->Kadabra-->Lv. 100-->Alakazam
- Drowzee-->Lv. 26-->Hypno
- Exeggcuter-->Leaf Stone-->Exeggutor
- Slowpoke-->Lv. 37-->Slowbro
- Vaporeon
- Jolteon

The other thing that happens is the Viridian Gym opening up. This means you can walk past the gym door to reach a building where the gift Eevee has moved to. Inside the gym itself you can find the Super Rod. There are only two encounters left with this rod. Use it on Cinnabar Island to catch a Staryu and then in Cerulean City for a Shellder. Both evolve with a Water Stone which you can buy at the Celadon Department Store.

- Eevee
- Staryu-->Water Stone-->Starmie
- Shellder-->Water Stone-->Cloyster

With those taken care of, it's final gym leader time!

End of Part 8:

Caught 142, Remaining 9

Part 9 - Pre Elite Four

Pokemon in this section:

None!

Make your way through Victory Road, stock up on healing items as well as cheap Rare Candies at the Pokemon League and buff your best pokemon all the way up to Lv100 as the Elite Four are carrying Lv115 pokemon with them! Good luck! I don't usually cover battle tips but it's worth noting that the Elite Four have infinite Full Heals, so moves like Hypnosis and Thunder Wave are almost entirely useless. If you have spare cash, buy 9 Master Balls here as well to save you a headache in the post game. Alternatively you can come back after defeating them with the extra cash.

End of Part 9:

Caught 142, Remaining 9

Part 10 - Post Game

Pokemon in this section:



Make sure you have bought 9 Master Balls and you have enough space in your boxes before embarking on this mission. You will need to go into Cerulean Cave where all wild pokemon are Lv100 and some of the best pokemon of the game are locked here in the post game, all of which with a catch rate of 1. Repels won't work here, so keep your absolute fastest pokemon in the lead slot so you can run as you'll be triggering battles constantly and most of the pokemon you're after have 5% or less encounter rate. All of the below pokemon, except Mewtwo who remains a static encounter at the end of the cave, can be

found as a random encounter. Jynx, Pinsir and Moltres are on the entrance floor, Chansey and Articuno on the next floor and Tauros, Zapdos and Mew on the final floor.

- Jynx
- Moltres
- Pinsir
- Chansey
- Articuno
- Tauros
- Zapdos
- Mew
- Mewtwo

End of the challenge:

Caught 151, Remaining 0

So who's missing?

No-one! 😊

3. – The End/Thanks

A huge thank you to Reddit user Chamale for first inspiring me to play this challenge way back in 2018. I usually play a pokemon game by catching every pokemon on a route but never evolve them all (unless they're on my team) until post-game. Since doing several POCs over the years I've truly appreciated the journey and the community that has grown as the challenge has had its voice heard. And a special thanks to Johnstone and Chaotic Meatball for making our Reddit so much more popular!

If you would like to add any comments/thoughts/advice on improving this guide such as levelling tips, please drop me a message on Reddit u/mewlax84.

Until next time!

Social Media Plug:

Instagram: [Poké Mewlax \(@pokemewlax\)](#) • [Instagram photos and videos](#)

Twitter: [Mewlax \(@Mewlax1\)](#) / [Twitter](#)

Reddit profile: [mewlax84 \(u/mewlax84\)](#) - [Reddit](#)

Tiktok: <https://www.tiktok.com/@mewlax>