

The OFFICIAL Trainer's Guide from

NINTENDO  
POWER®

# POKÉMON™

Special Edition for Yellow, Red and Blue

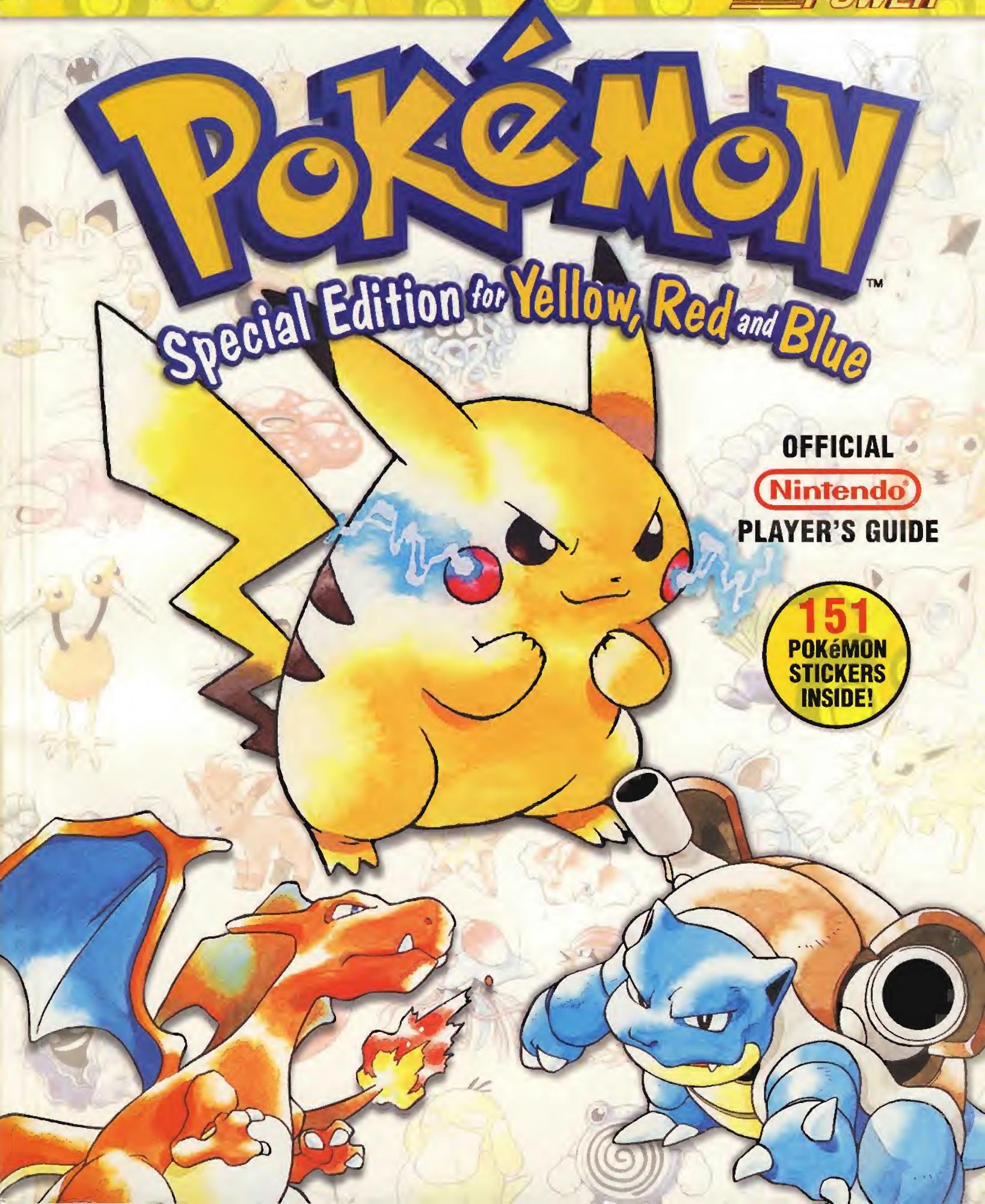
OFFICIAL

Nintendo®

PLAYER'S GUIDE

151

POKÉMON  
STICKERS  
INSIDE!



# Pokémon

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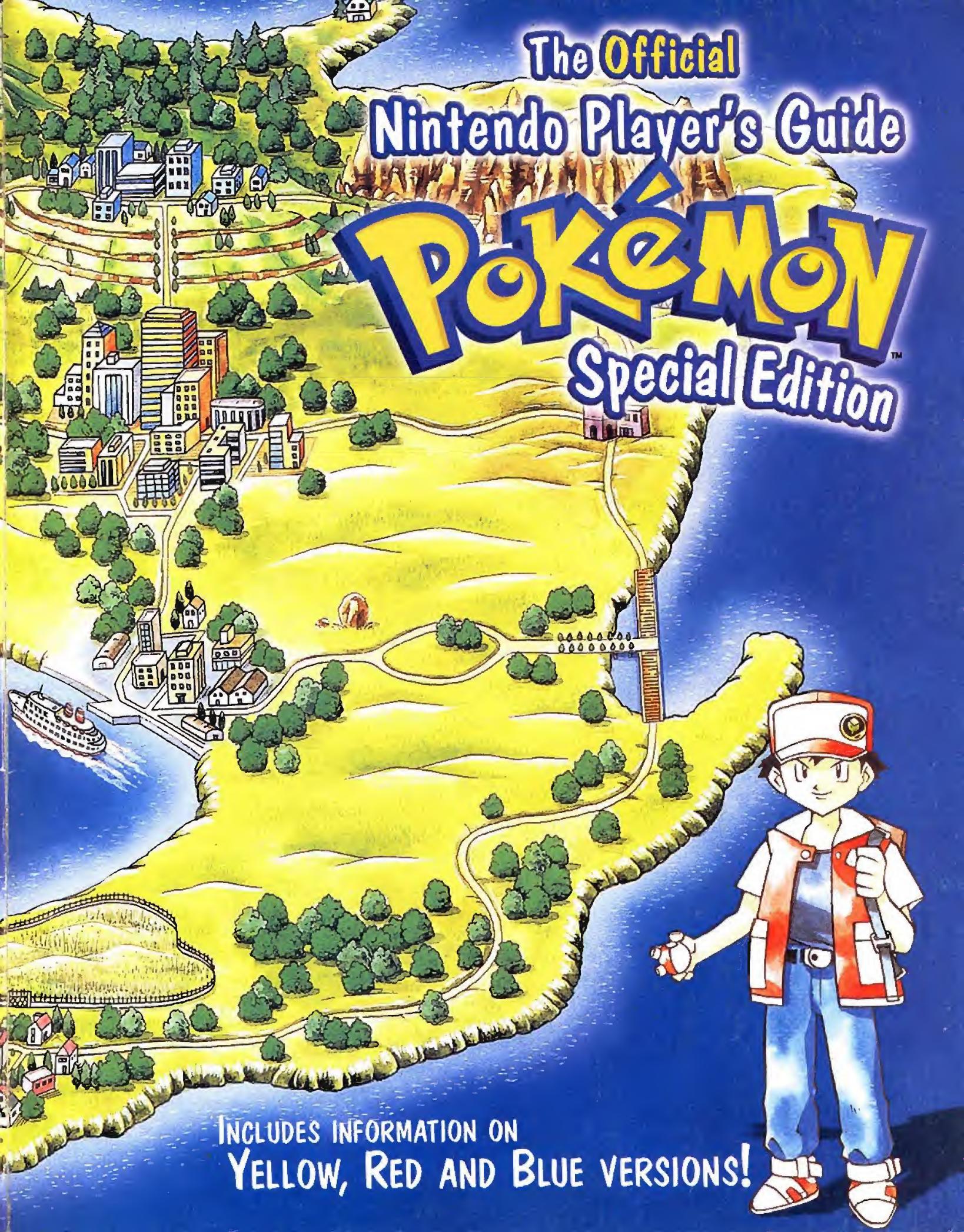
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The Official  
Nintendo Player's Guide

# Pokémon

Special Edition™



INCLUDES INFORMATION ON  
YELLOW, RED AND BLUE VERSIONS!

# CONTENTS

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



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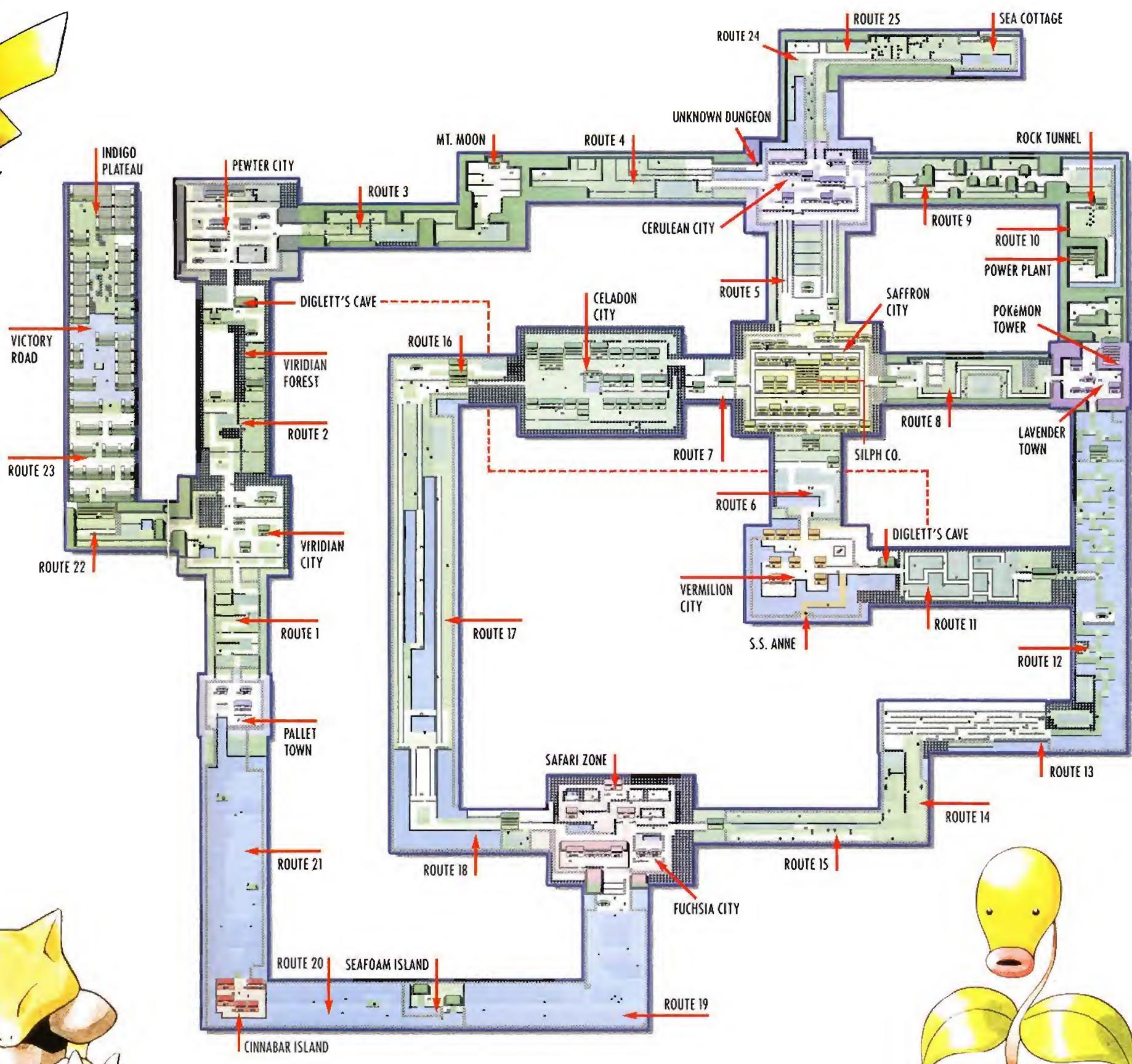
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# THE WORLD OF POKÉMON

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

## Your Adventure Begins

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



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



### Ash

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



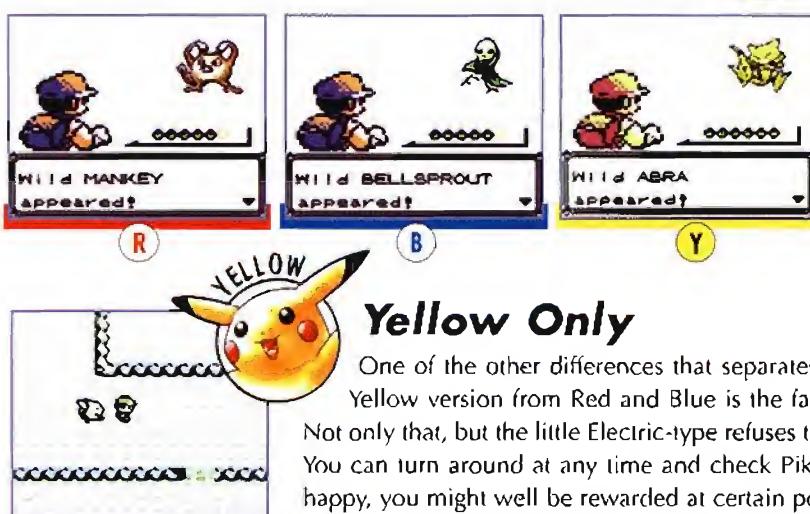
### Gary

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

## Red, Blue, Yellow

Most Pokémon can be found in specific areas only, and some Pokémon are rare and difficult to find. In fact, you won't be able to capture some Pokémon at all and will have to trade for them if you hope to complete your collection.

Although the game play in the Red, Blue and Yellow versions is the same, you will notice differences in when and where wild Pokémon show up in each one. For example, at the same spot in Route Six, you're likely to run into these different Pokémon depending on which version you're playing.

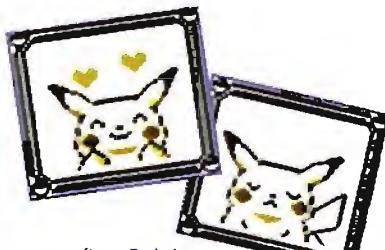


One of the other differences that separates the Yellow version from Red and Blue is the fact that you receive Pikachu as your first Pokémon. Not only that, but the little Electric-type refuses to stay in its Poké Ball and instead follows you around on screen. You can turn around at any time and check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



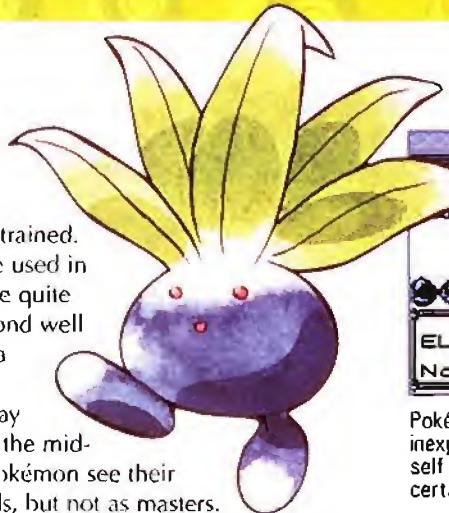
### Dr. Oak

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



## Pokémon Pals

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



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

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

## Hit and Power Points

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



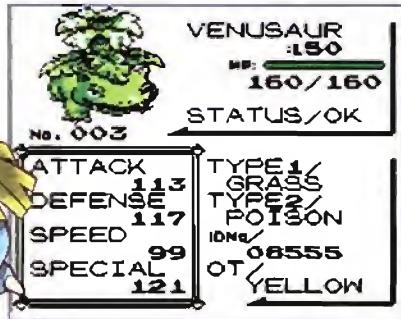
Your Pokémon can have four different attacks at one time, so be sure to spread out your attack strategy to use all of them. If you use just one attack constantly, you won't have any PP left when you need it most.

## Special Attacks, Special Effects

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



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



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



# COLLECT 'EM ALL

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

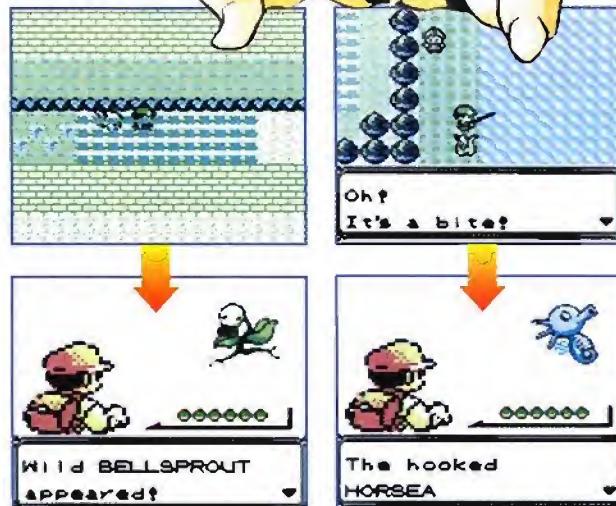


## Hiking and Fishing

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

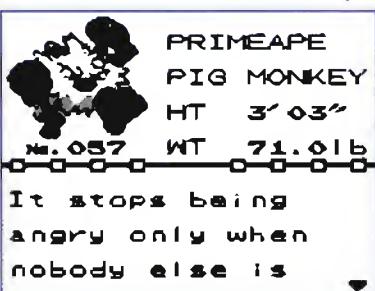
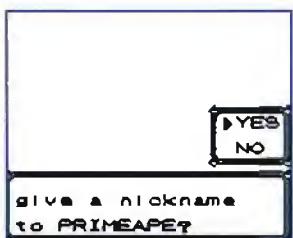
## Combat and Capture

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

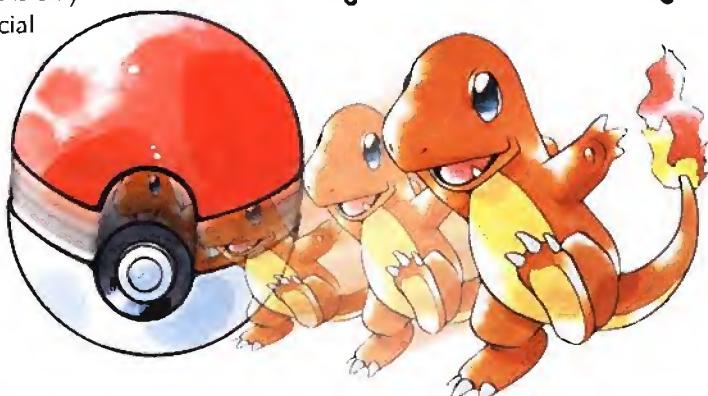


Walking

Fishing



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



### Poké Ball

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

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| 057      | PRIMEAPE   | 140     |
| 058      | GROWLITHE  | OWN 105 |
| 059      | ARCANINE   | DATA    |
| 060      | OPOLIWAG   | CRY     |
| 061      | OPOLIWHIRL | AREA    |
| 062      | -----      | PRNT    |
| 063      | CABRA      | QUIT    |

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

# WAYS TO EVOLVE

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



## Pass the Points

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



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

## Abilities and Evolution

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



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



## Rare Candy

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



|                          |     |
|--------------------------|-----|
| PIKACHU                  | 150 |
| SPEAROW                  | 150 |
| HYPNO                    | 149 |
| POKEGIRL                 | 150 |
| VENUSAUR                 | 150 |
| GYARADOS                 | 150 |
| HYPNO's<br>SPECIAL move. |     |

## Power-up Items

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

|             |                        |
|-------------|------------------------|
| GYARADOS    | EXP. POINTS<br>174/174 |
| LEVEL       | 1000/10 483            |
| SURF        | PP 15/15               |
| STRENGTH    | PP 15/15               |
| HYPER BEAM  | PP 8/8                 |
| DRAGON RAGE | PP 10/10               |

## Stop the Presses!

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



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

## Same Pokémon

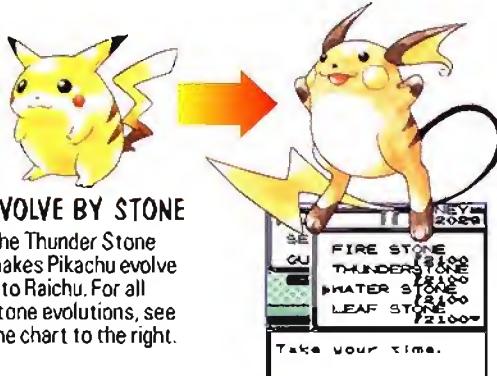
Even wild Pokémons of the same kind and the same experience level can have very different ratings. Take these Rattata, for example. Both are at level 14, but each has different HP, Attack, Defense, Speed and Special ratings. Before you decide to focus on training a particular Pokémon, make sure you've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

|         |       |
|---------|-------|
| RATTATA | 114   |
| HP      | 28/36 |
| STATUS  | /OK   |
| ATTACK  | 10    |
| DEFENSE | 10    |
| SPEED   | 10    |
| SPECIAL | 10    |
| TYPICAL |       |
| OT      | YOUNG |

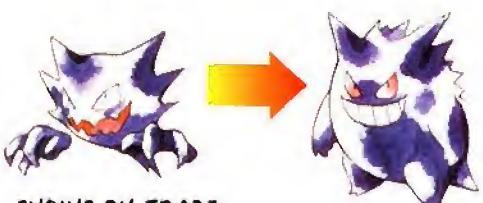
|         |       |
|---------|-------|
| RATTATA | 114   |
| HP      | 28/36 |
| STATUS  | /OK   |
| ATTACK  | 10    |
| DEFENSE | 10    |
| SPEED   | 10    |
| SPECIAL | 10    |
| TYPICAL |       |
| OT      | YOUNG |

## Evolving by Trading and Using Stones

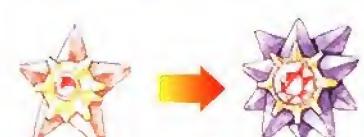
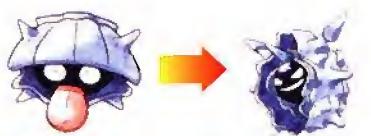
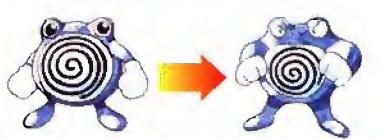
Some Pokémon won't evolve no matter how much experience they earn. Some need to be exposed to stones with elemental powers. For example, Vulpix won't evolve into Ninetales until touched with the Fire Stone. Other Pokémon won't evolve until they're traded with another player. Then your Pokémon will evolve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



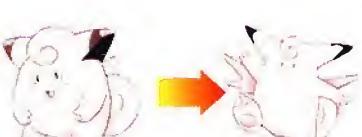
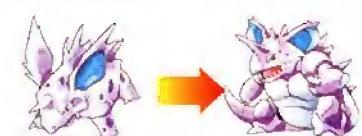
You can buy most elemental stones used for evolutions at the Celadon Department Store.



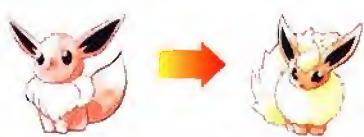
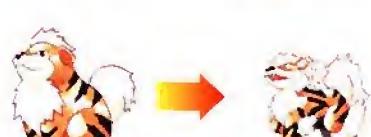
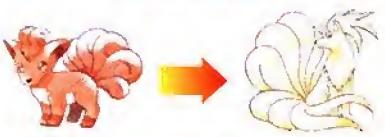
### WATER STONE



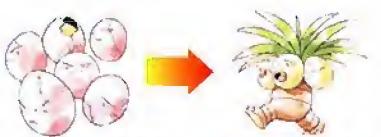
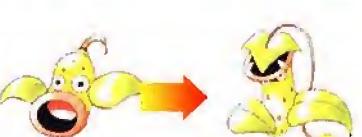
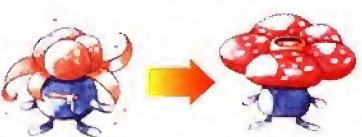
### MOON STONE



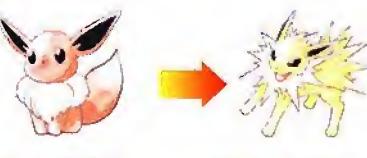
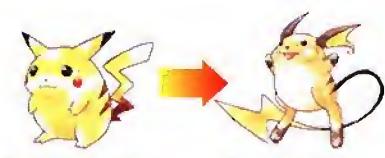
### FIRE STONE



### LEAF STONE



### THUNDER STONE



# LINKING & TRADING

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

## Linked for Battle

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



Welcome to the  
Cable Club!



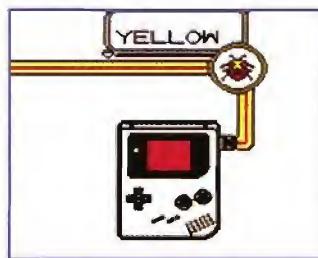
After a Pokémon is traded, it will always earn 1.5 times as much experience from a battle as those that are never traded. It's a great way to develop your Pokémon faster.



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

## Trading Tips

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

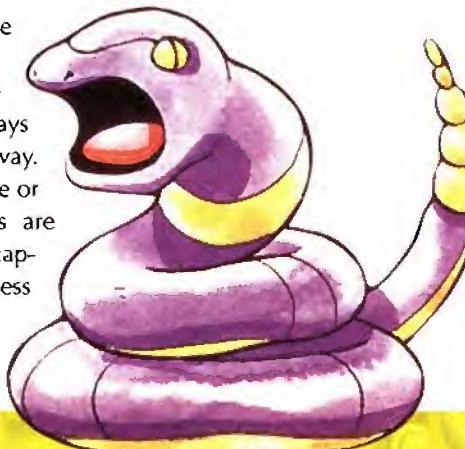


You can trade with other players and with some computer-controlled characters in the game.



## LINK EVOLUTION

|              |              |
|--------------|--------------|
| *64 KADABRA  | *65 ALAKAZAM |
| *67 MACHOKE  | *68 MACHAMP  |
| *75 GRAVELER | *76 GOLEM    |
| *93 HAUNTER  | *94 GENGAR   |



# BATTLE STRATEGIES

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

## Typecasting For Combat

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

## Combat Chart

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

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



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



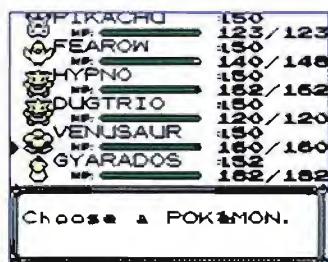
## Ability and Compatibility

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



## Team Tactics

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



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

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

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

## Lasting Effects

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

## Balanced Attacks

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

|                                    |                                |
|------------------------------------|--------------------------------|
| WEEDLE SLP                         |                                |
| HYPNO                              | 150<br>162/162                 |
| Enemy HYPINBELL<br>is past asleep! |                                |
| N. 067                             | HYPNO 150<br>162/162 STATUS/OK |
| ATTACK 81                          | TYPE 1/ PSYCHIC                |
| DEFENSE 103                        | 104/ 06555                     |
| SPEED 94                           | OT YELLOW                      |
| SPECIAL 157                        |                                |

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

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

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

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

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

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



# USING YOUR TRAINER'S MANUAL

## WORLD MAP

The colored section on the World Map lets you see where the area is situated on Pokémon Island.

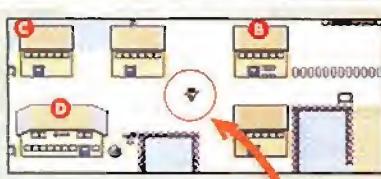
## POKÉMON

These pictures and the attached captions will introduce all of the Pokémon over the course of the game. Although we'll cover all three versions of the game, the order in which the various creatures appear in this book is based on the Yellow version of Pokémon.

## EVOLUTION ARROW

This arrow shows how to evolve your Pokémon, and leads to whatever evolved form the Pokémon takes.

A Pokémon that appears in the blue box cannot be caught in the Yellow version—you must evolve a Pokémon to get it.



## POKÉMON TRAINER

Occasionally you may see a circle around a trainer on the map. A blue circle means this trainer appears only in the Red and Blue versions, while an orange ring means Yellow only.

## FISH FINDER

The Fish Finder chart shows which waterborne Pokémon can be found in the area. You'll be able to find these Pokémon only by fishing for them or running into them while Surfing.

## ITEMS

The color of the type indicates the version items are found in: Black for all versions, yellow for Yellow only, and red for Red and Blue.

- ① POTION
- ② POTION
- ③ POTION

## TIPS

As you make your way through the game, you'll find many areas where an extra bit of strategy is needed. These areas will be set off under the symbol of the version the tip applies to, and they'll give you an inside line on a particular battle or technique.



If the Pokémon's name is surrounded by a Red bar, it can be caught only by completing a task in the Yellow version.

A blue bar around the name shows that you can catch the Pokémon by fishing in the Yellow game.

A green bar around the Pokémon's name indicates that it can be caught in the wild in the Yellow version.

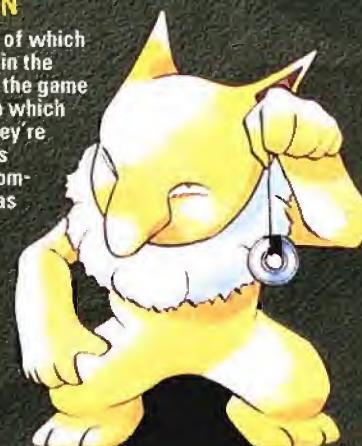


## GARY, JESSIE & JAMES, GYM LEADERS

Battle information will differ depending on the version of the game. Pokémon lists for Gym Leaders will include teams from all three versions, but Gary's list will show only his team from Yellow. Since you don't meet up with Jessie and James of Team Rocket in the Red and Blue versions, their boxes apply only to Yellow.

## FIELD POKÉMON

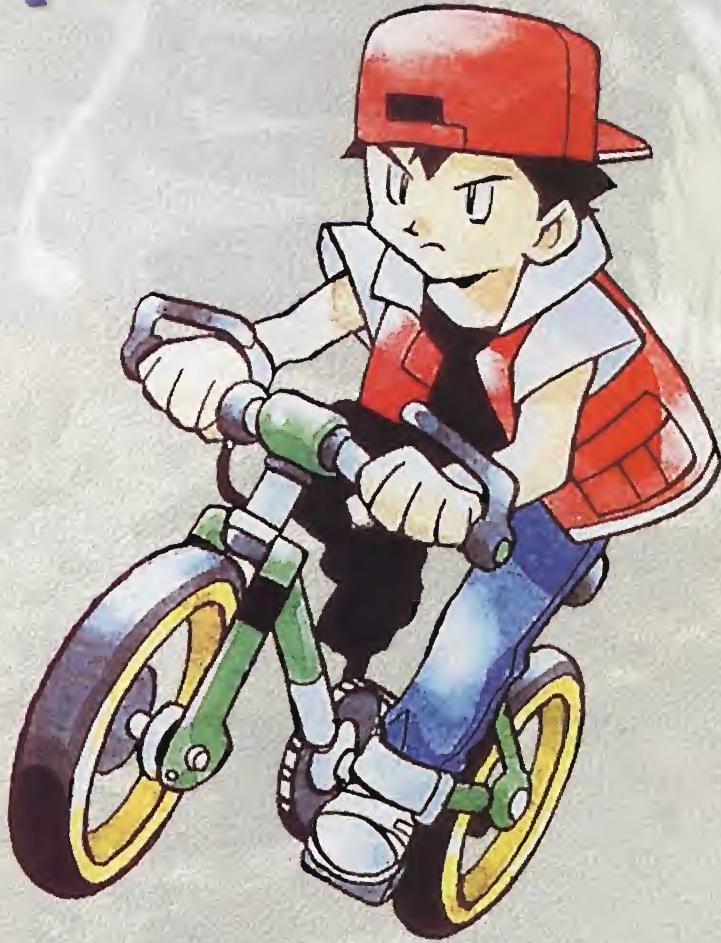
This box shows charts of which Pokémon can be found in the wild in each version of the game and the frequency with which they can be found. If they're rare, they'll be listed as "Few," and if they're common, they'll be shown as "Many." "None" means they cannot be found at all in that version.

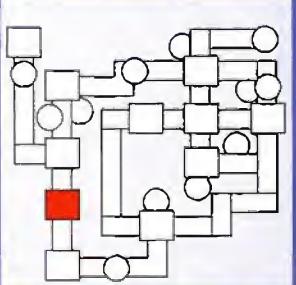




# Pokémon

TRAINER'S MANUAL



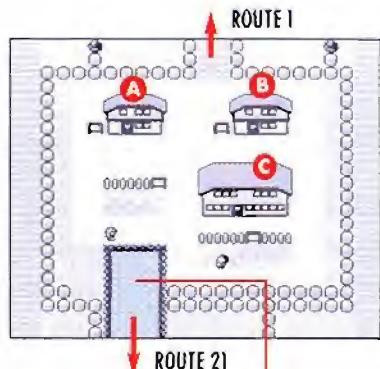


# PALLET TOWN

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

## A Home, Sweet Home

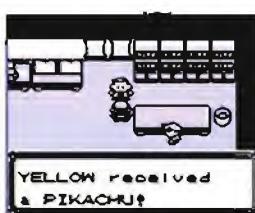
Your adventure begins here in your own, cozy home. Before you say good-bye to your Mom, check your PC and withdraw the one item stored in the system: a bottle of healing Potion. Now it's time to start exploring the great, wide world.



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

## C Professor Oak's Lab

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



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



### #25 PIKACHU

#### TYPE: ELECTRIC

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

### #26 RAICHU

#### TYPE: ELECTRIC

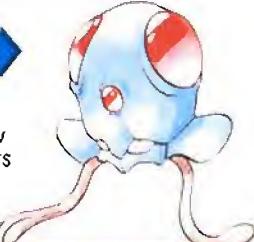
In the Yellow version, you cannot use the Thunder Stone to evolve Pikachu unless you first trade it away. Bear in mind that if you do, it won't follow you around anymore.



### #72 TENTACOOL

#### TYPE: WATER/POISON

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



### #120 STARYU

#### TYPE: WATER

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



### #121 STARMIE

#### TYPE: WATER/PSYCHIC

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





## Which Pokémon Do You Choose?

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



OAK: Now, ASH,  
which POKÉMON do



So! You want the  
fire POKÉMON,



## Your Rival's First Pokémon

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

### VAPOREON

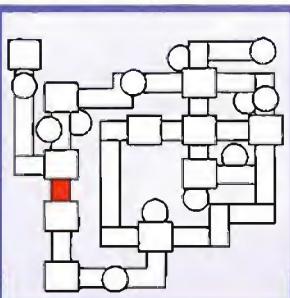
If you lose your battle with your rival at Professor Oak's Lab, the Eevee will eventually evolve into the Water-type Pokémons, Vaporeon.

### JOLTEON

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

### FLAREON

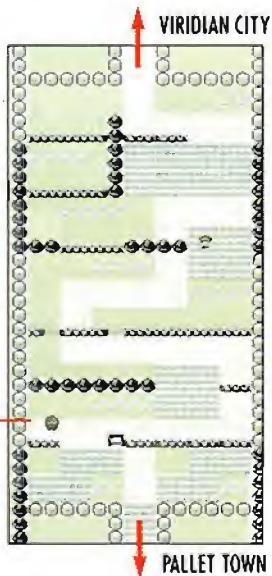
If you win at the lab but lose (or pass up) the battle with Gary west of Viridian City, the Eevee will evolve into the Fire-type, Flareon.



# ROUTE 1

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

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

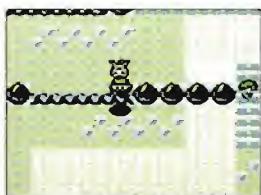


Some people you meet will challenge you to a Pokémons battle. Others will give you advice or items. This person will give you a Potion.



## Hedge Hurdle

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



## #19 RATTATA

TYPE: NORMAL

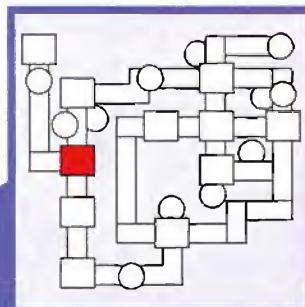
Another common Pokémons, Rattata uses its sharp teeth to defend itself from attackers. Despite its ferocious appearance, it often shares habitats peacefully with Pidgey.



## #16 PIDGEY

TYPE: NORMAL/FLYING

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



# VIRIDIAN CITY

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

## #60 POLIWAG

### TYPE: WATER

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



## A Pokémon Mart

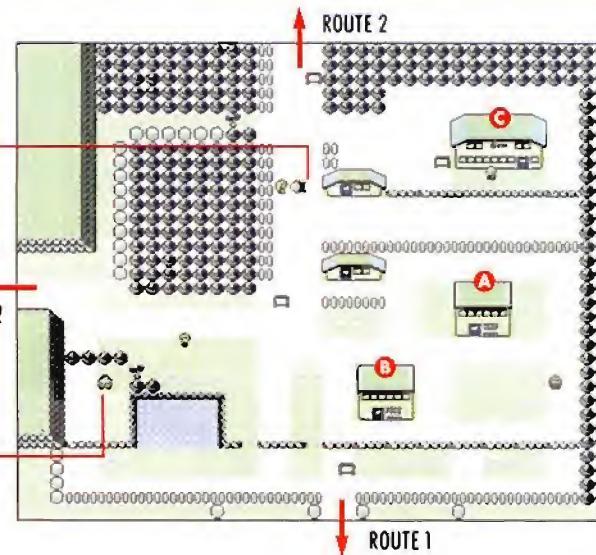
At a Pokémon Mart, you can buy whatever the store has in stock. You can also sell items from your inventory. The store's stock may have additional items, depending on whether you're playing Yellow, Red or Blue.



|                      |            |
|----------------------|------------|
| <b>POKÉ BALL</b>     | <b>200</b> |
| <b>POTION</b>        | <b>300</b> |
| <b>ANTIDOTE</b>      | <b>100</b> |
| <b>PARALYZE HEAL</b> | <b>200</b> |
| <b>BURN HEAL</b>     | <b>250</b> |

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

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



## Delivery Service

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



## B Pokémon Center

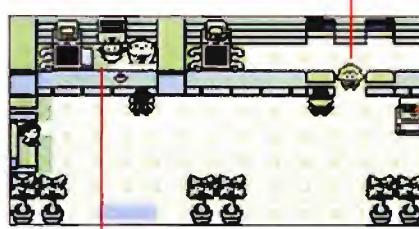
The Pokémon Center can provide you with free Pokémon medical treatment and other valuable services. There are branch offices in most major cities, and they're open 24 hours a day, seven days a week, for your convenience. They're almost as good as your Mom, but without the hugs and cookies.

## C Viridian City Gym—see pg. 58

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

### Pokémon Cable Club

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



### PC

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

### Pokémon Hospital

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





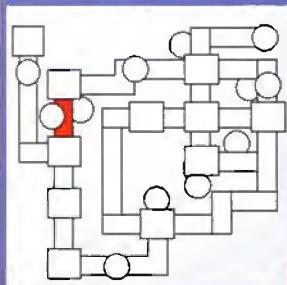
Y

**LV 9 #21 SPEAROW**

**LV 8 #133 EEVEE**

Gary  
Battle 1

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



## ROUTE 2

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

### ITEMS

- 1** HP UP
- 2** MOON STONE

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

### #29 NIDORAN ♀

TYPE: POISON

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

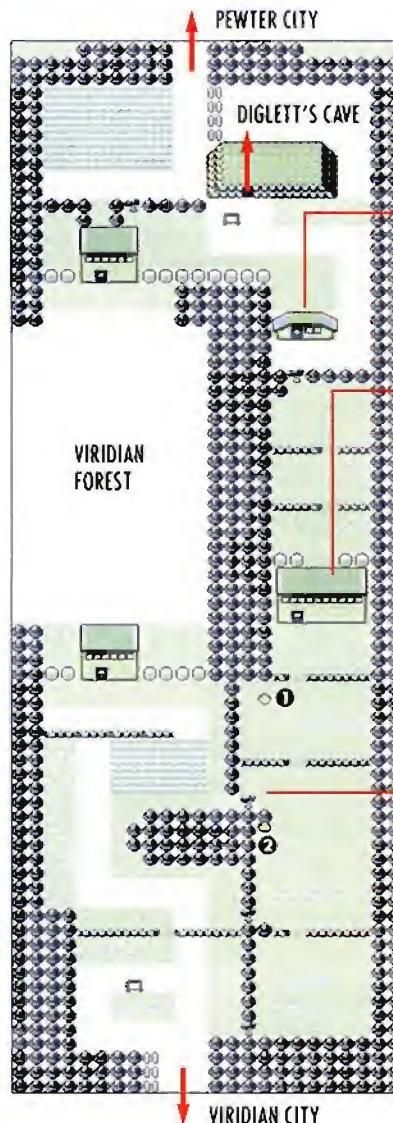


### #32 NIDORAN ♂

TYPE: POISON



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



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

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

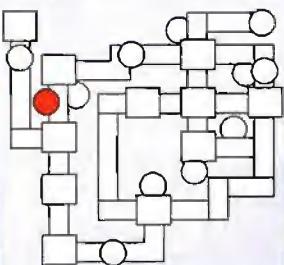
If you remove this bush using the Cut (HM 01) ability, a path will provide a shortcut around Viridian Forest, though the forest is great for collecting Bug-type Pokémon near the beginning of your quest.

### #122 MR. MIME

TYPE: PSYCHIC

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





# VIRIDIAN FOREST

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



## Get Pikachu!

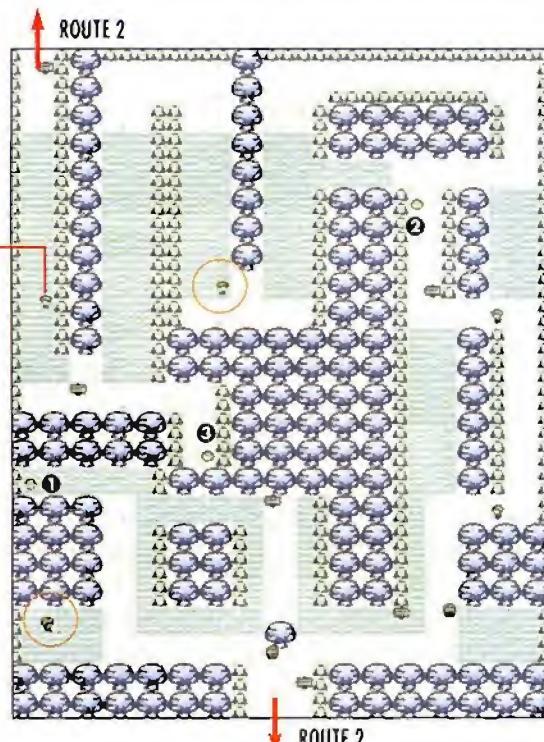
In the Yellow version of Pokémon, you get only one Pikachu. But in the Red and Blue versions, you can find them in the wild of Viridian Forest. Try to capture two Pikachu before you leave. You can evolve one into Raichu once you find a Thunder Stone. The other you can prevent from evolving, so you always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

### ITEMS

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

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

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



## Duels with Trainers

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

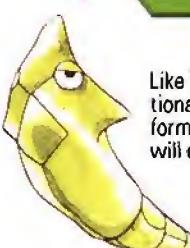


### #10 CATERPIE

TYPE: BUG

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

Lev. 7



### #11 METAPOD

TYPE: BUG

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

Lev. 10

### #12 BUTTERFREE

TYPE: BUG/FLYING

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



### #17 PIDGEOTTO

TYPE: NORMAL/FLYING

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



### #18 PIDGEOT

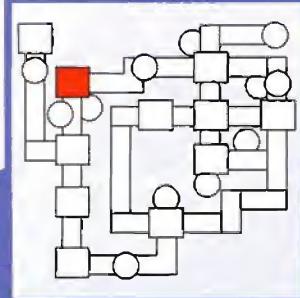
TYPE: NORMAL/FLYING

Lev. 36



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





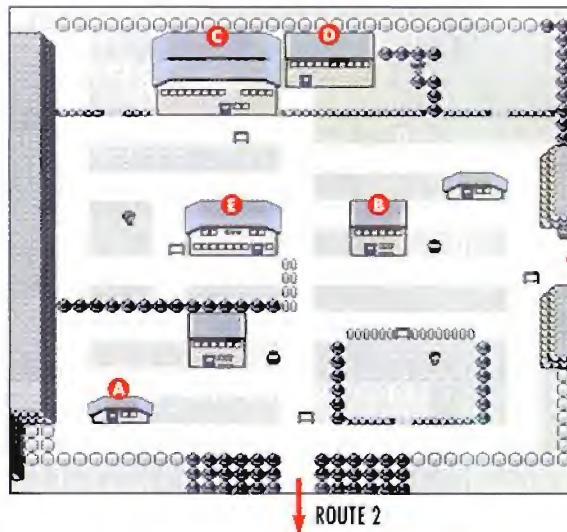
# PEWTER CITY

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

## A Pokécenter

## B PokéMart

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



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

## C Museum of Science

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



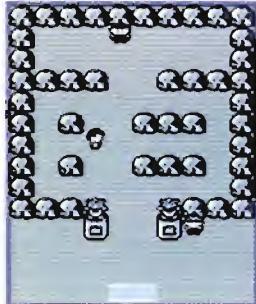
## D Secret Lab

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



## E Pewter City Gym

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



Pewter City Gym Leader:  
**BROCK**

Y

R B

LEV. 10 #74 GEODUDE

LEV. 12 #74 GEODUDE

LEV. 12 #95 ONIX

LEV. 14 #95 ONIX

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

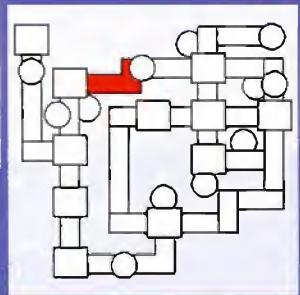


## PRIZES

## BOULDER BADGE/TM 34

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





# ROUTE 3

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

## A Pokémon Center

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

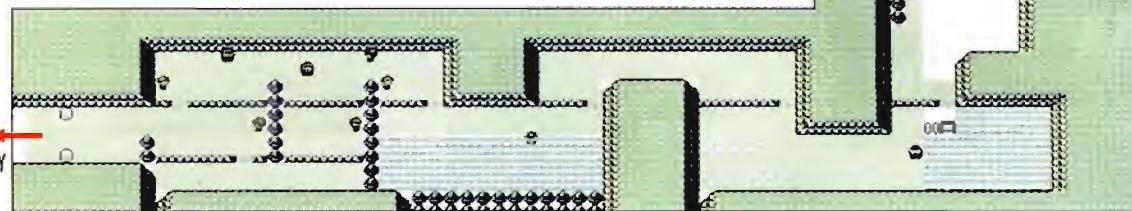
### #21 SPEAROW

TYPE: NORMAL/FLYING



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

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



### #21 SPEAROW

TYPE: NORMAL/FLYING

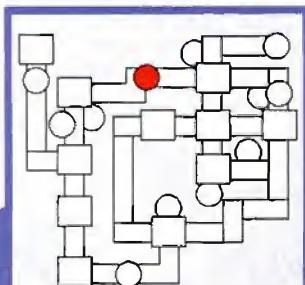
As a Fighting-type Pokémon, Mankey is more agile than most Pokémon. It can dodge even special attacks quite easily.



### #27 SANDSHREW

TYPE: GROUND

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



# MT. MOON

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

### #74 GEODUDE

TYPE: ROCK/GROUND

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

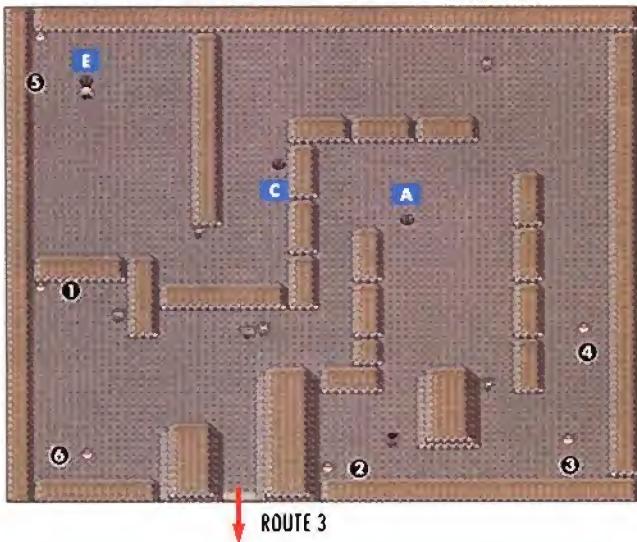


### Erode Geodude's Advantage

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



## First Floor



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

### #35 CLEFAIRY

TYPE: NORMAL

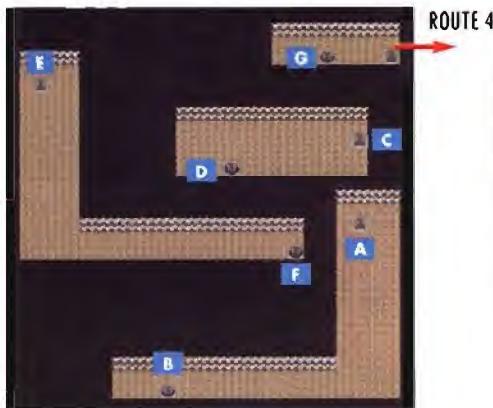
You must search long and hard to find a Clefairy. It is found in only two places other than Mt. Moon, so try your best while you're here.



## ITEMS

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

## First Basement

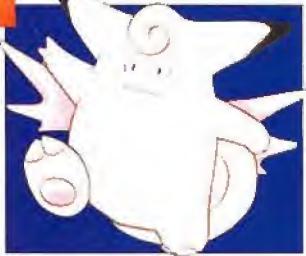


| 1ST BASEMENT | Y    | R    | B    |
|--------------|------|------|------|
| #35 CLEFAIRY | FEW  | FEW  | FEW  |
| #41 ZUBAT    | MANY | MANY | MANY |
| #46 PARAS    | FEW  | FEW  | FEW  |
| #74 GEODUDE  | FEW  | MANY | MANY |

Moon Stone

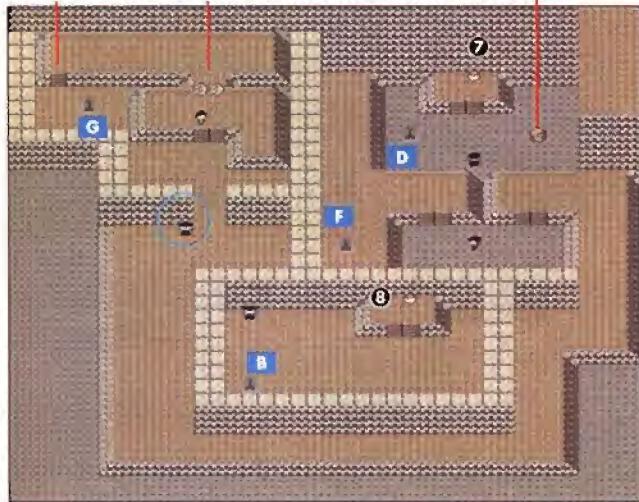
### #36 CLEFABLE

TYPE: NORMAL



## Second Basement

JESSIE AND JAMES  
FOSSILS



Walk up to the left side of this rock and press A. In that spot you will discover one Ether, which gives 10 PP to one ability.



### #41 ZUBAT

TYPE: POISON/FLYING

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

### #46 PARAS

TYPE: BUG/GRASS

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

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



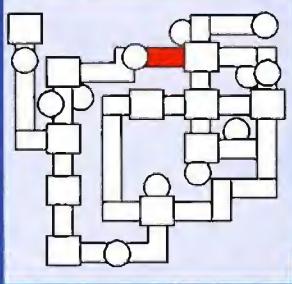
## Eeny, Meeny, Miny, Moe!

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



- Y**  
**LEV. 14 #23 EKANS**  
**LEV. 14 #52 MEOWTH**  
**LEV. 14 #109 KOFFING**  
**Jessie and James**  
**Battle 1**

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

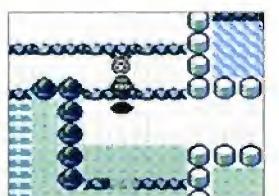


## ROUTE 4

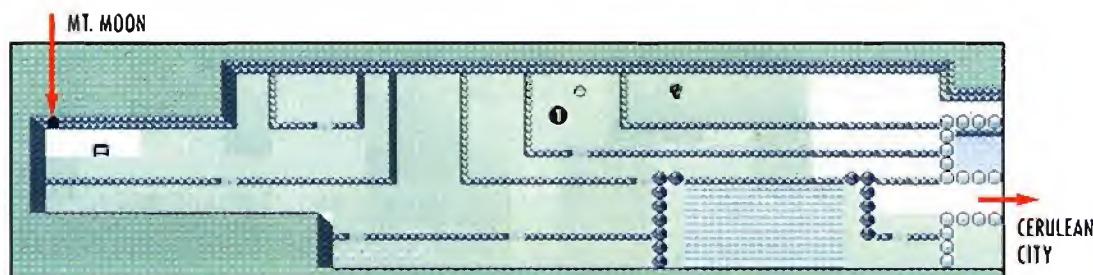
After the ordeal in Mt. Moon, Route 4 will probably seem like a walk in the park. There are no trainers to challenge you and only one area where you can run into wild Pokémons. Be sure to collect Whirlwind (TM 04) before you jump the hedge to reach Cerulean City. After you jump it, you won't be able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

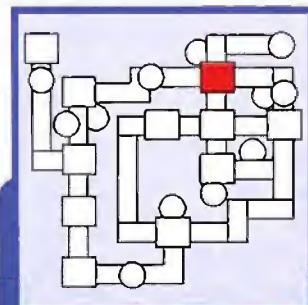
## No Going Back

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



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

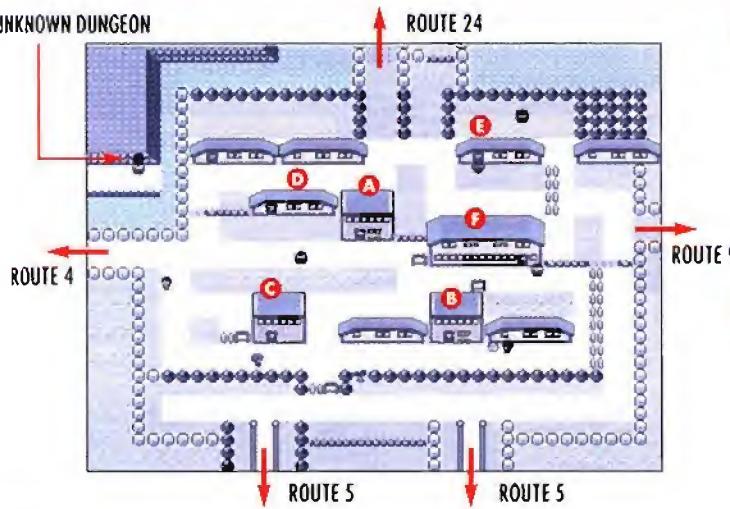




# CERULEAN CITY

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

UNKNOWN DUNGEON



## A Pokémon Center

## B Pokémon Mart

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

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

## C Smooth Ride

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

## D Trading Post

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

## E A Way Out

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

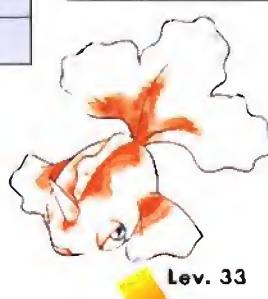
## F All Wet

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



### Get Bulbasaur!

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



### #118 GOLDEEN

TYPE: WATER

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



### #119 SEAKING

TYPE: WATER

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



## Unknown Dungeon

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



Lev. 16



### #1 BULBASAUR

**TYPE:** GRASS/POISON

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

### #2 IVYSAUR

**TYPE:** GRASS/POISON

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

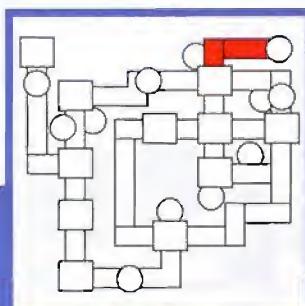
Lev. 32



### #3 VENUSAUR

**TYPE:** GRASS/POISON

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



# ROUTES 24 & 25

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



Gary  
Battle 2

Y

**LEV. 18 #21 SPEAROW**

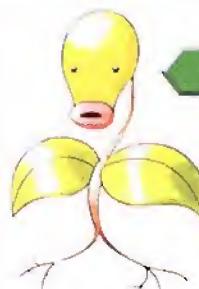
**LEV. 15 #27 SANDSHREW**

**LEV. 15 #19 RATTATA**

**LEV. 17 #133 EEVEE**



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



### #69 BELSPROUT

**TYPE:** GRASS/POISON

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

### #48 VENONAT

**TYPE:** BUG/POISON

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



## #4 CHARMANDER

**TYPE: FIRE**

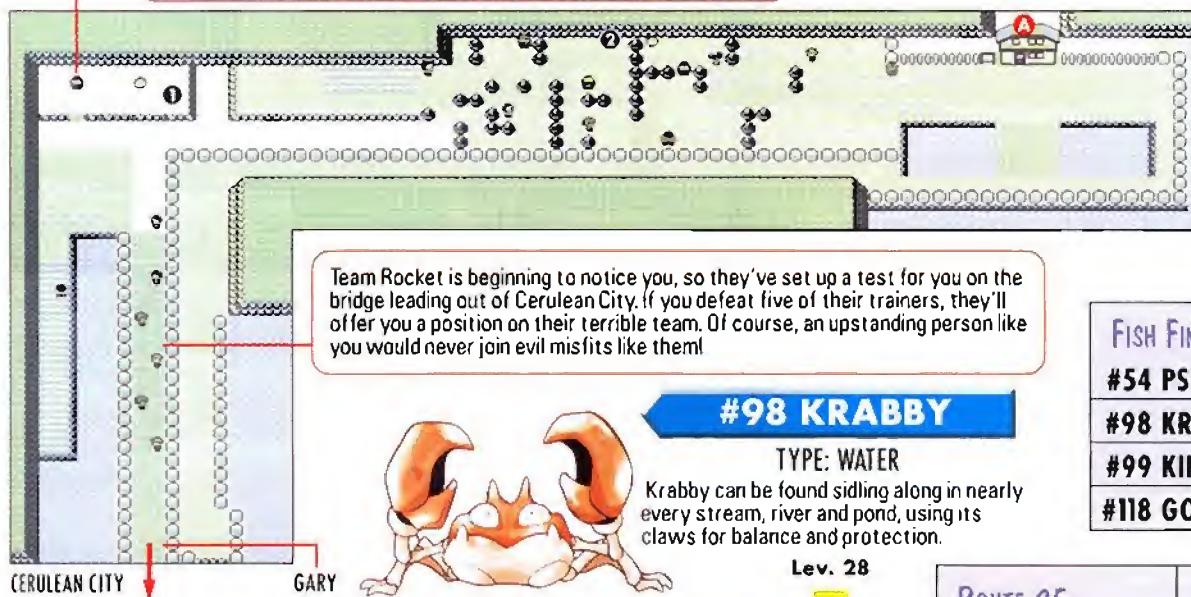
With its flaming tail, Charmander is a tough Pokémon to handle, even for a skilled trainer.



Lev. 16



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



CERULEAN CITY

GARY

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

## #5 CHARMELEON

**TYPE: FIRE**

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

Lev. 36



## #6 CHARIZARD

**TYPE: FIRE/FLYING**

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

## ITEMS

- ① TM 45
- ② TM 19

| FISH FINDER  | (Y) | (R B) |
|--------------|-----|-------|
| #54 PSYDUCK  |     | •     |
| #98 KRABBY   | •   | •     |
| #99 KINGLER  | •   |       |
| #118 GOLDEEN |     | •     |

## #98 KRABBY

**TYPE: WATER**

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

Lev. 28



## #99 KINGLER

**TYPE: WATER**

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



## #43 ODDISH

**TYPE: GRASS/POISON**



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

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

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

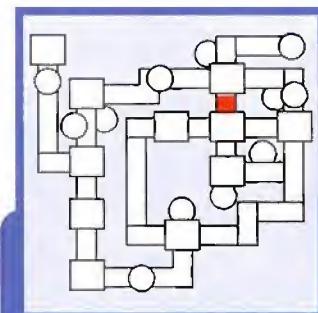
## A Sea Cottage

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



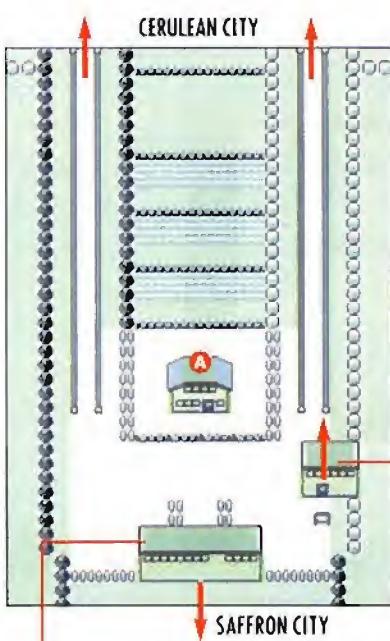
I'm a true blue POKÉMANIAC! Hey!





# ROUTE 5

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

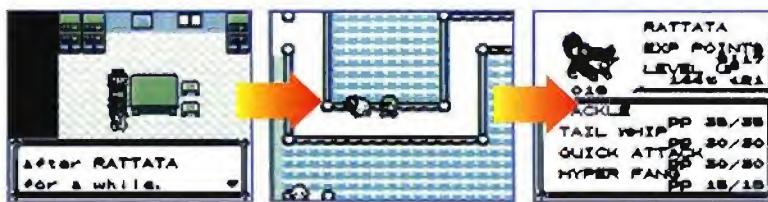


At the south end of Route 5 is a guard post that blocks the way to Saffron City. The guard inside keeps saying how thirsty he is. Maybe he'll let you by if you return with a beverage. Until then, check out the way to Route 6 next door.



## A Pokémon Daycare

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



UNDERGROUND PATH/ROUTE 6

## The Best Way to Use the Pokémon Daycare

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



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

## Let's Make a Deal

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



**#63 ABRA**

TYPE: PSYCHIC

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


**#39 JIGGLYPUFF**

TYPE: NORMAL



Moon Stone

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

**#40 WIGGLYTUFF**

TYPE: NORMAL



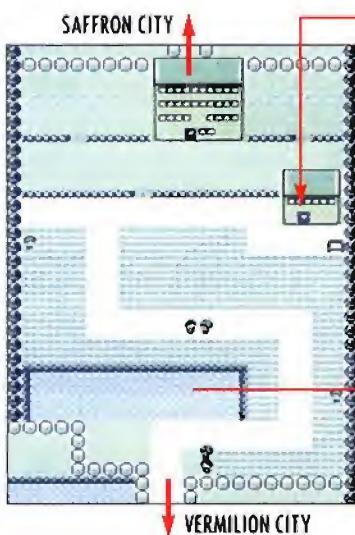
Wigglytuff's body is soft and rubbery, like a balloon. When angered, it inflates itself to an enormous size to scare off enemies.



# ROUTE 6

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

## UNDERGROUND PATH/ROUTE 5



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

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

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

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

**#54 PSYDUCK**

TYPE: WATER

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



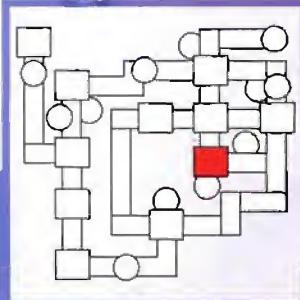
Lev. 33

**#55 GOLDUCK**

TYPE: WATER

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





# VERMILION CITY

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

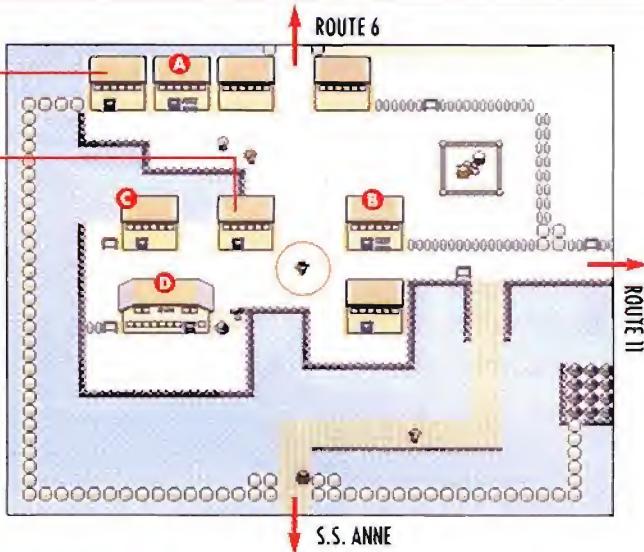
The Old Fishing Guru has taken a shine to you, and he'd like to give you his Old Rod as a gift. Use the Old Rod to fish for water-dwelling Pokémons. If you get a bite, you can either fight or try to capture the Pokémons you've hooked.

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



## Get Squirtle!

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



## A Pokémon Center

## B Pokémon Mart

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



## #7 SQUIRTLE

TYPE: WATER

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

| FISH FINDER   | Y | R B |
|---------------|---|-----|
| #72 TENTACOOL | • |     |
| #90 SHELDER   |   | •   |
| #98 KRABBY    |   | •   |
| #116 HORSEA   | • |     |

## #8 WARTORTLE

TYPE: WATER

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



## #9 BLASTOISE

TYPE: WATER

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



## #116 HORSEA

TYPE: WATER



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

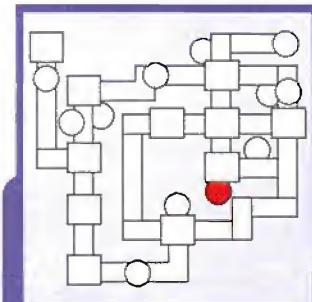
## C A Gift For Gab

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



## D Vermilion Gym—See pg. 30





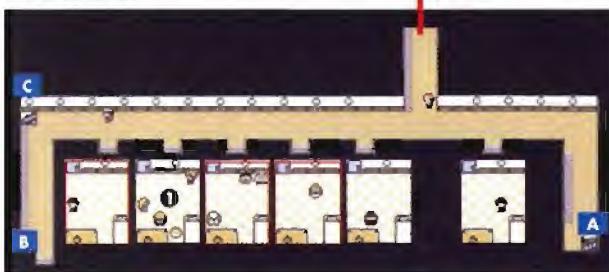
# S.S. ANNE

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



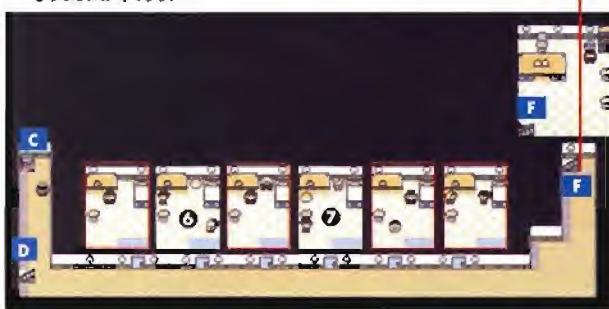
| FISH FINDER   | Y | R B |
|---------------|---|-----|
| #72 TENTACOOL | • |     |
| #90 SHELLDER  | • | •   |
| #98 KRABBY    |   | •   |
| #120 STARYU   | • |     |

First Floor



EXIT

Second Floor

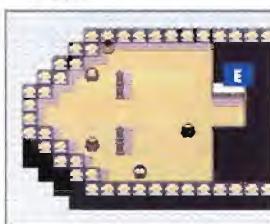


GARY

Third Floor



Deck



Gary  
Battle 3

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

## #90 SHELLDER

TYPE: WATER

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



Water Stone

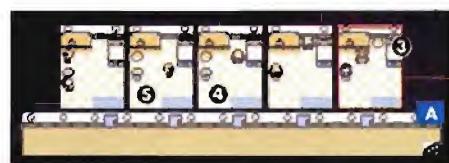
## #91 CLOYSTER

TYPE: WATER/ICE

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



First Basement



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

Kitchen



## ITEMS

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



Imagine seeing you here!



PIKACHU L2A  
49 / 64

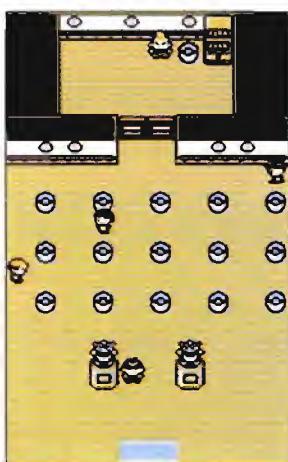
PIKACHU USED THUNDERSHOCK !

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



## D Cut to the Quick

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



### Vermilion City Gym Leader: Lt. Surge

Y

R B

**LEV. 28 #26 RAICHU**

**LEV. 21 #100 VOLTORB**

**LEV. 18 #25 PIKACHU**

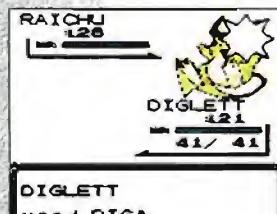
**LEV. 24 #26 RAICHU**

#### PRIZES

#### THUNDER BADGE/TM 24

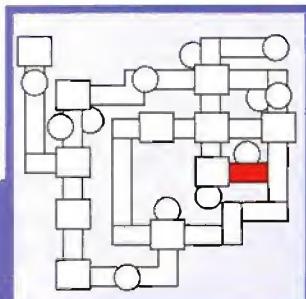
If you defeat Lt. Surge, he'll give you TM 24 (the Thunderbolt technique) and the Thunder Badge, which increases the speed of your Pokémon a little and enables you to use Fly (once you have HM 02).

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



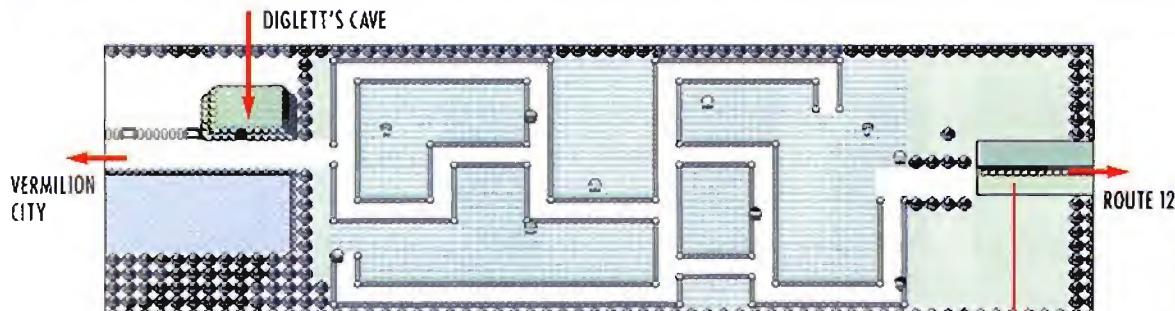
**DIGLETT**  
used DIGI

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



## ROUTE 11

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



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

| FISH FINDER   | Y | R B |
|---------------|---|-----|
| #72 TENTACOOL | • |     |
| #90 SHELDRER  |   | •   |
| #98 KRABBY    |   | •   |
| #116 HORSEA   | • |     |

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

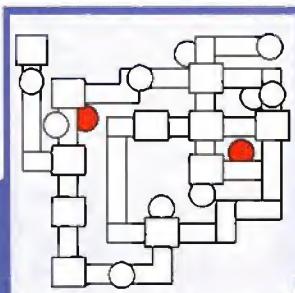




### #20 RATICATE

TYPE: NORMAL

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



### #96 DROWZEE

TYPE: PSYCHIC

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

Lev. 26

### #97 HYPNO

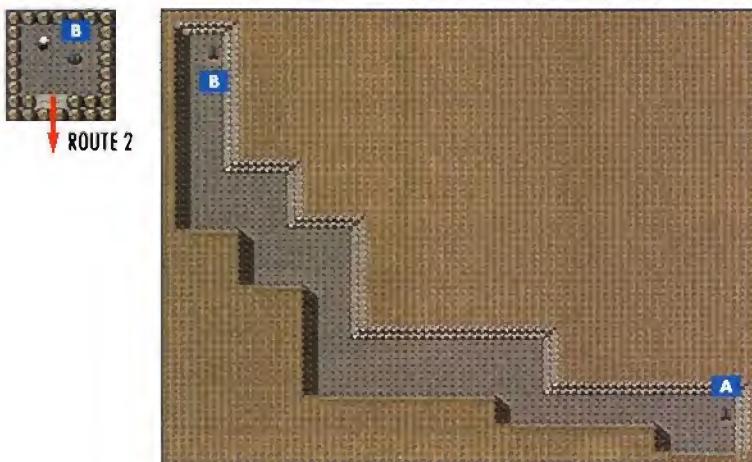
TYPE: PSYCHIC



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

## DIGLETT'S CAVE

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



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



### #50 DIGLETT

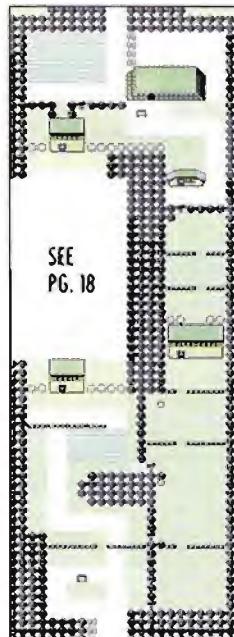
TYPE: GROUND

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



### At the Other End of Diglett's Cave

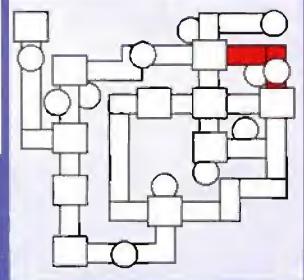
When you emerge from Diglett's Cave, you'll be back on Route 2 in an area you couldn't reach before. Check inside the first house you see to pick up HM 05, which contains the Flash ability. Armed with the ability to Cut (HM 01), you can reach more nearby areas by chopping down bushes. Then use Cut again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



### #51 DUGTRIO

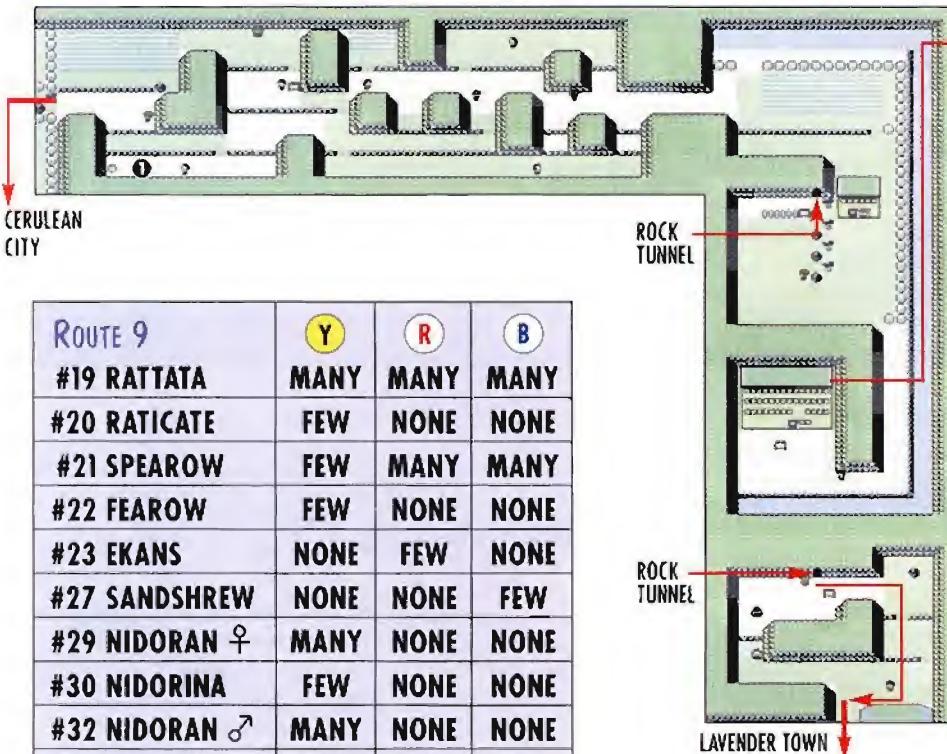
TYPE: GROUND

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



# ROUTES 9 & 10

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



POWER PLANT

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

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

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

## ITEMS

1 TM 30

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

## #33 NIDORINO

TYPE: POISON

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



## #30 NIDORINA

TYPE: POISON

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

Moon Stone



## #31 NIDOQUEEN

TYPE: POISON/GROUND

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

## #34 NIDOKING

TYPE: POISON/GROUND

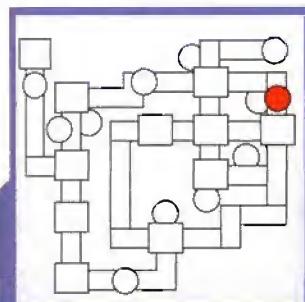
This creature is truly king of all it surveys. It uses its powerful tail to capture and crush its hapless prey.



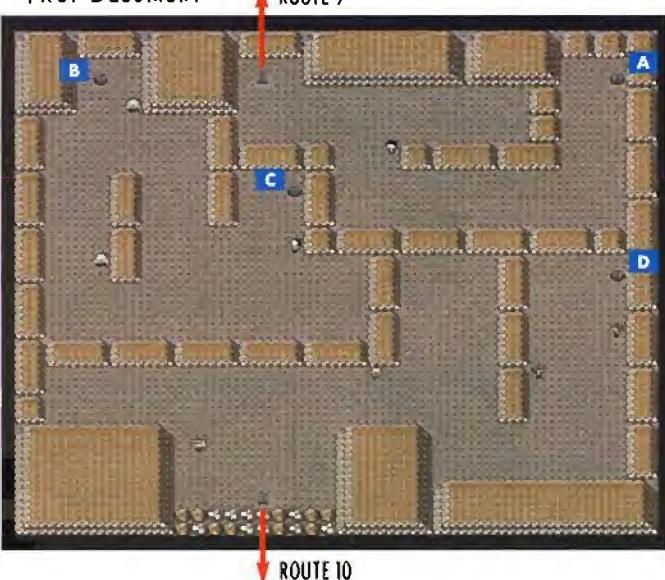
### #22 FEAROW

TYPE: NORMAL/FLYING

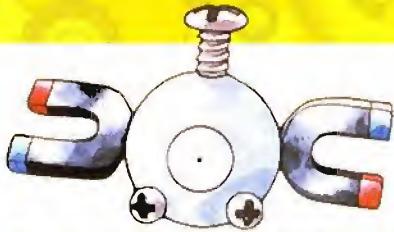
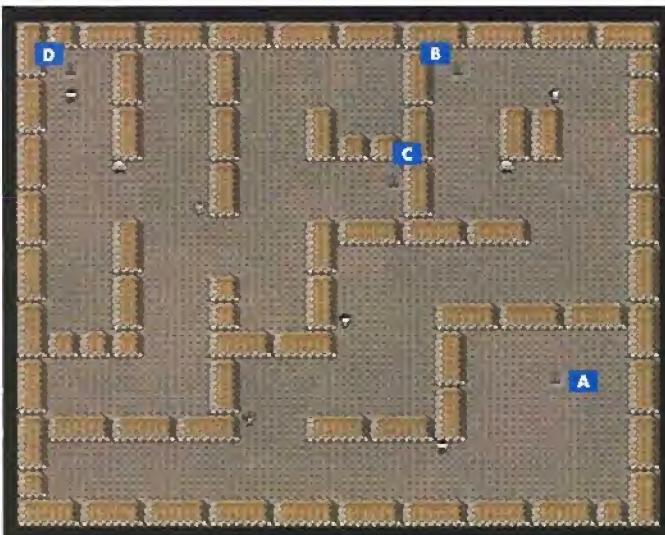
With its majestic wingspan, Fearow can glide for long periods of time. At higher experience levels, it can use its Mirror Move ability to duplicate an enemy's attack.



### First Basement



### Second Basement



### #81 MAGNEMITE

TYPE: ELECTRIC

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

### #66 MACHOP

TYPE: FIGHTING



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

# ROCK TUNNEL

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

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

### Into the Dark

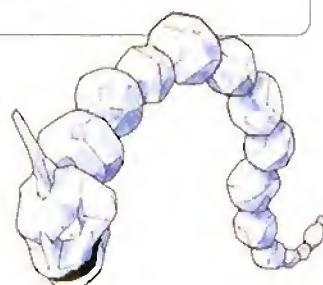
The wild Pokémon in Rock Tunnel seem to attack more often than their above-ground cousins, and if you're being attacked every few steps, it may take you a while to reach medical attention. If you want to avoid a lot of random combat, this would be a good time to try the Repel potion, which keeps minor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



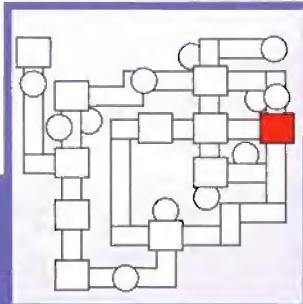
### #95 ONIX

TYPE: ROCK/GROUND

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



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



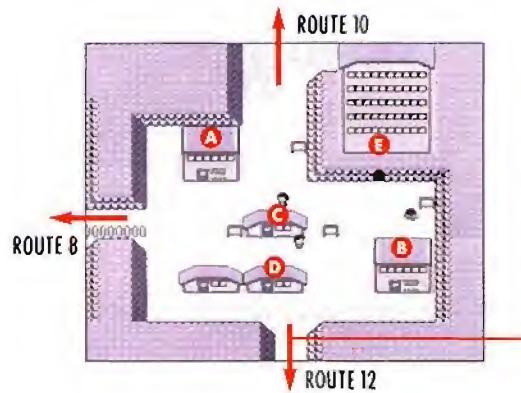
# LAVENDER TOWN

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

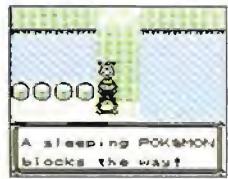
## A Pokémon Center

## B Pokémon Mart

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



It's possible to head down Route 12 to the south, but eventually a sleeping Snorlax will block your way. Since you don't have anything to make it budge, you'll have to head back, but be sure to wander upstairs in the lookout station so you can pick up a TM 39 free of charge!



## C Fuji Is Missing

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



## D The Name Game

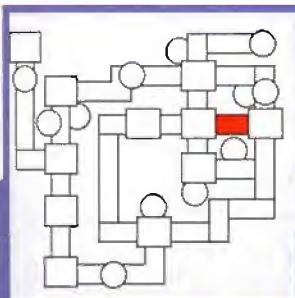
If you'd like the nicknames for your Pokémon rated, or if you'd like to change their nicknames, then visit this fellow in his registry office. Rating nicknames seems to us a very odd occupation, but if there's a market for it, who are we to argue? There's no charge for this service, so it's obviously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



## E Pokémon Tower—See pg. 39

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

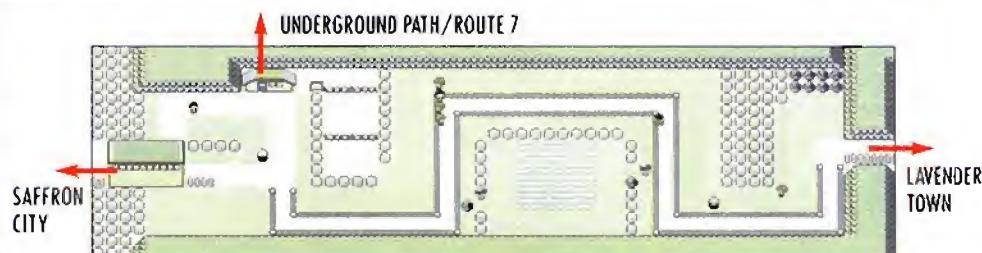




# ROUTE 8

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

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



## #64 KADABRA

TYPE: PSYCHIC

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



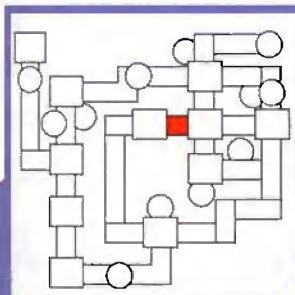
## #65 ALAKAZAM

TYPE: PSYCHIC

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

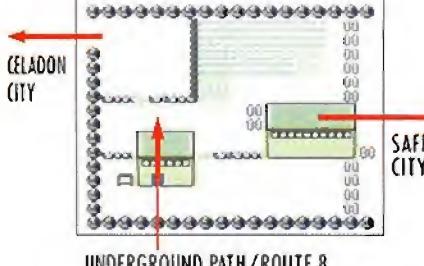


Trade



# ROUTE 7

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



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

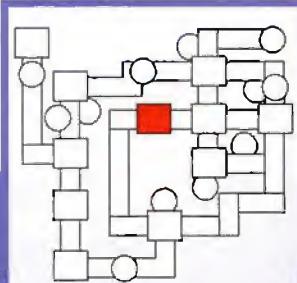
UNDERGROUND PATH/ROUTE 8

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



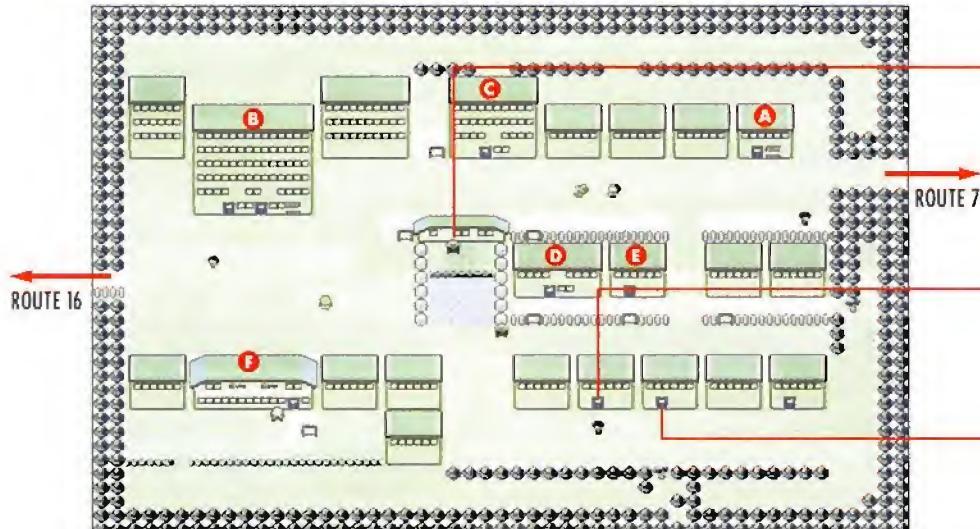
| ROUTE 7        |      |      |      |
|----------------|------|------|------|
| #16 PIDGEY     | MANY | MANY | MANY |
| #17 PIDGEOTTO  | FEW  | NONE | NONE |
| #19 RATTATA    | MANY | NONE | NONE |
| #37 VULPIX     | NONE | NONE | FEW  |
| #39 JIGGLYPUFF | FEW  | NONE | NONE |
| #43 ODDISH     | NONE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





# CELADON CITY

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



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

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

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

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

## THIRST QUENCHER

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



## A Pokémon Center

## B The Famous Celadon Department Store

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

Second Floor

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

Fourth Floor

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

Fifth Floor

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



## C Celadon Mansion

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

### #133 EEVEE

**TYPE: NORMAL**

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



## D The Big Payoff

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

## E Exchange Corner

| (Y)                  | (R)                | (B)                |
|----------------------|--------------------|--------------------|
| #63 ABRA 230         | #63 ABRA 180       | #63 ABRA 120       |
| #37 VULPIX 1,000     | #35 CLEFAIRY 500   | #35 CLEFAIRY 750   |
| #40 WIGGLYTUFF 2,680 | #30 NIDORINA 1,200 | #30 NIDORINO 1,200 |
| #123 SCYTHER 6,500   | #147 DRATINI 2,800 | #127 PINSIR 2,500  |
| #127 PINSIR 6,500    | #123 SCYTHER 5,500 | #147 DRATINI 4,600 |
| #137 PORYGON 9,999   | #137 PORYGON 9,999 | #137 PORYGON 6,500 |
| TM 23 3,300          | TM 23 3,300        | TM 23 3,300        |
| TM 15 5,500          | TM 15 5,500        | TM 15 5,500        |
| TM 50 7,700          | TM 50 7,700        | TM 50 7,700        |

## F On the Back Burner

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



**Celadon City Gym Leader:**

**Erika**

LEV. 30 #114 TANGELA

LEV. 29 #71 VICTREEBEL

LEV. 32 #70 WEEPINBELL

LEV. 24 #114 TANGELA

LEV. 32 #44 GLOOM

LEV. 29 #45 VILEPLUME

**PRIZES**

**RAINBOW BADGE/TM 24**

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

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



### #134 VAPOREON

**TYPE: WATER**

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

### #135 JOLTEON

**TYPE: ELECTRIC**

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

### #136 FLAREON

**TYPE: FIRE**

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

### #37 VULPIX

**TYPE: FIRE**

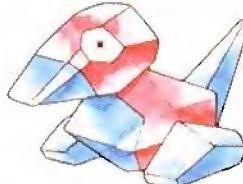
Vulpix is tough to find in the Blue version of the game, and it can't be found at all in the Red version.



### #38 NINETALES

**TYPE: FIRE**

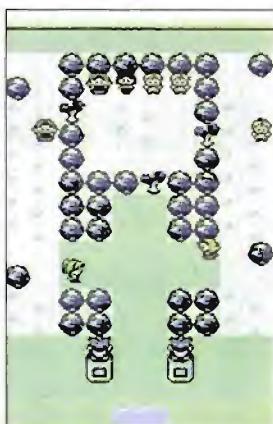
As with many Pokémons, Ninetales can't be found in the wild at all. To obtain one, you must nurture a Vulpix until it evolves.

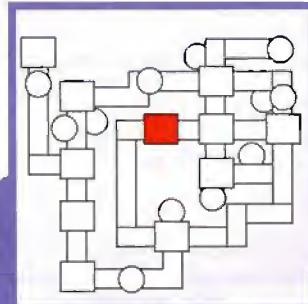


### #137 PORYGON

**TYPE: NORMAL**

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





# GAME CORNER

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

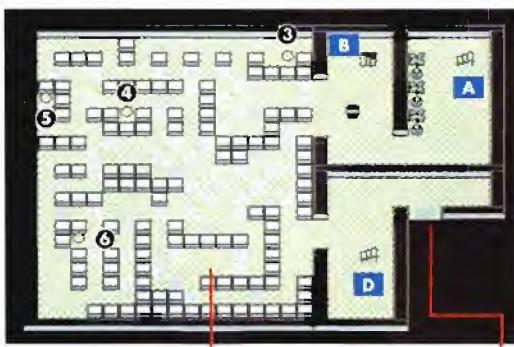
## First Basement



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



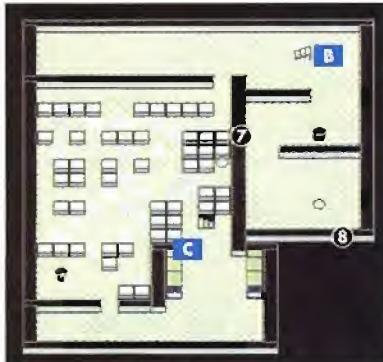
## Second Basement



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



## Third Basement

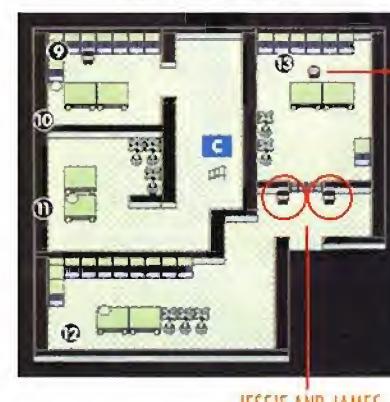


The key to reaching Giovanni's office is literally that—a key. The Lift Key that operates the elevator is on the fourth floor down. From the entrance, follow stairways A and B to the third sub-basement. Make your way through the maze to stairway C. Grab the key from the upper-left corner, then go back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

## ITEMS

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

## Fourth Basement



JESSIE AND JAMES

GIOVANNI



Jessie and James  
Battle 2

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

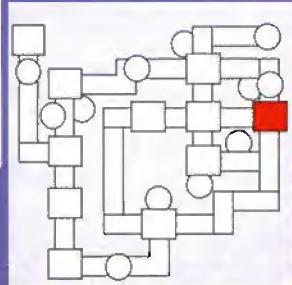
Team Rocket must have gotten word that you were coming. Jesse and James aren't going to just let you waltz in to the office and confront Giovanni. They'll have their traditional team ready, but the Koffing, Ekans and Meowth won't be very strong at this point. If you have a Psychic-type Pok  mon, the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

## Vs. Giovanni

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

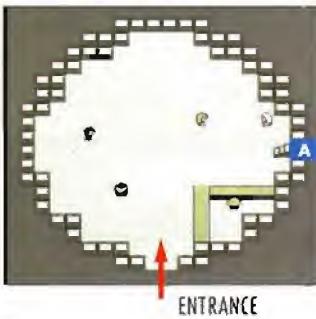


# POKÉMON TOWER

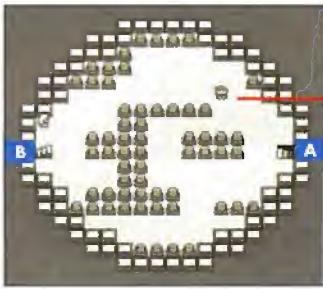


The situation in Pokémon Tower is grave indeed, but with the Silph Scope, you should be able to dig up whatever is causing all the trouble. You don't have to do anything special with the scope, but just make sure you have it with you when you enter the tower. The Silph Scope automatically identifies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

First Floor



Second Floor



GARY

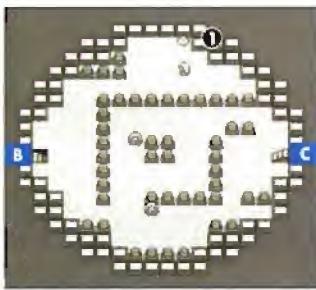


## #92 GASTLY

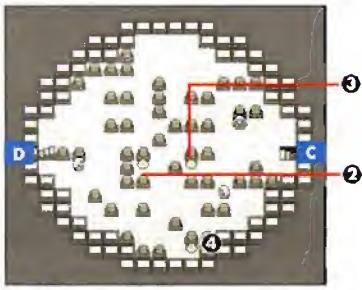
TYPE: GHOST/POISON

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

Third Floor



Fourth Floor



## #93 HAUNTER

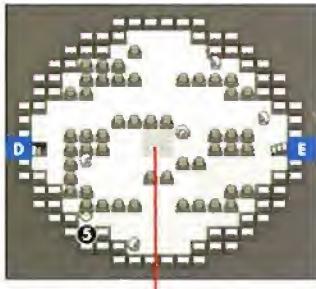
TYPE: GHOST/POISON

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

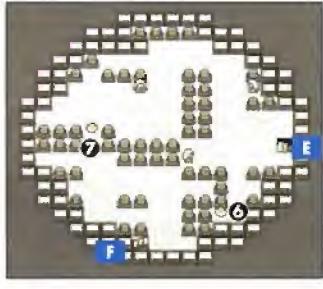


Trade

Fifth Floor



Sixth Floor



## #94 GENGAR

TYPE: GHOST/POISON

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



### ITEMS

- |             | Y    | R    | B    |
|-------------|------|------|------|
| #92 GASTLY  | MANY | MANY | MANY |
| #93 HAUNTER | FEW  | FEW  | FEW  |
| #104 CUBONE | FEW  | FEW  | FEW  |
- 1 ESCAPE ROPE
  - 2 AWAKENING
  - 3 ELIXIR
  - 4 HP UP
  - 5 NUGGET
  - 6 X ACCURACY
  - 7 RARE CANDY

### Scoping Out Danger

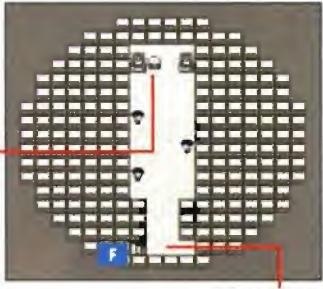
Without the Silph Scope, you can't identify the ghosts lurking in Pokémon Tower, and therefore you can't fight them. With the scope in hand, you can fight and try to capture these astral aggressors. Many special attacks don't affect Ghost-type Pokémon at all, so use caution in battle. You'll have better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



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

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

Seventh Floor



JESSIE AND JAMES



## #104 CUBONE

TYPE: GROUND

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





**Jessie and James**  
Battle 3

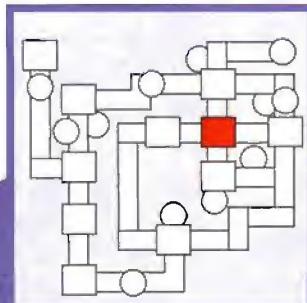
Y  
**LEV. 27 #52 MEOWTH**  
**LEV. 27 #24 ARBOK**  
**LEV. 27 #110 WEEZING**



**Gary**  
Battle 4

Y  
**LEV. 25 #22 FEAROW**  
**LEV. 23 #90 SHELDRER**  
**LEV. 22 #37 VULPIX**  
**LEV. 20 #27 SANDSHREW**  
**LEV. 25 #133 EEVEE**

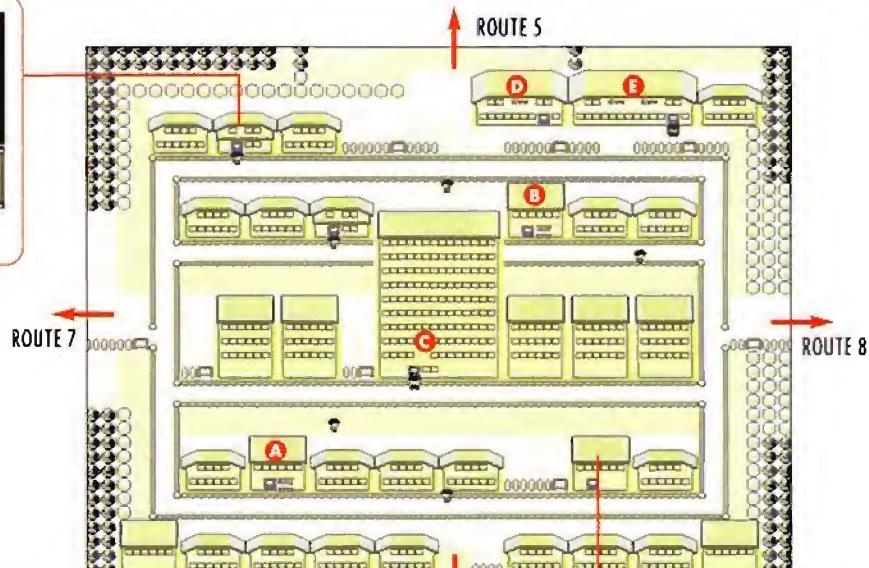
Didn't you just pummel these guys at the Game Corner? No sooner have you defeated the ghost guarding the seventh floor in the Yellow version than Jesse and James show up again, trying to keep you from talking to Mr. Fuji. Their Ekans and Koffing have evolved into Arbok and Weezing, but you should still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



# SAFFRON CITY

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

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



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



## A Pokémon Center

## B Pokémon Mart

|                     |              |
|---------------------|--------------|
| <b>GREAT BALL</b>   | <b>600</b>   |
| <b>HYPER POTION</b> | <b>1,500</b> |
| <b>MAX REPEL</b>    | <b>700</b>   |
| <b>ESCAPE ROPE</b>  | <b>550</b>   |
| <b>FULL HEAL</b>    | <b>600</b>   |
| <b>REVIVE</b>       | <b>1,500</b> |

## C Mission: Improbable—See pg. 42

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

## D Martial Law

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



### #106 HITMONLEE



#### TYPE: FIGHTING

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



### #107 HITMONCHAN

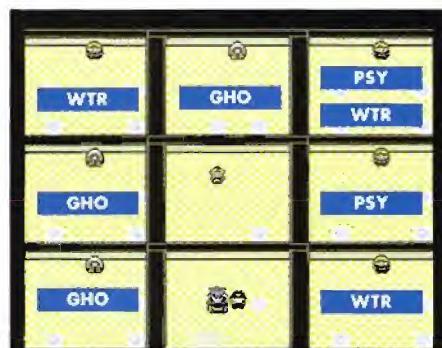


#### TYPE: FIGHTING

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

## E Warp Maze

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



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



### Saffron City Gym Leader: SABRINA

R B

LEV. 50 #63 ABRA

LEV. 38 #64 KADABRA

LEV. 50 #64 KADABRA

LEV. 37 #122 MR. MIME

LEV. 50 #65 ALAKAZAM

LEV. 38 #49 VENOMOTH

LEV. 43 #65 ALAKAZAM

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

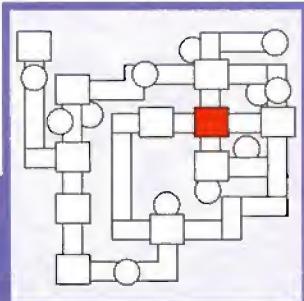


### PRIZES

### MARSH BADGE/TM 46

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

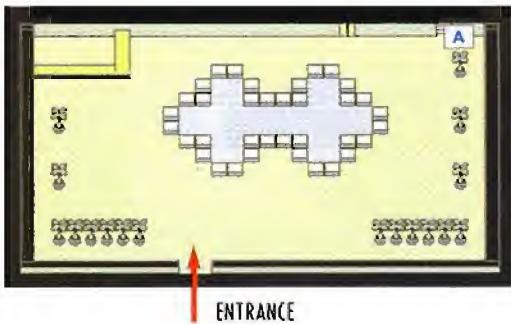




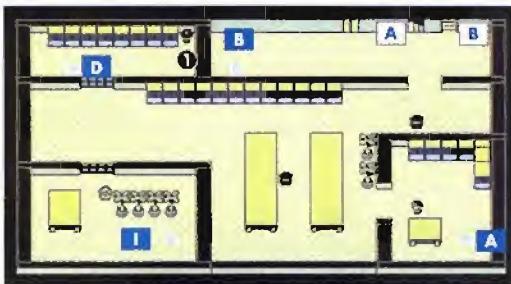
# SILPH Co.

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

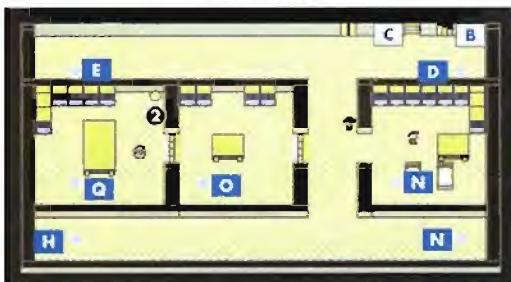
First Floor



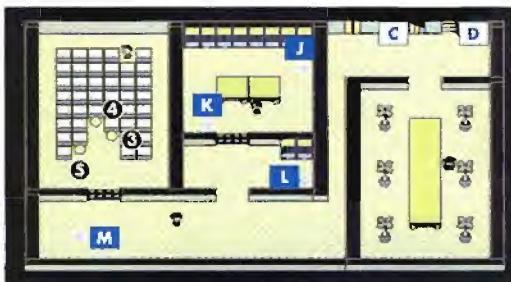
Second Floor



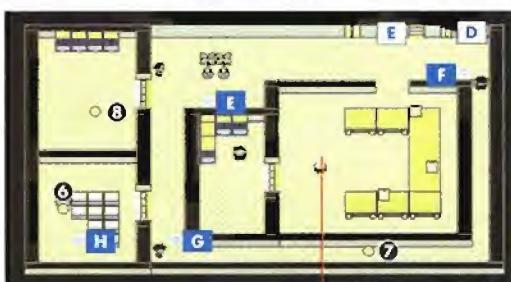
Third Floor



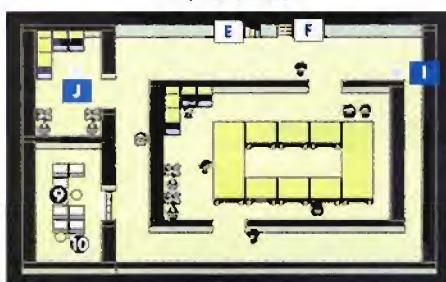
Fourth Floor



Fifth Floor



Sixth Floor



## ITEMS

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

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

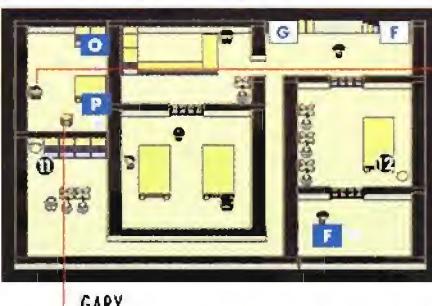


## Warp, Skip and Jump

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



## Seventh Floor



GARY

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

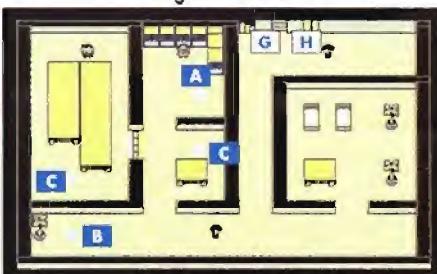
## Ninth Floor



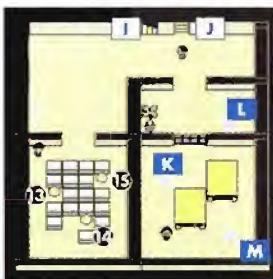
By the time you reach the ninth floor, your team is bound to be a bit worse for the wear. Visit this woman to fully recover your Pokémon's HP and PP.



## Eighth Floor



## Tenth Floor



## #131 LAPRAS

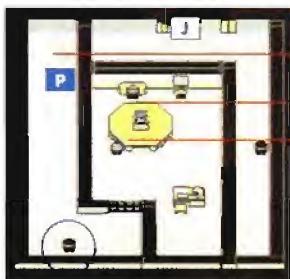
TYPE: WATER/ICE

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



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

## Eleventh Floor



JESSIE AND JAMES

GIOVANNI



## Vs. Giovanni

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



Jessie and James  
Battle 4

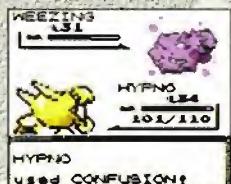
Y

**LEV. 31 #109 KOFFING**

**LEV. 31 #23 EKANS**

**LEV. 31 #52 MEOWTH**

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



Gary  
Battle 5

Y

**LEV. 38 #27 SANDSHREW**

**LEV. 35 #38 NINETALES**

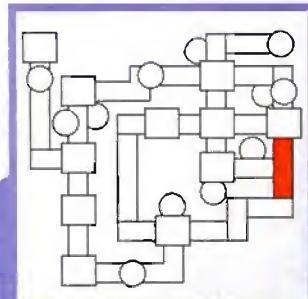
**LEV. 37 #91 CLOYSTER**

**LEV. 35 #64 KADABRA**

**LEV. 40 #133 EEVEE (EVOL.)**

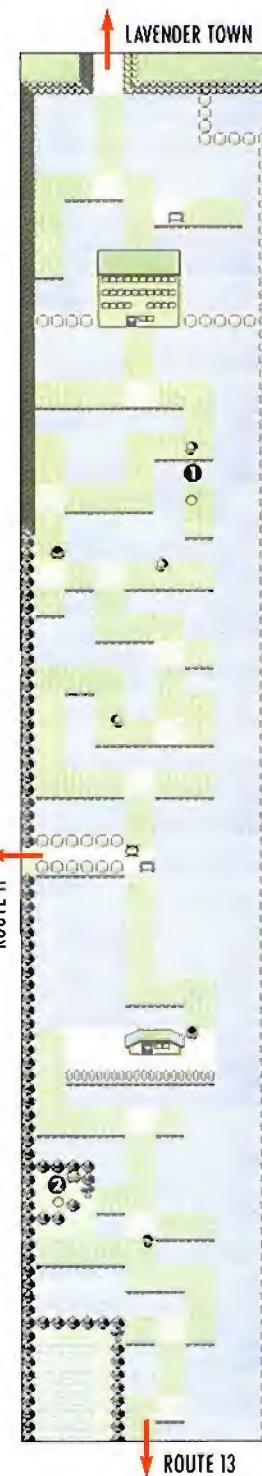
When your rival jumps you on the seventh floor, you'll find his team is much more powerful than when you saw him last in Pokémon Tower. In the Red and Blue games he'll likely have a Pidgeot, an Alakazam and a Growlithe, among others. All of them will be between levels 35 and 40. On the Yellow cartridge,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





# ROUTE 12

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



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

## Sweet Music

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



## ITEMS

- ① TM 16
- ② IRON

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



## #117 SEADRA

### TYPE: WATER

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



## #143 SNORLAX

### TYPE: NORMAL

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



## #83 FARFETCH'D

### TYPE: NORMAL/FLYING

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



## #79 SLOWPOKE

### TYPE: WATER/PSYCHIC

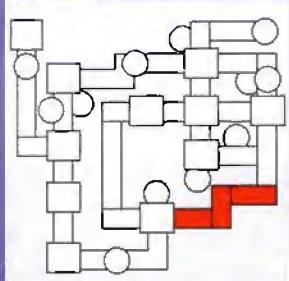
Everything about Slowpoke is, well, slow. On average, it takes about five seconds for any sort of sensory input, including pain, to reach its brain.



## #80 SLOWBRO

### TYPE: WATER/PSYCHIC

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



# ROUTES 13, 14 & 15

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

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

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

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

## #44 GLOOM

TYPE: GRASS/POISON

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



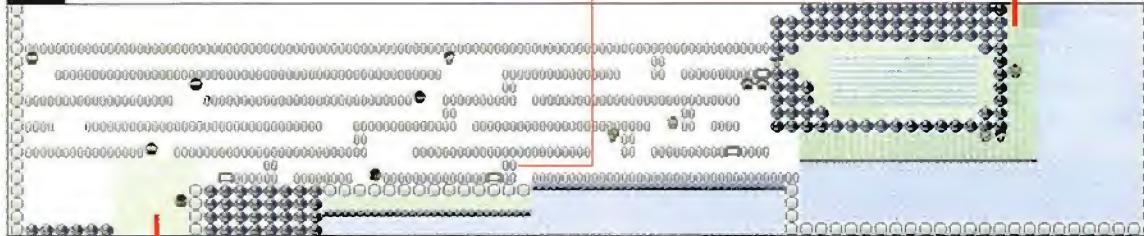
## #45 VILEPLUME

TYPE: GRASS/POISON

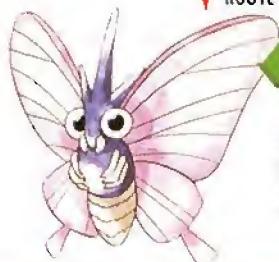
Gloom and Vileplume don't need to move to attack, so Paralyzing them doesn't affect their ability to fight.



R-13



ROUTE 14



## #49 VENOMOTH

TYPE: BUG/POISON

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



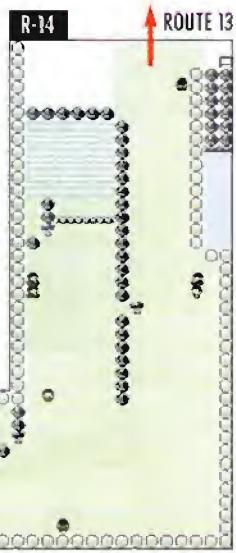
Speak to Professor Oak's assistant at the lookout station between Route 15 and Fuchsia City. If you've collected 50 different PokéMon, he'll give you the Exp. All, which allows you to share experience points with PokéMon that don't fight in a battle.

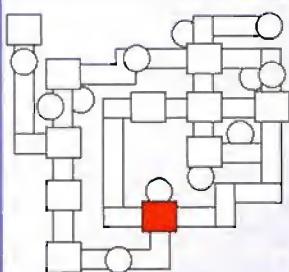
ITEMS

1 TM 20

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

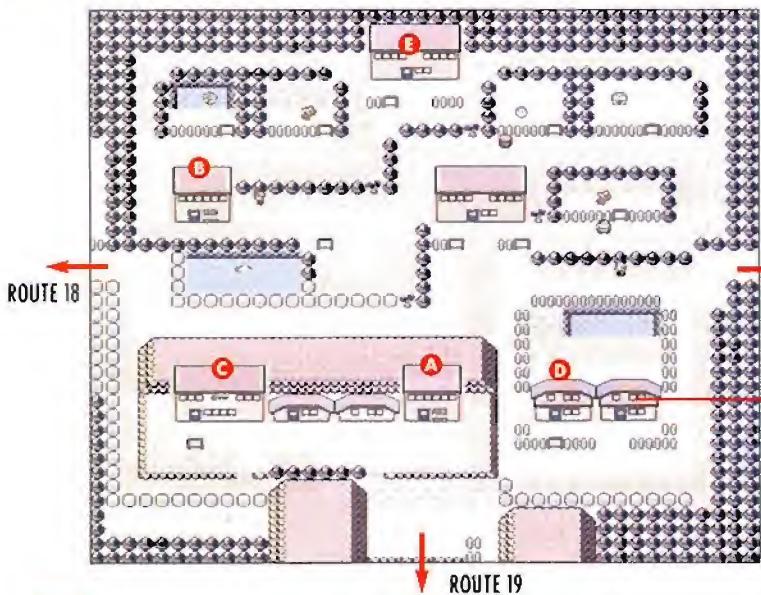
R-15  
FUCHSIA CITY





# FUCHSIA CITY

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



## #129 MAGIKARP

TYPE: WATER

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

Lev. 20

## #130 GYARADOS

TYPE: WATER/FLYING

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



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



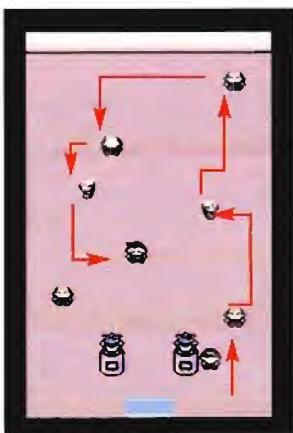
Fuchsia City Gym Leader:  
**KOGA**

Y

R B

|                      |                      |
|----------------------|----------------------|
| LEV. 44 #48 VENONAT  | LEV. 37 #109 KOFFING |
| LEV. 46 #48 VENONAT  | LEV. 39 #89 MUK      |
| LEV. 48 #48 VENONAT  | LEV. 37 #109 KOFFING |
| LEV. 50 #49 VENOMOTH | LEV. 43 #110 WEEZING |

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



## PRIZES

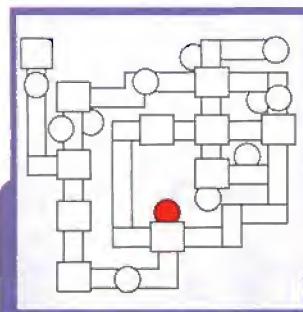
## SOUL BADGE/TM 06

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



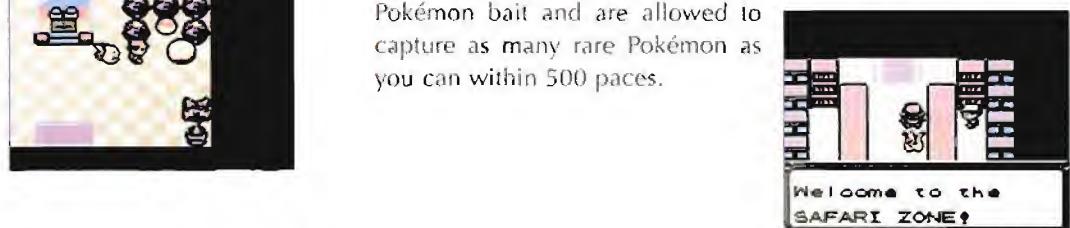
## D Toothless

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



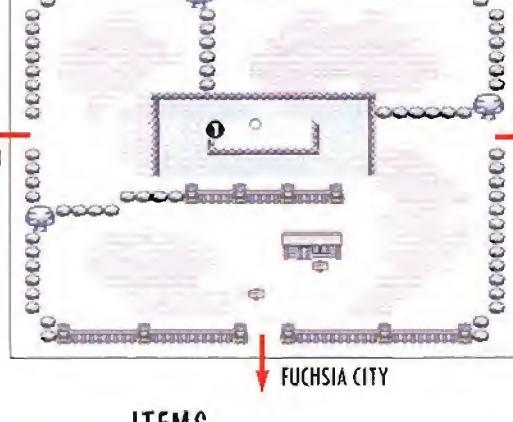
# SAFARI ZONE

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



## E On a Safari

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



### ITEMS

- 1 NUGGET

### #147 DRATINI

#### TYPE: DRAGON

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



Lev. 30  
→

### #148 DRAGONAIR

#### TYPE: DRAGON

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



Lev. 55  
→

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

### #149 DRAGONITE

#### TYPE: DRAGON/FLYING

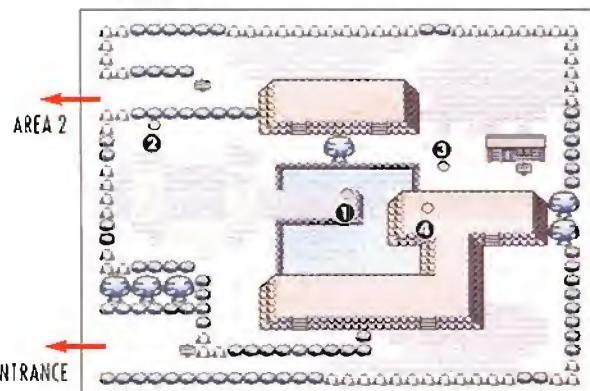
It's likely that many fairy-tale dragons were inspired by this winged beast's ancient kin.



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



### Area 1



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

### ITEMS

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

### #47 PARASECT

TYPE: BUG/GRASS

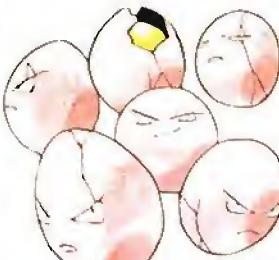
Parasect is actually an odd pairing of creatures: a mushroom-like parasite and a bug-like host. Parasect prefers its environment damp and dark.



### #102 EXEGGCUTE

TYPE: GRASS/PSYCHIC

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



Leaf Stone



### #103 EXEGGUTOR

TYPE: GRASS/PSYCHIC

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

### #113 CHANSEY

TYPE: NORMAL

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



### #111 RHYHORN

TYPE: GROUND/ROCK

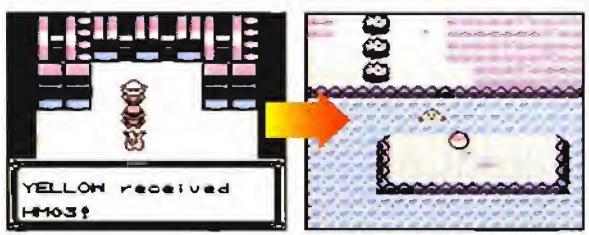
Rhyhorn's bones are one thousand times denser than a human's, giving it incredible physical power and endurance.

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

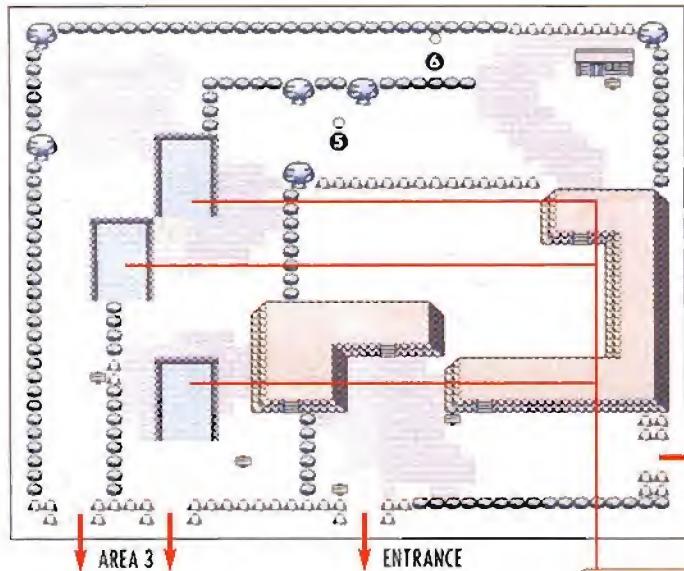
The probability of finding all of these waterborne Pokémon is equal in all areas of the Safari Zone. Just use your rod near the edge of the water and cross your fingers.

### Secret House Sweepstakes

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



## Area 2

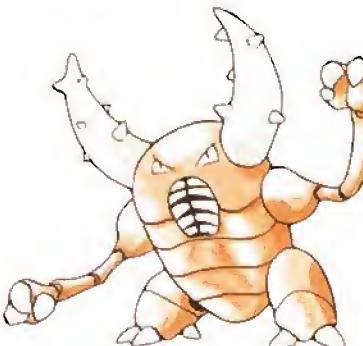


| AREA 2          | Y    | R    | B    |
|-----------------|------|------|------|
| #29 NIDORAN ♀   | MANY | NONE | MANY |
| #30 NIDORINA    | FEW  | FEW  | FEW  |
| #32 NIDORAN ♂   | MANY | MANY | NONE |
| #33 NIDORINO    | NONE | FEW  | FEW  |
| #46 PARAS       | NONE | MANY | MANY |
| #49 VENOMOTH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

## #127 PINSIR

TYPE: BUG

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



## #115 KANGASKHAN

TYPE: NORMAL

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



## #105 MAROWAK

TYPE: GROUND

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



## #128 TAUROS

TYPE: NORMAL

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



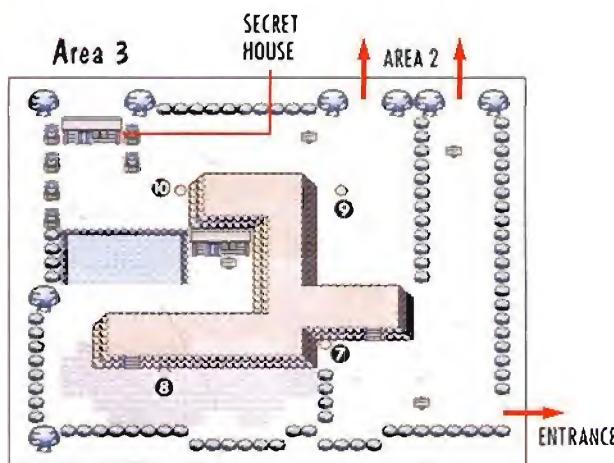
If one of your Pokémons has Surf, you can take shortcuts over these waterways. Since the length of your stay in the Safari Zone is measured in the number of steps you take, it's smart to hop over.



## #123 SCYTHER

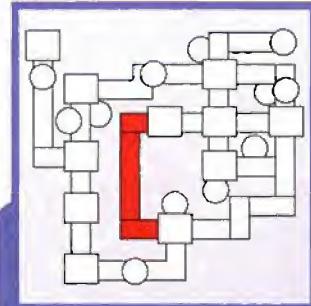
TYPE: BUG/FLYING

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



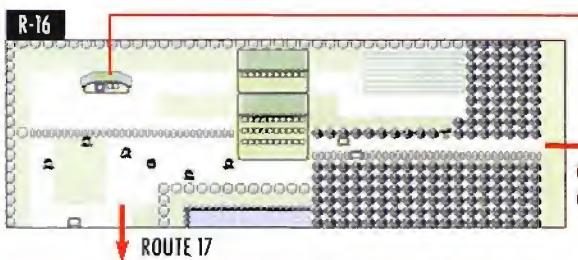
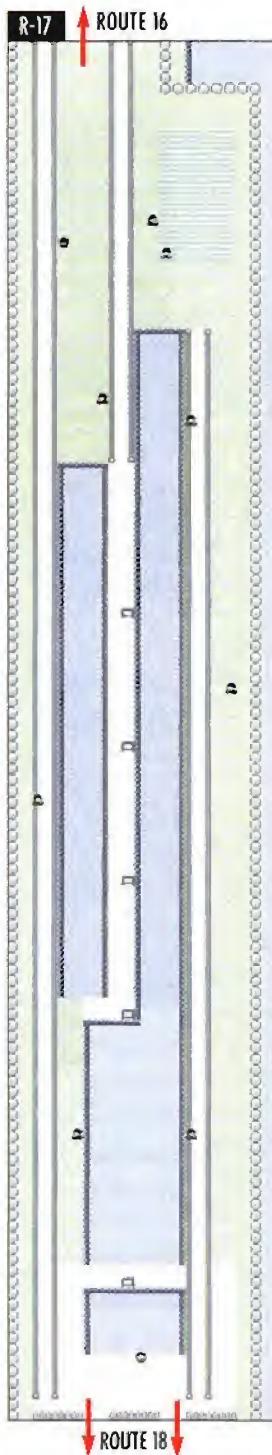
| AREA 3          | Y    | R    | B    |
|-----------------|------|------|------|
| #29 NIDORAN ♀   | MANY | FEW  | MANY |
| #30 NIDORINA    | NONE | NONE | FEW  |
| #32 NIDORAN ♂   | MANY | MANY | FEW  |
| #33 NIDORINO    | FEW  | FEW  | NONE |
| #48 VENONAT     | NONE | MANY | MANY |
| #49 VENOMOTH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





# ROUTES 16, 17 & 18

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



CELADON CITY

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



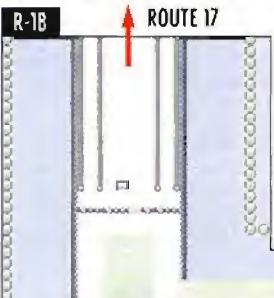
| ROUTE 16     | Y    | R    | B    |
|--------------|------|------|------|
| #19 RATTATA  | MANY | MANY | MANY |
| #20 RATICATE | FEW  | FEW  | FEW  |
| #21 SPEAROW  | MANY | MANY | MANY |
| #22 FEAROW   | FEW  | NONE | NONE |
| #84 DODUO    | MANY | FEW  | FEW  |

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

## #85 DODRIO

TYPE: NORMAL/FLYING

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



## #84 DODUO

TYPE: NORMAL/FLYING

Though this Pokémon has some Flying-type characteristics, it cannot actually fly. It can, however, run at high speed.



## #78 RAPIDASH

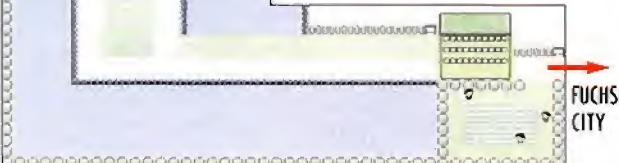
TYPE: FIRE

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

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

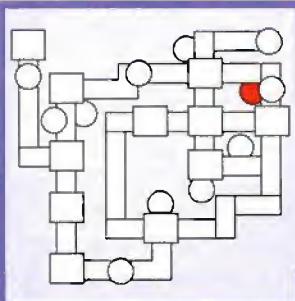
## ROUTE 18

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



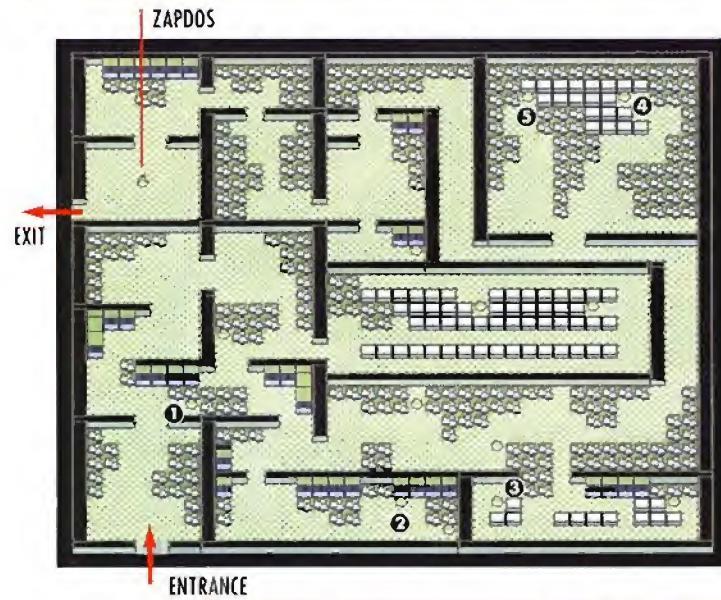
FUCHSIA CITY





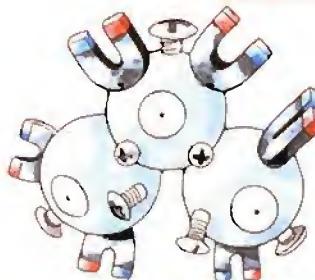
# POWER PLANT

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



ENTRANCE

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



## #82 MAGNETON

TYPE: ELECTRIC

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

## #88 GRIMER

TYPE: POISON

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

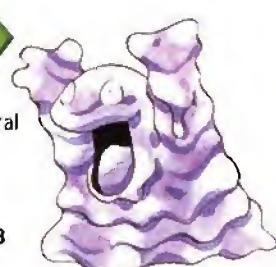


Lev. 38

## #89 MUK

TYPE: POISON

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



## Zap and Grab

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



## #100 VOLTORB

TYPE: ELECTRIC

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

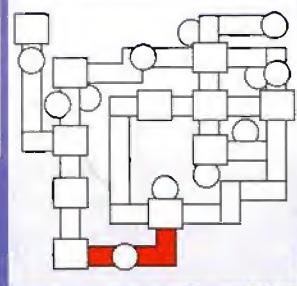
Lev. 30



## #101 ELECTRODE

TYPE: ELECTRIC

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



# ROUTES 19 & 20

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

|                |   |   |
|----------------|---|---|
| FISH FINDER    |   |   |
| #72 TENTACOOL  | • |   |
| #73 TENTACRUEL | • |   |
| #90 SHELlder   |   | • |
| #116 HORSEA    |   | • |
| #118 GOLDEEN   |   | • |
| #120 STARYU    | • | • |

|                |      |      |      |
|----------------|------|------|------|
| ROUTES 19 & 20 |      |      |      |
| #72 TENTACOOL  | MANY | MANY | MANY |

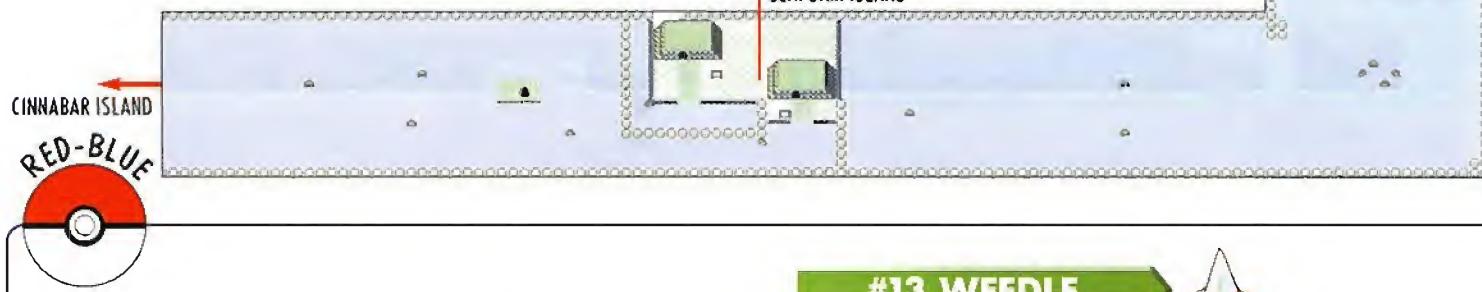
## #73 TENTACRUEL

TYPE: WATER/POISON

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



SEAFOAM ISLAND



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

## #23 EKANS

TYPE: POISON

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



## #24 ARBOK

TYPE: POISON

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



## #13 WEEDLE

TYPE: BUG/POISON

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



## #14 KAKUNA

TYPE: BUG/POISON

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



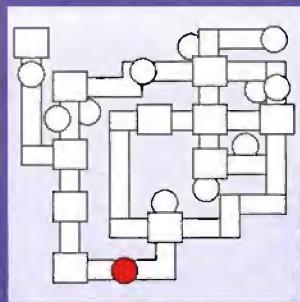
Lev. 7

## #15 BEEDRILL

TYPE: BUG/POISON

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

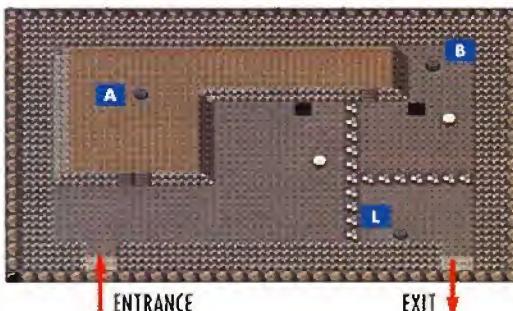




# SEAFOAM ISLAND

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

## First Floor



ENTRANCE

EXIT

### #42 GOLBAT

TYPE: POISON/FLYING

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



### #52 MEOWTH

TYPE: NORMAL

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



Lev. 28

### #53 PERSIAN

TYPE: NORMAL

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



### #124 JYNX

TYPE: ICE/PSYCHIC

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



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

## Rock & Roll

As you descend, use your Strength to roll the loose boulders into the dark pits. The idea is to use the boulders to block the river on the third level down—if you don't block the river first, the current will sweep you down to level four. Once the current is blocked, cross over to the right side of level three and climb up the ladder marked "J" on the map on page 54. Keep climbing up the ladders until you reach the first level and the southern exit.



### #109 KOFFING

TYPE: POISON

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

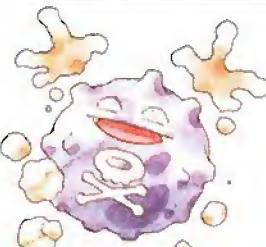


Lev. 35

### #110 WEEZING

TYPE: POISON

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



### #125 ELECTABUZZ

TYPE: ELECTRIC

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



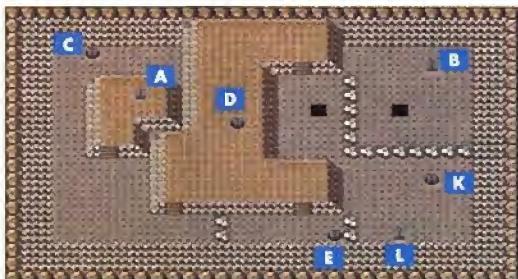
### #126 MAGMAR

TYPE: FIRE

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



### First Basement

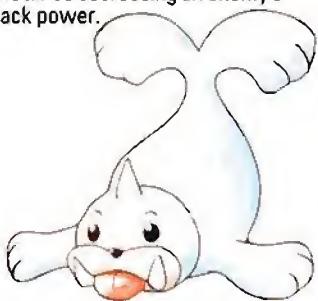


| 1st BASEMENT | <span style="color: yellow;">Y</span> | <span style="color: red;">R</span> | <span style="color: blue;">B</span> |
|--------------|---------------------------------------|------------------------------------|-------------------------------------|
| #41 ZUBAT    | MANY                                  | NONE                               | NONE                                |
| #42 GOLBAT   | FEW                                   | NONE                               | NONE                                |
| #54 PSYDUCK  | NONE                                  | NONE                               | FEW                                 |
| #79 SLOWPOKE | FEW                                   | FEW                                | NONE                                |
| #86 SEEL     | FEW                                   | FEW                                | FEW                                 |
| #87 DEWGONG  | NONE                                  | FEW                                | FEW                                 |
| #90 SHELLDER | NONE                                  | MANY                               | MANY                                |
| #98 KRABBY   | MANY                                  | NONE                               | MANY                                |
| #99 KINGLER  | FEW                                   | NONE                               | FEW                                 |
| #116 HORSEA  | NONE                                  | MANY                               | NONE                                |
| #117 SEADRA  | NONE                                  | FEW                                | NONE                                |
| #120 STARYU  | NONE                                  | MANY                               | MANY                                |

### #86 SEEL

TYPE: WATER

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



Lev. 34



### #87 DEWGONG

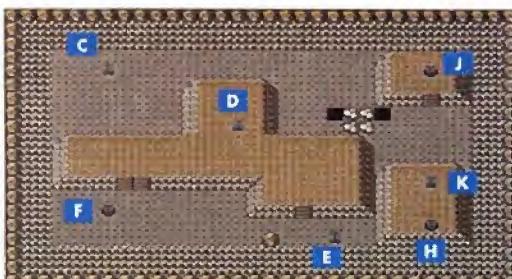
TYPE: WATER/ICE

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



### Second Basement

### Second Basement

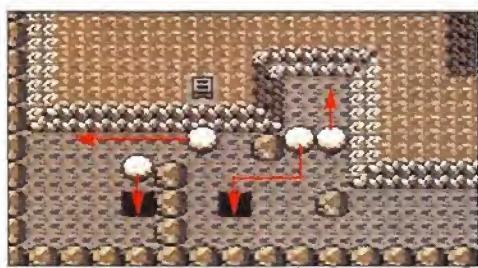


| 2nd BASEMENT | <span style="color: yellow;">Y</span> | <span style="color: red;">R</span> | <span style="color: blue;">B</span> |
|--------------|---------------------------------------|------------------------------------|-------------------------------------|
| #41 ZUBAT    | MANY                                  | NONE                               | NONE                                |
| #42 GOLBAT   | FEW                                   | FEW                                | FEW                                 |
| #54 PSYDUCK  | NONE                                  | NONE                               | MANY                                |
| #55 GOLDUCK  | NONE                                  | NONE                               | FEW                                 |
| #79 SLOWPOKE | FEW                                   | MANY                               | NONE                                |
| #80 SLOWBRO  | FEW                                   | NONE                               | NONE                                |
| #86 SEEL     | FEW                                   | MANY                               | MANY                                |
| #90 SHELLDER | NONE                                  | FEW                                | FEW                                 |
| #98 KRABBY   | MANY                                  | NONE                               | FEW                                 |
| #99 KINGLER  | FEW                                   | NONE                               | NONE                                |
| #116 HORSEA  | NONE                                  | FEW                                | NONE                                |
| #120 STARYU  | NONE                                  | FEW                                | FEW                                 |

### Third Basement



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



| 3rd BASEMENT  | <span style="color: yellow;">Y</span> | <span style="color: red;">R</span> | <span style="color: blue;">B</span> |
|---------------|---------------------------------------|------------------------------------|-------------------------------------|
| #41 ZUBAT     | MANY                                  | NONE                               | NONE                                |
| #42 GOLBAT    | MANY                                  | NONE                               | NONE                                |
| #54 PSYDUCK   | NONE                                  | NONE                               | MANY                                |
| #72 TENTACOOL | MANY                                  | NONE                               | NONE                                |
| #79 SLOWPOKE  | NONE                                  | MANY                               | NONE                                |
| #86 SEEL      | FEW                                   | MANY                               | MANY                                |
| #87 DEWGONG   | FEW                                   | FEW                                | FEW                                 |
| #90 SHELLDER  | NONE                                  | FEW                                | NONE                                |
| #98 KRABBY    | MANY                                  | NONE                               | FEW                                 |
| #99 KINGLER   | FEW                                   | NONE                               | FEW                                 |
| #116 HORSEA   | NONE                                  | FEW                                | NONE                                |
| #117 SEADRA   | NONE                                  | FEW                                | NONE                                |
| #120 STARYU   | MANY                                  | NONE                               | FEW                                 |

| FISH FINDER  | <span style="color: yellow;">Y</span> | <span style="color: red;">R</span> | <span style="color: blue;">B</span> |
|--------------|---------------------------------------|------------------------------------|-------------------------------------|
| #90 SHELLDER | •                                     |                                    |                                     |
| #98 KRABBY   | •                                     |                                    |                                     |
| #99 KINGLER  | •                                     |                                    |                                     |
| #116 HORSEA  |                                       |                                    | •                                   |
| #118 GOLDEEN |                                       |                                    | •                                   |
| #120 STARYU  | •                                     |                                    | •                                   |

### #144 ARTICUNO

TYPE: ICE/FLYING

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



## Blockade Runner

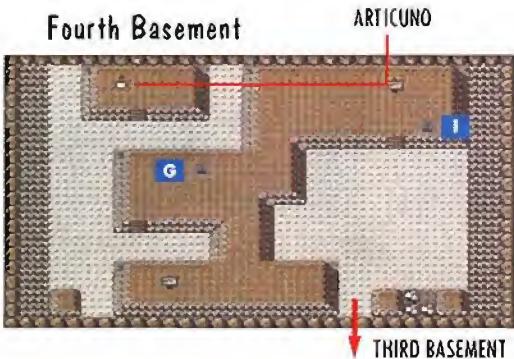
To reach Articuno, first climb down to the third level and roll a boulder into each of the two pits in the lower-left corner. This will block the river on the level below and keep you from being swept away. Take the ladder marked "K" on the map to the next level down. Use the Surf ability to enter the river on the left.

Paddle north until you come to a stone platform. If you want to capture Articuno, we recommend using Ultra Balls and Sleep-inducing attacks.



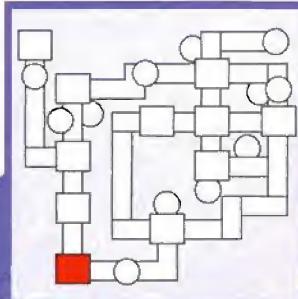
## Fourth Basement

ARTICUNO



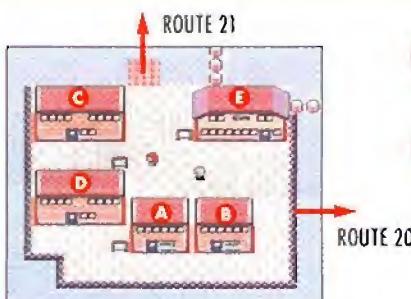
THIRD BASEMENT

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



# CINNABAR ISLAND

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



## A Pokémon Center

## B Pokémon Mart

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

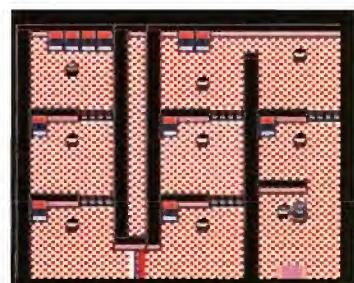
## D Pokémon Lab

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



## E Pokémon Gym

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



## C Pokémon Mansion

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

| FISH FINDER   | (Y) | (R B) |
|---------------|-----|-------|
| #72 TENTACOOL | •   |       |
| #90 SHELDRER  |     | •     |
| #116 HORSEA   |     | •     |
| #118 GOLDEEN  |     | •     |
| #120 STARYU   | •   | •     |





### #138 OMANYTE

TYPE: ROCK/WATER

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

Lev. 40



### #139 OMASTAR

TYPE: ROCK/WATER

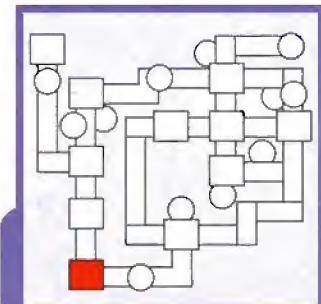
Scientists as yet have little data about this resurrected Pokémon.



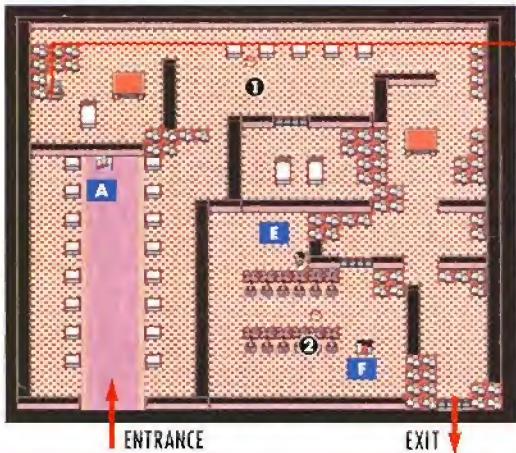
### #142 AERODACTYL

TYPE: ROCK/FLYING

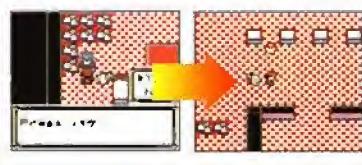
The Pokémon Lab can use the Old Amber from the Pewter City Museum to clone a new Aerodactyl.



#### First Floor



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



### #140 KABUTO

TYPE: ROCK/WATER

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

Lev. 40



### #141 KABUTOPS

TYPE: ROCK/WATER

At level 53 Kabutops gains the powerful hydro Pump attack.

Cinnabar Isl. Gym Leader:



## Blaine

**LEV. 48 #38 NINETALES**

**LEV. 50 #78 RAPIDASH**

**LEV. 54 #59 ARCANINE**

#### PRIZES

**LEV. 42 #58 GROWLITHE**

**LEV. 40 #77 PONYTA**

**LEV. 42 #78 RAPIDASH**

**LEV. 47 #59 ARCANINE**

**VOLCANO BADGE/TM 38**

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

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

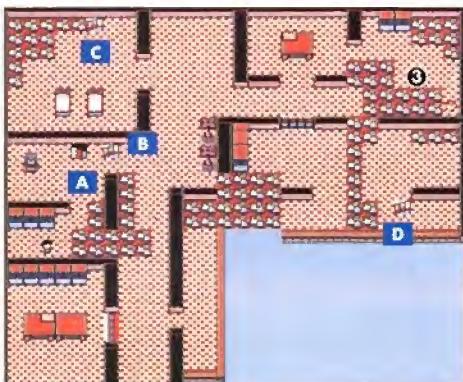
# POKÉMON MANSION

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

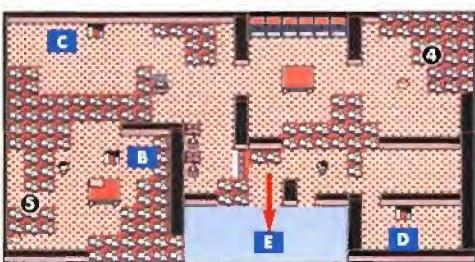
| 1st FLOOR     | Y    | R    | B    |
|---------------|------|------|------|
| #19 RATTATA   | MANY | NONE | NONE |
| #20 RATICATE  | MANY | NONE | NONE |
| #37 VULPIX    | NONE | NONE | FEW  |
| #58 GROWLITHE | FEW  | FEW  | NONE |
| #77 PONYTA    | NONE | MANY | MANY |
| #88 GRIMER    | MANY | FEW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



## Second Floor

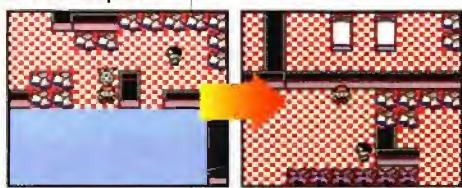


## Third Floor



### Leap of Faith

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



## Basement



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

## ITEMS

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

### #58 GROWLITHE

TYPE: FIRE

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



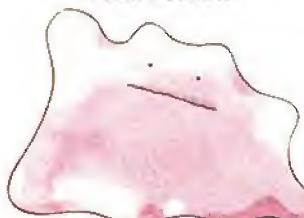
### #59 ARCANINE

TYPE: FIRE

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

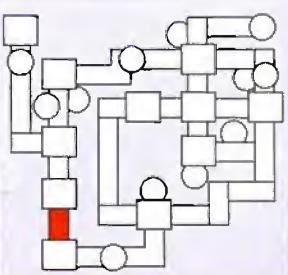
### #132 DITTO

TYPE: NORMAL



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

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

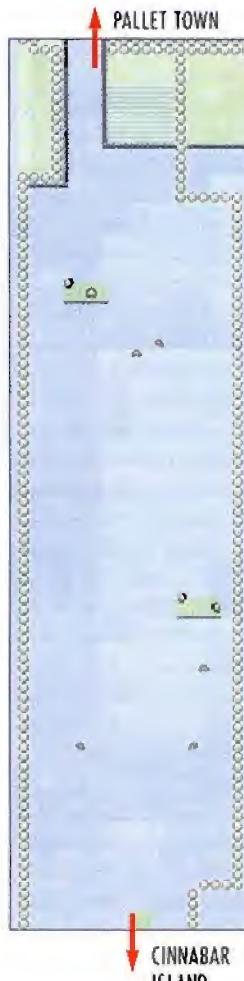


# ROUTE 21

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

| FISH FINDER    |   |   |  |
|----------------|---|---|--|
| #72 TENTACOOL  | • |   |  |
| #73 TENTACRUEL | • |   |  |
| #90 SHELlder   |   | • |  |
| #116 HORSEA    |   | • |  |
| #118 GOLDEEN   |   | • |  |
| #120 STARYU    | • | • |  |

| ROUTE 21      |      |      |      |
|---------------|------|------|------|
| #16 PIDGEY    | MANY | MANY | MANY |
| #17 PIDGEOTTO | FEW  | FEW  | FEW  |
| #19 RATTATA   | MANY | MANY | MANY |
| #20 RATICATE  | FEW  | MANY | MANY |
| #72 TENTACOOL | MANY | MANY | MANY |
| #114 TANGELA  | NONE | FEW  | FEW  |



# VIRIDIAN CITY

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

## Pokémon Gym

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

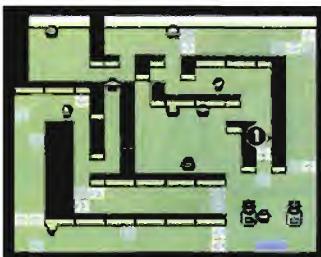


*Viridian City Gym Leader:*

# Giovanni



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



## ITEMS



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

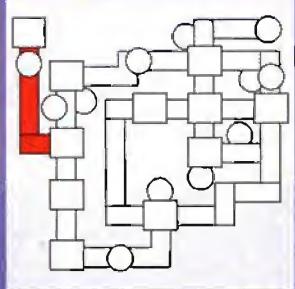


## PRIZES

## EARTH BADGE/TM 27

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

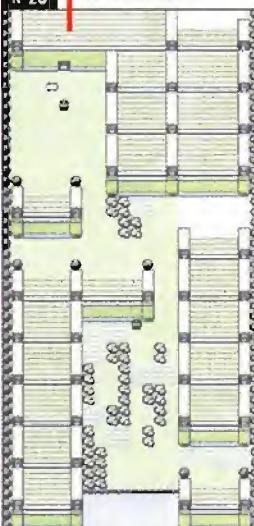




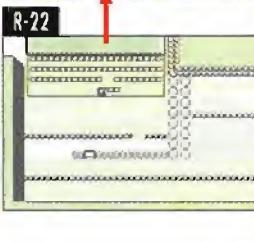
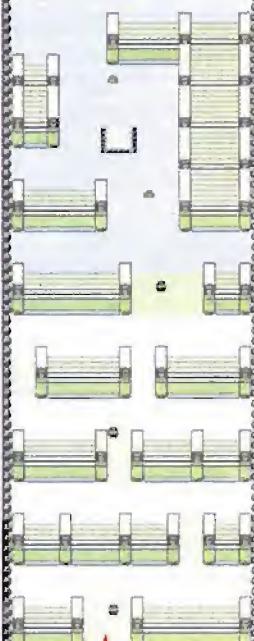
# ROUTES 22 & 23

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

R-23 VICTORY ROAD



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



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



## #57 PRIMEAPE

TYPE: FIGHTING

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

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

GARY VIRIDIAN CITY



## #61 POLIWHIRL

TYPE: WATER

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

Water Stone



## #62 POLIWRATH

TYPE: WATER/FIGHTING

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



Gary  
Battle 6



LEV. 47 #28 SANDSLASH

LEV. 45 #102 EXEGGCUTE

LEV. 45 #38 NINETALE

LEV. 47 #91 CLOYSTER

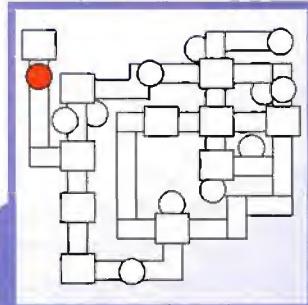
LEV. 50 #64 KADABRA

LEV. 53 #133 EEVEE(EVOL)

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

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

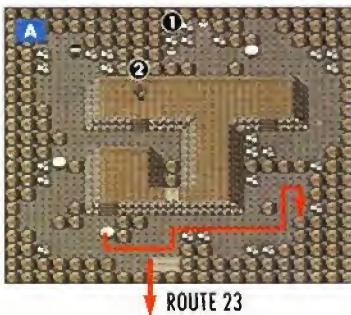




# VICTORY ROAD

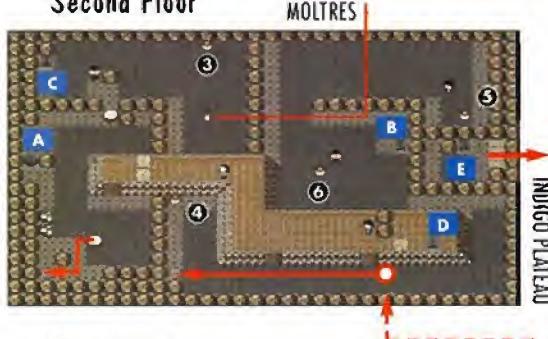
Enter the league's front door to find yourself in the rocky cavern known as Victory Road. The trick here is to push the loose boulders onto the round switches to open up new paths. You must open the path to ladder D on the second floor. This leads to ladder E, which leads to the exit.

First Floor



ROUTE 23

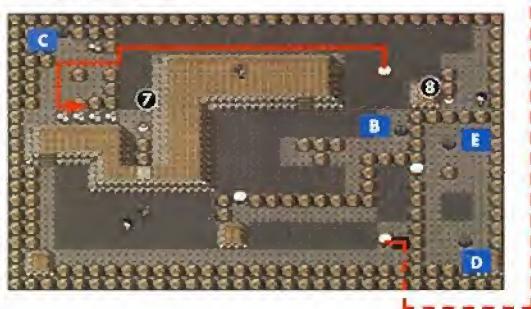
Second Floor



MOLTRES

INDIGO PLATEAU

Third Floor



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

ITEMS

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

## #75 GRAVELER

TYPE: ROCK/GROUND

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



Trade

## #76 GOLEM

TYPE: ROCK/GROUND

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

## #68 MACHAMP

TYPE: FIGHTING



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

## #67 MACHOKE

TYPE: FIGHTING

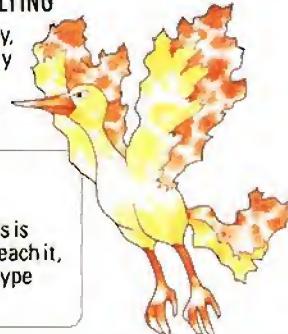
Machoche likes body-building even more than Machop, but its vanity can get in the way of its combat training.

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

## #146 MOLTRES

TYPE: FIRE/FLYING

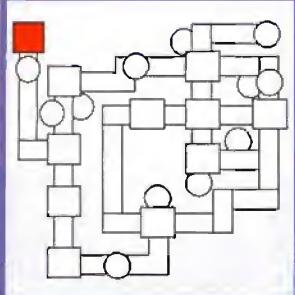
Moltres appears so rarely, most people think it's only a myth. If spotted, it disappears in a flash of fire.



## Buried Treasure

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



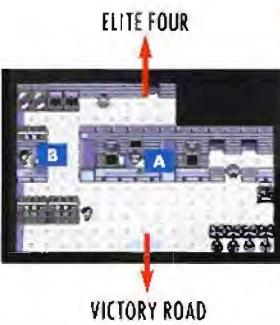


# INDIGO PLATEAU

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

## A Pokémon Center

## B Pokémon Mart



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

Lorelei



LEV. 54 #87 DEWGONG

LEV. 53 #91 CLOYSTER

LEV. 54 #80 SLOWBRO

LEV. 56 #124 JYNX

LEV. 56 #131 LAPRAS

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

Bruno



LEV. 53 #95 ONIX

LEV. 55 #107 HITMONCHAN

LEV. 55 #106 HITMONLEE

LEV. 56 #95 ONIX

LEV. 58 #68 MACHAMP

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

Agatha



LEV. 56 #94 GENGAR

LEV. 56 #42 GOLBAT

LEV. 55 #93 HAUNTER

LEV. 58 #24 ARBOK

LEV. 60 #94 GENGAR

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

Lance



LEV. 58 #130 GYARADOS

LEV. 56 #148 DRAGONAIR

LEV. 56 #148 DRAGONAIR

LEV. 60 #142 AERODACTYL

LEV. 62 #149 DRAGONITE

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



Gary

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



### Y Opponents

LEV. 61 #28 SANDSLASH

LEV. 59 #65 ALAKAZAM

LEV. 61 #103 EXEGGCUTE

### Case 1

LEV. 61 #91 CLOYSTER

LEV. 63 #38 NINETALES

LEV. 65 #135 JOLTEON

### Case 2

LEV. 61 #82 MAGNETON

LEV. 63 #91 CLOYSTER

LEV. 65 #136 FLAREON

### Case 3

LEV. 61 #38 NINETALES

LEV. 63 #82 MAGNETON

LEV. 65 #134 VAPOREON

### R B Opponents

LEV. 61 #18 PIDGEOT

LEV. 59 #65 ALAKAZAM

LEV. 61 #112 RHYDON

### Case 1

LEV. 61 #59 ARCANINE

LEV. 63 #103 EXEGGCUTE

LEV. 65 #9 BLASTOISE

### Case 2

LEV. 61 #130 GYARADOS

LEV. 63 #59 ARCANINE

LEV. 65 #3 VENUSAUR

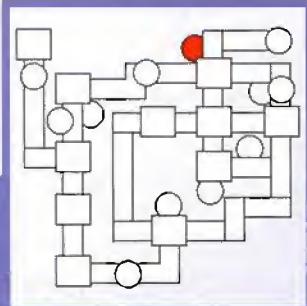
### Case 3

LEV. 61 #103 EXEGGCUTE

LEV. 63 #130 GYARADOS

LEV. 65 #6 CHARIZARD



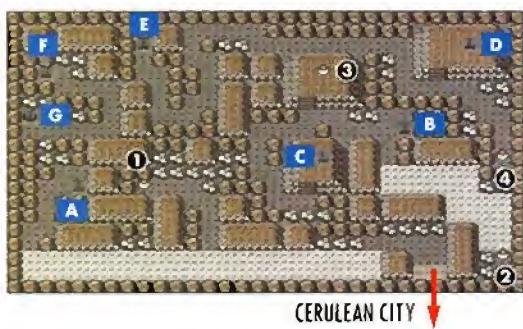


# UNKNOWN DUNGEON

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

## Yellow

### First Floor



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

### ITEMS

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

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

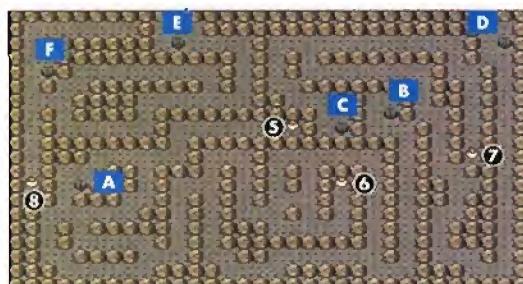
### #28 SANDSLASH

TYPE: GROUND

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



### Second Floor



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

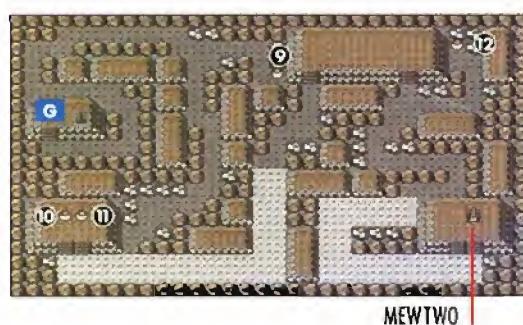
### #111 RHYDON

TYPE: GROUND/ROCK

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



### Basement



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

### #108 LICKITUNG

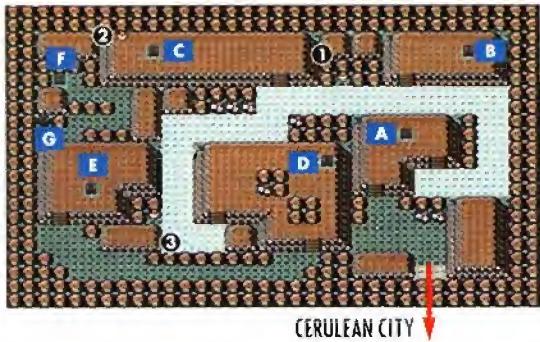
TYPE: NORMAL

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



## Red & Blue

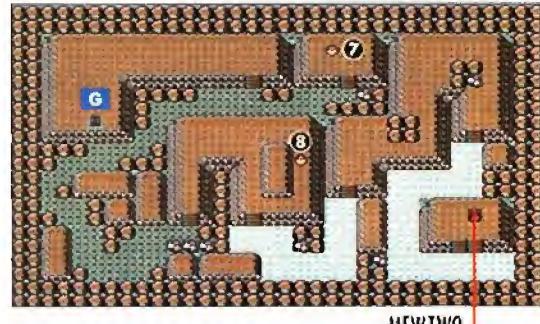
### First Floor



### Second Floor



### Basement



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

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

### ITEMS

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

## #150 MEWTWO

TYPE: PSYCHIC

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



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

## Mastering MewTwo

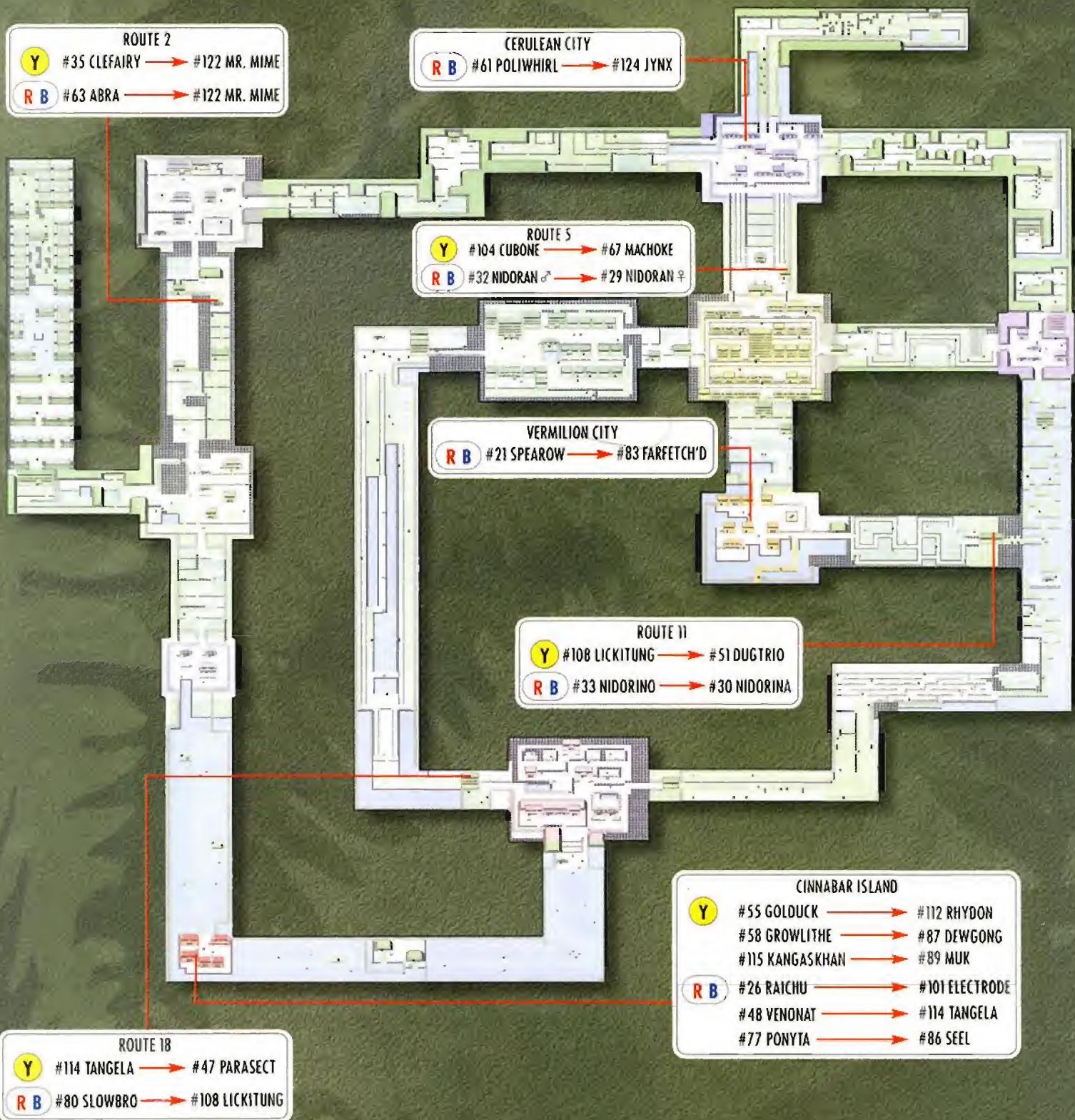
To reach Mewtwo, use the maps to follow the ladders back and forth between the levels. Follow the ladders in order from A to G. Once you reach the lowest level, go to the bottom-right corner to find Mewtwo. The only way guaranteed to capture Mewtwo is to use the Master Ball you received from the president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



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

# In-game Trading

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



# Gotta Stamp 'em All

Each PokéMon has a data card in the Field Guide, pages 71 through 108. As you collect each one, peel off its stamp and place it in the space provided on its card.

POKÉMON™



NINTENDO  
POWER®



# Pokémon

FIELD GUIDE



# RARE POKÉMON

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

## Pokémon Gifts!

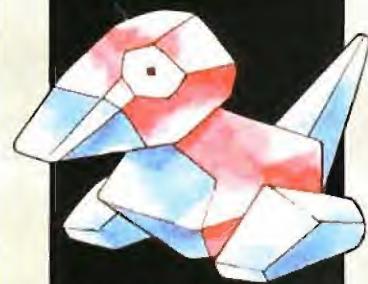
To capture these seven Pokémons, you'll need to trigger specific events in the game. Characters you meet during your travels will give you the Pokémons as a reward for doing something special.



## OTHER RARITIES!



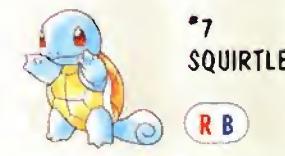
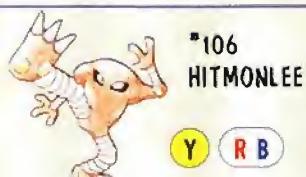
There are only two chances to capture Snorlax in the game, so don't miss out when you see this Pokémon snoozing in the middle of your path!



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

## Pick and Choose

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



## Evolving Eevee

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



## Legendary Pokémons

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



# YELLOW Pokémon Chart

**COLOR KEY**


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



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



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



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

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



# RED Pokémon Chart

## COLOR KEY



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



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



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



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

|                  |                     |                   |                   |                   |                  |                   |                |                 |                   |                |                  |                  |                   |                  |
|------------------|---------------------|-------------------|-------------------|-------------------|------------------|-------------------|----------------|-----------------|-------------------|----------------|------------------|------------------|-------------------|------------------|
|                  |                     |                   |                   |                   |                  |                   |                |                 |                   |                |                  |                  |                   |                  |
| ★ 1<br>BULBASAUR | 2<br>IVYSAUR        | 3<br>VENUSAUR     | ★ 4<br>CHARMANDER | ★ 5<br>CHARMELEON | ★ 6<br>CHARIZARD | ★ 7<br>SQUIRTLE   | 8<br>WARTORTLE | 9<br>BLASTOISE  | 10<br>CATERPIE    | 11<br>METAPOD  | 12<br>BUTTERFREE | 13<br>WEEWE      | 14<br>KAKUNA      | 15<br>BEEDRILL   |
|                  |                     |                   |                   |                   |                  |                   |                |                 |                   |                |                  |                  | 29<br>NIDORAN ♀   | 30<br>NIDORINA   |
|                  |                     |                   |                   |                   |                  |                   |                |                 |                   |                |                  |                  |                   |                  |
|                  |                     |                   |                   |                   |                  |                   |                |                 |                   |                |                  |                  |                   |                  |
|                  |                     |                   |                   |                   |                  |                   |                |                 |                   |                |                  |                  |                   |                  |
|                  |                     |                   |                   |                   |                  |                   |                |                 |                   |                |                  |                  |                   |                  |
|                  |                     |                   |                   |                   |                  |                   |                |                 |                   |                |                  |                  |                   |                  |
|                  | ★ 106<br>Hitmonchan | 108<br>Lickitung  | 109<br>Koffing    | 110<br>Weezing    | 111<br>Rhyhorn   | 112<br>Rhydon     | 113<br>Chansey | 114<br>Tangela  | 115<br>Kangaskhan | 116<br>Horsea  | 117<br>Seadra    | 118<br>Golddeen  | 119<br>Seaking    | 120<br>Staryu    |
|                  |                     |                   |                   |                   |                  |                   |                |                 |                   |                |                  |                  | ★ 134<br>Vaporeon | ★ 135<br>Jolteon |
|                  |                     |                   |                   |                   |                  |                   |                |                 |                   |                |                  |                  |                   |                  |
| ★ 136<br>Flareon | 137<br>Porygon      | ★ 138<br>Omastyte | 139<br>Omastar    | ★ 140<br>Kabuto   | 141<br>Kabutops  | 142<br>Aerodactyl | 143<br>Snorlax | 144<br>Articuno | 145<br>Zapdos     | 146<br>Moltres | 147<br>Dratini   | 148<br>Dragonair | 149<br>Dragonite  | 150<br>Mewtwo    |



# BLUE

## Pokémon Chart

**COLOR KEY**

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

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

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

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

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



# FIELD GUIDE DATA CARD KEY

NUMBER

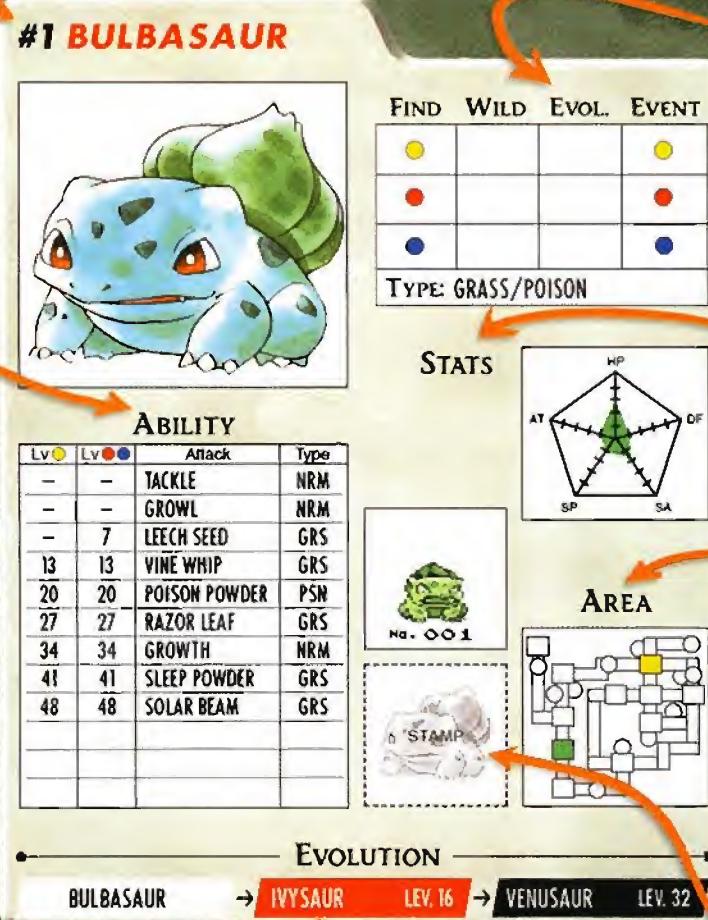
**Each Pok  mon is listed on the data card pages according to its number, from one to 151. If you don't know a Pok  mon's number, check the alphabetical list on page 120. This list shows each Pok  mon's number and the pages on which it appears in this book.**

ABILITY

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

## **TYPES:**

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



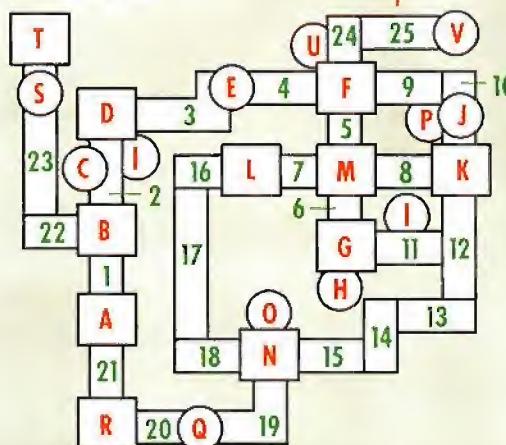
# EVOLUTION

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

### MAP KEY

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

- A Pallet Town**
  - B Viridian City**
  - C Viridian Forest**
  - D Pewter City**
  - E Mt. Moon**
  - F Cerulean City**
  - G Vermilion City**
  - H S.S. Anne**
  - I Diglett's Cave**
  - J Rock Tunnel**



## FIND/WILD/EVOL./EVENT

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

STATS

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

AREA

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



STAMP

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

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

## #1 BULBASAUR

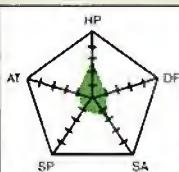


FIND WILD EVOL. EVENT

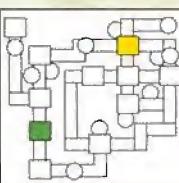
|   |  |  |   |
|---|--|--|---|
| ● |  |  | ● |
| ● |  |  | ● |
| ● |  |  | ● |

TYPE: GRASS/POISON

### STATS



AREA



### ABILITY

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

### EVOLUTION

BULBASAUR → IVYSAUR LEVEL 16 → VENUSAUR LEVEL 32

## #2 IVYSAUR

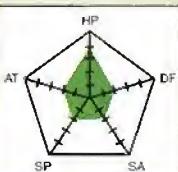


FIND WILD EVOL. EVENT

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

TYPE: GRASS/POISON

### STATS



AREA



### ABILITY

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

### EVOLUTION

BULBASAUR → IVYSAUR LEVEL 16 → VENUSAUR LEVEL 32

## #3 VENUSAUR

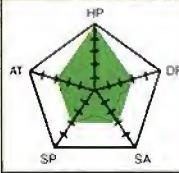


FIND WILD EVOL. EVENT

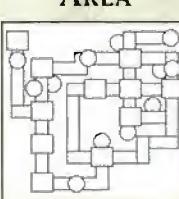
|   |  |   |   |
|---|--|---|---|
| ● |  | ● | ● |
| ● |  | ● | ● |
| ● |  | ● | ● |

TYPE: GRASS/POISON

### STATS



AREA



### ABILITY

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

### EVOLUTION

BULBASAUR → IVYSAUR LEVEL 16 → VENUSAUR LEVEL 32

## #4 CHARMANDER

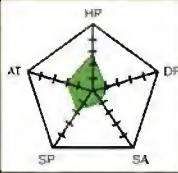


FIND WILD EVOL. EVENT

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

TYPE: FIRE

### STATS



AREA



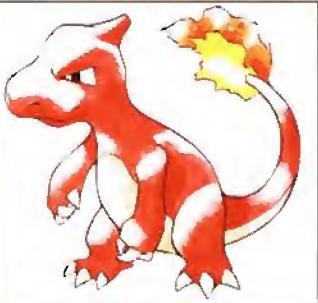
### ABILITY

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

### EVOLUTION

CHARMANDER → CHARMELEON LEVEL 16 → CHARIZARD LEVEL 36

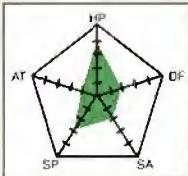
## #5 CHARMELEON



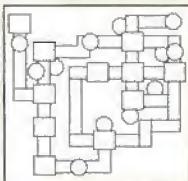
| FIND | WILD | EVOL. | EVENT |
|------|------|-------|-------|
| ●    |      | ●     |       |
| ●    |      | ●     |       |
| ●    |      | ●     |       |

TYPE: FIRE

### STATS



### AREA



### ABILITY

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

### EVOLUTION

CHARMANDER → CHARMELEON LEV. 16 → CHARIZARD LEV. 36

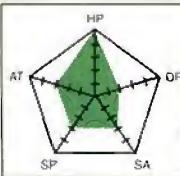
## #6 CHARIZARD



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

TYPE: FIRE/FLYING

### STATS



### AREA



### ABILITY

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

### EVOLUTION

CHARMANDER → CHARMELEON LEV. 16 → CHARIZARD LEV. 36

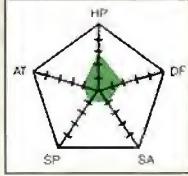
## #7 SQUIRTLE



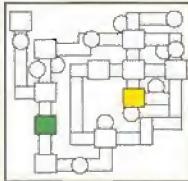
| FIND | WILD | EVOL. | EVENT |
|------|------|-------|-------|
| ●    |      | ●     |       |
| ●    |      | ●     |       |
| ●    |      | ●     |       |

TYPE: WATER

### STATS



### AREA



### ABILITY

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

### EVOLUTION

SQUIRTLE → WARTORTLE LEV. 16 → BLASTOISE LEV. 36

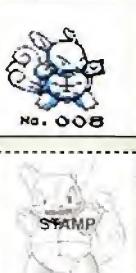
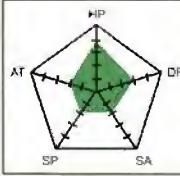
## #8 WARTORTLE



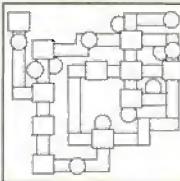
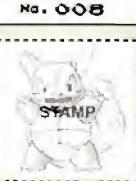
| FIND | WILD | EVOL. | EVENT |
|------|------|-------|-------|
| ●    |      | ●     |       |
| ●    |      | ●     |       |
| ●    |      | ●     |       |

TYPE: WATER

### STATS



### AREA



### ABILITY

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

### EVOLUTION

SQUIRTLE → WARTORTLE LEV. 16 → BLASTOISE LEV. 36



## #9 BLASTOISE

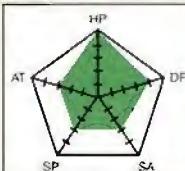


FIND WILD EVOL. EVENT

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

TYPE: WATER

### STATS

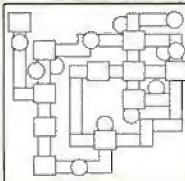


### ABILITY

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



### AREA



### EVOLUTION

SQUIRTLE

→ WARTORTLE

LEV. 16 → BLASTOISE

LEV. 36

## #10 CATERPIE

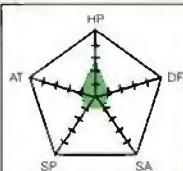


FIND WILD EVOL. EVENT

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

TYPE: BUG

### STATS

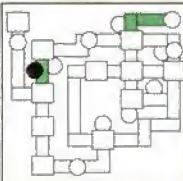


### ABILITY

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



### AREA



### EVOLUTION

CATERPIE

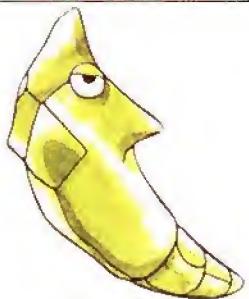
→ METAPOD

LEV. 7

→ BUTTERFREE

LEV. 10

## #11 METAPOD

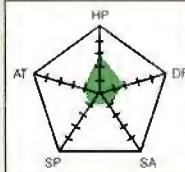


FIND WILD EVOL. EVENT

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

TYPE: BUG

### STATS

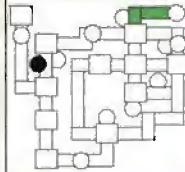


### ABILITY

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



### AREA



### EVOLUTION

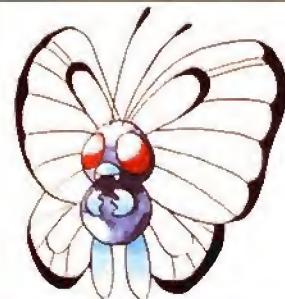
CATERPIE

→ METAPOD

LEV. 7 → BUTTERFREE

LEV. 10

## #12 BUTTERFREE

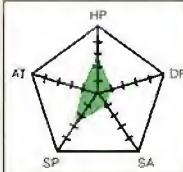


FIND WILD EVOL. EVENT

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

TYPE: BUG/FLYING

### STATS



### ABILITY

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



### AREA



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

### EVOLUTION

CATERPIE

→ METAPOD

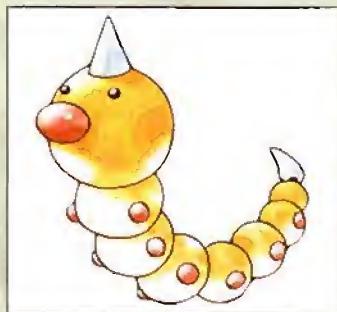
LEV. 7

→ BUTTERFREE

LEV. 10

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

## #13 WEEDLE

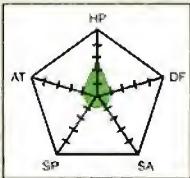


FIND WILD EVOL. EVENT

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

TYPE: BUG/POISON

### STATS



### ABILITY

| Lv ● | Lv ●● | Attack       | Type |
|------|-------|--------------|------|
| -    | -     | POISON STING | PSN  |
| -    | -     | STRING SHOT  | BUG  |



### AREA



### EVOLUTION

WEEDLE

→ KAKUNA

LEV. 7 → BEEDRILL

LEV. 10

## #14 KAKUNA

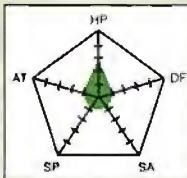


FIND WILD EVOL. EVENT

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

TYPE: BUG/POISON

### STATS



### ABILITY

| Lv ● | Lv ●● | Attack       | Type |
|------|-------|--------------|------|
| -    | -     | POISON STING | PSN  |
| -    | -     | STRING SHOT  | BUG  |
| -    | -     | HARDEN       | NRM  |



### AREA



\*If caught in the wild, it won't learn Poison Sting or String Shot. If evolved from Weedle, it won't learn Harden.

### EVOLUTION

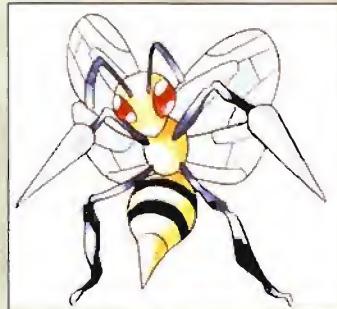
WEEDLE

→ KAKUNA

LEV. 7 → BEEDRILL

LEV. 10

## #15 BEEDRILL

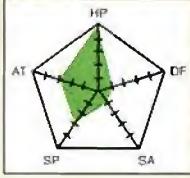


FIND WILD EVOL. EVENT

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

TYPE: BUG/POISON

### STATS

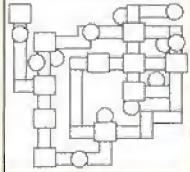


### ABILITY

| Lv ● | Lv ●● | Attack       | Type |
|------|-------|--------------|------|
| -    | -     | POISON STING | PSN  |
| -    | -     | STRING SHOT  | BUG  |
| -    | -     | HARDEN       | NRM  |
| 12   | -     | FURY ATTACK  | NRM  |
| 16   | -     | FOCUS ENERGY | NRM  |
| 20   | -     | TWINEEDLE    | BUG  |
| 25   | -     | RAGE         | NRM  |
| 30   | -     | PIN MISSILE  | BUG  |
| 35   | -     | AGILITY      | PSY  |



### AREA



### EVOLUTION

WEEDLE

→ KAKUNA

LEV. 7 → BEEDRILL

LEV. 10

\*If caught in the wild, it won't learn Poison Sting or String Shot. If evolved from Kakuna, it won't learn Harden.

## #16 PIDGEY

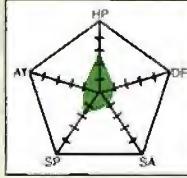


FIND WILD EVOL. EVENT

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

TYPE: NORMAL/FLYING

### STATS

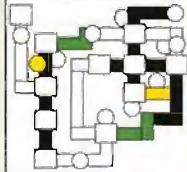


### ABILITY

| Lv ● | Lv ●● | Attack       | Type |
|------|-------|--------------|------|
| -    | -     | GUST         | NRM  |
| 5    | 5     | SAND-ATTACK  | NRM  |
| 12   | 12    | QUICK ATTACK | NRM  |
| 19   | 19    | WHIRLWIND    | NRM  |
| 28   | 28    | WING ATTACK  | FLY  |
| 36   | 36    | AGILITY      | PSY  |
| 44   | 44    | MIRROR MOVE  | FLY  |



### AREA



### EVOLUTION

PIDGEY

→ PIDGEOTTO

LEV. 18 → PIDGEOT

LEV. 36



## #17 PIDGEOTTO

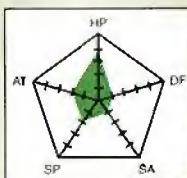


FIND WILD EVOL. EVENT

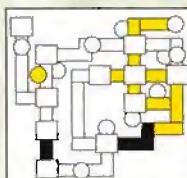
|   |   |   |  |
|---|---|---|--|
| ● | ● | ● |  |
| ● | ● | ● |  |
| ● | ● | ● |  |

TYPE: NORMAL/FLYING

### STATS



### AREA



### ABILITY

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

### EVOLUTION

PIDGEY

→ PIDGEOTTO

LEV. 18

→ PIDGEOT

LEV. 36

## #18 PIDGEOT

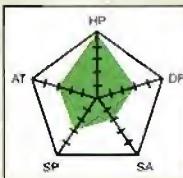


FIND WILD EVOL. EVENT

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

TYPE: NORMAL/FLYING

### STATS



### ABILITY

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

### EVOLUTION

PIDGEY

→ PIDGEOTTO

LEV. 18

→ PIDGEOT

LEV. 36

## #19 RATTATA

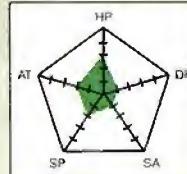


FIND WILD EVOL. EVENT

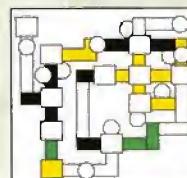
|   |   |  |  |
|---|---|--|--|
| ● | ● |  |  |
| ● | ● |  |  |
| ● | ● |  |  |

TYPE: NORMAL

### STATS



### AREA



### ABILITY

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

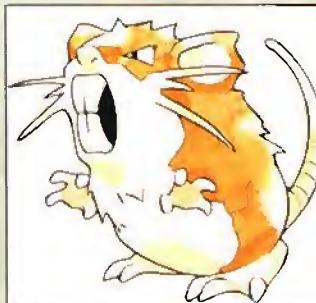
### EVOLUTION

RATTATA

→ RATICATE

LEV. 20

## #20 RATICATE

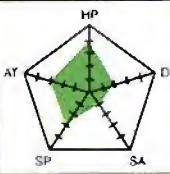


FIND WILD EVOL. EVENT

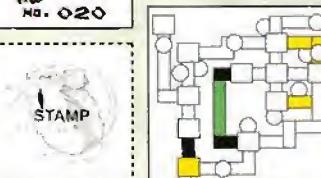
|   |   |  |  |
|---|---|--|--|
| ● | ● |  |  |
| ● | ● |  |  |
| ● | ● |  |  |

TYPE: NORMAL

### STATS



### AREA



### ABILITY

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

### EVOLUTION

RATTATA

→ RATICATE

LEV. 20

## #21 SPEAROW

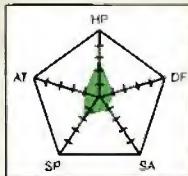


FIND WILD EVOL. EVENT

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

TYPE: NORMAL/FLYING

### STATS

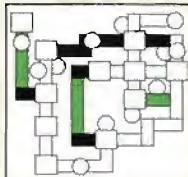


### ABILITY

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



### AREA



### EVOLUTION

SPEAROW

→ FEAROW

LEV. 20

## #22 FEAROW

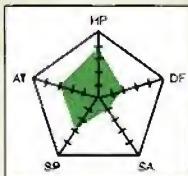


FIND WILD EVOL. EVENT

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

TYPE: NORMAL/FLYING

### STATS

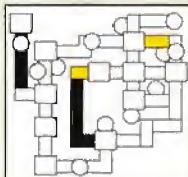


### ABILITY

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



### AREA



### EVOLUTION

SPEAROW

→ FEAROW

LEV. 20

## #23 EKANS

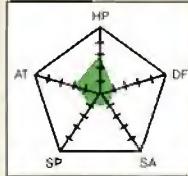


FIND WILD EVOL. EVENT

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

TYPE: POISON

### STATS

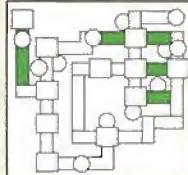


### ABILITY

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



### AREA



### EVOLUTION

EKANS

→ ARBOK

LEV. 22

## #24 ARBOK

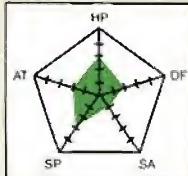


FIND WILD EVOL. EVENT

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

TYPE: POISON

### STATS

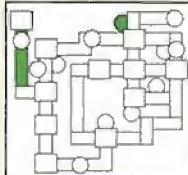


### ABILITY

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



### AREA



### EVOLUTION

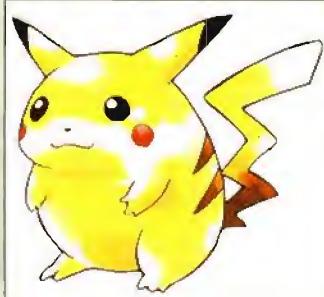
EKANS

→ ARBOK

LEV. 22



## #25 PIKACHU

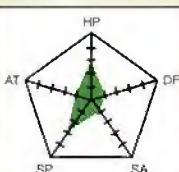


FIND WILD EVOL. EVENT

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

TYPE: ELECTRIC

### STATS



No. 025



AREA

### ABILITY

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

### EVOLUTION

PIKACHU

→ RAICHU

THUNDER STONE

## #27 SANDSHREW

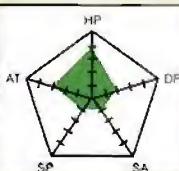


FIND WILD EVOL. EVENT

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

TYPE: GROUND

### STATS



No. 027



AREA

### ABILITY

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

### EVOLUTION

SANDSHREW

→ SANDSLASH LEV. 22

## #26 RAICHU

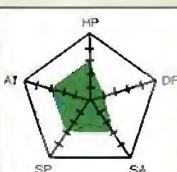


FIND WILD EVOL. EVENT

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

TYPE: ELECTRIC

### STATS



No. 026



AREA

### ABILITY

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

### EVOLUTION

PIKACHU

→ RAICHU

THUNDER STONE

## #28 SANDSLASH

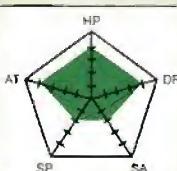


FIND WILD EVOL. EVENT

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

TYPE: GROUND

### STATS



No. 028



AREA

### ABILITY

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

### EVOLUTION

SANDSHREW

→ SANDSLASH LEV. 22

## #29 NIDORAN ♀

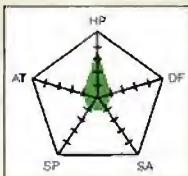


FIND WILD EVOL. EVENT

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

TYPE: POISON

### STATS

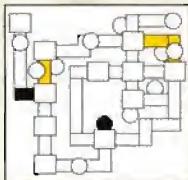


### ABILITY

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



### AREA



### EVOLUTION

NIDORAN ♀ → NIDORINA LEV. 16 → NIDOQUEEN MOON STONE

## #30 NIDORINA

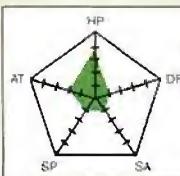


FIND WILD EVOL. EVENT

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

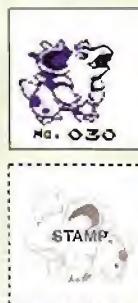
TYPE: POISON

### STATS



### ABILITY

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



### EVOLUTION

NIDORAN ♀ → NIDORINA LEV. 16 → NIDOQUEEN MOON STONE

## #31 NIDOQUEEN

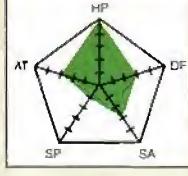


FIND WILD EVOL. EVENT

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

TYPE: POISON/GROUND

### STATS

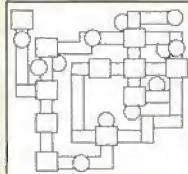


### ABILITY

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



### AREA



### EVOLUTION

NIDORAN ♀ → NIDORINA LEV. 16 → NIDOQUEEN MOON STONE

## #32 NIDORAN ♂

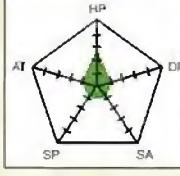


FIND WILD EVOL. EVENT

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

TYPE: POISON

### STATS



### ABILITY

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



### EVOLUTION

NIDORAN ♂ → NIDORINO LEV. 16 → NIDOKING MOON STONE

## #33 NIDORINO

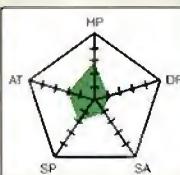


FIND WILD EVOL. EVENT

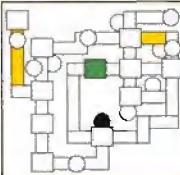
|   |   |   |   |
|---|---|---|---|
| ● | ● | ● |   |
| ● | ● | ● |   |
| ● | ● | ● | ● |

TYPE: POISON

STATS



AREA



ABILITY

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

EVOLUTION

NIDORAN ♂ → NIDORINO LEV. 16 → NIDOKING MOON STONE

## #34 NIDOKING

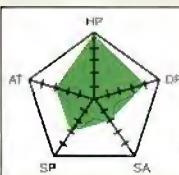


FIND WILD EVOL. EVENT

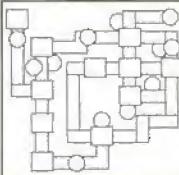
|   |  |   |  |
|---|--|---|--|
| ● |  | ● |  |
| ● |  | ● |  |
| ● |  | ● |  |

TYPE: POISON/GROUND

STATS



AREA



ABILITY

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

EVOLUTION

NIDORAN ♂ → NIDORINO LEV. 16 → NIDOKING MOON STONE

## #35 CLEFAIRY

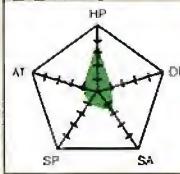


FIND WILD EVOL. EVENT

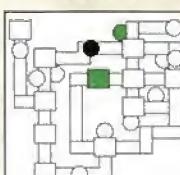
|   |   |  |  |
|---|---|--|--|
| ● | ● |  |  |
| ● | ● |  |  |
| ● | ● |  |  |

TYPE: NORMAL

STATS



AREA



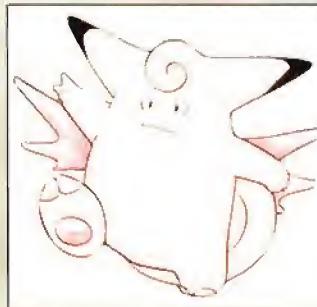
ABILITY

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

EVOLUTION

CLEFAIRY → CLEFABLE MOON STONE

## #36 CLEFABLE

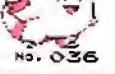
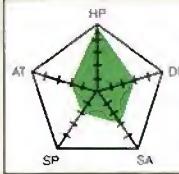


FIND WILD EVOL. EVENT

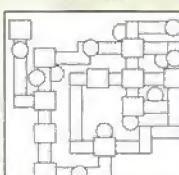
|   |  |   |  |
|---|--|---|--|
| ● |  | ● |  |
| ● |  | ● |  |
| ● |  | ● |  |

TYPE: NORMAL

STATS



AREA



ABILITY

| Lv ● | Lv ● | Attack     | Type |
|------|------|------------|------|
| -    | -    | POUND      | NRM  |
| -    | -    | GROWL      | NRM  |
| -    | -    | SING       | NRM  |
| -    | -    | DOUBLESLAP | NRM  |
| -    | -    | MINIMIZE   | NRM  |
| -    | -    | METRONOME  | NRM  |
|      |      |            |      |
|      |      |            |      |
|      |      |            |      |
|      |      |            |      |

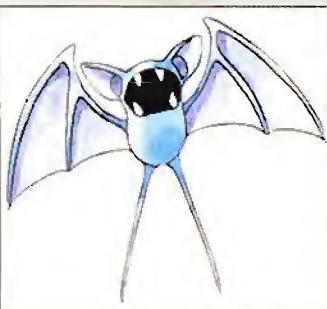
EVOLUTION

CLEFAIRY → CLEFABLE MOON STONE

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



## #41 ZUBAT

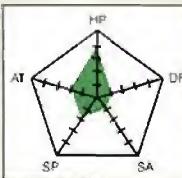


FIND WILD EVOL. EVENT

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

TYPE: POISON/FLYING

### STATS

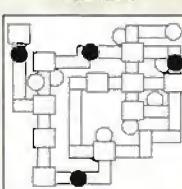


### ABILITY

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



### AREA



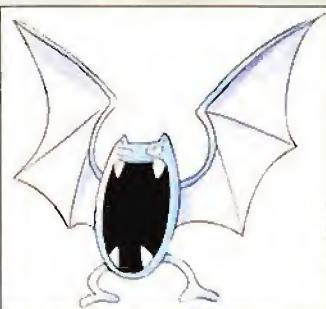
### EVOLUTION

ZUBAT

→ GOLBAT

LEV. 22

## #42 GOLBAT

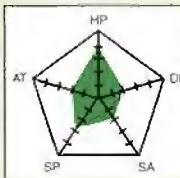


FIND WILD EVOL. EVENT

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

TYPE: POISON/FLYING

### STATS

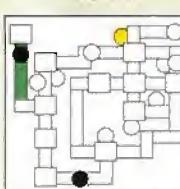


### ABILITY

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



### AREA



### EVOLUTION

ZUBAT

→ GOLBAT

LEV. 22

## #43 ODDISH

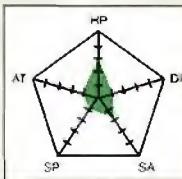


FIND WILD EVOL. EVENT

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

TYPE: GRASS/POISON

### STATS



### ABILITY

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

### EVOLUTION

ODDISH

→ GLOOM

LEV. 21

→ VILEPLUME

LEAF STONE

## #44 GLOOM

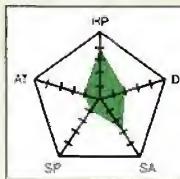


FIND WILD EVOL. EVENT

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

TYPE: GRASS/POISON

### STATS

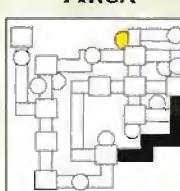


### ABILITY

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



### AREA



### EVOLUTION

ODDISH

→ GLOOM

LEV. 21

→ VILEPLUME

LEAF STONE



## #49 VENOMOTH

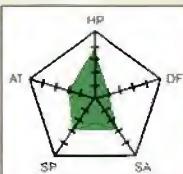


FIND WILD EVOL. EVENT

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

TYPE: BUG/POISON

### STATS



### AREA



### ABILITY

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

### EVOLUTION

VENONAT

→ VENOMOTH LEV. 31

## #50 DIGLETT

## #50 DIGLETT

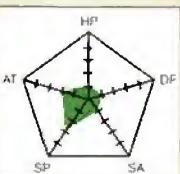


FIND WILD EVOL. EVENT

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

TYPE: GROUND

### STATS



### AREA



### ABILITY

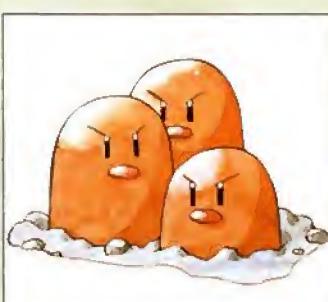
| Lv ● | Lv ● ● | Attack      | Type |
|------|--------|-------------|------|
| -    | -      | SCRATCH     | NRM  |
| -    | -      | GROWL       | NRM  |
| 19   | 19     | DIG         | GRD  |
| 24   | 24     | SAND-ATTACK | NRM  |
| 31   | 31     | SLASH       | NRM  |
| 40   | 40     | EARTHQUAKE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

### EVOLUTION

DIGLETT

→ DUGTRIO LEV. 26

## #51 DUGTRIO

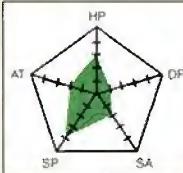


FIND WILD EVOL. EVENT

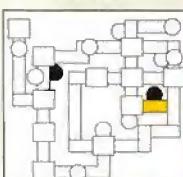
|   |   |   |   |
|---|---|---|---|
| ● | ● | ● | ● |
| ● | ● | ● | ● |
| ● | ● | ● | ● |

TYPE: GROUND

### STATS



### AREA



### ABILITY

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

### EVOLUTION

DIGLETT

→ DUGTRIO LEV. 26

## #52 MEOWTH

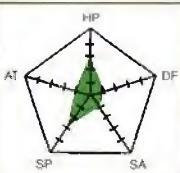


FIND WILD EVOL. EVENT

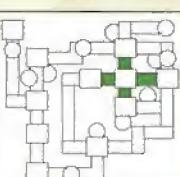
|   |   |  |  |
|---|---|--|--|
| ● |   |  |  |
| ● |   |  |  |
| ● | ● |  |  |

TYPE: NORMAL

### STATS



### AREA



### ABILITY

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

### EVOLUTION

MEOWTH

→ PERSIAN LEV. 28

## #53 PERSIAN

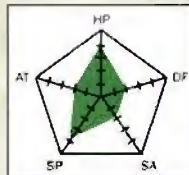


FIND WILD EVOL. EVENT

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

TYPE: NORMAL

### STATS

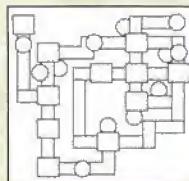


### ABILITY

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



### AREA



### EVOLUTION

MEOWTH

→ PERSIAN

LEV. 28

## #54 PSYDUCK

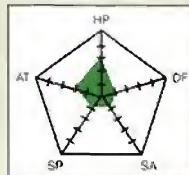


FIND WILD EVOL. EVENT

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

TYPE: WATER

### STATS

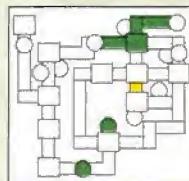


### ABILITY

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



### AREA



### EVOLUTION

PSYDUCK

→ GOLDUCK

LEV. 33

## #55 GOLDUCK

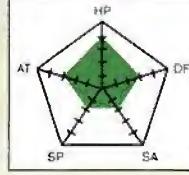


FIND WILD EVOL. EVENT

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

TYPE: WATER

### STATS

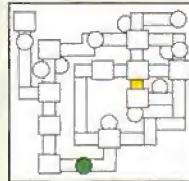


### ABILITY

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



### AREA



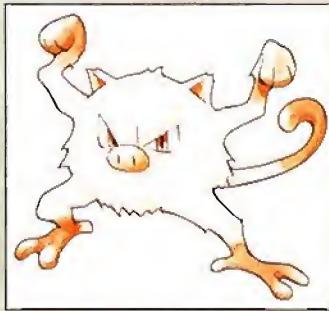
### EVOLUTION

PSYDUCK

→ GOLDUCK

LEV. 33

## #56 MANKEY

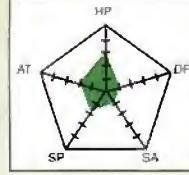


FIND WILD EVOL. EVENT

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

TYPE: FIGHTING

### STATS

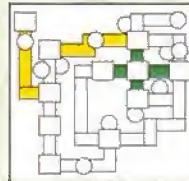


### ABILITY

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



### AREA



### EVOLUTION

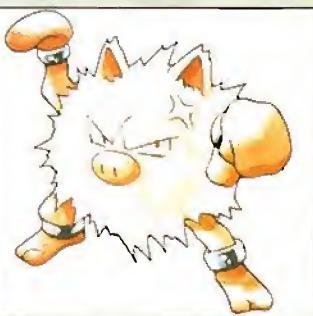
MANKEY

→ PRIMEAPE

LEV. 28



## #57 PRIMEAPE

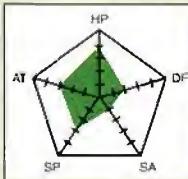


FIND WILD EVOL. EVENT

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

TYPE: FIGHTING

### STATS



### ABILITY

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



### EVOLUTION

MANKEY

→ PRIMEAPE

LEV. 28

## #58 GROWLITHE

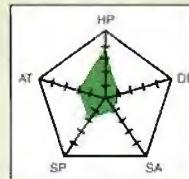


FIND WILD EVOL. EVENT

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

TYPE: FIRE

### STATS

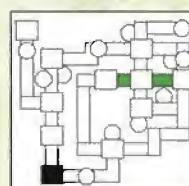


### ABILITY

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



### AREA



### EVOLUTION

GROWLITHE

→ ARCANINE

FIRE STONE

## #59 ARCANINE

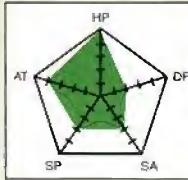


FIND WILD EVOL. EVENT

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

TYPE: FIRE

### STATS



### ABILITY

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



### EVOLUTION

GROWLITHE

→ ARCANINE

FIRE STONE

## #60 POLIWAG

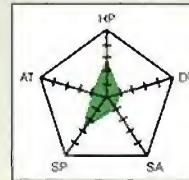


FIND WILD EVOL. EVENT

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

TYPE: WATER

### STATS

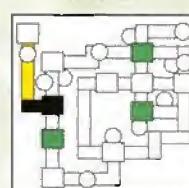


### ABILITY

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



### AREA



### EVOLUTION

POLIWAG

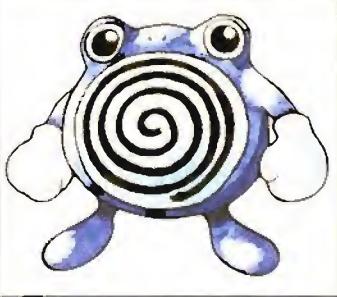
→ POLIWHIRL

LEV. 25

→ POLIWRATH

WATER STONE

## #61 POLIWHIRL

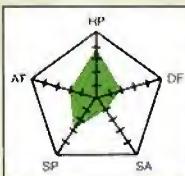


FIND WILD EVOL. EVENT

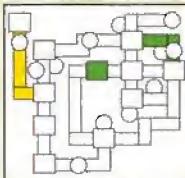
|   |   |   |  |
|---|---|---|--|
| ● | ● | ● |  |
| ● | ● | ● |  |
| ● | ● | ● |  |

TYPE: WATER

### STATS



### AREA



### ABILITY

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

### EVOLUTION

POLIWAG

→ POLIWHIRL

LEV. 25 → POLIWRATH

WATER STONE

## #62 POLIWRATH

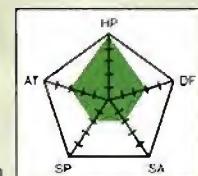


FIND WILD EVOL. EVENT

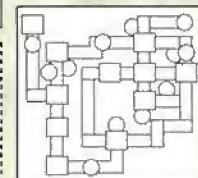
|   |  |  |   |
|---|--|--|---|
| ● |  |  | ● |
| ● |  |  | ● |
| ● |  |  | ● |

TYPE: WATER/FIGHTING

### STATS



### AREA



### ABILITY

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

### EVOLUTION

POLIWAG

→ POLIWHIRL

LEV. 25

→ POLIWRATH

WATER STONE

## #63 ABRA

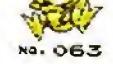
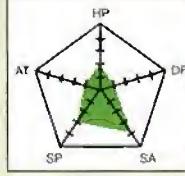


FIND WILD EVOL. EVENT

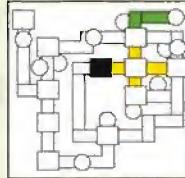
|   |   |   |   |
|---|---|---|---|
| ● | ● | ● | ● |
| ● | ● | ● | ● |
| ● | ● | ● | ● |

TYPE: PSYCHIC

### STATS



### AREA



### ABILITY

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

### EVOLUTION

ABRA

→ KADABRA

LEV. 16 → ALAKAZAM

TRADE

## #64 KADABRA

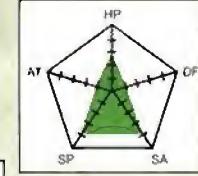


FIND WILD EVOL. EVENT

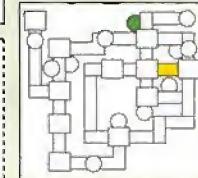
|   |   |   |   |
|---|---|---|---|
| ● | ● | ● | ● |
| ● | ● | ● | ● |
| ● | ● | ● | ● |

TYPE: PSYCHIC

### STATS



### AREA



### ABILITY

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

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

### EVOLUTION

ABRA

→ KADABRA

LEV. 16

→ ALAKAZAM

TRADE



## #65 ALAKAZAM

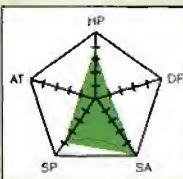


FIND WILD EVOL. EVENT

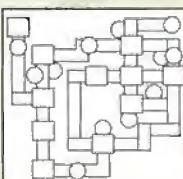
|   |  |   |  |
|---|--|---|--|
| ● |  | ● |  |
| ● |  | ● |  |
| ● |  | ● |  |

TYPE: PSYCHIC

### STATS



### AREA



### ABILITY

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

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

### EVOLUTION

ABRA

→ KADABRA

LEV. 16

→ ALAKAZAM

TRADE

## #66 MACHOP

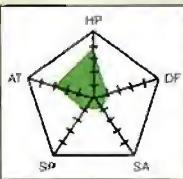


FIND WILD EVOL. EVENT

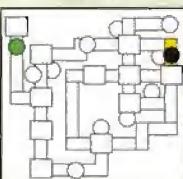
|   |  |   |  |
|---|--|---|--|
| ● |  | ● |  |
| ● |  | ● |  |
| ● |  | ● |  |

TYPE: FIGHTING

### STATS



### AREA



### ABILITY

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

### EVOLUTION

MACHOP

→ MACHOKE

LEV. 28

→ MACHAMP

TRADE

## #67 MACHOKE

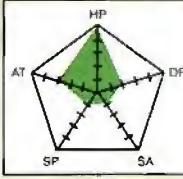


FIND WILD EVOL. EVENT

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

TYPE: FIGHTING

### STATS



### AREA



### ABILITY

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

### EVOLUTION

MACHOP

→ MACHOKE

LEV. 28

→ MACHAMP

TRADE

## #68 MACHAMP

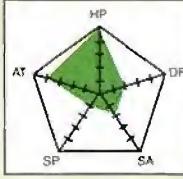


FIND WILD EVOL. EVENT

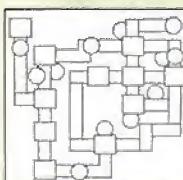
|   |  |   |  |
|---|--|---|--|
| ● |  | ● |  |
| ● |  | ● |  |
| ● |  | ● |  |

TYPE: FIGHTING

### STATS



### AREA



### ABILITY

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

### EVOLUTION

MACHOP

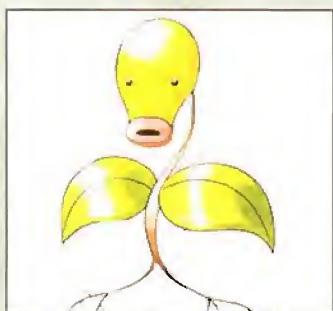
→ MACHOKE

LEV. 28

→ MACHAMP

TRADE

## #69 BELSPROUT



FIND WILD EVOL. EVENT

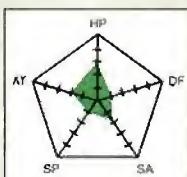
|   |   |  |  |
|---|---|--|--|
| ● | ● |  |  |
| ● |   |  |  |
| ● | ● |  |  |

TYPE: GRASS/POISON

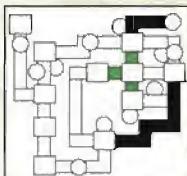
### ABILITY

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

### STATS



### AREA



### EVOLUTION

BELSPROUT

→ WEEPINBELL

LEV. 21 → VICTREEBEL

LEAF STONE

## #70 WEEPINBELL

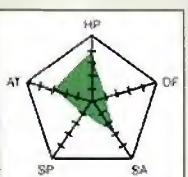


FIND WILD EVOL. EVENT

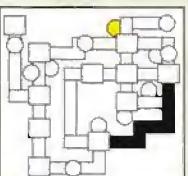
|   |   |   |  |
|---|---|---|--|
| ● | ● | ● |  |
| ● |   |   |  |
| ● | ● | ● |  |

TYPE: GRASS/POISON

### STATS



### AREA



### ABILITY

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

### EVOLUTION

BELSPROUT

→ WEEPINBELL

LEV. 21

→ VICTREEBEL

LEAF STONE

## #71 VICTREEBEL



FIND WILD EVOL. EVENT

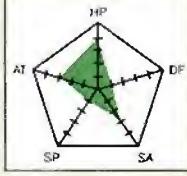
|   |   |  |  |
|---|---|--|--|
| ● | ● |  |  |
| ● |   |  |  |
| ● | ● |  |  |

TYPE: GRASS/POISON

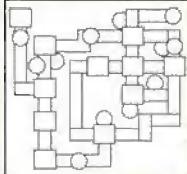
### ABILITY

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

### STATS



### AREA



### EVOLUTION

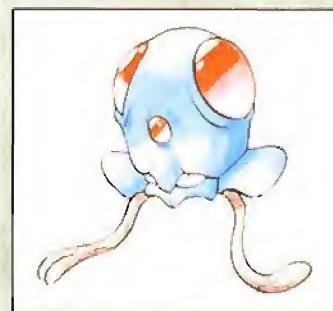
BELSPROUT

→ WEEPINBELL

LEV. 21 → VICTREEBEL

LEAF STONE

## #72 TENTACOOL

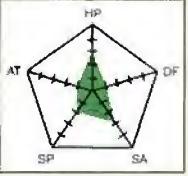


FIND WILD EVOL. EVENT

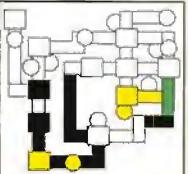
|   |   |  |  |
|---|---|--|--|
| ● | ● |  |  |
| ● | ● |  |  |
| ● | ● |  |  |

TYPE: WATER/POISON

### STATS



### AREA



### ABILITY

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

### EVOLUTION

TENTACOOL

→ TENTACRUEL

LEV. 30



## #73 TENTACRUEL

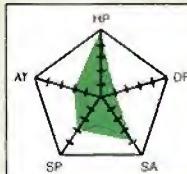


FIND WILD EVOL. EVENT

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

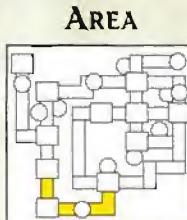
TYPE: WATER/POISON

### STATS



### ABILITY

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



### EVOLUTION

TENTACOOL

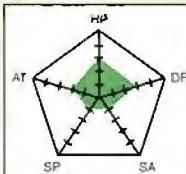
→ TENTACRUEL LEV. 30

FIND WILD EVOL. EVENT

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

TYPE: ROCK/GROUND

### STATS



### ABILITY

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



### EVOLUTION

GEODUDE

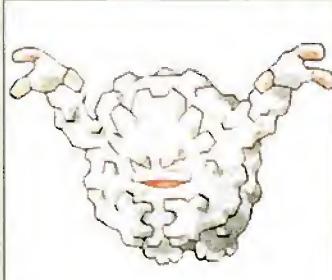
→ GRAVELER

LEV. 25

→ GOLEM

TRADE

## #75 GRAVELER

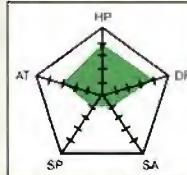


FIND WILD EVOL. EVENT

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

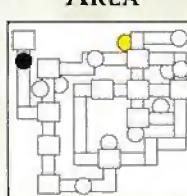
TYPE: ROCK/GROUND

### STATS



### ABILITY

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



### EVOLUTION

GEOUDGE

→ GRAVELER

LEV. 25

→ GOLEM

TRADE

## #76 GOLEM

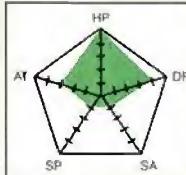


FIND WILD EVOL. EVENT

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

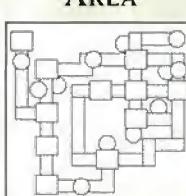
TYPE: ROCK/GROUND

### STATS



### ABILITY

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



### EVOLUTION

GEODUDE

→ GRAVELER

LEV. 25

→ GOLEM

TRADE

## #77 PONYTA



FIND WILD EVOL. EVENT

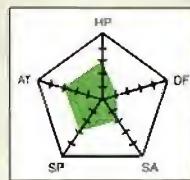
|   |   |  |  |
|---|---|--|--|
| ● | ● |  |  |
| ● | ● |  |  |
| ● | ● |  |  |

TYPE: FIRE

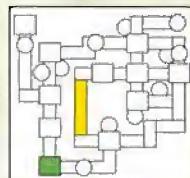
### ABILITY

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

### STATS



### AREA



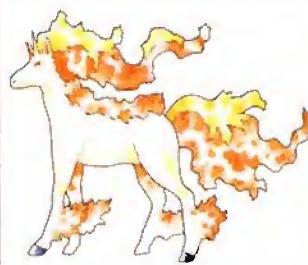
### EVOLUTION

PONYTA

→ RAPIDASH

LEV. 40

## #78 RAPIDASH

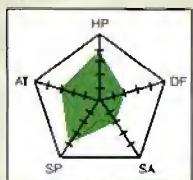


FIND WILD EVOL. EVENT

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

TYPE: FIRE

### STATS



### AREA



### EVOLUTION

PONYTA

→ RAPIDASH

LEV. 40

## #79 SLOWPOKE



FIND WILD EVOL. EVENT

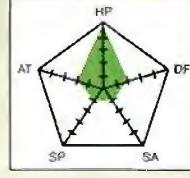
|   |   |  |  |
|---|---|--|--|
| ● | ● |  |  |
| ● | ● |  |  |
| ● | ● |  |  |

TYPE: WATER/PSYCHIC

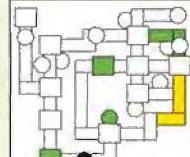
### ABILITY

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

### STATS



### AREA



### EVOLUTION

SLOWPOKE

→ SLOWBRO

LEV. 37

## #80 SLOWBRO

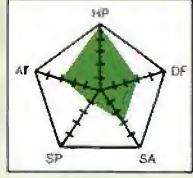


FIND WILD EVOL. EVENT

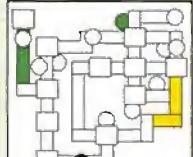
|   |   |   |  |
|---|---|---|--|
| ● | ● | ● |  |
| ● | ● | ● |  |
| ● | ● | ● |  |

TYPE: WATER/PSYCHIC

### STATS



### AREA



### EVOLUTION

SLOWPOKE

→ SLOWBRO

LEV. 37



## #81 MAGNEMITE

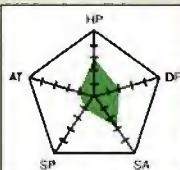


FIND WILD EVOL. EVENT

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

TYPE: ELECTRIC

STATS



AREA



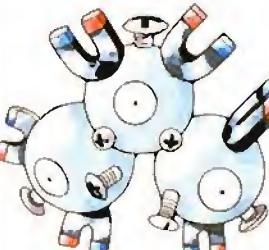
ABILITY

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

EVOLUTION

MAGNEMITE → MAGNETON LEV. 30

## #82 MAGNETON

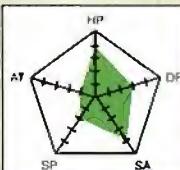


FIND WILD EVOL. EVENT

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

TYPE: ELECTRIC

STATS



AREA



ABILITY

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

EVOLUTION

MAGNEMITE → MAGNETON LEV. 30

## #83 FARFECTH'D

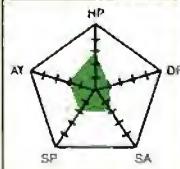


FIND WILD EVOL. EVENT

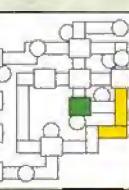
|   |   |  |   |
|---|---|--|---|
| ● | ● |  |   |
| ● |   |  | ● |
| ● |   |  | ● |

TYPE: NORMAL/FLYING

STATS



AREA



ABILITY

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

EVOLUTION

FARFECTH'D

## #84 DODUO

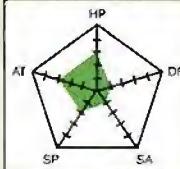


FIND WILD EVOL. EVENT

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

TYPE: NORMAL/FLYING

STATS



AREA



ABILITY

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

EVOLUTION

DODUO → DODRIO LEV. 31

## #85 DODRIO

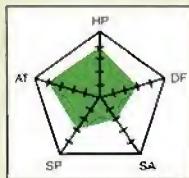


FIND WILD EVOL. EVENT

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

TYPE: NORMAL/FLYING

### STATS



### ABILITY

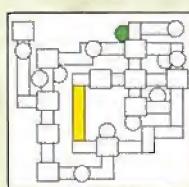
| Lv ● | Lv ●● | Attack      | Type |
|------|-------|-------------|------|
| -    | -     | PECK        | FLY  |
| -    | -     | GROWL       | NRM  |
| -    | -     | FURY ATTACK | NRM  |
| 30   | -     | DRILL PECK  | FLY  |
| 39   | 39    | RAGE        | NRM  |
| 45   | 45    | TRI ATTACK  | NRM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



No. 085



### AREA



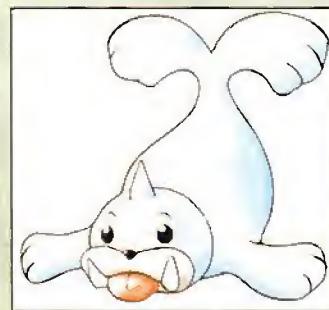
### EVOLUTION

DODUO

→ DODRIO

LEV. 31

## #86 SEEL

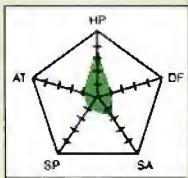


FIND WILD EVOL. EVENT

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

TYPE: WATER

### STATS



### ABILITY

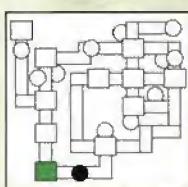
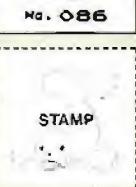
| Lv ● | Lv ●● | Attack      | Type |
|------|-------|-------------|------|
| -    | -     | HEAD BUTT   | NRM  |
| 30   | 30    | GROWL       | NRM  |
| 35   | 35    | AURORA BEAM | ICE  |
| 40   | 40    | REST        | PSY  |
| 45   | 45    | TAKE DOWN   | NRM  |
| 50   | 50    | ICE BEAM    | ICE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



No. 086



### AREA



### EVOLUTION

SEEL

→ DEWGONG

LEV. 44

## #87 DEWGONG

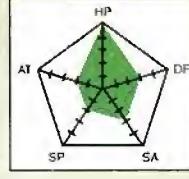


FIND WILD EVOL. EVENT

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

TYPE: WATER/ICE

### STATS



### ABILITY

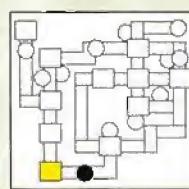
| Lv ● | Lv ●● | Attack      | Type |
|------|-------|-------------|------|
| -    | -     | HEAD BUTT   | NRM  |
| 30   | 30    | GROWL       | NRM  |
| 35   | 35    | AURORA BEAM | ICE  |
| 44   | 44    | REST        | PSY  |
| 50   | 50    | TAKE DOWN   | NRM  |
| 56   | 56    | ICE BEAM    | ICE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



No. 087



### AREA



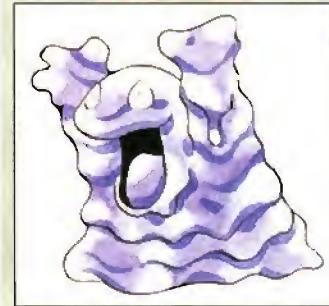
### EVOLUTION

SEEL

→ DEWGONG

LEV. 34

## #88 GRIMER

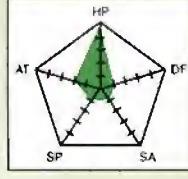


FIND WILD EVOL. EVENT

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

TYPE: POISON

### STATS



### ABILITY

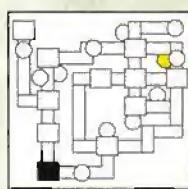
| Lv ● | Lv ●● | Attack     | Type |
|------|-------|------------|------|
| -    | -     | POUND      | NRM  |
| -    | -     | DISABLE    | NRM  |
| 30   | 30    | POISON GAS | PSN  |
| 33   | 33    | MINIMIZE   | NRM  |
| 37   | 37    | SLUDGE     | PSN  |
| 42   | 42    | HARDEN     | NRM  |
| 48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



No. 088



### AREA



### EVOLUTION

GRIMER

→ MUK

LEV. 38



## #89 MUK

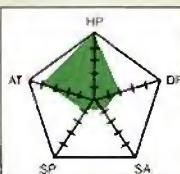


FIND WILD EVOL. EVENT

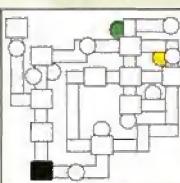
|   |   |   |   |
|---|---|---|---|
| ● | ● | ● | ● |
| ● | ● | ● |   |
| ● | ● | ● |   |

TYPE: POISON

### STATS



### AREA



### ABILITY

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

### EVOLUTION

GRIMER

→ MUK

LEV. 38

## #90 SHELLDER

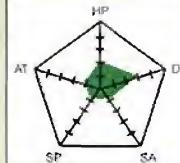


FIND WILD EVOL. EVENT

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

TYPE: WATER

### STATS



### ABILITY

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

SHELLDER

→ CLOYSTER

WATER STONE

### EVOLUTION

## #91 CLOYSTER

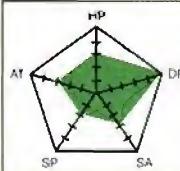


FIND WILD EVOL. EVENT

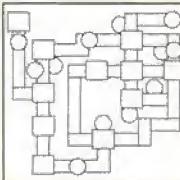
|   |   |   |  |
|---|---|---|--|
| ● | ● | ● |  |
| ● | ● | ● |  |
| ● | ● | ● |  |

TYPE: WATER/ICE

### STATS



### AREA



### ABILITY

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

### EVOLUTION

SHELLDER

→ CLOYSTER

WATER STONE

## #92 GASTLY

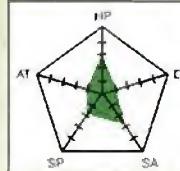


FIND WILD EVOL. EVENT

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

TYPE: GHOST/POISON

### STATS



### ABILITY

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

### EVOLUTION

GASTLY

→ HAUNTER

LEV. 25

→ GENGAR TRADE

## #93 HAUNTER

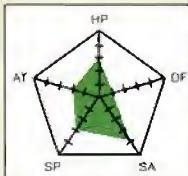


FIND WILD EVOL. EVENT

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

TYPE: GHOST/POISON

### STATS



No. 093

### AREA



### EVOLUTION

GASTLY

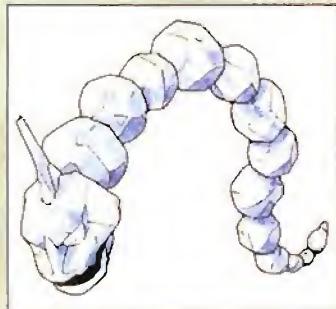
→ HAUNTER

LEV. 25

→ GENGAR

TRADE

## #95 ONIX

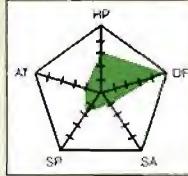


FIND WILD EVOL. EVENT

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

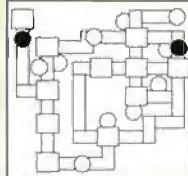
TYPE: ROCK/GROUND

### STATS



No. 095

### AREA



### EVOLUTION

ONIX

## #94 GENGAR

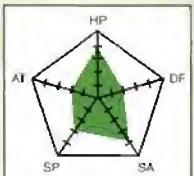


FIND WILD EVOL. EVENT

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

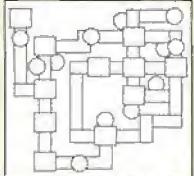
TYPE: GHOST/POISON

### STATS



No. 094

### AREA



### EVOLUTION

GASTLY

→ HAUNTER

LEV. 25

→ GENGAR

TRADE

## #96 DROWZEE

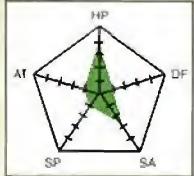


FIND WILD EVOL. EVENT

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

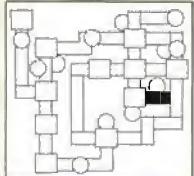
TYPE: PSYCHIC

### STATS



No. 096

### AREA



### EVOLUTION

POUND HYPNOSIS DISABLE CONFUSION HEAD BUTT POISON GAS PSYCHIC MEDITATE

NRM PSY NRM PSY NRM PSN PSY PSY

12 17 24 29 32 37

17 24 29 32 37

CONFUSION HEAD BUTT POISON GAS PSYCHIC MEDITATE

PSY NRM PSN PSY PSY

24 29 32 37

HEAD BUTT POISON GAS PSYCHIC MEDITATE

PSY NRM PSN PSY PSY

29 32 37

POISON GAS PSYCHIC MEDITATE

PSN PSY PSY PSY PSY

32 37

PSYCHIC MEDITATE

PSY PSY PSY PSY PSY

37

DROWZEE

→ HYPNO

LEV. 26



## #97 HYPNO

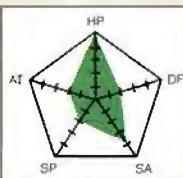


FIND WILD EVOL. EVENT

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

TYPE: PSYCHIC

### STATS



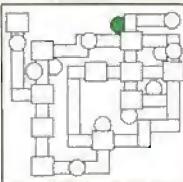
### ABILITY

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



STAMP

### AREA



### EVOLUTION

DROWZEE

→ HYPNO

LEV. 26

## #98 KRABBY

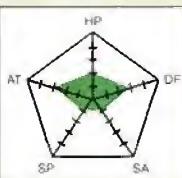


FIND WILD EVOL. EVENT

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

TYPE: WATER

### STATS



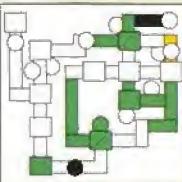
### ABILITY

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



STAMP

### AREA



### EVOLUTION

KRABBY

→ KINGLER

LEV. 28

## #99 KINGLER

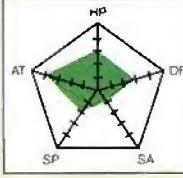


FIND WILD EVOL. EVENT

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

TYPE: WATER

### STATS



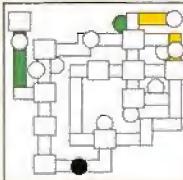
### ABILITY

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



STAMP

### AREA



### EVOLUTION

KRABBY

→ KINGLER

LEV. 28

## #100 VOLTORB

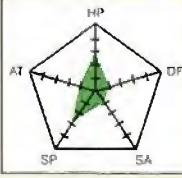


FIND WILD EVOL. EVENT

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

TYPE: ELECTRIC

### STATS



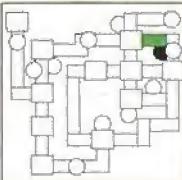
### ABILITY

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



STAMP

### AREA



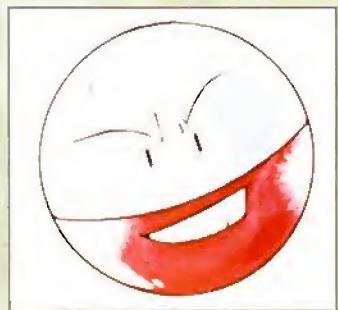
### EVOLUTION

VOLTORB

→ ELECTRODE

LEV. 30

## #101 ELECTRODE



### ABILITY

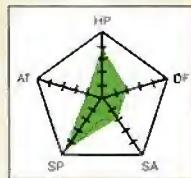
| Lv | Attack       | Type |
|----|--------------|------|
| -  | TACKLE       | NRM  |
| -  | SCREECH      | NRM  |
| 17 | SONIC BOOM   | NRM  |
| 22 | SELF DESTROY | NRM  |
| 29 | LIGHT SCREEN | PSY  |
| 40 | SWIFT        | NRM  |
| 50 | EXPLOSION    | NRM  |

FIND WILD EVOL. EVENT

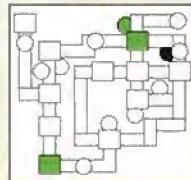
|   |   |   |   |
|---|---|---|---|
| ● | ● | ● |   |
| ● | ● | ● | ● |
| ● | ● | ● | ● |

TYPE: ELECTRIC

### STATS



### AREA

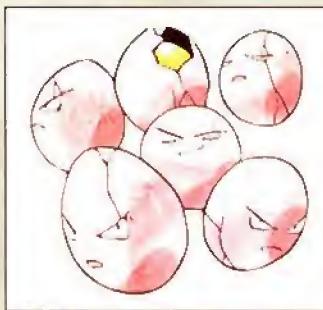


VOLTORB

→ ELECTRODE

LEV. 30

## #102 EXEGGCUTE



### ABILITY

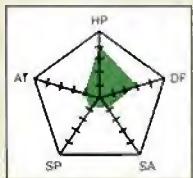
| Lv | Attack        | Type |
|----|---------------|------|
| -  | BARRAGE       | NRM  |
| -  | HYPNOSIS      | PSY  |
| 25 | REFLECT       | PSY  |
| 28 | LEECH SEED    | GRS  |
| 32 | STUN SPORE    | GRS  |
| 37 | POISON POWDER | PSN  |
| 42 | SOLAR BEAM    | GRS  |
| 48 | SLEEP POWDER  | GRS  |

FIND WILD EVOL. EVENT

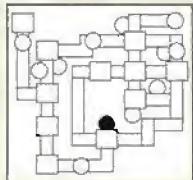
|   |   |  |  |
|---|---|--|--|
| ● | ● |  |  |
| ● | ● |  |  |
| ● | ● |  |  |

TYPE: GRASS/PSYCHIC

### STATS



### AREA



EXEGGCUTE

→ EXEGGUTOR

LEAF STONE

## #103 EXEGGUTOR



### ABILITY

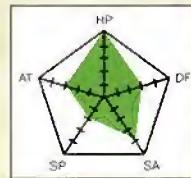
| Lv | Attack   | Type |
|----|----------|------|
| -  | BARRAGE  | NRM  |
| -  | HYPNOSIS | PSY  |
| 28 | STOMP    | NRM  |

FIND WILD EVOL. EVENT

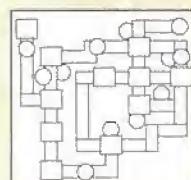
|   |   |  |
|---|---|--|
| ● | ● |  |
| ● | ● |  |
| ● | ● |  |

TYPE: GRASS/PSYCHIC

### STATS



### AREA



EXEGGCUTE

→ EXEGGUTOR

LEAF STONE

## #104 CUBONE



### ABILITY

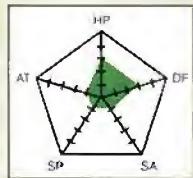
| Lv | Attack       | Type |
|----|--------------|------|
| -  | GROWL        | NRM  |
| -  | BONE CLUB    | GRD  |
| -  | TAIL WHIP    | NRM  |
| 18 | HEADBUTT     | NRM  |
| 25 | LEER         | NRM  |
| 31 | FOCUS ENERGY | NRM  |
| 38 | THRASH       | NRM  |
| 43 | BONEMERANG   | GRD  |
| 46 | RAGE         | NRM  |

FIND WILD EVOL. EVENT

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

TYPE: GROUND

### STATS



### AREA



CUBONE

→ MAROWAK

LEV. 28



## #105 MAROWAK

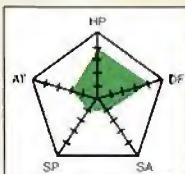


| FIND         | WILD | EVOL. | EVENT |
|--------------|------|-------|-------|
| ●            | ●    | ●     | ●     |
| ●            | ●    | ●     | ●     |
| TYPE: GROUND |      |       |       |

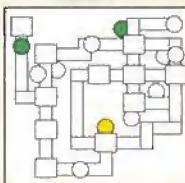
### ABILITY

| Lv ● | Lv ●● | Attack       | Type |
|------|-------|--------------|------|
| -    | -     | GROWL        | NRM  |
| -    | -     | BONE CLUB    | GRD  |
| -    | -     | TAIL WHIP    | NRM  |
| -    | -     | HEADBUTT     | NRM  |
| 25   | -     | LEER         | NRM  |
| 33   | 33    | FOCUS ENERGY | NRM  |
| 41   | 41    | THRASH       | NRM  |
| 48   | 48    | BONEMERANG   | GRD  |
| 55   | 55    | RAGE         | NRM  |
|      |       |              |      |
|      |       |              |      |
|      |       |              |      |
|      |       |              |      |

### STATS



### AREA



\*In Yellow, if evolved from Cubone, it will have learned Growl.

### EVOLUTION

CUBONE

→ MAROWAK

LEV. 28

## #106 HITMONLEE

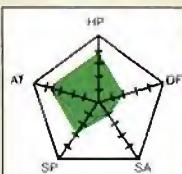


| FIND           | WILD | EVOL. | EVENT |
|----------------|------|-------|-------|
| ●              |      |       | ●     |
| ●              |      |       | ●     |
| TYPE: FIGHTING |      |       |       |

### ABILITY

| Lv ● | Lv ●● | Attack       | Type |
|------|-------|--------------|------|
| -    | -     | DOUBLE KICK  | FTG  |
| -    | -     | MEDITATE     | PSY  |
| 33   | 33    | ROLLING KICK | FTG  |
| 38   | 38    | JUMP KICK    | FTG  |
| 43   | 43    | FOCUS ENERGY | NRM  |
| 48   | 48    | HI JUMP KICK | FTG  |
| 53   | 53    | MEGA KICK    | NRM  |
|      |       |              |      |
|      |       |              |      |
|      |       |              |      |

### STATS



### AREA



### EVOLUTION

HITMONLEE

## #107 HITMONCHAN

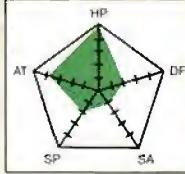


| FIND           | WILD | EVOL. | EVENT |
|----------------|------|-------|-------|
| ●              |      |       | ●     |
| ●              |      |       | ●     |
| TYPE: FIGHTING |      |       |       |

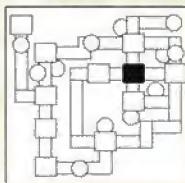
### ABILITY

| Lv ● | Lv ●● | Attack        | Type |
|------|-------|---------------|------|
| -    | -     | COMET PUNCH   | NRM  |
| -    | -     | AGILITY       | PSY  |
| 33   | 33    | FIRE PUNCH    | FIR  |
| 38   | 38    | ICE PUNCH     | ICE  |
| 43   | 43    | THUNDER PUNCH | ELC  |
| 48   | 48    | MEGA PUNCH    | NRM  |
| 53   | 53    | COUNTER       | FTG  |
|      |       |               |      |
|      |       |               |      |
|      |       |               |      |

### STATS



### AREA



## #108 LICKITUNG

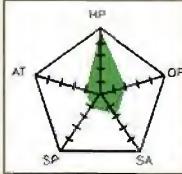


| FIND         | WILD | EVOL. | EVENT |
|--------------|------|-------|-------|
| ●            | ●    |       |       |
| ●            |      |       | ●     |
| TYPE: NORMAL |      |       |       |

### ABILITY

| Lv ● | Lv ●● | Attack       | Type |
|------|-------|--------------|------|
| -    | -     | WRAP         | NRM  |
| -    | -     | SUPersonic   | NRM  |
| -    | -     | STOMP        | NRM  |
| -    | -     | DISABLE      | NRM  |
| -    | -     | DEFENSE CURL | NRM  |
| 31   | 31    | SLAM         | NRM  |
| 39   | 39    | SCREECH      | NRM  |
|      |       |              |      |
|      |       |              |      |
|      |       |              |      |

### STATS



### AREA

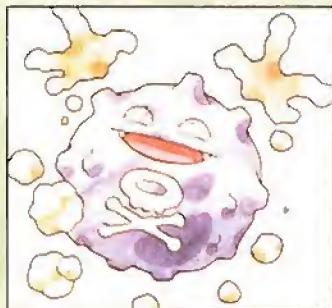


### EVOLUTION

LICKITUNG

HITMONCHAN

## #109 KOFFING

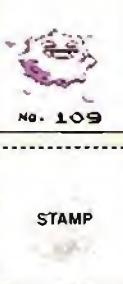
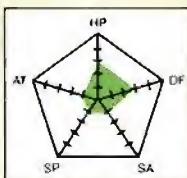


FIND WILD EVOL. EVENT

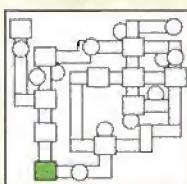
|   |   |  |  |
|---|---|--|--|
| ● |   |  |  |
| ● | ● |  |  |
| ● | ● |  |  |

TYPE: POISON

STATS



AREA



ABILITY

| Lv ● | Lv ● | Attack        | Type |
|------|------|---------------|------|
| -    | -    | TACKLE        | NRM  |
| -    | -    | SMOG          | PSN  |
| 32   | 32   | SLUDGE        | PSN  |
| 37   | 37   | SMOKE SCREEN  | NRM  |
| 40   | 40   | SELF DESTRUCT | NRM  |
| 45   | 45   | HAZE          | ICE  |
| 48   | 48   | EXPLOSION     | NRM  |

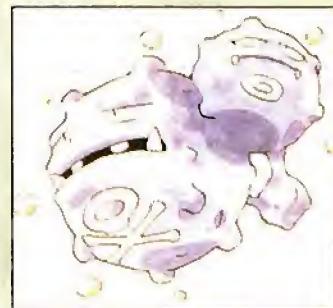
EVOLUTION

KOFFING

→ WEEZING

LEV. 35

## #110 WEEZING

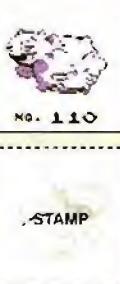
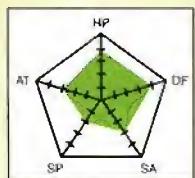


FIND WILD EVOL. EVENT

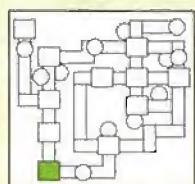
|   |   |  |   |
|---|---|--|---|
| ● |   |  |   |
| ● | ● |  | ● |
| ● | ● |  | ● |

TYPE: POISON

STATS



AREA



ABILITY

| Lv ● | Lv ● | Attack        | Type |
|------|------|---------------|------|
| -    | -    | TACKLE        | NRM  |
| -    | -    | SMOG          | PSN  |
| -    | -    | SLUDGE        | PSN  |
| 39   | 39   | SMOKE SCREEN  | NRM  |
| 43   | 43   | SELF DESTRUCT | NRM  |
| 49   | 49   | HAZE          | ICE  |
| 53   | 53   | EXPLOSION     | NRM  |

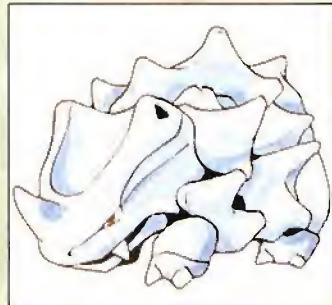
EVOLUTION

KOFFING

→ WEEZING

LEV. 35

## #111 RHYHORN

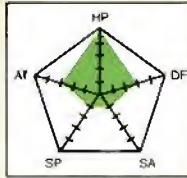


FIND WILD EVOL. EVENT

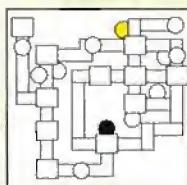
|   |   |  |  |
|---|---|--|--|
| ● | ● |  |  |
| ● | ● |  |  |
| ● | ● |  |  |

TYPE: GROUND/ROCK

STATS



AREA



ABILITY

| Lv ● | Lv ● | Attack      | Type |
|------|------|-------------|------|
| -    | -    | HORN ATTACK | NRM  |
| 30   | 30   | STOMP       | NRM  |
| 35   | 35   | TAIL WHIP   | NRM  |
| 40   | 40   | FURY ATTACK | NRM  |
| 45   | 45   | HORN DRILL  | NRM  |
| 50   | 50   | LEER        | NRM  |
| 55   | 55   | TAKE DOWN   | NRM  |

EVOLUTION

RHYHORN

→ RHYDON

LEV. 42

## #112 RHYDON

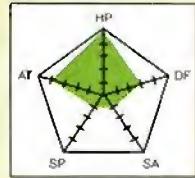


FIND WILD EVOL. EVENT

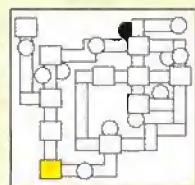
|   |   |   |   |
|---|---|---|---|
| ● | ● | ● | ● |
| ● | ● | ● | ● |
| ● | ● | ● | ● |

TYPE: GROUND/ROCK

STATS



AREA



ABILITY

| Lv ● | Lv ● | Attack      | Type |
|------|------|-------------|------|
| -    | -    | HORN ATTACK | NRM  |
| 30   | -    | STOMP       | NRM  |
| 35   | -    | TAIL WHIP   | NRM  |
| 40   | -    | FURY ATTACK | NRM  |
| 48   | 48   | HORN DRILL  | NRM  |
| 55   | 55   | LEER        | NRM  |
| 64   | 64   | TAKE DOWN   | NRM  |

EVOLUTION

RHYHORN

→ RHYDON

LEV. 42



## #113 CHANSEY

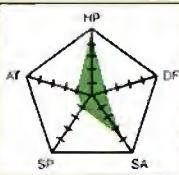


FIND WILD EVOL. EVENT

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

TYPE: NORMAL

STATS



AREA

STAMP

ABILITY

| Lv ● | Lv ● | Attack       | Type |
|------|------|--------------|------|
| -    | -    | POUND        | NRM  |
| -    | -    | TAIL WHIP    | NRM  |
| 12   | -    | DOUBLESLAP   | NRM  |
| 24   | 24   | SING         | NRM  |
| 30   | 30   | GROWL        | NRM  |
| 38   | 38   | MINIMIZE     | NRM  |
| 44   | 44   | DEFENSE CURL | NRM  |
| 48   | 48   | LIGHT SCREEN | PSY  |
| 54   | 54   | DOUBLE-EDGE  | NRM  |

EVOLUTION

CHANSEY

## #114 TANGELA

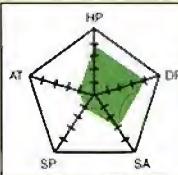


FIND WILD EVOL. EVENT

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

TYPE: GRASS

STATS



ABILITY

| Lv ● | Lv ● | Attack        | Type |
|------|------|---------------|------|
| -    | -    | CONstrict     | NRM  |
| 24   | -    | BIND          | NRM  |
| 27   | 29   | ABSORB        | GRS  |
| 29   | -    | VINE WHIP     | GRS  |
| 32   | 32   | POISON POWDER | PSN  |
| 36   | 36   | STUN SPORE    | GRS  |
| 39   | 39   | SLEEP POWDER  | GRS  |
| 45   | 45   | SLAM          | NRM  |
| 48   | 48   | GROWTH        | NRM  |

EVOLUTION

TANGELA

## #115 KANGASKHAN

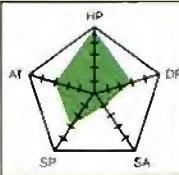


FIND WILD EVOL. EVENT

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

TYPE: NORMAL

STATS



AREA

STAMP

ABILITY

| Lv ● | Lv ● | Attack      | Type |
|------|------|-------------|------|
| -    | -    | COMET PUNCH | NRM  |
| -    | -    | RAGE        | NRM  |
| -    | 26   | BITE        | NRM  |
| 31   | 31   | TAIL WHIP   | NRM  |
| 36   | 36   | MEGA PUNCH  | NRM  |
| 41   | 41   | LEER        | NRM  |
| 46   | 46   | DIZZY PUNCH | NRM  |

EVOLUTION

KANGASKHAN

## #116 HORSEA

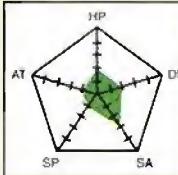


FIND WILD EVOL. EVENT

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

TYPE: WATER

STATS



ABILITY

| Lv ● | Lv ● | Attack       | Type |
|------|------|--------------|------|
| -    | -    | BUBBLE       | WTR  |
| 19   | 19   | SMOKE SCREEN | NRM  |
| 24   | 24   | LEER         | NRM  |
| 30   | 30   | WATER GUN    | WTR  |
| 37   | 37   | AGILITY      | PSY  |
| 45   | 45   | HYDRO PUMP   | WTR  |

EVOLUTION

HORSEA

→ SEADRA

LEV. 32



## #121 STARMIE

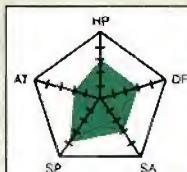


FIND WILD EVOL. EVENT

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

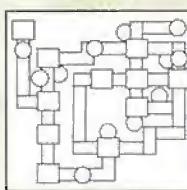
TYPE: WATER/PSYCHIC

### STATS



No. 121

### AREA



### EVOLUTION

STARYU

→ STARMIE

WATER  
STONE

## #122 MR. MIME

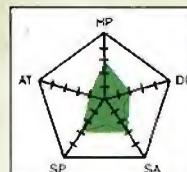


FIND WILD EVOL. EVENT

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

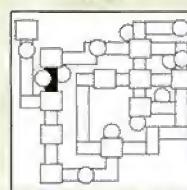
TYPE: PSYCHIC

### STATS



No. 122

### AREA



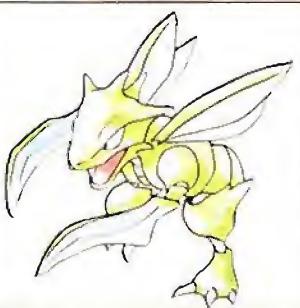
### ABILITY

| Lv ● | Lv ● | Attack       | Type |
|------|------|--------------|------|
| —    | —    | TACKLE       | NRM  |
| 15   | 15   | BARRIER      | PSY  |
| 23   | 23   | CONFUSION    | PSY  |
| 31   | 31   | LIGHT SCREEN | PSY  |
| 39   | 39   | DOUBLE SLAP  | NRM  |
| 47   | 47   | MEDITATE     | PSY  |
|      |      | SUBSTITUTE   | NRM  |

### EVOLUTION

MR. MIME

## #123 SCYTHER

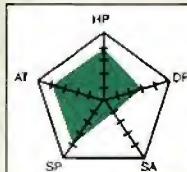


FIND WILD EVOL. EVENT

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

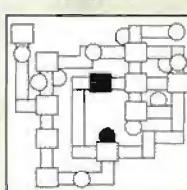
TYPE: BUG/FLYING

### STATS



No. 123

### AREA



### ABILITY

| Lv ● | Lv ● | Attack       | Type |
|------|------|--------------|------|
| —    | —    | QUICK ATTACK | NRM  |
| 17   | —    | LEER         | NRM  |
| 20   | —    | FOCUS ENERGY | NRM  |
| 24   | 24   | DOUBLE TEAM  | NRM  |
| 29   | 29   | SLASH        | NRM  |
| 35   | 35   | SWORDS DANCE | NRM  |
| 42   | 42   | AGILITY      | PSY  |
| 50   | —    | WING ATTACK  | FLY  |

### EVOLUTION

SCYTHER

## #124 JYNX

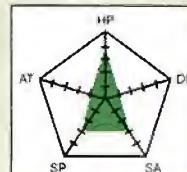


FIND WILD EVOL. EVENT

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

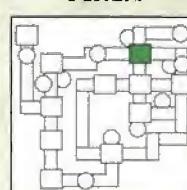
TYPE: ICE/PSYCHIC

### STATS



No. 124

### AREA



### ABILITY

| Lv ● | Lv ● | Attack      | Type |
|------|------|-------------|------|
| —    | —    | POUND       | NRM  |
| —    | —    | LOVELY KISS | NRM  |
| —    | —    | LICK        | GHO  |
| —    | —    | DOUBLE SLAP | NRM  |
| 31   | —    | ICE PUNCH   | ICE  |
| 39   | —    | BODYSLAM    | NRM  |
| 47   | —    | THRASH      | NRM  |
| 58   | —    | BLIZZARD    | ICE  |

### EVOLUTION

JYNX

## #125 ELECTABUZZ

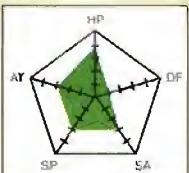


FIND WILD EVOL. EVENT

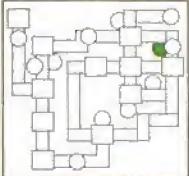
• •

TYPE: ELECTRIC

STATS



AREA



### ABILITY

| Lv | Attack       | Type |
|----|--------------|------|
| -  | QUICK ATTACK | NRM  |
| -  | LEER         | NRM  |
| 34 | THUNDESSHOCK | ELC  |
| 37 | SCREECH      | NRM  |
| 42 | THUNDERPUNCH | ELC  |
| 49 | LIGHT SCREEN | PSY  |
| 54 | THUNDER      | ELC  |

### EVOLUTION

ELECTABUZZ

## #126 MAGMAR

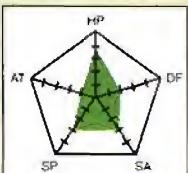


FIND WILD EVOL. EVENT

• •

TYPE: FIRE

STATS



AREA



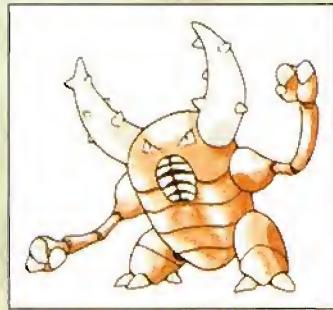
### ABILITY

| Lv | Attack        | Type |
|----|---------------|------|
| -  | EMBER         | FIR  |
| 36 | LEER          | NRM  |
| 39 | CONFUSE RAY   | GHO  |
| 43 | FIRE PUNCH    | FIR  |
| 48 | SMOKE SCREEN  | NRM  |
| 52 | SMOG          | PSN  |
| 55 | FLAME THROWER | FIR  |

### EVOLUTION

MAGMAR

## #127 PINSIR

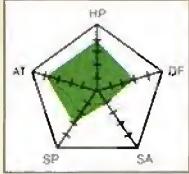


FIND WILD EVOL. EVENT

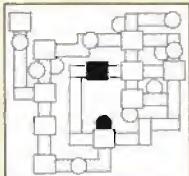
• • • •

TYPE: BUG

STATS



AREA



### ABILITY

| Lv | Attack         | Type |
|----|----------------|------|
| -  | VICEGRIP       | NRM  |
| 21 | BIND           | NRM  |
| 25 | SEISMIC TOSSED | FTG  |
| 30 | GUILLOTINE     | NRM  |
| 36 | FOCUS ENERGY   | NRM  |
| 43 | HARDEN         | NRM  |
| 49 | SLASH          | NRM  |
| 54 | SWORDS DANCE   | NRM  |

### EVOLUTION

PINSIR

## #128 TAUROS

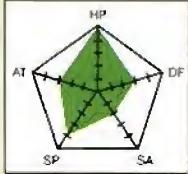


FIND WILD EVOL. EVENT

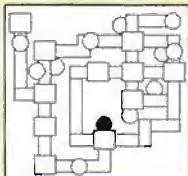
• • • •

TYPE: NORMAL

STATS



AREA



### ABILITY

| Lv | Attack    | Type |
|----|-----------|------|
| -  | TACKLE    | NRM  |
| -  | STOMP     | NRM  |
| 28 | TAIL WHIP | NRM  |
| 35 | LEER      | NRM  |
| 44 | RAGE      | NRM  |
| 51 | TAKE DOWN | NRM  |

### EVOLUTION

TAUROS





## #133 EEVEE



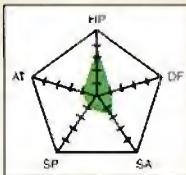
| FIND | WILD | EVOL. | EVENT |
|------|------|-------|-------|
| ●    |      |       | ●     |
| ●    |      |       | ●     |
| ●    |      |       | ●     |

TYPE: NORMAL

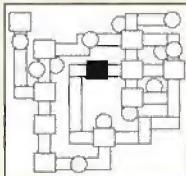
### ABILITY

| Lv ● | Lv ● | Attack       | Type |
|------|------|--------------|------|
| -    | -    | TACKLE       | NRM  |
| -    | -    | SAND-ATTACK  | NRM  |
| -    |      | GROWL        | NRM  |
| -    | 27   | QUICK ATTACK | NRM  |
| -    | 31   | TAIL WHIP    | NRM  |
| 30   | 37   | BITE         | NRM  |
| 36   |      | FOCUS ENERGY | NRM  |
| 42   | 45   | TAKE DOWN    | NRM  |

### STATS



AREA



### EVOLUTION

EEVEE

## #135 JOLTEON



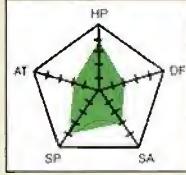
| FIND | WILD | EVOL. | EVENT |
|------|------|-------|-------|
| ●    |      | ●     |       |
| ●    |      | ●     |       |
| ●    |      | ●     |       |

TYPE: ELECTRIC

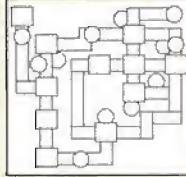
### ABILITY

| Lv ● | Lv ● | Attack       | Type |
|------|------|--------------|------|
| -    | -    | TACKLE       | NRM  |
| -    | -    | SAND-ATTACK  | NRM  |
| -    | 27   | QUICK ATTACK | NRM  |
| -    | 31   | THUNDERSHOCK | ELC  |
| -    | 37   | TAIL WHIP    | NRM  |
| 42   | 40   | THUNDER WAVE | ELC  |
| 30   | 42   | DOUBLE KICK  | FTG  |
| 47   | 44   | AGILITY      | PSY  |
| 36   | 48   | PIN MISSILE  | BUG  |
| 52   | 54   | THUNDER      | ELC  |

### STATS



AREA



### EVOLUTION

EEVEE

→ JOLTEON

THUNDER STONE

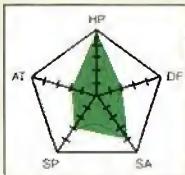
## #134 VAPOREON



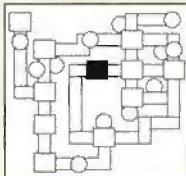
| FIND | WILD | EVOL. | EVENT |
|------|------|-------|-------|
| ●    |      | ●     |       |
| ●    |      | ●     |       |
| ●    |      | ●     |       |

TYPE: WATER

### STATS



AREA



### EVOLUTION

EEVEE

→ VAPOREON

WATER STONE

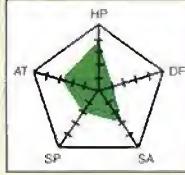
## #136 FLAREON



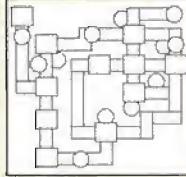
| FIND | WILD | EVOL. | EVENT |
|------|------|-------|-------|
| ●    |      | ●     |       |
| ●    |      | ●     |       |
| ●    |      | ●     |       |

TYPE: FIRE

### STATS



AREA



### ABILITY

| Lv ● | Lv ● | Attack        | Type |
|------|------|---------------|------|
| -    | -    | TACKLE        | NRM  |
| -    | -    | SAND-ATTACK   | NRM  |
| -    | 27   | QUICK ATTACK  | NRM  |
| -    | 31   | EMBER         | FIR  |
| -    | 37   | TAIL WHIP     | NRM  |
| 30   | 40   | BITE          | NRM  |
| 47   | 42   | LEER          | NRM  |
| 36   | 44   | FIRE SPIN     | FIR  |
| 42   |      | SMOG          | PSN  |
| 52   | 48   | RAGE          | NRM  |
| 54   |      | FLAME THROWER | FIR  |

### EVOLUTION

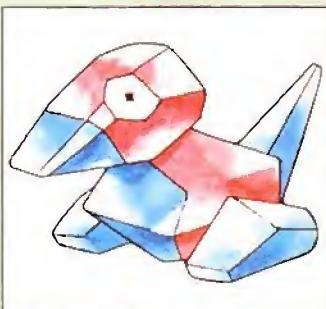
EEVEE

→ FLAREON

FIRE STONE



## #137 PORYGON

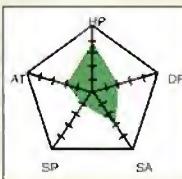


FIND WILD EVOL. EVENT

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

TYPE: NORMAL

### STATS



### ABILITY

| Lv ● | Lv ●●● | Attack     | Type |
|------|--------|------------|------|
| -    | -      | TACKLE     | NRM  |
| -    | -      | SHARPEN    | NRM  |
| -    | -      | CONVERSION | NRM  |
| -    | 23     | PSYBEAM    | PSY  |
| 28   | 28     | RECOVER    | NRM  |
| 35   | 35     | AGILITY    | PSY  |
| 42   | 42     | TRI ATTACK | NRM  |

### EVOLUTION

PORYGON

## #138 OMANYTE

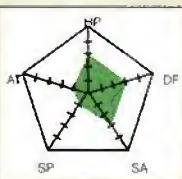


FIND WILD EVOL. EVENT

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

TYPE: ROCK/WATER

### STATS



### ABILITY

| Lv ● | Lv ●●● | Attack       | Type |
|------|--------|--------------|------|
| -    | -      | WATER GUN    | WTR  |
| -    | -      | WITHDRAW     | WTR  |
| 34   | 34     | HORN ATTACK  | NRM  |
| 39   | 39     | LEER         | NRM  |
| 46   | 46     | SPIKE CANNON | NRM  |
| 53   | 53     | HYDRO PUMP   | WTR  |

### EVOLUTION

OMANYTE

→ OMASTAR LEV. 40

## #139 OMASTAR

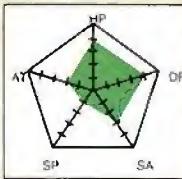


FIND WILD EVOL. EVENT

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

TYPE: ROCK/WATER

### STATS



### ABILITY

| Lv ● | Lv ●●● | Attack       | Type |
|------|--------|--------------|------|
| -    | -      | WATER GUN    | WTR  |
| -    | -      | WITHDRAW     | WTR  |
| -    | -      | HORN ATTACK  | NRM  |
| -    | -      | LEER         | NRM  |
| 44   | 44     | SPIKE CANNON | NRM  |
| 49   | 49     | HYDRO PUMP   | WTR  |

### EVOLUTION

OMANYTE

→ OMASTAR

LEV. 40

## #140 KABUTO

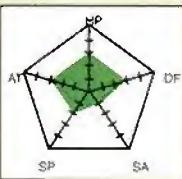


FIND WILD EVOL. EVENT

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

TYPE: ROCK/WATER

### STATS



### ABILITY

| Lv ● | Lv ●●● | Attack     | Type |
|------|--------|------------|------|
| -    | -      | SCRATCH    | NRM  |
| -    | -      | HARDEN     | NRM  |
| 34   | 34     | ABSORB     | GRS  |
| 39   | 39     | SLASH      | NRM  |
| 44   | 44     | LEER       | NRM  |
| 49   | 49     | HYDRO PUMP | WTR  |

### EVOLUTION

KABUTO

→ KABUTOPS

LEV. 40

## #141 KABUTOPS

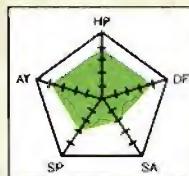


FIND WILD EVOL. EVENT

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

TYPE: ROCK/WATER

### STATS



AREA

STAMP

### ABILITY

| Lv ● | Lv ● | Attack     | Type |
|------|------|------------|------|
| -    | -    | SCRATCH    | NRM  |
| -    | -    | HARDEN     | NRM  |
| -    | -    | ABSORB     | GRS  |
| -    | -    | SLASH      | NRM  |
| 46   | 46   | LEER       | NRM  |
| 53   | 53   | HYDRO PUMP | WTR  |

KABUTO

→ KABUTOPS

LEV. 40

### EVOLUTION

## #142 AERODACTYL

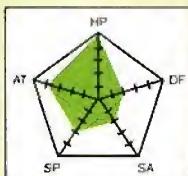


FIND WILD EVOL. EVENT

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

TYPE: ROCK/FLYING

### STATS



AREA

STAMP

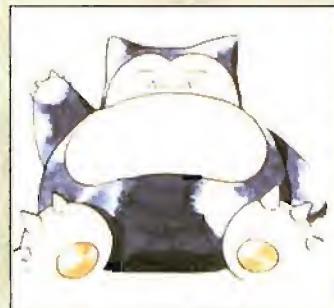
### ABILITY

| Lv ● | Lv ● | Attack      | Type |
|------|------|-------------|------|
| -    | -    | WING ATTACK | FLY  |
| -    | -    | AGILITY     | PSY  |
| 33   | 33   | SUPersonic  | NRM  |
| 38   | 38   | BITE        | NRM  |
| 45   | 45   | TAKE DOWN   | NRM  |
| 54   | 54   | HYPER BEAM  | NRM  |

### EVOLUTION

AERODACTYL

## #143 SNORLAX

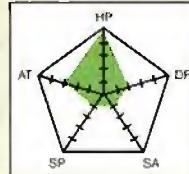


FIND WILD EVOL. EVENT

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

TYPE: NORMAL

### STATS



AREA

STAMP

### ABILITY

| Lv ● | Lv ● | Attack      | Type |
|------|------|-------------|------|
| -    | -    | HEAD BUTT   | NRM  |
| -    | -    | AMNESIA     | PSY  |
| -    | -    | REST        | PSY  |
| 35   | 35   | BODY SLAM   | NRM  |
| 41   | 41   | HARDEN      | NRM  |
| 48   | 48   | DOUBLE-EDGE | NRM  |
| 56   | 56   | HYPER BEAM  | NRM  |

SNORLAX

### EVOLUTION

## #144 ARTICUNO

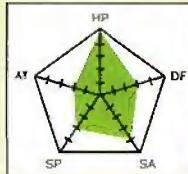


FIND WILD EVOL. EVENT

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

TYPE: ICE/FLYING

### STATS



AREA

STAMP

### ABILITY

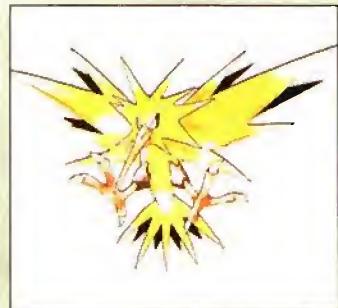
| Lv ● | Lv ● | Attack   | Type |
|------|------|----------|------|
| -    | -    | PECK     | FLY  |
| -    | -    | ICE BEAM | ICE  |
| 51   | 51   | BLIZZARD | ICE  |
| 55   | 55   | AGILITY  | PSY  |
| 60   | 60   | MIST     | ICE  |

ARTICUNO

### EVOLUTION



## #145 ZAPDOS

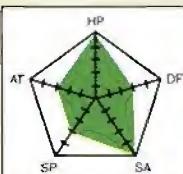


FIND WILD EVOL. EVENT

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

TYPE: ELECTRIC/FLYING

### STATS

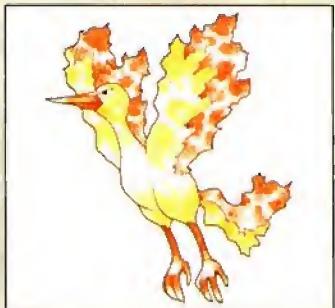


AREA

### EVOLUTION

ZAPDOS

## #146 MOLTRES

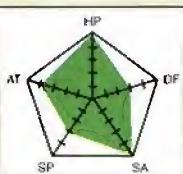


FIND WILD EVOL. EVENT

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TYPE: FIRE/FLYING

### STATS



AREA

### EVOLUTION

MOLTRES

## #147 DRATINI

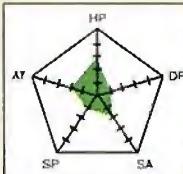


FIND WILD EVOL. EVENT

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| ● | ● |  |   |
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TYPE: DRAGON

### ABILITY



AREA

### EVOLUTION

DRATINI

→ DRAGONAIR LEV. 30 → DRAGONITE LEV. 55

## #148 DRAGONAIR

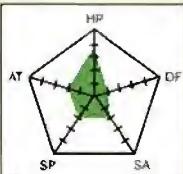


FIND WILD EVOL. EVENT

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TYPE: DRAGON

### ABILITY



AREA

### EVOLUTION

DRATINI

→ DRAGONAIR LEV. 30 → DRAGONITE LEV. 55

## #149 DRAGONITE

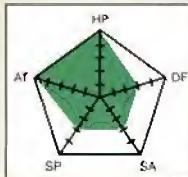


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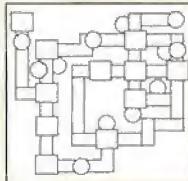
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| ● |  | ● |  |
| ● |  | ● |  |

TYPE: DRAGON/FLYING

### STATS



### AREA



STAMP

### ABILITY

| Lv ● | Lv ● | Attack          | Type |
|------|------|-----------------|------|
| -    | -    | WRAP            | NRM  |
| -    | -    | LEER            | NRM  |
| 10   | 10   | THUNDER WAVE    | ELC  |
| 20   | 20   | AGILITY         | PSY  |
| 35   | 35   | SLAM            | NRM  |
| 45   | 45   | DRAGON RAGE     | DRG  |
| 60   | 60   | HYPERSPACE JUMP | NRM  |

### EVOLUTION

DRATINI

→ DRAGONAIR LEV. 30 → DRAGONITE LEV. 55

## #150 MEWTWO

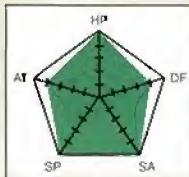


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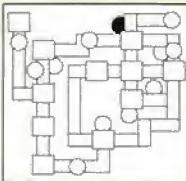
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|---|--|---|--|
| ● |  | ● |  |
| ● |  | ● |  |
| ● |  | ● |  |

TYPE: PSYCHIC

### STATS



### AREA



STAMP

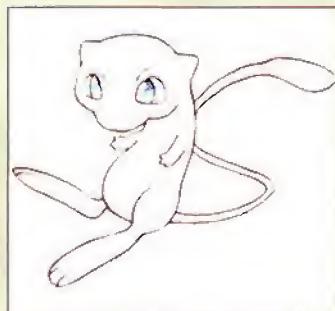
### ABILITY

| Lv ● | Lv ● | Attack    | Type |
|------|------|-----------|------|
| -    | -    | CONFUSION | PSY  |
| -    | -    | DISABLE   | NRM  |
| -    | -    | SWIFT     | NRM  |
| -    | -    | BARRIER   | PSY  |
| -    | -    | PSYCHIC   | PSY  |
| -    | -    | RECOVER   | NRM  |
| 75   | 75   | MIST      | ICE  |
| 81   | 81   | AMNESIA   | PSY  |

### EVOLUTION

MEWTWO

## #151 MEW

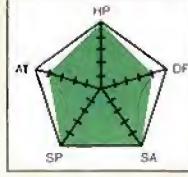


FIND WILD EVOL. EVENT

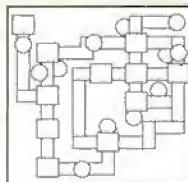
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|  |  |  |  |

TYPE: PSYCHIC

### STATS



### AREA



STAMP

### ABILITY

| Lv ● | Lv ● | Attack     | Type |
|------|------|------------|------|
| -    | -    | POUND      | NRM  |
| 10   | 10   | TRANSFORM  | NRM  |
| 20   | 20   | MEGA PUNCH | NRM  |
| 30   | 30   | METRONOME  | NRM  |
| 40   | 40   | PSYCHIC    | PSY  |

### EVOLUTION

MEW

## THE ELUSIVE MEW

### Can't Catch It Here!

Still thought to be a mere rumor in many parts of the world, Mew has only been seen in captivity a few times. This ultra-rare Psychic-type naturally learns Normal- and Psychic-type attacks as it evolves, but it also possesses the ability to learn every single TM and HM ever created. Of course, such powers make this Pokémon extremely sought after by collectors. You'll never find it in the game, however. Mew has been given away several times in Japan and as part of a promotion in Nintendo Power in January of '99, and rumor has it there will be more Mew Giveaways in the future. Good luck!

|         |   |
|---------|---|
|         | <b>MEW</b>                                      |
|         | <b>NEW SPECIE</b>                               |
|         | HT 1' 04"                                       |
|         | WT 8.016  |
| No. 151 | So rare that it is still said to be a mirage by |

|         |                     |
|---------|---------------------|
|         | <b>MEW</b>          |
|         | <b>EXP POINTS</b>   |
|         | LEVEL UP 135        |
| No. 151 | 446 16              |
|         | MEGA DRAIN PP 10/10 |
|         | FLASH PP 20/20      |
|         | SWIFT PP 20/20      |
|         | ICE BEAM PP 10/10   |

The 151st Pokémon is small in stature, but its Psychic powers make it a powerful foe.

Since Mew can learn any HM or TM, trainers can customize it to any battle situation.



# Pokémon

DATA FILE



# Item List

| ITEM         | PRICE     | LOCATION                        | DESCRIPTION                     |
|--------------|-----------|---------------------------------|---------------------------------|
| ANTIDOTE     | 100       | POKÉMON MART                    | Cures Poison                    |
| AWAKENING    | 200       | POKÉMON MART                    | Cures Sleep                     |
| BICYCLE      | 1 MILLION | CERULEAN CITY-BIKE SHOP         | Allows you to travel faster     |
| BIKE VOUCHER |           | VERMILION CITY-POKÉMON FAN CLUB | Used to buy a bike              |
| BURN HEAL    | 250       | POKÉMON MART                    | Heals burns                     |
| CALCIUM      | 9,800     | CELADON CITY-DEPARTMENT STORE   | Boosts Special rating           |
| CARBOS       | 9,800     | CELADON CITY-DEPARTMENT STORE   | Boosts Speed rating             |
| CARD KEY     |           | SAFRON CITY-SILPH CO.           | Opens Silph Co. doors           |
| COIN         |           | CELADON CITY                    | Used to play slot machines      |
| COIN CASE    |           | CELADON CITY                    | Holds coins                     |
| DIRE HIT     | 650       | CELADON CITY-DEPARTMENT STORE   | Boosts attack effectiveness     |
| DOME FOSSIL  |           | MT. MOON                        | Used to clone new Pokémons      |
| ELIXIR       |           | VARIOUS AREAS                   | Gives 10 PP to all abilities    |
| ESCAPE ROPE  | 550       | POKÉMON MART                    | Used to escape current area     |
| ETHER        |           | VARIOUS AREAS                   | Gives 10 PP to one ability      |
| EXP. ALL     |           | ROUTE 15                        | Used to share exp. points       |
| FIRE STONE   | 2,100     | CELADON CITY-DEPARTMENT STORE   | Triggers evolution              |
| FRESH WATER  | 200       | CELADON CITY-DEPARTMENT STORE   | Quenches thirst, restores 50 HP |
| FULL HEAL    | 600       | POKÉMON MART                    | Cures any condition             |
| FULL RESTORE | 3,000     | POKÉMON MART                    | Cures, restores all HP          |
| GOLD TEETH   |           | FUCHSIA CITY-SAFARI ZONE        | Helps Warden speak              |
| GOOD ROD     |           | FUCHSIA CITY                    | Used to fish for Pokémons       |
| GREAT BALL   | 600       | POKÉMON MART                    | Used to catch Pokémons          |
| GUARD SPEC.  | 700       | CELADON CITY-DEPARTMENT STORE   | Disables Special Attacks        |
| HELIX FOSSIL |           | MT. MOON                        | Used to clone new Pokémons      |
| HP UP        |           | VARIOUS AREAS                   | Boosts HP meter by one point    |
| HYPER POTION | 1,500     | POKÉMON MART                    | Restores 200 HP                 |
| ICE HEAL     | 250       | POKÉMON MART                    | Thaws frozen Pokémons           |
| IRON         | 9,800     | CELADON CITY-DEPARTMENT STORE   | Boosts Defense rating           |
| ITEM FINDER  |           | ROUTE 11                        | Exposes hidden items            |
| LEAF STONE   | 2,100     | CELADON CITY-DEPARTMENT STORE   | Triggers evolution              |
| LEMONADE     | 350       | CELADON CITY-DEPARTMENT STORE   | Quenches thirst, restores 80 HP |
| LIFT KEY     |           | CELADON CITY-GAME CORNER        | Activates elevator              |
| MASTER BALL  |           | SAFRON CITY-SILPH CO.           | Used to catch Pokémons          |
| MAX ELIXIR   |           | VARIOUS AREAS                   | Restores all PP                 |
| MAX ETHER    |           | VARIOUS AREAS                   | Restores all PP to one ability  |



# Item List

| ITEM          | PRICE | LOCATION                        | DESCRIPTION                     |
|---------------|-------|---------------------------------|---------------------------------|
| MAX POTION    | 2,500 | POKÉMON MART                    | Restores all HP                 |
| MAX REPEL     | 700   | POKÉMON MART                    | Prevents random attacks         |
| MAX REVIVE    |       | VARIOUS AREAS                   | Revives, restores all HP        |
| MOON STONE    |       | VARIOUS AREAS                   | Triggers evolution              |
| NUGGET        |       | VARIOUS AREAS                   | Can be sold for money           |
| OAK'S PARCEL  |       | VIRIDIAN CITY-POKÉMON MART      | Belongs to Professor Oak        |
| OLD AMBER     |       | PEWTER CITY-MUSEUM              | Used to clone new Pokémons      |
| OLD ROD       |       | VERMILION CITY                  | Used to fish for Pokémons       |
| PARALYZE HEAL | 200   | POKÉMON MART                    | Cures Paralyze                  |
| POKÉ BALL     | 200   | POKÉMON MART                    | Used to catch Pokémons          |
| POKÉ DOLL     | 1,000 | CELADON CITY-DEPARTMENT STORE   | Distracts opponent              |
| POKÉ FLUTE    |       | LAVENDER TOWN-POKÉMON TOWER     | Wakes sleeping Pokémons         |
| POKÉDEX       |       | PALLET TOWN                     | Used to store Pokémons data     |
| POTION        | 300   | POKÉMON MART                    | Restores 20 HP                  |
| PP UP         |       | VARIOUS AREAS                   | Boosts PP meter by one point    |
| PROTEIN       | 9,800 | CELADON CITY-DEPARTMENT STORE   | Boosts Attack rating            |
| RARE CANDY    |       | VARIOUS AREAS                   | Boosts experience level         |
| REPEL         | 350   | POKÉMON MART                    | Prevents random attacks         |
| REVIVE        | 1,500 | POKÉMON MART                    | Revives fainted Pokémons        |
| S.S.TICKET    |       | SEA COTTAGE                     | Used to board S.S. Anne         |
| SAFARI BALL   |       | FUCHSIA CITY-SAFARI ZONE        | Used in Safari Zone             |
| SECRET KEY    |       | CINNABAR ISLAND-POKÉMON MANSION | Opens Cinnabar Island Gym       |
| SILPH SCOPE   |       | CELADON CITY-GAME CORNER        | Used to identify ghosts         |
| SODA POP      | 300   | CELADON CITY-DEPARTMENT STORE   | Quenches thirst, restores 60 HP |
| SUPER POTION  | 700   | POKÉMON MART                    | Restores 50 HP                  |
| SUPER REPEL   | 500   | POKÉMON MART                    | Prevents random attacks         |
| SUPER ROD     |       | ROUTE 12                        | Used to fish for Pokémons       |
| THUNDER STONE | 2,100 | CELADON CITY-DEPARTMENT STORE   | Triggers evolution              |
| TOWN MAP      |       | PALLET TOWN                     | Map of the entire game          |
| ULTRA BALL    | 1,200 | POKÉMON MART                    | Used to catch Pokémons          |
| WATER STONE   | 2,100 | CELADON CITY-DEPARTMENT STORE   | Triggers evolution              |
| X ACCURACY    | 950   | CELADON CITY-DEPARTMENT STORE   | Boosts Accuracy temporarily     |
| X ATTACK      | 500   | CELADON CITY-DEPARTMENT STORE   | Boosts Attack temporarily       |
| X DEFEND      | 550   | CELADON CITY-DEPARTMENT STORE   | Boosts Defense temporarily      |
| X SPECIAL     | 350   | CELADON CITY-DEPARTMENT STORE   | Boosts Special temporarily      |
| X SPEED       | 350   | CELADON CITY-DEPARTMENT STORE   | Boosts Speed temporarily        |



# Abilities & Attacks

| ABILITY      | TYPE | PP | VULNERABLE TYPE     | EFFECT   | LEARN |
|--------------|------|----|---------------------|--|-------|
| ABSORB       | GRS  | 20 | WTR-GRD-RCK         | Your Pokémon absorbs HP from the opponent equal to 1/2 the attack damage             | LEVEL |
| ACID         | PSN  | 30 | GRS-BUG             | Deals damage and may decrease opponent's Defense temporarily                         | LEVEL |
| ACID ARMOR   | PSN  | 40 |                     | Increases your Pokémon's Defense temporarily   | LEVEL |
| AGILITY      | PSY  | 30 |                     | Increases your Pokémon's Speed temporarily   | LEVEL |
| AMNESIA      | PSY  | 20 |                     | Increases your Pokémon's Special Attack power temporarily                            | LEVEL |
| AURORA BEAM  | ICE  | 20 | GRS-GRD-FLY-DRG     | Deals damage and may freeze opponent and/or decrease its Attack power temporarily    | LEVEL |
| BARRAGE      | NRM  | 20 |                     | Your Pokémon attacks 2 to 5 times in a row   | LEVEL |
| BARRIER      | PSY  | 30 |                     | Increases your Pokémon's Defense temporarily   | LEVEL |
| BIDE         | NRM  | 10 |                     | Your Pokémon loses 2 to 3 turns, then hits opponent for twice the damage received    | TM 34 |
| BIND         | NRM  | 20 |                     | Your Pokémon attacks 2 to 5 times in a row   | LEVEL |
| BITE         | NRM  | 25 |                     | Deals damage and may scare opponent  | LEVEL |
| BLIZZARD     | ICE  | 5  | GRS-GRD-FLY-RCK-DRG | Deals damage and may freeze opponent   | TM 14 |
| BODY SLAM    | NRM  | 15 |                     | Deals damage and may Paralyze opponent   | TM 08 |
| BONE CLUB    | GRD  | 20 | FIR-ELC-PSN-RCK     | Deals damage and may scare opponent  | LEVEL |
| BONEMERANG   | GRD  | 10 | FIR-ELC-PSN-RCK     | Your Pokémon attacks twice   | LEVEL |
| BUBBLE       | WTR  | 30 | FIR-GRD-RCK         | Deals damage and may decrease opponent's Speed temporarily                           | LEVEL |
| BUBBLEBEAM   | WTR  | 20 | FIR-GRD-RCK         | Deals damage and may decrease opponent's Speed temporarily                           | TM 11 |
| CLAMP        | WTR  | 10 | FIR-GRD-RCK         | Your Pokémon attacks 2 to 5 times in a row   | LEVEL |
| COMET PUNCH  | NRM  | 15 |                     | Your Pokémon attacks 2 to 5 times in a row   | LEVEL |
| CONFUSE RAY  | GHO  | 10 |                     | Confuses opponent  | LEVEL |
| CONFUSION    | PSY  | 25 | FTG-PSN             | Confuses opponent  | LEVEL |
| CONSTRIC     | NRM  | 35 |                     | Deals damage and may decrease an enemy's Speed                                       | LEVEL |
| CONVERSION   | NRM  | 30 |                     | Your Pokémon switches its type to match the opponent's type                          | LEVEL |
| COUNTER      | FTG  | 20 |                     | Hits opponent for twice the damage received (works against physical attacks only)    | TM 18 |
| CRABHAMMER   | WTR  | 10 | FIR-GRD-RCK         | Has a good chance for a critical hit   | LEVEL |
| CUT          | NRM  | 30 |                     |  | HM 01 |
| DEFENSE CURL | NRM  | 40 |                     | Increases your Pokémon's Defense temporarily   | LEVEL |
| DIG          | GRD  | 10 | FIR-ELC-PSN-RCK     | Your Pokémon digs into the ground on the 1st turn, then attacks on the 2nd turn      | TM 28 |
| DISABLE      | NRM  | 20 |                     | Disables one of your opponent's abilities  | LEVEL |
| DIZZY PUNCH  | NRM  | 10 |                     |  | LEVEL |
| DOUBLE KICK  | FTG  | 30 | NRM-ICE-RCK         | Your Pokémon attacks twice   | LEVEL |
| DOUBLE TEAM  | NRM  | 15 |                     | Increases your Pokémon's chances of evading attacks                                  | TM 32 |
| DOUBLE-EDGE  | NRM  | 15 |                     | Your Pokémon receives 1/4 the damage the opponent receives                           | TM 10 |
| DOUBLESLAP   | NRM  | 10 |                     |  | LEVEL |
| DRAGON RAGE  | DRG  | 10 |                     | Hits for 40 points of damage   | TM 23 |
| DREAM EATER  | PSY  | 15 | FTG-PSN             | While your opponent Sleeps, your Pokémon absorbs its HP                              | TM 42 |
| DRILL PECK   | FLY  | 20 | GRS-FTG-BUG         |  | LEVEL |
| EARTHQUAKE   | GRD  | 10 | FIR-ELC-PSN-RCK     | Not effective on Flying-type Pokémon   | TM 26 |
| EGG BOMB     | NRM  | 10 |                     |  | TM 37 |
| EMBER        | FIR  | 25 | GRS-ICE-BUG         | Deals damage and may burn opponent   | LEVEL |
| EXPLOSION    | NRM  | 5  |                     | If successful, defeats opponent in one attack  | TM 47 |
| FIRE BLAST   | FIR  | 5  | GRS-ICE-BUG         | Deals damage and may burn opponent   | TM 38 |
| FIRE PUNCH   | FIR  | 15 | GRS-ICE-BUG         | Deals damage and may burn opponent   | LEVEL |
| FIRE SPIN    | FIR  | 15 | GRS-ICE-BUG         | Your Pokémon attacks 2 to 5 times in a row   | LEVEL |
| FISSURE      | GRD  | 5  |                     | If successful, defeats opponent in one attack (not effective on Flying-type Pokémon) | TM 27 |
| FLAMETHROWER | FIR  | 15 | GRS-ICE-BUG         | Deals damage and may burn opponent   | LEVEL |
| FLASH        | NRM  | 20 |                     |  | HM 05 |
| FLY          | FLY  | 15 | GRS-FTG-BUG         | Your Pokémon flies on 1st turn, then attacks on 2nd turn                             | HM 02 |
| FOCUS ENERGY | NRM  | 30 |                     | Has a good chance for a critical hit   | LEVEL |
| FURY ATTACK  | NRM  | 20 |                     | Your Pokémon attacks 2 to 5 times in a row   | LEVEL |
| FURY SWIPES  | NRM  | 15 |                     | Your Pokémon attacks 2 to 5 times in a row   | LEVEL |
| GLARE        | NRM  | 30 |                     | Paralyzes opponent   | LEVEL |
| GROWL        | NRM  | 40 |                     | Decreases opponent's Attack power temporarily  | LEVEL |
| GROWTH       | NRM  | 40 |                     | Increases your Pokémon's Attack power temporarily                                    | LEVEL |
| GUILLOTINE   | NRM  | 5  |                     | If successful, defeats opponent in one attack  | LEVEL |



# Abilities & Attacks

| ABILITY       | TYPE | PP | VULNERABLE TYPE | EFFECT  | LEARN |
|---------------|------|----|-----------------|---|-------|
| GUST          | FLY  | 35 | GRS-FTG-BUG     |   | LEVEL |
| HARDEN        | NRM  | 30 |                 | Increases your Pokémon's Defense temporarily                                      | LEVEL |
| HAZE          | ICE  | 30 |                 | Cancels all effects on both Pokémon   | LEVEL |
| HEAD BUTT     | NRM  | 15 |                 | Deals damage and may scare opponent   | LEVEL |
| HI JUMP KICK  | FTG  | 20 | NRM-ICE-RCK     | If your Pokémon misses, it receives 1/8 the damage the attack would have dealt    | LEVEL |
| HORN ATTACK   | NRM  | 25 |                 |   | LEVEL |
| HORN DRILL    | NRM  | 5  |                 | If successful, defeats opponent in one attack                                     | TM 07 |
| HYDRO PUMP    | WTR  | 5  | FIR-GRD-RCK     |   | LEVEL |
| HYPERSHOCK    | NRM  | 5  |                 | Your Pokémon loses one turn   | TM 15 |
| HYPER FANG    | NRM  | 15 |                 | Deals damage and may scare opponent   | LEVEL |
| HYPNOSIS      | PSY  | 20 |                 | Puts opponent to Sleep  | LEVEL |
| ICE BEAM      | ICE  | 10 | GRS-GRD-FLY-DRG | Deals damage and may freeze opponent  | TM 13 |
| ICE PUNCH     | ICE  | 15 | GRS-GRD-FLY-DRG | Deals damage and may freeze opponent  | LEVEL |
| JUMP KICK     | FTG  | 25 | NRM-ICE-RCK     | If your Pokémon misses, it receives 1/8 the damage the attack would have dealt    | LEVEL |
| KARATE CHOP   | NRM  | 25 |                 | Has a good chance for a critical hit  | LEVEL |
| KINESIS       | PSY  | 15 |                 | Decreases opponent's Accuracy temporarily   | LEVEL |
| LEECH LIFE    | BUG  | 15 | GRS-PSN-PSY     | Your Pokémon absorbs some of opponent's HP  | LEVEL |
| LEECH SEED    | GRS  | 10 |                 | Your Pokémon absorbs some of opponent's HP every turn                             | LEVEL |
| LEER          | NRM  | 30 |                 | Decreases opponent's Defense temporarily  | LEVEL |
| LICK          | GHO  | 30 | GHO             | Deals damage and may Paralyze opponent  | LEVEL |
| LIGHT SCREEN  | PSY  | 30 |                 | Cuts the damage received from Special Attacks by 50%                              | LEVEL |
| LOVELY KISS   | NRM  | 10 |                 | Puts opponent to Sleep  | LEVEL |
| LOW KICK      | FTG  | 20 | NRM-ICE-RCK     | Deals damage and may scare opponent   | LEVEL |
| MEDITATE      | PSY  | 40 |                 | Increases your Pokémon's Attack power temporarily                                 | LEVEL |
| MEGA DRAIN    | GRS  | 10 | WTR-GRD-RCK     | Your Pokémon absorbs HP from the opponent equal to 1/2 the attack damage          | TM 21 |
| MEGA KICK     | NRM  | 5  |                 |   | TM 05 |
| MEGA PUNCH    | NRM  | 20 |                 |   | TM 01 |
| METRONOME     | NRM  | 10 |                 | TMs used at random  | TM 35 |
| MIMIC         | NRM  | 10 |                 | Your Pokémon mimics its opponent's last attack                                    | TM 31 |
| MINIMIZE      | NRM  | 20 |                 | Increases your Pokémon's chances of evading an attack                             | LEVEL |
| MIRROR MOVE   | FLY  | 20 |                 | Your Pokémon mimics its opponent's last attack                                    | LEVEL |
| MIST          | ICE  | 30 |                 | Defends against Special Attacks designed to decrease your Pokémon's abilities     | LEVEL |
| NIGHT SHADE   | GHO  | 15 |                 | Damage dealt is equal to your Pokémon's experience level                          | LEVEL |
| PAY DAY       | NRM  | 20 |                 | You receive extra money after the battle  | TM 16 |
| PECK          | FLY  | 35 | GRS-FTG-BUG     |   | LEVEL |
| PETAL DANCE   | GRS  | 20 | WTR-GRD-RCK     | Deals damage, but Confuses your Pokémon   | LEVEL |
| PIN MISSILE   | BUG  | 20 | GRS-PSN-PSY     | Your Pokémon attacks 2 to 5 times in a row  | LEVEL |
| POISON GAS    | PSN  | 40 |                 | Poisons opponent  | LEVEL |
| POISON STING  | PSN  | 35 | GRS-BUG         | Deals damage and may Poison opponent  | LEVEL |
| POISON POWDER | PSN  | 35 |                 | Poisons opponent  | LEVEL |
| POUND         | NRM  | 35 |                 |   | LEVEL |
| PSYBEAM       | PSY  | 20 | FTG-PSN         | Deals damage and may Confuse opponent   | LEVEL |
| PSYCHIC       | PSY  | 10 | FTG-PSN         | Decreases opponent's Special Attack power temporarily                             | TM 29 |
| PSYWAVE       | PSY  | 15 |                 | Damage dealt is equal to 1.5 times your Pokémon's experience level                | TM 46 |
| QUICK ATTACK  | NRM  | 30 |                 | Your Pokémon attacks first  | LEVEL |
| RAGE          | NRM  | 20 |                 | As your Pokémon takes damage, its Attack power increases until the battle is over | TM 20 |
| RAZOR LEAF    | GRS  | 25 | WTR-GRD-RCK     | Has a good chance for a critical hit  | LEVEL |
| RAZOR WIND    | NRM  | 10 |                 | Your Pokémon builds power on the 1st turn, then attacks on the 2nd turn           | TM 02 |
| RECOVER       | NRM  | 20 |                 | Restores half of your Pokémon's maximum number of HP                              | LEVEL |
| REFLECT       | PSY  | 20 |                 | Cuts the damage received from physical attacks by 50%                             | TM 33 |
| REST          | PSY  | 10 |                 | If successful, your Pokémon recovers all its HP, then loses 2 turns               | TM 44 |
| ROAR          | NRM  | 20 |                 | Ends the battle automatically (doesn't work in duels against trainers)            | LEVEL |
| ROCK SLIDE    | RCK  | 10 | FIR-ICE-FLY-BUG |   | TM 48 |
| ROCK THROW    | RCK  | 15 | FIR-ICE-FLY-BUG |   | LEVEL |
| ROLLING KICK  | FTG  | 15 | NRM-ICE-RCK     | Deals damage and may scare opponent   | LEVEL |

# Abilities & Attacks

| ABILITY       | TYPE | PP | VULNERABLE TYPE | EFFECT  | LEARN |
|---------------|------|----|-----------------|---|-------|
| SAND-ATTACK   | NRM  | 15 |                 | Decreases opponent's Accuracy temporarily                                       | LEVEL |
| SCRATCH       | NRM  | 30 |                 |   | LEVEL |
| SCREECH       | NRM  | 40 |                 | Decreases opponent's Defense temporarily  | LEVEL |
| SEISMIC TOSS  | FTG  | 20 |                 | Damage dealt is equal to your Pokémon's experience level                        | TM 19 |
| SELF DESTRUCT | NRM  | 5  |                 | Deals damage, but causes your Pokémon to faint                                  | TM 36 |
| SHARPEN       | NRM  | 30 |                 | Increases your Pokémon's Attack power temporarily                               | LEVEL |
| SING          | NRM  | 15 |                 | Puts opponent to Sleep  | LEVEL |
| SKULL BASH    | NRM  | 15 |                 | Your Pokémon withdraws its head on the 1st turn, then attacks on the 2nd turn   | TM 40 |
| SKY ATTACK    | FLY  | 5  | GRS-FTG-BUG     | Your Pokémon builds energy on the 1st turn, then attacks on the 2nd turn        | TM 43 |
| SLAM          | NRM  | 20 |                 |   | LEVEL |
| SLASH         | NRM  | 20 |                 | Has a good chance for a critical hit  | LEVEL |
| SLEEP POWDER  | GRS  | 15 |                 | Puts opponent to Sleep  | LEVEL |
| SLUDGE        | PSN  | 20 | GRS-BUG         | Deals damage and may Poison opponent  | LEVEL |
| SMOG          | PSN  | 20 | GRS-BUG         | Deals damage and may Poison opponent  | LEVEL |
| SMOKESCREEN   | NRM  | 20 |                 | Decreases opponent's Accuracy temporarily                                       | LEVEL |
| SOFTBOILED    | NRM  | 10 |                 | Restores half of your Pokémon's maximum number of HP                            | TM 41 |
| SOLAR BEAM    | GRS  | 10 | WTR-GRD-RCK     | Your Pokémon builds energy on the 1st turn, then attacks on the 2nd turn        | TM 22 |
| SONICBOOM     | NRM  | 20 |                 | Deals 20 points of damage   | LEVEL |
| SPIKE CANNON  | NRM  | 15 |                 | Your Pokémon attacks 2 to 5 times in a row                                      | LEVEL |
| SPLASH        | NRM  | 40 |                 |   | LEVEL |
| SPORE         | GRS  | 15 |                 | Puts opponent to Sleep  | LEVEL |
| STOMP         | NRM  | 20 |                 | Deals damage and may scare opponent   | LEVEL |
| STRENGTH      | NRM  | 15 |                 |   | HM 04 |
| STRING SHOT   | BUG  | 40 |                 | Decreases opponent's Speed temporarily  | LEVEL |
| STRUGGLE      | NRM  | —  |                 | Can be used when all PP is gone, but your Pokémon receives 1/4 the damage dealt | LEVEL |
| STUN SPORSE   | GRS  | 30 |                 | Paralyzes opponent  | LEVEL |
| SUBMISSION    | FTG  | 25 | NRM-ICE-RCK     | Your Pokémon receives 1/4 the damage the opponent receives                      | TM 17 |
| SUBSTITUTE    | NRM  | 10 |                 | Your Pokémon creates clones of itself, which then fight automatically           | TM 50 |
| SUPER FANG    | NRM  | 10 |                 | Cuts opponent's HP in half  | LEVEL |
| SUPersonic    | NRM  | 20 |                 | Confuses opponent   | LEVEL |
| SURF          | WTR  | 15 | FIR-GRD-RCK     |   | HM 03 |
| SWIFT         | NRM  | 20 |                 |   | TM 39 |
| SWORDS DANCE  | NRM  | 30 |                 | Increases your Pokémon's Attack power temporarily                               | TM 03 |
| TACKLE        | NRM  | 35 |                 |   | LEVEL |
| TAIL WHIP     | NRM  | 30 |                 | Decreases opponent's Defense temporarily  | LEVEL |
| TAKE DOWN     | NRM  | 20 |                 | Your Pokémon receives 1/4 the damage the opponent receives                      | TM 09 |
| TELEPORT      | PSY  | 20 |                 | Ends the battle automatically (doesn't work in duels against trainers)          | TM 30 |
| THRASH        | NRM  | 20 |                 | Deals damage but Confuses your Pokémon  | LEVEL |
| THUNDER       | ELC  | 10 | WTR-FLY         | Deals damage and may Paralyze opponent  | TM 25 |
| THUNDER WAVE  | ELC  | 20 |                 | Paralyzes opponent  | TM 45 |
| THUNDERBOLT   | ELC  | 15 | WTR-FLY         | Deals damage and may Paralyze opponent  | TM 24 |
| THUNDERPUNCH  | ELC  | 15 | WTR-FLY         | Deals damage and may Paralyze opponent  | LEVEL |
| THUNDERSHOCK  | ELC  | 30 | WTR-FLY         | Deals damage and may Paralyze opponent  | LEVEL |
| TOXIC         | PSN  | 10 |                 | Poisons opponent (damage dealt increases with each turn)                        | TM 06 |
| TRANSFORM     | NRM  | 10 |                 | Transforms your Pokémon into a copy of its opponent                             | LEVEL |
| TRI ATTACK    | NRM  | 10 |                 |   | TM 49 |
| TWINEEDLE     | BUG  | 20 | GRS-PSN-PSY     | Your Pokémon attacks twice, attack may Poison opponent                          | LEVEL |
| VICEGRIP      | NRM  | 30 |                 |   | LEVEL |
| VINE WHIP     | GRS  | 10 | WTR-GRD-RCK     |   | LEVEL |
| WATER GUN     | WTR  | 25 | FIR-GRD-RCK     |   | TM 12 |
| WATERFALL     | WTR  | 15 | FIR-GRD-RCK     |   | LEVEL |
| WHIRLWIND     | NRM  | 20 |                 | Ends the battle automatically (doesn't work in duels against trainers)          | TM 04 |
| WING ATTACK   | FLY  | 35 | GRS-FTG-BUG     |   | LEVEL |
| WITHDRAW      | WTR  | 40 |                 | Increases your Pokémon's Defense temporarily                                    | LEVEL |
| WRAP          | NRM  | 20 |                 | Your Pokémon attacks 2 to 5 times in a row                                      | LEVEL |



## Technical & Hidden Machine List

| TM<br>HM | PRICE | PLACE                             | ABILITY      | TM<br>HM | PRICE | PLACE                             | ABILITY       |
|----------|-------|-----------------------------------|--------------|----------|-------|-----------------------------------|---------------|
| TM 01    | 3,000 | MT. MOON, CELADON DEPT. STORE     | MEGA PUNCH   | TM 29    |       | SAFFRON CITY                      | PSYCHIC       |
| TM 02    | 2,000 | CELADON DEPT. STORE, GAME CORNER  | RAZOR WIND   | TM 30    |       | ROUTE 9                           | TELEPORT      |
| TM 03    |       | SAFFRON CITY-SILPH CO.            | SWORDS DANCE | TM 31    |       | SAFFRON CITY                      | MIMIC         |
| TM 04    |       | ROUTE 4                           | WHIRLWIND    | TM 32    | 1,000 | FUCHSIA CITY, CELADON DEPT. STORE | DOUBLE TEAM   |
| TM 05    | 3,000 | VICTORY ROAD, CELADON DEPT. STORE | MEGA KICK    | TM 33    | 1,000 | POWER PLANT, CELADON DEPT. STORE  | REFLECT       |
| TM 06    |       | FUCHSIA CITY-POKÉMON GYM          | TOXIC        | TM 34    |       | PEWTER CITY-POKÉMON GYM           | BIDE          |
| TM 07    | 2,000 | CELADON CITY, GAME CORNER         | HORN DRILL   | TM 35    |       | CINNABAR ISLAND-POKÉMON LAB       | METRONOME     |
| TM 08    |       | VERMILION CITY-S.S. ANNE          | BODY SLAM    | TM 36    |       | SAFFRON CITY-SILPH CO.            | SELF DESTRUCT |
| TM 09    | 3,000 | SAFFRON CITY, CELADON DEPT. STORE | TAKE DOWN    | TM 37    | 2,000 | FUCHSIA CITY, CELADON DEPT. STORE | EGG BOMB      |
| TM 10    |       | CELADON CITY, GAME CORNER         | DOUBLE-EDGE  | TM 38    |       | CINNABAR ISLAND-POKÉMON GYM       | FIRE BLAST    |
| TM 11    |       | CERULEAN CITY-POKÉMON GYM         | BUBBLEBEAM   | TM 39    |       | ROUTE 12-LOOKOUT STATION          | SWIFT         |
| TM 12    |       | MT. MOON-CAVE                     | WATER GUN    | TM 40    |       | FUCHSIA CITY-SAFARI ZONE          | SKULL BASH    |
| TM 13    |       | CELADON DEPT. STORE               | ICE BEAM     | TM 41    |       | CELADON CITY                      | SOFTBOILED    |
| TM 14    |       | CINNABAR ISLAND                   | BLIZZARD     | TM 42    |       | VIRIDIAN CITY                     | DREAM EATER   |
| TM 15    |       | CELADON CITY                      | HYPER BEAM   | TM 43    |       | VICTORY ROAD                      | SKY ATTACK    |
| TM 16    |       | ROUTE 12                          | PAY DAY      | TM 44    |       | VERMILION CITY-S.S. ANNE          | REST          |
| TM 17    | 3,000 | VICTORY ROAD, CELADON DEPT. STORE | SUBMISSION   | TM 45    |       | ROUTE 24                          | THUNDER WAVE  |
| TM 18    |       | CELADON DEPT. STORE               | COUNTER      | TM 46    |       | SAFFRON CITY-POKÉMON GYM          | PSYWAVE       |
| TM 19    |       | ROUTE 25                          | SEISMIC TOSS | TM 47    |       | VICTORY ROAD                      | EXPLOSION     |
| TM 20    |       | ROUTE 15                          | RAGE         | TM 48    |       | CELADON DEPT. STORE               | ROCK SLIDE    |
| TM 21    |       | CELADON CITY-POKÉMON GYM          | MEGA DRAIN   | TM 49    |       | CELADON DEPT. STORE               | TRI ATTACK    |
| TM 22    |       | CINNABAR ISLAND                   | SOLARBEAM    | TM 50    |       | CELADON CITY                      | SUBSTITUTE    |
| TM 23    |       | CELADON CITY                      | DRAGON RAGE  | HM 01    |       | VERMILION CITY-S.S. ANNE          | CUT           |
| TM 24    |       | VERMILION CITY-POKÉMON GYM        | THUNDERBOLT  | HM 02    |       | ROUTE 16                          | FLY           |
| TM 25    |       | POWER PLANT                       | THUNDER      | HM 03    |       | FUCHSIA CITY-SAFARI ZONE          | SURF          |
| TM 26    |       | SAFFRON CITY-SILPH CO.            | EARTHQUAKE   | HM 04    |       | FUCHSIA CITY                      | STRENGTH      |
| TM 27    |       | VIRIDIAN CITY-POKÉMON GYM         | FISSURE      | HM 05    |       | ROUTE 2                           | FLASH         |
| TM 28    |       | CERULEAN CITY                     | DIG          |          |       |                                   |               |

## Technical & Hidden Machine Chart

● CAN USE   ● VERY EFFECTIVE   ● CAN USE IN YELLOW ONLY

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● CAN USE   ● VERY EFFECTIVE   ● CAN USE IN YELLOW ONLY

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● CAN USE   ● VERY EFFECTIVE   ● CAN USE IN YELLOW ONLY

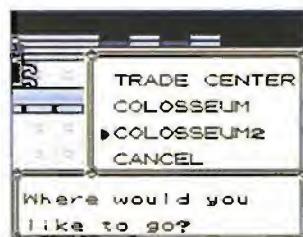
# YELLOW EXTRAS!

There are lots of little differences that set Yellow apart from Red and Blue, but there are also a few big ones. Check out these cool features unique to Yellow!



## Vs. Mode For Yellow

Pokémon masters are familiar with the time-honored tradition of meeting a friend at the Cable Club, entering the Colosseum and duking it out with their finest Pokémon teams. Two players with a Game Link Cable and cartridges of any color can do this, but if two Yellow cartridges link up, a new option will become available. Colosseum 2 lets you match teams of three Pokémon in three different Cups, each of which has its own set of rules and regulations that must be adhered to.



Once you link Game Boys with a Game Link Cable, head to a PokéCenter's Cable Club and select Colosseum 2.

### POKÉ CUP

You can enter three Pokémon between levels 50-55 in the Poké Cup, provided the sum of their levels does not exceed 155. Sorry, Mew's not allowed to come.

### PIKA CUP

Mew isn't permitted to enter the Pika Cup either. Bring three Pokémon between the levels of 15-20, and make sure their levels don't add up to more than 50.

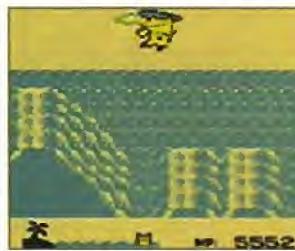
### PETIT CUP

This Cup allows basic Pokémon between levels 25-30 (maximum 80). Pokémon under 6'8" and 44 pounds can fight—check the chart to see who's eligible.

| PETIT CUP     |                |                |
|---------------|----------------|----------------|
| #1 BULBASAUR  | #39 JIGGLYPUFF | #90 SHELlder   |
| #4 CHARMANDER | #41 ZUBAT      | #92 GASTLY     |
| #7 SQUIRTLE   | #43 ODDISH     | #98 KRABBY     |
| #10 CATERPIE  | #46 PARAS      | #100 VOLTORB   |
| #13 WEEDLE    | #50 DIGLETT    | #102 EXEGGCUTE |
| #16 PIDGEY    | #52 MEOWTH     | #104 CUBONE    |
| #19 RATTATA   | #54 PSYDUCK    | #109 KOFFING   |
| #21 SPEAROW   | #58 GROWLITHE  | #116 HORSEA    |
| #23 EKANS     | #60 POLIWAG    | #118 GOLDEEN   |
| #25 PIKACHU   | #63 ABRA       | #129 MAGIKARP  |
| #27 SANDSHREW | #66 MACHOP     | #132 DITTO     |
| #29 NIDORAN ♀ | #69 BELLSPROUT | #133 EEVEE     |
| #32 NIDORAN ♂ | #74 GEODUDE    | #138 OMANYTE   |
| #35 CLEFAIRY  | #81 MAGNEMITE  | #140 KABUTO    |
| #37 VULPIX    | #83 FARFETCH'D | #147 DRATINI   |

## Pikachu Summer Beach

When, in the course of Pokémon events, a special Pokémon appears on the scene, it's time to party surfer-style. Its origins are shrouded in mystery, but we've learned that a special 'Surfing Pikachu' exists that can not only Surf but also use Water-type attacks in battle. Surfing Pikachu isn't in the game, but rumor has it that a way to get it will soon be revealed. If you're a lucky owner of one of these ultra-rare creatures, there's a surprise waiting for you. In Yellow, there's a nondescript house on the shore below Fuchsia City. If you go in with Surfing Pikachu a kind bro named the Dude will ask you if you want to surf. If you accept, you can catch gnarly air in the waves with Pikachu! As the waves scroll by, you'll be given points based on the number of radical stunts you can do off the top of wave crests. You can head back to the hut to view your highest surfing scores, and even print them out with the Game Boy Printer!



The surfer inside the hut will notice your Surfing Pikachu and send you out into the waves. Hang ten, Pikachu!

Press back to do a backflip and forward to do a front flip. Line up the board correctly on the landing or you'll wipe out!

|                 |              |
|-----------------|--------------|
| SINGLE SPIN     | → 50 POINTS  |
| DOUBLE SPIN     | → 150 POINTS |
| LEFT-RIGHT SPIN | → 180 POINTS |
| TRIPLE SPIN     | → 350 POINTS |



# POKÉMON COMBAT CHART

Use the combat chart as a guideline to help you plan effective battle strategies. Keep in mind, though, that there are many factors in a battle besides the types of the two Pokémon. Even if you don't have a type advantage and use an attack that your opponent is vulnerable to, you'll rack up twice the damage you ordinarily would. Take a look at page 10 for more information about offensive and defensive methods.



## Pokémon Locator

|            |     |       |            |     |       |
|------------|-----|-------|------------|-----|-------|
| ABRA       | 63  | 17 16 | EEVEE      | 133 | 17 15 |
| AERODACTYL | 142 | 59 15 | EKANS      | 23  | 52 11 |
| ALAKAZAM   | 65  | 35 17 | ELECTABUZZ | 125 | 53 10 |
| ARBOK      | 24  | 52 16 | ELECTRODE  | 101 | 51 9  |
| ARCANINE   | 59  | 57 15 | EXEGGCUTE  | 102 | 45 15 |
| ARTICUNO   | 144 | 54 16 | EXEGGUTOR  | 103 | 45 16 |
| BEEDRILL   | 15  | 52 14 | FARFETCH'D | 83  | 44 11 |
| BELSPROUT  | 69  | 29 18 | FEAROW     | 22  | 33 26 |
| BLASTOISE  | 9   | 28 13 | FLAREON    | 136 | 17 15 |
| BULBASAUR  | 1   | 24 11 | GASTLY     | 92  | 29 13 |
| BUTTERFREE | 12  | 18 13 | GENGAR     | 94  | 19 14 |
| CATERPIE   | 10  | 18 13 | GEODUDE    | 74  | 20 17 |
| CHANSEY    | 113 | 48 19 | GLOOM      | 44  | 45 11 |
| CHARIZARD  | 6   | 25 12 | GOLBAT     | 42  | 51 11 |
| CHARMANDER | 4   | 25 11 | GOLDEEN    | 118 | 23 10 |
| CHARMELEON | 5   | 25 12 | GOLDUCK    | 55  | 27 14 |
| CLEFABLE   | 36  | 21 19 | GOLEM      | 76  | 40 19 |
| CLEFAIRY   | 35  | 21 19 | GRAVELER   | 75  | 60 19 |
| CLOYSTER   | 91  | 29 13 | GRIMER     | 88  | 51 12 |
| CUBONE     | 104 | 39 16 | GROWLITHE  | 58  | 57 15 |
| DEWGONG    | 87  | 34 12 | GYARADOS   | 130 | 46 13 |
| DIGLETT    | 50  | 31 13 | HAUNTER    | 93  | 39 15 |
| DITTO      | 132 | 57 11 | HITMONCHAN | 107 | 41 17 |
| DOORIO     | 85  | 50 12 | HITMONLEE  | 106 | 41 17 |
| DOOOO      | 84  | 50 11 | HORSEA     | 116 | 26 19 |
| DRAGONAIR  | 148 | 47 10 | HYPNO      | 97  | 30 15 |
| DRAGONITE  | 149 | 47 15 | IVYSAUR    | 2   | 24 11 |
| DRATINI    | 147 | 47 10 | JIGGLYPUFF | 39  | 22 10 |
| DROWZEE    | 96  | 31 13 | JOLTEON    | 135 | 37 13 |
| DUGTRIO    | 51  | 33 13 | JYNX       | 124 | 53 11 |



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

## ID NUMBER

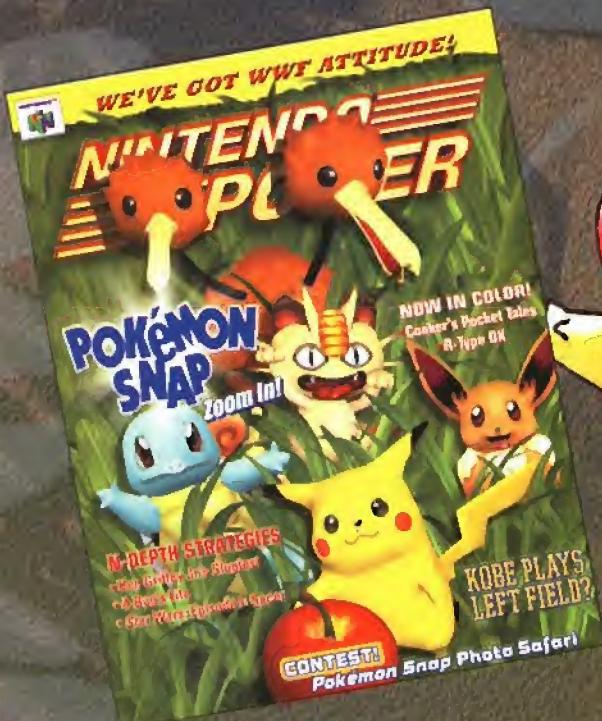
## TRAINER'S MANUAL

## FIELD GUIDE

|            |     |       |            |     |       |           |     |       |            |     |       |
|------------|-----|-------|------------|-----|-------|-----------|-----|-------|------------|-----|-------|
| ABRA       | 63  | 17 16 | KABUTO     | 140 | 56 11 | NIDORINO  | 33  | 32 17 | SEADRA     | 117 | 44 10 |
| AERODACTYL | 142 | 59 15 | KABUTOPS   | 141 | 56 10 | NINETALES | 38  | 37 10 | SEAKING    | 119 | 23 11 |
| ALAKAZAM   | 65  | 35 17 | KADABRA    | 64  | 35 10 | ODDISH    | 43  | 25 11 | SEEL       | 86  | 55 12 |
| ARBOK      | 24  | 52 16 | KAKUNA     | 14  | 52 11 | OMANYTE   | 138 | 36 10 | SHELLDER   | 90  | 29 13 |
| ARCANINE   | 59  | 57 15 | KANGASKHAN | 115 | 49 10 | OMASTAR   | 139 | 56 10 | SLOWBRO    | 80  | 44 10 |
| ARTICUNO   | 144 | 54 16 | KINGLER    | 99  | 52 10 | ONIX      | 95  | 33 11 | SLOWPOKE   | 79  | 44 10 |
| BEEDRILL   | 15  | 52 14 | KOFFING    | 109 | 53 10 | PARAS     | 46  | 21 11 | SNORLAX    | 143 | 44 10 |
| BELSPROUT  | 69  | 29 18 | KRABBY     | 98  | 25 10 | PARASECT  | 47  | 48 12 | SPEAROW    | 21  | 20 10 |
| BLASTOISE  | 9   | 28 13 | LAPRAS     | 131 | 43 11 | PERSIAN   | 53  | 53 11 | SQUIRTLE   | 7   | 28 12 |
| BULBASAUR  | 1   | 24 11 | LIKITUNG   | 108 | 62 9  | PIDGEOT   | 18  | 18 12 | STARFIE    | 121 | 14 10 |
| BUTTERFREE | 12  | 18 13 | MACHAMP    | 68  | 60 10 | PIDGEOTTO | 17  | 18 13 | STARLY     | 120 | 14 10 |
| CATERPIE   | 10  | 18 13 | MACHOKE    | 67  | 60 10 | PIDGEY    | 16  | 15 13 | TANGELA    | 114 | 46 9  |
| CHANSEY    | 113 | 48 19 | MACHOP     | 66  | 53 10 | PIKACHU   | 25  | 13 11 | TAUROS     | 128 | 44 10 |
| CHARIZARD  | 6   | 25 12 | MAGIKARP   | 129 | 46 10 | PINSIR    | 127 | 49 12 | TENTACOOL  | 72  | 14 10 |
| CHARMANDER | 4   | 25 11 | MAGMAR     | 126 | 53 10 | POLIWAG   | 60  | 16 11 | TENTACRUEL | 73  | 52 10 |
| CHARMELEON | 5   | 25 12 | MAGNEMITE  | 81  | 53 10 | POLIWHIRL | 61  | 59 10 | VAPOREON   | 134 | 37 10 |
| CLEFABLE   | 36  | 21 19 | MAGNETON   | 82  | 51 10 | POLIWRATH | 62  | 59 10 | VENOMOTH   | 49  | 45 10 |
| CLEFAIRY   | 35  | 21 19 | MANKEY     | 56  | 20 11 | PONYTA    | 77  | 50 11 | VENOHAT    | 48  | 28 12 |
| CLOYSTER   | 91  | 29 13 | MAROWAK    | 105 | 49 11 | PORYGON   | 137 | 37 10 | VENUSAUR   | 3   | 20 11 |
| CUBONE     | 104 | 39 16 | MEOWTH     | 52  | 53 10 | PRIMEAPE  | 57  | 59 10 | VICTREEBEL | 71  | 44 10 |
| DEWGONG    | 87  | 34 12 | METAPOD    | 11  | 18 11 | PSYDUCK   | 54  | 27 11 | VILEPLUME  | 45  | 45 12 |
| DIGLETT    | 50  | 31 13 | MEWTWO     | 150 | 63 10 | RAICHU    | 26  | 18 11 | VOLTORB    | 100 | 51 10 |
| DITTO      | 132 | 57 11 | MOLTRES    | 146 | 60 10 | RAPIDASH  | 78  | 50 10 | VULPIX     | 37  | 17 10 |
| DOORIO     | 85  | 50 12 | MR. MIME   | 122 | 17 10 | RATICATE  | 20  | 31 13 | WARTORTLE  | 8   | 20 12 |
| DOOOO      | 84  | 50 11 | MUK        | 89  | 51 13 | RATTATA   | 19  | 15 13 | WEEDLE     | 13  | 52 13 |
| DRAGONAIR  | 148 | 47 10 | NIDOKING   | 34  | 32 10 | RHYDON    | 112 | 62 13 | WEEPINBELL | 70  | 44 10 |
| DRAGONITE  | 149 | 47 15 | NIDOQUEEN  | 31  | 32 10 | RHYHORN   | 111 | 48 11 | WEEZING    | 110 | 53 10 |
| DRATINI    | 147 | 47 10 | NIDORAN ♀  | 29  | 17 28 | SANDSHREW | 27  | 20 17 | WIGGLYTUFF | 40  | 27 10 |
| DROWZEE    | 96  | 31 13 | NIDORAN ♂  | 32  | 17 18 | SANDSLASH | 28  | 62 17 | ZAPDOS     | 145 | 51 10 |
| DUGTRIO    | 51  | 33 13 | NIDORINA   | 30  | 32 10 | SCYTHER   | 123 | 49 10 | ZUBAT      | 41  | 21 10 |



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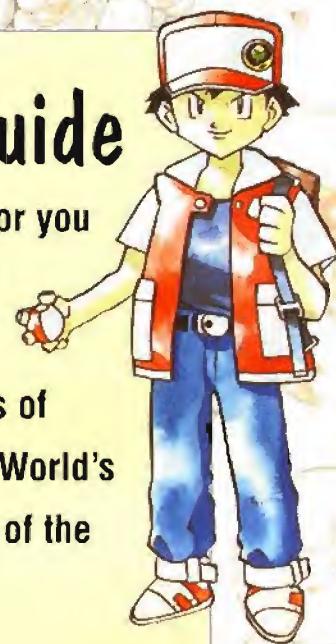
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