

BULBASAUR

GEN I - KANTO

#001



A STRANGE SEED WAS PLANTED ON ITS BACK AT BIRTH. THE PLANT SPROUTS AND GROWS WITH THIS POKÉMON.



BULBASAUR → IVYSAUR → VENUSAUR

IVYSAUR

GEN I - KANTO

#002



WHEN THE BULB ON ITS BACK GROWS LARGE, IT APPEARS TO LOSE THE ABILITY TO STAND ON ITS HIND LEGS.



BULBASAUR → IVYSAUR → VENUSAUR

VENUSAUR

GEN I - KANTO

#003



THE PLANT BLOOMS WHEN IT IS ABSORBING SOLAR ENERGY. IT STAYS ON THE MOVE TO SEEK SUNLIGHT.



BULBASAUR → IVYSAUR → VENUSAUR

CHARMANDER

GEN I - KANTO

#004



OBVIOUSLY PREFERS HOT PLACES. WHEN IT RAINS, STEAM IS SAID TO SPOUT FROM THE TIP OF ITS TAIL.



CHARMANDER → CHARMELDON → CHARIZARD

CHARMELEON

GEN I - KANTO

#005



WHEN IT SWINGS ITS BURNING TAIL, IT ELEVATES THE TEMPERATURE TO UNBEARABLY HIGH LEVELS.



CHARMANDER → CHARMELDON → CHARIZARD

CHARIZARD

GEN I - KANTO

#006



SPITS FIRE THAT IS HOT ENOUGH TO MELT BOULDERS. KNOWN TO CAUSE FOREST FIRES UNINTENTIONALLY.



CHARMANDER → CHARMELDON → CHARIZARD

SQUIRTLE

GEN I - KANTO

#007



AFTER BIRTH, ITS BACK SWELLS AND HARDENS INTO A SHELL. POWERFULLY SPRAYS FOAM FROM ITS MOUTH.



SQUIRTLE → WARTORTLE → BLASTOISE

WARTORTLE

GEN I - KANTO

#008



OFTEN HIDES IN WATER TO STALK UNWARY PREY. FOR SWIMMING FAST, IT MOVES ITS EARS TO MAINTAIN BALANCE.



SQUIRTLE → WARTORTLE → BLASTOISE

BLASTOISE
GEN I - KANTO

#009



A BRUTAL POKÉMON WITH PRESSURIZED WATER JETS ON ITS SHELL. THEY ARE USED FOR HIGH SPEED TACKLES.



SQUIRTLE → WARTORTLE → BLASTOISE

CATERPIE
GEN I - KANTO

#010



ITS SHORT FEET ARE TIPPED WITH SUCTION PADS THAT ENABLE IT TO TIREDLESSLY CLIMB SLOPES AND WALLS.



CATERPIE → METAPOD → BUTTERFREE

METAPOD
GEN I - KANTO

#011



THIS POKÉMON IS VULNERABLE TO ATTACK WHILE ITS SHELL IS SOFT, EXPOSING ITS WEAK AND TENDER BODY.



CATERPIE → METAPOD → BUTTERFREE

BUTTERFREE
GEN I - KANTO

#012



IN BATTLE, IT FLAPS ITS WINGS AT HIGH SPEED TO RELEASE HIGHLY TOXIC DUST INTO THE AIR.



CATERPIE → METAPOD → BUTTERFREE

WEEDLE
GEN I - KANTO

#013



OFTEN FOUND IN FORESTS, EATING LEAVES. IT HAS A SHARP VENOMOUS STINGER ON ITS HEAD.



WEEDLE → KAKUNA → BEEDRILL

KAKUNA
GEN I - KANTO

#014



ALMOST INCAPABLE OF MOVING, THIS POKÉMON CAN ONLY HARDEN ITS SHELL TO PROTECT ITSELF FROM PREDATORS.



WEEDLE → KAKUNA → BEEDRILL

BEEDRILL
GEN I - KANTO

#015



IT HAS THREE POISONOUS STINGERS ON ITS FORELEGS AND ITS TAIL. THEY ARE USED TO JAB ITS ENEMY REPEATEDLY.



WEEDLE → KAKUNA → BEEDRILL

PIDGEY
GEN I - KANTO

#016



A COMMON SIGHT IN FORESTS AND WOODS. IT FLAPS ITS WINGS AT GROUND LEVEL TO KICK UP BLINDING SAND.



PIDGEY → PIDGEOTTO → PIDGEOT

PIDGEOTTO
GEN I - KANTO

#017

 NORMAL
 FLYING

VERY PROTECTIVE OF ITS SPRAWLING TERRITORIAL AREA, THIS POKÉMON WILL FIERCELY PECK AT ANY INTRUDER.

**PIDGEOT**
GEN I - KANTO

#018

 NORMAL
 FLYING

WHEN HUNTING, IT SKIMS THE SURFACE OF WATER AT HIGH SPEED TO PICK OFF UNWARY PREY SUCH AS MAGIKARP.

**RATTATA**
GEN I - KANTO

#019



NORMAL

BITES ANYTHING WHEN IT ATTACKS. SMALL AND VERY QUICK, IT IS A COMMON SIGHT IN MANY PLACES.

**RATICATE**
GEN I - KANTO

#020



NORMAL

IT USES ITS WHIS-KERS TO MAINTAIN ITS BALANCE. IT APPARENTLY SLOWS DOWN IF THEY ARE CUT OFF.

**SPEAROW**
GEN I - KANTO

#021

 NORMAL
 FLYING

IT FLAPS ITS SMALL WINGS BUSILY TO FLY. USING ITS BEAK, IT SEARCHES IN GRASS FOR PREY.

**FEAROW**
GEN I - KANTO

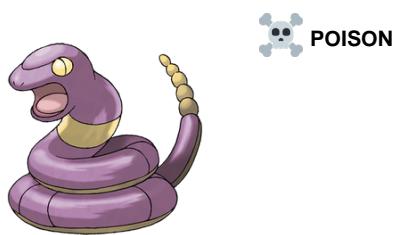
#022

 NORMAL
 FLYING

WITH ITS HUGE AND MAGNIFICENT WINGS, IT CAN KEEP ALOFT WITHOUT EVER HAVING TO LAND FOR REST.

**EKANS**
GEN I - KANTO

#023



POISON

MOVES SILENTLY AND STEALTHILY. EATS THE EGGS OF BIRDS, SUCH AS PIDGEY AND SPEAROW, WHOLE.

**ARBOK**
GEN I - KANTO

#024



POISON

IT IS RUMORED THAT THE FEROCIOS WARNING MARKINGS ON ITS BELLY DIFFER FROM AREA TO AREA.



PIKACHU
GEN I - KANTO

#025



⚡ ELECTRIC

WHEN SEVERAL OF THESE POKÉMON GATHER, THEIR ELECTRICITY COULD BUILD AND CAUSE LIGHTNING STORMS.



PICHU → PIKACHU → RAICHU

NIDORAN-F
GEN I - KANTO

#029



.POISON

ALTHOUGH SMALL, ITS VENOMOUS BARBS RENDER THIS POKÉMON DANGEROUS. THE FEMALE HAS SMALLER HORNS.



NIDORAN-F → NIDORINA → NIDOQUEEN

RAICHU
GEN I - KANTO

#026

⚡ ELECTRIC



ITS LONG TAIL SERVES AS A GROUND TO PROTECT ITSELF FROM ITS OWN HIGH-VOLTAGE POWER.



PICHU → PIKACHU → RAICHU

SANDSHREW
GEN I - KANTO

#027

⊕ GROUND



BURROWS DEEP UNDERGROUND IN ARID LOCATIONS FAR FROM WATER. IT ONLY EMERGES TO HUNT FOR FOOD.



SANDSHREW → SANDSLASH

SANDSLASH
GEN I - KANTO

#028

⊕ GROUND



CURLS UP INTO A SPINY BALL WHEN THREATENED. IT CAN ROLL WHILE CURLED UP TO ATTACK OR ESCAPE.



SANDSHREW → SANDSLASH

NIDORAN-F
GEN I - KANTO

#029

.POISON



ALTHOUGH SMALL, ITS VENOMOUS BARBS RENDER THIS POKÉMON DANGEROUS. THE FEMALE HAS SMALLER HORNS.



NIDORAN-F → NIDORINA → NIDOQUEEN

NIDORINA
GEN I - KANTO

#030

.POISON



THE FEMALE'S HORN DEVELOPS SLOWLY. PREFERS PHYSICAL ATTACKS SUCH AS CLAWING AND BITING.



NIDORAN-F → NIDORINA → NIDOQUEEN

NIDOQUEEN
GEN I - KANTO

#031

⊕ POISON
⊕ GROUND

ITS HARD SCALES PROVIDE STRONG PROTECTION. IT USES ITS HEFTY BULK TO EXECUTE POWERFUL MOVES.



NIDORAN-F → NIDORINA → NIDOQUEEN

NIDORAN-M
GEN I - KANTO

#032

.POISON



STIFFENS ITS EARS TO SENSE DANGER. THE LARGER ITS HORNS, THE MORE POWERFUL ITS SECRETED VENOM.



NIDORAN-M → NIDORINO → NIDOKING

NIDORINO
GEN I - KANTO

#033



AN AGGRESSIVE POKÉMON THAT IS QUICK TO ATTACK. THE HORN ON ITS HEAD SECRETES A POWERFUL VENOM.



NIDORAN-M → NIDORINO → NIDOKING

VULPIX
GEN I - KANTO

#037



AT THE TIME OF BIRTH, IT HAS JUST ONE TAIL. THE TAIL SPLITS FROM ITS TIP AS IT GROWS OLDER.



VULPIX → NINETALES

NIDOKING
GEN I - KANTO

#034



IT USES ITS POWERFUL TAIL IN BATTLE TO SMASH, CONstrict, THEN BREAK THE PREY'S BONES.



NIDORAN-M → NIDORINO → NIDOKING

CLEFAIRY
GEN I - KANTO

#035

CLEFABLE
GEN I - KANTO

#036



ITS MAGICAL AND CUTE APPEAL HAS MANY ADMIRERS. IT IS RARE AND FOUND ONLY IN CERTAIN AREAS.



CLEFFA → CLEFAIRY → CLEFABLE

CLEFABLE
GEN I - KANTO

#036



A TIMID FAIRY POKÉMON THAT IS RARELY SEEN. IT WILL RUN AND HIDE THE MOMENT IT SENSES PEOPLE.



CLEFFA → CLEFAIRY → CLEFABLE

NINETALES
GEN I - KANTO

#038



VERY SMART AND VERY VENGEFUL. GRABBING ONE OF ITS MANY TAILS COULD RESULT IN A 1000-YEAR CURSE.



VULPIX → NINETALES

JIGGLYPUFF
GEN I - KANTO

#039

WIGGLYTUFF
GEN I - KANTO

#040



WHEN ITS HUGE EYES LIGHT UP, IT SINGS A MYSTERIOUSLY SOOTHING MELODY THAT LULLS ITS ENEMIES TO SLEEP.



IGGLYBUFF → JIGGLYPUFF → WIGGLYTUFF



THE BODY IS SOFT AND RUBBERY. WHEN ANGERED, IT WILL SUCK IN AIR AND INFLATE ITSELF TO AN ENORMOUS SIZE.



IGGLYBUFF → JIGGLYPUFF → WIGGLYTUFF

ZUBAT

GEN I - KANTO

#041



FORMS COLONIES IN PERPETUALLY DARK PLACES. USES ULTRASONIC WAVES TO IDENTIFY AND APPROACH TARGETS.

**GOLBAT**

GEN I - KANTO

#042



ONCE IT STRIKES, IT WILL NOT STOP DRAINING ENERGY FROM THE VICTIM EVEN IF IT GETS TOO HEAVY TO FLY.

**VILEPLUME**

GEN I - KANTO

#045



IT HAS THE WORLD'S LARGEST PETALS. WITH EVERY STEP, THE PETALS SHAKE OUT HEAVY CLOUDS OF TOXIC POLLEN.

**PARAS**

GEN I - KANTO

#046



BURROWS TO SUCK TREE ROOTS. THE MUSHROOM ON ITS BACK GROW BY DRAWING NUTRIENTS FROM THE BUG HOST.

**ODDISH**

GEN I - KANTO

#043



DURING THE DAY, IT KEEPS ITS FACE BURIED IN THE GROUND. AT NIGHT, IT WANDERS AROUND SOWING ITS SEEDS.

**GLOOM**

GEN I - KANTO

#044



THE FLUID THAT OOZES FROM ITS MOUTH ISN'T DROOL. IT IS A NECTAR THAT IS USED TO ATTRACT PREY.

**VILEPLUME**

GEN I - KANTO

#045

PARAS

GEN I - KANTO

#046

PARASECT

GEN I - KANTO

#047

**VENONAT**

GEN I - KANTO

#048



A HOST-PARASITE PAIR IN WHICH THE PARASITE MUSHROOM HAS TAKEN OVER THE HOST BUG. PREFERENCES DAMP PLACES.

**VENONAT**

GEN I - KANTO

#048



LIVES IN THE SHADOWS OF TALL TREES WHERE IT EATS INSECTS. IT IS ATTRACTED BY LIGHT AT NIGHT.



VENOMOTH
GEN I - KANTO

#049



BUG

POISON

THE DUSTLIKE SCALES COVERING ITS WINGS ARE COLOR-CODED TO INDICATE THE KINDS OF POISON IT HAS.



VENONAT

VENOMOTH

DIGLETT
GEN I - KANTO

#050

GROUND



LIVES ABOUT ONE YARD UNDERGROUND WHERE IT FEEDS ON PLANT ROOTS. IT SOMETIMES APPEARS ABOVE GROUND.



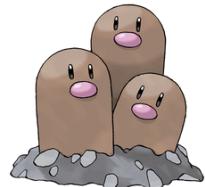
DIGLETT

DUGTRIO

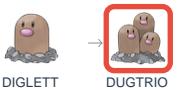
DUGTRIO
GEN I - KANTO

#051

GROUND



A TEAM OF DIGLETT TRIPLETS. IT TRIGGERS HUGE EARTHQUAKES BY BURROWING 60 MILES UNDERGROUND.



DIGLETT

DUGTRIO

MEOWTH
GEN I - KANTO

#052

NORMAL



IT WASHES ITS FACE REGULARLY TO KEEP THE COIN ON ITS FOREHEAD SPOTLESS. IT DOESN'T GET ALONG WITH GALARIAN MEOWTH.



MEOWTH

PERSIAN

PERRSERKER

PERSIAN
GEN I - KANTO

#053

NORMAL



ALTHOUGH ITS FUR HAS MANY ADMIRERS, IT IS TOUGH TO RAISE AS A PET BECAUSE OF ITS FICKLE MEANNESS.



MEOWTH

PERSIAN

PERRSERKER

PSYDUCK
GEN I - KANTO

#054

WATER



WHILE LULLING ITS ENEMIES WITH ITS VACANT LOOK, THIS WILY POKÉMON WILL USE PSYCHOKINETIC POWERS.



PSYDUCK

GOLDUCK

GOLDUCK
GEN I - KANTO

#055

WATER



OFTEN SEEN SWIMMING ELEGANTLY BY LAKE SHORES. IT IS OFTEN MISTAKEN FOR THE JAPANESE MONSTER, KAPPA.



PSYDUCK

GOLDUCK

MANKEY
GEN I - KANTO

#056

FIGHTING



EXTREMELY QUICK TO ANGER. IT COULD BE DOCILE ONE MOMENT THEN THRASHING AWAY THE NEXT INSTANT.



MANKEY

PRIMEAPE

ANNIHILAPE

PRIMEAPE #057
GEN I - KANTO

FIGHTING

ALWAYS FURIOUS AND TENACIOUS TO BOOT. IT WILL NOT ABANDON CHASING ITS QUARRY UNTIL IT IS CAUGHT.



MANKEY → PRIMEAPE → ANNIHILAPE

GROWLITHE #058
GEN I - KANTO

FIRE

VERY PROTECTIVE OF ITS TERRITORY. IT WILL BARK AND BITE TO REPEL INTRUDERS FROM ITS SPACE.



GROWLITHE → ARCANINE

ARCANINE #059
GEN I - KANTO

FIRE

A POKÉMON THAT HAS BEEN ADMIRED SINCE THE PAST FOR ITS BEAUTY. IT RUNS AGILELY AS IF ON WINGS.



GROWLITHE → ARCANINE

POLIWAG #060
GEN I - KANTO

WATER

ITS NEWLY GROWN LEGS PREVENT IT FROM RUNNING. IT APPEARS TO PREFER SWIMMING THAN TRYING TO STAND.



POLIWAG → POLIWHIRL → POLIWRATH → POLITICOED

POLIWHIRL #061
GEN I - KANTO

WATER

CAPABLE OF LIVING IN OR OUT OF WATER. WHEN OUT OF WATER, IT SWEATS TO KEEP ITS BODY SLIMY.



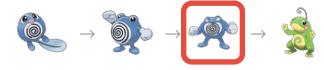
POLIWAG → POLIWHIRL → POLIWRATH → POLITICOED

POLIWRATH #062
GEN I - KANTO

WATER

FIGHTING

AN ADEPT SWIMMER AT BOTH THE FRONT CRAWL AND BREAST STROKE. EASILY OVERTAKES THE BEST HUMAN SWIMMERS.



POLIWAG → POLIWHIRL → POLIWRATH → POLITICOED

ABRA #063
GEN I - KANTO

PSYCHIC

USING ITS ABILITY TO READ MINDS, IT WILL IDENTIFY IMPENDING DANGER AND TELEPORT TO SAFETY.



ABRA → KADABRA → ALAKAZAM

KADABRA #064
GEN I - KANTO

PSYCHIC

IT EMITS SPECIAL ALPHA WAVES FROM ITS BODY THAT INDUCE HEADACHES JUST BY BEING CLOSE BY.



ABRA → KADABRA → ALAKAZAM

ALAKAZAM

GEN I - KANTO

#065



ITS BRAIN CAN OUT-PERFORM A SUPER-COMPUTER. ITS INTELLIGENCE QUOTIENT IS SAID TO BE 5,000.



ABRA → KADABRA → ALAKAZAM

MACHOP

GEN I - KANTO

#066



LOVES TO BUILD ITS MUSCLES. IT TRAINS IN ALL STYLES OF MARTIAL ARTS TO BECOME EVEN STRONGER.



MACHOP → MACHOKE → MACHAMP

MACHOKE

GEN I - KANTO

#067



ITS MUSCULAR BODY IS SO POWERFUL, IT MUST WEAR A POWER SAVE BELT TO BE ABLE TO REGULATE ITS MOTIONS.



MACHOP → MACHOKE → MACHAMP

MACHAMP

GEN I - KANTO

#068



USING ITS HEAVY MUSCLES, IT THROWS POWERFUL PUNCHES THAT CAN SEND THE VICTIM CLEAR OVER THE HORIZON.

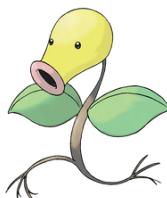


MACHOP → MACHOKE → MACHAMP

BELSPROUT

GEN I - KANTO

#069



A CARNIVOROUS POKÉMON THAT TRAPS AND EATS BUGS. IT USES ITS ROOT FEET TO SOAK UP NEEDED MOISTURE.



BELSPROUT → WEEPINBELL → VICTREEBEL

WEEPINBELL

GEN I - KANTO

#070



IT SPITS OUT POISONPOWDER TO IMMOBILIZE THE ENEMY AND THEN FINISHES IT WITH A SPRAY OF ACID.



BELSPROUT → WEEPINBELL → VICTREEBEL

VICTREEBEL

GEN I - KANTO

#071



SAYED TO LIVE IN HUGE COLONIES DEEP IN JUNGLES, ALTHOUGH NO ONE HAS EVER RETURNED FROM THERE.



BELSPROUT → WEEPINBELL → VICTREEBEL

TENTACOOL

GEN I - KANTO

#072



DRIFTS IN SHALLOW SEAS. ANGLERS WHO HOOK THEM BY ACCIDENT ARE OFTEN PUNISHED BY ITS STINGING ACID.



TENTACOOL → TENTACRUEL

TENTACRUEL #073

GEN I - KANTO



WATER

POISON

THE TENTACLES ARE NORMALLY KEPT SHORT. ON HUNTS, THEY ARE EXTENDED TO ENSNARE AND IMMOBILIZE PREY.



TENTACOOL → TENTACRUEL

GEODUDE #074

GEN I - KANTO



ROCK

GROUND

FOUND IN FIELDS AND MOUNTAINS. MISTAKING THEM FOR BOULDERS, PEOPLE OFTEN STEP OR TRIP ON THEM.



GEODUDE → GRAVELER → GOLEM

GRAVELER #075

GEN I - KANTO

GRAVELER #075

GEN I - KANTO



ROCK

GROUND

ROLLS DOWN SLOPES TO MOVE. IT ROLLS OVER ANY OBSTACLE WITHOUT SLOWING OR CHANGING ITS DIRECTION.



GEODUDE → GRAVELER → GOLEM

GOLEM #076

GEN I - KANTO



ROCK

GROUND

ITS BOULDER-LIKE BODY IS EXTREMELY HARD. IT CAN EASILY WITHSTAND DYNAMITE BLASTS WITHOUT DAMAGE.



GEODUDE → GRAVELER → GOLEM

PONYTA #077

GEN I - KANTO



FIRE

ITS HOOVES ARE 10 TIMES HARDER THAN DIAMONDS. IT CAN TRAMPLE ANYTHING COMPLETELY FLAT IN LITTLE TIME.



PONYTA → RAPIDASH

RAPIDASH #078

GEN I - KANTO



FIRE

VERY COMPETITIVE, THIS POKÉMON WILL CHASE ANYTHING THAT MOVES FAST IN THE HOPES OF RACING IT.



PONYTA → RAPIDASH

SLOWPOKE #079

GEN I - KANTO

SLOWPOKE #079

GEN I - KANTO



WATER

PSYCHIC

INCREDIBLY SLOW AND DOPEY. IT TAKES 5 SECONDS FOR IT TO FEEL PAIN WHEN UNDER ATTACK.



SLOWPOKE → SLOWBRO → SLOWKING

SLOWBRO #080

GEN I - KANTO



WATER

PSYCHIC

THE SHELLDER THAT IS LATCHED ONTO SLOWPOKE'S TAIL IS SAID TO FEED ON THE HOST'S LEFT OVER SCRAPS.



SLOWPOKE → SLOWBRO → SLOWKING

MAGNEMITE
GEN I - KANTO

#081



USES ANTI-GRAVITY TO STAY SUSPENDED. APPEARS WITHOUT WARNING AND USES THUNDER WAVE AND SIMILAR MOVES.

**DODUO**
GEN I - KANTO

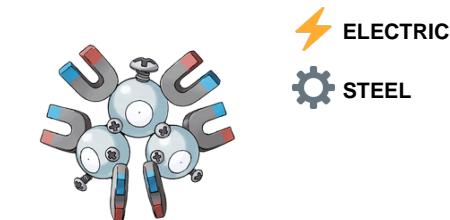
#085



USES ITS THREE BRAINS TO EXECUTE COMPLEX PLANS. WHILE TWO HEADS SLEEP, ONE HEAD STAYS AWAKE.

**MAGNETON**
GEN I - KANTO

#082



FORMED BY SEVERAL MAGNEMITES LINKED TOGETHER. THEY FREQUENTLY APPEAR WHEN SUNSPOTS FLARE UP.

**FARFETCH'D**
GEN I - KANTO

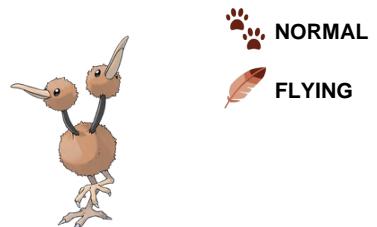
#083



THE SPRIG OF GREEN ONIONS IT HOLDS IS ITS WEAPON. IT IS USED MUCH LIKE A METAL SWORD.

**DODUO**
GEN I - KANTO

#084



A BIRD THAT MAKES UP FOR ITS POOR FLYING WITH ITS FAST FOOT SPEED. LEAVES GIANT FOOTPRINTS.

**DODRIO**
GEN I - KANTO

#085



USES ITS THREE BRAINS TO EXECUTE COMPLEX PLANS. WHILE TWO HEADS SLEEP, ONE HEAD STAYS AWAKE.

**SEEL**
GEN I - KANTO

#086



THE PROTRUDING HORN ON ITS HEAD IS VERY HARD. IT IS USED FOR BASHING THROUGH THICK ICE.

**DEWGONG**
GEN I - KANTO

#087



STORES THERMAL ENERGY IN ITS BODY. SWIMS AT A STEADY 8 KNOTS EVEN IN INTENSELY COLD WATERS.

**GRIMER**
GEN I - KANTO

#088



APPEARS IN FILTHY AREAS. THRIVES BY SUCKING UP POLLUTED SLUDGE THAT IS PUMPED OUT OF FACTORIES.



MUK

GEN I - KANTO

#089



THICKLY COVERED WITH A FILTHY, VILE SLUDGE. IT IS SO TOXIC, EVEN ITS FOOTPRINTS CONTAIN POISON.



GRIMER

MUK

SHELDER

GEN I - KANTO

#090



ITS HARD SHELL REPELS ANY KIND OF ATTACK. IT IS VULNERABLE ONLY WHEN ITS SHELL IS OPEN.



SHELDER

CLOYSTER

CLOYSTER

GEN I - KANTO

#091



WHEN ATTACKED, IT LAUNCHES ITS HORNS IN QUICK VOLLEYS. ITS INNARDS HAVE NEVER BEEN SEEN.



SHELDER

CLOYSTER

GASTLY

GEN I - KANTO

#092



ALMOST INVISIBLE, THIS GASEOUS POKÉMON CLOAKS THE TARGET AND PUTS IT TO SLEEP WITHOUT NOTICE.



GASTLY

HAUNTER

GENGAR

HAUNTER

GEN I - KANTO

#093



BECAUSE OF ITS ABILITY TO SLIP THROUGH BLOCK WALLS, IT IS SAID TO BE FROM ANOTHER DIMENSION.



GASTLY

HAUNTER

GENGAR

GENGAR

GEN I - KANTO

#094



UNDER A FULL MOON, THIS POKÉMON LIKES TO MIMIC THE SHADOWS OF PEOPLE AND LAUGH AT THEIR FRIGHT.



GASTLY

HAUNTER

GENGAR

ONIX

GEN I - KANTO

#095



AS IT GROWS, THE STONE PORTIONS OF ITS BODY HARDEN TO BECOME SIMILAR TO A DIAMOND, BUT COLORED BLACK.



ONIX

STEELIX

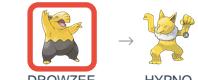
DROWZEE

GEN I - KANTO

#096



PUTS ENEMIES TO SLEEP THEN EATS THEIR DREAMS. OCCASIONALLY GETS SICK FROM EATING BAD DREAMS.



DROWZEE

HYPNO

HYPNO

GEN I - KANTO

#097



WHEN IT LOCKS EYES WITH AN ENEMY, IT WILL USE A MIX OF PSI MOVES SUCH AS HYPNOSIS AND CONFUSION.



DROWZEE

HYPNO

KRABBY

GEN I - KANTO

#098



ITS PINCERS ARE NOT ONLY POWERFUL WEAPONS, THEY ARE USED FOR BALANCE WHEN WALKING SIDEWAYS.



KRABBY

KINGLER

KINGLER

GEN I - KANTO

#099



THE LARGE PINCER HAS 10000 HP OF CRUSHING POWER. HOWEVER, ITS HUGE SIZE MAKES IT UNWIELDY TO USE.



KRABBY

KINGLER

VOLTORB

GEN I - KANTO

#100



USUALLY FOUND IN POWER PLANTS. EASILY MISTAKEN FOR A POKÉ BALL, THEY HAVE ZAPPED MANY PEOPLE.



VOLTORB

ELECTRODE

ELECTRODE

GEN I - KANTO

#101



IT STORES ELECTRIC ENERGY UNDER VERY HIGH PRESSURE. IT OFTEN EXPLODES WITH LITTLE OR NO PROVOCATION.



VOLTORB

ELECTRODE

EXEGGCUTE

GEN I - KANTO

#102



OFTEN MISTAKEN FOR EGGS. WHEN DISTURBED, THEY QUICKLY GATHER AND ATTACK IN SWARMS.



EXEGGCUTE

EXEGGUTOR

EXEGGUTOR

GEN I - KANTO

#103



LEGEND HAS IT THAT ON RARE OCCASIONS, ONE OF ITS HEADS WILL DROP OFF AND CONTINUE ON AS AN EXEGGCUTE.



EXEGGCUTE

EXEGGUTOR

CUBONE

GEN I - KANTO

#104



BECAUSE IT NEVER REMOVES ITS SKULL HELMET, NO ONE HAS EVER SEEN THIS POKÉMON'S REAL FACE.



CUBONE

MAROWAK

MAROWAK
GEN I - KANTO

#105



THE BONE IT HOLDS IS ITS KEY WEAPON. IT THROWS THE BONE SKILLFULLY LIKE A BOOMERANG TO KO TARGETS.



CUBONE

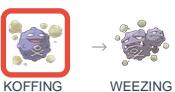
MAROWAK

KOFFING
GEN I - KANTO

#109



BECAUSE IT STORES SEVERAL KINDS OF TOXIC GASES IN ITS BODY, IT IS PRONE TO EXPLODING WITHOUT WARNING.



KOFFING

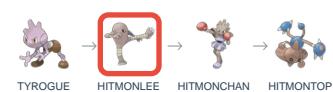
WEEZING

HITMONLEE
GEN I - KANTO

#106



WHEN IN A HURRY, ITS LEGS LENGTHEN PROGRESSIVELY. IT RUNS SMOOTHLY WITH EXTRA LONG, LOPING STRIDES.



TYROGUE

HITMONLEE

HITMONCHAN

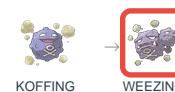
HITMONTOP

WEEZING
GEN I - KANTO

#110



WHERE TWO KINDS OF POISON GASES MEET, 2 KOFFINGS CAN FUSE INTO A WEEZING OVER MANY YEARS.



KOFFING

WEEZING

HITMONCHAN
GEN I - KANTO

#107



WHILE APPARENTLY DOING NOTHING, IT FIRES PUNCHES IN LIGHTNING FAST VOLLEYS THAT ARE IMPOSSIBLE TO SEE.



TYROGUE

HITMONLEE

HITMONCHAN

HITMONTOP

HITMONTOP
GEN I - KANTO

#108

**LICKITUNG**
GEN I - KANTO

#108



ITS TONGUE CAN BE EXTENDED LIKE A CHAMELEON'S. IT LEAVES A TINGLING SENSATION WHEN IT LICKS ENEMIES.



LICKITUNG

LICKILICKY

RHYHORN
GEN I - KANTO

#111

**RHYDON**
GEN I - KANTO

#112



A POKÉMON WITH A ONE-TRACK MIND. ONCE IT CHARGES, IT WON'T STOP RUNNING UNTIL IT FALLS ASLEEP.



RHYHORN

RHYDON

RHYPERIOR

RHYDON
GEN I - KANTO**RHYPERIOR**
GEN I - KANTO

PROTECTED BY AN ARMOR-LIKE HIDE, IT IS CAPABLE OF LIVING IN MOLTEN LAVA OF 3,600 DEGREES.



RHYHORN

RHYDON

RHYPERIOR

CHANSEY
GEN I - KANTO

#113



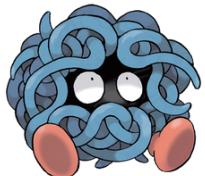
A RARE AND ELUSIVE POKÉMON THAT IS SAID TO BRING HAPPINESS TO THOSE WHO MANAGE TO GET IT.



HAPPINY → CHANSEY → BLISSEY

TANGELA
GEN I - KANTO

#114



THE WHOLE BODY IS SWATHED WITH WIDE VINES THAT ARE SIMILAR TO SEAWEED. ITS VINES SHAKE AS IT WALKS.



TANGELA → TANGROWTH

KANGASKHAN
GEN I - KANTO

#115



THE INFANT RARELY VENTURES OUT OF ITS MOTHER'S PROTECTIVE POUCH UNTIL IT IS 3 YEARS OLD.

HORSEA
GEN I - KANTO

#116



KNOWN TO SHOOT DOWN FLYING BUGS WITH PRECISION BLASTS OF INK FROM THE SURFACE OF THE WATER.



HORSEA → SEADRA → KINGDRA

SEADRA
GEN I - KANTO

#117



CAPABLE OF SWIMMING BACKWARDS BY RAPIDLY FLAPPING ITS WING-LIKE PECTORAL FINS AND STOUT TAIL.



HORSEA → SEADRA → KINGDRA

GOLDEEN
GEN I - KANTO

#118



ITS TAIL FIN BILLOWS LIKE AN ELEGANT BALLROOM DRESS, GIVING IT THE NICKNAME OF THE WATER QUEEN.



GOLDEEN → SEAKING

SEAKING
GEN I - KANTO

#119



IN THE AUTUMN SPAWNING SEASON, THEY CAN BE SEEN SWIMMING POWERFULLY UP RIVERS AND CREEKS.



GOLDEEN → SEAKING

STARYU
GEN I - KANTO

#120



IF ITS BODY IS TORN, IT CAN GROW BACK IF THE RED CORE REMAINS. THE CORE FLASHES AT MIDNIGHT.



STARYU → STARMIE

STARMIE

GEN I - KANTO

#121



ITS CENTRAL CORE GLOWS WITH THE SEVEN COLORS OF THE RAINBOW. SOME PEOPLE VALUE THE CORE AS A GEM.



STARLY → STARMIE

ELECTABUZZ

GEN I - KANTO

#125



NORMALLY FOUND NEAR POWER PLANTS, THEY CAN WANDER AWAY AND CAUSE MAJOR BLACKOUTS IN CITIES.



ELEKID → ELECTABUZZ → ELECTIVIRE

MR-MIME

GEN I - KANTO

#122



IF INTERRUPTED WHILE IT IS MIMING, IT WILL SLAP AROUND THE OFFENDER WITH ITS BROAD HANDS.



MIME-JR → MR-MIME → MR-RIME

SCYTHER

GEN I - KANTO

#123



WITH NINJA-LIKE AGILITY AND SPEED, IT CAN CREATE THE ILLUSION THAT THERE IS MORE THAN ONE.



SCYTHER → SCIZOR → KLEAVOR

JYNX

GEN I - KANTO

#124



IT SEDUCTIVELY WIGGLES ITS HIPS AS IT WALKS. IT CAN CAUSE PEOPLE TO DANCE IN UNISON WITH IT.



SMOOCHUM → JYNX

MAGMAR

GEN I - KANTO

#126



ITS BODY ALWAYS BURNS WITH AN ORANGE GLOW THAT ENABLES IT TO HIDE PERFECTLY AMONG FLAMES.



MAGBY → MAGMAR → MAGMORTAR

PINSIR

GEN I - KANTO

#127



IF IT FAILS TO CRUSH THE VICTIM IN ITS PINCERS, IT WILL SWING IT AROUND AND TOSS IT HARD.

TAUROS

GEN I - KANTO

#128



WHEN IT TARGETS AN ENEMY, IT CHARGES FURIOUSLY WHILE WHIPPING ITS BODY WITH ITS LONG TAILS.

MAGIKARP
GEN I - KANTO

#129



WATER

IN THE DISTANT PAST, IT WAS SOMEWHAT STRONGER THAN THE HORRIBLY WEAK DESCENDANTS THAT EXIST TODAY.



MAGIKARP → GYARADOS

EEVEE
GEN I - KANTO

#133



NORMAL

ITS GENETIC CODE IS IRREGULAR. IT MAY MUTATE IF IT IS EXPOSED TO RADIATION FROM ELEMENT STONES.

**GYARADOS**
GEN I - KANTO

#130

WATER
FLYING

ONCE IT BEGINS TO RAMPAGE, A GYARADOS WILL BURN EVERYTHING DOWN, EVEN IN A HARSH STORM.



MAGIKARP → GYARADOS

LAPRAS
GEN I - KANTO

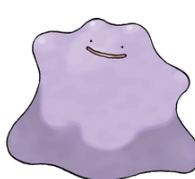
#131

WATER
ICE

A POKÉMON THAT HAS BEEN OVER-HUNTED ALMOST TO EXTINCTION. IT CAN FERRY PEOPLE ACROSS THE WATER.

DITTO
GEN I - KANTO

#132



NORMAL

CAPABLE OF COPYING AN ENEMY'S GENETIC CODE TO INSTANTLY TRANSFORM ITSELF INTO A DUPLICATE OF THE ENEMY.

EEVEE
GEN I - KANTO

#133

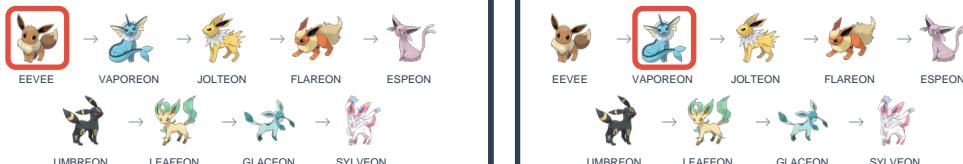
VAPOREON
GEN I - KANTO

#134



WATER

LIVES CLOSE TO WATER. ITS LONG TAIL IS RIDGED WITH A FIN WHICH IS OFTEN MISTAKEN FOR A MERMAID'S.

**JOLTEON**
GEN I - KANTO

#135



ELECTRIC

IT ACCUMULATES NEGATIVE IONS IN THE ATMOSPHERE TO BLAST OUT 10000- VOLT LIGHTNING BOLTS.

**FLAREON**
GEN I - KANTO

#136



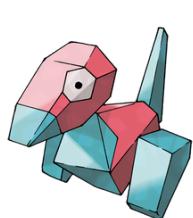
FIRE

WHEN STORING THERMAL ENERGY IN ITS BODY, ITS TEMPERATURE COULD SOAR TO OVER 1600 DEGREES.



PORYGON
GEN I - KANTO

#137



NORMAL

A POKÉMON THAT CONSISTS ENTIRELY OF PROGRAMMING CODE. CAPABLE OF MOVING FREELY IN CYBERSPACE.

**OMANYTE**
GEN I - KANTO

#138



ROCK

WATER

ALTHOUGH LONG EXTINCT, IN RARE CASES, IT CAN BE GENETICALLY RESURRECTED FROM FOSSILS.

**OMASTAR**
GEN I - KANTO

#139



ROCK

WATER

A PREHISTORIC POKÉMON THAT DIED OUT WHEN ITS HEAVY SHELL MADE IT IMPOSSIBLE TO CATCH PREY.

**KABUTO**
GEN I - KANTO

#140



ROCK

WATER

A POKÉMON THAT WAS RESURRECTED FROM A FOSSIL FOUND IN WHAT WAS ONCE THE OCEAN FLOOR EONS AGO.

**KABUTOPS**
GEN I - KANTO

#141



ROCK

WATER

ITS SLEEK SHAPE IS PERFECT FOR SWIMMING. IT SLASHES PREY WITH ITS CLAWS AND DRAINS THE BODY FLUIDS.

**AERODACTYL**
GEN I - KANTO

#142



ROCK

FLYING

A POKÉMON THAT ROAMED THE SKIES IN THE DINOSAUR ERA. ITS TEETH ARE LIKE SAW BLADES.

SNORLAX
GEN I - KANTO

#143



NORMAL

VERY LAZY. JUST EATS AND SLEEPS. AS ITS ROTUND BULK BUILDS, IT BECOMES STEADILY MORE SLOTHFUL.

**ARTICUNO**
GEN I - KANTO

#144



ICE

FLYING

LEGENDARY

A LEGENDARY BIRD POKÉMON THAT IS SAID TO APPEAR TO DOOMED PEOPLE WHO ARE LOST IN ICY MOUNTAINS.

ZAPDOS

GEN I - KANTO

#145



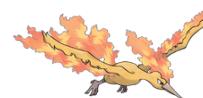
- ⚡ ELECTRIC
- 羽毛 FLYING
- ⭐ LEGENDARY

A LEGENDARY BIRD POKÉMON THAT IS SAID TO APPEAR FROM CLOUDS WHILE DROPPING ENORMOUS LIGHTNING BOLTS.

MOLTRES

GEN I - KANTO

#146



- 🔥 FIRE
- 羽毛 FLYING
- ⭐ LEGENDARY

KNOWN AS THE LEGENDARY BIRD OF FIRE. EVERY FLAP OF ITS WINGS CREATES A DAZZLING FLASH OF FLAMES.

DRATINI

GEN I - KANTO

#147



- 🐉 DRAGON

LONG CONSIDERED A MYTHICAL POKÉMON UNTIL RECENTLY WHEN A SMALL COLONY WAS FOUND LIVING UNDERWATER.

**DRAGONAIR**

GEN I - KANTO

#148



- 🐉 DRAGON

A MYSTICAL POKÉMON THAT EXUDES A GENTLE AURA. HAS THE ABILITY TO CHANGE CLIMATE CONDITIONS.

**DRAGONITE**

GEN I - KANTO

#149



- 🐉 DRAGON
- 羽毛 FLYING

AN EXTREMELY RARELY SEEN MARINE POKÉMON. ITS INTELLIGENCE IS SAID TO MATCH THAT OF HUMANS.

**MEWTWO**

GEN I - KANTO

#150



- 🔮 PSYCHIC
- ⭐ LEGENDARY

IT WAS CREATED BY A SCIENTIST AFTER YEARS OF HORRIFIC GENE SPLICING AND DNA ENGINEERING EXPERIMENTS.

MEW

GEN I - KANTO

#151



- 🔮 PSYCHIC
- 🦄 MYTHICAL

SO RARE THAT IT IS STILL SAID TO BE A MIRAGE BY MANY EXPERTS. ONLY A FEW PEOPLE HAVE SEEN IT WORLDWIDE.