

**SNORLAX**  
GEN I - KANTO

#143



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



MUNCHLAX → SNORLAX

**SQUIRTLE**  
GEN I - KANTO

#007



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



SQUIRTLE → WARTORTLE → BLASTOISE

**NIDORAN-F**  
GEN I - KANTO

#029



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



NIDORAN-F → NIDORINA → NIDOQUEEN

**NIDORINA**  
GEN I - KANTO

#030



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



NIDORAN-F → NIDORINA → NIDOQUEEN

**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

**NIDORAN-M**  
GEN I - KANTO

#032



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



NIDORAN-M → NIDORINA → NIDOQUEEN

**NIDORINA**  
GEN I - KANTO

#033



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



NIDORAN-M → NIDORINA → NIDOQUEEN

**NIDOQUEEN**  
GEN I - KANTO

#031



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

**ODDISH**  
GEN I - KANTO

#043



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



ODDISH → GLOOM → VILEPLUME → BELLOSSOM

**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.

**GOLDUCK**

GEN I - KANTO

#055



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

**POLIWAG**

GEN I - KANTO

#060



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

**POLIWAG**

GEN I - KANTO

#060



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

**POLIWHIRL**

GEN I - KANTO

#061



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

**TENTACRUEL**

GEN I - KANTO

#062



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

**TENTACOOL**

GEN I - KANTO

#072



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

**TENTACRUEL**

GEN I - KANTO

#073

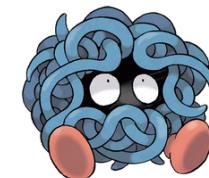


THE TENTACLES ARE NORMALLY KEPT SHORT. ON HUNTS, THEY ARE EXTENDED TO ENSNARE AND IMMOBILIZE PREY.

**TANGELA**

GEN I - KANTO

#114



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



**HORSEA**

GEN I - KANTO

#116



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

**VAPOREON**

GEN I - KANTO

#134



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

**SEADRA**

GEN I - KANTO

#117



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

**OMANYTE**

GEN I - KANTO

#138



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

**GYARADOS**

GEN I - KANTO

#130



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

**LAPRAS**

GEN I - KANTO

#131



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

**Vaporeon**

GEN I - KANTO

#134



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

**OMANYTE**

GEN I - KANTO

#138



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

**OMASTAR**

GEN I - KANTO

#139



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

**ARTICUNO**

GEN I - KANTO

#144



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

**DRATINI**

GEN I - KANTO

#147



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

**DRAGONAIR**

GEN I - KANTO

#148



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

**WEEDLE**

GEN I - KANTO

#013



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

**PIDGEY**

GEN I - KANTO

#016



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

**PIDGEOTTO**

GEN I - KANTO

#017



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

**PIDGEOT**

GEN I - KANTO

#018



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

**RATICATE**

GEN I - KANTO

#020



IT USES ITS WHISKERS TO MAINTAIN ITS BALANCE. IT APPARENTLY SLOWS DOWN IF THEY ARE CUT OFF.

**SPEAROW**

GEN I - KANTO

#021



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



**FEAROW**

GEN I - KANTO

#022



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



SPEAROW

FEAROW

**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

**DIGLETT**

GEN I - KANTO

#050

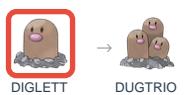
**DUGTRIO**

GEN I - KANTO

#051



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



DIGLETT

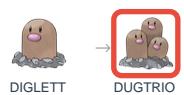
DUGTRIO

**DUGTRIO**

GEN I - KANTO



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



DIGLETT

DUGTRIO

**MANKEY**

GEN I - KANTO

#056



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



MANKEY

PRIMEAPE

ANNIHILAPE

**PRIMEAPE**

GEN I - KANTO

#057



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



MANKEY

PRIMEAPE

ANNIHILAPE

**GROWLITHE**

GEN I - KANTO

#058



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



GROWLITHE

ARCANINE

**ARCANINE**

GEN I - KANTO

#059



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



GROWLITHE

ARCANINE

**ABRA**

GEN I - KANTO

#063



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



ABRA → KADABRA → ALAKAZAM

**KADABRA**

GEN I - KANTO

#064



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

**GEODUDE**

GEN I - KANTO

#074



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



GEODEDUE → GRAVELER → GOLEM

**GRAVELER**

GEN I - KANTO

#075



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



GEODEDUE → GRAVELER → GOLEM

**GOLEM**

GEN I - KANTO

#076



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



GEODEDUE → GRAVELER → GOLEM

**FARFETCH'D**

GEN I - KANTO

#083



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

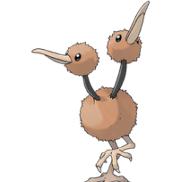


FARFETCH'D → SIRFETCH'D

**DODUO**

GEN I - KANTO

#084



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



DODUO → DODRIO

**DODRIO**

GEN I - KANTO

#085



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

**CUBONE**

GEN I - KANTO

#104



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

**MAROWAK**

GEN I - KANTO

#105



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

**HITMONLEE**

GEN I - KANTO

#106



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

**HITMONCHAN**

GEN I - KANTO

#107



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

**KANGASKHAN**

GEN I - KANTO

#115



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

**STARYU**

GEN I - KANTO

#120



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

**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



NORMAL

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

**EEVEE**

GEN I - KANTO

#133



NORMAL

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

**DRAGONITE**

GEN I - KANTO

#149



DRAGON

FLYING

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

**MACHOP**

GEN I - KANTO

#066



FIGHTING

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

**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.

**DRATINI**

GEN I - KANTO

#149



DRATINI

DRAGONAIR

DRAGONITE

**MACHOP**

GEN I - KANTO

#066



FIGHTING

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

**MACHOKE**

GEN I - KANTO

#067



FIGHTING

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

**MACHAMP**

GEN I - KANTO

#068



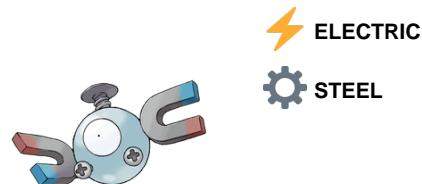
FIGHTING

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



## MAGNEMITE #081

GEN I - KANTO



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



## RHYDON #112

GEN I - KANTO

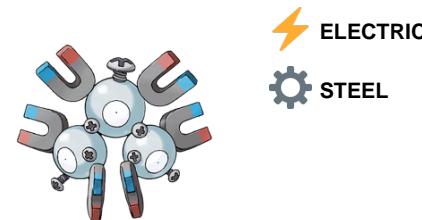


PROTECTED BY AN ARMOR-LIKE HIDE, IT IS CAPABLE OF LIVING IN MOLTEN LAVA OF 3,600 DEGREES.



## MAGNETON #082

GEN I - KANTO



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



## ONIX #095

GEN I - KANTO



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



## RHYHORN #111

GEN I - KANTO



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



## RHYDON #112

GEN I - KANTO



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



## BULBASAUR #001

GEN I - KANTO



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



## IVYSAUR #002

GEN I - KANTO



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



## VENUSAUR #003

GEN I - KANTO



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



## CATERPIE

GEN I - KANTO

#010



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



CATERPIE → METAPOD → BUTTERFREE

## VICTREEBEL

GEN I - KANTO

#071



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



BELLSPROUT → WEEPINBELL → VICTREEBEL

## 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

## BELLSPROUT

GEN I - KANTO

#069

## WEEPINBELL

GEN I - KANTO

#070

## WEEPINBELL

GEN I - KANTO

#070



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



BELLSPROUT → WEEPINBELL → VICTREEBEL

## 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

## 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.



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



CLEFFA → CLEFAIRY → CLEFABLE

## JIGGLYPUFF

GEN I - KANTO

#039



NORMAL  
FAIRY

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

IGGLYBUFF → JIGGLYPUFF → WIGGLYTUFF

## WIGGLYTUFF

GEN I - KANTO

#040



NORMAL  
FAIRY

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

IGGLYBUFF → JIGGLYPUFF → WIGGLYTUFF

## SLOWPOKE

GEN I - KANTO

#079



WATER  
PSYCHIC

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

SLOWPOKE → SLOWBRO → SLOWKING

## SLOWBRO

GEN I - KANTO

#080



WATER  
PSYCHIC

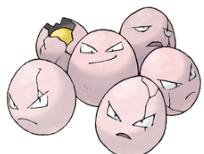
THE SHELLDER THAT IS LATCHED ONTO SLOWPOKE'S TAIL IS SAID TO FEED ON THE HOST'S LEFT OVER SCRAPS.

SLOWPOKE → SLOWBRO → SLOWKING

## EXEGGCUTE

GEN I - KANTO

#102



GRASS  
PSYCHIC

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

EXEGGCUTE → EXEGGUTOR

## ICKITUNG

GEN I - KANTO

#108



NORMAL

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

ICKITUNG → LICKILICKY

## CHANSEY

GEN I - KANTO

#113



NORMAL

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

HAPPINY → CHANSEY → BLISSEY

## MR-MIME

GEN I - KANTO

#122



PSYCHIC  
FAIRY

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

MIME-JR → MR-MIME → MR-RIME

**PORYGON**  
GEN I - KANTO

#137



NORMAL

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

**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.

**RATTATA**  
GEN I - KANTO

#019



NORMAL

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

**ARBOK**  
GEN I - KANTO

#024

POISON



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

**NIDORAN-M**  
GEN I - KANTO

#032

POISON



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

**NIDORINO**  
GEN I - KANTO

#033

POISON



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

**EKANS**  
GEN I - KANTO

#023

POISON



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

**NIDOKING**  
GEN I - KANTO

#034

POISON

GROUND



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



**ZUBAT**

GEN I - KANTO

#041



POISON

FLYING

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

**GRIMER**

GEN I - KANTO

#088



POISON

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

**GOLBAT**

GEN I - KANTO

#042



POISON

FLYING

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

**MUK**

GEN I - KANTO

#089



POISON

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

**VENONAT**

GEN I - KANTO

#048



BUG

POISON

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.

**SHELLDER**

GEN I - KANTO

#090



WATER

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

**CLOYSTER**

GEN I - KANTO

#091



WATER

ICE

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



**GASTLY**

GEN I - KANTO

#092



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

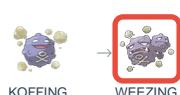
**WEEZING**

GEN I - KANTO

#110



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

**HAUNTER**

GEN I - KANTO

#093



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

**STARMIE**

GEN I - KANTO

#121



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

**GENGAR**

GEN I - KANTO

#094



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

**DITTO**

GEN I - KANTO

#132



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

**KOFFING**

GEN I - KANTO

#109



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

**AERODACTYL**

GEN I - KANTO

#142



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

**MEWTWO**

GEN I - KANTO

#150

 PSYCHIC  
 LEGENDARY

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

**CHARMANDER**

GEN I - KANTO

#004



FIRE

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

**VILEPLUME**

GEN I - KANTO

#045

 GRASS  
 POISON

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

**PARAS**

GEN I - KANTO

#046

 BUG  
 GRASS

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

**CHARMELEON**

GEN I - KANTO

#005



FIRE

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

**CHARIZARD**

GEN I - KANTO

#006

 FIRE  
 FLYING

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

**KRABBY**

GEN I - KANTO

#098



WATER

**KRABBY**

GEN I - KANTO

#098



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



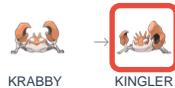
**KINGLER**

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

**GOLDEEN**

GEN I - KANTO

#118



ITS TAIL FIN BILLWS 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

**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

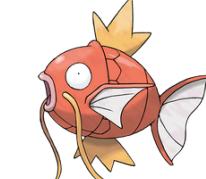
MAGMAR

MAGMORTAR

**MAGIKARP**

GEN I - KANTO

#129



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



MAGIKARP

GYARADOS

**FLAREON**  
GEN I - KANTO

#136



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

**BUTTERFREE**  
GEN I - KANTO

#012



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

**KAKUNA**  
GEN I - KANTO

#014



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

**BEEDRILL**  
GEN I - KANTO

#015



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

**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.

**PIKACHU**  
GEN I - KANTO

#025

**PIKACHU**  
GEN I - KANTO

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

**RAICHU**  
GEN I - KANTO

#026



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



**SANDSHREW**  
GEN I - KANTO

#027



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



SANDSHREW → SANDSLASH

**SANDSLASH**  
GEN I - KANTO

#028



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



SANDSHREW → SANDSLASH

**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

**MEOWTH**  
GEN I - KANTO

#052



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



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



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



PSYDUCK → GOLDUCK

**PONYTA**  
GEN I - KANTO

#077



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



PONYTA → RAPIDASH

**RAPIDASH**  
GEN I - KANTO

#078



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



PONYTA → RAPIDASH

**DROWZEE**  
GEN I - KANTO

#096



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

**JOLTEON**  
GEN I - KANTO

#135



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

**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.

**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.

**ELECTABUZZ**  
GEN I - KANTO

#125



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

**ZAPDOS**  
GEN I - KANTO

#145



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

**MOLTRES**  
GEN I - KANTO

#146



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