

## GEN 1 POKEMON GAMEBOY FAST VICTORY & ULTIMATE HACKING GLITCHES RED/BLUE RBA GUIDE

(Most of this was written by others and not only Aaron Mazie)

If you're having any trouble with this guide, please watch JohnStone's and Eddaket's guides on the game here (and follow them while you're at it):

<https://www.youtube.com/watch?v=InJbog7tJMM>

<https://www.twitch.tv/videos/77888687>

NOT THE FASTEST WAY TO HACK THROUGH, BUT MOST RELIABLE:

1. Give yourself any name, but make sure your rival's name is "RRRG--"
2. Giving yourself the name "xyvw" should have you encounter all possible MissingNo glitch forms.
3. Collect Potion from PC because you must beat your rival
4. Choose Bulbasaur as your starter
5. Complete Parcel event (Viridian Market) and beat your rival
6. Heading back to Viridian City, battle one of the following options to get to level 7:
  1. One Lv. 4 Rattata
  2. Two Lv. 2/3 Pidgey/Rattata
7. Collect hidden Potion in Viridian (optional)
8. Avoid all trainers in Forest, collect Potion, and battle one mandatory Weedle trainer and get to level 8.
9. Put your moves in this order, as well as have this many PP per move. Battling Metapod/Kakuna is probably the best option. Make sure to get to level 8 and no higher:
  1. Leech Seed - any/10
  2. Tackle - 16/35 \*wait until step 10
  3. Growl - 36/40
10. Purchase items so you have a total of 6 unique items, one of which are pokeballs
11. Catch a Pokemon like a Metapod or something and for fun name it Arceus
12. Brock Through Walls / Skywalk
  1. Save before you reach the guy up to the right at the edge of the city who is supposed to take you to the gym so your cursor is on the save because the menu will lock up.
  2. Walk past him and let him talk until you can hit Start and save.
  3. Let him finish and restart when you start walking automatically without him.
  4. When back in the game, get through his text and hold right until you start walking right out of his view a bit.
  5. Switch Bulbasaur and Arceus in your Pokemon lineup.
  6. Walk back to the guy and talk to him on his right.
  7. When he walks away, hold right and you'll be able to Brock through walls / walk-fly (don't go too far out of bounds or game will corrupt and you'll have to restart)
  8. Make sure to walk right on first ledge
  9. Head south on the bottom-left tile grass patch to the left of bike shop

10. Go into Saffron Pokemon Center and heal
13. Head to Celadon City (hold left when talking to the guard and you can skip past him)
14. Go into underground tunnel. Walk up 3 steps and walk over 9 to pick up hidden nugget. Go to Celadon Market to sell it for \$5000.
15. Collect Coin Case from the guy in the corner in the diner (make sure Escape Rope is in slot 6)
16. Collect coins in Game Corner and purchase Abra
17. Teleport to Saffron City and deposit Bulbasaur and Arceus into the PC
18. Head to Route 6 and trainer fly (walk into trainer's view but pause and fly before the game notices you)
19. Battle first Karate Guy in the Saffron Dojo.. make him walk to you, though or the screen will freeze up.
20. Head back south to Route 6 to encounter Missingno and run away
21. Toss 2 Escape Ropes beforehand to make your count 127 (If you only had 1 it will be at 129.)
22. Repeat steps 17-19
23. Encounter second Missingno and run away to get Escape Ropes to 255 (255 is stand-in for CANCEL in game's memory drive)
24. Head into guard house and toss the following items:
  1. Pokeballs
  2. Parlyz Heal
  3. Potion
  4. Antidote
  5. Burn Heal
  6. (Block)2 Escape Rope (Should give you 3 Escape Rope)
25. Merge the 3 Escape Ropes with the ones right below it with select

NOW YOU HAVE THE MAGIC ITEM BAG THAT WILL TAKE YOU TO HYPERSPACE AND GIVE YOU WARPING, SUMMONING, AND OTHER POWERS...

SCROLL DOWN PAST THE BOTTOM MANY TIMES IN THE ITEMS INTO ITEM UNDERFLOW TERRITORY. THIS TERRITORY MAY MAKE IRREVOCABLE CHANGES, SO BE CAUTIOUS IN HOW YOU PROCEED IN HACKING YOUR GAME.

JohnStone's advice:

26. Swap the second slot of Escape Ropes with Master Ball. Toss x1 seaJ two slots above the Escape Ropes (enables instant text). Swap TM 27 with Master Ball x17.
27. If the item below the Escape Ropes you moved has jumbled text, swap it with Ultra Ball x0 and press b to see your character

28. Head up to Cerulean Cave. Swap Moon Stone with top Boulder Badge. Toss 4 Moon Stones. Swap second Boulder Badge up with Escape Rope. Walk left to encounter Mewtwo. Use Master Ball between the two Escape Ropes.

29. Open your menu and toss the top stack of items 7 times. Swap top Escape Rope with first CANCEL. Swap j x0 down with the Earth Badge. Swap Pokedex that's directly above down to the Full Restore x20. Scroll down to 3F (right before "4848") and swap with HM04, then toss 19 of 3F. Scroll up past the cancel button, close the menu and walk left once.

30. Swap Mewtwo with Abra. Walk one tile down, then two tiles to the left. Swap TM37 up with Max Potion x1. Walk one tile left, and then one tile down (if playing Red, just go down). Teach TM36 to Mewtwo over Barrier or Recover. Move one tile to the right (don't do this in Red version). Swap TM37/36 with Master Ball, then swap the same item with HM04, and then one more time down with the Max Potion x1. Battle Giovanni.

31. Battle Giovanni: Psychic Rhyhorn, Swift Dugtrio, Psychic everything else. If you get 1 miss, use the ether in your bag to restore Psychic.

32. Open bag. Scroll down and swap Master Ball with HM04, then toss (box9) Master Balls (should have 8 now). Swap HM04 with Max Potion. Walk out the door to Cinnabar Island.

33. Stand one tile to the left of the gym, facing to the right/down. Swap 44yPC up with "money slot". This is above Escape Rope, which is then above CANCEL. Use CANCEL (press A twice), close out menu. Walk one tile up, and then one tile to the right to enter the gym.

34. Walk one tile to the left and open your bag. Scroll down to Ultra Ball x0 and swap down with Parlyz Heal x1. Swap Master Ball x8 with HM04. Toss 5 Master Balls, then immediately spam B and hold right. Talk to Blaine to Battle.

35. Battle Blaine: Swift Growlithe and Ponyta, Psychic Rapidash. If Ponyta growled you, use Swift on Arcanine, and then use Self-Destruct. If not, just SD.

36. Walk 3 tiles to the right, swap first Escape Rope slot down with "?????". Use Escape Rope. Walk 3 tiles to your left, use bike to get to Sabrina's Gym. Stand to the left of the guard, open your menu and scroll up to CANCEL. Use it and then scroll up twice and use one rare candy to revive mewtwo. Back out of menus and walk one right, then one up into the gym.

37. Stand two tiles above the gym statue, use CANCEL again, scroll down to Master Ball x10 and toss 3 of them. Walk up and reset screen to fight Sabrina. Swift all Pokemon, but Psychic Venomoth. Use CANCEL and walk out of the gym to enter Fuchsia City.

38. Enter gym and use CANCEL to walk directly to Koga. Psychic everything.

39. Go into the house to the right of the gym and stand on the right tile of the entrance. Scroll down to Super Potion x22, toss to get x5. Swap Cancel x4 down with Master Ball x7. Walk down to Erika's Gym.

40. Hug the wall until you reach the top left of the gym, toss all but 5 of j. Block4. Scroll down to j. block5 and toss the full stack. Walk over to the tile above Erika and flash screen. Battle Erika. Swift everything.

41. Walk right and exit the gym to enter Vermillion City. Walk to the corner of the dock, and use ????? to Surf and enter the gym. Stand in front of gym guide and use CANCEL. Scroll down and swap X attack xblock8 and swap down for Earthbadge. Scroll down to j. X5, toss 2, and walk straight up until you bonk. Talk to Surge. Swift everything.

42. Use CANCEL and walk out the door to Cerulean City. Walk into the gym and use ????? to surf to Misty. Swift everything.
43. Walk into the Pokemon Center. Open menu and scroll down to Master Ball x3 and toss one. Walk through the door to get to Pewter City (should be next to HM04, Great Ball, and Potion).
44. Stand in front of Brock and swap the item you tossed up with the X Attack. Close the menu and talk to Brock. Swift everything.
45. Walk one tile to the left, use CANCEL. Walk down until you're past the rocks, flash menu, walk in front of the statue, and walk straight down into the Hall of Fame.

Aaron Mazie's advice:

26. Select TM27 X7 . Select Master Ball x17. Toss 109 of those TM27s. Exit the building back north and be in the Hall of Fame. CONGRATULATIONS.

46/27. After game won, fly to Viridian, talk to old man to show you how to catch Pokemon, fly to Cinnabar and surf only along the eastern shoreline to encounter MissingNo versions with Master Balls in 6th slot to get 128 Master Balls to catch any Pokemon you encounter. Do the same with Rare Candies to level up any Pokemon to 100.

MAGIC ITEM UNDERFLOWING HACKING BAG:

(If you get stuck scrolling in item underflow, hit B while continuing to scroll)

items 1-20 + quantity = normal stuff

item 21 = end of list

UNSAFE TO MESS WITHOUT CONSEQUENCES:

quantity = first money byte

item 22 = second money byte

quantity = third money byte

item 23-27 + quantity = rival name

item 28 = rival name

item 28 quantity = options

item 29 = badges (written in binary)

item 29 quantity = ???

item 30 = ???

item 30 quantity = First part of tid

item 31 = second part of tid

item 31 quantity = ???

item 32 = ??? (usually ultra ball/brightness)

item 32 quantity = brightness/palletes

item 33 = map id

item 33 quantity = first part of top left block pointer

item 34 = second part of top left block pointer  
item 34 quantity = y coord  
item 35 = x coord  
item 36 quantity = block y coord (USED FOR WARPING TO DIFFERENT MAP INDEXES) (REF POINT: Master Ball x17 at step 26)  
item 37 = "panic button" change value to 0 to teleport from inside a building and 3 to dig inside a building  
item 37 = block x coord  
item 37 quantity = last outside map visited (warping)  
item 38 = ??? (appears to be based on last map)  
item 38 quantity = map tileset, controls fly/dig/teleport (Executed upon entry)  
item 39 = map height  
item 39 quantity = map width  
item 40 = text pointer (tp) item  
item 40 = first part of map pointer (executed upon entry)  
item 40 quantity = second part of map pointer  
item 41 = first part of text pointer (executed upon talking to someone)  
item 41 quantity = second part of text pointer  
item 42 = first part of map script pointer (executed upon closing menu)  
item 42 quantity = second part of map script pointer

#### SAFE TO MESS WITHOUT CONSEQUENCES IN A BUILDING (ROAMING ITEMS):

item 43 = map connections  
item 43 quantity = north connection data ("walking" warp for north)  
item 44-48 + quantity = ??? (based off of north connection data)  
item 49 = south connection data  
item 49 quantity to item 54 = ??? (based off south connection data)  
item 54 quantity = west connection data  
item 55 to item 59 quantity = ??? (etc)  
item 60 = east connection data  
item 60 quantity to item 64 = ??? (etc)  
item 64 quantity to item 69 quantity = sprites on the map  
item 70 = sprite set id  
item 70 quantity = ???  
item 71 = ???  
item 71 quantity = ???  
item 72 = ???  
item 72 quantity = ???  
item 73 quantity = number of warps

# Hex Location Bank<sup>[1]</sup> 000 0x00 [Pallet Town](#) 6 001 0x01 [Viridian City](#) 6 002 0x02 [Pewter City](#) 6 003 0x03 [Cerulean City](#) 6 004 0x04 [Lavender Town](#) 11 005 0x05 [Vermilion City](#) 6 006 0x06 [Celadon City](#) 6 007 0x07 [Fuchsia City](#) 6 008 0x08 [Cinnabar Island](#) 7 009 0x09 [Pokémon League](#) 14 010 0x0A [Saffron City](#) 14 011 0x0B [Unused Fly location](#) ? 012 0x0C [Route 1](#) 7 013 0x0D [Route 2](#) 15 014 0x0E [Route 3](#) 15 015 0x0F [Route 4](#) 15 016 0x10 [Route 5](#) 15 017 0x11 [Route 6](#) 16 018 0x12 [Route 7](#) 12 019 0x13 [Route 8](#) 16 020 0x14 [Route 9](#) 15 021 0x15 [Route 10](#) 16 022 0x16 [Route 11](#) 16 023 0x17 [Route 12](#) 16 024 0x18 [Route 13](#) 15 025 0x19 [Route 14](#) 15 026 0x1A [Route 15](#) 16 027 0x1B [Route 16](#) 16 028 0x1C [Route 17](#) 15 029 0x1D [Route 18](#) 16 030 0x1E [Sea Route 19](#) 15 031 0x1F [Sea Route 20](#) 14 032 0x20 [Sea Route 21](#) 15 033 0x21 [Route 22](#) 14 034 0x22 [Route 23](#) 14 035 0x23 [Route 24](#) 14 036 0x24 [Route 25](#) 14 037 0x25 [Red's house \(first floor\)](#) 12 038 0x26 [Red's house \(second floor\)](#) 17 039 0x27 [Blue's house](#) 6 040 0x28 [Professor Oak's Lab](#) 7 041 0x29 [Pokémon Center \(Viridian City\)](#) 11 042 0x2A [Poké Mart \(Viridian City\)](#) 7 043 0x2B [School \(Viridian City\)](#) 7 044 0x2C [House 1 \(Viridian City\)](#) 7 045 0x2D [Pokémon Gym \(Viridian City\)](#) 1D 046 0x2E [Diglett's Cave \(Route 2 entrance\)](#) 7 047 0x2F [Gate \(Viridian City/Pewter City\) \(Route 2\)](#) 17 048 0x30 [Oak's Aide House 1 \(Route 2\)](#) 7 049 0x31 [Gate \(Route 2\)](#) 17 050 0x32 [Gate \(Route 2/Viridian Forest\) \(Route 2\)](#) 17 051 0x33 [Viridian Forest](#) 18 052 0x34 [Pewter Museum \(floor 1\)](#) 17 053 0x35 [Pewter Museum \(floor 2\)](#) 17 054 0x36 [Pokémon Gym \(Pewter City\)](#) 17 055 0x37 [House with disobedient Nidoran♂ \(Pewter City\)](#) 7 056 0x38 [Poké Mart \(Pewter City\)](#) 1D 057 0x39 [House with two Trainers \(Pewter City\)](#) 7 058 0x3A [Pokémon Center \(Pewter City\)](#) 17 059 0x3B [Mt. Moon \(Route 3 entrance\)](#) 12 060 0x3C [Mt. Moon](#) 14 061 0x3D [Mt. Moon](#) 12 062 0x3E [Invaded house \(Cerulean City\)](#) 7 063 0x3F [Poliwhirl for Jynx trade house \(Red/Blue\)](#) [Bulbasaur adoption house \(Pokémon Yellow\)](#) 7 064 0x40 [Pokémon Center \(Cerulean City\)](#) 17 065 0x41 [Pokémon Gym \(Cerulean City\)](#) 17 066 0x42 [Bike Shop \(Cerulean City\)](#) 7 067 0x43 [Poké Mart \(Cerulean City\)](#) 17 068 0x44 [Pokémon Center \(Route 4\)](#) 12 069 0x45 [Invaded house - alternative music \(Cerulean City\)](#) 7 070 0x46 [Saffron City Gate \(Route 5\)](#) 7 071 0x47 [Entrance to Underground Path \(Kanto Routes 5-6\) \(Route 5\)](#) 17 072 0x48 [Daycare Center \(Route 5\)](#) 15 073 0x49 [Saffron City Gate \(Route 6\)](#) 7 074 0x4A [Entrance to Underground Path \(Route 6\)](#) 17 075 0x4B [Entrance to Underground Path 2 \(Route 6\)](#) 17 076 0x4C [Saffron City Gate \(Route 7\)](#) 7 077 0x4D [Entrance to Underground Path \(Route 7\)](#) 17 078 0x4E [Entrance to Underground Path 2 \(Route 7\)](#) 17 079 0x4F [Saffron City Gate \(Route 8\)](#) 7 080 0x50 [Entrance to Underground Path \(Route 8\)](#) 7 081 0x51 [Pokémon Center \(Rock Tunnel\)](#) 12 082 0x52 [Rock Tunnel](#) 11 083 0x53 [Power Plant](#) 7 084 0x54 [Gate 1F \(Route 11-Route 12\)](#) 12 085 0x55 [Diglett's Cave \(Vermilion City entrance\)](#) 7 086 0x56 [Gate 2F \(Route 11-Route 12\)](#) 12 087 0x57 [Gate \(Route 12-Route 13\)](#) 12 088 0x58 [Sea Cottage](#) 7 089 0x59 [Pokémon Center \(Vermilion City\)](#) 17 090 0x5A [Pokémon Fan Club \(Vermilion City\)](#) 16 091 0x5B [Poké Mart \(Vermilion City\)](#) 17 092 0x5C [Pokémon Gym \(Vermilion City\)](#) 17 093 0x5D [House with Pidgey \(Vermilion City\)](#) 7 094 0x5E [Vermilion Harbor \(Vermilion City\)](#) 7 095 0x5F [S.S. Anne 1F](#) 18 096 0x60 [S.S. Anne 2F](#) 18 097 0x61 [S.S. Anne 3F](#) 11 098 0x62 [S.S. Anne B1F](#) 18 099 0x63 [S.S. Anne \(Deck\)](#) 18 100 0x64 [S.S. Anne \(Kitchen\)](#) 18 101 0x65 [S.S. Anne \(Captain's room\)](#) 18 102 0x66 [S.S. Anne 1F \(Gentleman's room\)](#) 18 103 0x67 [S.S. Anne 2F \(Gentleman's room\)](#) 18 104 0x68 [S.S. Anne B1F \(Sailor/Fisherman's room\)](#) 18 105 0x69 [Unused \(Victory Road\)](#) ? 106 0x6A [Unused \(Victory Road\)](#) ? 107 0x6B [Unused](#)

(Victory Road) ? 108 0x6C [Victory Road](#) ([Route 23](#) entrance) 17 109 0x6D Unused ([Pokémon League](#)) ? 110 0x6E Unused ([Pokémon League](#)) ? 111 0x6F Unused ([Pokémon League](#)) ? 112 0x70 Unused ([Pokémon League](#)) ? 113 0x71 [Lance's Elite Four](#) room 16 114 0x72 Unused ([Pokémon League](#)) ? 115 0x73 Unused ([Pokémon League](#)) ? 116 0x74 Unused ([Pokémon League](#)) ? 117 0x75 Unused ([Pokémon League](#)) ? 118 0x76 [Hall of Fame](#) 16 119 0x77 [Underground Path](#) ([Route 5-Route 6](#)) 18 120 0x78 [Blue's](#) room 1D 121 0x79 [Underground Path](#) ([Route 7-Route 8](#)) 18 122 0x7A [Celadon Department Store](#) 1F 18 (RB) 11 (Y) 123 0x7B [Celadon Department Store](#) 2F 15 124 0x7C [Celadon Department Store](#) 3F 12 125 0x7D [Celadon Department Store](#) 4F 12 126 0x7E [Celadon Department Store](#) Rooftop Square 12 127 0x7F [Celadon Department Store](#) Lift 12 128 0x80 [Celadon Mansion](#) 1F 12 129 0x81 [Celadon Mansion](#) 2F 12 130 0x82 [Celadon Mansion](#) 3F 12 131 0x83 [Celadon Mansion](#) 4F 12 132 0x84 [Celadon Mansion](#) 4F ([Eevee](#) building) 7 133 0x85 [Pokémon Center](#) ([Celadon City](#)) 12 134 0x86 [Pokémon Gym](#) ([Celadon City](#)) 12 135 0x87 [Rocket Game Corner](#) ([Celadon City](#)) 12 136 0x88 [Celadon Department Store](#) 5F 12 137 0x89 [Prize corner](#) ([Celadon City](#)) 12 138 0x8A Restaurant ([Celadon City](#)) 12 139 0x8B House with [Team Rocket](#) members ([Celadon City](#)) 12 140 0x8C Hotel ([Celadon City](#)) 12 141 0x8D [Pokémon Center](#) ([Lavender Town](#)) 17 142 0x8E [Pokémon Tower](#) F1 18 143 0x8F [Pokémon Tower](#) F2 18 144 0x90 [Pokémon Tower](#) F3 18 145 0x91 [Pokémon Tower](#) F4 18 146 0x92 [Pokémon Tower](#) F5 18 147 0x93 [Pokémon Tower](#) F6 18 148 0x94 [Pokémon Tower](#) F7 18 149 0x95 [Mr. Fuji's](#) house ([Lavender Town](#)) 7 150 0x96 [Poké Mart](#) ([Lavender Town](#)) 17 151 0x97 House with NPC discussing [Cubone's](#) mother 7 152 0x98 [Poké Mart](#) ([Fuchsia City](#)) 7 153 0x99 House with NPCs discussing [Bill](#) ([Fuchsia City](#)) 1D 154 0x9A [Pokémon Center](#) ([Fuchsia City](#)) 1D 155 0x9B [Warden's](#) house ([Fuchsia City](#)) 1D 156 0x9C [Safari Zone gate](#) ([Fuchsia City](#)) 1D 157 0x9D [Pokémon Gym](#) ([Fuchsia City](#)) 1D 158 0x9E House with NPCs discussing [Baoba](#) ([Fuchsia City](#)) 1D 159 0x9F [Seafoam Islands](#) 11 160 0xA0 [Seafoam Islands](#) 11 161 0xA1 [Seafoam Islands](#) 11 162 0xA2 [Seafoam Islands](#) 11 163 0xA3 [Vermilion City Fishing Brother](#) 15 164 0xA4 [Fuchsia City Fishing Brother](#) 15 165 0xA5 [Pokémon Mansion](#) (1F) 11 166 0xA6 [Pokémon Gym](#) ([Cinnabar Island](#)) 1D 167 0xA7 [Pokémon Lab](#) ([Cinnabar Island](#)) 1D 168 0xA8 [Pokémon Lab](#) - Trade room ([Cinnabar Island](#)) 1D 169 0xA9 [Pokémon Lab](#) - Room with scientists ([Cinnabar Island](#)) 1D 170 0xAA [Pokémon Lab](#) - Fossil resurrection room ([Cinnabar Island](#)) 1D 171 0xAB [Pokémon Center](#) ([Cinnabar Island](#)) 1D 172 0xAC [Poké Mart](#) ([Cinnabar Island](#)) 1D 173 0xAD [Poké Mart](#) - [alternative music](#) ([Cinnabar Island](#)) 1D 174 0xAE [Pokémon Center](#) ([Indigo Plateau](#)) 6 175 0xAF [Corycat's](#) house 1F ([Saffron City](#)) 1D 176 0xB0 [Corycat's](#) house 2F ([Saffron City](#)) 17 177 0xB1 [Fighting Dojo](#) ([Saffron City](#)) 17 178 0xB2 [Pokémon Gym](#) ([Saffron City](#)) 17 179 0xB3 House with [Pidgey](#) ([Saffron City](#)) 7 180 0xB4 [Poké Mart](#) ([Saffron City](#)) 17 181 0xB5 [Silph Co.](#) 1F 17 182 0xB6 [Pokémon Center](#) ([Saffron City](#)) 17 183 0xB7 Mr. Psychic's house ([Saffron City](#)) 7 184 0xB8 [Gate](#) 1F ([Route 15](#)) 12 185 0xB9 [Gate](#) 2F ([Route 15](#)) 12 186 0xBA [Gate](#) 1F ([Cycling Road](#) ([Route 16](#))) 12 187 0xBB [Gate](#) 2F ([Cycling Road](#) ([Route 16](#))) 12 188 0xBC Secret house ([Cycling Road](#) ([Route 16](#))) 7 189 0xBD [Route 12 Fishing Brother](#) 15 190 0xBE [Gate](#) 1F ([Route 18](#)) 12 191 0xBF [Gate](#) 2F ([Route 18](#)) 12 192 0xC0 [Seafoam Islands](#) 11 193 0xC1 [Badges](#) check [gate](#) ([Route 22](#)) 7 194 0xC2 [Victory Road](#) 14 195 0xC3 [Gate](#) 2F ([Route 12](#)) 12 196 0xC4 House with NPC and HM moves advice [Vermilion City](#) 6 197 0xC5 [Diglett's Cave](#) 18 198 0xC6 [Victory Road](#) 11 199 0xC7 [Team Rocket Hideout](#) (B1F) 11 200 0xC8 [Team Rocket Hideout](#) (B2F) 11 201

0xC9 [Team Rocket Hideout](#) (B3F) 11 202 0xCA [Team Rocket Hideout](#) (B4F) 11 203 0xCB  
[Team Rocket Hideout](#) (Lift) 11 204 0xCC Unused ([Team Rocket Hideout](#)) ? 205 0xCD Unused  
 ([Team Rocket Hideout](#)) ? 206 0xCE Unused ([Team Rocket Hideout](#)) ? 207 0xCF [Silph Co.](#)  
 (2F) 16 208 0xD0 [Silph Co.](#) (3F) 16 209 0xD1 [Silph Co.](#) (4F) 6 210 0xD2 [Silph Co.](#) (5F) 6 211  
 0xD3 [Silph Co.](#) (6F) 6 212 0xD4 [Silph Co.](#) (7F) 14 213 0xD5 [Silph Co.](#) (8F) 15 214 0xD6  
[Pokémon Mansion](#) (2F) 14 215 0xD7 [Pokémon Mansion](#) (3F) 14 216 0xD8 [Pokémon Mansion](#)  
 (B1F) 14 217 0xD9 [Safari Zone](#) (Area 1) 11 218 0xDA [Safari Zone](#) (Area 2) 11 219 0xDB [Safari](#)  
[Zone](#) (Area 3) 12 220 0xDC [Safari Zone](#) (Entrance) 11 221 0xDD [Safari Zone](#) (Rest house 1) 11  
 222 0xDE [Safari Zone](#) (Prize house) 12 223 0xDF [Safari Zone](#) (Rest house 2) 11 224 0xE0  
[Safari Zone](#) (Rest house 3) 11 225 0xE1 [Safari Zone](#) (Rest house 4) 11 226 0xE2 [Unknown](#)  
[Dungeon](#) 11 227 0xE3 [Unknown Dungeon](#) 1F 11 228 0xE4 [Unknown Dungeon](#) B1F 1D 229  
 0xE5 [Name Rater's](#) house ([Lavender Town](#)) 7 230 0xE6 [Cerulean City](#) (Gym Badge man) 1D  
 231 0xE7 Unused ([Rock Tunnel](#)) ? 232 0xE8 [Rock Tunnel](#) 11 233 0xE9 [Silph Co.](#) 9F 17 234  
 0xEA [Silph Co.](#) 10F 16 235 0xEB [Silph Co.](#) 11F 18 236 0xEC [Silph Co.](#) Lift 11 237 0xED  
 (Invalid) ? 238 0xEE (Invalid) ? 239 0xEF [Cable Club Trade Center](#)(\*) 13 240 0xF0 [Cable Club](#)  
[Colosseum](#)(\*) 13 241 0xF1 (Invalid) ? 242 0xF2 (Invalid) ? 243 0xF3 (Invalid) ? 244 0xF4  
 (Invalid) ? 245 0xF5 [Lorelei's](#) room 1D 246 0xF6 [Bruno's](#) room 1D 247 0xF7 [Agatha's](#) room 1D  
 248 0xF8 [Summer Beach House](#) ([Pokémon Yellow](#)) 3C (Y) 249 0xF9 (Invalid) ? 250 0xFA  
 (Invalid) ? 251 0xFB (Invalid) ? 252 0xFC (Invalid) ? 253 0xFD (Invalid) ? 254 0xFE (Invalid)  
 ? 255 0xFF ?