Plot Outline

**Backstory**

At age eleven, any trainer may apply to receive an official trainer license, along with which they receive their first Pokémon as well as a legal right to carry up to six Pokémon at any time, and engage in Pokémon battles with other trainers. Trainer licenses are generally reserved for wealthier families, however, and many people disregard this law altogether, capturing and battling with Pokémon before the eligible age or without having received their license.

The Pokémon world’s political system is a feudalistic one, with the Pokémon League Champion acting as the supreme leader of each region (in possession of absolute political power), the Elite Four acting as his main legal advisors, and Gym leaders acting as local governors of their respective areas. Any trainer who has received an official trainer license may challenge each of a region’s Gym Leaders in turn, then finally take on the Pokémon League Challenge. If this trainer manages to defeat the Champion, they will become the new Champion, and hence the new leader of the given region.

Ten years before the events of the game, a lengthy and destructive war between Kanto and Johto ended. The war was fought primarily using Pokémon, and as such both of the top scientists in the region were eager to conceive the strongest Pokémon possible to be used for warfare. In the years leading up to and during the war, Professor Oak served as the reigning Champion of Kanto, but in a shocking turn of events, he made the decision to surrender his position as Champion to Lance, the Champion of Johto, ending the war, and placing Kanto and Johto under a united government led by Lance. Oak’s life was spared, but he was banned from ever practicing Pokémon training again, and dedicated the subsequent years to his hobby of Pokémon research.

Giovanni, a billionaire entrepreneur and former Elite Four member, was demoted to a position as Gym Leader of Viridian to make room for other Johto-native Elite Four members after the war’s conclusion. Outraged by this turn of events, Giovanni allied himself with other frustrated individuals to form the criminal organization known as Team Rocket, vowing to bring down the Lance government and return Kanto to its former glory days.

**Main quest**

Celadon City

Player is introduced to world by Petrel, who congratulates him on his joining Team Rocket. Player gives his name, as well as that of his friend/rival. We then see Player standing along with Rival on an assembly line inside the Team Rocket HQ in Celadon City, waiting to get his first Pokémon. Player will have no choice in this matter – his first Pokémon, like every other starting grunt, is going to be Rattatta. From a crate further along in the room, they also pick up their Pokédex. Player then proceeds to another room, in which Petrel gives him and another handful of newly recruited grunts (among them Rival) their first mission. This mission is going to involve going to Mt. Moon for the purpose of getting ahold of some rare fossils. Further information, says Petrel, will be given on-site.

Player is then allowed to walk freely around the HQ, talking to the various members, though he is denied access to Giovanni’s room. He gets the HM for Fly from a scientist in one of the rooms. When Player goes outside, he finds Rival waiting for him, and a Pokémon stealing tutorial (paying homage to the traditional Pokémon capture tutorials) ensues, in which the two battle and subsequently rob the little girl running around the fountain next to the Dept. Store. This endeavor grants Player a Spearow, and with this he proceeds to Fly to Mt. Moon.

Mt. Moon

Outside entrance to cave Petrel explains further details about mission, though he comes across as somewhat disoriented and incompetent in so doing; Team Rocket has received information from a spy in the Pewter City Museum that rare Pokémon fossils have been spotted inside the cave, and that it is their mission to retrieve them. A Super Nerd, also associated with Team Rocket, is searching for these fossils somewhere inside the cave already, he says. Petrel instructs the team to proceed into the cave, but remains outside himself on the grounds of wanting to smoke a cigarette.

Player is then free to walk around the cave, battling with and stealing from surrounding trainers. Once he passes the second ladder leading down, however, he will hear a grunt shouting from below. Player goes down with Rival and a few others to investigate, while a lone grunt waits upstairs by the ladder. They find downstairs that the reason for the shouting grunt’s excitement was his spotting of a Moon Stone. The others, ignorant to the Stone’s rarity and value, ridicule the grunt for diverting their attention, and go up the ladder again; Player may at this point pick up the Stone and take it for himself.

When Player comes up again he finds the other grunts in a bit of a frenzy, one of them having been completely overpowered by some small kid (this kid being Blue, though none of them are of course aware of this). Some of the grunts are scared by this turn of events, and run outside to seek Petrel’s help, but Rival, eager to prove his worth as a Rocket, is determined to keep searching the cave on his own, and convinces Player to do the same.

They make their way towards the end of the cave, eventually getting to Super Nerd Miguel. Miguel has allegedly searched the entire cave, but insists that he has found the only two fossils to be found there. Rival, slightly annoyed, goes back to report this to Petrel, leaving Player behind to stand guard. As Player attempts to leave the area by going south, Red appears, and, without saying a word (dialogue box consisting of ellipses), he challenges Player and eventually beats him using considerably overpowered Pokémon and a large supply of healing items. Red then proceeds to beat Miguel as well, and leaves the cave.

Petrel eventually makes it inside with the rest of the team, and is stunned at what has just happened. Miguel insists that the mysterious boy stole both of the remaining fossils, and so the mission is aborted. The team regroup just outside the cave, then fly back to Celadon.

Celadon City (2nd visit)

Back at the HQ, a Rocket admin informs Player that Giovanni himself would like to speak with him to hear a first-hand account of what happened at Mt. Moon. The door to Giovanni’s office is now opened, and Player enters.

Inside the office sits Giovanni by his desk, and next to him stands Ariana. Giovanni has a hard time seeing how two small children could manage to defeat all of the grunts stationed in the cave. He gathers from Player that the kids use Charizard and Blastoise, two very rare Pokémon used primarily for military combat. Seeing as owning such rare Pokémon would constitute a large expense, he ponders on what family these kids could be coming from.

Blaine enters the office, evidently per Giovanni’s request. Player is allowed to stay in the room while the two lead their discussion. Blaine has up until this point helped Team Rocket in supplying Porygon (made illegally by himself at the Pokémon Lab) for sale at the Game Corner, but he fears he will not be able to continue this. Apparently Mr. Fuji (who has long since retired from his work at the Lab) has sent an angry e-mail to all his contacts, therein including all scientists working at the Lab, regarding the killing of some Cubone and Marowak in the Pokémon Tower at the hands of Team Rocket, and warning them to be on the lookout for any criminal activity. Blaine is not willing to risk his job for the sake of Team Rocket, and wants to lay low for the time being, he explains to Giovanni.

Giovanni is evidently annoyed at this, as Porygon is a major source of revenue for the Corner. Creating Porygon is a process that is far too complicated for any of the Rocket scientists to perform, and its source code is technically copyright-protected by Silph Co., so there are only a few scientists in the region who might be willing and able to help them. Blaine tentatively suggests asking Professor Oak for help, but Giovanni makes it clear that any business with him is completely out of the question, on the grounds of his betrayal during the war.

Blaine next suggests Bill as a potential candidate. He deems it likely that Bill was able to steal the source code for Porygon from Mr. Fuji and himself during their work together during the war, and he should at least be intellectually capable of the job. In response Giovanni mutters that Bill has in fact helped Team Rocket with petty computer-related operations in the past, but that the compensation he demands for his work is steep.

Nevertheless Bill seems to be the best possible option for the job, and so he turns to Player and instructs him to go to Bill’s house north of Cerulean to try and persuade him. There is another team, he says, that is also about to head to Cerulean to steal a rare TM from a collector who happens to live there, and Player is to follow them to a secret Rocket base just outside the city and await further instructions.

On his way out of the HQ, Player runs into Rival, who happens to be part of the team sent to Cerulean to steal the TM, and follows him there through Saffron.

Cerulean City

They enter Day-Care Center south of Cerulean, which happens to have a secret underground section that acts as an external base for Team Rocket. The Day-Care Man is also a Rocket associate. Inside the base, Player and Rival meet with Archer, who gives them further details about the location of Bill’s house and that of the TM collector. He also tells Player to bring with him a box containing some generic gifts that will serve as Bill’s initial salary. Player walks north, battling trainers on the way. At the top of Nugget Bridge he meets the plain-clothed grunt recruiting potential Rocket members. The grunt complains of fatigue, claiming to have been standing on the very same spot for twelve hours straight, and, with the prospect of an actually strong trainer actually passing by being highly unlikely, he decides to leave his post and go for a coffee break.

Player eventually makes it to the Sea Cottage, and without any visible dialogue taking place informs Bill that he is wanted by Team Rocket to make Porygon. Bill appears skeptical at first, scoffing at the gifts in the package, among which is a shiny Magikarp, a Rare Candy and a ticket to the S.S. Anne. Bill also has no interest, he says, in money or power. After giving the matter some thought, however, he agrees to the deal, on the condition that Team Rocket periodically send him a few of the rarest Pokémon they acquire, as well as any intel they should happen to come across on Silph Co.’s latest invention (believing Team Rocket to have spies stationed there, or otherwise be likely to become involved with them in some way or another). He has heard vague rumors about this invention through Internet message boards, and is very interested in what it could be, but has never had any desire to work with Silph out of a strong dislike for big corporations. Bill appears, for some reason, to have taken a liking to Player, and hands him a cell phone, instructing him to be his contact to Team Rocket, and trusts him to report to him anything he might deem interesting. He then goes on to mention that there is one rare Pokémon in particular that he has long been on the lookout for, and proceeds to ask Player how familiar he is with the Mewtwo Project. Interpreting Player to have replied in the negative, he mumbles something about Giovanni not being one to reveal his secrets very easily, then trails off.

As Player walks down Nugget Bridge again, he runs into Blue, who acts cocky and decides to challenge him. When Player defeats him, he appears to go silent, and walks off to the north, clearly very annoyed. At the end of the bridge Player finds Rival, who proudly states that he has finished his job successfully, and begins to walk down into the city, when he spots a policeman standing in front of the door to the burgled house and quickly runs away. Rival seems highly shocked and alarmed by this, claiming to have done everything he was supposed to, and the two run down to the base in the Day-Care again.

Down in the underground section, they talk to the other grunts, who all appear very aware of the situation. A breaking news broadcast appears on the TV in the room, and on it we see a news reporter reporting of the burglary, followed by a statement from Lance himself, stating that he is in the process of tightening the crackdown on the crimes committed by Team Rocket from now on, citing also the havoc they’ve wrecked in the Pokémon Tower and on Mt. Moon. All the grunts in the room are evidently dismayed at this, and they blame Rival for having not stuck sufficiently to the plan.

Archer appears more than a little annoyed at Lance’s statement on TV, but nevertheless praises Player for being able to sufficiently persuade Bill, and assures him that he is going to personally commend him for his work to Giovanni. Archer proceeds to give Player his next mission, which is going to be to take part in a Pokémon smuggling deal with Lt. Surge in Vermillion City. He is to bring a supply of anabolic steroids, synthesized by the Rocket scientists in the lab department of the base, then meet up with Proton in Vermillion (who is the Rocket leader for southern Kanto), who will in turn give them to Surge in return for rare foreign Pokémon that Surge has smuggled in through the S.S. Anne. Player agrees, goes to the lab to get the steroids, then sets off for Vermillion.

Vermillion City

Player meets Proton, who acts cold and apathetic, and he tells him to meet him at the Vermillion Gym. Player does, and together they hand Lt. Surge the steroids, who laughs and thanks them, then almost as an afterthought mentions that the crates containing the smuggled Pokémon are still aboard the ship on account of them being too heavy for him to carry on land. The ship is still going to remain docked for quite a bit longer, though, he says, and there is also a large party about to be thrown, which according to rumor is to be attended by some powerful political figures. The guards by the ship are in cahoots with Surge and will let the two of them in on his command.

Left with little choice, Proton and Player board the ship, and begin searching for the crates. Player explores ship fighting trainers and stealing Pokémon haphazardly along the way. 2nd and 3rd floor are decorated with confetti and balloons, and people appear to be engaged in drinking. Path up to Captain’s cabin is blocked for the time being.

As Player makes his way out on deck on 3rd floor, in between people dancing, he sees Lance, as well as Steven, the Hoenn Champion, seated on chairs engaged in conversation. It is evidently the first time the two have met, and Steven expresses some interest in the state of Kanto affairs. Lance boasts of Silph’s near-monopoly on the production of Poké Balls, as well as the large amounts of tourist traction the Safari Zone brings in. Steven further inquires about Prof. Oak’s newest invention, the Pokédex, which seems to have spread very quickly to Hoenn. Lance scoffs at the mention of Oak’s name, and says the he attributes his recent scientific achievements to Oak being too humiliated at his lack of skill to continue Pokémon battling. Probed by this, Steven asks, somewhat rhetorically, why Oak decided to surrender and give up his position as Champion at the end of the war without a fight. Lance sees no mystery in this, and remains confident that Johto would have won the war even if Oak had not surrendered. After a little while Lance proclaims that he has more pressing business to attend to, says goodbye to Steven and flies off on his Dragonite.

Player may now access the Captain’s cabin, and finds the crates to be located there. When he tries to pick them up, however, the Captain interrupts him, stating that he will not allow outsiders to trespass on his cabin, and challenges Player. When Player beats him, a Koffing suddenly ascends the stairs, and a voice from below commands it to use Poison Gas on the Captain, who proceeds to get violently sick from it. Proton presently comes up as well, and, returning his Koffing, proceeds to help Player carry the crates outside the ship. On their way out, Proton casually proclaims that the truck next to the docks would be a perfect place to hide something rare outside of most people’s reach.

Without offering any particular thanks for his work, Proton bluntly states that Player’s mission is over, and that he may report to Giovanni at HQ to receive a new one. So Player does.

Celadon City (3rd visit)

On his way inside HQ, Player receives a phone call from Bill, who says that he has just been visited by a very strong young boy who has allegedly already earned two badges, and that he has given this boy his ticket to the S.S. Anne. Player appears to communicate what Bill has just told him to Giovanni, but Giovanni seems to disregard it as unimportant. Giovanni praises Player for his work in his previous missions and goes right on to assign him a new one.

Apparently Mr. Fuji has ventured to the top of the Pokémon Tower, and, being too scared of ghosts to use their Pokémon for battle, the other Rocket grunts have fled the Tower, cutting off their supply of Cubone skulls. Giovanni tasks Player with going to the top of the tower himself, and containing Mr. Fuji for the time being, until Giovanni decides how he wants to deal with him once and for all, at which points he will send reinforcements to help Player out. Giovanni also gives Player Silph Scope to help him see the ghosts in the Tower.

Player goes off to Lavender through the Underground Path.

Lavender Town

On his way up the Pokémon Tower, Player runs in into Blue. He acts cocky and defensive at first, but after a while he breaks down, unable to keep up his façade of toughness. He says that the reason he came to the Tower was to bury his dead Raticate. Apparently his Raticate died as a result of his failing to get it to a Pokémon center in time after a battle with Red on the S.S. Anne left it gravely injured. Blue goes on to unload his general dissatisfaction with his life; how he has always tried his very best to gain his grandfather’s approval, but that whatever he did he seemed always to care more about Red’s progress and achievements. He says that he called Oak right after Raticate died, and that all he got was an encouragement to catch a new one. But, he says, he has now set his ultimate goal clearly in his mind – to become the Pokémon Champion, which would make him the strongest trainer in the region, to finally gain his grandfather’s recognition and approval. Having finished his lamenting, Blue proclaims that he has come to enjoy Player’s company for his patient listening, and decides to tag along with him to the top of the Tower.

The two make their way to the top, where they find Mr. Fuji standing. Fuji is apparently very aggravated at the sight of Player’s uniform, and asks if he has come to detain him. The two battle, and when Player wins Fuji seems all the more aggravated, and goes off on a rant. He complains that Giovanni still lives in the past, and that his plans to overthrow the government are bound to fail, because he is nowhere near strong enough to defeat Lance. He seems unable to understand why Team Rocket’s endeavors have to end up involving him, and asks for them to leave him and his town alone. He has left all his work on the Mewtwo Project eleven years ago behind him, he says, and he will never be persuaded to help them. He goes on to mention the horrors that he witnessed during his work on the Project, among them including the creation of some “monster”.

Just then Archer enters the room, interrupting Fuji mid-sentence, and accuses of him of betraying his region by immediately pledging his allegiance to Lance upon the war’s conclusion, as well as his work for Silph in the creation of the Silph Scope. Silph, Archer points out, has granted Fuji a generous retirement fund that has allowed him to spend his older days resting in Lavender. Archer then addresses Player, and states that upon special orders from Giovanni he is to take over the mission of detaining and interrogating Fuji, with other reinforcement grunts arriving shortly to stand guard. Player is free to go and receive a new mission, in other words.

As they descend the Tower, Blue decides to stay behind on the second floor to pay his respects to his Raticate. On his way back to Celadon, Player runs into Prof. Oak, who claims to be looking for Mr. Fuji. He acts friendly and courteous towards Player at first, but eventually notices his Rocket uniform, at which point his tone becomes more reserved and cold, until he eventually trails off and walks away.

Celadon City (4th visit)

As Player is about to enter HQ, he sees Red walking out of it. As he makes his way inside he finds that Red has just infiltrated the hideout, defeating everyone in it. Giovanni is clearly very angry and humiliated, and walks restlessly around the room. Player retells what happened in his mission, recounting also what Blue told him, as well as his encounter with Prof. Oak.

Giovanni’s restlessness seems to ease ever so slightly upon hearing this, and he goes into deep thought, musing over the fact that Oak was looking for Mr. Fuji. After a little while he seats himself on the couch by his desk and sends Ariana off to fetch him a drink, and begins to recount the details of the Mewtwo Project, believing Player to have proved his worthiness of hearing it.

Giovanni’s story is displayed as a flashback scene, in which we see Oak, Blaine, Fuji, Bill and an unknown scientist by the name of Shigeki. Giovanni explains that the Mewtwo Project was a secret initiative funded by himself in cooperation with Prof. Oak in order to create the ultimate Pokémon weapon to be used to defeat Johto towards the end of the war. The team consisted of the most skilled scientists in all the region, and had been formed following the recent discovery and capture of Mew by Mr. Fuji on Faraway Island. Mew, though immensely powerful, was far too kind-hearted to be used as a weapon, and it could not to any significant degree be controlled by humans to use its powers for warfare. It was therefore decided that a genetic clone of Mew had to be created; one that would be devoid of empathy and possess within it an innate urge for battle.

Shigeki, being the most experienced in the field of genetic splicing, spearheaded the project, but the task proved a lot more difficult than originally anticipated, and they ended up with a lot of ugly failed experiments, most of which died immediately upon conception. One of the ones that survived came to be known as Ditto, and though the conception of this new species was in many ways a breakthrough, its strength, of course, was nowhere near Mew’s, and so they continued their experimentation. Most of their specimen came out as half-dead pieces of flesh, and did not in any way resemble Mew’s shape, size or color. One failed experiment in particular, which came to be known internally as “the catastrophe”, threatened the entire project and nearly spurred Giovanni to shut it down.

Luckily it soon occurred to Mr. Fuji that they might be able to solve their issues by combining human DNA with that of Mew in order to give the clone a definite shape, and so it was decided that the scientists should each provide a piece of their DNA in order to create what was to become known as Mewtwo. The only member of the team who objected to this idea was Prof. Oak, who for some reason had become skeptical of the entire project ever since their initial failures at creating a Mew clone from scratch, and thus refused to give part of his DNA for the experiment. Fuji’s theory proved correct, however, and Mewtwo was soon born, with powers matching that of the original Mew. Controlling the newborn Pokémon proved difficult, however, as its complete lack of empathy left it without any desire to work for the causes of its masters, and it soon managed with its immense psychic powers to destroy the laboratory and escape the researchers, seeking refuge in Cerulean Cave. Soon after Mewtwo’s escape, Giovanni explains, Oak officially announced his surrender to Lance, ending the war, an act of such sheer cowardice as he can never forgive, he adds.

Giovanni then explains how Lance subsequently stripped him of his position as a member of the Elite Four, and how the vast amounts of money he had invested in the Project was lost forever. Fuji immediately surrendered and pledged his allegiance to Lance upon the war’s conclusion. Blaine and Bill were eventually forced to do the same, and with some reluctance agreed after a while. Shigeki apparently disappeared without trace shortly after the war’s conclusion, never to be seen again.

Ariana returns with Giovanni’s drink, and he tells her that he wants her to go to Viridian City to watch over the gym in the event that Red decides to drop by to challenge it. Giovanni is anxious at the prospect of facing off against Red again and wants to be prepared for every eventuality. She objects, saying that their son would be sure to resist the move, but Giovanni persists and says that their son can come with her to Viridian if need be. Giovanni then turns to Player and says that he feels deeply troubled at Oak’s wanting to contact Fuji, and fears it may have something to do with the Mewtwo Project. Mewtwo, he is well aware, still hides away in Cerulean Cave, but though he has sent several teams in there in attempts to capture or defeat it, they have all failed.

He therefore wants Player to go to Pallet Town and try to question Oak to find out what he may be up to, resorting to violence if he deems it necessary. While Player is there, he points out, he may take advantage of the opportunity to find out more about Red and his family as well. Before Player leaves, Giovanni walks up from his desk and promotes him to the rank of Rocket Admin. Along with his promotion, Player receives the Rocket Pager, a device that will beep whenever Giovanni wants him to report to HQ.

On his way out of HQ, Player meets Rival, who has heard about Player’s new mission, and is eager to help him out with his interrogation of Oak, he says, having not yet received a new mission of his own.

Stepping outside, Player receives a phone call from Bill, who gathers that Giovanni has finally told Player about the details of the Mewtwo Project. He asks if Giovanni also told him about “the catastrophe”, and that if so if he gave him any specific details about what it was and what has become of it. When Player is unable to give him any additional information, Bill hangs up the phone.

Player may then choose to go to Pallet Town either by flying to Mt. Moon and walking through Pewter, or by going through Diglett Cave.

Viridian City

Player arrives to see Silver, clearly frustrated at having to be away from his father, running away from Ariana towards Route 22.

Pallet Town

Player enters Oak’s lab, but finds that Oak is not there. His aides appear annoyed at Player’s intrusion.

Upon trying to leave up towards Route 1, Player runs into Agatha of the Elite Four, who, surprised at seeing a visitor in that part of town, says she is visiting some relatives in town. She recognizes Player’s uniform and, understanding him to be on some business regarding Oak, once assured that Player intends no harm invites him inside for tea. Screen fades, suggesting time has passed, and Player, Agatha and Daisy sit around table drinking tea. Agatha explains her past with Oak, how before the war they were a tight-knit couple, and that she deeply admired the way he esteemed strength and vigilance above all else. They had a son together – the father of Blue and Daisy – but both he and his wife died during the war, and so Oak and Agatha vowed to avenge them by defeating Lance and Johto in the war. It was shortly thereafter that Oak committed what she considers to be the most heinous, cowardly misdeed and betrayal of trust that he has ever performed – he surrendered as Champion. For this she can never forgive him. Ever since he stepped down he has been a changed man; he has “gone soft”, she says, giving up battling entirely and committing himself entirely to his research. Even if he didn’t stand a chance, even if going against Lance would ultimately have meant his death, Agatha rants, at least it would have been an honorable one. At this Daisy interrupts her, clearly uncomfortable with the subject.

Agatha leaves soon afterwards to attend to some Elite Four business. With Agatha gone, Daisy says, with some hesitation, that she believes Oak to be a good person, that the public description of him as a friendly, optimistic person is true, and that she believes him to have brought her and Blue up well, but that something else is bothering her. Before she gets to say what this is, however, Rival bursts in, eager as he says to interrogate Oak, having finally located Player. Daisy, upon hearing this, becomes very angry and, saying that Agatha was wrong to trust a Rocket grunt for company, challenges Player. After Player wins, Rival knocks Daisy out with his Raticate, then proceeds to loot her house and steal her Pokémon. He is surprised at Player’s lack of enthusiasm for this crime, asking rhetorically if he has grown sympathy for this girl.

Accepting that Oak appears nowhere to be found, Rival flies back to Celadon. Player follows shortly thereafter.

Celadon City (5th visit)

Back at HQ, Giovanni is very angry with Rival for having acted so rashly and for stating aloud the secret intentions of the mission that were additionally not even his to fulfill.

Having finished scolding Rival, Giovanni turns to Player to assign him a new mission. He is setting a specialized team to work on locating Oak, and postpones his interrogation until he has been found, but in the meantime he has other work for Player. Blaine, Giovanni informs him, has responded to none of the attempts by Team Rocket to contact him, and he tasks Player with going to Cinnabar personally to tell Blaine that if he does not comply to their wishes he will suffer not only a suitable physical punishment from Giovanni, but also the legal consequences of having his criminal activity publicized. In order to get to Cinnabar, Giovanni says, Player may go to the laboratory section of HQ and request to get the HM for Surf.

Player then makes his way to Cinnabar, either through Fuchsia or Pallet.

Cinnabar Island

Player arrives in Cinnabar and enters Blaine’s Gym to find Blaine absent. Surrounding NPCs mention having seen him entering the Pokémon Mansion. Player goes there to investigate.

In the basement of the mansion Player finds a written note addressed to Blaine from Professor Oak, informing him that he has become aware of his recent associations with Team Rocket. Finally, Player locates Blaine on a secret floor hidden underneath the basement. He is frantic at the sight of Player and shouts that he regrets everything before battling him. When Player wins, Blaine explains the reasons for his recent avoidance of Team Rocket. He admits to having worked for Silph on a regular basis since just after the war’s conclusion, and is now terrified that Oak is going to go public with the information that he has helped Team Rocket, ruining his reputation, or that Giovanni is going to beat him up.

In an attempt to save himself he offers to give Player some valuable information regarding the Mewtwo Project. Blaine tells Player that it was in this very mansion that the scientists performed the experiments that led to the creation of Mewtwo. He proceeds to tell him that some way into the project, shortly after “the catastrophe” had taken place, Oak approached Blaine in particular to ask him for his assistance in a new, different project. This project, according to Oak, would make the two of them considerably more powerful than even Mewtwo could, and that he had begun work on it in a separate secret lab of his, but lacked the technical experience to go through with it. Blaine says he refused Oak’s offer out of continued faith in the Mewtwo Project. He points out that Oak appeared to have been skeptical of the Mewtwo Project from the very start, and that “the catastrophe” had sealed his opinion of it as a failure. He then goes on to wonder aloud about where this secret laboratory of Oak’s could be located, and what kind of a project he had intended to create there. He then leaves for his Gym after assuring himself that Team Rocket is not going to harm him.

Player receives a notification on his Rocket Pager, and returns to HQ.

Celadon City (6th visit)

Player enters HQ to find Giovanni informing him and a few other admins that they have finally managed to get some very important information out of Mr. Fuji; namely, that Silph Co. has been developing a new device (the Master Ball), already in its prototype stage, for the purpose of capturing legendary Pokémon, with assistance from Fuji and Professor Oak. Giovanni proclaims that Team Rocket must capture this device at all costs, because it might be the key to regaining control of Mewtwo once and for all, and he cannot, he says, allow it to fall into the hands of the Elite Four. As such, Giovanni is planning a complete takeover of the Silph Co. building in Saffron, taking the most respected scientists as hostages and demanding that they hand over the blueprints and all prototypes of the new device. Further instructions will be given on-site, he says.

On his way out of HQ, Player finds a number of grunts surrounding a TV screen. Player inspects it to find it displaying an interview with Lance about his opinion on the rapid advancement of a certain young trainer from Pallet Town who has already gotten ahold of five Gym Badges and intends to take on the Elite Four. The interviewer also mentions Red’s involvement in fighting Team Rocket. Lance laughs and says that he encourages this kind of behavior, and that he intends to be ready if Red should ever make it to the Pokémon League.

The broadcast ends, and Player makes his way to Saffron.

Saffron City

Player enters the Silph Co. building to find Petrel and Proton instructing a number of grunts (among them Rival) on the procedures they are going to go through in invading the building completely. There are a total of six high-ranked scientists located at different locations in the building, and Player is tasked with finding them, defeating them, and imprisoning them behind the building’s electrically powered doors through the use of the Card Key which Proton gives him. Some other grunts are tasked with setting up Rocket Teleport Pads around the building. Once everyone has successfully performed their duties, they say, Giovanni will make his way to the top floor and demand of the President that they hand over the blueprints and prototypes of the Master Ball.

Player finds and apprehends these scientists, then proceeds to make his way to the top floor. On his way he runs into Rival, who offers to make himself useful by handing back the Card Key back to Proton on the first floor, and Player acquiesces. Player makes his way through the teleport pad on the fifth floor leading to the seventh, and arrives just in time to see Professor Oak arriving from the opposing pad. He recognizes Player, and scolds him again for his criminal activities, then leaves.

Player steps on the final Teleport Pad leading to the top floor, and finds Bill waiting for him in the President’s room. Bill says that having gathered all the information about the Master Ball, he intends to take the blueprints and prototypes for it for himself as the ultimate means of capturing the rarest and most powerful Pokémon in existence for his collection. He has no regard whatsoever for Team Rocket’s interests, and advices them to leave. When Player remains in place, he challenges him to a battle. Player wins, and Bill, utterly disappointed in himself, leaves.

Giovanni eventually arrives on the scene, and commends Player for his work, promoting him to the rank of Rocket Executive and giving him the Crowbar (allowing him to break into locked doors) as a reward.

As Player is about to leave the building, Red enters.

Outside, Player gets a phone call from Bill, telling him to get over to the Pokémon Lab as soon as possible. Player does.

Cinnabar Island (2nd visit)

In the lab testing room in the far right of the Pokémon Lab are Bill, Blaine and Fuji. Fuji is clearly alarmed at the prospect of getting Player’s help, but Bill tells him to keep quiet. Bill explains that it seems as if only a single Master Ball prototype has thus far been manufactured, and that this is likely to come into the hands of Giovanni very soon. He has already committed the blueprints for it to memory, but should have liked to have gotten his hands on the prototype to save him the trouble of having to create one himself. As the circumstances are now, however, he realizes that this is his only option for getting his hands on the strongest Pokémon in existence.

On his mention of this, Fuji asks if he is referring to Mewtwo, and that if so it would be impossible to capture outright in any case, even with the Master Ball. Bill smugly agrees that Mewtwo would indeed be impossible to capture outright, owing to a special Poké Ball immunity that the scientists engineered into him during his conception – but he is not referring to Mewtwo at all, he says. Rare and powerful though Mewtwo may be, it is too much of a high-profile, politically involved Pokémon, and whoever against all odds should be able to capture Mewtwo would have all of the Elite Four and Team Rocket against them, and he has no intention of starting another war. He accuses Blaine and Fuji of thinking too simply, of not seeing the opportunity for tying up a significant loose end that has haunted all of them for years that the Master Ball grants them. Blaine and Fuji look surprised, realizing what Bill is referring to.

Bill has an idea for how to best make use of the Master Ball, he says, but needs Player’s help to gather some additional materials for its manufacture. He needs to go first to Viridian Forest to get ahold of an Apricorn, and then he needs to get ahold of a Silph Co.-certified processor chip, which he may be able to get from the Rocket HQ.

Viridian Forest

In the northeast corner of the forest, Player finds Silver standing against a tree of a slightly lighter shade of green than the others. He notices that Player wears a Team Rocket uniform and rants angrily about his disappointment in his father and his organization. Everything has begun to fall apart, he says, alluding to some catastrophe that he says has just taken place in Team Rocket. Upon realizing that Player has not yet heard any word of this catastrophe, he trails off and leaves.

Player plucks a Purple Apricorn from the tree. Immediately afterwards, he receives a notification through his Rocket Pager, and returns to HQ to see to it.

Celadon City (7th visit)

Player arrives at HQ to see a large group of Rocket grunts and admins (among them Rival) standing around Giovanni next to the entrance staircase.

Giovanni is furious, utterly humiliated at having his plans thwarted once again by Red. He explains to everyone how Red arrived at the Silph Co. building and single-handedly defeated every Rocket grunt in the building, then ran off with the Master Ball prototype. He turns to Rival and berates him for having dropped the Card Key that allowed Red to open the electronic doors. He releases his Nidoking from its Poké Ball and commands it to attack Rival, then orders him to take off his uniform and expels him from Team Rocket. Rival, frightened, escapes the building. Giovanni explains his plans for the organization going forward. Having suffered such repeated humiliation at the hands of Red, he has decided to relocate the Rocket HQ, along with the strongest grunts, to his Gym in Viridian, in order to have the greatest possible chance of defeating Red once and for all. From now on a beep from the Rocket Pager will signify that the receiving member should report to the Viridian Gym from now on, he explains.

When Giovanni has finished his speech, Player goes to the Rocket Laboratory, where he has previously been denied access, and finds a Silph processor chip. He then returns to the Pokémon Lab in Cinnabar to deliver it.

Cinnabar Island (3rd visit)

Player delivers the Apricorn and the processor chip to the scientists, who proceed to finish their Master Ball prototype. Bill explains what their plan is going to be for using it.

The only person, he says, who knows where the Pokémon they are after is located is Shigeki, and no one has seen him for ten years since the war’s conclusion, and so he could be anywhere. The only possible way to find him, he says, is to consult Mewtwo. Because Mewtwo was created by pieces of DNA from all of the scientist who took part in the Mewtwo Project (with the exception of Oak), it has the ability to read each of the scientists’ thoughts and emotions. He therefore gives the Master Ball to Player and tasks him with threatening Mewtwo with capture if he does not reveal Shigeki’s location.

Player may pick up an additional thirty Ultra Balls from the lab, then flies off to Cerulean and surfs to the entrance of Cerulean Cave.

Cerulean Cave

Player talks to the guy blocking the cave’s entrance, and when Player refuses to heed his advice by leaving, the two battle. Player wins and he steps aside. Player enters cave.

Player eventually makes his way down to Mewtwo’s hiding place.

Mewtwo expresses its ardent love for battle, how it longs to fight against the strongest Pokémon and trainers in existence. It curses its creators for having conceived it with this primal desire that it can never truly fulfill. It already knows why Player has come, having read Bill’s mind. It promises to grant his wishes if Player will indulge it in an engaging Pokémon battle. Player does so, defeating Mewtwo, and it is visibly pleased with the experience.

Mewtwo explains that it was indeed not the first fully formed Mew clone to be created, the first being Ditto, and the second being what the scientists refer to as “the catastrophe”. The latter of the two was the brainchild of Shigeki, it explains, who came up with a brilliant new idea for creating a Mew clone, but failed miserably in the execution of it. Though the specimen was an utter failure, it was never thoroughly disposed of, and was too powerful and erratic to either control or euthanize, so it still roams the region somewhere, and only Shigeki knows where.

Shigeki was an old man when the war began – older than Fuji, Mewtwo explains, and after it ended he wanted nothing more to do with Pokémon research, having grown disgusted by the subject as a whole after all the ruthless experiments they performed under the Mewtwo Project. Shortly after Mewtwo made its escape to Cerulean Cave and Oak announced his surrender to Lance, Shigeki ran away, far from Cinnabar, breaking all his ties to his former life as a scientist, and went to live a quiet, secluded life with his granddaughter. Shigeki, Mewtwo goes on to explain, is the very old man in Viridian City who teaches passerby trainers how to catch their first Pokémon. If it is in fact Player’s desire to capture this failed Pokémon experiment, then Mewtwo advises him to seek out Shigeki in Viridian to reveal its hiding place, but it warns of the Pokémon’s large and erratic power which rival even Mewtwo’s own.

With this information in mind, Player exits the cave and flies off to Viridian.

Viridian City (2nd visit)

Player confronts the Old Man, who at last reveals himself to be Shigeki. He invites Player into his home to explain the entire story.

After the Mewtwo Project had made numerous failed attempts at creating a Mew clone, Shigeki explains, it occurred to him that he might be successful by rearranging Mew’s genes and program its behavior entirely using a computer program, similar to how Blaine and Fuji created Porygon some years previously. This would allow the newborn Pokémon to remain completely within the control of its masters according to how it had been programmed, effectively solving the issue of Mew’s reluctance for war. Everything seemed to be working as planned right until the first test specimen was created, upon which he realized that there appeared to be a fatal glitch in the program he had written. At this point, however, it was already too late as the specimen had already been created. The result was a complete abomination, a huge, malformed creature that resembled no other Pokémon and could not be reliably controlled. It undeniably possessed huge powers, but they were highly unpredictable – its presence would create strange effects in the environment around it, and at regular intervals it would cause seemingly random items around it to duplicate themselves. Shigeki was shunned by the other scientists for having created such a failed, uncontrollable Pokémon, and he alone was tasked with disposing of it. Because it would behave erratically with and cause glitches in Bill’s Storage System, he did not dare to store it away in some PC box, nor did he possess the means of destroying it, powerful as it was, so he decided instead to simply dump it at the bottom of the ocean next to Cinnabar in the hopes that that would rid him of it forever. It did not disappear entirely, however, appearing at rare occasions along the eastern shore of Cinnabar when it detected particularly strong trainers nearby, and it continues this habit up until today.

This is where Player has to go if he intends to capture it, Shigeki says, though he warns of its great and unpredictable power. The catastrophe that was the failed specimen still haunts him to this day, and if Player against all odds should be successful in his undertaking, it would bring him great relief. He pleads Player not to reveal his identity to the other scientists, however, as he wants to go on living out his life in peace in Viridian.

Player flies back to Cinnabar.

Cinnabar Island (4th visit)

As Player arrives, he notices that the environment around the eastern shore of Cinnabar is behaving weird, twisting, bending, appearing and reappearing. He follows Shigeki’s advice and surfs along the shore until eventually he encounters Missingno. It will continue reappearing until Player successfully captures it, and will cause the sixth item in his bag to increase to a quantity of 99.

Bill and Fuji come out of the Pokémon Lab and Bill congratulates Player on his capture of Missingno. Blaine has apparently gone to his Gym to meet an incoming challenger. Bill says that he should like to have Missingno. for himself at some point for his Pokémon collection, but that for the moment he has grander plans in mind for its use. Bill invites Player to consider the possibilities that are now within his reach, seeing as he is now in possession of one of the strongest Pokémon in the world; he could probably stage a coup and take over Team Rocket, or even, he tentatively suggests, the Elite Four. Fuji points out that Bill’s suggestions are bold for someone with no alleged political interest, and flies back to Lavender. Bill scoffs at Fuji’s cowardice, accusing him of having been altered significantly since the bold, innovative scientist he was in his youth. Fuji is too naïve to realize that there are more powerful parties at play in Kanto at present, Bill rants; more powerful even than Lance or Giovanni, and that if Fuji would only dare to step outside the comfortable sphere he has created for himself by doing charity work in Lavender on his retirement fund from Silph, he would realize it.

Just then, Blue comes out of the Gym, and Blaine follows shortly after. Blue has just beaten Blaine and earned his seventh gym badge, and asks about all the commotion he heard going on outside was. He discovers that Player has just captured a rare Pokémon, and asks to see its Pokédex entry. Player shows it to him, and he proclaims in surprise that he has in fact seen this very Pokémon before. Upon hearing this, both Bill and Blaine are visibly shocked, and ask for further details about where he has seen it before, believing Missingno. to be completely unknown outside of the members of the Mewtwo Project. Blue says that he has seen pictures and models of it and Mewtwo in the basement of Oak’s lab – he appeared to have been studying both of these Pokémon intensely at some point.

Blaine exclaims in utter surprise that he has never, in all his years of visiting and conducting experiments in Oak’s lab, known about the existence of this basement area. It suddenly occurs to him that this might be the secret lab that Oak talked about conducting his secret experiments after giving up on the Mewtwo Project. Blue says that he does not remember very much about this basement lab, having only visited it briefly many years ago, but that he thinks Oak entered it through some hidden mechanism in the bookshelves in the back of his public lab. This new information excites Bill and Blaine very much, and they urge Player to go there to investigate.

So Player does.

Pallet Town (2nd visit)

Player arrives by Oak’s lab to find the door locked. Using the Crowbar, Player is able to break into the lab anyway, and enters to find Oak’s aides angry at his intrusion. He fights them all in turn, and they leave the lab after he has beaten them. Player then proceeds to touch the bookshelves in the top right corner of the lab, and discovers the hidden mechanism Blue spoke about. A floor tile slides away to reveal a ladder leading down to the basement, and Player descends it.

Player finds himself in a large, dark, underground area, filled with computer screens, journal notes, test tubes and various other scientific equipment. Reading the various journal notes scattered around the room will reveal that Oak began work on his own project during the war’s conclusion after realizing the Mewtwo Project’s imminent failure. He was the only one who realized the potential of his new idea, and because of this he was forced to work on it alone, which subsequently meant that it took him much longer to bring to fruition than he had initially anticipated.

Oak’s journals further reveal that he was skeptical of the Mewtwo Project from the very beginning, because he realized a fatal flaw in the logic of why the project was initiated in the first place: He realized that what ultimately gives Pokémon their power; the reason why Pokémon have grown to be such dominating forces in society; is not the physical strength or abilities of the Pokémon themselves, but rather intelligence and leadership capabilities of the humans who control them. A Pokémon, he argued, is at the end of the day only as strong as its master. The determining, limiting, factor in how powerful a Pokémon or team of Pokémon can be is in actuality how competent and determined the person who controls them is. Left to their own devices, Pokémon are nothing more than passive, simple-minded animals, and no single, independent Pokémon can ever be a match against a balanced team of Pokémon controlled by a competent trainer with a passion and propensity for strategic battle.

Therefore, simply creating a new Pokémon and equipping it with a primal desire for battle and a complete lack of empathy – however vastly powerful in the physical sense – was not the answer for achieving ultimate military or political power as Giovanni and the Mewtwo scientists appeared to believe, because a Pokémon like that could never be properly controlled, reasoned with or have its powers focused to serve the wishes and goals of humans. And even if it could, it would only be a single Pokémon, subject to the same limitations and weaknesses that all individual Pokémon are.

What Oak decided to do instead in order to ensure that he would ultimately obtain the greatest political power – realizing the potential of the genetic cloning that the scientists in the Mewtwo Project were doing – was to begin work on a brand new cloning project that would incorporate this philosophy. Rather than create a new Pokémon devoid of empathy and with an urge for battle, he decided to create a brand new human boy with these very same characteristics, believing this to be the most powerful weapon conceivable if properly controlled. If a boy with these biological traits were to grow up as a Pokémon trainer, he would not be subject to the same limitations that regular human trainers were, because he would possess no sympathy for the Pokémon under his control, and therefore be capable of coldly and objectively devise his battle strategies entirely on the basis of what was most likely to leave him victorious. Additionally, his natural urge for battle would give him a powerful drive to continuously keep battling, striving to improve his capabilities in every area of Pokémon fighting.

Oak began work his new project shortly after the Missingno. incident had taken place, asking each of the Mewtwo scientists in turn for their assistance. They all ultimately turned him down, but he was able to obtain some important research information on genetic cloning and manipulation of DNA from Fuji, which allowed him to proceed with the project alone. Oak created his clone from his own DNA, and utilized the same psychological programming used for Mewtwo to give it its same characteristics. He soon realized, however, that in order for the clone to grow to perfectly resemble a human being in appearance and demeanor, he would have to create it as an original fetus and allow it to grow naturally into a grown boy. As such, it was highly unlikely that he would even be able to use it in the war against Johto as he had originally intended. So he made the decision instead to wait for his specimen to grow naturally until it would be old enough to legally become a Pokémon trainer, putting it under the care of a single woman who lived nearby, a woman who had always wanted a child but whose sterility had made it impossible. The clone was created, and Oak named it after the color in which it originally appeared inside the test tube in his secret laboratory – Red.

Realizing that it was his only option for gaining complete power over both Kanto and Johto, and with complete confidence in Red’s future capabilities, Oak surrendered his position as Champion to Lance when his specimen was less than a year old – ending the war, because he did not under the circumstances want to risk either depleting more of his region’s military resources or a direct fatal battle with Lance himself. He made the decision to spend the following years as a mentor and father figure to Red, so that he would be able to guide and control his actions once he, as he inevitably would, grew to become a great Pokémon trainer. Oak believed firmly that Red, under proper guidance, could easily be strong enough to defeat both Giovanni and Lance.

Another note hidden in the back of the room reveals that Fuji, in an act of cowardice, hid the Mew that he had captured on his expedition under the truck next to the S.S. Anne. A computer in Oak’s lab flashes

Player’s Rocket Pager beeps, and he heads off back to Viridian.

Viridian City (3rd visit)

Player arrives to see Red leaving the city towards Route 22. Player approaches the Gym, and just then sees Giovanni come out of it, wearing his trench coat and hat. He appears sullen and explains for Player that Red has just defeated him for the very last time. Having thus failed his followers repeatedly, he is unable to keep running Team Rocket, and has decided to officially disband the organization from here on out. He invites the rest of the Rocket members to do as they please and wreak further havoc in this region that he despises so much, but that he is no longer suited to be their leader.

Ariana comes out of the Gym as well, and she desperately tries to convince Giovanni to stay as the leader of Team Rocket. She finds it absurd that he should abandon all his work on account of having lost a few Pokémon battles to a child, but Giovanni refuses to listen. Leaving the region and disbanding his failed organization would be the only honorable thing to do as things are, he reasons. He turns to Player and apologizes that he was not able to live up to the vision he had created for a Kanto ruled by Team Rocket, for the lost opportunities he has failed to act upon, and for his repeated bouts of unjustifiable anger, such as his violent expulsion of Rival from the team. As a final gift to Player for his valiant efforts as a Team Rocket member, he hands him a suitcase and tells him to take what’s inside, then leaves off toward Route 22. Shortly after Silver comes running out of the Gym as well, shouting his hatred for his father, then chasing after him. Ariana makes a short expression of her disappointment, then goes back inside the Gym.

Player opens the suitcase given to him by Giovanni. Inside it is a letter from Giovanni, explaining how he is giving Player his final promotion (though Team Rocket is technically disbanded), to Rocket Boss, and tasks him with informing the other Rocket Leaders of the disbandment of the organization, and with, if possible, dealing out his revenge on Red, Lance and Oak. The suitcase also contains Giovanni’s own business suit, which Player changes into when promoted to Boss, as well as a large sack of money.

Heeding Giovanni’s wishes, Player goes off to Route 22, onwards towards the Indigo Plateau.

Route 23

At the entrance to Victory Road, Player runs into Lance, who in a fit of rage explains how he has already lost his position as Champion to some little kid from Pallet. In his anger he decides to battle Player. When Player wins, he angrily explains how has known about Team Rocket’s increasing criminal activity since its very beginning, and has always possessed the means of stopping them, but has allowed them to go on in order to demonstrate his authority to the people of Kanto, who appear to have lost their faith in him and in the feudal system as a whole. He knew about Team Rocket’s plans to invade Silph Co. before it even happened from his spies that he has stationed in the organization, and had intended to rush in at the last minute to save the company, but Red got there before he managed to. He now regrets his own laziness, and fumes back to the Plateau to defend his newly demoted position as an Elite Four member.

Player makes his way through Victory Road and finally enters the Indigo Plateau.

Indigo Plateau

Player enters the building to find it filled with trainers and other spectators. He is not yet allowed to enter to the Elite Four area, because, he is informed, another challenger has just entered and is in the process of challenging them. Oak arrives shortly after, shocked to find that Blue is the new Champion and not Red, as he had anticipated. He is allowed entry to the Elite Four area on the grounds of being the new Champion’s grandfather.

Among the surrounding trainers, Player spots Rival (no longer in his Rocket uniform), who appears very excited, believing this to be an important day in Kanto history; Lance, the former Champion, has been defeated for the first time in ten years, and the League has received two challengers in a very short time span, both from the very same small town.

Bill arrives, and he appears also to be shocked at finding Blue to be the new champion and not Red. A news broadcast flashes onscreen a TV in the room, showing an interview with a cocky Blue who tells that his ultimate dreams of becoming the Champion have finally come true. When asked for his first order of business as Champion, he proclaims that he means to lift the ban on riding bicycles indoors.

Bill asks a member of the staff for the identity of the new challenger, and finds it to be Red, just as he had anticipated. Bill says that they need to hurry inside to try and stop Red from becoming the new Champion and fulfilling Oak’s plan. He attempts to bribe the guard at the door to let them through, but she refuses to budge. As a final favor to Player, Rival sends out his Raticate and knocks the guard unconscious. Bill tells Player that beyond this door he is likely to face the toughest set of battles in all his life, and advices him to stock up on healing items and otherwise make sure that he is absolutely prepared to face the worst. Bill also advices Player to bring along his Missingno. in preparation for the tough battles ahead, and will not let him enter unless he has it in his party.

Having done so, Bill and Player proceed on to the Elite Four area.

They make their way past Lorelei and Bruno, who have both already been beaten by Red, apparently stunned at his power and cold demeanor. As they enter Agatha’s room, she stops them. She says that she admires her grandson greatly for having grown to become so strong, but that she is even more impressed with Red’s powers. She had never before paid much attention to the fatherless boy, but has now grown to understand why Oak always seemed to hold him in such high regard. When Oak came through just now to see Blue, she says, he did not even speak with her, but walked coldly past as if he didn’t even know her. Player and Bill proceed through Lance’s room, to find him still furious at having lost his position as Champion.

Finally, they make it to the Champion’s room, where they arrive just in time to see Oak walk up to congratulate Red on having beaten Blue and thereby becoming the new Pokémon League Champion. All the dialogue from the original game takes place, and they see Oak walk Red up into the Hall of Fame room to begin the Champion initiation ceremony. A voice announces over a loudspeaker that the old Champion has been defeated, and that the new Champion of Kanto-Johto is Red from Pallet Town.

Shortly afterwards, a crowd of people (among them Rival and the other Elite Four members) appear in the Champion’s room to see the new Champion. Blue is left in a state of absolute shock, having just had his ultimate dreams crushed. He says that he is devastated by Oak’s words, believing himself always to have treated his Pokémon with kindness and respect, and that it is really Red who has been the cold one, more obsessed with winning battles than the well-being of his Pokémon. The other trainers appear fascinated at the prospect of receiving another brand new League Champion in such a short time span.

After some time, Oak and Red emerge from the Hall of Fame room. Oak proclaims that the new Champion of Kanto-Johto is Red. Red, he claims, being a minor and suffering from certain social and intelligence disabilities, is incapable of leading the regions in isolation, and, being his only legal male guardian, Oak himself will serve as Red’s main political advisor and as the communicator of his wishes. He asks Red if he approves of this arrangement, and he replies in the affirmative. Oak then proceeds to dictate his terms for the regions going forward. He declares that henceforth all legendary Pokémon native to Kanto or Johto are to be owned by the government, to be used for military defense, and to prevent any single trainer from capturing them for himself. He also intends to crack down harshly on Pokémon trainers practicing battle without an official Trainer License. All trainers, then, who are either under the age of eleven or who have not received their starter Pokémon from an official Pokémon League associate will be subject to substantial fines and bans on future battling. Finally, he sentences Giovanni and Lance to capital punishment by hanging; Giovanni for leading the criminal association Team Rocket, and Lance for willfully deciding not to take any legal action against the organization despite having full knowledge of their criminal activity. He asks Red if he approves of these terms and once again he replies in the affirmative.

Just then, Blaine, Shigeki and Fuji all arrive together, and announce to the crowd that Red cannot be Champion, because he is not, in fact, a human being, but rather just an artificial clone created by Oak to serve his biddings. Upon hearing this, the crowd begins to grow restless, and demands an explanation from Oak. Oak, infuriated at having his plans revealed in front of the crowd, denies the accusations, and retreats back into the Hall of Fame room with Red, closing the door behind them. The crowd moves forward angrily, trying to break their way through the door.

Agatha, who has just come to the realization that Oak is in fact not a coward after all; that he only ever surrendered his position as Champion because he knew he could come back even more powerfully in the future, fights her way to the front of the crowd and blocks the door to the Hall of Fame room. She unleashes her Ghost Pokémon to keep the crowd away, and everyone becomes too petrified to move. Player, however, has the Silph Scope, and is able to see the ghosts as regular Pokémon. He makes his way up to Agatha, who refuses to let him through. The two battle, and Player wins. Using the Crowbar, Player breaks his way into the Hall of Fame room.

Inside, Player finds Red and Oak standing by the Hall of Fame machine with their backs turned. Oak turns around finally reveals his true intentions, relinquishing all attempts at trying to appear nice or polite.

Oak had indeed created Red for the sole purpose of expanding his political power. When he realized that Red would not be grown enough to fulfill his intentions until much later, his only option was to surrender in the war and give up his position as Champion. It was the most humiliating thing he has ever done in his life, he says, with Lance banning him from practicing battling at all – not to mention all the people who despised him in the years following for his apparent cowardice. But it was all worth it in the end, he says, because Red is his ultimate creation, the proudest achievement of his scientific career. What limits most trainers, he says, is their undying affection and regard for the Pokémon they battle with; they limit themselves in their battle strategies by trying to prevent their Pokémon from getting hurt. A trainer like Red, however, who is devoid of those petty human emotions of compassion and empathy, and whose only drive is an innate desire for more and more battle, would not have these limitations, and would be able to grow to eventually become the greatest trainer in existence. He was perfectly confident, when he gave up his political powers ten years ago, that the specimen that was growing in his laboratory would one day be powerful enough to defeat both Giovanni and Lance, and eventually even the Champions of the other Pokémon regions as well. He proceeds to ridicule the culture in the modern Pokémon world: the ridiculously arbitrary value that is placed on honor and formalities. People wage wars to the death, he says, but will always forfeit to the person who can beat them in a Pokémon battle. Therefore, he reasons, if you can control the strongest trainer in the world, you can control all the people of the world as well.

He claims to have been surrounded, all his life, by stupid people who fail to see the bigger picture of things. The Mewtwo Project was an interesting idea, he says, but one that was ultimately bound to fail, and nobody was able to see it but himself. He is utterly disgusted that Player, some random Team Rocket member, has managed to ruin his plans so utterly by figuring out what Red really is, but that it ultimately makes no difference, because for all intents and purposes, Red is biologically human, and legally he will have to remain the Champion until someone beats him, no matter what happens. He knows that Red has beaten Player once before, on Mt. Moon, and believes him still to be the superior trainer by far. He then tells Red to battle Player and send him away. The two battle, and to Oak’s amazement Player eventually emerges victorious. Oak stands dumbfounded for a few moments, and is about to unleash his rage on Player when Agatha rushes in. She apologizes frantically to Oak for letting Player inside, and goes on to express her ardent love for Oak. She is sorry for having mistakenly judged him in the past, but that now that she understands that Oak always intended to be the most powerful person in the world all along; that he had not “gone soft” at all, she realizes that her love for him has in fact not wavered for a second over all these years.

Oak remains silent for a little while after Agatha’s appeal, appearing to consider her words. Finally, however, he unleashes his rage, ridiculing Agatha for her pretentious obsession with honor, with always being strong and powerful. He sends out his Tauros, and commands it to attack her, shouting his hatred for her all the while, until eventually she dies.

Bill and Rival enter the room, seeing Red defeated and Agatha slain on the floor. Bill teases Oak for having failed in his ultimate plans, inspects Red and muses over what might have gone wrong in the construction. Oak pushes Bill away angrily, and says that his plans have in fact not failed at all, because Red is still legally the Champion of the region. Bill counters that Player has already proven himself to be the stronger trainer, and that he could easily take on the League challenge in an official way and become the Champion that way. In any case, Bill says, Oak has failed in his endeavor to create the strongest trainer in the world. Oak curses Bill, and announces that he intends to take matters into his own hands. He faces Player and battles him using his own team of Pokémon. When Player finally beats him, he is devastated with himself; dumbfounded that all his perfectly calculated plans could be thwarted by a petty criminal.

Lance, Blue, Rival and a few of the other surrounding trainers, who have managed to fend off Agatha’s ghosts, enter the room. Lance has brought a number of lawyers and policemen into the room as well. They claim that Red will have to be subject to a medical examination to determine whether he is human or not to verify if he is in fact eligible to be Champion, and that Player is to be arrested for having been a member of, and conducting criminal activity for Team Rocket. Oak will also have to face a trial for an alleged government conspiracy and second-degree murder.

Oak denies all allegations, and commands Red to send these people away, and that they have no right or power to deny the wishes of the reigning Champion. Red, however, being too much at a loss for words after losing to Player, says nothing. Oak then, in a fit of desperation, runs up to the Hall of Fame computer with the intent of entering himself as Champion, so everyone will be forced to follow his orders directly. When the crowd tries to stop him, he pushes them away with his Pokémon.

Just as Oak has switched on the Hall of Fame computer, Missingno. comes out of Player’s Poké Ball, and moves up to the computer. It proceeds to crash the computer and corrupt all the data contained within it. Oak is amazed at the sight of Missingno., believing it to have been lost forever. He laughs a final laugh and submits to the police officers who take him, Red and Player away. Rival and Blue protest when the officers attempt to take Player away, but Bill stands still and ignores it, satisfied with how everything turned out in the end.

End Credits

During the credits montage, we see Oak, Red and Player in court, facing their judgments in turn. Oak’s research notes have mysteriously disappeared from his lab, and so no evidence can be brought against him for the creation of Red and for his plots against the government, and no eyewitness testimonies can be brought against him for the murder of Agatha, but for having broken his imposed ban on Pokémon battle, Oak is banished from the Kanto region, as well as from practicing further Pokémon research or experimentation.

The biological tests on Red conclude that though he resembles a human almost perfectly, there are key differences in his DNA, which, according to the judge, make him ineligible to be the Indigo League Champion. Blue is offered the position in his place, but, having learned the truth about his grandfather, he no longer wants to gain his approval, thereby removing his motivation to become Champion in the first place, and he turns down the offer. Lance resumes his position as Champion instead, to his great delight.

Player is subjected to ten years in prison for his criminal activities for Team Rocket on account of several eyewitness testimonies assuring the jury of his various criminal deeds.

In a final scene after the credits have finished rolling, we see Bill standing in a laboratory with Professor Elm. Bill has apparently stolen Oak’s secret research notes from his basement lab, and if going over them with Elm. Bill concludes that with modern technology, and with Elm’s help, it would only take them about three years to develop a new clone of equal or greater powers than Red. The two agree to enter a partnership.

Saffron City (2nd visit)

When Player returns to the game after the credits have rolled, he sits in an underground prison cell in Saffron City. A guard announces that he has been bailed out by some generous benefactor, and Player walks out to find Shigeki, who has heard of everything that happened in the trial, and has decided to pay for his bail as a gesture of gratitude for having captured Missingno. and removed the burden of it from his conscience.

Player is now free to go wherever he likes in the region, completing unfinished side quests catching any of the legendary Pokémon, or stealing Pokémon from the region’s gym leaders or Elite Four.

**Optional Side Quests**

* Player can at any time steal a Bicycle from the bicycle shop in Cerulean after defeating the shop owner.
* Talking to the leader of the biking gang in the northernmost part of Cycling Road, Player can receive additional missions to beat up or steal from specific trainers located around the region. As a reward, Player will receive rare items and TMs.
* After Player receives the mission to apprehend Blaine after his 5th to Celadon, he may make his way to Fuschia, where Koga (who is an associate of Team Rocket’s) will have a special mission for him. Inside Koga’s Gym is another secret external Rocket base, with Proton acting as its leader. Koga is annoyed that people are not motivated enough to challenge him on account of not having access to Surf HMs, and so he wants Player to go to the Secret House in the Safari Zone, beat up the guy who lives there, and steal all his HMs. Another Rocket associate at the Safari Zone entrance will let Player enter for free without a time limit or having to withhold his Pokémon. If Player does as Koga requests, then returns to his Gym, Koga will give him the VS Seeker.
* Talking to the Super Nerd in the Pokémon Lab will reveal him to be Miguel, the same Super Nerd who helped Team Rocket. As it turns out, Miguel kept a fossil for himself, and if Player beats him, he can take it from him and revive it in the Fossil Resurrection room.