PRIMA OFFICIAL GAME GUIDE

ONLY FOR THE GBA!

Pokémon

FIRE RED VERSION

LEAF GREEN VERSION

The Pokémon Company

GAME BOY ADVANCE
Welcome to Prima's official guide to Pokémon FireRed and Pokémon LeafGreen. Here is all the info you need to make the most of the newest entries in the world's most popular monster-breeding/fighting/adventuring series.

For those of you who are new to the franchise, FireRed and LeafGreen are updates of the first two Pokémon titles: Pokémon Red and Pokémon Blue for the Game Boy® Color. Featuring updated gameplay, graphics, and more Pokémon than you can throw 300+ Poké Balls at, this new addition to the Pokémon family is packed with enough content to keep you playing for months.

Why there are two games? Each title has specific Pokémon who aren't available in the other version. Elsewhere in this guide is a list of which ones are available only in FireRed or LeafGreen. So without further ado, let's catch 'em all!

Using This Guide

This guide contains four main sections:

**Game Essentials**

This first section covers the basics and gives you a head start when you delve into the depths of all this game has to offer. It covers general gameplay and introduces the concepts you need to know throughout the game.

**The Walkthrough**

This section, packed with maps, leads you through the basic Pokémon quest, taking you from your humble origins in Pallet Town to the final showdown with the Elite Four...and beyond.

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**The Pokédex**

The Pokédex section in this guide contains 251 Pokémon from the wilds of FireRed and LeafGreen. You can have up to 386 Pokémon from the Ruby, Sapphire, and Colosseum games on one Game Pak by linking up and trading Pokémon. For those new to the series, the Pokédex is a mini-computer that stores information on all the Pokémon you've captured (or traded, bred, or evolved).

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**The Index**

The Index contains tables with information on TMs, HMs, and Berries, and where these can be found, their stats, and more. Be warned: Flipping to this section before playing through the game can reveal spoilers!

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CAUTION

The walkthrough is designed to take you through the game with as few spoilers as possible so that the game's surprises aren't ruined as you flip through this guide. However, the Pokédex and Index sections feature information that might affect your overall enjoyment of the game—so read carefully.
Tips, Notes, and Cautions

**TIP**
These Tip boxes give you important pointers that aid you in your quest throughout the game(s). Pay attention to these as they provide important details.

**NOTE**
Notes are helpful as general reminders and may also inform you of some small fact, not related to gameplay, that enhances your enjoyment or clarifies a topic.

**CAUTION**
Cautions are important because they warn you of upcoming threats, problems, or issues of a game-ending or game-impairing nature that you may encounter. Pay close attention to these!

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**Paper, Rock, Scissors...and Electric?**

While the act of combat is straightforward in FireRed and LeafGreen, some things are important to note: Chief among them is how various Pokémon types match up against one another.

The most effective way to play the game is with a well-balanced party made of six of the sixteen Pokémon types (bearing in mind that many of the Pokémon belong to two types). This way you are always equipped to take advantage of Pokémon's paper-rock-scissors style gameplay.

Each type of Pokémon has strengths and weaknesses versus other types, with appropriate damage multipliers applied accordingly. For example, while a Fire-type Pokémon may be very effective against a Grass-type, Water will have the same damage multiple effect against Fire. Thus succeeding in battle comes down to matching Pokémon type for type. The well-balanced party has enough Pokémon straddling each category that you always have some Pokémon capable of causing your opponent devastating damage.

The following tables show how the various matches shake out. Damage can go as high as 4x if a Pokémon is comprised of two classes that would each normally take 2x damage from a specific type. For example, a Pokémon that is both Steel and Electric would be very vulnerable to Ground-type attacks.

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**Pokémon Types**

- **NORMAL**
- **GRASS**
- **FIGHTING**
- **FLYING**
- **ROCK**
- **DARK**
- **FIRE**
- **ELECTRIC**
- **POISON**
- **PSYCHIC**
- **GHOST**
- **DRAGON**
- **WATER**
- **ICE**
- **GROUND**
- **BUG**
- **STEEL**

Water versus Fire = bad news for Fire

There are 17 types of Pokémon, with many who belong to two types. These exist to give the game a hierarchy for determining damage in combat.
### Damage Multiplier Table

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<thead>
<tr>
<th>Condition</th>
<th>Multiplier</th>
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<tbody>
<tr>
<td>Move is the same type as Pokémon</td>
<td>1.5x</td>
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<td>Move is effective against opponent’s type</td>
<td>2–4x</td>
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<td>Move scores a Critical Hit!</td>
<td>2x</td>
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<td>Pokémon has an Item that raises the move’s Strength</td>
<td>1.1x</td>
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<td>Rain Dance or Sunny Day effects (depending on move)</td>
<td>1.5x or .5x</td>
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### Single-Type Pokémon Move Type Compatibility

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<th>Fire</th>
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- **○** = 2x damage
- **△** = 1/2 damage
- **X** = It has no effect
Catch 'Em All!

If there’s an overriding reason for many people to play the Pokémon games, it simply boils down to collecting each and every creature in the game. To that end, there are several ways to collect them all. Read on to learn precisely how.

Tall Grass

The first, and most common, place you’ll find Pokémon is in the Tall Grass. Simply wade into the soft pungent fronds and run back and forth until a battle starts up. At that point you can begin the process of adding Pokémon to your Pokedex through normal battles. Whittle the Pokémon down to as close to fainting as possible, then hurl a Poké Ball and hope for the best!

Tools of the Trade: Poké Balls

There’s only one way to catch a wild Pokémon and that’s via the Trainer’s tool of choice: the Poké Ball! Poké Balls come in various types, each with specific traits.

The shops scattered about Kanto sell three types of Poké Ball: standard Poké Balls, Great Balls, and Ultra Balls. Each is slightly more expensive than the previous one, and each one is successively more efficient.

That being said, luck plays a very large part in how effective a Poké Ball can be in a given situation. While you might surmise that Ultra Balls are the best in every situation, it isn’t always so.

Your best bet is to learn through experimentation which works best for you. After all, there’s no need to lay down the big bucks for Ultra Balls if a regular ol’ Poké Ball does the trick.

NOTE

In addition to these three kinds of Poké Balls, there are two more kinds you’ll run into during your adventure. Details on those are covered in the walkthrough section where you come across them in the game.

Fishing

Though you won’t be able to do it until you have gotten a little way into the game, fishing is a great way to catch those elusive, Water-type Pokémon. Throughout the game you come across three rod types: Old, Good, and Super. The Old Rod isn’t worth much and it’s likely you’ll only manage to catch a very healthy crop of Magikarp. However, the latter two rods come in very handy. To fish, all you need is a rod and some water. Simply walk up to a shore, river, or lake and use the rod of your choice. Once you get a “hit,” you are launched into battle against whatever Pokémon you hooked. From there, it’s business as usual with a Poké Ball.

Surfing

To catch Pokémon while surfing, you first need to acquire HM03 Surf. After you do this, you just need a compatible Water-type Pokémon. Then, once you’ve taken to the sea on its back, it’s precisely the same as wading through the Tall Grass...only wetter!

Evolving

Most Pokémon have at least one other form they turn into after they’ve gained sufficient experience. This is the easiest way to add Pokémon to your Pokedex, and you’ll probably be surprised at how quickly your collection begins to grow after a few Pokémon start changing into their more powerful forms. For example, Bulbasaur (depicted here) automatically turns into Ivysaur when it reaches Level 16; then it evolves once more into Venusaur, when it reaches Level 32. So, in the end, catching just one Pokémon nets you three Pokedex entries—you can’t beat that!
Trading

One of the most fun (and only) ways to collect a large quantity of Pokémon is via Trading with other FireRed and LeafGreen players or from Pokémon Ruby, Sapphire, or Colosseum. Whether it's via Game Boy Advance Game Link® Cable or the new Game Boy Advance Wireless Adapter, you can meet your friends in the Union Room, above every Pokémon Center in the game. There you can also battle your friends or just chat!

Evolution

While all types of catching are great for building your Pokédex, one of the best ways to get Pokémon into your collection is by evolving them.

As noted earlier, a Pokémon automatically evolves simply by gaining sufficient experience. A quick animation plays and, voilà!, you have another Pokémon at your command. (Obviously, you lose the use of its previous form.) Generally speaking, letting your Pokémon naturally evolve is a good thing; however, in some cases you might want it to stay in its current form, to get a different attack.

Some Pokémon won't evolve without meeting specific criteria:

Evolve via Trade

Pokémon in this category include Graveler. You must trade it to a friend to induce its evolution into Golem.

Evolution via Trade with an Item

Pokémon that require trading with an Item include the evolved form of Horsea, Seadra. It won't go on to its final evolution (Kingdra) without being traded with a Dragon Scale attached.

NOTE

In most cases, you can catch another Pokémon to replace the evolved Pokémon; however, you'll only receive some Pokémon once (Bulbasaur, Squirtle, and Charmander are key examples). To replace them in your party (among others—see the Pokédex), you'll need to Trade.
Evolution Stones

The final special Evolution category includes those Pokémon, such as Vulpix and Pikachu, who won't evolve into their final forms (Ninetales and Raichu, respectively) without the use of a specific Evolution Stone. Simply use their respective Evolution Stones to trigger their immediate evolution.

Welcome to Kanto

Now that you've been briefed on the essentials, it's time to step out into the wilds of Kanto and begin your quest for elite status.

So buckle your belt, make sure your shoes are tied, and let's get this show on the road!

NOTE

See the Pokédex section for exactly when a given Pokémon will evolve to its next stage and by precisely what criteria.
**Event 1**
After creating a character, you start in your room. From here, head to the computer in the corner, fire it up, and retrieve the Potion from therein. Afterward, head downstairs and outside. (Say “Hi” to Mom, too!)

**Event 2**
Proceed north to the exit of Pallet Town (toward Route 1). Professor Oak chases you down, imploring that you come to his offices with him before embarking into the dangerous countryside.

**Event 3**
In Professor Oak’s lab, he offers you a choice of three different Pokémon. Choose the one you like the best. As you try to leave, you fight your first Rival Battle.

**Event 4**
The first Rival Battle is easy: Hammer away at your foe with basic attacks, and he goes down quickly. If things start to go wrong for you and your new Pokémon, you have a Potion to use.

**NOTE**
All Pokémon in Pallet Town are of the seagoing variety; there is no tall grass here to search.
Event 5

With that quarrel finished, it's time to leave town. Head north and proceed into the wilds of Route 1, where you begin your quest in earnest.

Spoilers: Unfinished Business

After getting the package in Viridian City, return it to Professor Oak.

After returning the package, visit Daisy (your Rival's sister) and get the map.

Later, you'll be able to Surf to Cinnabar Island from Pallet Town's southern tip.

After you beat the game, you'll be able to return to Daisy (she's in the house north of Professor Oak) and have her cuddle your Pokémon—that's a good thing.

Route 1

To Viridian City

Catch 'Em All!

- Pidgey: Common
- Rattata: Common

Items

1 Potion

Event 1

Not much to speak of on Route 1 yet. Because you can't catch Pokémon yet, stop and speak to the gent (1) and collect the Potion he has for you. From there, hunting and leveling are good ideas. Otherwise, continue north to reach Viridian City.

Spoilers: Unfinished Business

This Route is a basic area, but after you earn the ability to catch Pokémon, you can find basic types such as Rattata and Pidgey in the tall grass.
**Viridian City**

**Event 1**
Head to the Shop and the owner will greet you and ask for your help: Could you be so kind as to deliver a package to Professor Oak? That's the wise thing to do, so head to Pallet Town and take care of that, then make your way back to Viridian City.

**Event 2**
Now that you've returned to Viridian City with your Pokédex in hand, head to the town's north edge and speak to the old fellow standing about. While talking with him, he teaches you about catching Pokémon, then hands over the Teachy TV, which provides various tutorials. Fill out your team of Pokémon to the south and the first western patch of grass on Route 22.

**NOTE**
As with Pallet Town, the only Pokémon available in town are in the small western patch of water.

**CAUTION**
Do not go beyond the first grass patch on Route 22 yet. After you build a full team of Pokémon that are all Levels 7–9, then proceed onward (Event 3).

**Event 3**
Event 3 doesn't take place in Viridian City, but after you power up your small group of Pokémon (Levels 7–9 for the team is good), take Route 22 till you reach your Rival. He'll be itching for a fight. You can easily crush him due to the strength of your numbers (his Pokémon will be Level 9—all 2 of them).
**Spoilers: Unfinished Business**
You'll notice the Gym to the northeast: It's inaccessible for now, but you'll be back later to deal with that.

There's a bush you can Cut near the left edge of town (where the path heads to Route 22). It gives you access to an Item after you gain the HM for Cut.

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**Route 2**

**NOTE**
There are no events in Route 2. If you missed any of the Pokemon located here, now is a good time to catch them. Otherwise, move along to Viridian Forest.

**Catch 'Em All!**
- **Caterpie:** Common
- **Pidgey:** Common
- **Rattata:** Common
- **Weedle:** Common

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**Spoilers: Unfinished Business**
Bushes block the right side of Route 2. We'll be back later to farm the other side for Items that will make life easier on another leg of our quest.
**Viridian Forest**

**TIP**
There are no events in Viridian Forest. Follow the Trainers on the map to the exit.

**Items**
1. Poké Ball
2. Potion
3. Antidote
4. Potion

**Catch 'Em All!**
- Weedle: Common
- Caterpie: Common
- Kakuna: Common
- Metapod: Common
- Pikachu: Rare

**Trainers**
- A: Caterpie LV6; Weedle LV6
- B: Weedle LV7; Weedle LV7; Kakuna LV7
- C: Caterpie LV7; Caterpie LV7
- D: Metapod LV7; Metapod LV7; Caterpie LV7
- E: Weedle, LV9
Pewter City

NOTE
There are no Pokémon to catch in Pewter City.

Event 1
There's only one event in Pewter City, but you can visit the nearby Museum for ¥50 (it doesn't get you anything, but it's interesting). The Poké Ball noted on the map is invisible, so search the area for it. You won't be able to proceed to the east till you complete the Gym Leader Battle, so head for the Gym.

Items
1. Poké Ball

Shop Items
- Poké Ball: ¥200
- Potion: ¥300
- Antidote: ¥100
- Paralyze Heal: ¥200
- Burn Heal: ¥250
- Awakening: ¥250
- Escape Rope: ¥550
- Repel: ¥350
**Gym Leader Battle: Brock**

**CAUTION**

Your Pokémon should be at least Levels 11-13 before taking on Brock (B), Pewter City’s Gym Leader.

This is the first Gym Leader Battle which will score you the Boulder Badge and complete the first leg of your quest. The Boss here is Brock (B), and he can be a real toughie if you haven’t leveled up your Pokémon a bit.

It’s not that his Pokémon are tough; it’s more that their defensive stats are high, so hammer them with your most potent offensive attacks. Also have a clutch of Potions at the ready in case he proves too resilient.

First off, though, pummel Brock’s Trainer (A) buddy to gain experience, then proceed to the man himself and let loose with your best stuff to take him down!

After defeating him, you gain the aforementioned Boulder Badge as well as the TM Case (to hold the wonderful TMs and HMs you’ll acquire) and TM39 Rock Tomb. You’ll also gain the ability to use the HM Flash when you acquire that.

From here, heal up, then proceed to the east and the mysterious Mt. Moon...

**Trainers**

A Geodude LV10; Sandshrew LV11
B Geodude LV12; Onix LV14 (Brock)

**Unfinished Business**

Note the small house adjoining the museum: When you get the HM Cut, come back here to get something special.
**Route 3**

**TIP**
There are no Events on Route 3. Follow the map (after dealing with the assorted Trainers) to reach Mt. Moon's base!

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**Catch 'Em All!**
- **Jigglypuff:** Rare
- **Pidgey:** Common
- **Spearow:** Common
- **Nidoran♂:** Rare
- **Nidoran♀:** Rare
- **Mankey:** Common

**Trainers**
- **A.** Pidgey LV9; Pidgey LV9
- **B.** Caterpie LV10; Caterpie LV10; Weedle LV10
- **C.** Rattata LV11; Ekans LV11
- **D.** Weedle LV9; Kakuna LV9; Caterpie LV9; Metapod LV9
- **E.** Nidoran LV10; Rattata LV10
- **F.** Spearow LV14
- **G.** Caterpie LV11; Metapod LV11
- **H.** Jigglypuff LV14

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**TIP**
There's an excellent chance you'll be Poisoned while fighting against these Trainers. If you don't want to constantly run to Pewter City, stock up on Antidote.

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**Event 1**
As you attempt to leave Pewter City and go down Route 3 toward Mt. Moon, one of Professor Oak's associates meets you. He'll have a handy Item for you. After you acquire the Running Shoes, it's off and running to deal with the Trainers along the way.

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**Event 2**
This gentleman (in the PC—Pokémon Center—at Mt. Moon's base) wants to sell you a Magikarp for $500. You could do it, but why bother when there are a million of them floating in every river and stream on Kanto? Skip it, heal up, then go to Mt. Moon!
**Catch 'Em All:**

- Clefairy: Rare
- Geodude: Common
- Paras: Rare
- Zubat: Common

**TIP**

Follow the trail marked on the map for the quickest way out. The Trainers and Items are marked for those brave souls who must have everything.

**NOTE**

The colored circles on the map link the respective ladders on each level of Mt. Moon. For example, the red circle on the Entry Level Map links to the red circle on the Exit Level Map.
Mt. Moon/Route 4

**Items**
1. TM09 Bullet Seed
2. Paralyze Heal
3. Star Piece
4. Potion
5. Rare Candy
6. Escape Rope
7. TM46 Thief
8. Ether (hidden in rock)
9. Moon Stone
10. Revive
11. Moon Stone (hidden)
12. Fossils
13. Antidote

**Trainers**
A. Weedle LV11; Kakuna LV11
B. Clefairy LV14
C. Sandshrew LV11; Zubat LV11; Rattata LV11
D. Magnamite LV11; Voltorb LV11
E. Caterpie LV10; Caterpie LV10; Metapod LV10
F. Oddish LV11; Bellsprout LV11
G. Zubat LV11; Ekans LV11
H. Rattata LV10; Rattata LV10; Zubat LV10
I. Geodude LV10; Geodude LV10; Onix LV10
J. Rattata LV13; Sandshrew LV13
K. Rattata LV13; Zubat LV13
L. Grimer LV12; Voltorb LV12; Koffing LV12

**Event 1**
Mt. Moon is barren of Events. However, after you reach the second level, you have to battle this fellow (L) for possession of one of the two fossils (Helix fossil, Omanyte, and Dome fossil, Kabuto) blocking the route ahead. Take him out, and you can choose either the Dome fossil on the left (10) or the Helix fossil on the right (12). Pick one, then head around the bend to make your way out of Mt. Moon.

**Route 4**

**Catch 'Em All**
- **Rattata:** Common
- **Spearow:** Common
- **Ekans:** (FireRed Only)
- **Sandshrew:** (LeafGreen Only)
- **Mankey:** Common

**Items**
1. TM05 Roar

**TIP**
Before heading into Mt. Moon, stock up on Potions and an Escape Rope, just in case.
Event 1
You encounter only one minor Event on Route 4, after Mt. Moon: These two Move Tutors (A) each teach you one new move. You can pick Mega Kick or Mega Punch (or both). After you do this, go east and into Cerulean City.

Spoilers: Unfinished Business
You'll have to go to Route 4 after you beat the game the first time through to reach the Unknown Dungeon via the waterway running west of the Route 24's bridge.

Cerulean City

CAUTION
Do not journey north across the bridge unless you're well-prepared for a tough fight. If you are, skip to the "Rival Battle" section.

NOTE
Because there is no fishing access or tall grass in Cerulean City, there are no Pokémon to catch within the city.

Shop Items
Poké Ball: $200
Super Potion: $700
Potion: $300
Antidote: $100
Paralyze Heal: $200
Burn Heal: $250
Awakening: $250
Escape Rope: $550
Repel: $350

Items
1. Rare Candy (hidden)
2. TM28 Dig

Trainers
A. Rival Battle (see "Rival Battle" section)
B. Machop LV17; Drowzee LV17
Event 1
The Cycle Shop beckons in the lower-left. Unfortunately, because you don't have the required money (this guy can't be serious!) you have to wait till later to collect one.

Event 2
This police officer is working a crime scene. Unfortunately, you can't go in at this time, but that won't last (see "Unfinished Business" for more info).

Gym Battle: Misty
After checking out Cerulean City (and realizing that you'll need to backtrack later), it's time to hit the Gym to score your second Badge.

CAUTION
Your Pokémon should be at least Levels 18–21 before taking on Misty (C), Cerulean City's Gym Leader.

Trainers
A Horsea LV16; Shellder LV16
B Goldeen LV19
C Staryu LV18; Starmie LV21 (Misty)

After dusting Misty's cohorts, it's time to take on the mistress of Cerulean City's Gym. Misty (C) won't be much trouble, provided your Pokémon match the Levels of hers (it's even easier if you have a Grass-type Pokémon such as Bulbasaur or an Electric-type like Pikachu in your party).

If you have trouble with the first Trainer (A), you'll have issues with Misty (C) because they both wield similar Pokémon. If the first Trainer beats you, head out and travel the Route 24 and 25 portions of the quest, then come back and beat Misty (C).

Neither of Misty's Pokémon are fearsome (although they each have one nasty attack: Water Pulse), so get in there and pound on them till they're fish fry, then collect the spoils of victory: the Cascade Badge and the ability to use TM03 Cut. Heal up and head north for a...
Rival Battle

Time for another battle with your erstwhile Rival. Depending on the Pokémon type you selected at Professor Oak's laboratory, your Rival's party will vary in composition (in an attempt to overpower your main type).

Everybody Fights:
Abra: LV16
Pidgeotto: LV17
Rattata: LV15

And if you picked...
Bulbasaur: add Charmander, LV18
Squirtle: add Bulbasaur, LV18
Charmander: add Squirtle, LV18

Outside of your class type, this fight should go smoothly, as long as your Pokémon's Levels are equivalent to your Rivals. (If you beat Misty, they're higher.)

If you need to, use Potions and any other aids that will help you to send that turkey packing... at least till the next time you run into him. After you defeat him, you get the Fame Checker, which is a handy device at times. Now it's time for Route 24.

Spoilers: Unfinished Business

When you obtain the Bike Voucher, you can come back to collect a bicycle at the Cycle Shop.

After you complete Routes 24 and 25, you can enter the house the police officer was blocking to deal with the miscreant (A) responsible for the crime.

The gentleman in the house to the right of the Pokémon Center is looking for a Poliwhirl. When you get one, come back.

A man in the house next to the Poliwhirl house will give you a bottle to hold crushed Berries if you have Berries.

A Snorlax is sleeping at the town's south edge. We'll deal with him later (around the time you return with the Bike Voucher).
**Route 24**

**Catch 'Em All!**

- **Abra:** Rare
- **Bellsprout:** Common (LeafGreen Only)
- **Caterpie:** Common
- **Kakuna:** Common
- **Metapod:** Common
- **Oddish:** Common (FireRed Only)
- **Pidgey:** Common
- **Weedle:** Common

**Items**

1. TM45 Attract

**Trainers**

- **A** Caterpie LV10; Weedle LV10; Metapod LV10; Kakuna LV10
- **B** Pidgey LV12; Oddish LV12; Bellsprout LV12
- **C** Sandshrew LV14; Ekans LV14
- **D** Nidoran♀ LV16; Nidoran♂ LV16
- **E** Mankey LV18
- **F** Ekans LV15; Zubat LV15
- **G** Rattata LV14; Ekans LV14

**Event 1**

One Event happens in Route 24: After you run the gauntlet of Trainers lining the bridge, they accost you to join their crooked guild. The answer is a "No" which leads to another fight (F).

**Spoilers! Unfinished Business**

As noted in the "Unfinished Business" section in Route 4, you'll use the waterway running along Route 24's western edge to reach the Unknown Dungeon after you beat the game.
Route 25

**Items**

1. TM43 Secret Power

**Trainers**

A. Machop LV15; Geodude LV15
B. Onix LV17
C. Rattata LV15; Spearow LV15
D. Slowpoke LV17
E. Nidoran♀ LV15; Nidorino LV15
F. Geodude LV13; Geodude LV13; Geodude LV13; Machop LV13
G. Rattata LV14; Ekans LV14
H. Ekans LV14; Sandshrew LV14
I. Oddish LV13; Oddish LV13; Pidgey LV13

**Event 1**

The sole Event on Route 25 involves visiting Bill at his home. When you get there, however, you learn that he's had an accident and isn't feeling like himself. Work the computer while he takes his place in the machine, then have a chat with the new and improved Bill after he exits to score a necessary Item. From there, head to Cerulean City via the map's southern edge.

**Event 2**

Before leaving Cerulean City, heal yourself, then move through the house the police officer was barring earlier to eliminate the baddie out back. Head south to Route 5!
Route 5

Catch 'Em All:

- Bellsprout: Common (LeafGreen Only)
- Meowth: Common
- Oddish: Common (FireRed Only)
- Pidgey: Common

Event 1

The first Event on Route 5 takes place in the Pokémon Day Care center at Route 5's south end. There you can drop off one of your Pokémon to be raised by the gentleman you find inside. Each step you take in the game after dropping off your Pokémon is equivalent to one Experience Point, so this system is lucrative (especially when you reach the Cycling Road). After that, head into the underground passage to the right.

Event 2

In the building leading to the underground pathway (which surfaces on Route 6) there is a young lady looking to trade for a Nidoran♂ (you need to cough up a Nidoran♀ to get one, though). So, make that trade if you need a Nidoran♀. After that, head into the tunnel and go to Route 6.

Route 6

Tip

There are no Events on Route 6. Take out the Trainers, then proceed into Vermilion City to the south.

Catch 'Em All:

- Bellsprout: Common (LeafGreen Only)
- Meowth: Common
- Oddish: Common (FireRed Only)
- Pidgey: Common

Trainers

A. Weedle LV16; Weedle LV16; Caterpie LV16
B. Squirtle LV20
C. Rattata LV16; Pikachu LV16
D. Butterfree LV20
E. Pidgey LV16; Pidgey LV16; Pidgey LV16
F. Spearow LV16; Raticate LV16

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Vermilion City

Event 1
Head to the Pokémon Center to heal, then speak to the young lady left of the counter to pick an especially helpful Item—the Vs Seeker. With this Item, you can fight past Trainer battles again, as long as you give the Vs Seeker enough time between re-charges to do so.

Event 2
Next to the Pokémon Center is a house. There you can acquire the first Fishing Rod in the course of your adventure—the Old Rod. It’s not worth much, but it’ll do till you pick up a better rod and reel later.

Event 3
Inside the Pokémon Fan Club, speak to the older gentleman. After listening to his tale, he gives you a Bike Voucher for use in the shop in Cerulean City. You can either get the bike now or wait till later.
Event 4
In the home between the Fan Club and the Mart is an individual looking to trade a Farfetch’d for a Spearow. If you’re not training your Spearow, you may as well hand it over to add another Pokémon to your collection. Otherwise, go catch an extra Spearow and make the trade.

Event 5
The key Events in Vermilion City (besides the local Gym) revolve around the docked boat, the S.S. Anne. Because you have that ticket from Bill handy, head to the dock and board the ship (you won’t be able to tackle Vermilion’s Gym till you’re done with the ship, so...).

S.S. Anne

Entry/Main Deck

Lower Deck

Upper Deck

NOTE
The X denotes a person who will heal Pokémon to full strength.

Items
1. TM31 Brick Break
2. Great Ball
3. Chesto Berry (in pail to right), Pecha Berry, and Cheri Berry
4. Hyper Potion
5. Super Potion
6. Ether
7. TM44 Rest
8. Stardust
9. X Attack
10. HM01
Trainers

A) Nidoran♀ LV21
B) Pidgey LV18; Nidoran LV18
C) Nidoran LV19; Nidoran LV19
D) Growlithe LV18; Growlithe LV18
E) Horsea LV17; Shellder LV17; Tentacool LV17
F) Shellder LV21
G) Horsea LV17; Horsea LV17; Horsea LV17
H) Tentacool LV18; Staryu LV18
I) Machop LV20
J) Tentacool LV17; Staryu LV17; Shellder LV17
K) Pikachu LV23
L) Goldeen LV17; Goldeen LV17; Tentacool LV17
M) Growlithe LV17; Ponyta LV17
N) Rattata LV18; Pikachu LV18
P) Machop LV17; Tentacool LV17
Q) Machop LV18; Shellder LV18

On the Main Floor

The ultimate goal aboard the S.S. Anne is to make it to the Captain's quarters on the top floor in the ship's northeastern corner. Before that, however, clear the ship of Trainers and collect all Items scattered about.

The good news is that there are no random encounters, so it's a simple matter of moving from room-to-room, wiping out whomever you come across. After you have your fill, take care of the following Event, then go to the top right chamber and chat with the Captain.

Rival Battle (♂)

Time for another battle with your Rival. Depending on the Pokémon type you selected at Professor Oak's place, your Rival's party varies in composition (in an attempt to overpower your main type):

Everybody Fights:
- Kadabra: LV 18
- Pidgeotto: LV 19
- Raticate: LV 16

And if you picked...
- Bulbasaur: add Charmeleon, LV20
- Squirtle: add Ivysaur, LV20
- Charmander: add Wartortle, LV20

Before taking on your Rival, make sure your Pokémon are in the Level 20+ range. You'll have the most trouble with his powered-up Kadabra. The key here is to attack quickly and fiercely before it lays waste to most of your group.

Keep your primary Pokémon (Bulbasaur, Squirtle, or Charmander) out of direct combat with its polar opposite or the battle won't last long. Keep this Pokémon out of harm's way.

It also doesn't hurt to have Potions and the like (status cures such as Paralyze Heal are a good idea, too). So, if necessary, head to Vermilion City and stock up.

Upon beating your Rival, head up the nearby staircase to complete the S.S. Anne sequence and return to Vermilion City.
Event 6

After defeating your Rival, the Captain (who's not feeling well) hands over HM01 (Cut) without a fight or even a sidelong glance. With that in hand, abandon ship and make for the Gym in Vermilion City.

Gym Battle: Lt. Surge

CAUTION

Your Pokémon should be at least Levels 18-21 before taking on Lt. Surge, the Gym leader of Vermilion City.

Trainers

A  Pikachu LV21; Pikachu LV21
B  Voltorb LV21; Magnemite LV21
C  Pikachu LV23
D  Voltorb LV21; Pikachu LV18; Raichu LV24 (Lt. Surge)

After taking out Trainers A, B, and C, you must solve a puzzle to progress to the final brawl with the Lieutenant. You must check each of the pails found throughout the area and, when you find the first switch, check one of the nearby pails for the other switch to lower the energy field in front of Surge. The locations of the switches are random, so keep looking for them till the gate drops. Now it's time to take down Lt. Surge.

Lt. Surge won't prove difficult, though his LV24 Raichu is a pain because Surge uses Double Team to avoid your attacks. Match up types: Because Surge heavily uses Electric Pokémon, employ Diglett (or Dugtrio) or any other of the Ground-type Pokémon (Geodude, for example). Also keep plenty of Paralyze Heal on hand because even hitting his Pokémon results in Paralyzation.

After defeating Lt. Surge, you get the Thunder Badge, as well as TM34 Shock Wave to add to your collection. From here, head east onto Route 11 and into Diglett's Cave or head to Cerulean City to claim your bike, then head east on Route 9.

NOTE

Route 11 is optional, as is the sequence in Diglett's Cave.
However, at least do the Diglett's Cave Event—it'll make life much easier later.

Spoilers: Unfinished Business

Later in the game, you'll use the seaport here to return to the various Islands at sea.
**Route 11**

**NOTE**
There are no Events on Route 11. Go left and enter the Pokémon Center to heal, then go into the cave (Rock Tunnel) around the bend.

---

**Catch 'Em All!**

- **Sandshrew:** Common (LeafGreen Only)
- **Spearow:** Common
- **Ekans:** Common (FireRed Only)
- **Rattata:** Common
- **Drowzee:** Rare

---

**Trainers**

- **A** Ekans LV21
- **B** Horsea LV18; Poliwag LV18
- **C** Sandshrew LV19; Zubat LV19
- **D** Nidoran (male) LV19; Nidorino LV19
- **E** Magnemite LV18; Magnemite LV18; Megaton LV18
- **F** Oddish LV18; Bellsprout LV18
- **G** Magnemite LV21
- **H** Vulpix LV18; Growlithe LV18
- **I** Rattata LV17; Rattata LV17; Raticate LV17
- **J** Voltorb LV18; Magnemite LV18

---

**Items**

1. Ice Heal
2. X Defense
3. Great Ball
4. Escape Rope

---

**Spoilers: Unfinished Business**

Although this isn’t on Route 11, the river running around the edge of Route 10 (the small sliver of a route before the Pokémon Center) leads to the Power Plant and something special after you get Surf.
Route 9

TIP
There are no Events on Route 9. Proceed to the route's end and enter the Pokémon Center to heal, then go into the cave (Rock Tunnel) around the bend.

Catch ‘Em All!
- Sandshrew: Common (LeafGreen Only)
- Spearow: Common
- Ekans: Common (FireRed Only)
- Rattata: Common

Trainers
A Oddish LV18; Bellsprout LV18; Oddish LV18; Bellsprout LV18
B Machop LV20; Onix LV20
C Growlithe LV21; Charmander LV21
D Beedrill LV19; Beedrill LV19
E Caterpie LV20; Weedle LV20; Venonat LV20
F Rattata LV19; Sandshrew LV19; Sandshrew LV19; Ekans LV19
G Geodude LV20; Geodude LV20; Machop LV20
H Meowth LV23
I Geodude LV21; Onix LV21

Items
1 TM40 Aerial Ace
2 Ether (hidden)
3 Burn Heal

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**Rock Tunnel**

**Entry Level**

- There are no Events in Rock Tunnel, so go through to Lavender Town (which also has no Events) and onward to Route 8.

**TIP**

- Teach Flash to one of your Pokémon, because when you get in the tunnel, you're going to need it.

**Catch 'Em All!**

- **Geodude:** Common
- **Machop:** Rare
- **Mankey:** Common
- **Onix:** Rare
- **Zubat:** Common

**TIP**

- The colored dots represent matching ladders that cut between the two levels, so switch maps when you climb ladders to the corresponding colored dot.

**NOTE**

- The X marks the spot where a Move Tutor stands. He teaches you Rock Slide.
**Items**
1. Repel
2. Revive
3. Escape Rope
4. Max Ether
5. Pearl

**Trainers**
A. Cubone LV23; Slowpoke LV23
B. Slowpoke LV25
C. Oddish LV22; Bulbasaur LV22
D. Charmander LV22; Cubone LV22
E. Geodude LV25
F. Machop LV20; Onix LV20
G. Geodude LV19; Geodude LV19; Geodude LV19; Machop LV19
H. Onix LV20; Onix LV20; Geodude LV20
I. Geodude LV21; Graveler LV21
J. Jigglypuff LV21; Pidgey LV21; Meowth LV21
K. Geodude LV21; Geodude LV21; Graveler LV21
L. Slowpoke LV20; Slowpoke LV20; Slowpoke LV20
M. Bellsprout LV22; Clefairy LV22
N. Pidgey LV19; Bellsprout LV19; Rattata LV19; Rattata LV19
O. Meowth LV20; Oddish LV20; Pidgey LV20

**NOTE**
After exiting Rock Tunnel, there are a few more Trainers. However, if you proceed east, then due south, you can avoid them.

**TIP**
Now you come upon Lavender Town. However, there’s nothing you can do here yet, so stock up if you need to, heal, then take the path heading west down Route 8.

**NOTE**
There are no Events on Route 8. When you reach the end, head into the northwestern small house and proceed down its length to reach Celadon City.
Trainees

A Clefairy LV22; Clefairy LV22
B Growlithe LV24; Vulpix LV24
C Grimer LV22; Grimer LV22; Muk LV22
D Jigglypuff LV22; Clefairy LV22 (2-on-2 battle)
E Nidoran LV23; Nidorina LV23
F Koffing LV24
G Meowth LV24; Meowth LV24; Meowth LV24
H Pidgey LV19; Rattata LV19; Meowth LV19; Nidoran LV19; Pikachu LV19
I Grimer LV24; Grimer LV24
J Grimer LV23; Koffing LV22; Koffing LV22
K Voltorb LV20; Voltorb LV20; Magnemite LV20; Koffing LV20
L Poliwig LV22; Poliwig LV22; Poliwhirl LV22

Celadon City

[Map of Celadon City with various locations labeled]
**Shop Items**

2F: Register 1
- TM05 Roar: ₥1000
- TM15 Hyper Beam: ₥7500
- TM28 Dig: ₥2000
- TM31 Brick Break: ₥3000
- TM43 Secret Power: ₥3000
- TM45 Attract: ₥3000

2F: Register 2
- Great Ball: ₥600
- Super Potion: ₥700
- Revive: ₥1500
- Antidote: ₥100
- Paralyze Heal: ₥200
- Awakening: ₥250
- Ice Heal: ₥250
- Burn Heal: ₥250
- Super Repel: ₥500

4F
- Poké Doll: ₥1000
- Retro Mail: ₥50
- Fire Stone: ₥2100
- Thunderstone: ₥2100
- Water Stone: ₥2100
- Leaf Stone: ₥2100

5F: Register 1
- HP Up: ₥9800
- Protein: ₥9800
- Iron: ₥9800
- Calcium: ₥9800
- Zinc: ₥9800
- Carbos: ₥9800

5F: Register 2
- X Attack: ₥500
- X Defend: ₥550
- X Speed: ₥350
- X Special: ₥350
- X Accuracy: ₥950
- Guard Spec.: ₥700
- Dire Hit: ₥650

---

**TIP**

Load up on Lemonade on the Department Store roof because it's the game's best healing item (based on value). Also, give the young lady nearby one of each of the vended items to get a prize.

---

**Catch 'Em All**

*Magikarp*: Common

*Good Rod Required*

**Items**

- 1 Ether

---

**Event 1**

First things first: Go to Celadon City's north edge and follow the western path—there is a small patch of dirt jutting out. Head in and up the path till you reach the top, then grab the Poké Ball up top to claim a free Eevee!

---

**Event 2**

Head to the southernmost row of buildings and enter the far left one. Speak to the gent in the upper-left corner, and he gives you a Coin Case. You'll need this to gamble in the Game Corner.

---

**Event 3**

In the Game Corner, you can gamble by playing slots. Go up to a machine, press down to bet on one to three rows, and pull the handle. (You can score Coins at the desk or find them hidden about the room.) The odds are poor, but you can make some serious Coin if you stick with it. You can redeem your winnings next door for all sorts of prizes.

---

**Common Prizes**

<table>
<thead>
<tr>
<th>Prize</th>
<th>Value</th>
</tr>
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<tbody>
<tr>
<td>TM13 (Ice Beam)</td>
<td>4,000</td>
</tr>
<tr>
<td>TM23 (Iron Tail)</td>
<td>3,500</td>
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<tr>
<td>TM24 (Thunderbolt)</td>
<td>4,000</td>
</tr>
<tr>
<td>TM30 (Shadow Ball)</td>
<td>4,500</td>
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<tr>
<td>TM35 (Flame thrower)</td>
<td>4,000</td>
</tr>
<tr>
<td>Smoke Ball</td>
<td>800</td>
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<tr>
<td>Miracle Seed</td>
<td>1,000</td>
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<tr>
<td>Charcoal</td>
<td>1,000</td>
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<td>Mystic Water</td>
<td>1,000</td>
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<tr>
<td>Yellow Flute</td>
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**Common Prizes**

<table>
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<th>Version Only</th>
<th>Value</th>
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<tr>
<td>Leaf/Red</td>
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<td>Abra</td>
<td>120</td>
</tr>
<tr>
<td>Clefairy</td>
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<td>Pinsir</td>
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<td>5,500</td>
</tr>
<tr>
<td>Porygon</td>
<td>9,999</td>
</tr>
</tbody>
</table>

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**Event 4**

This Event is in the Game Corner. Walk up and speak to the shady Team Rocket member hanging out by the poster. Defeat his Pokémon (Raticate LV20; Zubat LV20), and he takes off. Check the nearby poster and, voilà, a secret stairway appears.

**NOTE**

There are no random encounters in the Team Rocket Hideout, so all fights are at your discretion (where possible).
### Trainers

<table>
<thead>
<tr>
<th>Item</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>Raticate LV21; Raticate LV21</td>
</tr>
<tr>
<td>B</td>
<td>Zubat LV17; Zubat LV17; Koffing LV17; Grimer LV17; Raticate LV17</td>
</tr>
<tr>
<td>C</td>
<td>Machop LV21; Machop LV21</td>
</tr>
<tr>
<td>D</td>
<td>Rattata LV20; Raticate LV20; Drowzee LV20</td>
</tr>
<tr>
<td>E</td>
<td>Koffing LV21; Zubat LV21 (Card Key)</td>
</tr>
<tr>
<td>F</td>
<td>Rattata LV19; Rattata LV19; Raticate LV19; Raticate LV 19</td>
</tr>
<tr>
<td>G</td>
<td>Grimer LV20; Koffing LV20; Koffing LV20</td>
</tr>
<tr>
<td>H</td>
<td>Grimer LV22; Koffing LV22</td>
</tr>
<tr>
<td>I</td>
<td>Drowzee LV21; Machop LV21</td>
</tr>
<tr>
<td>J</td>
<td>Sandshrew LV23; Sandslash LV23; Ekans LV23</td>
</tr>
<tr>
<td>K</td>
<td>Ekans LV23; Sandslash LV23; Arbok LV23</td>
</tr>
<tr>
<td>L</td>
<td>Onix LV25; Rhyhorn LV24; Kangaskhan LV29 (Giovanni and Silph Scope)</td>
</tr>
</tbody>
</table>

To make your way through the Team Rocket Hideout, follow these instructions to get to where you're going:

1. Proceed to the 3rd Floor.
2. Go through the maze (follow the trail).
3. Proceed to the 4th Floor.
4. Head to the northwest corner and fight the Trainer (E) to get the Card Key.
5. Head to the 2nd Floor.
6. Go through the maze (follow the trail).
7. Enter the elevator—take it to the 4th floor.
8. Defeat the Trainers (J) and (K) flanking the door.
9. Defeat Giovanni to get Silph Scope (see the following “Giovanni” section).

---

**NOTE**

This route described here does not take into account all Trainers and Items you could encounter, and only offers the most direct route from the Team Rocket Hideout's beginning to the final fight. Feel free to take down any and all Trainers you find and collect any additional Items that strike your fancy.
Giovanni

The Rocket's big man in charge, Giovanni, is the final foe you have to tackle to clear the Team Rocket Hideout. It's good that your Pokémon are at least Level 25+ at this point, because Giovanni's trump card, Kangaskhan, is a staggering LV29, and can put weaker Pokémon in a world of hurt.

His other Pokémon aren't slouches, either, but they're more defensive than offensive. Get your toughest (Grass-type) Pokémon out front. (If you picked Bulbasaur at the game's outset and it's powered up at this point, you should have few problems.) Start hammering away. Kangaskhan can be a real pain if you're not prepared for it, so be on your toes!

Once Giovanni goes down, bag the Silph Scope, then move to the exit—now it's time to tackle another Gym!

Gym Battle: Erika

CAUTION

Your Pokémon should be at least Levels 25–28 before you take on Erika.

Trainers

A  Bellsprout LV23; Weepinbell LV23
B  Oddish LV21; Oddish LV21; Bellsprout LV21; Bellsprout LV21
C  Bellsprout LV22; Oddish LV22; Weepinbell LV22; Gloom LV22; Ivysaur LV22
D  Exeggcute LV24
E  Oddish LV23; Gloom LV23
F  Bellsprout LV24; Bellsprout LV24
G  Bulbasaur LV24; Ivysaur LV24
H  Tangela LV24; Victreebel LV29; Vileplume LV29 (Erika)

Erika and her cohorts wield Grass-type Pokémon and, thus, are susceptible to Fire and Flying Pokémon. So, if you started the game with Charmander, you'll clean up here. If not...

The small army of Trainers surrounding Erika makes for good practice. When you're ready for the queen of the Gym, those Fire- and Flying-types should be in the fore.

After laying down the law, you come away with the Rainbow Badge as well as TM19 Giga Drain. There's only one more errand west of the city, then it's back to Lavender Town.
Event 5

Heading west onto Route 16, cut the first bush you spot, then keep heading west into the nearby building. Head out the other side, then duck into the first house. Speak to the young lady there. She hands over one of the best HMs in the game—HM02 Fly. Now it's time to Fly to Lavender Town (assuming you have a Flying-type Pokemon).

Lavender Town

TIP

There are no Pokémon to catch in Lavender Town—proceed to the Pokémon Tower.

Pokémon Tower
Items
1. Escape Rope
2. Ether
3. Awakening
4. Great Ball
5. Cleanse Tag
6. Nugget
7. X Accuracy
8. Rare Candy

Catch 'Em All!
- Gastly: Common
- Haunter: Common
- Cubone: Rare

Trainers
A. Rival Battle
B. Gastly LV23
C. Gastly LV22
D. Gastly LV24
E. Gastly LV23; Gastly LV23
F. Gastly LV22
G. Gastly LV24
H. Gastly LV22
I. Haunter LV23
J. Gastly LV24
K. Gastly LV22
L. Gastly LV22; Gastly LV22; Gastly LV22
M. Gastly LV24
N. Gastly LV24
O. Marowak LV30
P. Zubat LV25; Zubat LV25; Golbat LV25
Q. Koffing LV26; Drowzee LV26
R. Zubat LV23; Zubat LV23; Rattata LV23; Raticate LV23
Rival Battle (A)

Time for another battle with your Rival. Depending on the Pokémon type you selected for your party at Professor Oak's Lab, his Pokémon will vary (in an attempt to overpower your main type):

Everybody Fights:
- Growlithe: LV23
- Kadabra: LV20
- Pidgeotto: LV25

And if you picked....
- Bulbasaur: add Charmeleon LV25 and Exeggcute LV25
- Squirtle: add Ivysaur LV25 and Gyarados LV25
- Charmeleon: add Wartortle LV25 and Exeggcute LV25

After ascending the first set of stairs in the Tower, you find this fellow standing nonchalantly with his back turned to you. Approach, and the fight's on!

Your Rival has been doing some serious Pokémon training and has added newcomers to his fold. It's unfortunate if you started out with Squirtle, because Rival has added a rough Gyarados to the club (Bulbasaur and Charmander starters end up with Exeggcute, which are far easier to beat). If you have an Electric-type, have it in the queue so you can make short work of its aquatic antagonist.

The rest of your Rival's Pokémon are what you're used to, though you have to be wary of the Pidgeotto's Whirlwind attack (if you have a Pidgeotto, you probably know about this already). It'll boot your currently battling Pokémon out and possibly swap in one of your weaker Pokémon, leaving you open to all sorts of problems.

After dispatching your Rival, it's Trainer battles all the way up the Tower.

Marowak (Q)

Upon reaching the steps to the final floor, the Silph Scope kicks in and you have to face an enraged Marowak (Q). It won't be too much trouble after your encounter with the Rival downstairs (not to mention the preceding events in Celadon City). Defeat the Marowak, and you are granted access to the final floor and more trouble in the form of the Rockets once more.

Event 1

With the Tower cleared, it's time to head to Mr. Fuji's house to collect a reward for your heroic "rescue." With the Poké Flute in tow, head due south and down Route 12.

Your ultimate destination is Fuchsia City—but that's getting ahead of ourselves.
### Route 12

#### Catch 'Em All!

<table>
<thead>
<tr>
<th>Pokémon</th>
<th>Common/Lv</th>
<th>Rare/Lv</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bellsprout:</td>
<td>Common</td>
<td>(LeafGreen Only)</td>
</tr>
<tr>
<td>Gloom:</td>
<td>Rare</td>
<td>(FireRed Only)</td>
</tr>
<tr>
<td>Gyarados**:</td>
<td>Rare</td>
<td></td>
</tr>
<tr>
<td>Horsea*:</td>
<td>Common</td>
<td></td>
</tr>
<tr>
<td>Krabby*:</td>
<td>Common</td>
<td></td>
</tr>
<tr>
<td>Magikarp*:</td>
<td>Common</td>
<td></td>
</tr>
<tr>
<td>Oddish:</td>
<td>Common</td>
<td>(FireRed Only)</td>
</tr>
<tr>
<td>Pidgey:</td>
<td>Common</td>
<td></td>
</tr>
<tr>
<td>Pidgeotto:</td>
<td>Common</td>
<td></td>
</tr>
<tr>
<td>Psyduck**:</td>
<td>Common</td>
<td></td>
</tr>
<tr>
<td>Slowpoke**:</td>
<td>Common</td>
<td></td>
</tr>
<tr>
<td>Weepinbell:</td>
<td>Common</td>
<td>(LeafGreen Only)</td>
</tr>
<tr>
<td>Venonat:</td>
<td>Common</td>
<td></td>
</tr>
</tbody>
</table>

*Good Rod Required
**Super Rod Required

#### Items

1. TM27 Return
2. TM48 Skill Swap
3. Iron

#### Trainers

<table>
<thead>
<tr>
<th>Trainer</th>
<th>Pokémon</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>Goldeen LV22; Goldeen LV22; Poliwig LV22</td>
</tr>
<tr>
<td>B</td>
<td>Tentacool LV24; Goldeen LV24</td>
</tr>
<tr>
<td>C</td>
<td>Goldeen LV27</td>
</tr>
<tr>
<td>D</td>
<td>Poliwig LV21; Goldeen LV21; Shellder LV21; Horsea LV21</td>
</tr>
<tr>
<td>E</td>
<td>Nidoran LV24; Nidoran LV24 (double team)</td>
</tr>
<tr>
<td>F</td>
<td>Voltorb LV29; Electrode LV29</td>
</tr>
<tr>
<td>G</td>
<td>Nidoran LV29; Nidorino LV29</td>
</tr>
<tr>
<td>H</td>
<td>Magikarp LV24; Magikarp LV24</td>
</tr>
</tbody>
</table>

#### Event 2

After defeating the double team (E) you come across a snoring Snorlax (LV30) blocking the path. Bust out your recently acquired Poke Flute, rouse it from its slumber, and either capture or club it. There aren't many to be caught, so do your best to whittle its health down and bag it.

#### Event 1

After heading south from Lavender Town, enter the first structure. Head upstairs and speak to the young lady walking around to get TM27 Return.

#### Event 3

In this house, south of the snorin' Snorlax, is something of great value: the Super Rod! With it you'll be able to catch the rarest of the Pokémon that swim in the deep blue sea.

#### NOTE

After removing the Snorlax, you can head west and heal in Vermilion City. You can also pick up the Itemfinder if you didn't get it earlier from Professor Oak's assistant in the small building leading to Route 11.
Route 13

**TIP**
There are no Events on Route 13. Proceed west to reach Route 14.

---

**Catch 'Em All!**

- **Bellsprout:** Common (LeafGreen Only)
- **Gloom:** Rare (FireRed Only)
- **Gyarados**: Rare
- **Horsea:** Common
- **Krabby:** Common
- **Magikarp**: Common
- **Oddish:** Common (FireRed Only)
- **Pidgey:** Common
- **Pidgeotto:** Common
- **Psyduck**: Common
- **Slowpoke**: Common
- **Weepinbell:** Common (LeafGreen Only)
- **Venonat:** Common

---

**Trainers**

- **A** Goldeen LV28; Poliwag LV28; Horsea LV28
- **B** Pidgey LV29; Pidgeotto LV29
- **C** Pidgey LV24; Pikachu LV24; Meowth LV24; Rattata LV24; Meowth LV24
- **D** Rattata LV27; Rattata LV27; Pikachu LV27
- **E** Clefairy LV29; Meowth LV29
- **F** Poliwag LV30; Poliwag LV30
- **G** Pidgey LV27; Meowth LV27; Pidgey LV27; Pidgeotto LV27
- **H** Pidgey LV26; Pidgeotto LV26; Spearow LV26; Fearow LV26
- **I** Spearow LV25; Pidgey LV25; Spearow LV25; Pidgey LV25; Spearow LV25
- **J** Koffing LV28; Koffing LV28; Koffing LV28

---

*Good Rod Required
**Super Rod Required*
Route 14

**TIP**
There are no Events on Route 14. Proceed south to reach Route 15.

**Catch 'Em All**

- **Bellsprout:** Common *(LeafGreen Only)*
- **Gloom:** Rare *(FireRed Only)*
- **Gyarados**:** Rare
- **Horsea**:* Common
- **Krabby**:* Common
- **Magikarp**:* Common
- **Oddish**:* Common *(FireRed Only)*
- **Pidgey:** Common
- **Pidgeotto:** Common
- **Psyduck**:** Common
- **Slowpoke**: Common
- **Weepinbell:** Common *(LeafGreen Only)*
- **Venonat:** Common

*Good Rod Required
**Super Rod Required

**Trainers**

- **A** Pidgey LV28; Doduo LV28; Pidgeotto LV28
- **B** Pidgey LV26; Spearow LV26; Pidgey LV26; Fearow LV26
- **C** Pidgeotto LV29; Fearow LV29
- **D** Spearow LV28; Doduo LV28; Fearow LV28
- **E** Farfetch'd LV33
- **F** Spearow LV29; Fearow LV29
- **G** Squirtle LV29; Charmander LV29 (team battle)
- **H** Koffing LV29; Muk LV29
- **I** Koffing LV26; Koffing LV26; Grimer LV26; Koffing LV26
- **J** Koffing LV29; Grimer LV29
- **K** Grimer LV28; Grimer LV28; Koffing LV28
**Route 15**

**Catch 'Em All**

- **Bellsprout:** Common (LeafGreen Only)
- **Gloom:** Rare (FireRed Only)
- **Gyarados**: Rare
- **Horsea**: Common
- **Krabby**: Common
- **Magikarp**: Common
- **Oddish**: Common (FireRed Only)
- **Pidgey**: Common
- **Pidgeotto**: Common
- **Psyduck**: Common
- **Slowpoke**: Common
- **Weepinbell**: Common (LeafGreen Only)
- **Venonat**: Common

*Good Rod Required
**Super Rod Required

**Items**

1. TM18 Rain Dance

**Trainers**

- **A** Pikachu LV29; Raichu LV29
- **B** Hitmonchan LV29; Hitmonlee LV29 (team battle)
- **C** Clefairy LV33
- **D** Koffing LV25; Koffing LV25; Weezing LV25; Koffing LV25; Grimer LV25
- **E** Koffing LV28; Grimer LV28; Weezing LV28
- **F** Pidgeotto LV29; Wigglytuff LV29
- **G** Bulbasaur LV29; Ivysaur LV29
- **H** Gloom LV28; Oddish LV28; Oddish LV28
- **I** Dodrio LV28; Doduo LV28; Doduo LV28
- **J** Pidgeotto LV26; Farfetch'd LV26; Doduo LV26; Pidgey LV26
- **K** Bellsprout LV29; Tangela LV29; Oddish LV29

**Event 1**

Before entering Fuchsia City, climb the stairs of the building bridging the city and Route 15 to find Professor Oak's assistant. If you have captured 50 Pokémon, he'll hand over the valuable Exp. Share.
**Event 1**

Head to this house and go inside. You find a gent who's having a speech problem. You have to get him the Gold Teeth from the northern Safari Zone to remedy his problem. There is an Item trapped behind the boulder—you'll be back for that.

**Event 2**

To the right of the gent with the speech problem is a house. Step inside and speak to the fellow sitting at the table. He gives you the Good Rod! It may not be as good as the Super Rod, but comes in handy on occasion.

**Event 3**

Visit this house to the Pokémon Center's left. Inside it is the Move Deleter. He can remove any moves you don't like from any of your Pokémon.
Most of Koga's minions use Psychic-type Pokémon, while Koga wields Poison-types to ruin your day. Bring plenty of Antidote!

Before messing with Koga, you need to maneuver the invisible maze ahead. We've made this easy by tracing the route through the maze for you, so head through it and defeat the trainers as you go till you reach the boss.

Koga is a pain in the neck, because he has plenty of Hyper Potions he uses to heal his Pokémon. Get your Pokémon who are strongest against Poison-types (Psychic, Fire, Rock) up there and hammer as fast and as hard as possible. The longer Koga lasts, the more likely he'll Poison you and use a Heal Potion.

The Muk (LV39 version) is difficult and makes life unpleasant if you can't take it down in two hits, so be prepared. Also, these Pokémon use Toxic, which is worse than standard Poison. (Toxic erases more life with each succeeding round it afflicts your Pokémon.)

Use Poison-types against Koga's, if you have any that are high level. This nullifies their use of Toxic. Otherwise, get in there and fight it out till they meet their makers.

After you take down Koga and collect the spoils of victory (the Soul Badge, TM06 Toxic, and the use of Surf outside of battles), it's time to head to the town's north end and enter the Safari Zone!
Safari Zone

The Safari Zone is a wild Pokémon preserve and is stocked with tons of Pokémon. You pay the fee and receive 25 Safari Balls. Use the balls to catch as many Pokémon as you can before you move 600 steps or use up your 25 balls (at which point you are whisked back to the entrance). Not only are there lots of Pokémon to bag, but you also need to snap up several items to keep moving forward in your quest.

Unlike the rest of the game, in the Safari Zone, Pokémon don’t fight back. You have the options of using: Catch, Bait, Throw Rock, and Run. Each one of these either helps or detracts from your odds to catch the critters here (some are easier to catch with Bait, others, with thrown rocks). Experiment to find the best combinations that work for you!

The ultimate goal in the Safari Zone is to reach the Secret House in the far northwest. Follow the path on the maps to reach it, and snag the Gold Teeth (40) along your way. All the other items, Pokémon, etc., are optional.
**NOTE**

Because each "ticket" to the Safari Zone only allows 600 steps, you cannot collect all the Items in one pass.

**Items**

1. Leaf Stone
2. TM11 Sunny Day
3. Max Potion
4. Full Revive
5. Quick Claw
6. Full Revive
7. Max Potion
8. TM47 Steel Wing
9. Protein
10. Gold Teeth (must collect)
11. TM32 Double Team
12. HM03 (must collect)

**Event 4**

After returning from the Safari Zone with Gold Teeth in hand, head to the home of the gent with the speech problem and give him the teeth. After you deliver them, he gives you a nice prize: HM04! Use it to move the rock to the right to get a Rare Candy.

---

**Catch 'Em All**

- **Chansey:** Rare
- **Doduo:** Common
- **Dragonair**: Very Rare
- **Draffu:** Rare
- **Exeggucus:** Common
- **Goldeen:** Common
- **Kabugu:** Rare
- **Magikarp:** Common
- **Nidoran♂:** Common
- **Nidoran♀:** Common
- **Nidorina:** Rare
- **Nidorino:** Rare
- **Paras:** Common
- **Parasect:** Rare
- **Pinsir:** Common
- **Poliwag:** Common
- **Psyduck**: Common
- **Rhyhorn:** Rare
- **Scyther:** Rare
- **Seaking**: Rare
- **Slowpoke**: Common
- **Tauros:** Rare
- **Venomoth:** Rare
- **Venonat:** Common

*Good Rod Required
**Super Rod Required

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What Now?

Now that you have Surf and Strength, it's time to head for Saffron and the next gym. First, though, fly to Celadon City and enter the Game Freak building (the one with the lady and all the Pokémon, near the Dept. Store). The lady there gives you Tea. Head east and into Saffron City (after speaking with the guard).

Spoilers: Unfinished Business

The Route south from the city leads to the ocean and Route 19. Surf across this to reach the Seafoam Islands and an optional quest to collect one of the Legendary Pokémon.

Saffron City

NOTE

There are no Pokémon to catch in Saffron City.

Shop Items

- Great Ball: P600
- Hyper Potion: P1200
- Revive: P1500
- Full Heal: P600
- Escape Rope: P550
- Max Repel: P700

Items

1. TM29 Psychic
**Mini-Gym**

To the left of the main gym is a smaller, more compact gym with several Trainers in it. Head inside and clean the joint out!

**Trainers**

- **A** Machop LV32; Machamp LV32
- **B** Machop LV31; Mankey LV31; Primeape LV31
- **C** Primeape LV36
- **D** Mankey LV31; Mankey LV31; Primeape LV31
- **E** Hitmonlee LV37; Hitmonchan LV37

After defeating the quintet of Trainers, you'll get to pick one of the two Poké Balls to the rear. The left one contains Hitmonlee; the right, Hitmonchan. Grab one, then it's off to Silph Co.

**Silph Co.**

Silph Co. is a daunting proposition: 11 floors stuffed with loads of Team Rocket members, Items, and a few surprises. As was the case in the Team Rocket Hideout (back in Celadon City), here there are no random encounters and many of the Trainer battles are fought at your discretion. For the fastest way through, check out the "Cheat Sheet" contained in this section. Otherwise, feel free to rumble with all the Trainers and/or collect all the Items.

**NOTE**

Your first priority is to get the Card Key in the first part of the "Cheat Sheet" to fight many of the Trainers and collect many of the Items—and beat Silph Co.
**Trainers**

A  Golbat LV25; Zubat LV25; Zubat LV25; Zubat LV25; Raticate LV25
B  Cubone LV29; Zubat LV29
C  Magnemite LV28; Voltorb LV25; Magneton LV28
D  Grimer LV26; Weezing LV26; Koffing LV26; Weezing LV26
E  Raticate LV28; Hypno LV28; Raticate LV28
F  Electrode LV29; Weezing LV29
G  Ekans LV28; Cubone LV28; Zubat LV28
H  Voltorb LV33
I  Machop LV29; Drowzee LV29
J  Hypno LV33
K  Kadabra LV29; Mr. Mime LV29
L  Magneton LV26; Magnemite LV26; Weezing LV26; Koffing LV26
M  Arbok LV33
N  Machop LV29; Machamp LV29
O  Zubat LV28; Zubat LV28; Golbat LV28
P  Voltorb LV25; Magneton LV25; Magnemite LV25; Koffing LV25; Koffing LV25
Q  Cubone LV29; Cubone LV29
R  Raticate LV26; Zubat LV26; Golbat LV26; Rattata LV26
S  Sandshrew LV29; Sandslash LV29
T  Electrode LV29; Muk LV29
U  Raticate LV26; Arbok LV26; Koffing LV26; Golbat LV26
V  Weezing LV28; Koffing LV28; Golbat LV28
W  Grimer LV29; Electrode LV29
X  Voltorb LV28; Magneton LV28; Koffing LV28
Y  Golbat LV28; Drowzee LV28; Hypno LV28
Z  Drowzee LV28; Grimer LV28; Machop LV28

**Items**

1. Hyper Potion
2. TM41 Torment
3. Escape Rope; Full Heal; Max Revive
4. Card Key
5. TM01 Focus Punch
6. Protein
7. HP Up
8. X Special
9. TM08 Bulk Up
10. Zinc
11. Carbos; Rare Candy; Ultra Ball
12. Zinc
To make your way through Silph Co., follow this "Cheat Sheet."

1. Take the elevator to the 5th floor.
2. Make your way past the Trainer (L).
3. Head south toward a Trainer (M); fight him.
4. Enter the teleporter, then re-enter it to get past the Trainer (M).
5. Head east and you walk directly into the Card Key (4).
6. Now head down to the 3rd Floor and go past the Trainer (E).
7. Head left at the first doorway and unlock it with the Card Key.
8. Continue in and hop on the first teleporter you see, but prepare for a big fight!
10. Afterward, hit the second teleporter and go to 11F.
11. Deal with the Trainer (EE) to the south.
12. Head through the locked door to meet...Giovanni (FF)!
**Rival Battle (♂)**

Now it's time for another battle with your Rival. Remember, his party varies in composition (in an attempt to overpower your main type) depending on the Pokémon type you selected at Professor Oak's Laboratory.

**Everybody Fights:**
- Pidgeot: LV37
- Alakazam: LV35
- Gyarados: LV35

**And if you picked...**
- Bulbasaur: add Charmander LV40 and Exeggute LV38
- Squirtle: add Ivysaur LV40 and Growlithe LV35
- Charmander: add Wartortle LV40 and Exeggute LV38

Despite the seemingly fearsome makeup of his team at this point, your Rival's bark is most certainly worse than his bite. His Pidgeot, Alakazam, and Gyarados should go down easily against your starter Pokémon at this point in the game; two or three hits each, at worst, render them unconscious.

Exeggute is, well, a sad joke, and if it thinks that it's going to help it against the Elite Four, it needs its head examined. Pretty much the same goes for Growlithe, though it can be tricky against your Grass-type Pokémon, so watch it.

Finally, your Rival's starter shouldn't prove much of a match for you. As long as you have a decently balanced team, it should go down in a hurry with a few quick and heavy attacks.

After you've sent him packing, speak to the chap standing nearby for something...nice. Then heal before hitting the second teleporter to 11F.

---

**Giovanni (♀)**

- Kangaskhan: LV35
- Nidoqueen: LV41
- Nidorino: LV37
- Rhyhorn: LV37

Not long after smiting your Rival once more, you come upon one last Trainer (♀) then, behind a steel door, Giovanni (♂)!

By and large, you probably won't have too much trouble with Giovanni. His Nidorino and Rhyhorn should go down fairly easily because their levels at this point are no match for a decent Electric-, Water-, or Grass-type.

The Kangaskhan seems like it means business, but hang in there and hammer away at its hide. It shouldn't be too much to handle with your Pokémon levels, but it probably wouldn't hurt to have some Potions and Lemonade at the ready, just in case.

Nidoqueen is easily cooked with a fairly well-powered-up Electric Pokémon and, even if it does get in some hits, it doesn't do enough damage to worry about. Just keep whaling away and it goes down soon enough.

After defeating Giovanni, speak to the chap on the couch to get an extra special item: a Master Ball! Hang on to this till after you beat the Elite Four to capture a Legendary Pokémon or something similar...

That's it for Silph Co. Time to head back out into town, heal, and then go over and beat the real Gym.
Gym Battle: Sabrina

**CAUTION**
We strongly recommend that your Pokémon are at least Level 40 before taking on Sabrina (H).

---

Trainers

A  Slowpoke LV33; Slowpoke LV33; Slowbro LV33
B  Mr. Mime LV34; Kadabra LV34
C  Kadabra LV31; Slowpoke LV31; Mr. Mime LV31; Kadabra LV31
D  Gastly LV34; Haunter LV34
E  Slowbro LV38
F  Haunter LV38
G  Gastly LV33; Gastly LV33; Haunter LV33
H  Kadabra LV38; Mr. Mime LV37; Venomoth LV38; Alakazam LV43 (Sabrina)

---

Before facing down Sabrina, you must maneuver the teleporters to reach her. The easiest way is simply to follow the numbers on the map. Take each one in numerical order to land yourself right in Sabrina's lap. You can always teleport around and destroy the Trainers as well.

Fighting Sabrina herself isn't all that daunting a proposition...except for her jacked-up Alakazam. Her other Pokémon fall pretty quickly if your Pokémon Levels are in the high 30s (your starter, in particular, should be pushing 40 by now).

The Alakazam is a nasty piece of work, however. It's fast and many of its moves can lay waste to your intrepid band in two shakes of a lamb's tail. Your best bet is simply to hit as hard and fast as possible because it's a beast to beat. Also be aware that Sabrina heals her Pokémon if they get into the red zone, so do your best to blast them from yellow to dead.

After finishing her off, you get the Marsh Badge and TM04 Calm Mind. With that done, leave Saffron City and fly back to Pallet Town and hit Route 21 with Surf!
**Route 21**

**TIP**
There are no Events on Route 21. Make your way south to Cinnabar Island to complete this leg of the adventure.

**Catch 'Em All!**

- **Gyarados**: Common
- **Horsea**: Common
- **Kingler**: Rare
- **Magikarp**: Common
- **Psyduck**: Common (FireRed Only)
- **Seadra**: Rare (FireRed Only)
- **Shellder**: Common (FireRed Only)
- **Tangela**: Rare
- **Tentacool**: Common

*Good Rod Required
**Super Rod Required

**Trainers**

- **A**: Magikarp LV27; Magikarp LV27; Magikarp LV27; Magikarp LV27; Magikarp LV27; Magikarp LV27; Seaking LV28; Goldeen LV28; Seaking LV28; Seaking LV28
- **B**: Seaking LV28; Goldeen LV28; Seaking LV28; Seaking LV28
- **C**: Seadra LV33; Starmie LV33 (team battle)
- **D**: Seadra LV33; Tentacruel LV33
- **E**: Cloyster LV31; Shellder LV31
- **F**: Seaking LV33; Goldeen LV33
- **G**: Starmie LV37
- **H**: Poliwhirl LV32; Tentacool LV32; Seadra LV32
- **I**: Staryu LV33; Wartortle LV33
Cinnabar Island & Viridian City Redux

**Shop Items**
- Ultra Ball: 1200
- Great Ball: 600
- Hyper Potion: 1200
- Revive: 1500
- Full Heal: 600
- Escape Rope: 550
- Max Repel: 700

**Catch 'Em All!!**
- Gyarados**: Common
- Horsea*: Common
- Magikarp*: Common
- Psyduck**: Common (FireRed Only)
- Slowpoke**: Common (LeafGreen Only)
- Staryu**: Common (LeafGreen Only)

*Good Rod Required
**Super Rod Required

**Event 1**
The first stop on Cinnabar Island, assuming you have a fossil (and you should!), is the Pokémon Laboratory. Inside, you can have the technicians revive any and all fossils you find from this point forward. You can also find a Move Tutor and a few people looking to trade Pokémon.

**Pokémon Mansion**

1F
Trainers

A  Ekans LV33; Ekans LV33; Raticate LV34
B  Charmander LV34; Charizard LV34
C  Ninetales LV38
D  Magnemite LV33; Magneton LV33; Voltorb LV33
E  Electrode LV29; Weezing LV29
F  Growlithe LV34; Ponyta LV34
G  Magnemite LV34; Electrode LV34

To make your way through the Pokémon Mansion, follow this "Cheat Sheet:"

1. Head for the staircase due north of the entrance and go up.
2. Head up the staircase in the upper-left corner to the 3rd Floor.
3. Head over to and flip the nearby switch.
4. Head down the nearest path leading south toward the Trainer (D).
5. Fall off the left ledge to 1F and the Trainer (E) below.
6. Head down the nearby stairs to 1B.
7. Go left toward the Trainer (F) and flip the nearby switch.
8. Head to the upper-right, pass the Trainer (G), and flip the northern switch.
9. Head west till you run into a table holding the Secret Key (B).
10. Retrace your steps (hit the switch to the northeast and near the other Trainer (F)), then head up the stairs.
11. Advance around the bend and out the door—you’re done!

NOTE

This route does not take into account all Trainers and Items you could encounter, and only offers the most direct route from the beginning of Pokémon Mansion to the exit. Take down all Trainers and collect any desirable Items along the way.

After clearing Pokémon Mansion, you possess the key to access the Cinnabar Island Gym and can challenge its leader, Blaine!
Gym Battle: Blaine

CAUTION
Your Pokémon should be at least Level 40 or more before taking on Blaine (H).

Trainers

A Vulpix LV36; Ninetales LV36; Growlithe LV36 (YES)
B Vulpix LV36; Vulpix LV36; Ninetales LV36
C Vulpix LV34; Ponyta LV34; Charmander LV34; Growlithe LV34 (NO)
D Ponyta LV41 (NO)
E Rapidash LV41 (NO)
F Growlithe LV37; Vulpix LV37 (YES)
G Growlithe LV37; Vulpix LV37 (NO)
H Growlithe LV42; Ponyta LV40; Arcanine LV47; Rapidash LV41 (Blaine)

This Gym's puzzle requires that you answer the questions correctly at the various terminals positioned at each sealed doorway. We've provided the answers with the corresponding Trainer in the preceding list for ease of use. You can still fight the Trainers, and that also unlocks the doors. But if you answer incorrectly, you have to fight the Trainer.

Blaine's (H) a Fire-wielder, which means that if you started out with Squirtle, you're going to easily hose him. For everyone else, get a good Water-type Pokémon out front to rain on Blaine's parade.

Be wary of some of his offensive attacks; Blaine's Pokémon use Fire Blast, which is a nasty attack that totals weaker Pokémon. Do not bring Grass-types to this party because Blaine's boys will incinerate them.

After dousing Blaine's Fire and quenching your ambition, he coughs up the Volcano Badge and TM38 Fire Blast (that gives you the same attack with which he was attempting to beat down your Pokémon). With that bit taken care of, you have options:

1. After exiting the Gym, Bill greets you and asks if you'd like to visit Island One with him. This is an optional quest and is not necessary to beat the game. If you go, you won't be coming back for a while.

2. Head to Viridian City to finish this badge-collecting business by earning the last one at the now-available Viridian City Gym.

We're going to Viridian City, so get out your Flying-type and let's fly there!
Gym Battle: Giovanni

CAUTION
Your Pokémon should be at least Level 45 or more before taking on Giovanni (G).

Before facing Giovanni, you must maneuver through some of those rotating tiles from earlier in the game. It’s easy.

1. Move past the first three Trainers (A, B, and C) and up to fight Trainer D.
2. Go left and fight Trainer E. With him out of the way, return to the entrance.
3. Take the transporter on the right, spin upward, then to the left.
4. Walk past Trainer E and right into Giovanni (G).

This is it: Battle for the final Badge before the path to the Pokémon League, and the final challenge will open for you—you just have to beat Giovanni one last time to do it.

He comes with Ground- and Poison-types, so counter with Water-, Ice-, and Psychic-types. Otherwise, you must be really leveled up to use other types.

You should be able to mow down most of his guys with little effort (as long as you've leveled sufficiently): The double Rhyhorn are easy, as is Dugtrio (especially against a Flying-type). That leaves the pair of Nidoran to deal with it. They're the biggest headaches of this bunch, but with juiced attacks, they go down in time.

With Giovanni out of the way, you lay claim to the Earth Badge and TM26 Earthquake. With these in hand, it's time to head west onto Route 22 and the Pokémon League!

First, make sure you're healed and loaded up on items...
Rival Battle

Time for another battle with your erstwhile Rival. Depending on the Pokémon type you selected at Professor Oak’s, your Rival’s party varies in composition (in an attempt to overpower your main type):

Everybody Fights:
- Pidgeot: LV47
- Alakazam: LV47
- Rhyhorn: LV45

And if you picked...
- Bulbasaur: add Growlithe, LV45; Charizard LV53; Gyarados LV45
- Squirtle: add Exeggcute LV45; Ivysaur LV53; Growlithe LV45
- Charmander: add Wartortle LV40; Exeggcute LV38; Blastoise LV53

After traipsing across Route 22, your Rival appears once more. He has with him the usual suspects, and as long as you’ve been leveling up along the way, the usual strategy will work.

A strong Electric-type is helpful here against a wide array of his Pokémon. The main trouble comes from his starters, who are now at Level 53! Hammer away till he runs away. Go to town, heal, and it’s through the gates leading to Victory Road—we’ll meet you there!

Victory Road

NOTE
There are no Events in Victory Road. Follow the “Cheat Sheet” for the fastest route through, then it’s on to the Elite Four and the final battle!
**Catch 'Em All**

- **Arbok:** Rare (FireRed Only)
- **Golbat:** Rare
- **Machoke:** Rare
- **Machop:** Common
- **Mankey:** Common
- **Onix:** Common
- **Primeape:** Rare
- **Sandslash:** Rare (LeafGreen Only)

**Items**

1. TM02 Dragon Claw
2. Rare Candy
3. TM37 Sandstorm
4. Full Heal
5. TM07 Hail
6. Max Revive
7. TM50 Overheat
8. Guard Spec.

**Other Points of Interest**

- **MT** = Move Tutor

**Trainers**

- **A**
  - Persian LV42; Ponyta LV42; Rapidash LV42; Vulpix LV42; Ninetales LV42

- **B**
  - Raticate LV42; Ivysaur LV42; Wartortle LV42; Charmeleon LV42; Charizard LV42

- **C**
  - Machoke LV43; Machop LV43; Machoke LV43

- **D**
  - Drowzee LV41; Hypno LV41; Kadabra LV41; Kadabra LV41

- **E**
  - Persian LV44; Golduck LV44

- **F**
  - Mr. Mime LV48

- **G**
  - Exeggcutor LV42; Sandslash LV42; Cloyster LV42; Electrode LV42; Arcanine LV42

- **H**
  - Charmeleon LV40; Lapras LV40; Lickitung LV40

- **I**
  - Clefairy LV42; Jigglypuff LV42; Chansey LV42

- **J**
  - Kindler LV41; Poliwhirl LV42; Tentacruel LV42; Seadra LV42; Blastoise LV43

- **K**
  - Bellsprout LV42; Weepinbell LV42; Victreebel LV42; Parasect LV42; Paras LV42

- **L**
  - Nidoqueen LV43; Nidoking LV45 (team battle)
To make your way through Victory Road, follow this “Cheat Sheet.”

1. Head to the left and push the boulder over till it covers the switch on the far right.
2. Head to the ladder in the back left near Trainer A.
3. Now head south and push the boulder onto the switch in the lower left.
4. Head up the nearby steps and work your way past the Trainer (C) and down the first set of steps.
5. Head east and follow the path as it twists north till you see the ladder near a Trainer (E).
6. Head up the ladder and take the nearby stone (to the north) and roll it west to cover the switch on the far side of the cavern near Item 7.
7. Backtrack and climb up the steps and make your way past the Trainer (I) till you hit another set of steps.
8. Moving east, you pass another pair of Trainers (J and K) till you reach a hole with a rock in front of it.
9. Push the rock in the hole, then jump in after it to drop to the floor below.
10. Now push that rock, too, covering the switch directly to the left near the Item (3).
11. After that, climb up the second set of steps and move past the Trainer (D) to climb the ladder.
12. Move past a team of Trainers (L) and descend the ladder to their left.
13. Heading east, go past the Move Tutor (MT) and exit Victory Road!

Upon bursting out into the sunshine once more, turn due north and move on to the Indigo Plateau. Head into the building and get ready for the final fight....

**The Elite Four**

**Shop Items**

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<tr>
<td>Great Ball</td>
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</tr>
<tr>
<td>Full Restore</td>
<td>¥3000</td>
</tr>
<tr>
<td>Max Potion</td>
<td>¥2500</td>
</tr>
<tr>
<td>Revive</td>
<td>¥1500</td>
</tr>
<tr>
<td>Full Heal</td>
<td>¥600</td>
</tr>
<tr>
<td>Max Repel</td>
<td>¥700</td>
</tr>
</tbody>
</table>

This is it: the end of the road and time to take on the last four Trainers. Load up on Full Restores, Full Heals, Revives, etc., because you’ll need every one of them.

**CAUTION**

After you battle the Elite Four, there is no going back. You cannot back out for Items, Healing, or any other mission. If you have things to do, you can use Fly to take care of them, but be ready to face the four toughest challenges (plus one) that you’ve handled to date.

**TIP**

The Elite Four rely on Hyper Potions and the like. If you are frequently whittling them down to red, then watching them heal back to full, start with a weaker attack. Then, when they hit yellow, hammer them with your best move.
**Battle 1: Lorelei**

Dewgong: LV64  
Cloyster: LV51  
Lapras: LV54  
Slowbro: LV52  
Jynx: LV54

**CAUTION**

If you use Fire attacks against Lorelei, she makes your life unbearable and the fight un-winnable, so stay away from them!

First up is Lorelei—she relies on Ice-type Pokémon with a smattering of Water-types mixed into their types. You need a good Electric-type to make this battle go smoothly, so hopefully you have a high-level Raichu, or maybe you picked up Zapdos.

You can destroy Cloyster right off the bat, so get in there and smoke it—the same goes for Dewgong, who doesn't put up much of a fight, either.

The Pokémon you really have to worry about is Jynx—it uses its powers to put you to sleep or hammers you with an Ice Punch. Keep that Poké Flute or Awaken handy to deal with its shenanigans.

Lapras is a pain because it's very resilient to everything but Electric-type attacks. So keep drumming away at its thick hide until it gives up the ghost. Slowbro operates in much the same fashion, though it uses mainly Status attacks to rain on your parade.

---

**TIP**

After each battle, be sure to stop and Heal, Revive, and recover PPs so your best attacks are fully charged for each round.

---

**Battle 2: Bruno**

Hitmonchan: LV53  
Hitmonlee: LV53  
Onyx: LV51  
Onyx: LV54  
Machamp: LV56

Bruno digs into his barrel of Pokémon and comes up with Rock and Fighting types of various stripes. Unlike Lorelei, Bruno doesn't act vengefully against any particular type of attack.

The low-level Onyx is easily destroyed by a Water- or Grass-type attack of nearly any magnitude. You've probably even fought an Onyx this "powerful" in the field, so thrash this fool and get on with it.

The real problems start when you tangle with the Hitmonchan and Hitmonlee. They both have very high defense and they both hit hard. Lay into them with a Psychic-type Pokémon, if you have one. Otherwise, keep healing and reviving until they go down.

Bruno's second Onyx can be a nightmare if you're in bad shape when it shows up. It uses Earthquake on your Pokémon, and the attack is utterly devastating. The Onyx is also shockingly fast and has a nasty habit of getting in the first hit, thereby ruining your day.

Bringing up the rear is Machamp, which proves not to be terribly difficult. You just need to get in the first few blows with a stronger Pokémon (Psychic-type especially) to send it packing.
**Battle 3: Agatha**

The third member of the Elite Four, Agatha, uses Ghost-types with a smattering of Poison thrown in for good measure.

She holds two Gengars: The first one you face increases its evasiveness while poisoning you. Get in there and hit it with Electric- or Psychic-type attacks to take it down.

Golbat is, well, Golbat. This should be child’s play—a well-placed Electric-type attack pretty much wipes it out in one bolt.

Arbok is annoying. Its Sludge Bomb attack is incredibly poisonous and takes off a tremendous amount of health each round it’s in effect. Your best bet is to get a Pokémon that’s immune to Poison out there for the duration of that fight.

Next up is Haunter, who doesn’t put up too much of a fight as long as you get in first and hit hard. The same goes for the second Gengar, thankfully. All of that’s a good thing, too, because you’re about to face the final member of the Elite Four.

---

**Battle 4: Lance**

- **Gyarados**: LV56
- **Dragonair**: LV54
- **Aerodactyl**: LV58
- **Dragonair**: LV54
- **Dragonite**: LV60

---

**CAUTION**

Lance’s Pokémon make heavy use of Hyper Beam, an utterly devastating attack. However, after it is used, his Pokémon must rest for a turn, so use that to your advantage if you have the misfortune of being hit by Hyper Beam.

Lance is the final step on your quest to vanquish the Elite Four and become the greatest Trainer on all of Kanto—can you do it?

First up we have a standard Gyarados. By now you know that Water Pokémon don’t like Electric-types, so get your best Electric-type in there and blow it away.

Next up is a pair of Dragonair. Using Electric on them, too, works wonders (it’s not as wonderful as Gyarados, but it gets the job done). Once they’re down, you move on to the really heavy hitters.

Aerodactyl is a tough customer. It’s Electric-type attacks again this time, though Water-type attacks work too. Aerodactyl is very fast, getting in plenty of attacks quickly, so keep your Heals, etc., constantly at the ready.

Finally, we come to Dragonite (Level 60). His special weakness is Ice. If you don’t have that type, stick with Electric and be prepared to heal...a lot. You can also hope for him to use Outrage, then become Confused, and injure himself. This is a very tough fight, so keep dishing it out as best you can and the battle is yours...or is it?
Rival Battle

Oh, no! Just after conquering the Elite Four and with victory in your grasp, your Rival shows up for one last showdown! Could his timing be any better? Not likely...

Everyone Fights:
- Pidgeot: LV59
- Rhydon: LV59
- Alakazam: LV57

And if you started with...
- Bulbasaur: Arcanine LV59; Gyarados LV61; Charizard LV53
- Squirtle: Exeggcutor LV59; Arcanine LV61; Venusaur LV53
- Charmander: Exeggcutor LV59; Arcanine LV61; Blastoise LV53

By now you're probably badly depleted and desperately need to heal, but it's probably in your best interest to knock out at least the initial foe or two: That means Pidgeot, Gyarados, Exeggcutor, and Rhydon. Electric-type attacks destroy Gyarados and Pidgeot in fairly short order, so get in there and fry them. Toss some Grass- or Water-types at the other pair, then get on with the rest of the show. When Arcanine shows up, it's Water-type attacks all the way to douse its destructive ambitions. (Make sure that Venusaur is out of sight when it shows up!)

The big problem comes from your Rival's starter Pokémon. They all have access to their types' most powerful attack: Hydro Pump, Solarbeam, Fire Blast. The good news is they only get five shots each; the bad news is they each do an incredible amount of damage. However, if you can survive a war of attrition (simply rotating Pokémon in and out and healing/reviving as you go), they're easy to take down. Barring that, you need to make do with what's on hand.

The End....

You've done it! You've sent your Rival home to lick his wounds and you're the greatest Trainer in the world. The credits roll and...what's this? There's still more to do? Oh yes....
Now What?

After beating the Elite Four and restarting your game, you’ll need to go and catch 60 Pokémon for your Pokédex so that Professor Oak will give you the National Pokédex. Once that's done, it's time to disembark from Vermillion City to One Island.

Legendary Pokémon

NOTE

The following series of quests are optional and not required to beat the game. However, if you want the Legendary Pokémon, you have to do them.

Zapdos

Power Plant

Catch 'Em All

- Electabuzz: Rare (FireRed Only)
- Magnemite: Common
- Magneton: Common
- Pikachu: Rare
- Voltorb: Common

Items to Have On Hand

As many Ultra Balls as you can carry/afford
High-level Pokémon with Status attacks such as Paralyze, Sleep, etc.

Zapdos is the easiest of the Legendary Pokémon to obtain. After you gain the Surf ability, return to the Pokémon Center on Route 10 (near Rock Tunnel) and Surf along the small river that runs right by the Center. Once inside, follow the route outlined on the map. It takes you right to Zapdos.

Catching Zapdos is trying, as you must reduce its health to red, then keep chucking Ultra Balls till it's bagged—bear in mind that it takes luck to catch Zapdos, so don't get frustrated if this takes multiple attempts. Also be aware that because it's an Electric-type, it's more susceptible to Rock and Ice-types.

With Zapdos in hand, head out the left door to return to Route 10.
Advance across Route 19 (south of Fuchsia) to reach the Seafoam Islands. Once there, head into the first cave you spot. Capturing Articuno requires more work than bagging Zapdos (if you did that first). The main issue is navigating the maze-like levels, pushing various stones into holes, and redirecting the water flow so you can reach the Legendary Pokémon that makes its home here.

Following this “Cheat Sheet,” however, easily gets you there:

1. Move to point A and push the nearby rock into the hole (you only need to do this if you wish to continue to Cinnabar after getting Articuno). Follow that rock down to exit at Seafoam's opposite end; otherwise, continue to step 2.

2. Make your way to point B, push the nearby rock into the hole, and fall in after it.

3. Push the same rock into the next hole at point C and, again, fall in after it.

4. On the next level down, push the rock into the next hole at D and clamber in after it.

5. You land in the water and Surf automatically kicks in. From here, Surf to the northern stairs, then make your way to the ladder at E and climb up.

6. After ascending the ladder, travel to southeastern point F, then west to find a series of rocks.

7. Maneuver rock G left. From there, push rock H into the hole below it.

8. With those two out of the way, move rock I all the way up, then maneuver rock J into the nearest hole by pushing it down once, then left twice, then once into the hole.

9. Drop in after the rock and Surf north to find Articuno chilling out on a slab of ice.

When you reach Articuno, it's business as usual: Reduce its health as low as you can without beating it, then throw Ultra Balls till it's captured. As was the case with Zapdos, status effects are helpful. But generally, it takes luck.

After you bag Articuno, use an Escape Rope to exit or backtrack up and out of Seafoam via Route 19 or Route 20 (if you followed Step 1 to its conclusion).
Moltres

Items to Have On Hand
As many Ultra Balls as you can carry afford
High-level Pokémon with Status attacks such as Paralyze, Sleep, etc.
Escape Rope (if you want to make a quick exit after catching Moltres)
High-level Pokémon with Strength and Status attacks such as Paralyze, Sleep, etc.

To find Moltres and his mountain aerie, you need to gain access to One Island (after you defeat Blaine, the Gym Leader of Cinnabar Island). If you visit One Island before beating the game, getting Moltres is still optional but recommended—especially if you lack a strong Fire-type.
When you reach One Island, you must travel north via Surf and enter the foothills by heading up the stairway.
Use this handy 'Cheat Sheet' (and the maps) to reach Moltres:

1. Proceed left and push boulder A all the way over.
2. Continue left and push boulder B left.
3. Continue on, following the eastern path, then head up the first unblocked set of stairs (C).
4. Continue up the next set of steps, then move left to the cave entrance (D).
5. Go through the twisting cavern, fending off Geodude till you exit at E.
6. Head left and up the steps and into Moltres's lair.

At this point, you need to maneuver through a small puzzle:

1. Push the right boulder up.
2. Push the left boulder left.
3. Move up and push the left boulder left.
4. Push the top boulder up.
5. Push that final boulder all the way right.

Now you're face-to-beak with Moltres. As with its Legendary compatriots, whittle down Moltres to red, then shower it with Ultra Balls till it's snared. As with the others, Moltres is tough to nab, so stick with it till it's added to your burgeoning team.

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Visual Braille

<table>
<thead>
<tr>
<th>A</th>
<th>B</th>
<th>C</th>
<th>D</th>
<th>E</th>
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</tbody>
</table>

You may have discovered some odd stone tablets with some unusual, dot-like markings on them while meandering about the Islands. As it turns out, it's actually Braille. Here is a quick and easy translation guide so you can read exactly what the messages are saying. In just about every case, the Braille is a valuable tip or clue that will enable you to get that much further in the game. In fact, even if you're only using the guide as a Pokédex reference, it wouldn't hurt to keep this table handy in case you get stuck.

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NOTE

In most cases, the Braille messages are coded rather cryptically, so even after translating them, they may require some additional thought to 'translate' completely.
Sevii Islands

NOTE
You gain access to the Islands after defeating Blaine, the Gym Leader of Cinnabar Island. You can either head out with Bill at that moment, or meet up with him at the Cinnabar Pokémon Center later.

One Island

Back on One Island, speak to Celio in the Pokémon Center. He'll ask you to undertake a small errand for him. Remember those two Rockets hanging out in Moltres' lair to the north (assuming you did that quest before beating the game)? Now you'll want to zip up there once more and battle the two Rockets standing guard (see the Moltres section for the map and directions). With them out of the way, trek through the tunnels to the Ruby. Take that back to Celio and, suddenly, you're on to Four Island... and beyond!

Event 1

Upon arriving on One Island, Bill takes you to meet his friend Celio in the Pokémon Network Center (think of it as the megastore of FireRed and LeafGreen). It features a big computer that, when repaired, allows communication with other continents in the Pokémon world. After speaking with Bill and Celio, you are given an Item to take to the Game Center on Two Island.

Event 2

Not so much an Event as a location, Treasure Beach, south of One Island, features sandy shores and a good place to use your Itemfinder to hunt for hidden Items.
**Spoilers: Unfinished Business**

To the north is the lair of Moltres, the Legendary Pokémon. If you haven’t captured Moltres yet, refer to the guide’s previous section and decide if it’s something you want to complete now (you can always come back later).

**Two Island**

**Event 1**

When you arrive on Two Island, head to the Game Corner to complete your errand. Unfortunately, the fellow that runs the Game Corner has a problem: His daughter has been nabbed and it’s up to you to rescue her from Three Island.

**Event 2**

Before rescuing her, however, note that the Move Tutor lives in the purple-roofed house. This fellow re-teaches the moves your Pokémon learned naturally the first time around—for a price! This is a good chance to undo any poor move choices made to this point.

**Event 3**

To the town’s north is a small house. Inside is a Move Tutor who teaches your starter Pokémon a devastating attack. Make sure it’s in the lead when you speak to her. You want this move.

**Three Island**

**Event 1**

On Three Island, head due north and tussle with a gang of miscreants tormenting the locals. After dealing with that, you gain access to the rest of the town (and speak to one of the tormented locals to get a nice surprise). Follow the path as it leads you to the Berry Forest entrance.
Berry Forest

This is simple: Follow the trail noted on the map to find Lostelle, the Game Corner guy’s daughter. When you find her, you must dispatch an easy Hypno (LV30), then you are whisked to Two Island to complete the errand. Now you can go to One Island, and then return to Cinnabar (you have permanent access to the Islands from this point forward via Vermilion City).
**Event 1**

The only thing of note on Four Island itself (not counting Icefall Cave) is the Day Care center located in the building with the orange roof. There, you can drop off two Pokémon to be raised (one step equals 1 Exp). The bonus here, however, is that your Pokémon can potentially breed, scoring you an egg from which a new baby Pokémon will hatch. You'll have to give it time, though, so drop a pair off and come back later.

---

**Event 2**

A quick jaunt into the purple-roofed house to the northwest of the Pokémon Center will lead you to a Move Tutor and the Body Slam attack.
Event 3

The primary reason you're on Four Island is to complete the small dungeon in Icefall Cave. Stock up on some gear at the nearby Mart and head on in.

Icefall Cave

Catch 'Em All

<table>
<thead>
<tr>
<th>Pokémon</th>
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<td>Psyduck**</td>
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</tr>
<tr>
<td>Slowpoke**</td>
<td>Common</td>
</tr>
<tr>
<td>Sneasel</td>
<td>Rare</td>
</tr>
<tr>
<td>Swinub</td>
<td>Common</td>
</tr>
<tr>
<td>Zubat</td>
<td>Common</td>
</tr>
</tbody>
</table>

*Good Rod Required
**Super Rod Required
Icefall Cave Cheat Sheet

1. Surf to the opposite shore and then head through A.
2. From there, head across the thin ice to point B to grab an Ultra Ball.
3. Head up and around to point C, and fall through the thin ice by walking on it twice.
4. Once you touchdown, you can immediately board the ladder at D and head back up.
5. Go to the thin ice at E and fall through once more.
6. Skate down, then right once to reach the Nevermeltice at F, then go back up the ladder at D.
7. This time drop through the thin ice at C, and head back down to the frozen pond below.
8. Skate up, right, down, left, and proceed off the ice to H to get a Full Restore.
9. Go up the ladder at I to J, which happens to be HM07 Waterfall.
10. Attach the HM07 Waterfall to an aquatic Pokémon, then head out the doorway leading south (where you initially entered this chamber).
11. Use Waterfall to climb the large waterfall in the main chamber, then head down the ladder at K.
12. From there, head through the doorway at L.

Event 1

Now you'll have to fight a group of Team Rocket Pokémon-poachers at the side of Lorelei, of all people. Get in there and smash the Rocket (Zubat LV38; Zubat LV38; Golbat LV38), and continue the quest that began with finding the Ruby plate. It's time to head to Five Island.
NOTE

There are no Events on the main part of Five Island on the first visit. You’ll either want to head north into the Water Labyrinth or southeast to Memorial Pillar.

---

Catch 'Em All

<table>
<thead>
<tr>
<th>Pokémon</th>
<th>Rarity</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gyarados**</td>
<td>Rare</td>
</tr>
<tr>
<td>Hoppip:</td>
<td>Common</td>
</tr>
<tr>
<td>Kingler**</td>
<td>Rare</td>
</tr>
<tr>
<td>Krabby*:</td>
<td>Common</td>
</tr>
<tr>
<td>Magikarp*:</td>
<td>Common</td>
</tr>
<tr>
<td>Meowth:</td>
<td>Common</td>
</tr>
<tr>
<td>Persian:</td>
<td>Rare</td>
</tr>
<tr>
<td>Pidgey:</td>
<td>Common</td>
</tr>
<tr>
<td>Psyduck**:</td>
<td>Common</td>
</tr>
<tr>
<td>Sentret:</td>
<td>Common</td>
</tr>
<tr>
<td>Shellder**:</td>
<td>Common</td>
</tr>
<tr>
<td>Slowpoke**:</td>
<td>Common</td>
</tr>
</tbody>
</table>

*Good Rod Required
**Super Rod Required

---

Items

1. Max Potion
2. PP Up
Trainers

A  Rattata LV48; Grimer LV48; Muk LV48
B  Ekans LV48; Gloom LV48; Gloom LV48
C  Koffing LV49; Weezing LV49

NOTE
All Pokémon are the same for each section of the Islands, i.e. the Catch 'Em All! list for each main island is the same for each section unless otherwise noted.

Water Labyrinth/Resort Gorgeous/Lost Cave

Trainers

A  Pikachu LV48; Clefairy LV48; Marill LV48
B  Smeargle LV50
C  Hoppip LV48; Skiploom LV50
D  Smeargle LV50
E  Mareep LV47; Mareep LV48; Flaaffy LV49
F  Raticate LV48; Pidgeotto LV48
G  Poliwhirl LV48; Tentacool LV48; Tentacruel LV48

Event 1
First, make your way out to the far west island. You'll find a trainer A, and an older gentleman will give you an egg containing a Togepi! Of course, you'll need to have a free slot in your party and a solid Friendship rating with your lead Pokémon—so if you've been keeping it injured or haven't been using it much, no egg for you!
**Event 2**

- **Room 1:** 3 O’Clock
- **Room 2:** 12 O’Clock
- **Room 3:** 6 O’Clock
- **Room 4:** 6 O’Clock
- **Room 5:** 3 O’Clock
- **Room 6:** 9 O’Clock
- **Room 7:** 6 O’Clock
- **Room 8:** 3 O’Clock
- **Room 9:** 12 O’Clock

**Item Rooms**

As you navigate the various rooms, you’ll have an opportunity to nab 4 Items. They are always located through the opposite doorway of where you’re supposed to go according to the number of rocks present—if there are 12 rocks, head south to where 6 would be on a clock.

- **Room 2: Lax Incense**
- **Room 4: Sea Incense**
- **Room 6: Max Revive**
- **Room 8: Rare Candy**

At the very bottom (the tenth room) you’ll find a Trainer holding two LV49 Persians. After defeating her, you’ll be warped back to the island you passed on your way here. Follow her back into her house and have a chat with her. If you can bring her the Pokémon she wants to see (not keep), you’ll get a random prize:

- **Big Pearl**
- **Pearl**
- **Luxury Ball**
- **Nugget**
- **Stardust**
- **Star Piece**

And, with that, you’re done. If you haven’t already taken care of it, head for Memorial Pillar (bring a Lemonade, too). Otherwise, Six Island is next.
Memorial Pillar

Trainers

A) Pidgey LV47; Pidgeotto LV49
B) Spearow LV47; Fearow LV49
C) Hoothoot LV47; Noctowl LV49

Items

1 Metal Coat

Event 1

The only Event on Memorial Pillar is at the bitter southern tip. There you'll find a sad boy pining for his departed Onix. If you place Lemonade on the pillar, however, you'll be rewarded with TM42 Façade!
Spoilers: Unfinished Business

You can't get to the Rocket Warehouse situated on the main part of Fire Island till later, but you'll want to come back here when the time is right and complete this portion of the quest by repairing Celio's machine.

After defeating the final Trainer F, you'll earn the Sapphire! Now it's time to head back to One Island and give it to Celio. When you do, he'll fix the machine that'll allow you to trade with Pokémon Ruby and Sapphire as well as Pokémon Colosseum! Congratulations!

Items
1. Up-Grade
2. Pearl
3. Big Pearl
4. TM36 Sludge Bomb

Trainers
A. Houndour LV49; Houndour LV49
B. Machop LV48; Machop LV48; Machoke LV48
C. Hypno LV49; Hypno LV49
D. Muk LV52; Arbok LV53; Vileplume LV54
E. Golbat LV53; Weezing LV54; Houndoom LV55
F. Voltorb LV46; Porygon LV46; Electrode LV46; Magnemite LV46; Magneton LV46
**NOTE**

There are no Events on the main part of Six Island. You'll either want to head north to the Water Path or south to Ruin Valley.

---

**Catch 'Em All**

- **Bellsprout:** Common (LeafGreen Only)
- **Fearow:** Rare
- **Gloom:** Rare (LeafGreen Only)
- **Gyarados**:** Rare
- **Kingler**:** Rare
- **Krabby**:** Common
- **Magikarp**:* Common
- **Marill:** Rare (LeafGreen Only)
- **Oddish:** Common (FireRed Only)
- **Psyduck:** Rare (FireRed Only)
- **Spearow:** Common
- **Weepinbell:** Common (LeafGreen Only)
- **Wooper:** Rare (FireRed Only)

*Good Rod Required  **Super Rod Required

---

**Shop Items**

- Ultra Ball: ¥1200
- Full Restore: ¥3000
- Max Potion: ¥2500
- Revive: ¥1500
- Ice Heal: ¥250
- Full Heal: ¥600
- Escape Rope: ¥550
- Max Repel: ¥700

---

**Items**

- **1. Dragon Scale**

---

**Trainers**

**A** Voltorb LV46; Mr. Mime LV48; Voltorb LV46; Electrode LV47

**B** Onix LV49; Machoke LV49
**NOTE**
All Pokémon are the same for each section of the Islands, i.e. the Catch 'Em All! list for each main island is the same for each section unless otherwise noted.

---

**Ruin Valley**

**Trainers**
- **A** Sudowoodo LV50
- **B** Graveler LV48; Onix LV48; Graveler LV48
- **C** Golem LV50
- **D** Machoke LV49; Machoke LV49
- **E** Rhyhorn LV49; Kangaskhan LV49

**Items**
- **1** Full Restore
- **2** HP Up
- **3** Sun Stone

---

**Event 1**

First off, once you've reached Dotted Hole, use Cut to slice down the door, then head inside. Navigate each succeeding level by following the letter trail noted here in the images. There are 6 levels and, at the bottom, you'll find the Sapphire! Unfortunately, you won't be walking away with it... time to head back to the Rocket Warehouse on Five Island unless you haven't checked the northern parts of Six Island.

---

**Water Path**

**Trainers**
- **A** Chinchou LV49; Lanturn LV49
- **B** Gyarados LV50
- **C** Pikachu LV50; Pikachu LV50
- **D** Sunkern LV49; Sunflora LV49

**Items**
- **1** Elixir

---

**Event 1**

The only Event here is the woman in the second purple-roofed house. She wants a large Heracross, so the bigger the better. If you bring her one, she'll reward you with a Nest Ball. The good news is that as long as you keep bringing her bigger and bigger Heracross' she'll keep giving you balls. Can't beat that!
Pattern Bush

**NOTE**

There are no Events in Pattern Bush. Make your way to the exit on the opposite end of the area and head onward to the second part of Water Path, the Altering Cave.

**Trainers**

A  Farfetch'd LV48; Farfetch'd LV48
B  Chansey LV50
C  Heracross LV49
D  Snubbull LV49
E  Weepinbell LV47; Weepinbell LV47; Victreebel LV49
F  Venonat LV48; Venomoth LV48
G  Sandslash LV48; Onix LV48; Sandslash LV48
H  Paras LV48; Parasect LV49; Paras LV48
I  Hoppip LV46; Hoppip LV47; Skiploom LV47; Skiploom LV48
J  Yanma LV45; Beedrill LV45; Beedrill LV47; Yanma LV46
K  Clefairy LV48; Clefairy LV48; Clefable LV48
L  Pinsir LV49; Heracross LV50

**Catch 'Em All**

- **Caterpie:** Common
- **Heracross:** Rare
- **Ledyba:** Rare (LeafGreen Only)
- **Kakuna:** Common
- **Metapod:** Common
- **Spararack:** Rare (FireRed Only)
**Water Path, Part 2/Altering Cave**

**NOTE**

There are no Events on Water Path, Part 2 or Altering Cave... or are there?

**Trainers**

A  Natu LV48; Slowbro LV48; Kadabra LV49  
B  Marill LV50  
C  Poliwhirl LV50; Starmie LV50  
D  Kingler LV49; Wartortle LV49  
E  Muk LV48; Golbat LV48; Raticate LV48  
F  Qwilfish LV49; Qwilfish LV49

**Items**

1  PP Up

**Altering Cave**

What mysteries lurk in the Altering Cave? Only time will tell...

**What Now?**

If you've completed the Ruins to the south, then it's time to head back to Five Island and to take out the trash at the Warehouse. If you want, you could also head to Seven Island, but you can always save that for later.
Seven Island

NOTE
There are no Events on the main part of Seven Island. From here, you can head north to the Trainer Tower or south to Sevalt Canyon and, eventually, the Tanoby Ruins.

Shop Items
- Ultra Ball: ¥1200
- Great Ball: ¥600
- Full Restore: ¥3000
- Max Potion: ¥2500
- Hyper Potion: ¥1200
- Revive: ¥1500
- Full Heal: ¥600
- Escape Rope: ¥550
- Max Repel: ¥700

NOTE
The X marks the spot where a Swords Dance Move Tutor stands.

Catch 'Em All!
- Fearow: Rare
- Geodude: Common
- Graveler: Rare
- Gyarados**: Rare
- Kingler**: Rare
- Krabby*: Common
- Magikarp*: Common
- Mantine**: Rare (LeafGreen Only)
- Marowak: Rare
- Onix: Common
- Persian: Rare
- Phanpy: Rare
- Qwilfish**: Rare (FireRed Only)
- Sentret: Common
- Skarmory: Rare (FireRed Only)

*Good Rod Required
**Super Rod Required

Trainers
- A) Natu LV48; Drowzee LV48; Hypno LV50
- B) Girafarig LV52
- C) Bellossom LV50; Bellossom LV50
- D) Voltorb LV47; Voltorb LV47; Pineco LV47; Pineco LV47
- E) Gloom LV50; Vileplume LV51
- F) Golduck LV50; Psyduck LV50
**Trainer Tower**

Within the Trainer Tower, you'll be able to fight up eight levels of Trainers in four different gameplay modes: Single, Double, Knockout, and Elimination. The goal is to conquer the Tower in the quickest time possible to win an Up-Grade. Each time you break your record, you'll get another Up-Grade, but this will get more and more difficult with each ascent, for all the Pokémon you fight are the same strength as the strongest Pokémon you bring to a battle. In addition to the Up-Grade reward, it's also a good way to compare with friends exactly how quickly you can reach the top.

**Shop Items**

<table>
<thead>
<tr>
<th>Item</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>Escape Rope</td>
<td>550</td>
</tr>
<tr>
<td>Full Heal</td>
<td>600</td>
</tr>
<tr>
<td>Full Restore</td>
<td>3000</td>
</tr>
<tr>
<td>Great Ball</td>
<td>600</td>
</tr>
<tr>
<td>Hyper Potion</td>
<td>1200</td>
</tr>
<tr>
<td>Max Potion</td>
<td>2500</td>
</tr>
<tr>
<td>Max Repel</td>
<td>700</td>
</tr>
<tr>
<td>Revive</td>
<td>1500</td>
</tr>
<tr>
<td>Ultra Ball</td>
<td>1200</td>
</tr>
</tbody>
</table>

**Sevalt Canyon**

**Items**

1. Nugget
2. Max Elixir
3. King's Rock

**Event 1**

This little cave is known as Tanoby Key. All you need to do is push the boulders into the empty holes in the ground to trigger something.

**Event 2**

The little purple-roofed house at the south end of Sevalt Canyon has a gentleman that'll heal you with a dance. Afterward, you can snag the Lucky Punch from his table—who's the lucky one now?

**Trainers**

A. Miltank LV52; Tauros LV52
B. Sandslash LV48; Ursaring LV49; Lickitung LV48
C. Tangela LV49; Exeggute LV49; Exeggcutor LV49
D. Chansey LV50
E. Primeape LV48; Hitmontop LV48; Machoke LV48
F. Rhydon LV47; Slowbro LV48; Ursaring LV50; Kangaskhan LV47; Machoke LV48
G. Persian LV47; Dewgong LV47; Girafarig LV50; Ninetales LV48; Rapidash LV48

**CAUTION**

*Everything* you do in the Tower eats into your time, including opening menus, healing animations between rounds, etc.
### Trainers
- A) Onix LV50
- B) Marowak LV49; Golduck LV49
- C) Smeargle LV50
- D) Geodude LV48; Graveler LV48; Graveler LV48

### Event 1
Referencing the map depicted here, use the following chart to determine which Unown is available in each of the seven islands located here if, of course, you solved the puzzle at Tanoby Key:

**Unown Locations**
- Viaops Chamber : Z
- Ravy Chamber : B M V W X
- Sufib Chamber : F G K T Y
- Dilford Chamber : J L P Q R
- Weepth Chamber : E T N S
- Liptoo Chamber : C D H O U
- Moncan Chamber : A

### Cerulean Cave

The final, legendary Pokémon you can catch is Mewtwo located in Cerulean Cave. To find it, simply return to Cerulean City (after you've helped Celio repair his network machine), then proceed to the west. Surf across the river to the north and enter the cave located just across the way.

To reach Mewtwo, follow the handy maps with the routes traced out. Also, be aware that none of the gear noted herein is really worth the trouble of going out of the way for, so think long and hard before making a run for things like a PP Up or an Ultra Ball if it's out of the way.

### Tip
You may want to catch Mewtwo, but it is very, very difficult. Naturally, you'll have to whittle it down to the red zone, but having a Pokémon capable of putting Mewtwo to sleep would be a fantastic idea and make it that much easier. Or, though this isn't recommended, you could use the single Master Ball (if you haven't already) to capture it instantly.

### Note
You must repair Celio's Network Machine before you can return to Cerulean City and tackle this final quest.
Pokédex Key

Pokémon Stats
This contains the Pokémon's name, number (out of 251), Type, Height, Weight and Ability (note that some Pokémon have multiple Abilities).

Locations
This table lets you know where you can find this Pokémon throughout the massive world of Kanto in Pokémon FireRed (▲) and LeafGreen (▼). It also notes whether the Pokémon is available in only FireRed or only LeafGreen, or if the it is only available via Evolution.

016: Pidgey
Height: 1'00"
Weight: 4 lbs.
Ability: Quick Eye—Pidgey’s ability protects it from having its Accuracy lowered.

Attacks
This table provides info on the various attacks available to the Pokémon and the level at which it earns that ability. Entries denoted with a dash like this (-) mean the Pokémon has that attack as a default move.

TM/HM Compatibility Chart
This table shows the various TMs and HMs that are compatible with this Pokémon. If it's not listed here, the Pokémon can't use it.

Move Tutor Compatibility
Scattered throughout Kanto are Move Tutors that teach your Pokémon various special moves. This list denotes what moves this Pokémon can learn from Move Tutors.

Evolutions
This portion graphically illustrates the various forms the Pokémon can go through as it increases its experience and moves through levels.
<table>
<thead>
<tr>
<th>Pokemon</th>
<th>Height</th>
<th>Weight</th>
<th>Ability</th>
<th>TM/ HM</th>
<th>Location(s)</th>
<th>Rarity</th>
<th>Evolution</th>
<th>Moves</th>
<th>Level</th>
<th>Attack</th>
<th>Level</th>
<th>Attack</th>
<th>Level</th>
<th>Attack</th>
<th>Ability</th>
<th>TM/ HM</th>
<th>Location(s)</th>
<th>Rarity</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bulbasaur</td>
<td>7'4&quot;</td>
<td>16 lbs.</td>
<td>Overgrow</td>
<td>Toxic</td>
<td>Only One</td>
<td>Only One</td>
<td>Evolve</td>
<td>Body Slam, Double-Edge, Poison</td>
<td>16</td>
<td>Tackle</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Venusaur</td>
<td>8'07&quot;</td>
<td>221 lbs.</td>
<td>Overgrow</td>
<td>Roar</td>
<td>Evolve</td>
<td>Evolve</td>
<td>Evolve</td>
<td>Body Slam, Double-Edge, Poison</td>
<td>16</td>
<td>Tackle</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Ivysaur</td>
<td>3'03&quot;</td>
<td>29 lbs.</td>
<td>Overgrow</td>
<td>Bolt</td>
<td>Evolve</td>
<td>Evolve</td>
<td>Evolve</td>
<td>Body Slam, Double-Edge, Poison</td>
<td>16</td>
<td>Tackle</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Charmander</td>
<td>3'00&quot;</td>
<td>19 lbs.</td>
<td>Blaze</td>
<td>Iron Tail</td>
<td>Only One</td>
<td>Only One</td>
<td>Evolve</td>
<td>Body Slam, Double-Edge, Poison</td>
<td>16</td>
<td>Tackle</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Note: The table contains information about each Pokemon's type, height, weight, ability, TM/HM moves, location(s), rarity, evolution chain, and attacks with corresponding levels.
**021: Spearow™**

- **Height:** 1'10''
- **Weight:** 4 lbs.
- **Ability:** Keen Eye—Spearow's ability protects it from having its Accuracy lowered.

<table>
<thead>
<tr>
<th>TM/HM</th>
<th>Name</th>
<th>Attacks Level</th>
<th>Attack</th>
</tr>
</thead>
<tbody>
<tr>
<td>TM08</td>
<td>Toxic</td>
<td>—</td>
<td>Peck</td>
</tr>
<tr>
<td>TM10</td>
<td>Hidden Power</td>
<td>7</td>
<td>Growl</td>
</tr>
<tr>
<td>TM11</td>
<td>Sunny Day</td>
<td>13</td>
<td>Fury Attack</td>
</tr>
<tr>
<td>TM17</td>
<td>Protect</td>
<td>19</td>
<td>Pursuit</td>
</tr>
<tr>
<td>TM18</td>
<td>Rain Dance</td>
<td>21</td>
<td>Aerial Ace</td>
</tr>
<tr>
<td>TM21</td>
<td>Frustration</td>
<td>31</td>
<td>Mirror Move</td>
</tr>
<tr>
<td>TM22</td>
<td>Return</td>
<td>37</td>
<td>Drill Peck</td>
</tr>
<tr>
<td>TM32</td>
<td>Double Team</td>
<td>43</td>
<td>Agility</td>
</tr>
</tbody>
</table>

**Moves**
- Substitute
- Mimic
- Double-Edge

**Evolutions**
- **LV20**
- Route 4

---

**023: Ekans™**

- **Height:** 6'0''
- **Weight:** 11 lbs.
- **Ability:** Shed Skin—Ekans only has status effects for one turn. Has a 30% chance of working.

<table>
<thead>
<tr>
<th>TM/HM</th>
<th>Name</th>
<th>Attacks Level</th>
<th>Attack</th>
</tr>
</thead>
<tbody>
<tr>
<td>TM06</td>
<td>Toxic</td>
<td>—</td>
<td>Wrap</td>
</tr>
<tr>
<td>TM10</td>
<td>Hidden Power</td>
<td>8</td>
<td>Lear</td>
</tr>
<tr>
<td>TM11</td>
<td>Sunny Day</td>
<td>12</td>
<td>Poison Sting</td>
</tr>
<tr>
<td>TM17</td>
<td>Protect</td>
<td>18</td>
<td>Bite</td>
</tr>
<tr>
<td>TM18</td>
<td>Rain Dance</td>
<td>26</td>
<td>Glare</td>
</tr>
<tr>
<td>TM19</td>
<td>Giga Drain</td>
<td>32</td>
<td>Screech</td>
</tr>
<tr>
<td>TM21</td>
<td>Frustration</td>
<td>37</td>
<td>Acid</td>
</tr>
<tr>
<td>TM23</td>
<td>Iron Tail</td>
<td>37</td>
<td>Stockpile</td>
</tr>
<tr>
<td>TM26</td>
<td>Earthquake</td>
<td>37</td>
<td>Swallow</td>
</tr>
<tr>
<td>TM27</td>
<td>Return</td>
<td>37</td>
<td>Split Up</td>
</tr>
<tr>
<td>TM28</td>
<td>Dig</td>
<td>37</td>
<td>Haze</td>
</tr>
</tbody>
</table>

**Moves**
- Body Slam
- Double-Edge
- Mimic
- Substitute
- Rock Slide

---

**022: Fearow™**

- **Height:** 3'11''
- **Weight:** 84 lbs.
- **Ability:** Keen Eye—Fearow's ability protects it from having its Accuracy lowered.

<table>
<thead>
<tr>
<th>TM/HM</th>
<th>Name</th>
<th>Attacks Level</th>
<th>Attack</th>
</tr>
</thead>
<tbody>
<tr>
<td>TM06</td>
<td>Toxic</td>
<td>—</td>
<td>Peck</td>
</tr>
<tr>
<td>TM10</td>
<td>Hidden Power</td>
<td>7</td>
<td>Growl</td>
</tr>
<tr>
<td>TM11</td>
<td>Sunny Day</td>
<td>13</td>
<td>Fury Attack</td>
</tr>
<tr>
<td>TM15</td>
<td>Hyper Beam</td>
<td>19</td>
<td>Pursuit</td>
</tr>
<tr>
<td>TM17</td>
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<td>21</td>
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**Moves**
- Substitute
- Mimic
- Double-Edge

**Evolutions**
- **LV20**
- Route 7

---

**024: Arbok™**

- **Height:** 1'10''
- **Weight:** 143 lbs.
- **Ability:** Shed Skin—Arbok only has status effects for one turn. Has a 30% chance of working.

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**Moves**
- Body Slam
- Double-Edge
- Mimic
- Substitute
- Rock Slide

---

**Location(s)**
- Rarity: Common
  - Route 10
  - Route 11
  - Route 22

---

**Location(s)**
- Rarity: Rare
  - Route 17
  - Route 18
  - Route 23

---

**Location(s)**
- Rarity: Rare
  - Route 7
  - Route 8
  - Route 23

---

**Location(s)**
- Rarity: None
  - Route 4
  - Route 5
  - Route 23

---

**Location(s)**
- Rarity: None
  - Route 23
  - Route 3
  - Route 4

---

**Location(s)**
- Rarity: Rare
  - Route 7
  - Route 8
  - Route 23

---

**Location(s)**
- Rarity: None
  - Route 23
  - Route 3
  - Route 4
**029: Nidoran™**

- **Height:** 1'34"
- **Weight:** 15 lbs.
- **Ability:** Poison Point — If an opponent is physically striking Nidoran™, it has a 30% chance of being Poisoned.

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<tbody>
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| Rarely: Common |
| Route 3 Safari Zone |

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**031: Nidoqueen™**

- **Height:** 4'02"
- **Weight:** 132 lbs.
- **Ability:** Poison Point — If an opponent is striking Nidoqueen, it has a 30% chance of being Poisoned.

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| Rarely: Evolve |
| Nidorina |

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**030: Nidorina™**

- **Height:** 2'07"
- **Weight:** 44 lbs.
- **Ability:** Poison Point — If an opponent is striking Nidorina, it has a 30% chance of being Poisoned.

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| Rarely: Rare |
| Safari Zone |
| Evolve Nidoran™ |

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</table>
### 032: Nidoran

**Type:** Poison

**Height:** 1'8"
**Weight:** 20 lbs.

**Ability:** Poison Point—If an opponent is striking Nidoran, it has a 30% chance of being Poisoned.

**Evolution:**
- **Evolves to:** Nidoran

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<th>TM/HM#</th>
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**Location(s):**
- **Rarity:** Only One
- **Route 3 Safari Zone**

### 033: Nidorino

**Type:** Poison

**Height:** 2'0"
**Weight:** 43 lbs.

**Ability:** Poison Point—If an opponent is striking Nidorino, it has a 30% chance of being Poisoned.

**Evolution:**
- **Evolves to:** Nidoking

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**Location(s):**
- **Rarity:** Rare
- **Safari Zone**

### 034: Nidoking

**Type:** Poison

**Height:** 4'9"
**Weight:** 137 lbs.

**Ability:** Poison Point—If an opponent is striking Nidoking, it has a 30% chance of being Poisoned.

**Evolution:**
- **Evolves to:** Nidoking

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**Location(s):**
- **Rarity:** Evolve
- **Evolve Nidoking"**

---

[primagames.com]
035: Clefairy

Height: 2'08"
Weight: 17 lbs.
Ability: Cute Charm—If an opponent is striking Clefairy, it has a 30% chance of being Attracted.

**TM/HM**
- TM01 Focus Punch
- TM03 Water Pulse
- TM14 Bug Bite
- TM16 Ice
- TM10 Hidden Power
- TM11 Sunny Day
- TM13 Ice Beam
- TM14 Blizzard
- TM15 Hyper Beam
- TM17 Protect
- TM18 Rain Dance
- TM20 Safeguard
- TM21 Frustration
- TM22 Solarbeam
- TM23 Thunderbolt
- TM27 Thunder
- TM28 Dig
- TM30 Shadow Ball
- TM31 Brick Break
- TM32 Double Team
- TM33 Reflect
- TM35 Flamethrower
- TM36 Fire Blast
- TM37 Facade
- TM38 Secret Power
- TM39 Rest
- TM40 Attract
- TM41 Snatch
- HM04 Strength
- HM05 Flash

**Attacks**
- Level: 1
  - Focus Punch
  - Water Pulse
  - Bug Bite
  - Ice
  - Hidden Power
  - Sunny Day
  - Ice Beam
  - Blizzard
  - Hyper Beam
  - Protect
  - Rain Dance
  - Safeguard
  - Frustration
  - Solarbeam
  - Thunderbolt
  - Thunder
  - Dig
  - Shadow Ball
  - Brick Break
  - Double Team
  - Reflect
  - Flamethrower
  - Fire Blast
  - Facade
  - Secret Power
  - Rest
  - Attract
  - Snatch
  - Strength
  - Flash

**Location(s)**
- Rare: Rare
  - Mt. Moon

**Evolutions**
- Friendship
  - Mien Stone
  - Moon Stone

036: Clefable

Height: 3'07"
Weight: 38 lbs.
Ability: Cute Charm—If an opponent is striking Clefable, it has a 30% chance of being Attracted.

**TM/HM**
- TM01 Focus Punch
- TM03 Water Pulse
- TM04 Calm Mind
- TM06 Toxic
- TM10 Hidden Power
- TM11 Sunny Day
- TM13 Ice Beam
- TM14 Blizzard
- TM15 Hyper Beam
- TM17 Protect
- TM18 Rain Dance
- TM20 Safeguard
- TM21 Frustration
- TM22 Solarbeam
- TM23 Iron Tail
- TM24 Thunderbolt
- TM25 Thunder
- TM26 Dig
- TM29 Psychic
- TM30 Shadow Ball
- TM31 Brick Break
- TM32 Double Team
- TM33 Reflect
- TM34 Shock Wave
- TM35 Flamethrower
- TM36 Ice Beam
- TM37 Facade
- TM38 Secret Power
- TM39 Rest
- TM40 Attract
- TM41 Snatch
- HM04 Strength
- HM05 Flash

**Attacks**
- Level: 1
  - Focus Punch
  - Water Pulse
  - Calm Mind
  - Toxic
  - Hidden Power
  - Sunny Day
  - Ice Beam
  - Blizzard
  - Hyper Beam
  - Protect
  - Rain Dance
  - Safeguard
  - Frustration
  - Solarbeam
  - Iron Tail
  - Thunderbolt
  - Thunder
  - Dig
  - Shadow Ball
  - Brick Break
  - Double Team
  - Reflect
  - Shock Wave
  - Flamethrower
  - Ice Beam
  - Facade
  - Secret Power
  - Rest
  - Attract
  - Snatch
  - Strength
  - Flash

**Location(s)**
- Rare: Common
  - Pokemon Mansion
  - Route 8
  - Route 7

**Evolutions**
- Fire Stone

037: Vulpix

Height: 2'00"
Weight: 22 lbs.
Ability: Flash Fire—Enhances the Fire-type moves and protects Vulpix from being damaged by Fire-type moves.

**TM/HM**
- TM05 Rear
- TM06 Toxic
- TM10 Hidden Power
- TM11 Sunny Day
- TM17 Protect
- TM20 Safeguard
- TM21 Frustration
- TM23 Iron Tail
- TM25 Thunder
- TM26 Dig
- TM30 Shadow Ball
- TM31 Brick Break
- TM42 Double Team
- TM33 Reflect
- TM35 Flamethrower
- TM36 Ice Beam
- TM37 Facade
- TM38 Secret Power
- TM39 Rest
- TM40 Attract
- TM41 Snatch
- HM04 Strength
- HM05 Flash

**Attacks**
- Rear
- Toxic
- Hidden Power
- Sunny Day
- Protect
- Safeguard
- Frustration
- Iron Tail
- Thunder
- Dig
- Shadow Ball
- Brick Break
- Double Team
- Reflect
- Flamethrower
- Ice Beam
- Facade
- Secret Power
- Rest
- Attract
- Snatch
- Strength
- Flash
- Ember
- Tail Whip
- Roar
- Quick Attack
- Will-O-Wisp
- Confuse Ray
- Imprison
- Flamethrower
- Safeguard
- Grudge
- Fire Spia

**Location(s)**
- Rare: Common
  - Route 7
  - Route 6
  - Route 8

**Evolutions**
- Fire Stone
  - Rumble Stone

**Move Tutor**
- Attack
  - Body Slam
  - Double-Edge
  - Mega Punch
  - Mega Kick
  - Metronome
  - Mimic
  - Substitute
  - Counter
  - Seismic Toss
  - Quick Attack
  - Flame Thrower
  - Softboiled
  - Ember
  - Tail Whip
  - Roar
  - Quick Attack
  - Will-O-Wisp
  - Confuse Ray
  - Imprison
  - Flamethrower
  - Safeguard
  - Grudge
  - Fire Spia

**Move Tutor**
- Attack
  - Body Slam
  - Double-Edge
  - Mega Punch
  - Mega Kick
  - Metronome
  - Mimic
  - Substitute
  - Counter
  - Seismic Toss
  - Quick Attack
  - Flame Thrower
  - Softboiled
  - Ember
  - Tail Whip
  - Roar
  - Quick Attack
  - Will-O-Wisp
  - Confuse Ray
  - Imprison
  - Flamethrower
  - Safeguard
  - Grudge
  - Fire Spia

100
038: Ninetales

Height: 3'0"h
Weight: 44 lbs.
Ability: Flash Fire—Enhances the Fire-type moves and protects Ninetales from being damaged by Fire-type moves.

Location(s)

Rarity: Evolve
Evolve Mythic

Rarity: None
Trade from Ruby, Sapphire, or LeafGreen

Evolution:

039: Jigglypuff

Height: 1'08"
Weight: 12 lbs.
Ability: Cutie Charm—if an opponent is striking Jigglypuff, it has a 30% chance of being Attracted.

Location(s)

Rarity: Rare
Route 3

Rarity: Rare
Route 3

Evolution:

040: Wigglytuff

Height: 3'0"h
Weight: 28 lbs.
Ability: Cute Charm—if an opponent is striking Wigglytuff, it has a 30% chance of being Attracted.

Location(s)

Rarity: Evolve
Evolve Mythic

Rarity: Evolve
Evolve Mythic

Evolution:

041: Zubat

Height: 2'07"
Weight: 17 lbs.
Ability: Inner Focus—Zubat no longer flinches.

Location(s)

Rarity: Common
Ice Cave
Transformation Cave
Mr. Moon
Rock Tunnel
Victory Road

Rarity: Common
Ice Cave
Transformation Cave
Mr. Moon
Rock Tunnel
Victory Road

Evolution:

Attacks
Level
Attack
---
Sing
---
Double-Edge
---
Defense Curl
---
Confuse Ray
---
Safeguard
---
Fire Spin
---
Body Slam
---
Mimic
---
Substitute
---
Double-Edge
---
Flash
---
Body Slam
---
Mimic
---
Substitute
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Double-Edge
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Body Slam
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Mimic
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Substitute
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Double-Edge
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Sing
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Defense Curl
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Pound
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Disable
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Rollout
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Body Slam
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Mimic
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Hyper Voice
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Double-Edge
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Leech Life
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Astonish
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Supersonic
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Bite
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Wing Attack
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Confuse Ray
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Air Cutter
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Mean Look
---
Poison Fang
---
Haze
---
Double-Edge
---
Mimic
---
Substitute
074: Geodude™

Height: 1'06"
Weight: 44 lbs.
Abilities: Rock Head—Protects Geodude from receiving recoil damage from Submission, Take Down, and Double-Edge.
Sturdy—Prevents Geodude from receiving a one hit KO.

Evolutions

LV25

Evolution

Location(s)
- Rarity: Common
- Location: Seven Island
- Victory Road
- Cerulean Cave

Evolve Geodude

Rarity: Common
- Location: Seven Island
- Victory Road
- Cerulean Cave
- Rock Tunnel

Evolutions

075: Graveler™

Height: 3'02"
Weight: 232 lbs.
Abilities: Rock Head—Protects Graveler from receiving recoil damage from Submission, Take Down, and Double-Edge.
Sturdy—Prevents Graveler from receiving a one hit KO.

Evolutions

LV40

Evolution

Location(s)
- Rarity: Rare
- Location: Seven Island
- Cerulean Cave

Evolve Geodude

Rarity: Rare
- Location: Seven Island
- Cerulean Cave
- Rock Tunnel

Evolutions

076: Golem™

Height: 1'07"
Weight: 667 lbs.
Abilities: Rock Head—Protects Golem from receiving recoil damage from Submission, Take Down, and Double-Edge.
Sturdy—Prevents Golem from receiving a one hit KO.

Evolutions

Location(s)
- Rarity: Evolve
- Location: Seven Island

Evolve Graveler

Rarity: Evolve
- Location: Seven island
- Victory Road
- Cerulean Cave
- Rock Tunnel

Evolutions

077: Ponyta™

Height: 3'03"
Weight: 86 lbs.
Abilities: Flash Fire—Raises Ponyta's Fire-type attacks, prevents Fire-type attacks from damaging Ponyta.
Run Away—Allows Ponyta to escape from Wild Pokémon.

Evolutions

Location(s)
- Rarity: Common
- Location: Seven Island

Evolve Ponyta

Rarity: Common
- Location: Seven Island
- Victory Road
- Cerulean Cave
- Rock Tunnel

Evolutions
**082: Magneton™**

**Height:** 3'03''

**Weight:** 132 lbs.

**Abilities:** Magnet Pull—Other Steel types cannot escape while Magneton is in battle. Sturdy—A one hit KO cannot hit Magneton.

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<th>Attacks</th>
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**Location(s)**
- Rarity: Common
- Power Plant
- Cerulean Cave
- Evolve Magnemite

**Evolution**
- Lvl 20

---

**084: Doduo™**

**Height:** 4'12''

**Weight:** 88 lbs.

**Abilities:** Run Away—Allows Doduo to escape from Wild Pokémon. Early Bird—Allows Doduo to wake up earlier when put to Sleep.

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<th>TM/HM#</th>
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**Location(s)**
- Rarity: Common
- Route 16
- Route 18
- Route 17
- Safari Zone

**Evolution**
- Lvl 31

---

**083: Farfetch'ed™**

**Height:** 3'07''

**Weight:** 33 lbs.

**Abilities:** Keen Eye—Prevents Farfetch'ed from having its Accuracy lowered. Inner Focus—Prevents Farfetch'ed from Flinching.

<table>
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<td>TM11</td>
<td>Sunny Day</td>
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<td>31</td>
<td>Fury Attack</td>
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<td>---</td>
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<td>Knock Off</td>
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<tr>
<td>TM21</td>
<td>Frustration</td>
<td>---</td>
<td>---</td>
<td>52</td>
<td>Fury Cutter</td>
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<tr>
<td>TM24</td>
<td>Thunderbolt</td>
<td>---</td>
<td>---</td>
<td>62</td>
<td>Swords Dance</td>
</tr>
</tbody>
</table>

**Location(s)**
- Rarity: Only One
- Trade for Spearow or Venonite City
- Rarity: Only One
- Trade for Spearow or Venonite City

**Evolution**
- Does not evolve

---

**085: Dodrio™**

**Height:** 5'11''

**Weight:** 185 lbs.

**Abilities:** Run Away—Allows Dodrio to escape from Wild Pokémon. Early Bird—Allows Dodrio to wake up earlier when put to Sleep.

<table>
<thead>
<tr>
<th>TM/HM</th>
<th>TM/HM#</th>
<th>Name</th>
<th>Attacks</th>
<th>Level</th>
<th>Attack</th>
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<tr>
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<td>Toxic</td>
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<td>21</td>
<td>Pursuit</td>
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<td>TM12</td>
<td>Taunt</td>
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<td>31</td>
<td>Fury Attack</td>
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<tr>
<td>TM15</td>
<td>Hyper Beam</td>
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<td>Knock Off</td>
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<td>Protect</td>
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<td>Frustration</td>
<td>---</td>
<td>---</td>
<td>62</td>
<td>Swords Dance</td>
</tr>
</tbody>
</table>

**Location(s)**
- Rarity: Evolve
- Evolve Doduo
- Rarity: Evolve
- Evolve Doduo

**Evolution**
- Lvl 31

---

**Move Tutor Attack**
- Body Slam
- Double-Edge
- Substitute
- Swords Dance

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**086: Seel™**

**Height:** 7'07"
**Weight:** 198 lbs.
**Ability:** Thick Fat — The effect of Ice- and Fire-type moves moves an opponent uses on Seel are halved.

**Location(s)**
- Rarity: Common
  - Seafoam Islands
  - Ice Cave

**Evolutions**
- LV34

**Evolutions**
- LV34

**Attacks**
- Level
  - 9
  - 17
  - 21
  - 26
  - 37
  - 41
  - 49

**Moves**
- Tutor
  - Body Slam
  - Double-Edge
  - Mimic
  - Substitute

**TM/HM#**
- TM03 Water Pulse
- TM06 Toxic
- TM07 Ice Beam
- TM10 Hidden Power
- TM13 Ice Beam
- TM14 Blizzard
- TM17 Protect
- TM18 Rain Dance
- TM20 Safeguard
- TM21 Frustration
- TM23 Return
- TM24 Double Team
- TM25 Facade
- TM26 Secret Power
- TM44 Rest
- TM45 Attract
- TM46 Thief
- HM03 Surf
- HM07 Waterfall
- HM08 Dive

---

**088: Grimer™**

**Height:** 2'11"
**Weight:** 66 lbs.
**Abilities:** Static — When Grimer is in the first slot, the chances of running into a Wild Pokémon decrease. Sticky Hold — Prevents an opponent from stealing a Hold Item Grimer may have.

**Location(s)**
- Rarity: Common
  - Rocket Hideout Pokémon Mansion

**Evolutions**
- LV38

**Evolutions**
- LV38

**Attacks**
- Level
  - 1
  - 4
  - 8
  - 13
  - 19
  - 26
  - 34
  - 43
  - 53

**Moves**
- Tutor
  - Body Slam
  - Double-Edge
  - Explosion
  - Mimic
  - Substitute
  - Body Slam

**TM/HM#**
- TM03 Toxic
- TM11 Hidden Power
- TM12 Taunt
- TM13 Protect
- TM14 Rain Dance
- TM19 Giga Drain
- TM21 Frustration
- TM24 Thunderbolt
- TM25 Thunder
- TM27 Return
- TM28 Double Team
- TM29 Shock Wave
- TM30 FlameThrower
- TM31 Sludge Bomb
- TM32 Fire Blast
- TM33 Rock Tomb
- TM41 Torment
- TM42 Facade
- TM43 Secret Power
- TM44 Rest
- TM45 Attract
- TM46 Thief
- HM04 Strength
- HM06 Rock Smash

---

**087: Dewgong™**

**Height:** 6'07"
**Weight:** 265 lbs.
**Ability:** Thick Fat — The effect of Ice- and Fire-type moves moves an opponent uses on Dewgong are halved.

**Location(s)**
- Rarity: Rare
  - Seafoam Islands
  - Ice Cave

**Evolutions**
- LV34

**Evolutions**
- LV34

**Attacks**
- Level
  - 1
  - 4
  - 8
  - 13
  - 19
  - 26
  - 34
  - 47
  - 61

**Moves**
- Tutor
  - Body Slam
  - Double-Edge
  - Mimic
  - Substitute
  - Body Slam

**TM/HM#**
- TM03 Water Pulse
- TM06 Toxic
- TM07 Ice Beam
- TM10 Hidden Power
- TM13 Ice Beam
- TM14 Blizzard
- TM15 Hyper Beam
- TM17 Protect
- TM18 Rain Dance
- TM20 Safeguard
- TM21 Frustration
- TM22 Return
- TM23 Double Team
- TM24 Facade
- TM25 Secret Power
- TM44 Rest
- TM45 Attract
- TM46 Thief
- HM03 Surf
- HM07 Waterfall
- HM08 Dive

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**089: Muk™**

**Height:** 3'11"
**Weight:** 66 lbs.
**Abilities:** Stench — When Muk is in the first slot, the chances of running into a Wild Pokémon decrease. Sticky Hold — Prevents an opponent from stealing a Hold Item Muk may have.

**Location(s)**
- Rarity: Rare
  - Pokémon Mansion
  - Evolve Grimer

**Evolutions**
- LV38

**Evolutions**
- LV38

**Attacks**
- Level
  - 1
  - 4
  - 8
  - 13
  - 19
  - 26
  - 34
  - 47
  - 61

**Moves**
- Tutor
  - Body Slam
  - Double-Edge
  - Explosion
  - Mimic
  - Substitute
  - Body Slam

**TM/HM#**
- TM03 Focus Punch
- TM05 Toxic
- TM06 Hidden Power
- TM08 Sunny Day
- TM10 Taunt
- TM12 Hyper Beam
- TM13 Protect
- TM15 Rain Dance
- TM19 Giga Drain
- TM20 FlameThrower
- TM21 Sludge Bomb
- TM22 Thunderbolt
- TM23 Thunder
- TM24 Rock Tomb
- TM25 Torment
- TM26 Facade
- TM27 Secret Power
- TM44 Rest
- TM45 Attract
- TM46 Thief
- HM04 Strength
- HM06 Rock Smash
102: Exeggute

Height: 1'94"
Weight: 6 lbs.
Ability: Chlorophyll—When the Sunlight is strong, Exeggute’s Speed doubles.

Location(s)

Rarity: Common
Safari Zone

Rarity: Common
Safari Zone

Evolutions
LEAF STONE

TM/HM
Name
TM04
TM06
TM09
TM10
TM11
TM16
TM17
TM19
TM21
TM22
TM27
TM29
TM32
TM35
TM36
TM42
TM43
TM44
TM45
TM46
TM48
HM04
HM05

Attacks
Level
Attack
Barrage
Hypnosis
Uproar
Reflect
Leach Seed
Confusion
Stun Spore
Poison Powder
Sleep Powder
Solarbeam

Move Tutor Attack
Double-Edge
Explosion
Mimic
Substitute
Dream Eater

104: Cubone

Height: 1'04"
Weight: 14 lbs.
Abilities: Lightningrod—All Electric attacks go toward Cubone during a 2-on-2 Battle.
Rock Head—Protects Cubone from recoil damage.

Location(s)

Rarity: Rare
Pokemon Tower: Seven Island

Rarity: Rare
Pokemon Tower: Seven Island

Evolutions

TM/HM
Name
TM01
TM06
TM10
TM11
TM13
TM14
TM17
TM22
TM23
TM26
TM28
TM31
TM32
TM35
TM37
TM38
TM39
TM40
TM42
TM43
TM44
TM45
TM46
HM04
HM06

Attacks
Level
Attack
Gravel
Tail Whip
Bone Club
Headbutt
Leer
Focus Energy
Protect
False Swipe
Rage
False Swipe
Thrash
Bite
Double-Edge

103: Exeggutor

Height: 6'07"
Weight: 265 lbs.
Ability: Chlorophyll—When the Sunlight is strong, Exeggutor’s Speed doubles.

Location(s)

Rarity: Evolve
Evolve Exeggutor

Rarity: Evolve
Evolve Exeggutor

Evolutions
LEAF STONE

TM/HM
Name
TM06
TM08
TM10
TM11
TM18
TM17
TM19
TM21
TM22
TM25
TM26
TM28
TM32
TM35
TM36
TM42
TM43
TM44
TM45
TM46
HM04
HM05

Attacks
Level
Attack
Barrage
Confusion
Stomp
Egg Bomb

Move Tutor Attack
Double-Edge
Explosion
Mimic
Substitute
Dream Eater

105: Marowak

Height: 3'03"
Weight: 99 lbs.
Abilities: Lightningrod—All Electric attacks go toward Marowak during a 2-on-2 Battle.
Rock Head—Protects Marowak from recoil damage.

Location(s)

Rarity: Rare
Victory Road: Seven Island
Evolve Cubone

Rarity: Rare
Victory Road: Seven Island
Evolve Cubone

Evolutions
LV28

TM/HM
Name
TM01
TM06
TM10
TM11
TM13
TM14
TM17
TM23
TM26
TM28
TM31
TM32
TM35
TM37
TM38
TM39
TM40
TM42
TM43
TM44
TM45
TM46
HM04
HM06

Attacks
Level
Attack
Gravel
Tail Whip
Bone Club
Headbutt
Leer
Focus Energy
Protect
False Swipe
Rage
False Swipe
Thrash
Bite
Double-Edge

Move Tutor Attack
Double-Edge
Mega Punch
Mega Kick
Matronine
Mimic
Substitute
Swords Dance
Counter
Sonic Shock
Rock Slide
**114: Tangela™**

- **Height:** 3’0”
- **Weight:** 77 lbs.
- **Ability:** Chlorophyll—When the Sunlight is strong, Tangela’s Speed doubles.

**Location(s)**
- **Rarey:** Rare
- **Route 21:** One Island
- **Route 21:** One Island

**Rarities:**
- Rare
- Rare

**Evolutions:**
- Does not evolve

**TM/HM**
- TM06: Toxic
- TM09: Bullet Seed
- TM10: Hidden Power
- TM11: Sunny Day
- TM15: Hyper Beam
- TM17: Protect
- TM19: Giga Drain
- TM21: Flash Bomb
- TM22: Solarbeam
- TM27: Return
- TM32: Double Team
- TM36: Shadow Ball
- TM42: Facade
- TM43: Secret Power
- TM44: Rest
- TM45: Attract
- TM46: Thief
- HM01: Cut
- HM05: Flash
- HM06: Rock Smash

**Faintly Grass**

**Attacks**
- Constrict
- Ingrain
- Sleep Powder
- Absorb
- Growth
- Poison Powder
- Vino Whip
- Bind
- Mega Drain
- Sun Spore
- Slam
- Tickle

**Move Tutor Attack**
- Body Slam
- Double-Edge
- Double Team
- Substitute
- Taunt

**115: Kangaskhan™**

- **Height:** 7’0”
- **Weight:** 176 lbs.
- **Ability:** Early Bird—Allows Kangaskhan to wake up earlier when put to Sleep.

**Location(s)**
- **Rarey:** Rare
- **Safari Zone:**
- **Safari Zone:**

**Rarities:**
- Rare
- Rare

**Evolutions:**
- Does not evolve

**TM/HM**
- TM01: Focus Punch
- TM03: Water Pulse
- TM05: Rear
- TM06: Toxic
- TM07: Tail Whip
- TM10: Hidden Power
- TM11: Sunny Day
- TM13: Ice Beam
- TM14: Blizzard
- TM15: Hyper Beam
- TM17: Protect
- TM18: Rain Dance
- TM21: Frustration
- TM22: Solarbeam
- TM23: Iron Tail
- TM24: Thunderbolt
- TM25: Thunder
- TM26: Earthquake
- TM27: Return
- TM28: Big
- TM30: Shadow Ball
- TM31: Brick Break
- TM32: Double Team
- TM34: Shock Wave
- TM35: Flamethrower
- TM37: Sandstorm
- TM38: Fire Blast
- TM39: Rock Tomb
- TM42: Facade
- TM43: Secret Power
- TM44: Rest
- TM45: Attract
- TM46: Thief
- HM01: Cut
- HM03: Surf
- HM04: Strength
- HM06: Rock Smash

**Faintly Normal**

**Attacks**
- Comet Punch
- Leer
- Bite
- Tail Whip
- Fake Out
- Mega Punch
- Roar
- Endure
- Dizzy Punch
- Reversal

**Move Tutor Attack**
- Body Slam
- Double-Edge
- Double Team
- Substitute
- Taunt
- Rock Slide
128: Tauros™

- Height: 6'07"
- Weight: 118 lbs.
- Ability: Intimidate—An opponent's Attack decreases when Tauros is summoned into battle.

**Location(s):**
- Rare: Rare
- Safari Zone

**Evolutions:**
- Does not evolve

**Attacks**
- **TM/HM**
  - TM03: Water Pulse
  - TM10: Poison
  - TM11: Hidden Power
  - TM13: Ice Beam
  - TM14: Blizzard
  - TM15: Hyper Beam
  - TM18: Rain Dance
  - TM21: Frustration
  - TM22: Solar Beam
  - TM24: Thunderbolt
  - TM25: Thunder
  - TM26: Earthquake
  - TM27: Return
  - TM28: Double Team
  - TM34: Shock Wave
  - TM35: Flamethrower
  - TM37: Sandstorm
  - TM38: Fire Blast
  - TM41: Torment
  - TM42: Facade
  - TM43: Secret Power
  - TM44: Rest
  - TM45: Attract
  - HM03: Surf
  - HM04: Strength
  - HM06: Rock Smash
  - HM07: Waterfall
  - HM08: Dive

**Move Tutor**
- Attack: Body Slam
- Attack: Double-Edge
- Attack: Mimic
- Attack: Substitute

130: Gyarados™

- Height: 21'04"
- Weight: 118 lbs.
- Ability: Intimidate—When Gyarados enters battle, the opponent's Attack lowers.

**Location(s):**
- Rare: Common
- All Fishing Holes (Super Rod)
- Evolve Magikarp

**Attacks**
- **TM/HM**
  - TM03: Water Pulse
  - TM05: Roar
  - TM06: Poison
  - TM07: Ice
  - TM10: Hidden Power
  - TM12: Taunt
  - TM13: Ice Beam
  - TM14: Blizzard
  - TM15: Hyper Beam
  - TM16: Protect
  - TM17: Rest
  - TM18: Rain Dance
  - TM21: Frustration
  - TM22: Thunderbolt
  - TM25: Thunder
  - TM26: Earthquake
  - TM27: Return
  - TM28: Double Team
  - TM35: Flamethrower
  - TM37: Sandstorm
  - TM38: Fire Blast
  - TM41: Torment
  - TM42: Facade
  - TM43: Secret Power
  - TM44: Rest
  - TM45: Attract
  - HM03: Surf
  - HM04: Strength
  - HM06: Rock Smash
  - HM07: Waterfall
  - HM08: Dive

**Move Tutor**
- Attack: Body Slam
- Attack: Double-Edge
- Attack: Mimic
- Attack: Substitute
- Attack: Thunder Wave

129: Magikarp™

- Height: 2'11"
- Weight: 2 lbs.
- Ability: Swift Swim—Increases Magikarp's Speed when it's Raining.

**Location(s):**
- Rare: Common
- All Fishing Holes

**Move Tutor**
- Attack: None

**Evolutions:**
- Does not evolve

**Attacks**
- **TM/HM**
  - None
  - TM15: Tackle
  - TM20: Flail

131: Lapras™

- Height: 8'02"
- Weight: 145 lbs.
- Abilities: Water Absorb—Lapras gets 1/4 HP's back when a Water-type attack hits it.
- Shell Armor—Protects Lapras from being struck by a critical hit.

**Location(s):**
- Rare: Rare
- Sihl Co. / Four Island

**Evolutions:**
- Does not evolve

**Attacks**
- **TM/HM**
  - TM03: Water Pulse
  - TM05: Roar
  - TM06: Poison
  - TM07: Ice
  - TM10: Hidden Power
  - TM12: Taunt
  - TM13: Ice Beam
  - TM14: Blizzard
  - TM15: Hyper Beam
  - TM16: Protect
  - TM17: Rest
  - TM18: Rain Dance
  - TM21: Frustration
  - TM22: Thunderbolt
  - TM25: Thunder
  - TM26: Earthquake
  - TM27: Return
  - TM28: Double Team
  - TM34: Flamethrower
  - TM37: Sandstorm
  - TM38: Fire Blast
  - TM41: Torment
  - TM42: Facade
  - TM43: Secret Power
  - TM44: Rest
  - TM45: Attract
  - HM03: Surf
  - HM04: Strength
  - HM06: Rock Smash
  - HM07: Waterfall
  - HM08: Dive

**Move Tutor**
- Attack: Body Slam
- Attack: Double-Edge
- Attack: Mimic
- Attack: Substitute
- Attack: Dream Eater
132: Ditto™

Height: 1'00"
Weight: 9 lbs.
Ability: Liebr—Protects Ditto from being Paralyzed.

Location(s)
- Rarity: Common
  - Cerulean Cave
  - Pokemon Mansion
  - Route 13
  - Route 14

Evolutions
- Does not evolve

TM/HM
- TM03: Toxic
- TM10: Hidden Power
- TM11: Sunny Day
- TM17: Protect
- TM18: Rain Dance
- TM20: Shadow Ball
- TM21: Frustration
- TM22: Double Team
- TM23: Iron Tail
- TM24: facade
- TM25: Secret Power
- TM44: Rest
- TM45: Attract

Move Tutor
- Attack: Transform

134: Vaporeon™

Height: 3'00"
Weight: 64 lbs.
Ability: Water Absorb—When hit by Water-type attacks, Vaporeon gets 1/4 HPs back.

Location(s)
- Rarity: Evolve
  - Cerulean Cave
  - Pokemon Mansion
  - Route 13
  - Route 14

Evolutions
- Evolve Eevee

TM/HM
- TM03: Water Pulse
- TM05: Roar
- TM06: Toxic
- TM07: Tail Whip
- TM10: Hidden Power
- TM11: Sunny Day
- TM13: Ice Beam
- TM14: Blizzard
- TM15: Hyper Beam
- TM17: Protect
- TM18: Rain Dance
- TM21: Frustration
- TM23: Iron Tail
- TM27: Return
- TM28: Dig
- TM30: Shadow Ball
- TM32: Double Team
- TM34: Static Power
- TM35: Rest
- TM44: Attract
- HM02: Surf
- HM03: Dive

Move Tutor
- Attack: Tackle

133: Eevee™

Height: 1'00"
Weight: 14.3 lbs.
Ability: Run Away—Allows Eevee to escape from any Wild Pokemon.

Location(s)
- Rarity: Only One
  - Cerulean Mansion Top Floor
  - Cerulean Mansion Top Floor

Evolution

TM/HM
- TM03: Toxic
- TM10: Hidden Power
- TM11: Sunny Day
- TM17: Protect
- TM18: Rain Dance
- TM20: Shadow Ball
- TM21: Frustration
- TM22: Double Team
- TM23: Iron Tail
- TM24: Facade
- TM44: Rest
- TM45: Attract

Move Tutor
- Attack: Body Slam

135: Jolteon™

Height: 2'07"
Weight: 54 lbs.
Ability: Volt Absorb—When struck by an Electric-type attack, Jolteon receives 1/4 HPs back.

Location(s)
- Rarity: Evolve
  - Cerulean Cave
  - Pokemon Mansion
  - Route 13
  - Route 14

Evolutions

TM/HM
- TM05: Roar
- TM06: Toxic
- TM10: Hidden Power
- TM11: Sunny Day
- TM15: Hyper Beam
- TM17: Protect
- TM18: Rain Dance
- TM21: Frustration
- TM23: Iron Tail
- TM24: Thunderbolt
- TM25: Thunder Shock
- TM27: Return
- TM28: Dig
- TM30: Shadow Ball
- TM32: Double Team
- TM34: Static Power
- TM44: Rest
- TM45: Attract
- HM05: Flash

Move Tutor
- Attack: Body Slam
### 136: Flareon

- **Height:** 2'11"
- **Weight:** 55 lbs.
- **Ability:** FlashFire

<table>
<thead>
<tr>
<th>TM/HM</th>
<th>Name</th>
<th>Attacks Level</th>
<th>Attack</th>
</tr>
</thead>
<tbody>
<tr>
<td>TM05</td>
<td>Roar</td>
<td>Tackle</td>
<td></td>
</tr>
<tr>
<td>TM06</td>
<td>Toxic</td>
<td>Tail Whip</td>
<td></td>
</tr>
<tr>
<td>TM07</td>
<td>Hidden Power</td>
<td>Helping Hand</td>
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<tr>
<td>TM11</td>
<td>Sunny Day</td>
<td>Sand-Attack</td>
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<td>TM15</td>
<td>Hyper Beam</td>
<td>Ember</td>
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<tr>
<td>TM17</td>
<td>Protect</td>
<td>Quick Attack</td>
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<tr>
<td>TM18</td>
<td>Rain Dance</td>
<td>Bite</td>
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</tr>
<tr>
<td>TM21</td>
<td>Frustration</td>
<td>Fire Spin</td>
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<tr>
<td>TM23</td>
<td>Iron Tail</td>
<td>Smog</td>
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<tr>
<td>TM27</td>
<td>Return</td>
<td>Leer</td>
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<tr>
<td>TM28</td>
<td>Dig</td>
<td>Flamethrower</td>
<td></td>
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<tr>
<td>TM30</td>
<td>Shadow Ball</td>
<td>Double-Edge</td>
<td>Mimic</td>
</tr>
<tr>
<td>TM32</td>
<td>Double Team</td>
<td>Secret Power</td>
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</tr>
<tr>
<td>TM36</td>
<td>Flamethrower</td>
<td>Rest</td>
<td></td>
</tr>
<tr>
<td>TM38</td>
<td>Fire Blast</td>
<td>Attract</td>
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</tr>
</tbody>
</table>

**Evolution:** Fire Stone

**Location(s):**
- Rarity: Evolve
- Evolve Exeed

### 137: Porygon

- **Height:** 2'9"
- **Weight:** 80 lbs.
- **Ability:** Trace

<table>
<thead>
<tr>
<th>TM/HM</th>
<th>Name</th>
<th>Attacks Level</th>
<th>Attack</th>
</tr>
</thead>
<tbody>
<tr>
<td>TM06</td>
<td>Toxic</td>
<td>Tackle</td>
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**Evolution:** Trade w/ Uptrade

**Location(s):**
- Rarity: Common
- Game Corner: $5,560 Coins
- Rarity: Common
- Game Corner: $9,999 Coins

### 138: Omanyte

- **Height:** 1'04"
- **Weight:** 17 lbs.
- **Abilities:** SwiftSwim, Shell Armor

<table>
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**Evolution:** Lava Stone

**Location(s):**
- Rarity: Only One
- Revive from Helix Fossil

### 139: Omastar

- **Height:** 3'07"
- **Weight:** 77 lbs.
- **Abilities:** SwiftSwim, Shell Armor

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<td>Thief</td>
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</table>

**Evolution:** Lava Stone

**Location(s):**
- Rarity: Evolve
- Evolve Exeed
140: Kabuto™

Height: 4'08"
Weight: 36 lbs.
Abilities: Swift Swim—Increases Kabuto’s Speed when it’s Raining.
Battle Armor—Prevents Kabuto from receiving Critical Hits.

Evolution:

- Location(s)
  - Rarity: Only One
  - Revive from Doma Fossil

- Location(s)
  - Rarity: Only One
  - Revive from Doma Fossil

141: Kabutops™

Height: 4'03"
Weight: 89 lbs.
Abilities: Swift Swim—Increases Kabutops’s Speed when it’s Raining.
Battle Armor—Prevents Kabutops from receiving Critical Hits.

Evolution:

- Location(s)
  - Rarity: Evolve
  - Evolve Kabuto

- Location(s)
  - Rarity: Evolve
  - Evolve Kabuto

142: Aerodactyl™

Height: 5’11"
Weight: 130 lbs.
Abilities: Pressure—When an opponent damages Aerodactyl, it uses 2 PPs for that move.
Rock Head—Aerodactyl doesn’t take Recall damage.

- Location(s)
  - Rarity: Only One
  - In Piece of Old Amber (on Cirinabar Island)

Evolution:
Does not evolve

- Location(s)
  - Rarity: Only One
  - In Piece of Old Amber (on Cirinabar Island)

- Attacks
  - Level: Scratch
  - Damage: 60

- Attacks
  - Level: Attack
  - Move Tutor
  - Attack:
    - Body Slam
    - Double-Edge
    - Mimic
    - Substitute
    - Rock Slide

143: Snorlax™

Height: 6’11"
Weight: 1014 lbs.
Abilities: Immunity—Prevents Snorlax from being Poisoned.
Thick Fat—Fire-type and Ice-type attacks are half the damage on Snorlax.

- Location(s)
  - Rarity: Rare
  - Route 16
  - Route 17

Evolution:
Does not evolve

- Attacks
  - Level: Tackle
  - Body Slam
  - Double-Edge
  - Megapunch
  - Mega Kick
  -{{{MegaStone}}}

- Attacks
  - Level: Tackle
  - Body Slam
  - Double-Edge
  - Mega Punch
  - Mega Kick
  -{{{MegaStone}}}

- Attacks
  - Level: Tackle
  - Body Slam
  - Double-Edge
  - Mega Punch
  - Mega Kick
  -{{{MegaStone}}}
**144: Articuno™**

*Ice, Flying*

- **Height:** 5'07''
- **Weight:** 122 lbs.
- **Ability:** Pressure—Opponent uses 2 PP's for damage inflicted against Articuno.

**Evolutions**
- Does not evolve

**Moves**
- Double-Edge
- Ember
- Fire Spin
- Ice Beam
- Ice Punch
- Ice Storm
- Roar
- Sharp Edge
- Snowstorm
- Thunderbolt
- Thunder Wave
- Waterfall

**Hidden Abilities**
- Pressure
- Snow Cloak

---

**146: Moltres™**

*Fire, Flying*

- **Height:** 6'07''
- **Weight:** 132 lbs.
- **Ability:** Pressure—Opponent uses 2 PP's for damage inflicted against Moltres.

**Evolutions**
- Does not evolve

**Moves**
- Double-Edge
- Ember
- Fire Spin
- Ice Beam
- Ice Punch
- Ice Storm
- Roar
- Snowstorm
- Thunderbolt
- Thunder Wave
- Waterfall

**Hidden Abilities**
- Pressure
- Snow Cloak

---

**145: Zapdos™**

*Electric, Flying*

- **Height:** 5'10''
- **Weight:** 116 lbs.
- **Ability:** Pressure—Opponent uses 2 PP's for damage inflicted against Zapdos.

**Evolutions**
- Does not evolve

**Moves**
- Double-Edge
- Ember
- Fire Spin
- Ice Beam
- Ice Punch
- Ice Storm
- Roar
- Snowstorm
- Thunderbolt
- Thunder Wave
- Waterfall

**Hidden Abilities**
- Pressure
- Snow Cloak

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**147: Dratini™**

*Dragon*

- **Height:** 5'11''
- **Weight:** 7 lbs.
- **Ability:** Shed Skin—Status effects only last one turn on Dratini. Has a 30% chance of success.

**Evolutions**
- Dragonair
- DragonITE

**Moves**
- Double-Edge
- Ember
- Fire Spin
- Ice Beam
- Ice Punch
- Ice Storm
- Roar
- Snowstorm
- Thunderbolt
- Thunder Wave
- Waterfall

**Hidden Abilities**
- Pressure
- Snow Cloak
**148: Dragonair™**

- **Height:** 1’10”
- **Weight:** 36 lbs.
- **Ability:** Shed Skin—Status effects only last one turn on Dragonair. Has a 30% chance of working.

| Location(s) | Rarity: Rare
|-------------|-------------
| Safari Zone | Safari Zone |

<table>
<thead>
<tr>
<th>Evolution(s)</th>
<th>LV 30</th>
</tr>
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<tbody>
<tr>
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<td>LV 55</td>
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| Location(s) | Rarity: Only One
|-------------|-------------
| Unknown Dungeon | Unknown Dungeon |

<table>
<thead>
<tr>
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<th>Attack</th>
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<tbody>
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<td>Mimic</td>
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<td>Outrage</td>
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<tr>
<td>Hyper Beam</td>
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</tbody>
</table>

**149: Dragonite™**

- **Height:** 7’0”
- **Weight:** 463 lbs.
- **Ability:** Inner Focus—Prevents Dragonite from Rinching.

| Location(s) | Rarity: Evolve
|-------------|-------------
| Evolve Dragonair | Evolve Dragonair |

<table>
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</table>

**150: Mewtwo™**

- **Height:** 6’07”
- **Weight:** 269 lbs.
- **Ability:** Pressure—Opponent uses 2 PPs for damage inflicted against Mewtwo.

| Location(s) | Rarity: Only One
|-------------|-------------
| Unknown Dungeon | Unknown Dungeon |

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<tr>
<th>Attack</th>
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<tbody>
<tr>
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<td>Flare Throw</td>
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129
**154: Meganium™**

**Height:** 5'11"
**Weight:** 222 lbs.
**Ability:** Overgrow—When Meganium’s HPs are very low, its Grass-type attacks are multiplied by 1.5.

<table>
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<tr>
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**156: Quilava™**

**Height:** 2'11"
**Weight:** 42 lbs.
**Ability:** Blaze—When Quilava’s HPs are very low, its Fire-type attacks are multiplied by 1.5.

<table>
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<tr>
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</table>

**155: Cyndaquil™**

**Height:** 1'8"6"
**Weight:** 17 lbs.
**Ability:** Blaze—When Cyndaquil’s HPs are very low, its Fire-type attacks are multiplied by 1.5.

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<thead>
<tr>
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**157: Typhlosion™**

**Height:** 5'07"
**Weight:** 175 lbs.
**Ability:** Blaze—When Typhlosion’s HPs are very low, its Fire-type attacks are multiplied by 1.5.

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### 158: Totodile™

**Height:** 2'0"  
**Weight:** 21 lbs.  
**Ability:** Torrent—When Totodile’s HPs are very low, its Water-type attacks are multiplied by 1.5.

#### Location(s)

- Rarity: None  
- Location(s): Trade Croconaw or Feraligatr from Colosseum, then Breed

#### Evolutions

- **LV18:** Feraligatr™
- **LV50:** Croconaw™

#### TM/HM

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#### Attacks

**Level**  | **Attack**
--- | ---
1-20 | Scratch
21-25 | Leer
26-30 | Water Pulse
31-35 | Ice
36-40 | Ice
41-45 | Ice
46-50 | Ice
51-55 | Ice
56-60 | Ice
61-65 | Ice
66-70 | Ice
71-75 | Ice
76-80 | Ice
81-85 | Ice
86-90 | Ice
91-95 | Ice
96-100 | Ice

#### Move Tutor

**Attack**
- Body Slam
- Double-Edge
- Mega Punch
- Mega Kick
- Mimic
- Substitute
- Swords Dance
- Counter
- Seismic Toss
- Rock Slide

### 159: Croconaw™

**Height:** 3'0"  
**Weight:** 65 lbs.  
**Ability:** Torrent—When Croconaw's HPs are very low, its Water-type attacks are multiplied by 1.5.

#### Location(s)

- Rarity: None  
- Trade from Colosseum, then Breed

#### Evolutions

- **LV18:** Feraligatr™
- **LV50:** Totodile™

#### TM/HM

<table>
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<th>Name</th>
<th>Attacks</th>
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#### Attacks

**Level**  | **Attack**
--- | ---
1-20 | Scratch
21-25 | Leer
26-30 | Water Pulse
31-35 | Ice
36-45 | Ice
46-55 | Ice
56-60 | Ice
61-65 | Ice
66-70 | Ice
71-75 | Ice
76-80 | Ice
81-85 | Ice
86-90 | Ice
91-95 | Ice
96-100 | Ice

#### Move Tutor

**Attack**
- Body Slam
- Double-Edge
- Mega Punch
- Mega Kick
- Mimic
- Substitute
- Swords Dance
- Counter
- Seismic Toss
- Rock Slide

### 160: Feraligatr™

**Height:** 7'0"  
**Weight:** 196 lbs.  
**Ability:** Torrent—When Feraligatr’s HPs are very low, its Water-type attacks are multiplied by 1.5.

#### Location(s)

- Rarity: None  
- Trade from Colosseum, then Breed

#### Evolutions

- **LV18:** Croconaw™
- **LV50:** Totodile™

#### TM/HM

<table>
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<th>Name</th>
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#### Attacks

**Level**  | **Attack**
--- | ---
1-20 | Scratch
21-25 | Leer
26-30 | Water Pulse
31-35 | Ice
36-40 | Ice
41-45 | Ice
46-50 | Ice
51-55 | Ice
56-60 | Ice
61-65 | Ice
66-70 | Ice
71-75 | Ice
76-80 | Ice
81-85 | Ice
86-90 | Ice
91-95 | Ice
96-100 | Ice

#### Move Tutor

**Attack**
- Body Slam
- Double-Edge
- Mega Punch
- Mega Kick
- Mimic
- Substitute
- Swords Dance
- Counter
- Seismic Toss
- Rock Slide

### 161: Sentret™

**Height:** 7'0"  
**Weight:** 13 lbs.  
**Abilities:** Run Away—Allows Sentret to escape from Will Pokemon.  
Keen Eye—Protects Sentret from having its Accuracy lowered.

#### Location(s)

- Rarity: None  
- Trade from Colosseum, then Breed

#### Evolutions

- **LV15:** Sentret™

#### TM/HM

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#### Attacks

**Level**  | **Attack**
--- | ---
1-20 | Scratch
21-25 | Defense Curl
26-30 | Quick Attack
31-35 | Fury Swipes
36-40 | Helping Hand
41-45 | Slam
46-50 | Follow Me
51-55 | Rest
56-60 | Amnesia

#### Move Tutor

**Attack**
- Body Slam
- Double-Edge
- Mimic
- Substitute

---

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### 162: Furret™

**Height:** 5'11"
**Weight:** 72 lbs.
**Abilities:** Run Away—Allows Furret to escape from Wild Pokémon.
Keen Eye—Protects Furret from having its Accuracy lowered.

<table>
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<th>TM/HM#</th>
<th>Name</th>
<th>Level</th>
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**Move Tutor**
- **Attack**
  - Body Slam
  - Double-Edge
  - Mimic
  - Substitute

**Evolution**
- LV15: [Evolve](#)

**Location(s)**
- **Rarity:** Rare
- **Location:** Trade from Colosseum

**Evolutions**
- LV20: [Evolve](#)

### 164: Noctowl™

**Height:** 5'03"
**Weight:** 10 lbs.
**Abilities:** Insomnia—Prevents Noctowl from being put to Sleep.
Keen Eye—Protects Noctowl from having its Accuracy lowered.

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<th>TM/HM</th>
<th>TM/HM#</th>
<th>Name</th>
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**Move Tutor**
- **Attack**
  - Double-Edge
  - Mimic
  - Substitute
  - Dream Eater

**Evolution**
- LV20: [Evolve](#)

**Location(s)**
- **Rarity:** Rare
- **Location:** Trade from Colosseum

### 165: Ledyba™

**Height:** 3'03"
**Weight:** 24 lbs.
**Abilities:** Early Bird—Allows Ledyba to wake up earlier when put to Sleep.
Swarm—When Ledyba's HPs are low, its Bug-type moves are multiplied by 1.5

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**Move Tutor**
- **Attack**
  - Double-Edge
  - Mimic
  - Substitute
  - Swords Dance

**Evolution**
- LV18: [Evolve](#)

**Location(s)**
- **Rarity:** Rare
- **Location:** Trade from Colosseum

**Evolutions**
- LV20: [Evolve](#)
### 166: Ledian™

**Height:** 40”
**Weight:** 79 lbs.
**Abilities:**
- Early Bird—Allows Ledian to wake up earlier when put to sleep.
- Swarm—When Ledian’s HPs are low, its Bug-type moves are multiplied by 1.5.

<table>
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<th>TM/HM</th>
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<th>Level</th>
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**Move Tutor Attack**
- Double-Edge
- Mimic
- Substitute
- Swords Dance
- Mega Punch

### 168: Ariados™

**Height:** 3’3”
**Weight:** 74 lbs.
**Abilities:**
- Insomnia—Prevents Ariados from being put to sleep.
- Swarm—When Ariados’s HPs are low, its Bug-type moves are multiplied by 1.5.

<table>
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<th>TM/HM</th>
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</table>

**Move Tutor Attack**
- Body Slam
- Double-Edge
- Mimic
- Substitute
- Swords Dance
- Mega Punch

### 167: Spinarak™

**Height:** 1’8”
**Weight:** 15 lbs.
**Abilities:**
- Insomnia—Prevents Spinarak from being put to sleep.
- Swarm—When Spinarak’s HPs are low, its Bug-type moves are multiplied by 1.5.

<table>
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**Move Tutor Attack**
- Body Slam
- Double-Edge
- Mimic
- Substitute
- Swords Dance
- Mega Punch
178: Xatu

Height: 4'11"
Weight: 33 lbs.
Abilities: Synchro—When Xatu gets Poisoned, Burned, or Paralyzed, the opponent also gets the same condition. Early Bird—Allows Xatu to wake up earlier when put to sleep.

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Move Tutor

Attacks: Double-Edge, Mimic, Substitute, Dream Eater, Thunder Wave.

180: Flaanzy

Height: 2'07"
Weight: 21 lbs.
Ability: Static—An opponent has a 30% chance of being Paralyzed if Flaanzy is directly hit.

<table>
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<td>HM06</td>
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<td>Rock Smash</td>
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</table>

Move Tutor

Attacks: Body Slam, Double-Edge, Mega Punch, Mega Kick, Substitute, Counter, Seismic Toss, Thunder Wave.

179: Mareep

Height: 2'00"
Weight: 17 lbs.
Ability: Static—An opponent has a 30% chance of being Paralyzed if Mareep is directly hit.

<table>
<thead>
<tr>
<th>TM/HM</th>
<th>TM/HM#</th>
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</tbody>
</table>

Move Tutor

Attacks: Body Slam, Double-Edge, Mega Punch, Mega Kick, Substitute, Counter, Seismic Toss, Thunder Wave.

181: Ampharos

Height: 3'07"
Weight: 130 lbs.
Ability: Static—An opponent has a 30% chance of being Paralyzed if Ampharos is directly hit.

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<td>HM06</td>
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Move Tutor

Attacks: Body Slam, Double-Edge, Mega Punch, Mega Kick, Substitute, Counter, Seismic Toss, Thunder Wave.
182: Bellossom™

Height: 1'8"
Weight: 13 lbs.
Ability: Chlorophyll
Bellossom’s Speed is doubled when the Sunlight is strong.

**Location(s)**
- Rarity: Common
- Trade from FireRed
- Trade from LeafGreen
- Evolve Bloomin
- Evolve Gloom

**Evolution**
- LV21

**TM/HM**
- TM06: Toxic
- TM07: Defense Curl
- TM08: Rock Tomb
- TM09: Return
- TM10: Dig
- TM11: Brick Break
- TM12: Double Team
- TM13: Fake Out
- TM14: Attract
- TM15: Confuse Ray
- TM16: Memphis
- TM17: Protect
- TM18: Rain Dance
- TM19: Frustration
- TM20: Dive
- TM21: Frustrating
- TM22: Iron Tail
- TM23: Brutal Swing
- TM24: Body Slam
- TM25: Seeing
- TM26: Protect
- TM27: Protect
- TM28: Rain Dance
- TM29: Sunny Day
- TM30: Sunny Day
- TM31: Fake Out
- TM32: Fake Out
- TM33: Fake Out
- TM34: Fake Out
- TM35: Fake Out
- TM36: Fake Out
- TM37: Fake Out
- TM38: Fake Out
- TM39: Fake Out
- TM40: Fake Out
- TM41: Fake Out
- TM42: Fake Out
- TM43: Fake Out
- TM44: Fake Out
- TM45: Fake Out
- TM46: Fake Out
- TM47: Fake Out
- TM48: Fake Out
- TM49: Fake Out

**Attacks**
- Level: Attack
- 0: Tackle
- 1: Defense Curl
- 2: Bobbin Ball
- 3: False Out
- 4: Sunny Day
- 5: Sunny Day
- 6: Sunny Day
- 7: Sunny Day
- 8: Sunny Day
- 9: Sunny Day
- 10: Sunny Day
- 11: Sunny Day
- 12: Sunny Day
- 13: Sunny Day
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- 17: Sunny Day
- 18: Sunny Day
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- 33: Sunny Day
- 34: Sunny Day
- 35: Sunny Day
- 36: Sunny Day
- 37: Sunny Day
- 38: Sunny Day
- 39: Sunny Day
- 40: Sunny Day

**Movement**
- Body Slam
- Double-Edge
- Mega Punch
- Mega Kick
- Substitution
- Seismic Toss

184: Azumarill™

Height: 2'7"
Weight: 83 lbs.
Abilities: Thick Fat
When Azumarill is attacked by Fire-type or Ice-type attacks, the damage is reduced by half.
Huge Power
Increases the power of Azumarill’s attacks, but power reduces when the Ability changes.

**Location(s)**
- Rarity: None

**Evolution**
- LV18

**TM/HM**
- TM01: Focus Punch
- TM02: Water Pulse
- TM03: Toxic
- TM04: Ice Beam
- TM05: Ice Beam
- TM06: Ice Beam
- TM07: Ice Beam
- TM08: Ice Beam
- TM09: Ice Beam
- TM10: Ice Beam
- TM11: Ice Beam
- TM12: Ice Beam
- TM13: Ice Beam
- TM14: Ice Beam
- TM15: Ice Beam
- TM16: Ice Beam
- TM17: Ice Beam
- TM18: Ice Beam
- TM19: Ice Beam
- TM20: Ice Beam
- TM21: Ice Beam
- TM22: Ice Beam
- TM23: Ice Beam
- TM24: Ice Beam
- TM25: Ice Beam

**Attacks**
- Level: Attack
- 0: Tackle
- 1: Defense Curl
- 2: Rollout
- 3: Bubblebeam
- 4: Double-Edge
- 5: Rain Dance
- 6: Hydro Pump

**Movement**
- Body Slam
- Double-Edge
- Mega Punch
- Mega Kick
- Substitution
- Seismic Toss

183: Marill™

Height: 1'8"
Weight: 19 lbs.
Abilities: Thick Fat
When Marill gets attacked by Fire-type or Ice-type attacks, the damage is reduced by half.
Huge Power
Increases the power of Marill’s Attack, but power reduces when the Ability changes.

**Location(s)**
- Rarity: Common
- Poor Island
- Six Island
- Evolve Azurill
- Trade from Ruby/Sapphire
- Trade from LeafGreen
- Evolve Azurill
- Trade from Ruby/Sapphire

**Evolution**
- LV18

**TM/HM**
- TM01: Focus Punch
- TM02: Water Pulse
- TM03: Toxic
- TM04: Ice Beam
- TM05: Ice Beam
- TM06: Ice Beam
- TM07: Ice Beam
- TM08: Ice Beam
- TM09: Ice Beam
- TM10: Ice Beam
- TM11: Ice Beam
- TM12: Ice Beam
- TM13: Ice Beam
- TM14: Ice Beam
- TM15: Ice Beam
- TM16: Ice Beam
- TM17: Ice Beam
- TM18: Ice Beam
- TM19: Ice Beam
- TM20: Ice Beam
- TM21: Ice Beam
- TM22: Ice Beam
- TM23: Ice Beam
- TM24: Ice Beam
- TM25: Ice Beam

**Attacks**
- Level: Attack
- 0: Tackle
- 1: Defense Curl
- 2: Rollout
- 3: Bubblebeam
- 4: Double-Edge
- 5: Rain Dance
- 6: Hydro Pump

**Movement**
- Body Slam
- Double-Edge
- Mega Punch
- Mega Kick
- Substitution
- Seismic Toss

185: Sudowoodo™

Height: 3'11"
Weight: 84 lbs.
Abilities: Rock Head
Prevents Sudowoodo from receiving recoil damage.
Sunny Day
Prevents Sudowoodo from receiving a one-hit KO.

**Location(s)**
- Rarity: None

**Evolution**
- Does not evolve

**TM/HM**
- TM01: Focus Punch
- TM02: Calm Mind
- TM03: Toxic
- TM04: Hidden Power
- TM05: Sunny Day
- TM06: Taunt
- TM07: Protect
- TM08: Earthquake
- TM09: Return
- TM10: Dig
- TM11: Brick Break
- TM12: Double Team
- TM13: Sandstorm
- TM14: Rock Tomb
- TM15: Fake Out
- TM16: Protect
- TM17: Attract
- TM18: Rock Smash
- TM19: Strength
- TM20: Rock Smash

**Attacks**
- Level: Attack
- 0: Rock Throw
- 1: Fling
- 2: Low Kick
- 3: Rock Slide
- 4: Block
- 5: Faint Attack
- 6: Slam
- 7: Double-Edge

**Movement**
- Body Slam
- Double-Edge
- Explosion
- Mega Punch
- Mega Kick
- Substitution
- Counter
- Seismic Toss
- Rock Slide
190: Alpom™

- Height: 2'7"
- Weight: 25 lbs.
- Abilities: Run Away—Allows Alpom to escape from Wild Pokémon.
- Pickup—Attaches items when walking; allows Alpom to take opponent's items during battle.

**Evolutions**

- Does not evolve

**Location(s)**

- Rarity: Rare
- Trade from Colosseum

<table>
<thead>
<tr>
<th>TM/HM#</th>
<th>Name</th>
<th>Attacks</th>
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**Move Tutor Attack**

- Body Slam
- Double-Edge
- Mega Punch
- Mega Kick
- Minimize
- Mimic
- Substitute
- Counter
- Seismic Toss
- Dream Eater
- Thunder Wave

192: Sunflora™

- Height: 2'7"
- Weight: 19 lbs.
- Ability: Chlorophyl—Sunflora's Speed doubles when the Sunlight is strong.

**Evolutions**

- Evolve Sunflora

**Location(s)**

- Rarity: None
- Trade from Colosseum

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<th>TM/HM#</th>
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<td>HM05</td>
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</tbody>
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**Move Tutor Attack**

- Double-Edge
- Mimic
- Substitute
- Swords Dance

193: Yanma™

- Height: 3'11"
- Weight: 84 lbs.
- Abilities: Speed Boost—Yanma's Speed raises one level after each turn.
- Compoundeyes—Yanma's Accuracy raises by 30%.

**Evolutions**

- Does not evolve

**Location(s)**

- Rarity: Rare
- Trade from Colosseum, then breed

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**Move Tutor Attack**

- Double-Edge
- Mimic
- Substitute
- Swords Dance

140
194: Wooper

**Height:** 1'04"

**Weight:** 19 lbs.

**Abilities:** Damp — No one can use Selfdestruct or Explosion while Wooper is in battle.

**Water Absorb** — Wooper gets 1/4 HPs back when a Water attack hits it.

**Location(s):**
- Rare: None
- Trade from FireRed or LeafGreen
- Rare: Common
- Six Island

**Evolutions:**
- LV20

---

195: Quagsire

**Height:** 4'03"

**Weight:** 165 lbs.

**Abilities:** Damp — No one can use Selfdestruct or Explosion while Quagsire is in battle.

**Water Absorb** — Quagsire gets 1/4 HPs back when a Water-type attack hits it.

**Location(s):**
- Rare: None
- Trade from FireRed or LeafGreen
- Rare: Evolve
- Trade from Colosseum

**Evolutions:**
- LV20

---

196: Espeon

**Height:** 2'11"

**Weight:** 58 lbs.

**Ability:** Synchronize — When Espeon is attacked with Poison, Paralyze, or Burn, the opponent receives the same.

**Location(s):**
- Rare: Evolve
- Trade from Colosseum

**Evolutions:**
- Rare: Evolve
- Trade from Colosseum

---

197: Umbreon

**Height:** 3'03"

**Weight:** 60 lbs.

**Ability:** Synchronize — When Umbreon is attacked with Poison, Paralyze, or Burn, the opponent receives the same.

**Location(s):**
- Rare: Evolve
- Trade from Colosseum

**Evolutions:**
- Rare: Evolve
- Trade from Colosseum

---

**Moves and Abilities:**

### Wooper
- **Type:** Water
- **HP:** 55
- **Attack:** 35
- **Defense:** 35
- **Sp. Attack:** 40
- **Sp. Defense:** 35
- **Speed:** 30

### Quagsire
- **Type:** Water
- **HP:** 100
- **Attack:** 70
- **Defense:** 75
- **Sp. Attack:** 80
- **Sp. Defense:** 75
- **Speed:** 60

### Espeon
- **Type:** Psychic
- **HP:** 90
- **Attack:** 55
- **Defense:** 70
- **Sp. Attack:** 85
- **Sp. Defense:** 85
- **Speed:** 75

### Umbreon
- **Type:** Dark
- **HP:** 80
- **Attack:** 75
- **Defense:** 85
- **Sp. Attack:** 75
- **Sp. Defense:** 105
- **Speed:** 70

---

**Trainers and Locations:**

- **Pokemon:**
  - **Name:** Calm Mind
  - **Moves:** Tail Whip, Sunny Day, Quick Attack
  - **Ability:** Synchronize

- **Trainers:**
  - **Name:** Tackle
  - **Moves:** Tail Whip, Helping Hand, Swift
  - **Ability:** Synchronize

---

**Special Skills:**

- **Pokemon:**
  - **Name:** Body Slam, Double-Edge, Mimic, Substitute

- **Trainers:**
  - **Name:** Tackle
  - **Moves:** Tail Whip, Helping Hand, Swift
  - **Ability:** Synchronize

---

**Other Details:**

- **Pokemon:**
  - **Name:** Water Gun, Tail Whip, Rain Dance

- **Trainers:**
  - **Name:** Tackle
  - **Moves:** Tail Whip, Helping Hand, Swift
  - **Ability:** Synchronize

---

**Note:**

- **Location:**
  - **Name:** FireRed
  - **Moves:** Tail Whip, Helping Hand, Swift
  - **Ability:** Synchronize

- **Location:** LeafGreen
  - **Name:** Tackle
  - **Moves:** Tail Whip, Helping Hand, Swift
  - **Ability:** Synchronize

---

**Primagames.com:**

- **Website:**
  - **Link:** [Primagames.com](http://www.primagames.com)

---

**141**
**202: Wobbuffet™**

**Height:** 4'03"
**Weight:** 63 lbs.
**Ability:** Shadow Tag—An opponent cannot be switched out while Wobbuffet is in battle.

<table>
<thead>
<tr>
<th>TM/HM</th>
<th>Name</th>
<th>Level</th>
<th>Attack</th>
</tr>
</thead>
<tbody>
<tr>
<td>None</td>
<td></td>
<td></td>
<td>Counter</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Mirror Coat</td>
</tr>
<tr>
<td></td>
<td></td>
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<td>Safeguard</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Destiny Bond</td>
</tr>
</tbody>
</table>

**Location(s):**
- Rare: Common
  - Giratina's Cavern
  - Six Island
  - Evolve Wyrant
  - Trade from Ruby or Sapphire

**Move Tutor**
- Attacker

**Evolutions**
- LV15

---

**203: Girafarig™**

**Height:** 4'11"
**Weight:** 91 lbs.
**Abilities:** Inner Focus—Prevents Girafarig from Flinching. Early Bird—Alows Girafarig to wake up better when put to Sleep.

<table>
<thead>
<tr>
<th>TM/HM</th>
<th>Name</th>
<th>Level</th>
<th>Attack</th>
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<tr>
<td>TM04</td>
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<td>Tackle</td>
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<tr>
<td>TM06</td>
<td>Toxic</td>
<td>—</td>
<td>Growl</td>
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<tr>
<td>TM10</td>
<td>Hidden Power</td>
<td>7</td>
<td>Astonish</td>
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<tr>
<td>TM11</td>
<td>Sunny Day</td>
<td>13</td>
<td>Confusion</td>
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<td>TM16</td>
<td>Light Screen</td>
<td>19</td>
<td>Stomp</td>
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<tr>
<td>TM17</td>
<td>Protect</td>
<td>25</td>
<td>Odor Sleuth</td>
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<tr>
<td>TM18</td>
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<td>31</td>
<td>Agility</td>
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<tr>
<td>TM21</td>
<td>Frustration</td>
<td>37</td>
<td>Battr Pass</td>
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<tr>
<td>TM23</td>
<td>Iron Tail</td>
<td>43</td>
<td>Psybeam</td>
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<td>TM24</td>
<td>Thunderbolt</td>
<td>49</td>
<td>Crunch</td>
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<td>TM25</td>
<td>Thunder</td>
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<tr>
<td>TM26</td>
<td>Earthquake</td>
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<tr>
<td>TM27</td>
<td>Return</td>
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<td>TM28</td>
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<tr>
<td>TM30</td>
<td>Shadow Ball</td>
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<td>TM32</td>
<td>Double Team</td>
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<tr>
<td>TM33</td>
<td>Reflect</td>
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<tr>
<td>TM34</td>
<td>Shadow Wave</td>
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<tr>
<td>TM42</td>
<td>Facade</td>
<td></td>
<td></td>
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<tr>
<td>TM43</td>
<td>Secret Power</td>
<td></td>
<td></td>
</tr>
<tr>
<td>TM44</td>
<td>Rest</td>
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<tr>
<td>TM45</td>
<td>Attract</td>
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<td>TM46</td>
<td>Thief</td>
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<td>TM48</td>
<td>Skill Swap</td>
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<td>TM49</td>
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<tr>
<td>HM04</td>
<td>Strength</td>
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<tr>
<td>HM05</td>
<td>Flash</td>
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</tr>
<tr>
<td>HM06</td>
<td>Rock Smash</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Location(s):**
- Rare: None
- Trade From Ruby or Sapphire

**Move Tutor**
- Evolve from Girafarig

---

**204: Pineco™**

**Height:** 7'00"
**Weight:** 16 lbs.
**Ability:** Sturdy—Prevents a one hit KO from hitting Pineco.

<table>
<thead>
<tr>
<th>TM/HM</th>
<th>Name</th>
<th>Level</th>
<th>Attack</th>
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</thead>
<tbody>
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<td>TM06</td>
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<td>Tackle</td>
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<tr>
<td>TM10</td>
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<td>Protect</td>
</tr>
<tr>
<td>TM11</td>
<td>Sunny Day</td>
<td>15</td>
<td>Take Down</td>
</tr>
<tr>
<td>TM16</td>
<td>Light Screen</td>
<td>22</td>
<td>Rapid Spin</td>
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<tr>
<td>TM17</td>
<td>Protect</td>
<td>29</td>
<td>Bite</td>
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<tr>
<td>TM19</td>
<td>Giga Drain</td>
<td>36</td>
<td>Explosion</td>
</tr>
<tr>
<td>TM21</td>
<td>Frustration</td>
<td>43</td>
<td>Spikes</td>
</tr>
<tr>
<td>TM22</td>
<td>Solarbeam</td>
<td>50</td>
<td>Double-Edge</td>
</tr>
<tr>
<td>TM26</td>
<td>Earthquake</td>
<td></td>
<td></td>
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<tr>
<td>TM27</td>
<td>Return</td>
<td></td>
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<tr>
<td>TM28</td>
<td>Dig</td>
<td></td>
<td></td>
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<tr>
<td>TM32</td>
<td>Double Team</td>
<td></td>
<td></td>
</tr>
<tr>
<td>TM33</td>
<td>Reflect</td>
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<td>TM37</td>
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</tr>
<tr>
<td>HM06</td>
<td>Rock Smash</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Location(s):**
- Rare: Trade from Colosseum, then breed

**Evolutions**
- LV31

---

**205: Forretress™**

**Height:** 7'11"
**Weight:** 277 lbs.
**Ability:** Sturdy—Prevents a one hit KO from hitting Forretress.

<table>
<thead>
<tr>
<th>TM/HM</th>
<th>Name</th>
<th>Level</th>
<th>Attack</th>
</tr>
</thead>
<tbody>
<tr>
<td>TM06</td>
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<td>Tackle</td>
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<tr>
<td>TM10</td>
<td>Hidden Power</td>
<td>31</td>
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<tr>
<td>TM11</td>
<td>Sunny Day</td>
<td>39</td>
<td>Explosion</td>
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<tr>
<td>TM15</td>
<td>Hyper Beam</td>
<td>49</td>
<td>Spikes</td>
</tr>
<tr>
<td>TM16</td>
<td>Light Screen</td>
<td>59</td>
<td>Double-Edge</td>
</tr>
<tr>
<td>TM17</td>
<td>Protect</td>
<td></td>
<td></td>
</tr>
<tr>
<td>TM19</td>
<td>Giga Drain</td>
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<td></td>
</tr>
<tr>
<td>TM21</td>
<td>Frustration</td>
<td></td>
<td></td>
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<tr>
<td>TM22</td>
<td>Solarbeam</td>
<td></td>
<td></td>
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<tr>
<td>TM26</td>
<td>Earthquake</td>
<td></td>
<td></td>
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<tr>
<td>TM27</td>
<td>Return</td>
<td></td>
<td></td>
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<tr>
<td>TM28</td>
<td>Dig</td>
<td></td>
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<tr>
<td>TM32</td>
<td>Double Team</td>
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<td>TM37</td>
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<td>TM43</td>
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<tr>
<td>TM44</td>
<td>Rest</td>
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</tr>
<tr>
<td>HM06</td>
<td>Rock Smash</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Location(s):**
- Rare: Trade from Colosseum, then breed

**Move Tutor**
- Evolve from Forretress

**Evolutions**
- LV31

---

primagames.com
**206: Dunsparce™**

**Height:** 4’11”
**Weight:** 31 lbs.

**Abilities:** Run Away—Allows Dunsparce to escape from Wild Pokémon. Serene Grace—Attacks with extra effects have double the chance of occurring when Dunsparce is in battle.

| Location(s) | Rarity: Common
|-------------|-------------------
| Three Island | Trade from Colosseum |

**Evolutions**

Does not evolve

**Moves**

- Body Slam
- Double-Edge
- Mimic
- Substitute
- Rock Slide

**Attacks**

<table>
<thead>
<tr>
<th>Level</th>
<th>Attack</th>
</tr>
</thead>
<tbody>
<tr>
<td>100</td>
<td>Tackle</td>
</tr>
<tr>
<td>50</td>
<td>Defense</td>
</tr>
<tr>
<td>10</td>
<td>Tox</td>
</tr>
<tr>
<td>12</td>
<td>Rock Throw</td>
</tr>
<tr>
<td>15</td>
<td>Harden</td>
</tr>
<tr>
<td>25</td>
<td>Ice</td>
</tr>
<tr>
<td>35</td>
<td>Bite</td>
</tr>
<tr>
<td>45</td>
<td>Crunch</td>
</tr>
<tr>
<td>55</td>
<td>Double-Edge</td>
</tr>
</tbody>
</table>

**208: Steelix™**

**Height:** 3’02”
**Weight:** 893 lbs.

**Abilities:** Sturdy—Prevents one hit KO from hitting Steelix. Rock Head—Prevents Steelix from receiving recoil damage.

| Location(s) | Rarity: Evolve
|-------------|---------------------
| Evolve Box | Evolve Box |

**Evolutions**

- Battle Metal

**Moves**

- Body Slam
- Double-Edge
- Mimic
- Substitute
- Rock Slide

**Attacks**

<table>
<thead>
<tr>
<th>Level</th>
<th>Attack</th>
</tr>
</thead>
<tbody>
<tr>
<td>10</td>
<td>Tackle</td>
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<tr>
<td>5</td>
<td>Scrunch</td>
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<tr>
<td>12</td>
<td>Rock Throw</td>
</tr>
<tr>
<td>15</td>
<td>Harden</td>
</tr>
<tr>
<td>25</td>
<td>Ice</td>
</tr>
<tr>
<td>35</td>
<td>Bite</td>
</tr>
<tr>
<td>45</td>
<td>Crunch</td>
</tr>
<tr>
<td>55</td>
<td>Double-Edge</td>
</tr>
</tbody>
</table>

**207: Gligar™**

**Height:** 3’07”
**Weight:** 142 lbs.

**Abilities:** Sand Veil—During a sandstorm, Gligar is able to evade more moves. Hyper Cutter—Prevents Gligar’s Attack from lowering the target’s Defense.

| Location(s) | Rarity: Trade
|-------------|----------------
| Colosseum   | Colosseum |

**Evolutions**

Does not evolve

**Moves**

- Focus Punch
- Water Pulse
- Roar
- Toxic
- Bulk Up
- Hidden Power
- Sunny Day
- Tox |
- Tackle |
- Ice |
- Bite |
- Rear |
- Take Down |

**Attacks**

<table>
<thead>
<tr>
<th>Level</th>
<th>Attack</th>
</tr>
</thead>
<tbody>
<tr>
<td>100</td>
<td>Tackle</td>
</tr>
<tr>
<td>50</td>
<td>Defense</td>
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<tr>
<td>10</td>
<td>Tox</td>
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<tr>
<td>12</td>
<td>Rock Throw</td>
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<tr>
<td>15</td>
<td>Harden</td>
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<tr>
<td>25</td>
<td>Ice</td>
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<td>35</td>
<td>Bite</td>
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<td>45</td>
<td>Crunch</td>
</tr>
<tr>
<td>55</td>
<td>Double-Edge</td>
</tr>
</tbody>
</table>

**209: Snubbull™**

**Height:** 2’00”
**Weight:** 17 lbs.

**Abilities:** Intimidate—When Snubbull is sent into battle, it lowers the opponent’s Attack. Run Away—Allows Snubbull to escape from Wild Pokémon.

| Location(s) | Rarity: Trade
|-------------|----------------
| Colosseum   | Colosseum |

**Evolutions**

- Growlithe

**Moves**

- Fire Blast
- Shadow Ball
- Dig
- Dream Eater

**Attacks**

<table>
<thead>
<tr>
<th>Level</th>
<th>Attack</th>
</tr>
</thead>
<tbody>
<tr>
<td>100</td>
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</tr>
<tr>
<td>50</td>
<td>Defense</td>
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<tr>
<td>10</td>
<td>Tox</td>
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<td>12</td>
<td>Rock Throw</td>
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<td>15</td>
<td>Harden</td>
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<td>25</td>
<td>Ice</td>
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<tr>
<td>35</td>
<td>Bite</td>
</tr>
<tr>
<td>45</td>
<td>Crunch</td>
</tr>
<tr>
<td>55</td>
<td>Double-Edge</td>
</tr>
</tbody>
</table>

**Move Tutor**

- Double-Edge
- Mimic
- Substitute
- Counter
- Seismic Toss

**Normal**
**314: Heracross™**

**Height:** 4'11"
**Weight:** 119 lbs.

**Abilities:** Swift---When Heracross's HPs are low, its Bug-type moves multiply by 1.5. 
**Guts---**When Heracross has a Status Condition, its Attack Power multiplies by 1.5.

**Evolve:** From Cyndaquil, Quilava, or Typhlosion

<table>
<thead>
<tr>
<th>Location(s)</th>
<th>Rarity: Rare</th>
</tr>
</thead>
<tbody>
<tr>
<td>Trade from Ruby, Sapphire, or Colosseum 6 Island</td>
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</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Location(s)</th>
<th>Rarity: Rare</th>
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</thead>
<tbody>
<tr>
<td>Trade from Ruby, Sapphire, or Colosseum 6 Island</td>
<td></td>
</tr>
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<table>
<thead>
<tr>
<th>Location(s)</th>
<th>Rarity: None</th>
</tr>
</thead>
<tbody>
<tr>
<td>Trade from Colosseum 4 Island</td>
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</tr>
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<table>
<thead>
<tr>
<th>Location(s)</th>
<th>Rarity: None</th>
</tr>
</thead>
<tbody>
<tr>
<td>Trade from Colosseum 4 Island</td>
<td></td>
</tr>
</tbody>
</table>

**Evolution:** Does not evolve

**Attacks**

- **TM/Hit:**
  - **Name:**
    - T01: Focus Punch
    - T02: Toxic
    - T03: Bulk Up
    - T04: Hidden Power
    - T05: Sunny Day
    - T06: Hyper Beam
    - T07: Protect
    - T08: Rain Dance
    - T09:地震
    - T10: Earthquake
    - T11: Return
    - T12: Dig
    - T13: Brick Break
    - T14: Double Team
    - T15: Rock Tomb
    - T16: Facade
    - T17: Secret Power
    - T18: Rest
    - T19: Attract
    - T20: Thief
    - T21: Strength
    - T22: Rock Smash

- **Level:**
  - **Attack:**
    - T01: Tackle
    - T02: Leer
    - T03: Horn Attack
    - T04: Endure
    - T05: Fury Attack
    - T06: Brick Break
    - T07: Counter
    - T08: Take Down
    - T09: Reverse
    - T10: Megahorn

- **Move Tutor Attack:**
  - Body Slam
  - Double-Edge
  - Substitute
  - Swords Dance
  - Counter
  - Body Slam

**216: Teddiursa™**

**Height:** 2'0"
**Weight:** 19 lbs.

**Ability:** Pickup---May pick up items while in your party.

**Evolve:** From Ursaring

**Attacks**

- **TM/Hit:**
  - **Name:**
    - T01: Focus Punch
    - T02: Rear
    - T03: Toxic
    - T04: Bulk Up
    - T05: Hidden Power
    - T06: Sunny Day
    - T07: Taunt
    - T08: Protect
    - T09: Rain Dance
    - T10: Frustration
    - T11: Earthquake
    - T12: Return
    - T13: Dig
    - T14: Brick Break
    - T15: Double Team
    - T16: Aerial Ace
    - T17: Torment
    - T18: Facade
    - T19: Secret Power
    - T20: Rest
    - T21: Attract
    - T22: Thief
    - T23: Strength
    - T24: Rock Smash

- **Level:**
  - **Attack:**
    - T01: Scratch
    - T02: Leer
    - T03: Luck
    - T04: Fake Tears
    - T05: Faint Attack
    - T06: Rest
    - T07: Slash
    - T08: Snore
    - T09: Thrash

- **Move Tutor Attack:**
  - Double-Edge
  - Mega Punch
  - Mega Kick
  - Metronome
  - Substitute
  - Swords Dance
  - Counter
  - Seismic Toss

**315: Sneasel™**

**Height:** 2'11"
**Weight:** 62 lbs.

**Abilities:** Inner Focus---Prevents Sneasel from flinching.
**Keen Eye---**Prevents Sneasel from having its Accuracy lowered.

**Evolve:** From Zoroark

**Attacks**

- **TM/Hit:**
  - **Name:**
    - T01: Focus Punch
    - T02: Calm Mind
    - T03: Toxic
    - T04: Mail
    - T05: Hidden Power
    - T06: Sunny Day
    - T07: Taunt
    - T08: Ice Beam
    - T09: Blizzard
    - T10: Protect
    - T11: Rain Dance
    - T12: Frustration
    - T13: Iron Tail
    - T14: Return
    - T15: Dig
    - T16: Shadow Ball
    - T17: Brick Break
    - T18: Double Team
    - T19: Aerial Ace
    - T20: Torment
    - T21: Facade
    - T22: Secret Power
    - T23: Rest
    - T24: Attract
    - T25: Thief
    - T26: Snatch
    - T27: Cut
    - T28: Surf
    - T29: Strength
    - T30: Rock Smash

- **Level:**
  - **Attack:**
    - T01: Scratch
    - T02: Leer
    - T03: Luck
    - T04: Sunny Day
    - T05: Fake Tears
    - T06: Faint Attack
    - T07: Rest
    - T08: Slash
    - T09: Snore
    - T10: Thrash

**217: Ursaring™**

**Height:** 5'11"
**Weight:** 277 lbs.

**Ability:** Guts---When Ursaring has a Status Condition, its Attack power multiplies by 1.5.

**Evolve:** From Tyranitar

**Attacks**

- **TM/Hit:**
  - **Name:**
    - T01: Focus Punch
    - T02: Rear
    - T03: Toxic
    - T04: Bulk Up
    - T05: Hidden Power
    - T06: Sunny Day
    - T07: Taunt
    - T08: Protect
    - T09: Rain Dance
    - T10: Frustration
    - T11: Earthquake
    - T12: Return
    - T13: Dig
    - T14: Brick Break
    - T15: Double Team
    - T16: Rock Tomb
    - T17: Aerial Ace
    - T18: Torment
    - T19: Facade
    - T20: Secret Power
    - T21: Rest
    - T22: Attract
    - T23: Thief
    - T24: Cut
    - T25: Strength
    - T26: Rock Smash

- **Level:**
  - **Attack:**
    - T01: Scratch
    - T02: Leer
    - T03: Luck
    - T04: Sunny Day
    - T05: Fake Tears
    - T06: Faint Attack
    - T07: Rest
    - T08: Slash
    - T09: Snore
    - T10: Thrash

**Move Tutor Attack:**

- Body Slam
- Double-Edge
- Mega Punch
- Mega Kick
- Metronome
- Substitute
- Swords Dance
- Counter
- Seismic Toss
- Body Slam
### 226: Mantine

<table>
<thead>
<tr>
<th>Height: 6'11&quot;</th>
<th>Weight: 485 lbs.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Abilities: Water Absorb—Mantine gets 1/4 HPs back when a Water-type attack hits it. Swift Swim—Increases Mantine's Speed when it's raining.</td>
<td></td>
</tr>
</tbody>
</table>

#### Location(s)
- Rarity: Rare
  - Trade From Colosseum
  - Seven Island (Good Rod)
- Rarity: None
  - Trade From LeafGreen or Colosseum

#### Evolutions
- Does not evolve

#### TM/HM
- TM03: Water Pulse
- TM05: Toxic
- TM07: Tail
- TM10: Hidden Power
- TM11: Sunny Day
- TM13: Ice Beam
- TM14: Blizzard
- TM17: Protect
- TM18: Rain Dance
- TM21: Frustration
- TM25: Earthquake
- TM37: Return
- TM42: Double Team
- TM44: Aerial Ace
- TM46: Facade
- TM48: Secret Power
- TM49: Rest
- TM50: Attract
- HM03: Surf
- HM07: Waterfall
- HM08: Dive

#### Attacks
<table>
<thead>
<tr>
<th>Level</th>
<th>Attack</th>
</tr>
</thead>
<tbody>
<tr>
<td>-----</td>
<td>------</td>
</tr>
<tr>
<td>6</td>
<td>Tackle</td>
</tr>
<tr>
<td>8</td>
<td>Bubble</td>
</tr>
<tr>
<td>15</td>
<td>Bubblebeam</td>
</tr>
<tr>
<td>22</td>
<td>Take Down</td>
</tr>
<tr>
<td>29</td>
<td>Agil</td>
</tr>
<tr>
<td>36</td>
<td>Wing Attack</td>
</tr>
<tr>
<td>43</td>
<td>Water Pulse</td>
</tr>
<tr>
<td>50</td>
<td>Confuse Ray</td>
</tr>
</tbody>
</table>

#### Move Tutor
- Attack: Body Slam
- Attack: Double-Edge
- Attack: Mimic
- Attack: Substitute

### 228: Houndour

<table>
<thead>
<tr>
<th>Height: 2'00&quot;</th>
<th>Weight: 24 lbs.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Abilities: Flash Fire—Boosts Houndour's Fire-type moves and prevents Fire-type moves from damaging it. Early Bird—Allows Houndour to wake up earlier when put to Sleep.</td>
<td></td>
</tr>
</tbody>
</table>

#### Location(s)
- Rarity: Rare
  - Trade From Colosseum, then breed
- Rarity: Rare
  - Trade From Colosseum, then breed

#### Evolutions
- Does not evolve

#### TM/HM
- TM05: Roar
- TM06: Toxic
- TM10: Hidden Power
- TM11: Sunny Day
- TM12: Taunt
- TM17: Protect
- TM22: Solarbeam
- TM23: Iron Tail
- TM27: Return
- TM30: Shadow Ball
- TM32: Double Team
- TM35: Flamethrower
- TM36: Sludge Bomb
- TM38: Fire Blast
- TM41: Torment
- TM42: Facade
- TM43: Secret Power
- TM44: Rest
- TM45: Attract
- TM46: Thief
- TM49: Snatch
- TM50: Overheat
- HM06: Rock Smash

#### Attacks
<table>
<thead>
<tr>
<th>Level</th>
<th>Attack</th>
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<tbody>
<tr>
<td>5</td>
<td>Leer</td>
</tr>
<tr>
<td>19</td>
<td>Ember</td>
</tr>
<tr>
<td>17</td>
<td>Smog</td>
</tr>
<tr>
<td>43</td>
<td>Roar</td>
</tr>
<tr>
<td>25</td>
<td>Bite</td>
</tr>
<tr>
<td>37</td>
<td>Fire</td>
</tr>
<tr>
<td>49</td>
<td>Crunch</td>
</tr>
</tbody>
</table>

#### Move Tutor
- Attack: Body Slam
- Attack: Double-Edge
- Attack: Mimic
- Attack: Substitute
- Attack: Counter
- Attack: Dream Eater

### 227: Skarmory

<table>
<thead>
<tr>
<th>Height: 5'07&quot;</th>
<th>Weight: 111 lbs.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Abilities: Keen Eye—Prevents Skarmory's Accuracy from reducing. Sturdy—Prevents a one hit KO from hitting Skarmory.</td>
<td></td>
</tr>
</tbody>
</table>

#### Location(s)
- Rarity: Rare
  - Trade from FireRed, Ruby, Sapphire, or Colosseum
- Rarity: Rare
  - Seven Island

#### Evolutions
- Does not evolve

#### TM/HM
- TM05: Roar
- TM06: Toxic
- TM10: Hidden Power
- TM11: Sunny Day
- TM12: Taunt
- TM17: Protect
- TM21: Frustration
- TM27: Return
- TM32: Double Team
- TM44: Aerial Ace
- TM46: Torment
- TM48: Facade
- TM49: Secret Power
- TM50: Rest
- TM51: Attract
- TM54: Steel Wing
- HM01: Cut
- HM02: Fly
- HM06: Rock Smash

#### Attacks
<table>
<thead>
<tr>
<th>Level</th>
<th>Attack</th>
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<tbody>
<tr>
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<tr>
<td>16</td>
<td>Sand Attack</td>
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<tr>
<td>13</td>
<td>Swift</td>
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<tr>
<td>14</td>
<td>Agility</td>
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<tr>
<td>24</td>
<td>Fury Attack</td>
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<tr>
<td>29</td>
<td>Air Cutter</td>
</tr>
<tr>
<td>32</td>
<td>Steel Wing</td>
</tr>
<tr>
<td>42</td>
<td>Spikes</td>
</tr>
<tr>
<td>45</td>
<td>Metal Sound</td>
</tr>
</tbody>
</table>

#### Move Tutor
- Attack: Body Slam
- Attack: Double-Edge
- Attack: Mimic
- Attack: Substitute
- Attack: Counter
- Attack: Rock Slide

### 229: Houndoom

<table>
<thead>
<tr>
<th>Height: 6'07&quot;</th>
<th>Weight: 77 lbs.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Abilities: Flash Fire—Boosts Houndoom's Fire-type moves and prevents Fire-type moves from damaging it. Early Bird—Allows Houndoom to wake up earlier when put to Sleep.</td>
<td></td>
</tr>
</tbody>
</table>

#### Location(s)
- Rarity: None
  - Trade From Colosseum
- Rarity: None
  - Trade From Colosseum

#### Evolutions
- Evolve: Houndoom

#### TM/HM
- TM05: Roar
- TM06: Toxic
- TM10: Hidden Power
- TM11: Sunny Day
- TM12: Taunt
- TM15: Hyper Beam
- TM17: Protect
- TM21: Frustration
- TM22: Solarbeam
- TM23: Iron Tail
- TM27: Return
- TM30: Shadow Ball
- TM32: Double Team
- TM35: Flamethrower
- TM36: Sludge Bomb
- TM38: Fire Blast
- TM41: Torment
- TM42: Facade
- TM43: Secret Power
- TM44: Rest
- TM45: Attract
- TM46: Thief
- TM49: Snatch
- TM50: Overheat
- HM06: Rock Smash

#### Attacks
<table>
<thead>
<tr>
<th>Level</th>
<th>Attack</th>
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</thead>
<tbody>
<tr>
<td>5</td>
<td>Leer</td>
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<tr>
<td>19</td>
<td>Ember</td>
</tr>
<tr>
<td>17</td>
<td>Smog</td>
</tr>
<tr>
<td>43</td>
<td>Roar</td>
</tr>
<tr>
<td>25</td>
<td>Bite</td>
</tr>
<tr>
<td>37</td>
<td>Fire</td>
</tr>
<tr>
<td>49</td>
<td>Crunch</td>
</tr>
</tbody>
</table>

#### Move Tutor
- Attack: Body Slam
- Attack: Double-Edge
- Attack: Mimic
- Attack: Substitute
- Attack: Counter
- Attack: Dream Eater
### 238: Smoochum™

**Height:** 1'04"  
**Weight:** 13 lbs.  
**Ability:** Oblivious—Prevents Smoochum from being Attracted.

<table>
<thead>
<tr>
<th>TM/HM#</th>
<th>Name</th>
<th>Type</th>
<th>Level</th>
<th>Attack</th>
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</thead>
<tbody>
<tr>
<td>TM03</td>
<td>Water Pulse</td>
<td>Ice</td>
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<td>TM04</td>
<td>Calm Mind</td>
<td>Water</td>
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<td>Trick</td>
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<td>TM05</td>
<td>Toxic</td>
<td>Normal</td>
<td>5</td>
<td>Sweet Kiss</td>
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<td>TM07</td>
<td>Raindance</td>
<td>Water</td>
<td>13</td>
<td>Powder Snow</td>
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<tr>
<td>TM10</td>
<td>Hidden Power</td>
<td>Normal</td>
<td>21</td>
<td>Confusion</td>
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<tr>
<td>TM13</td>
<td>Ice Beam</td>
<td>Ice</td>
<td>25</td>
<td>Sing</td>
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<td>TM14</td>
<td>Blizzard</td>
<td>Ice</td>
<td>33</td>
<td>Mega Drain</td>
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<td>TM16</td>
<td>Light Screen</td>
<td>Electric</td>
<td>37</td>
<td>Fake Tears</td>
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<td>TM17</td>
<td>Protect</td>
<td>Water</td>
<td>45</td>
<td>Psychic</td>
</tr>
<tr>
<td>TM18</td>
<td>Rain Dance</td>
<td>Water</td>
<td>49</td>
<td>Perish Song</td>
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<tr>
<td>TM21</td>
<td>Frustration</td>
<td>Normal</td>
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<td>Blizzard</td>
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<td>TM22</td>
<td>Return</td>
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<td>TM29</td>
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<td>Electric</td>
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<td>TM34</td>
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<tr>
<td>TM43</td>
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<td>TM44</td>
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<tr>
<td>TM45</td>
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<tr>
<td>TM46</td>
<td>Thief</td>
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<td>145</td>
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<tr>
<td>HM05</td>
<td>Flash</td>
<td>Normal</td>
<td>157</td>
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</tr>
</tbody>
</table>

**Move Tutor**  
**Attacks**  
- Body Slam
- Double-Edge
- Mega Punch
- Mega Kick
- Metronome
- Mimic
- Substitute
- Counter
- Seismic Toss
- Dream Eater

**Evolutions**  
- LV30

---

### 240: Magby™

**Height:** 2'04"  
**Weight:** 47 lbs.  
**Ability:** Flame Body—When Magby is hit directly, the opponent has a 30% chance of being Burned.

<table>
<thead>
<tr>
<th>TM/HM#</th>
<th>Name</th>
<th>Type</th>
<th>Level</th>
<th>Attack</th>
</tr>
</thead>
<tbody>
<tr>
<td>TM01</td>
<td>Focus Punch</td>
<td>Normal</td>
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<td>Pound</td>
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<tr>
<td>TM06</td>
<td>Toxic</td>
<td>Normal</td>
<td>5</td>
<td>Trick</td>
</tr>
<tr>
<td>TM10</td>
<td>Hidden Power</td>
<td>Normal</td>
<td>5</td>
<td>Sweet Kiss</td>
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<tr>
<td>TM11</td>
<td>Sunny Day</td>
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<td>13</td>
<td>Powder Snow</td>
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<td>TM17</td>
<td>Protect</td>
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<td>Confusion</td>
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<td>TM21</td>
<td>Frustration</td>
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<td>25</td>
<td>Sing</td>
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<tr>
<td>TM23</td>
<td>Iron Tail</td>
<td>Normal</td>
<td>33</td>
<td>Mega Drain</td>
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<td>TM27</td>
<td>Return</td>
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<td>37</td>
<td>Fake Tears</td>
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<td>TM29</td>
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<td>TM31</td>
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<tr>
<td>HM06</td>
<td>Rock Smash</td>
<td>Normal</td>
<td>141</td>
<td></td>
</tr>
</tbody>
</table>

**Move Tutor**  
**Attacks**  
- Ember
- Leer
- Sing
- Fire Punch
- Smokescreen
- Sunny Day
- Flamethrower
- Confuse Ray
- Fire Blast

**Evolutions**  
- LV30

---

### 239: Elekid™

**Height:** 3'00"  
**Weight:** 52 lbs.  
**Ability:** Static—The opponent has a 30% chance of being Paralyzed if Elekid is directly hit.

<table>
<thead>
<tr>
<th>TM/HM#</th>
<th>Name</th>
<th>Type</th>
<th>Level</th>
<th>Attack</th>
</tr>
</thead>
<tbody>
<tr>
<td>TM01</td>
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<td>Pound</td>
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<td>TM06</td>
<td>Toxic</td>
<td>Normal</td>
<td>5</td>
<td>Trick</td>
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<td>TM10</td>
<td>Hidden Power</td>
<td>Normal</td>
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<td>Sweet Kiss</td>
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<tr>
<td>TM11</td>
<td>Sunny Day</td>
<td>Normal</td>
<td>13</td>
<td>Powder Snow</td>
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<td>TM17</td>
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<td>TM18</td>
<td>Rain Dance</td>
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<td>Perish Song</td>
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<td>TM29</td>
<td>Psychic</td>
<td>Normal</td>
<td>57</td>
<td>Blizzard</td>
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<td>TM30</td>
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<tr>
<td>TM32</td>
<td>Double Team</td>
<td>Electric</td>
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<tr>
<td>TM33</td>
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<tr>
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<td>Electric</td>
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</tbody>
</table>

**Move Tutor**  
**Attacks**  
- Body Slam
- Double-Edge
- Mega Punch
- Mega Kick
- Metronome
- Substitute
- Counter
- Seismic Toss
- Dream Eater

**Evolutions**  
- LV30

---

### 241: Miltank™

**Height:** 3'11"  
**Weight:** 166 lbs.  
**Ability:** Thick Fat—Halves Fire-type and Ice-type attacks on Miltank.

<table>
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**Move Tutor**  
**Attacks**  
- Tackle
- Growl
- Defense Curl
- Spare
- Milk Drink
- Bide
- Rollout
- Body Slam
- Heal Bell

**Evolutions**  
- Does not evolve
**242: Blissey™**

- **Height:** 5’1”
- **Weight:** 103 lbs.
- **Ability:** Natural Cure — When Blissey is switched out, any status problem is cured.
- **Move Tutor**
  - **Body Slam**
  - **Double-Edge**
  - **Mega Punch**
  - **Mega Kick**
  - **Mimic**
  - **Softboiled**
  - **Substitute**
  - **Counter**
  - **Seismic Toss**
  - **Dream Eater**
  - **Thunder Wave**

**Evolution:**
- Does not evolve

**Location(s):**
- Rare: Evolve
- Normal: Evolve

**TM/HM**

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**244: Entei™**

- **Height:** 6’1”
- **Weight:** 437 lbs.
- **Ability:** Pressure — Opponent uses 2PPs for damage inflicted against Entei.

**Evolution:**
- Does not evolve

**Location(s):**
- Rare: Only One

**TM/HM**

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**245: Suicune™**

- **Height:** 6’0”
- **Weight:** 412 lbs.
- **Ability:** Pressure — Opponent uses 2PPs for damage inflicted against Suicune.

**Evolution:**
- Does not evolve

**Location(s):**
- Rare: Only One

**TM/HM**

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246: Larvitar™

- Height: 2'9"
- Weight: 159 lbs.
- Ability: Guts—When Larvitar has a status condition, its attacks multiply by 1.5.

Evolutions:

LV30

TM/HM
TM/HM# | Name |
--- | --- |
TM06 | Toxic |
TM10 | Hidden Power |
TM11 | Sunny Day |
TM12 | Taunt |
TM15 | Hyper Beam |
TM17 | Protect |
TM18 | Rain Dance |
TM21 | Frustration |
TM26 | Earthquake |
TM27 | Return |
TM28 | Big |
TM31 | Brick Break |
TM32 | Double Team |
TM37 | Sandstorm |
TM41 | Torrent |
TM42 | Facade |
TM43 | Secret Power |
TM44 | Rest |
TM45 | Attract |
HM06 | Rock Smash |

Attacks

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Move Tutor

Evolves into Tyranitar™

248: Tyranitar™

- Height: 6'2"
- Weight: 416 lbs.
- Ability: Sand Stream—A sandstorm begins when Tyranitar enters battle.

Evolutions:

LV30

TM/HM
TM/HM# | Name |
--- | --- |
TM01 | Focus Punch |
TM02 | Dragon Claw |
TM03 | Water Pulse |
TM05 | Roar |
TM06 | Toxic |
TM10 | Hidden Power |
TM11 | Sunny Day |
TM12 | Taunt |
TM13 | Ice Beam |
TM14 | Blizzard |
TM15 | Hyper Beam |
TM17 | Protect |
TM18 | Rain Dance |
TM21 | Frustration |
TM23 | Iron Tail |
TM24 | Thunderbolt |
TM25 | Thunder |
TM26 | Earthquake |
TM27 | Return |
TM28 | Dig |
TM31 | Brick Break |
TM32 | Double Team |
TM34 | Shock Wave |
TM35 | Flamethrower |
TM37 | Sandstorm |
TM38 | Fire Blast |
TM40 | Aerial Ace |
TM41 | Torrent |
TM42 | Facade |
TM43 | Secret Power |
TM44 | Rest |
TM45 | Attract |
HM01 | Cut |
HM02 | Surf |
HM04 | Strength |
HM06 | Rock Smash |

Attacks

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Move Tutor

Evolves from Pupitar™

247: Pupitar™

- Height: 3'11"
- Weight: 335 lbs.
- Ability: Shed Skin—Status affects only last one turn on Pupitar. Has a 30% chance of success.

Evolutions:

LV30

TM/HM
TM/HM# | Name |
--- | --- |
TM06 | Toxic |
TM10 | Hidden Power |
TM11 | Sunny Day |
TM12 | Taunt |
TM15 | Hyper Beam |
TM17 | Protect |
TM18 | Rain Dance |
TM21 | Frustration |
TM26 | Earthquake |
TM27 | Return |
TM28 | Dig |
TM31 | Brick Break |
TM32 | Double Team |
TM37 | Sandstorm |
TM41 | Torrent |
TM42 | Facade |
TM43 | Secret Power |
TM44 | Rest |
TM45 | Attract |
HM06 | Rock Smash |

Attacks

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Move Tutor

Evolves into Tyranitar™

Location(s):

- Seven Island
- Seven Island

Location(s):

- Seven Island
- Seven Island
**249: Lugia™**

This Pokémon is not available in the United States.

**250: Ho-Oh™**

Height: 12'06"
Weight: 439 lbs.
Ability: Pressure—Opponent uses 2 PP's for damage inflicted against Ho-Oh.

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**251: Celebi™**

This Pokémon is not available in the United States.
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### HM List

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### Berry List

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<tr>
<td>Rawst Berry</td>
<td>Eliminates Burn condition</td>
<td>Bitter</td>
<td>20</td>
</tr>
<tr>
<td>Razz Berry</td>
<td>Grows into Razz Berry plant</td>
<td>Dry, Spicy</td>
<td>70</td>
</tr>
<tr>
<td>Sitrus Berry</td>
<td>Restores 30 HPs when it’s half or lower</td>
<td>Dry, Sweet, Spicy, Sour, Bitter</td>
<td>30</td>
</tr>
<tr>
<td>Spelon Berry</td>
<td>Grows into Spelon Berry plant</td>
<td>Dry, Spicy</td>
<td>250</td>
</tr>
<tr>
<td>Tamato Berry</td>
<td>Grows into Tamato Berry plant</td>
<td>Dry, Spicy</td>
<td>150</td>
</tr>
<tr>
<td>Watmel Berry</td>
<td>Grows into Watmel Berry plant</td>
<td>Sweet, Bitter</td>
<td>250</td>
</tr>
<tr>
<td>Wepear Berry</td>
<td>Grows into Wepear Berry plant</td>
<td>Sour, Bitter</td>
<td>70</td>
</tr>
<tr>
<td>Wiki Berry</td>
<td>Restores HPs when it’s half or lower; confuses Pokémon that dislike dry flavor</td>
<td>Dry</td>
<td>50</td>
</tr>
</tbody>
</table>
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