POKÉMON® STADIUM 2

INSTRUCTION BOOKLET

NINTENDO 64

*T*his seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

Original
Nintendo
Seal of Quality
™

Thank you for selecting the Pokémon® Stadium 2 Game Pak for the Nintendo ® 64 System.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Keep this instruction booklet and warranty information in a safe place for future reference.

DOLBY
SURROUND

Dolby and the double-D symbol are trademarks of Dolby Laboratories.
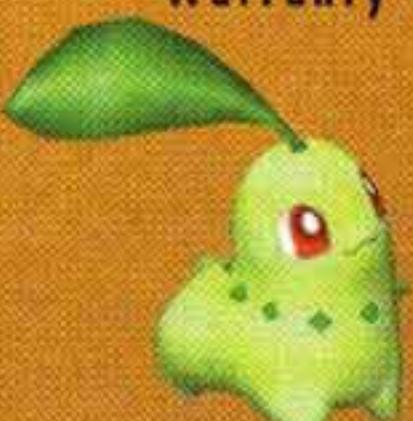
This Game Pak has been encoded with Dolby Surround*. If your television or stereo sound system is equipped with a Dolby Surround decoder, and you have center, left, right and rear channels connected to speakers, you will experience the excitement of multichannel surround sound.
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POKÉMON STADIUM 2

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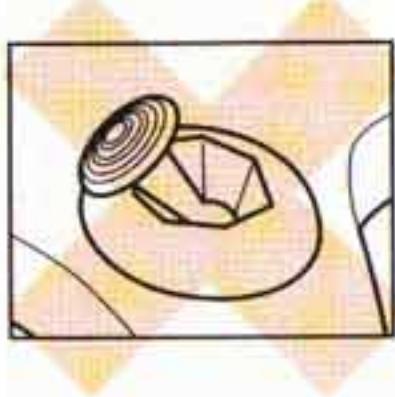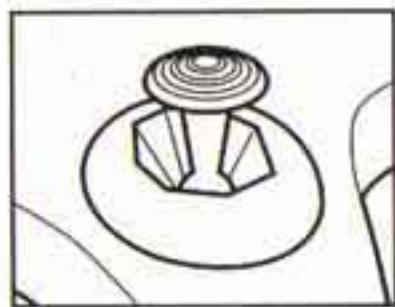
Control Stick Function

The Nintendo 64 Control Stick uses an analogue system to read the angles and directions of its movement. This allows precision control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.

If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

To reset the neutral position once the game has started, let go of the Control Stick so it can return to its centre position (as shown in the picture on the left) then press START while holding down the L and R Buttons.

The Control Stick is a precision instrument; make sure not to spill liquids or place any foreign objects into it.

Do not press RESET or turn the power OFF when "Reporting" or "Saving" appears on the screen. IF YOU DO, YOUR SAVED DATA MAY BE ERASED.

Holding the Nintendo 64 Controller
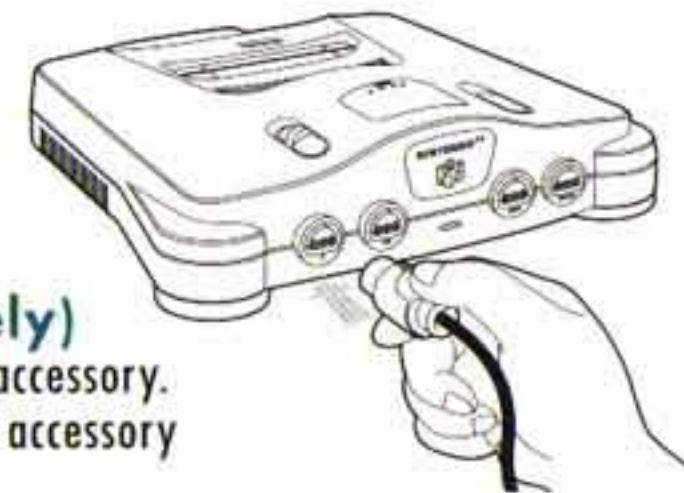
While playing the *Pokémon Stadium 2* game, we recommend you use the hand positions shown on the left. By holding the controller like this, you can operate the + Control Pad freely with your left thumb. Using your right thumb, you can easily access the A, B or C Buttons.

Connecting the Nintendo 64 Controller

Up to four players can play this game. Connect each player's controller to the appropriate controller socket on the front of the Control Deck. Beginning on the left, the sockets are for Player 1, Player 2, Player 3 and Player 4. You cannot start the game if the first controller socket is empty.

If you change the connection during the game, you will need to either press RESET or turn the power OFF to make the connection active.

You must use two, three or four controllers in order to play the 2-, 3- or 4-player game modes.

N64 Transfer Pak™ (sold separately)

This game is compatible with the N64 Transfer Pak accessory. Before using it, make sure to read the Transfer Pak accessory instruction booklet carefully.

Make sure that the Control Deck is OFF when inserting or removing the Transfer Pak accessory or any Game Boy Game Paks.

POKÉMON (sold separately)

Pokémon Stadium 2 is compatible with the five versions of Game Boy *Pokémon* games. To fully enjoy all the features of *Pokémon Stadium 2*, use the N64 Transfer Pak to connect your Pokémon Game Boy Game Pak to your controller.

There are two different groups of Game Boy *Pokémon* games. The modes and controls available in *Pokémon Stadium 2* may differ, depending on which version of Game Boy *Pokémon* you are using. Please see the explanations of each mode for more information.

Red Version   **Blue Version**   **Yellow Version**

Gold Version   **Silver Version**

BEFORE YOU TURN THE POWER ON

Before you play, please make sure that:

- Your *Pokémon Stadium 2* Game Pak is properly inserted into the N64 Control Deck
- When using an N64 Transfer Pak, your *Pokémon* Game Boy Game Pak is properly inserted into the N64 Transfer Pak
- The N64 Transfer Pak is properly inserted into the N64 controller

Pokémon Game Boy Game Pak

N64 Transfer Pak

N64 Controller

Be sure to insert your Game Boy Game Pak firmly into the N64 Transfer Pak.

- Do not shake or otherwise apply any shock to the Transfer Pak while playing. If you do, your game may function improperly.
- Unless instructed to do otherwise, insert and remove the Game Pak and Transfer Pak only when the power is OFF. If you insert or remove the Game Pak or Transfer Pak while the power is ON, your saved data could become corrupted or deleted.

IMPORTANT WARNING - EXCHANGING POKÉMON

Do not connect a Transfer Pak containing a Game Boy Game Pak that uses a language different from your version of Pokémon Stadium 2. Doing so may cause the loss of your saved game data.

N64 TRANSFER PAK

Use the N64 Transfer Pak (sold separately) to transfer data between your *Pokémon* Game Boy Game Pak and your *Pokémon Stadium 2* N64 Game Pak. Please read the N64 Transfer Pak Instruction Booklet for more information about connecting and using the Transfer Pak.

IMPORTANT INFORMATION ABOUT SAVING

As a general rule, a Game Boy Game Pak should be inserted into or removed from an N64 Transfer Pak only when the N64 Control Deck power is OFF. However, if the screen on the right is displayed during a Save Error,

please remove your Game Boy Game Pak from the N64 Transfer Pak while the N64 Control Deck is ON.

Remove any foreign material from the Game Pak edge connector, then reinsert it into the N64 Transfer Pak. It may then be possible to properly resave your data.

If you play that Game Pak on a Game Boy system at that time, you may lose all your saved data!

NOTE: If after several cleaning attempts you are still unable to save, your saved data may be corrupted due to some other cause.
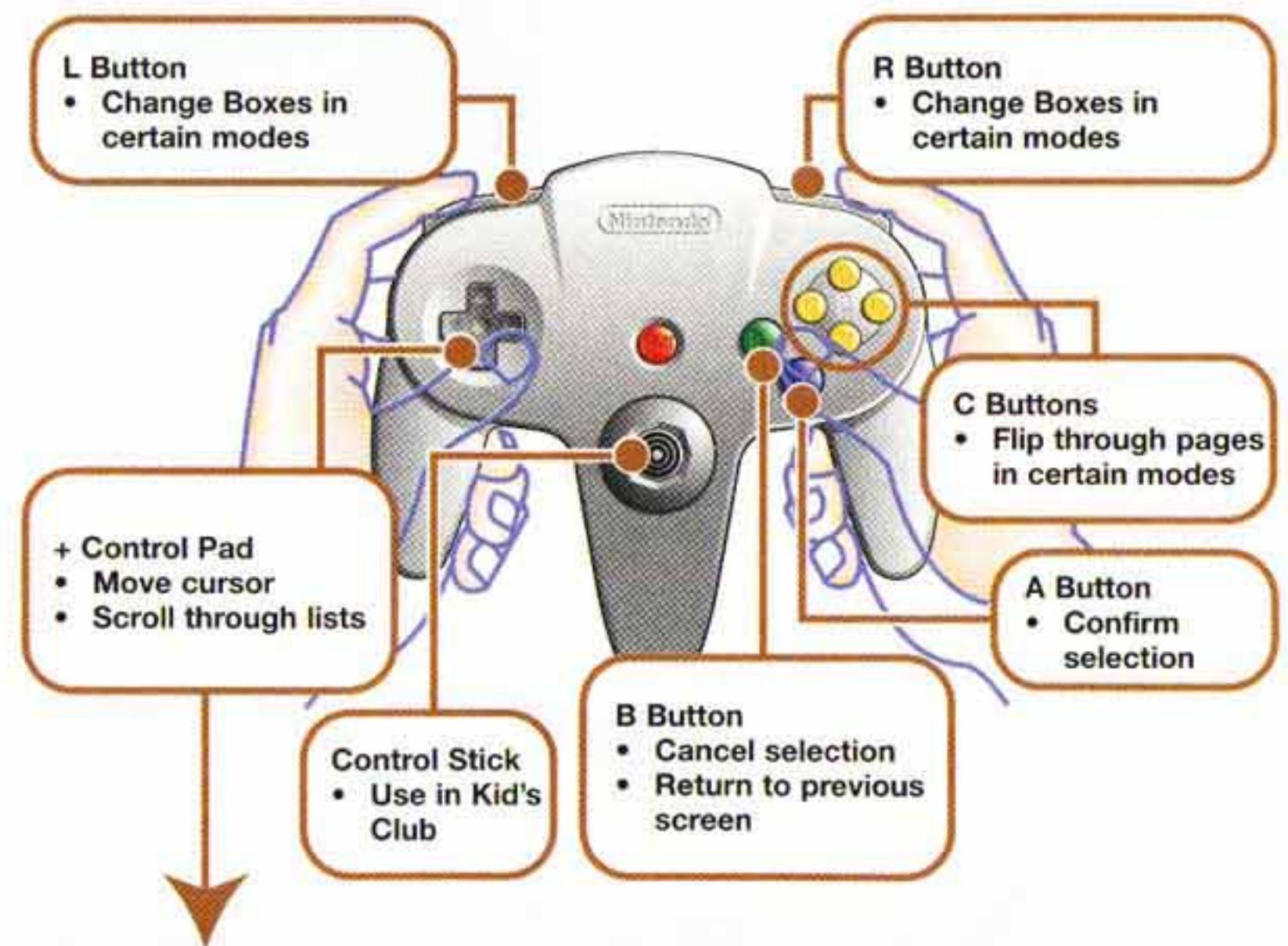
WELCOME TO POKÉMON STADIUM 2!

Master these controls before you enter the Stadium!

MAIN CONTROLS

The basic controls for *Pokémon Stadium 2* are explained here, but be sure to check for special controls when you read about each of the different modes.

L Button
- Change Boxes in certain modes

R Button
- Change Boxes in certain modes

C Buttons
- Flip through pages in certain modes

+ Control Pad
- Move cursor
- Scroll through lists

A Button
- Confirm selection

B Button
- Cancel selection
- Return to previous screen

Control Stick
- Use in Kid's Club

When ◀◀ or ▶▶ appear on either side of the lists in the Pokémon Lab, press ◀ and ▶ on the + Control Pad to scroll between the lists.

See pg. 46 for Battle Controls.

CLEFFA	L 5
IGGLYBUFF	L 5
TOGEPI	L 1
TOGETIC	L 34
NATU	L 20
XATU	L 25

GETTING STARTED

STARTING THE GAME

Make sure that all controllers, accessories and Game Paks are properly inserted, then turn the power ON. Press ⓢ to go to the Game Pak Check Screen.

Title Screen

CONNECTED ACCESSORIES CHECK

Use the Game Pak Check Screen to confirm that all controllers and Game Boy Game Paks are properly connected to the N64 Control Deck. Once all the connections are correct, press Ⓐ to move on to the Select Screen.

NOTE: If Game Paks are connected but not displayed, they may not be properly connected. Turn the Control Deck OFF, then recheck all the connections.

Game Pak Check Screen

If a Red, Blue or Yellow version of Pokémon is connected, "Warp to the present time" will appear on the screen. The *Pokémon* on that cartridge will then automatically warp to the current time.

GAME BOY GAME PAK PRECAUTIONS

Even if a Game Pak is properly inserted into the Transfer Pak, the following precautions may appear:

Please save at a Pokémon Center.	Save file not found.	This Game Pak can't be used.
You won't be able to use the Pokémon Lab PC. Restart your Game Boy game, go to a Pokémon Center, then save your game there.	The Game Pak cannot be used since it doesn't have any saved data.	The inserted Game Boy Game Pak is not a Pokémon Game Pak. Replace it with a proper Game Pak.

Other Game Boy Game Pak precautions may also appear. If so, please follow any instructions given on screen.

WHERE TO BEGIN

🔴 WHITE CITY AND OTHER MODES

The Stadium Entrance will lead you to the main part of the game, including White City, battles and other modes. Use the + Control Pad to select a mode, then press Ⓐ.

Stadium Entrance

🔴 BATTLE NOW!

This mode is for players who just want a quick Pokémon battle. To battle with a random set of Level 40 Pokémon, simply select one or two players, then set the computer's difficulty level.

ITEMS NEEDED	
Controllers	1 or 2
Transfer Paks & GB Game Paks	None
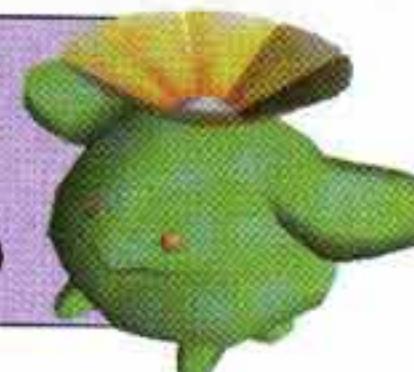
🔴 EVENT BATTLE

This is a two-player battle mode. Play according to the rules of any of the official Cups, or use the Options to set your own original rules. (See pg. 12.)

NOTE: You can play the Challenge Cup without using any Game Boy Game Paks.

ITEMS NEEDED	
Controllers	2
Transfer Paks & GB Game Paks	2
(You may use only Game Paks that have six Pokémon in the Party.)	

Press Ⓡ to check the rules of any Cup you select. Press Ⓐ for a more detailed explanation.

NOTE: A warning message will appear if there is a problem with the data on your Game Boy Game Pak, such as less than six Pokémon in the Party or Pokémon that do not meet Cup entrance rules. If this happens, read the warning message, check the Cup rules, then resave your data.

Prime Cup   Poké Cup   Little Cup

Follow different rules for each of these Cups. Two players will use the Pokémon in their Game Boy Parties, but if even one of either player's Pokémon doesn't meet the entry requirements, neither player will be able to battle.

Challenge Cup

Let the computer select your Pokémon. (Game Boy Game Paks cannot be used when battling in this Cup.) The levels of the available Pokémon are different for each of the four sets of rules.

Edit Rule

Use your own set of custom rules. (See pg. 12.)

Event Battle Settings

Set time limits for choosing moves, as well as the overall match time.

You can set the following limits when you go to Event Battle Settings and turn Time Limits On.

Battle Time

The battle will end when time runs out, and the trainer with the most Pokémon left will be declared the winner. If there is a tie, the trainer whose Pokémon did the most damage will win.

Move Selection Time

If a trainer doesn't choose a Pokémon's move within the time limit, the Pokémon will automatically perform the move assigned to Ⓐ.

WHEN POKÉMON DO NOT MEET THE REQUIREMENTS

After you choose a Cup, the Pokémon Selection Screen will appear. Pokémon that do not meet the Cup's entry requirements for Pokémon, levels or Items will blink yellow and cannot be used in battle. Resave your Party with Pokémon that meet the entry requirements.

OPTIONS

This allows you to adjust music, saved data, and other game settings or to create your own battle rules. Choose any option, then press Ⓐ to change the settings.

Sound

Choose the sound setting that best suits the cables and TV you are using. If you choose anything other than Mono, be sure that both the left and right audio outputs are connected to your TV.

Wide:	Spreads out the sound effects more than the Stereo setting does.
Headphone:	Provides for softer sound output.
Dolby:	Takes advantage of your Dolby Surround Sound system (if you have one) to create sound effects that put you right in the heat of battle!

Voice

Turn the announcer's voice On or Off.

Rule Edit

Create your own battle rules. You can save up to eight sets of rules at a time.

Make Rules:	Create new rules.
Change Rules:	Change existing rules.
Delete Rules:	Erase existing rules.
Re-order:	Change the order of existing rules.

Delete Saved Data

Erase the data saved to your *Pokémon Stadium 2* Game Pak. Choose Yes to confirm that you want to erase the data.

Once you have deleted your saved data, you will not be able to recover it. Don't erase your data unless you're absolutely sure you no longer want it.

RULE EDIT CONTROLS

To enter a number, press ◄ and ► on the + Control Pad to choose a location, then press ▲ and ▼ to pick a number. To choose Entry Pokémon, press Ⓒ to select all and press Ⓒ to change the order of the Pokémon.

MYSTERY GIFT

There is a girl in *Pokémon Stadium 2* who will give you a Mystery Gift, but you can get only one Mystery Gift each day. If the gift you receive is an Item, you can pick it up at the Lab. (See pg. 22.)

You must speak with the girl in the GOLDENROD CITY DEPT. STORE before you can use this mode.

ITEMS NEEDED	
Controllers	1
Transfer Paks & GB Game Paks	1
(Only a Gold or Silver version will work.)	

WHITE CITY

Check out the Pokémon Trainers' favorite hangouts!

MAIN MENU

🔴 CHOOSE YOUR DESTINATION!

White City is a busy place — with a Stadium for tournament battles, mini-games to play, and even a Laboratory where you can check Pokémon data. Move the MAGNETON™ cursor to choose your destination.

White City

1 Stadium — pg. 15

Test your battle skills with four different sets of battle rules. This mode is for one player.

2 Free Battle — pg. 17

Team up with a friend or battle using custom rules. This mode is for one to four players.

3 Gym Leader Castle — pg. 20

Battle against the Gym Leaders that appear in the Game Boy *Pokémon* games. This mode is for one player.

4 GB Tower — pg. 21

Play your Game Boy *Pokémon* game on the N64. This mode is for one player.

5 Laboratory — pg. 22

Organize your Pokémon and Items, or use the Pokémon List to search through the Pokémon you've collected. You can also trade Pokémon with a friend's Game Boy Game Pak.

6 Pokémon Academy — pg. 36

Take Earl's latest course on battling Pokémon. Get lectures that match your level of training, then practice what you've learned with quizzes and battles. There is even a Library full of Pokémon books.

7 Your Room — pg. 39

Bring your room from the Gold or Silver version to life in 3-D. You can also redecorate your room here.

8 Mini-Games — pg. 40

Play plenty of mini-games and take Pokémon quizzes. This mode is for one to four players.

STADIUM

🔴 ENTER ALL FOUR CUPS!

The Stadium features Pokémon Tournaments in which you must battle against eight different trainers. The tournament rules are different for each of the four Cups. The Poké Cup and Challenge Cup each have four levels of difficulty.

ITEMS NEEDED	
Controllers	1
Transfer Paks & GB Game Paks	1
(These are necessary to enter your own Pokémon in a Cup.)	

Press **R** to check the rules for the Cup you've selected, or press **Ⓞ** for a more detailed explanation.

TRAINER 1

TRAINER 2

BASIC RULES FOR ALL CUPS

- One trainer will battle a computer-controlled trainer.
- Choose six Pokémon before going into battle.
- You may not choose more than one of a certain kind of Pokémon.
- The items held by Pokémon must all be different.
- Out of the six Pokémon chosen, choose the three that are to be used in battle.
- The first trainer to make all of his or her opponent's Pokémon faint will win.
- The trainer must win all battles in the Cup to win the Cup.
- If one Pokémon falls asleep, none of the others on the same party can be put to sleep by an opponent. The same goes for freezing. It is possible to have one Pokémon asleep and one frozen.
- If your last remaining Pokémon uses SELFDESTRUCT or EXPLOSION, you lose, even if the opponent's last Pokémon faints. Likewise, PERISH SONG or DESTINY BOND will always fail.

CUP RULES AND ENTRY REQUIREMENTS

Little Cup
- Qualifying Pokémon: 86 kinds.
- DRAGON RAGE and SONIC BOOM will have no effect.

Poké Cup
- Pokémon of levels 50 to 55 may enter. If you don't have six Pokémon, you may add Rental Pokémon.
- The combined levels of the three battle Pokémon may not exceed 155.
- MEW™, MEWTWO™, LUGIA™, HO-OH™ and CELEBI™ may not enter.

Prime Cup
- Any Pokémon up to level 100 will be used. The opposing trainers will all use level 100 Pokémon.
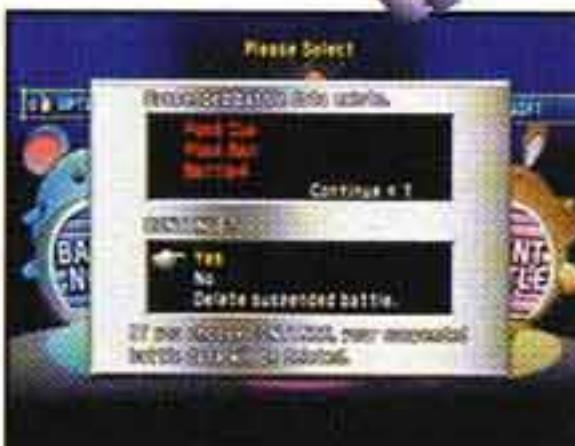
Challenge Cup
- Battle using six provided Pokémon. This mode will test your ability as a trainer.
- There are four level classes.

SAVING YOUR GAME

Each time you win a battle, you can choose to continue or save and quit your game. The next time you turn the power ON, a screen like the one on the right will appear before you enter White City.

NOTE: Even if you change the Pokémon in the Party on your Game Boy *Pokémon* game after saving in the Stadium, your Stadium battles will continue with the Pokémon you began them with. Also, you can save only one game at a time. Once you restart that game, the saved data will be lost.

CONTINUING

Each time you get a perfect win in a Stadium battle, you will earn one Continue. (A perfect win is when you win a match without any of your Pokémon fainting.) If you lose a battle after that, you can continue playing from the last battle you won.

NOTE: You can use a Continue only in the Cup where you earned it. Also, if you have a Continue, you can save your game and quit playing, even if you lost the match.

FREE BATTLE

GET READY FOR MULTIPLAYER MAYHEM!

Free Battle lets you use your favorite Pokémon and battle settings to either practice on your own or to play multiplayer battles. If four people battle, two players must share control of a team.

First, choose player settings, then decide on the rules.

ITEMS NEEDED	
Controllers	1-4
Transfer Paks & GB Game Paks	1-4
(These are necessary to use your own Pokémon.)	

Only the controllers that are connected to the Control Deck will be shown. Choose COM to have the computer control your opponent. You can also set the computer's difficulty level.

NOTE: You can choose only Anything Goes when playing a two or three player multi-player game. If you want to choose Edit Rule, you must first create the rules on the Options Menu. (See pg. 12.)

SELECTING A STAGE

Then, choose the stage where you want to battle.

If you choose Random Select, your battle stage will be automatically selected for you. As you reach certain points in the game, you'll be able to select new battle stages.

See pg. 46 for info on Battle Controls.

Use Player One's controller to make all player setting and rule selections.

TAG-TEAM BATTLES

When two players play on the same team against the computer, or when there are three or more players, the battle steps are different from other battles.

- The rules must be set to Anything Goes, except for 2 vs. 2 battles.

- During battle, you can control only the Pokémon you have entered.

Example of a Multiplayer Battle

These are the rules for when you haven't chosen Anything Goes.

- Choose six Pokémon before going to battle.

- Out of the six Pokémon chosen, choose the three that are to be used in battle.

- During battle you can only replace your Pokémon with your partner's Pokémon.

- If all of either player's Pokémon faint, your team loses.

RULES FOR ANYTHING GOES
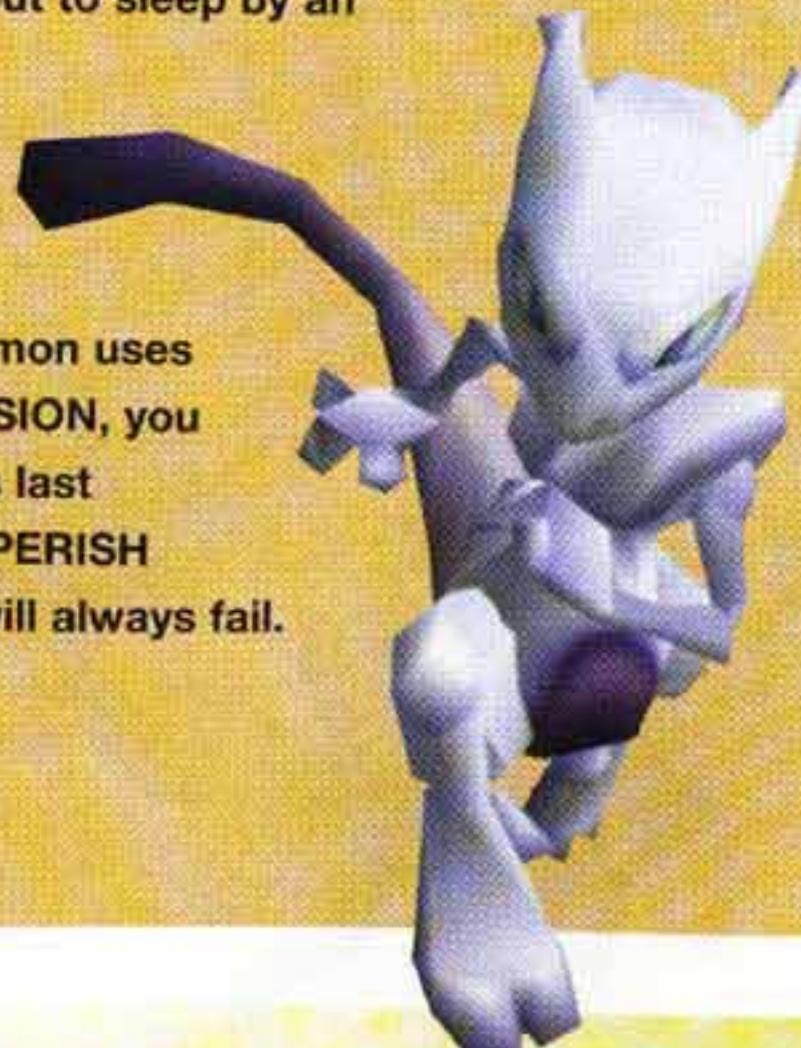
- One to six Pokémon may be used.

- You may choose more than one of a certain kind of Pokémon.

- The same kind of item can be held by two or more Pokémon.

- All entered Pokémon must go into battle. (However, in multi-player battles, each player can send up to a maximum of three Pokémon into battle.)

- The first player or team to make all of the opposing Pokémon faint will win.

- If one Pokémon falls asleep, none of the others on the same party can be put to sleep by an opponent. The same goes for freezing. It is possible to have one Pokémon asleep and one frozen.

- If your last remaining Pokémon uses SELFDESTRUCT or EXPLOSION, you lose, even if the opponent's last Pokémon faints. Likewise, PERISH SONG or DESTINY BOND will always fail.

GYM LEADER CASTLE
🔴 FACE THE GYM LEADERS AGAIN!

Once again you can travel to Gym Leader Castle to take on the Gym Leaders from the Game Boy *Pokémon* game. All of their Pokémon are Level 50 or higher. Defeat them all in order, starting with Falkner, to earn the right to battle the Pokémon champion who awaits your arrival...

ITEMS NEEDED
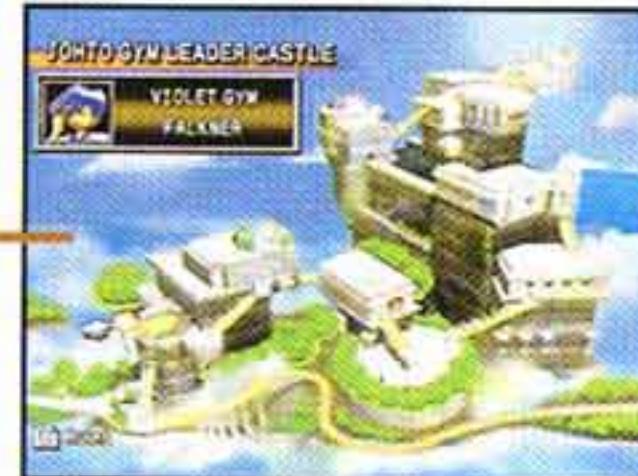
Controllers	1
Transfer Paks & GB Game Paks	1

These are necessary to use your own Pokémon.

Before you face a Gym Leader, you must first defeat his or her friends.

NOTE: The rules here are the same as the Basic Rules for the Stadium. (See pg. 15.)

GB TOWER
🔴 PLAY POKÉMON ON THE N64!

At the GB Tower, you can use the N64 to play your Game Boy *Pokémon* game on your TV. Just choose a Game Pak and a method for loading the data.

ITEMS NEEDED

Controllers	1
Transfer Paks & GB Game Paks	1

Load Max
Most of your game data will be loaded at once, providing the smoothest game play. Loading the data will take a while, but this is the best method to use if you'll be playing for a long time.

Load Little
Only a portion of the Game Boy game will be loaded at first, so you can begin playing right away. New data will be loaded often, such as when you meet a Pokémon. This is the best method to use if you just want to resave your game at a Pokémon Center.

While these icons are on the screen, you won't be able to control your game. Be patient and wait for the icons to disappear.

🔴 MENU

You can press ⓒ at any time during your game to view the Menu Screen.

Continue
Continue playing the Game Boy game.

Quit
Quit playing the Game Boy game and return to White City.

Help/Settings
Set the Game Boy's START and SELECT functions to 🔴, Ⓛ, Ⓡ, 🟡 or 🟢 on the N64 Controller. Use the + Control Pad and 🔵 to change the settings. You can also set the function simply by pressing the button you want to use.

LABORATORY

ARRANGE YOUR POKÉMON

In White City's Laboratory, you can save Pokémon you've caught and Items you've gotten in your Game Boy game to N64 Boxes, or you can arrange your Pokémon however you like. First, choose the Game Boy Game Pak you want to arrange.

NOTE: When you move a Pokémon to an N64 Box, its level of tameness will change to Not Quite.

ITEMS NEEDED

Controllers	1
Transfer Paks & GB Game Paks	1

You need to have received the Pokédex and saved your game at a Pokémon Center.

ARRANGING MYSTERY GIFTS

When you receive Pokémon and when you receive an Item as a Mystery Gift (see pg. 13), an icon will appear in the Laboratory. Choose where you want to save the gift, then move the gift there.

This icon will appear when you have received a gift.

You can always change to a different Game Boy Game Pak.

PC — Pg. 24
Get detailed information about your Pokémon's abilities or arrange the data on your Game Boy or N64 Game Pak.

Pokédex — Pg. 34
Read about Pokémon in the Pokédex.

Trading Pokémon — Pg. 33
Trade Pokémon with a friend.

When you use the PC, the data on both your Game Boy and N64 Game Paks will be rewritten. Pay attention to which Game Pak has your Items and Pokémon saved to it. Professor Oak recommends that you save your most treasured Pokémon in an N64 Box.

CHECKING POKÉMON INFORMATION

You can get important information about your Pokémon from many of the PC's modes.

Press ⓐ , ⓑ , ⓒ or ⓓ to get a detailed explanation of the move assigned to that button. Also, press ⓔ to change how your moves are arranged.

DIFFERENCES BETWEEN DIFFERENT VERSIONS

If you enter the Laboratory with the Red, Blue or Yellow version, the modes you can choose may be different from what you can choose when you enter with the Gold or Silver version.

The PC and Pokédex

With the Gold or Silver versions, you can rearrange your Pokémon according to the new Pokédex. When you arrange Pokémon according to the old Pokédex, the 151 Pokémon of the Red, Blue and Yellow versions will appear first, and the other Pokémon will be added to the end.

Limits on Moving Pokémon

When you move Pokémon from the Gold or Silver version to the Red, Blue or Yellow version, you cannot move the following:

• New Pokémon
• Pokémon that have learned new moves
• Pokémon that have Mail
• Eggs

NOTE: You can move a Pokémon with a different ID Number to the Gold or Silver version only if 150 or more Pokémon have been caught on the Game Boy Game Pak that will receive the Pokémon.

🔴 THE PC

You can use the PC to arrange Pokémon and Items from the Game Boy game. If you have Pokémon and Items that won't fit on your Game Boy Game Pak, you can save them onto the N64 Game Pak.

List

The Pokémon List displays a list of all your Pokémon. It also lets you use Items that will strengthen your Pokémon and lets you group your Pokémon in different ways.

Choosing Pokémon to List

First, choose whether you will create a list of Pokémon in the Party, in the GB Boxes or in the N64 Boxes. Selections marked with a ● will be shown. Press 🅰 to change a ● to a ●. When you are finished, select OK.
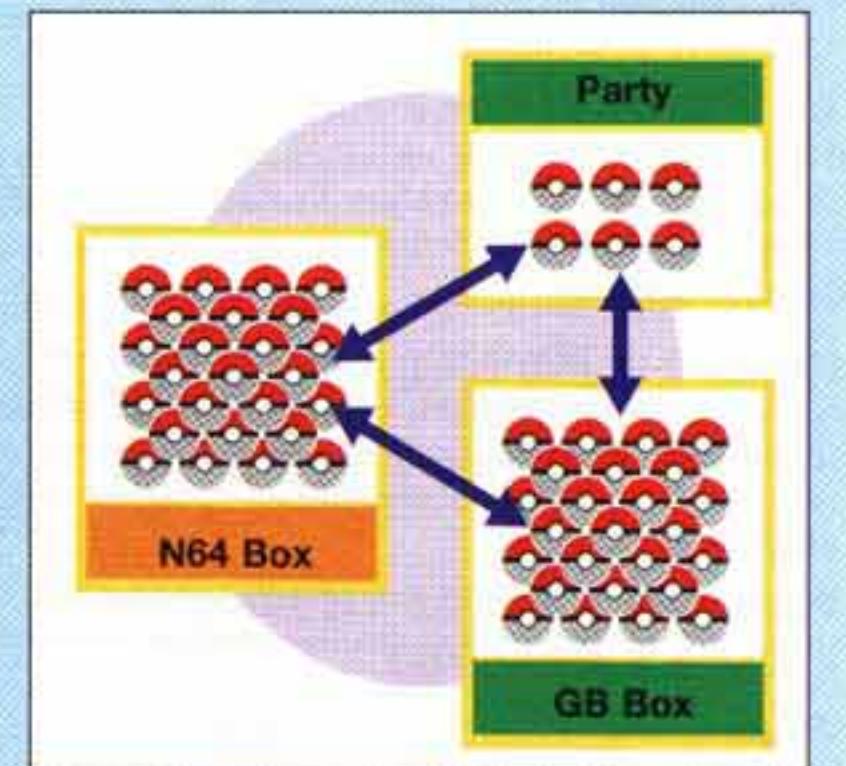
NOTE: If you have entered the Lab with the Red, Blue or Yellow version, only Pokémon that are in the N64 Boxes and that can be moved to that version will be shown. (See pg. 23.)

POKÉMON SAVE AREAS

Each of the fourteen Boxes in *Pokémon Stadium 2* can save up to 20 Pokémon, just like in the Gold and Silver versions. These are shown as the N64 Boxes. The Party and GB Boxes represent data saved on your Game Boy Game Pak.

In the List and Pokémon modes, you can move Pokémon from one save area to another, but be aware that once you move Pokémon from a GB Box to an N64 Box, those Pokémon are no longer on the Game Boy Game Pak. If you want to play the Game Boy game with those Pokémon, you must move them back from the N64 Boxes to the GB Boxes.

Since more than one player can use the N64 Game Pak at the same time, you can give your Pokémon to a friend.

NOTE: Up to six Pokémon can fit in the Party. The N64 Boxes can hold a combined total of 280 Pokémon. The GB Boxes can also hold a combined total of 280 Pokémon. (The GB Boxes in the Red, Blue or Yellow version can hold a total of only 240 Pokémon.)

List Controls

Press 🇱 to scroll through the Pokémon names. Press 🇷 to scroll through the column headings. Use Ⓐ and Ⓑ to flip to another page of Pokémon or Ⓒ and Ⓓ to flip to another page of data.

Choose 🏠 to return to the previous menu. If you have made any changes, you will be asked to save before you leave the list. (If you haven't made any changes, you can simply press 🅱 to leave the list.)

Save and Quit
Save all changes and return to the previous menu.

Quit Without Saving
Return to the previous menu without saving any changes.

Cancel
Continue looking at the list.

Press 🇱 to move the cursor to the name column. Choose a Pokémon, then view its data or use Items on it. (See pg. 26.)

Press 🇷 to move the cursor to the row of column headings. Then choose to arrange Pokémon by one of the available options.

When you choose a Pokémon, the following options and commands will appear.

List A to Z
List Pokémon alphabetically.

List by No.
List Pokémon by number.

List by New Pokémon No.
List Pokémon by new Pokédex number.

Gather Pokémon That Can Be Moved to 🔴🔵🟡
Create a group of Pokémon that can be moved to a Red, Blue or Yellow version Game Pak.

Group Pokémon by CUP
Show Pokémon that meet Cup entry requirements. Pokémon that do not meet level requirements will be shown in a different color.

Use Item
Use an Item on the selected Pokémon. The names of Pokémon that can't use an Item will be shown in a different color.

Select Pokémon to be Listed
Reselect where data will be shown.

Cancel Selections
Return the list to its original order.

Choosing a Specific Pokémon

Press ▦, then select a Pokémon. Press Ⓐ to use Items or see other ways you can group Pokémon. You can also press ◄ and ► on the + Control Pad to change pages.

Group by Name
Show only the kind of Pokémon selected.

Group by Type
Show only the selected Pokémon type.

Move
Move the selected Pokémon to the Party, a GB Box or an N64 Box.

Check
Review data about the Pokémon you've selected. (See pg. 23.)

Use Item
Use an Item on the selected Pokémon. You can use only HMs, TMs and other Items that strengthen Pokémon.

Hold Item
Give an Item to the Pokémon. Items that can be used in battle are shown in orange.

Take Item
Put an Item the Pokémon currently has in the N64 Metal Box (see pg. 31), your Pack or your PC.

Exchange Items
Trade Items between the selected Pokémon and another Pokémon.

Read Mail
Read Mail that the selected Pokémon has.

CANCELING LISTS
Once you have changed Pokémon listings, the icon shown here will appear in the top-right corner of the screen. If you see it, you can press the Ⓑ to cancel the list and return it to its original order.

Choosing Other Groupings

Press Ⓩ and Ⓡ to flip through the pages of Pokémon data. You can then group Pokémon by type, moves and other information.

Page 1/4

NICKNAME
List A to Z
List Pokémon alphabetically by nicknames.

GENDER
Group ♂
Group ♀
Group Unknown
Group Pokémon by gender.

AREA
List by Area
List Pokémon by where they're saved. Pokémon will be listed in the following order: Party, GB Boxes 1-14 (GB Boxes 1-12 for the Red, Blue or Yellow version), N64 Boxes 1-14.

TYPE 1 / TYPE 2
Group by Type
Group Pokémon by the selected type.

Page 2/4

LEVEL / HP / ATTACK / DEFENSE / SPEED

List in Descending Order
List in order from highest to lowest.

List in Ascending Order
List in order from lowest to highest.

Group by Level
Group Pokémon by a specific level. (This option appears only when you have selected LEVEL.)

Page 3/4

MOVE 1 / MOVE 2 / MOVE 3 / MOVE 4
Group by Move
Group Pokémon by a particular move.

Page 4/4

ID
List by No.
List Pokémon in order by ID Number.

TAME
List in Descending Order
List Pokémon based on how tame they are, from tamest to wildest.

List in Ascending Order
List Pokémon based on how tame they are, from wildest to tamest.

OT
List A to Z
List Pokémon alphabetically by their owner's name.

ITEM
List A to Z
List Pokémon alphabetically by the Items they have.

Group by Mail
Group Pokémon that have Mail.

OTHER
Group by Colour
Group only Pokémon of a particular colour.
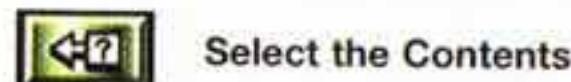
Pokémon

This option lets you move Pokémon in the Party, GB Boxes or N64 Boxes one at a time. It also lets you trade Pokémon.

Viewing the Screen
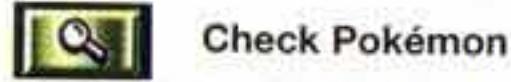
Where Listed Pokémon Are Saved

Left Window

Right Window

Data Window

NOTE: Press **L** to select the left window or **R** to select the right window. Press ◉ and ▷ to change to a different Box.

⬅? Select the Contents

Change the Box shown in the selected window. (You can also do this by pressing ◉ and ▷.)

🔍 Check Pokémon

View data for Pokémon in the selected Box. (See pg. 23.)

➡ Move Pokémon

Move Pokémon from one window to the other.

N Reorder Pokémon

Change the order of the Pokémon in the selected window.

⬅ Exchange Pokémon

Trade Pokémon between the left and right windows.

«O Release Pokémon

Release a Pokémon in the selected window. (Once a Pokémon has been released, it will never come back. Its data will be lost forever.)

POKÉMON THAT ARE LIT UP

Depending on the version of *Pokémon* that you are using, you may not be able to move some Pokémon. The names of the Pokémon that you cannot move will be lit up.

Boxes

This option allows you to move GB and N64 Boxes and to exchange Boxes.

Viewing the Screen

Number of Pokémon in Box

Left Window

Data Window

Right Window

NOTE: Press **L** to select the left window or **R** to select the right window.

🔍 Check Box

View the contents of a Box.

➡ Move Box

Move the contents of a Box in the selected window to an empty Box in the other window.

N Reorder Boxes

Change the order of the Boxes in the selected window.

⬅ Exchange Boxes

Trade Boxes between the left and right windows.

A→ Name the Box

Give a name to a Box in the selected window. (Names cannot be given to Boxes in the Red, Blue or Yellow version.)

To save your changes in any of the PC's modes, you must choose to Save and Quit. To cancel your changes and start over, choose to Quit Without Saving.
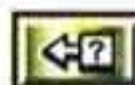
Items

This mode lets you move Items between the N64 and Game Boy Game Paks.

Viewing the Screen

Where Listed Pokémon Are Saved

Left Window

Right Window

Data Window

NOTE: Press L to select the left window or R to select the right window. Press ◎ and ◉ to change to a different save area.

Select the Contents

Choose which save areas will be shown in the selected window. (You can also do this by pressing ◎ and ◉ .)

Check / Move Item

View Item data in the data window or move an Item to a different save area. If you have more than one of a particular Item, you can choose how many of that Item you want to move.

Reorder Items

Change the order of Items in the selected window.

Exchange Items

Trade Items between the left and right windows.

Organize Items
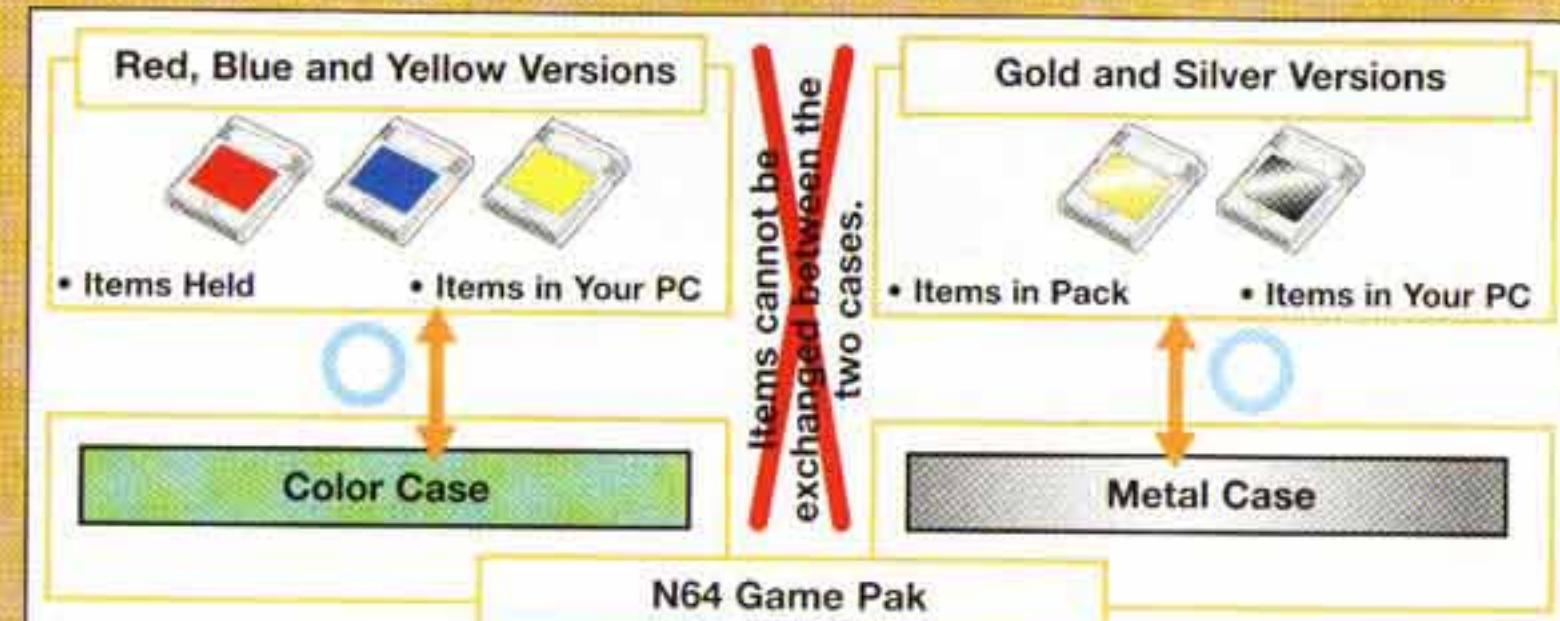
Organize Items in the selected window alphabetically or by type.

NOTE: Important Items like the bicycle and fishing rods cannot be moved to the N64 Game Pak.
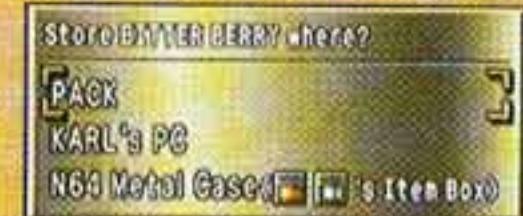
THE COLOR CASE AND THE METAL CASE

Pokémon Stadium 2 has two cases for holding Items from the Game Boy *Pokémon* games. One case holds Items from the Red, Blue and Yellow versions, while the other holds Items from the Gold and Silver versions.

Red, Blue and Yellow Versions

Gold and Silver Versions

• Items Held   • Items in Your PC

• Items in Pack   • Items in Your PC

Items cannot be exchanged between the two cases.

Color Case

Metal Case

N64 Game Pak

ALL ITEMS HELD BY POKÉMON GO IN THE METAL CASE!

All Items held by Pokémon are automatically saved in the Metal Case.

EXCHANGE ITEMS BETWEEN GAME BOY GAME PAKS!

Pokémon Stadium 2 allows you to trade Items between Game Boy Game Paks, even if the Game Paks' ID Numbers are different. However, you cannot trade special Items like the bicycle or HMs. The Color Case and Metal Case can each hold a maximum of 250 types of items. They can hold more than 100 of the same type of item.

Mail

NOTE: This mode can be accessed only with the Gold or Silver version.

In this mode, you can move and trade Mail in your Mailboxes.

Viewing the Screen

Left Window
(GB Mailboxes)

Right Window
(N64 Mailboxes)

Mail Contents

NOTE: Press 🇱 to access the left window or 🇷 to access the right window.

Check / Move Mail

Move the cursor to any piece of Mail you'd like to see, then check the Mail contents in the window below. To move a piece of Mail, select it, then press Ⓐ .

Reorder Mail

Change the order of Mail in the selected window.

Exchange Mail

Trade Mail between the two windows.

Write Mail

Write a letter and give it to a Pokémon. You must have a blank letter to write Mail.

Accept Mail

Accept a letter from a Pokémon.

Assign Mail

Give a letter to a Pokémon.

Delete Mail

Erase the contents of a letter in the Mailbox and return the blank letter to the Pack, PC or Metal Case.

SAVING MAIL

This shows how many letters you can save on your Game Boy and N64 Game Paks.

Game Boy Game Pak

Mailbox 10   Party Pokémon 6

N64 Game Pak

Mailbox 50   N64 Pokémon 30

🔴 POKÉMON TRADE SERVICE

You can trade Pokémon between two *Pokémon* Game Boy Game Paks, just like in the Game Boy game. Use Player One's controller to make the following selections.

Choose a Game Pak

First, choose a Game Boy Game Pak to trade with. The Game Pak on the left is the one you had when you entered the Laboratory. If you don't want to use Pokémon on that Game Pak in the trade, you must return to the Laboratory and replace it with the Game Pak that you want to use.

Choose a Pokémon

Next, choose the Pokémon on each Game Pak that will be traded. Choose from a list of either Party or GB Box Pokémon.

ITEMS NEEDED

Controllers	**2**
Transfer Paks & GB Game Paks 2	
(Game Paks must be saved at a Pokémon Center.)	

Press 🇱 or 🇷 to switch between Pokémon in the Party or in the Boxes.

You can check Pokémon data before you trade. (See pg. 23.)

If you are trading with a Red, Blue or Yellow version, Pokémon that cannot be traded will appear in red.

Complete the Trade

Once you confirm the Pokémon you want to trade, the trade will begin. When the trade is complete, choose to either Save and Quit or Save and Continue. This will save the results on both Game Boy Game Paks. If you don't want to save the trade, choose to Quit Without Saving.

NOTE: Pokémon that evolve after being traded will evolve after being traded with the Pokémon Trade Service.

POKÉDEX

The Laboratory offers a Pokédex that is more detailed than the one in your Game Boy game.

Pokédex Features

Press **R** to change the order in which your Pokémon are listed. You can list them by Pokémon No. (the old Pokédex), New Pokémon No. (the new Pokédex) or alphabetically by name. Once you catch three or more UNOWN, the UNOWN Pokédex will also be shown (only for the Gold and Silver versions).

Viewing the List

Pokémon you have now.

Pokémon you've caught before but don't have anymore.

Pokémon you've seen, but have never caught. (Their data is unknown.)

Pokémon you have never seen. (You can't see data for these Pokémon.)
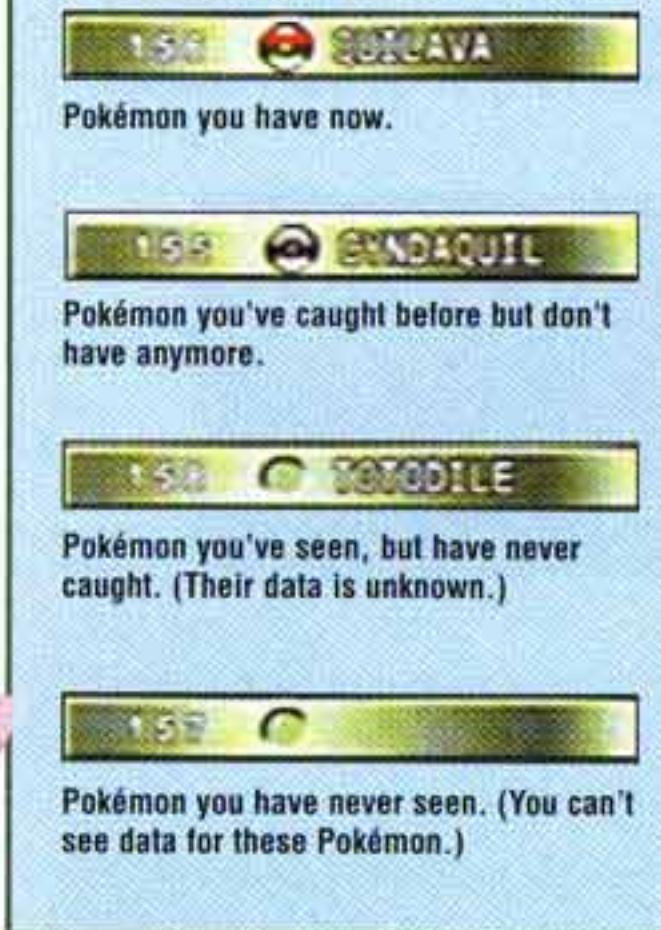
Search

Press **L** to search for and display a certain type of Pokémon. Choose the type you want to list, then begin the search.

Checking Pokémon Data
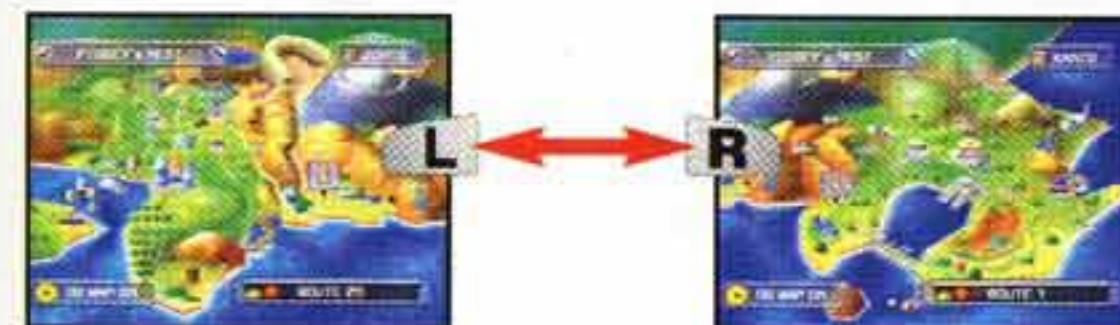
To check a Pokémon's data, select the Pokémon from the list, then press ◉. You can then check the Pokémon's type and areas where it can be found.

Press the C Buttons to rotate the Pokémon's image in different directions. Pokémon you have seen but have not caught will appear transparent.

Area

Check the areas where the Pokémon lives.

When checking a Pokémon's area, press **L** and **R** to switch between the Kanto and Johto maps (with Gold and Silver Game Paks only). Press ◉ to zoom in on the map or press ◉ to view the Game Boy map.

NOTE: Once you have collected enough Pokémon in the Gold or Silver version, you'll be able to see even more detailed data for each Pokémon.

Enlarge

Display a full-screen image of the Pokémon. Use the C Buttons to rotate it however you like.

Cry

Hear the Pokémon's cry.

POKÉMON ACADEMY

🔴 EARL TEACHES ALL!

An expert on all things Pokémon, Earl will share his expertise and teach you more effective battle tactics. You can also use the extensive Pokémon Library for research!

ITEMS NEEDED	
Controllers	1
Transfer Paks & GB Game Paks	None

🔴 CLASSROOM

In the classroom, you'll get to listen to Earl's lectures on a number of different subjects. The lectures may even help you figure out how to defeat a seemingly invincible opponent.

Lecture

Choose a lecture, then listen to what Earl has to say. If you can answer the questions at the end of the lecture, you'll pass!

> ✅ Lectures with a check mark beside them have information about questions you missed on the Wisdom Test.

Tests

Pass these advancement tests to move up to the higher-level lectures. After you pass the lectures, test your wisdom and skills with quizzes and battles. If you pass both the Wisdom Test and the Skill Test, you'll move up to the next Class.

Wisdom Test

Take quizzes on topics that were covered in the lectures. You must get eight out of ten right to pass.

Skill Test

Practice the lessons you learned in actual Pokémon battles. Fight just as instructed to win the battle and pass this test.

> ⭐ Cleared   🔥 Haven't Won as Instructed

🔴 LIBRARY

The Library has just about everything you've ever wanted to know about battling Pokémon. Finding the information you want is easy, since you can look things up alphabetically by name or by type.

NOTE: If you see an 🔵 in the bottom-right corner of the screen, you can get even more detailed information on that topic.

Items

Look up any Item that appears in a Game Boy *Pokémon* game.

Pokémon

Look up all data for the selected Pokémon — including type, abilities and ratings — in the Pokémon Type Chart. Press 🔵 on a Pokémon data screen to see a list of moves that Pokémon can learn and its conditions for evolving.

Reading the Type Chart

😠 🙁 😐 🙂 😀

Bad ⬅ ➡ Good

> Pokémon with longer bars have greater abilities.

> Check which version of *Pokémon* you should play to catch a Pokémon.

Check Moves

See a list of moves the Pokémon can learn. Select a move to get detailed information about it.

> The level at which the move can be learned and the move's TM number is shown here.

> Moves that can be learned are broken down into these three types.
>
> Level
> The move can be learned when the Pokémon reaches a certain level.
>
> Egg
> The move is learned when the Pokémon hatches from an Egg.
>
> TM
> The move can be learned by using a TM or an HM.

Check Evolution

Check the different evolutions of the Pokémon and their conditions for evolving.

NOTE: Once you have passed the tests in the classroom, data will appear, telling you which version a wild Pokémon can be found in and giving you detailed conditions for learning moves.

Moves

You can look at the moves that appear in *Pokémon* games from many different angles. Move the cursor to view details on a particular move. Moves that blink have special effects.

Moves with special effects are explained here.

Type Match-Ups

Check Type Match-Ups to see how different types of Pokémon perform against each other. Use the + Control Pad to align the Attacking Type (red line) and Defending Type (blue line), then press ⓐ, ⓑ or ⓒ for more information.

Show Two Types in One Column
To show two types in one column, select the first basic type with the blue line. Two circles mean the attack does four times as much damage. You can also press ⓑ or ⓒ for more information.

View Pokémon of the Selected Type
See Pokémon whose types match the one selected by the blue line.

View Moves of the Selected Type
View moves whose types match the one selected by the red line.

Explanation of Controls

Check battle controls before you go into battle.

Egg Groups

See which groups of Pokémon are good at finding Eggs.
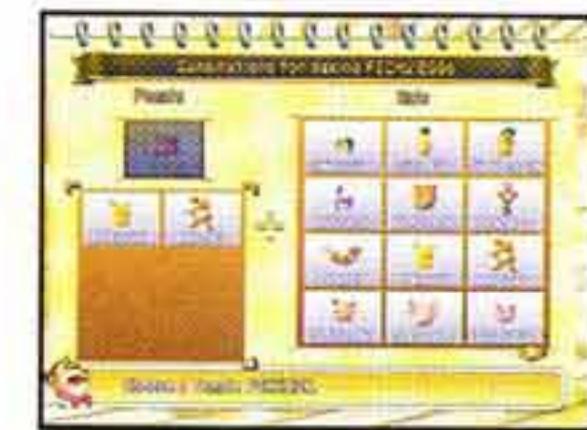
Check by Name
Look up a Pokémon and its group by name.

Check by Group
Choose a group to see which Pokémon apply.

Check by Baby
Pick a Pokémon that hatches from an Egg to see the parent Pokémon and their genders.

YOUR ROOM

🔴 REDESIGN YOUR ROOM

If you go to Your Room, you'll get to see what the room of the main character of Gold and Silver looks like. If you have the necessary Items to redecorate, you can choose which Items to leave in the room.

Viewing Your Room

Press ⓐ to zoom in on areas that can be changed. Choose an area with the + Control Pad, then press ⓐ to see which Items can be placed there. Next, use the + Control Pad and ⓐ to place an Item.

ITEMS NEEDED	
Controllers	1
Transfer Paks & GB Game Paks	1
(Only a Gold or Silver version will work.)	

MINI-GAMES
POKÉ-POWERED MINI-GAMES!

Up to four people can enjoy these all-new mini-games. You can even test your knowledge in a Pokémon quiz!

ITEMS NEEDED	
Controllers	1-4
Transfer Paks & GB Game Paks	1-4

JOINING IN

When you want to play a Mini-Game, Mini-Game Champion or Quiz for All, you must first choose the number of players. Anyone who wants to play should press ⓐ on his or her Controller to change the display from COM to 1P, 2P, 3P or 4P. After everyone has joined in, choose Ready!

Be sure everyone has joined in. If a Transfer Pak and Game Boy Game Pak are connected, they'll be displayed here.

MINI-GAMES FOR EVERYONE!

There are twelve mini-games to choose from for some Poké-powered fun!

You can also reset the Control Stick setting on the screen shown above. After you choose Ready!, watch for a DIGLETT moving a controller, then press ⓢ , ⓛ and ⓡ all at the same time.

For some mini-games, you'll need to hold the controller as shown here.

MINI-GAME CHAMPION

In this mode, you must earn a set number of coins to become the champion. Set the number of coins to between five and nine.

Roll a die before each mini-game to see how many coins you'll receive for winning. The person with the fewest coins will get to roll the die.
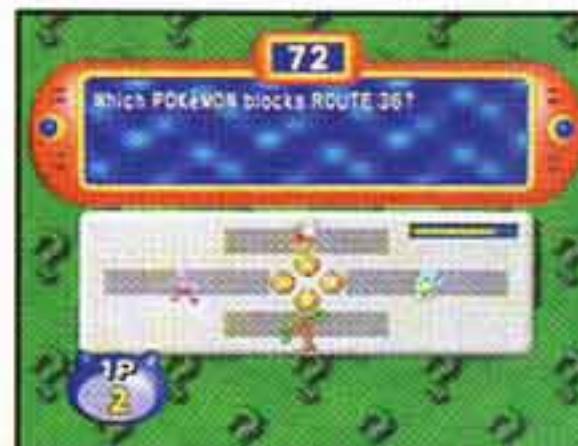
BONUS ICONS

Get the number of coins shown.	❓ The mini-game is chosen randomly.
Steal coins from the leader.	Choose the mini-game yourself.
Everyone except the leader receives coins.	

If the leader wins when one of these icons appears, he or she won't gain any coins for that mini-game.

1P QUIZ

You must correctly answer as many questions as you can in 100 seconds.

QUIZ FOR ALL

Up to four players can take this quiz simultaneously. The first player to answer a question gets the point. If you answer incorrectly, you'll have to sit out for the next question. The first player to get ten correct answers will win.

MINI-GAME DESCRIPTIONS

Be sure to read the instructions that appear before each mini-game starts to learn the controls for that mini-game. Also, you may need to change how you hold the controller for some mini-games.

Gutsy GOLBAT

Press ⓐ to fly through the sky, collecting hearts. If you bump into a MAGNEMITE™ or an opponent, your hearts will get scattered about.

Topsy-Turvy

Bump into opponents as you spin and try to knock them out of the ring. Press ⓐ for a super spin that will send your enemies flying!

Clear CUT Challenge

Aim for the white line on the falling logs and CUT them in two! Aim carefully, though, because cutting too high will cost you!

FURRET's Frolic

As you move from grass patch to grass patch, press ⓐ to knock the Poké Balls into your corner. Larger balls are worth more points.

BARRIER Ball

Use your barrier to block the Poké Ball and bounce it past your opponents. Press ⓐ to smash the Poké Ball at high speed!

PICHU's Power Plant

Aim for the electrodes as they appear all around you, then press the button that matches the color of the electrode to charge it up. The first player to fully charge up the power plant will win.

IF YOU HAVE A COIN CASE...

If you've gotten a Coin Case in the Game Boy game, the coins you win when you become champion will be added to your Coin Case.

ENTER YOUR OWN POKÉMON IN MINI-GAMES!

Watch this icon!

If the controller you use in mini-games has a Transfer Pak and Game Boy Game Pak connected to it, you can play mini-games with the Pokémon you've raised! Of course, you have to have the same Pokémon as the kind that appears in the mini-game. What happens when you win a mini-game with your own Pokémon? Try it and see!

Rampage ROLLOUT

Use the + Control Pad to change direction as you race to the finish. Use the dust clouds to make your opponents spin out.

Streaming Stampede

Count only the Pokémon you're told to count. Sometimes other ones will run by, so play close attention.

Tumbling TOGEPI

Dodge the obstacles as you waddle along. Step on an arrow to be sent quickly tumbling on your way. Hit two or more arrows in a row for a huge burst of speed!

DELIBIRD's Delivery

Pack the presents into your sack, then carry them across the roadway. If you get hit by a SWINUB™, your presents will get scattered.

Egg Emergency

Carefully catch the falling eggs in your pouch. If you touch a VOLTORB™, you'll lose all of the eggs you've caught!

Eager EEVEE

Be the first to feast on the fruit hidden under the basket. If you get a PINECO™, though, you'll have to sit out for a round.

BATTLING POKÉMON

Follow these steps to choose your Pokémon and give battle commands.

SELECTING ENTRY POKÉMON

SELECTING POKÉMON DATA

Before you can battle in the Stadium and other areas, you must first choose which Pokémon you'll enter in the battle. To battle with Pokémon you've raised, connect a Transfer Pak and Game Boy Game Pak to your controller. If you don't have your own Pokémon, you can still battle using Rental Pokémon.

Select a Game Boy Game Pak
Enter Pokémon you've raised.

Registered Pokémon
Choose a pre-registered team of Pokémon.

Register Pokémon
Create and register a team of Pokémon that meets the entry requirements for the Cup you've chosen. (This won't actually take you into a battle.) Once your Pokémon are registered, you won't have to pick Pokémon every time you play. You can also erase teams that have been registered.

Rental Only
Choose this option to enter a Cup when you don't have any Pokémon of your own.

RENTAL POKÉMON?

Rental Pokémon are ones that come ready to battle in *Pokémon Stadium 2*. There will be some Rental Pokémon that meet the entry requirements of each Cup, so if you don't have enough of your own Pokémon — or if you don't have a Game Boy Game Pak — you can still take part in all of the Cups. There are some Pokémon, like LUGIA and HO-OH, that you cannot rent.

REGISTERING POKÉMON

You can register teams of Pokémon that you use a lot so that you don't have to re-create the team every time you play. You can even play with a registered team if you don't have your Game Boy Game Pak connected. The DITTO on the N64 Game Pak transform into any team you've registered, so the Pokémon stay on your Game Boy Game Pak. You can record up to ten teams for each of the five different rule sets: the three Cups other than the Challenge Cup, plus Anything Goes and the Gym Leader Castle.

SELECTING POKÉMON FOR BATTLE

Choose any six Pokémon that meet the entry requirements to form your basic team. Pokémon that do not meet the entry requirements will not be shown. You can give Items to Pokémon when you choose them.

This is a list of the Pokémon in the data set you have selected. Pokémon that don't meet the entry requirements will not be shown. Press ▶ to reorder the list of Pokémon.

These are Pokémon you have selected for battle. Press Ⓞ to reselect the last Pokémon you chose.

Press Ⓛ and Ⓡ to change Boxes or switch to Rental Pokémon.

After you have chosen all six Pokémon, the commands listed below will appear. (If you are using registered Pokémon, these commands may change.) Also, if you are playing Anything Goes, you can press Ⓢ to use fewer than six Pokémon.

OK
Finalize your Entry Pokémon.
NOTE: The will battle begin when you select OK. You cannot cancel this selection.

OK to Register
Register your Pokémon and begin the battle.

Reselect Some Pokémon
Reselect only certain Pokémon.
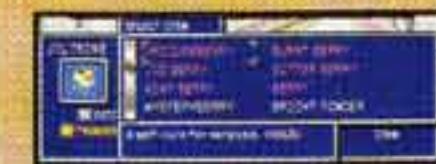
Reselect All Pokémon
Cancel all selections and reselect all Pokémon.

Change Item
Change the Items that the Pokémon you've selected are holding.

NOTES ABOUT ITEMS

Pokémon can bring only certain kinds of Items into battle. If a Pokémon has an Item that can't be used, you will have to change that Item. Also, some rules require that all Pokémon have different Items. Items shown in pink on the Item Screen are Rental Items.

Viewing the Battle Screen

Trainer's Name

Strategy Window
(Choose a command here.)

Status Window
(View information about the Pokémon in the arena.)

Poké Balls
Poké Balls with Pokémon that have fainted are marked with an X.

BATTLE CONTROLS

SELECT POKÉMON SCREEN

On this screen, you can choose the Pokémon you will actually use in the battle area. For most matches, you must choose three of the six Pokémon you originally chose, but when playing Anything Goes, just follow the applicable rules. The first Pokémon you select will be the first to do battle.

Reselect all Pokémon.

To see a Pokémon's data, hold **R**, then press that Pokémon's button.

Highlight and confirm Pokémon that have already been selected.

Press the button for the Pokémon you want to enter.

TAG-TEAM SELECTION

Each team selects three Pokémon. During Anything Goes, however, each player can select up to three Pokémon. Make sure you select enough Pokémon!

POKÉMON ASSIGNMENT IN BATTLE

According to standard rules, the Pokémon are assigned in the order they were picked to the three buttons shown on the left. When playing Anything Goes, the Pokémon are assigned as shown on the right.
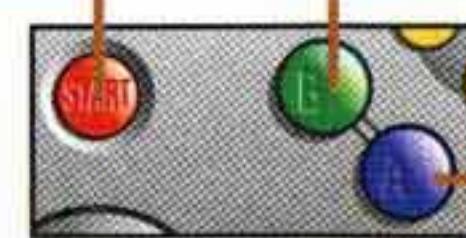
DURING BATTLE: CHOOSING A STRATEGY

The first step in battle is to choose which command you'll issue. In tag-team battles, only the active Pokémon's trainer can give it commands.
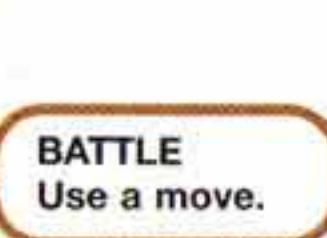
RUN
Retreat from battle. You will automatically lose.

POKÉMON
Change the active Pokémon.

BATTLE
Use a move.

DURING BATTLE: CHOOSING TO BATTLE

To choose a move, press a C Button.

Return to the Strategy Selection Screen.
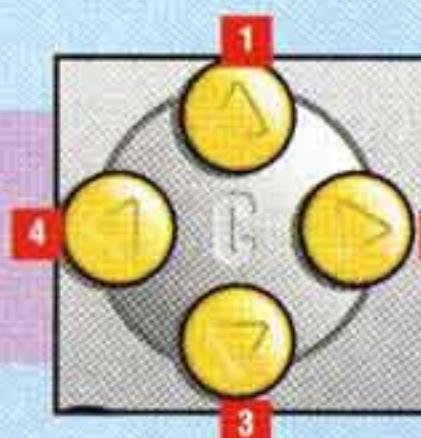
Press in the same direction as a move to see a description of that move.

Check available moves.

Choose a move.

MOVE ASSIGNMENT

Pokémon moves from the Game Boy game are assigned to the N64 controller buttons as shown on the right. Keep this in mind when battling.

1	EMBER	PP 25/25
2	TACKLE	PP 35/35
3	SMOKESCREEN	PP 20/20
4	CUT	PP 30/30

DURING BATTLE: CHOOSING POKÉMON

You can choose a Pokémon to replace the active Pokémon.

Return to the Strategy Selection Screen.
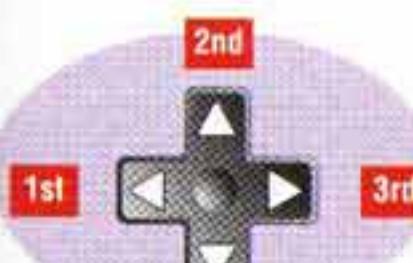
Press in the direction of the Pokémon to see a description of it, as shown below.

Check available Pokémon.

Choose a Pokémon.

- Standard Rules
- Anything Goes
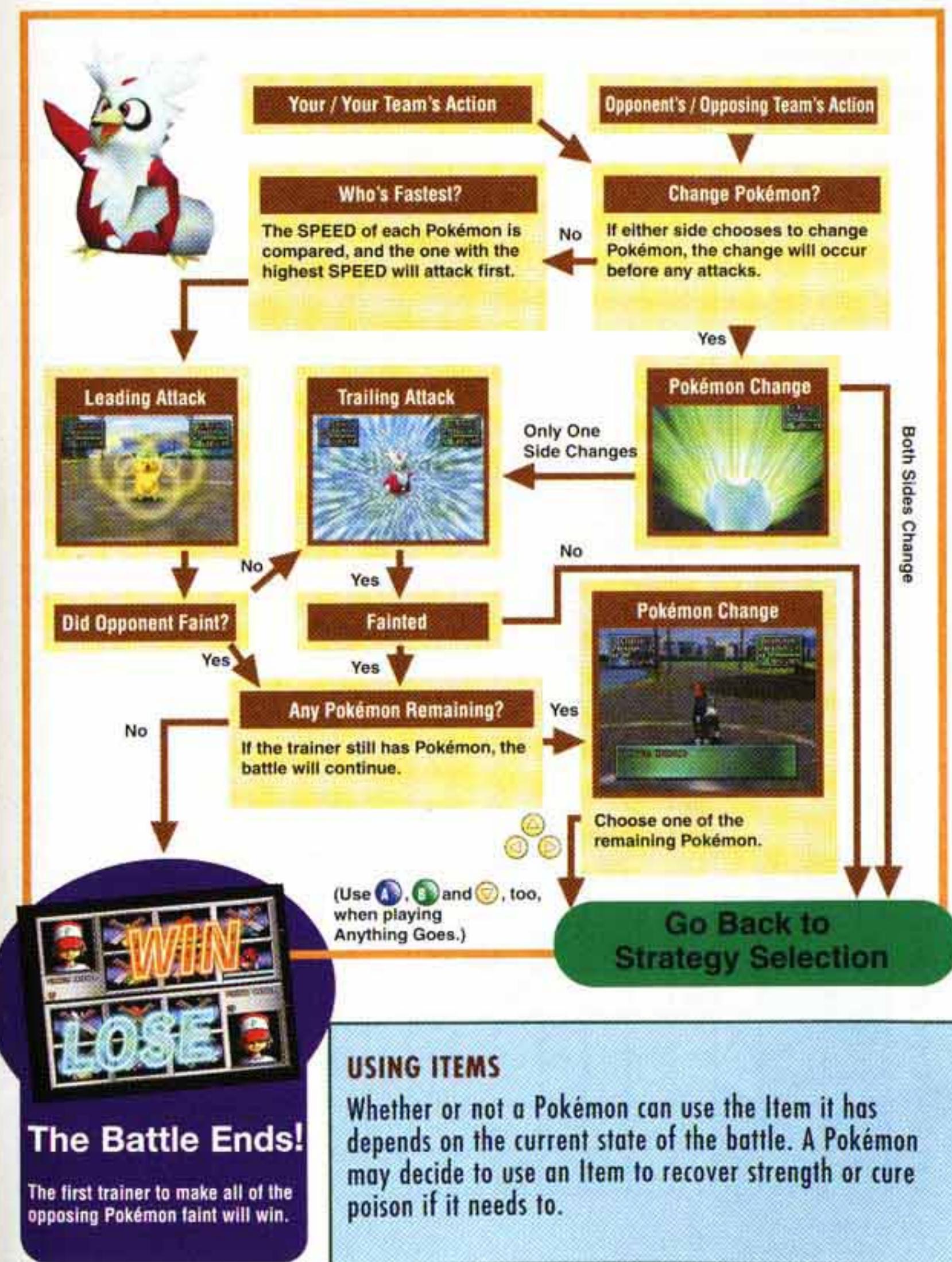
THE FLOW OF BATTLE

The following flow charts explain just how the battles in *Pokémon Stadium 2* work. Depending on how things develop, there may be exceptions to these charts.

Strategy Selection

Select a Strategy

First, choose a strategy for your Pokémon.

🅰 Cancel — Battle

Choose a Move

Press one of the C Buttons to choose a move.

Ⓡ Hold

Check Moves

Hold — Release

Move Data

THUNDERBOLT   POWER   95
                ACCURACY 100
An ELECTRIC-type attack. Has a one-in-ten chance of paralyzing the target.

START RUN

RUN

Quit? — Yes → **LOSE**

No

Ⓑ CHANGE POKÉMON

Choose a Pokémon   Ⓡ

Press 🅰 , Ⓑ or one of the C Buttons to choose a Pokémon.

Hold → **Check Pokémon**

Release

Cancel

Also use 🅰 Ⓑ and ⓒ in Anything Goes.

Hold — Release

Pokémon Data

DUGTRIO   MAGNITUDE
                 SLASH
                 RETALIATE
                 CURSE

Strategy Set!

Once both trainers have set their strategies…

Go to Battle Progress!

Battle Progress

Your / Your Team's Action   **Opponent's / Opposing Team's Action**

Who's Fastest?   **Change Pokémon?**

The SPEED of each Pokémon is compared, and the one with the highest SPEED will attack first.   No

If either side chooses to change Pokémon, the change will occur before any attacks.

Yes

Leading Attack   **Trailing Attack**   Only One Side Changes   **Pokémon Change**

No

No

Both Sides Change

Did Opponent Faint?   Yes   **Fainted**

Yes   Yes

Any Pokémon Remaining?   Yes   **Pokémon Change**

If the trainer still has Pokémon, the battle will continue.

No

Choose one of the remaining Pokémon.

(Use 🅰 , Ⓑ and ⓒ, too, when playing Anything Goes.)

WIN / LOSE

The Battle Ends!

The first trainer to make all of the opposing Pokémon faint will win.

Go Back to Strategy Selection

USING ITEMS

Whether or not a Pokémon can use the Item it has depends on the current state of the battle. A Pokémon may decide to use an Item to recover strength or cure poison if it needs to.

POKÉMON TYPES

THE IMPORTANCE OF TYPE

The most important thing to remember in battle is Pokémon types. If your Pokémon has a move that is super effective against an opponent, it may just turn the tide of battle! On the other hand, if your Pokémon's moves have no effect, you'll want to change Pokémon right away. Memorize the Type Chart below and refer to it in battle to improve your chances of victory.

POKÉMON TYPE OF DEFENDING POKÉMON

Legend: ● Great ▲ Poor ✗ Bad

ATTACK TYPE OF ATTACKING POKÉMON

	NORMAL	FIRE	WATER	GRASS	ELECTRIC	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST	DRAGON	DARK	STEEL
NORMAL													▲	✗			▲
FIRE		▲	▲	●		●						●	▲		▲		●
WATER		●	▲	▲					●				●		▲		
GRASS		▲	●	▲				▲	●	▲		▲	●		▲		▲
ELECTRIC			●	▲	▲				✗	●					▲		
ICE		▲	▲	●		▲			●	●					●		▲
FIGHTING	●					●		▲		▲	▲	▲	●	✗		●	●
POISON				●				▲	▲				▲	▲			✗
GROUND		●		▲	●			●		✗		▲	●				●
FLYING				●	▲		●					●	▲				▲
PSYCHIC							●	●			▲					✗	▲
BUG		▲		●			▲	▲		▲	●			▲		●	▲
ROCK		●				●	▲		▲	●		●					▲
GHOST	✗										●			●		▲	▲
DRAGON															●		▲
DARK							▲				●			●		▲	▲
STEEL		▲	▲		▲	●							●				▲

IMPORTANT INFORMATION

TO THOSE CURRENTLY PLAYING GAME BOY POKÉMON...

Even if the Pokémon you currently have do not meet the entry requirements of the Cups in *Pokémon Stadium 2*, there is no need to start your Pokémon game over from the beginning. Just try to catch Pokémon that meet the basic Cup requirements, then raise them to the appropriate levels.

If you think you want to study HMs, TMs and battle tactics even more and do decide to start your Game Boy game over, be aware that you will lose all your saved data! It is strongly advised that you move the Pokémon you have already collected to the N64 Boxes on the PC in the Laboratory — especially any prized Pokémon. Also note that if you do restart, your Game Boy Game Pak's ID Number will change.

USING INCOMPATIBLE SAVED DATA

If you try to use any Pokémon from your Game Boy game that have been enhanced or altered by a trick, code, quirk or enhancement device, there is a strong possibility that your Game Boy *Pokémon* data will be erased. It is also possible that using such data will make it impossible to play some parts of *Pokémon Stadium 2*.

NICKNAMES AND POKÉMON COLOR

In *Pokémon Stadium 2*, the color of your Pokémon will change slightly, depending on your Pokémon's nickname. Also, two Pokémon with the same nickname may appear different if they come from Game Paks with different ID Numbers.

KEEP YOUR GAME BOY GAME PAK CLEAN!

If you play your Game Boy game when its edge connector is dirty or contaminated, your saved data may be erased. Always check the edge connector to make sure it is clean before inserting it into the N64 Transfer Pak

NOTE: Please read the Game Boy *Pokémon* Instruction Booklet before you play.

CAUTION

This Nintendo game is not designed for use with any attachment, "back-up" or game altering device. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device or attachment carefully to avoid bending, breaking or damaging the connectors and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact your local authorized Nintendo distributor.

- **NINTENDO HELPLINE**   **190 224 1001**
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