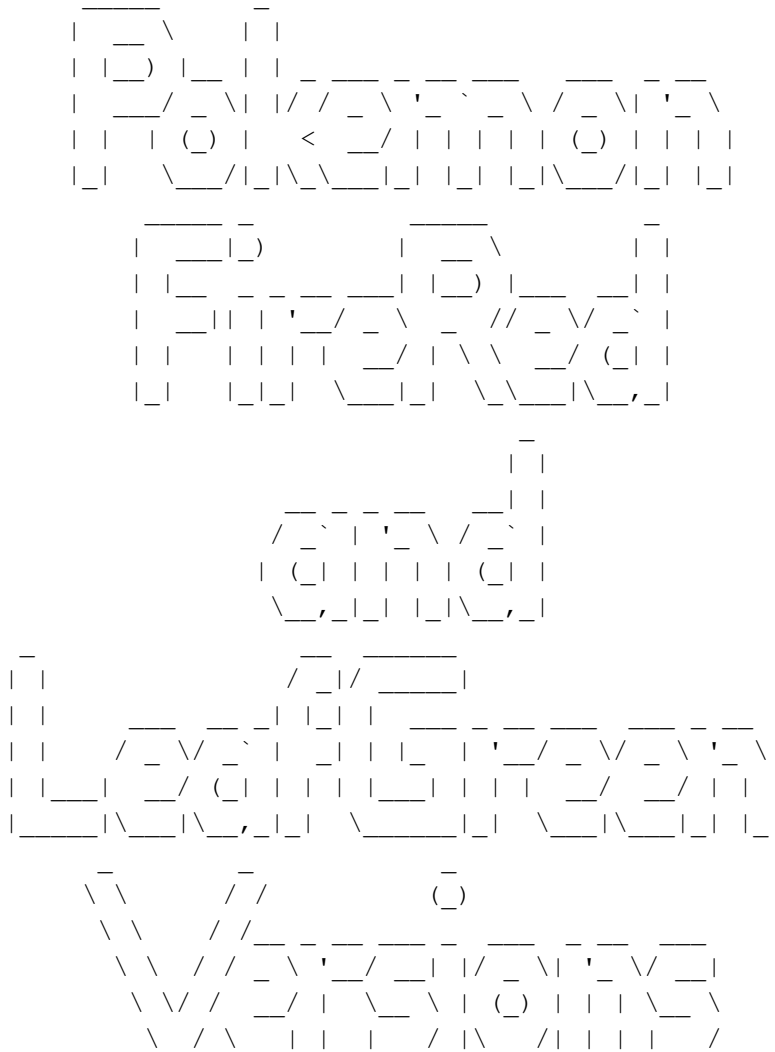


Pokémon FireRed / LeafGreen FAQ/Walkthrough

by KeyBlade999

Updated to v2.00 on Nov 5, 2012



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|           Pokémon FireRed Version           |
|           Pokémon LeafGreen Version         |
|                                           |
|           An FAQ/Walkthrough               |
|           By KeyBlade999                   |
|                                           |
|           Total Size: 449 KB                |
|           Current Version: v2.00           |
|           Previous Update: 12:31 AM 10/5/2011 |
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-1. Donations*****FRLG-1*****
While I do write all of my guides for free, it does take a lot of time and effort to put them together. If you're feeling generous and want to show your appreciation, I am gladly accepting donations. I don't know exactly what the donations will be used for, but just know that you would definitely be helping me make more quality FAQs! Even the smallest donation amounts are appreciated, and are a great way to say how much you appreciate the work I do. If you do decide you'd like to donate, please send the donations through PayPal at the e-mail address listed below. Thank you so very much for considering this!!

0. Contents*****FRLG0*****

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1. Intro*****FRLG1*****

Welcome to my 74th FAQ. (Yeah, why do I ever bother saying that...?) This is also my fifth mainstream Pokémon FAQ, my first mainstream FAQ for the GBA. This covers the very first Pokémon games I unknowingly played at age seven, and yet, I enjoyed it and became massively addicted. (Enough to have about 25% of my KB total in the mainstream games; a good 35% is in all my Pokémon guides. (As of 9/22/2011.))

But I digress. Anyhow, I see that you need some help on this game. Well, let's get started. Enjoy.

2. Version History*****FRLG2*****

- v0.10 - General layout completed. Finished Contents, Intro, Legal, and Section I of the walkthrough. Ready to start Mt. Moon in Section II.
11:43 PM 9/22/2011
- v0.20 - Finished Section II of the walkthrough. Just documented how to get the Flash HM (HM05) in Section III. The FAQ is now 101 KB.
12:14 AM 9/26/2011
- v0.30 - Finished up Section III. Finished through the Pokémon Tower rival fight in Section IV. 12:06 AM 9/27/2011
- v0.40 - Finished Section IV. Doing the Cycling Road/Silence Bridge thing in Section V. Done with Cycling Road; base data done for Silence Bridge.
12:05 AM 9/28/2011
- v0.50 - Finished Sections V and VI. As for Section VII, I'm at the two-way part in going to Cinnabar; finished the Route 21 method. Additionally, this FAQ is now 245 KB large. 11:57 PM 9/29/2011
- v0.60 - Finished Sections VII and VIII. Got to the base data for Route 22 in Section IX. 67% done! 12:43 AM 10/1/2011
- v1.01 - Finally, a submittable version ... that I won't submit. :) Anyhow, I finished off Section IX. As for Section X, I'm working on Mt. Ember.

This FAQ is now 320 KB large. 12:04 AM 10/3/2011

v1.40 - Still working on Section X, but I'm done with all but two of the Sevii Islands, Five and Seven. 11:56 PM 10/3/2011

v2.00 - Finished Sections X and XI. Thusly, I am done with what is now my shortest mainstream Pokémon FAQ. Oh, well...

~~ Start-End Time: 12 days.
~~ File Size : 449 KB.
~~ Time of Update: 12:31 AM 10/5/2011.

3. Legalties*****FRLG3*****

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If you would wish to contact me concerning this or my other FAQs, use this e-mail: keyblade999.faqs@gmail.com, or PM me on the GameFAQs message boards.

O-----O		O-----O	
	Allowed sites for my FAQs		Forever-Banned Sites
O-----O		O-----O	
	GameFAQs (www.gamefaqs.com)		CheatCC (www.cheatcc.com)
	Neoseeker (www.neoseeker.com)		www.cheat-database.com
	SuperCheats (www.supercheats.com)		Cheat Index (www.cheatindex.com)
			Cheat Search (www.cheatsearch.com)
			www.panstudio.com/cheatstop
			Game Express (www.gameexpress.com)
			Mega Games
			Cheats Guru (www.cheatsguru.com)
O-----O		O-----O	

4. Walkthrough*****FRLG4*****

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++      Section I - Through Pewter Gym          **FRLG41**      ++
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Let's start with the basics. Turn on your DS, GBA, GameCube/GameBoy Player, whatever it may be, and go to the menu. Start up a new game. You'll see a few screens that explain the buttons and controls (if you're not using the GBA or GBA SP - X, Y, Z (the last is GC/GBP only) are useless). You'll see a few more screens to pep you up on your adventure or something.

BOOM! Professor Oak eventually appears. Tell him whether you are (going to play as) a boy or girl. You'll then be told to name your character. You are then shown Oak's grandson, who you get to name.

O=====O
| FOR REFERENCE, I WILL REFER TO HIM EITHER AS "Gary" OR "your rival"! |

And so, another Pokémon adventure begins... (After Oak talks some more.)

))
Pallet Town
))

Okay, once you gain control of yourself, you'll find yourself in your bedroom in your house located in Pallet Town. Pallet Town is one of many locales in the Kanto region of the Pokémon world. To Pallet's south is the ocean and Cinnabar; to the north are forests. To the west, you'll find Mt. Silver, Tohjo Falls, and the rest of the Johto region. (Which isn't in these games.)

Okay, anyhow, you're in your room. Interact with the PC and withdraw the Potion within the storage system. Head downstairs and outside.

Outside, go north and try to leave town. Professor Oak will stop you, telling you it is too dangerous in the dark grass to travel alone. You'll be escorted to Oak's lab, where you'll also find your rival. After a bit of complaining from your rival, you get to pick on of the Kanto starter Pokémon.

~~ Bulbasaur is on the left. It is a Grass/Poison type throughout its entire evolutionary chain - therefore it is weak to Ice, Flying, Fire, Bug, and Psychic. It has advantages (type-based) over Water, Rock, Ground, and Poison. Bulbasaur evolves into Ivysaur at Lv. 16, and into Venusaur at Lv. 32, making it the earliest to reach the third evo-stage. Bulbasaur is excellent for early-on Gym advantages, though has some problems in the type weakness section. Bulbasaur is preferable for a moderately-skilled player.

~~ Squirtle is in the middle. It, and all of its evolutions, are of the Water type. It is weak to Grass and Electric, and advantageous over Fire, Rock, and Ground. Squirtle evolves at Lv. 16 to Wartortle, and again at Lv. 36 to Blastoise. Squirtle will have an early advantage, due to the first Gym's typing, and only will have problems in one Gym. Squirtle is preferable for first-timers.

~~ Charmander is on the right. It and Charmeleon (an evolution) are of the Fire type. They are weak to Rock, Water, and Ground. They are advantageous over Ice, Grass, Bug, and Steel. The third evolution is Fire/Flying. It is weak to Rock (4x), Water, and Electric; immune to Ground; and is advantageous over Bug, Grass, Ice, Steel, and Fighting. Charmander evolves at Lv. 16 into Charmeleon, and again at Lv. 36 to the Fire/Flying type Charizard. Charmander and its evolutions will have trouble in the first two Gyms; three if you Charizard beforehand. Charmander is preferred for pro players looking for some challenge.

Choose your starter, and nickname it if you so wish.

After this, your rival will choose their Pokémon...

O-----O-----O			
You chose...	Your rival chooses...	As you can see, your rival will	
O-----O-----O		choose a Pokémon who has a type	
Bulbasaur	Charmander	advantage over your own. In	
Charmander	Squirtle	fact, Charizard has TWO type	
Squirtle	Bulbasaur	advantages over Bulbasaur!	
O-----O-----O			

After you both receive your Pokémon, you will engage in a Pokémon battle!

```

| BOSS: PKMN Trainer [rival's name] \
|
| Pokémon: Charmander [if you chose Bulbasaur] (Lv. 5) Fire <-,
| Squirtle [if you chose Charmander] (Lv. 5) Water <--+Only 1
| Bulbasaur [if you chose Squirtle] (Lv. 5) Grass/Poison <-'
|
| Money Earned: $80.
|-----|
| This is one of those practice battles. Your Pokémon are too low-leveled
| to know any moves of the non-Normal types, so there aren't any practical
| type disadvantages or advantages. For now, just batter your opponent with
| Tackle/Scratch. Use the Potion from earlier if you get in trouble. You do
| not actually have to win.
|-----|

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After the battle, your rival will leave. Follow suit.

Okay, nothing else to do here. Remember, you can go into your house and speak with your mom to heal your Pokémon to full health. When ready, go north onto Route 1.

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Route 1
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Pokémon Species	Pokémon Type	Rarity	Version
Rattata	Normal	Common	Both
Pidgey	Normal/Flying	Common	Both

=====
Trainers' Pokémon: None.

Let me explain the above chart. This chart is details Pokémon encounters. As with Black/White, I haven't yet found the exact encounter percentages, so I will just go on what is given in-game. Everything, save for the Version, is obvious. For Version, some Pokémon are version-exclusive. FR represents FireRed and LG represents LeafGreen. The Trainers' Pokémon shows the levels of the Trainers found in an area in accordance to the FAQ. No strategies, no money amounts, just species and levels. Each line is one trainer, or one battle, unless otherwise noted.

Anyhow, there isn't much here. Go north along the route and talk to some guy on the way. You'll get a Potion. Continue north until you hit Viridian City.

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Viridian City
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

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When you arrive, head into the red-roofed building. This is the most essential tool for all Pokémon Trainers, the Pokémon Center. Speak with the nurse at the desk to be able to fully heal the Pokémon in your party for free. Nearby is a PC - you can use it to access the Pokémon storage and item storage. There are some linking things, as well, upstairs, I believe.

Anyhow, we WOULD go for the Gym here, but the Gym Leader is out somewhere. *sigh* Well, let's continue forward.

Let's momentarily go west onto Route 22.

))

Route 22

))

Pokémon Species	Pokémon Type	Rarity	Version
Rattata	Normal	Common	Both
Spearow	Normal/Flying	Rare	Both
Mankey	Fighting	Uncommon	Both
Trainers' Pokémon: None.			

We are only going here for a few moments. You can't go much farther here - you'll need eight Gym Badges, for one thing, before getting to do much else. Anyhow, there are some Pokémon here. You can grind against them for now.

Just for reference... If you have Charmander, try catching a Mankey here later on. Those with Bulbasaur can catch Spearow for helping in Bug-blasting, and those with Squirtle also could use Spearow due to the Grass weakness.

Anyhow, return east into Viridian.

))

Viridian City

))

Well, we know Pewter City has a Gym (as according to this FAQ and the anime) so why not head north to there? Well, an old man is blocking you and won't let you by.

So, what to do? Go into the blue-roofed building, the PokéMart. You normally can buy various items in here. The clerk will notice you when you enter and hand over a package that you are to deliver to Professor Oak. Leave the PokéMart and exit to the south.

))

Route 1

))

Pokémon Species	Pokémon Type	Rarity	Version
Rattata	Normal	Common	Both
Pidgey	Normal/Flying	Common	Both
Trainers' Pokémon: None.			

Continue south, hopping along those brown ledges as shortcuts. Continue south into Pallet Town.

))

Pallet Town

))

Go into your house and speak with your mom to restore your starter's health. Then go into Oak's lab. You'll end up giving him the package, with your rival soon coming in. You are then given the Pokédex.

Pokémon Species	Pokémon Type	Rarity	Version
Rattata	Normal	Common	Both
Spearow	Normal/Flying	Rare	Both
Mankey	Fighting	Uncommon	Both

Trainers' Pokémon: None.

Go through the grass to the west and you will find your rival, ready for a battle.

```

BOSS: PKMN Trainer [rival's name] \
-----
Pokémon: Charmander [if you chose Bulbasaur] (Lv. 9) Fire      <-,
        Squirtle [if you chose Charmander] (Lv. 9) Water     <--Only 1
        Bulbasaur [if you chose Squirtle] (Lv. 9) Grass/Poison <-
        Pidgey (Lv. 9) Normal/Flying
Money Earned: $144.
-----
Charmander is weak to Water, Rock, and Ground.
Squirtle is weak to Electric and Grass.
Bulbasaur is weak to Fire, Ice, Flying, Bug, and Psychic.
Pidgey is weak to Rock, Ice, and Electric and is immune to Ground.
Recommendations: Your starter may do fine, though I think your opponent's
could have a type-based move that'll do extra hurt to your own Pokémon.
The only counteraction for such is using Pidgey/Spearow against
Bulbasaur, if you chose Squirtle. Otherwise, tough it out. Level should
be around nine or higher.

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Catch a few Pokémon if desired, then return east to Viridian.

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                    Viridian City
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Viridian PokéMart \
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Item Name ..... Cost
-----
Poké Ball ..... $200
Potion ..... $300
Antidote ..... $100
Parlyz Heal ..... $200

```

As you return, look slightly north for a gap between the fence and a rock. Go along this path to find a Potion.

Go further north to find the old man from earlier. He's had his coffee, so he is just cheerful. He'll show you how to catch a Pokémon, like in R/B, although you cannot glitch it as before - it only occurs once. You'll also get the Teachy TV afterwards to get some tutorials on the game.

Heal at the Pokémon Center if needed and go north onto Route 2.

))
Route 2 (South)
))

Continue forward into Viridian Forest.

))
Viridian Forest
))

Pokémon Species	Pokémon Type	Rarity	Version
Caterpie	Bug	Common	Both
Metapod	Bug	Uncommon	LG
Metapod	Bug	Rare	FR
Weedle	Bug/Poison	Common	Both
Kakuna	Bug/Poison	Uncommon	FR
Kakuna	Bug/Poison	Rare	LG
Pikachu	Electric	Rare	Both

Trainers' Pokémon: Weedle Lv. 6, Caterpie Lv. 6
 Weedle Lv. 7 (x2), Kakuna Lv. 7
 Caterpie Lv. 7, Caterpie Lv. 8
 Metapod Lv. 7 (x2), Caterpie Lv. 7
 Weedle Lv. 9

I have a tip for you, especially if your starter ended up being Squirtle. Catch Caterpie. Why? Well, firstly, it evolves at Lv. 7 (to Metapod) and again at Lv. 10 (to Butterfree). Butterfree has the ability Compoundeyes, giving it an additional 30% chance of its attacks hitting! Bug Pokémon are known for their many statusing abilities. Hint hint.

ahem Once you enter, go north and west to find a Poké Ball. Go back east and south to the entrance, then further east to a Potion. Go north from the Potion to find a Trainer, with another to the north.

Further north of the second Trainer is an Antidote, an item that heals the Poison status, which can damage and Weedle's Poison Sting can Poison you. Anyhow, go east and then north to find another Trainer. Go west some more and speak with the person you find to battle him, too.

Continue along the pathway and you'll soon find a fork in the road. Go east on it to find a Potion. Then return to the fork, head west, and battle the last Trainer of the forest. Head north to go to the gate, go on through, and north some more to Pewter City.

))
Pewter City
))

Item Name	Cost
Poké Ball	\$200
Potion	\$300
Antidote	\$100

Parlyz Heal	\$200	
Burn Heal	\$250	
Awakening	\$200	
Escape Rope	\$550	
Repel	\$100	

When you arrive, head on over to the Pokémon Center and heal up. Next, head to the northwestern corner of the city. Stand next to the fence, go north two steps and one west, and examine the light-green grass one tile north to grab a Poké Ball.

Nothing else to mention here. Go to the Gym. If you don't know what it looks like, try to exit Pewter by heading east onto Route 3. You'll then be escorted to the Gym.

))
Pewter Gym
))

Pokémon Species	Pokémon Type	Rarity	Version
No wild Pokémon are found here.			
Trainers' Pokémon: Geodude Lv. 10, Sandshrew Lv. 11			

Very straightforward Gym. Go forward to battle the Camper. After defeating him, you may want to head back to the Pokémon Center and heal. When ready, speak to and challenge Brock.

BOSS: Gym Leader Brock \
Pokémon: Geodude (Lv. 12) Rock/Ground Onix (Lv. 14) Rock/Ground
Money Earned: \$1,400

These two Pokémon share the same type stuff. They are weak to Water (4x), Grass (4x), Steel, Fighting, and Ice. They are immune to Electric. They are advantageous over Fire, Bug, Poison, Rock, Steel, Ice, and Electric.
Recommendations: If you chose Bulbasaur or Squirtle, and they are Lv. 11 or higher, you will have no problems. If you chose Charmander, and it doesn't have Metal Claw, I'd use Charmander as a last resort, using a Mankey beforehand.

After the battle, you will get the Boulderbadge, the TM Case (with TM39, Rock Tomb), and the ability to use the Flash HM out of battle.

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                                         Pewter Gym
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Once you have beaten Brock, leave the Gym.

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                                         Pewter City
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

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-----\
|  Pewter PokéMart  \
|-----|
|  Item Name  .....  Cost  |
|-----|
|  Poké Ball  .....  $200  |
|  Potion     .....  $300  |
|  Antidote   .....  $100  |
|  Parlyz Heal .....  $200  |
|  Burn Heal  .....  $250  |
|  Awakening  .....  $200  |
|  Escape Rope .....  $550  |
|  Repel      .....  $100  |
|-----|

```

Okay, a quick note on the TM Case. The TM Case holds TMs and HMs (Technical Machines; Hidden Machines). These are items can teach Pokémon certain moves. TMs are one-use-only; HMs have unlimited use. (This was changed come Black and White - all were infinite use AND you couldn't sell.) The HMs are listed on the top, which is the only time I've ever seen them like that. Ever.

cough Anyhow, head over to the Pokémon Center, heal, and exit Pewter to the east. As you do, one of Prof. Oak's aides will give you the Running Shoes. These allow faster movement by holding B.

Exit east onto Route 3.

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                                         Route 3
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

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Pokémon Species	Pokémon Type	Rarity	Version
Rattata	Normal	Common	Both
Spearow	Normal/Flying	Common	Both
Pidgey	Normal/Flying	Common	Both
Jigglypuff	Normal	Uncommon	Both
Nidoran <M>	Poison	Uncommon	FR
Nidoran <M>	Poison	Rare	LG
Nidoran <F>	Poison	Uncommon	LG
Nidoran <F>	Poison	Rare	FR
Mankey	Fighting	Rare	Both

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-----|
|  Trainers' Pokémon: Pidgey Lv. 9  |
|                                Caterpie Lv. 10 (x2), Weedle Lv. 10         |
|                                Rattata Lv. 11, Ekans Lv. 11                |
|  Same Trainer  +---> Weedle Lv. 9, Caterpie Lv. 9, Kakuna Lv. 9,         |
|                  <-> Metapod Lv. 9                                         |
|                                Spearow Lv. 14                               |
|                                Rattata Lv. 10, Nidoran <F> Lv. 10         |
|                                Caterpie Lv. 11, Metapod Lv. 11            |

```

Go east onto the Route and you'll see some Trainers in the near vicinity. Go to the north and along the path, battling Greg, and then go to the ledge. Jump down and battle the Trainer. Grab the Oran Berry (check the darker tile) and jump down again and return to the Route entrance.

Return north and go past Greg to find another Trainer, with another one further along the path.

Soon thereafter, you'll find the grass of the Route. Nothing really special here, unless you need a Normal/Flying or Fighting type. The Nidoran are also not too bad once they're fully evolved. Of course, there is always the Pokédex thing, too.

Anyhow, continue forward and battle the Jigglypuff Trainer. Go further east and north to the Route's end. There, you'll find the entrance into Mt. Moon and a Pokémon Center.

Ignore both for now and go west. See the three rocks to the west of the Pokémon Center? Examine the tile above the middle rock to find a Persim Berry, which should also give you the Berry Pouch.

Next up is the Pokémon Center. Go inside and heal. Drop off any Pokémon you do not plan on using, then go to the northwestern corner of the first floor. Speak with the man there and give him \$500 for a Magikarp. You probably know the horrible reputation of Magikarp. They don't learn anything except the no-effect Splash until Lv. 15. Even then, it's hard to level it up. However, at Lv. 20, you will get a force to be reckoned with (if trained right): Gyarados.

Anyhow, exit the Pokémon Center and head east into Mt. Moon.

))
 Route 3
))

1F Pokémon Listings			
Pokémon Species	Pokémon Type	Rarity	Version
Zubat	Poison/Flying	Common	Both
Geodude	Rock/Ground	Uncommon	Both
Clefairy	Normal	Rare	Both

B1F Pokémon Listings			
Pokémon Species	Pokémon Type	Rarity	Version
Zubat	Poison/Flying	Common	Both
Paras	Bug/Grass	Common	Both
Geodude	Rock/Ground	Uncommon	Both
Clefairy	Normal	Rare	Both

B2F Pokémon Listings			
Pokémon Species	Pokémon Type	Rarity	Version
Zubat	Poison/Flying	Common	Both
Paras	Bug/Grass	Common	Both

Geodude	Rock/Ground	Uncommon	Both
Clefairy	Normal	Rare	Both
=====			
Trainers' Pokémon:	Weedle Lv. 11, Kakuna Lv. 11		
	Clefairy Lv. 14		
	Magnemite Lv. 11, Voltorb Lv. 11		
	Caterpie Lv. 10 (x2), Metapod Lv. 10		
	Oddish Lv. 11, Bellsprout Lv. 11		
	Rattata Lv. 10 (x2), Zubat Lv. 10		
	Geodude Lv. 10 (x2), Onix Lv. 10		
	Grimer Lv. 12, Koffing Lv. 12, Voltorb Lv. 12		
(Team Rocket Grunts)	Sandshrew Lv. 11, Zubat Lv. 11, Rattata Lv. 11		
	Zubat Lv. 11, Ekans Lv. 11		
	Rattata Lv. 13, Sandshrew Lv. 12		
	Rattata Lv. 13, Zubat Lv. 13		

When you enter, go to the nearby item on the ground. This item ball contains TM09, Bullet Seed, a multi-hit (2 to 5) Grass-type move. It is weak, however, with a power that can range from 20 to 50, depending on the number of hits. It will be fine for the short run on Bulbasaur, but otherwise...

Anyhow, go further north to battle a Bug Catcher. Defeat him and go north and west to find a Parlyz Heal. Then return south, towards the entrance, and you should find a Lass near a sign. Defeat her and continue along the path to a ladder going down.

Here on B1F, continue following the linear path and catch a Paras if you want. Go down the ladder to B2F and head east to battle a Team Rocket Grunt. Then go further east and onto the nearby platform to obtain a Star Piece. It has no use other than increasing your money ... which is good.

Return to the main floor and go southward to find a wall. Then go west and grab the Potion. Battle and defeat the Super Nerd, then go north to battle another Bug Catcher.

Keep going on the east side to obtain a Rare Candy and Escape Rope. A Rare Candy is an item that instantly levels up a Pokémon; it has the most effect right after a level up, trust me. The Escape Rope will allow you to instantly exit any cavern and some other locations. Anyhow, go further north and speak with the man near the rocks.

After that, go west and defeat the Lass, then west and downstairs to battle a Team Rocket Grunt. Defeat him and go onto the platform nearby to obtain TM46 (Thief). The rock to the right of the Grunt, when examined, will yield an Ether.

Now, return to the main floor of Mt. Moon and continue along the path, along which you'll encounter a Youngster and a Hiker, in that order. Then head downstairs and along the underground paths. Don't forget of the Moon Stone near the exit -- each save file only has a guaranteed four. This is one of them.

When you return to the main rooms, go northward to get a Revive, then go east to battle a Grunt. Continue along the path, defeat another Grunt, and head north. You'll find a rock between two walls. Examine it for another Moon Stone. Speak with the Super Nerd nearby to learn that he is near some fossils, but is unwilling to share them with you.

Defeat Miguel and you'll given a choice of one of the fossils; Miguel takes the

other. There are two fossils - Dome and Helix.

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O=====O=====O=====O=====O=====O=====O=====O=====O=====O=====O
| Fossil | Pokémon Within | Pokémon Type | Pokémon's ability does... |
O=====O=====O=====O=====O=====O=====O=====O=====O=====O=====O
| Dome   | Kabuto         | Rock/Water   | Prevent critical hits.    |
| Helix  | Omanyte       | Rock/Water   | Prevent critical hits.    |
O=====O=====O=====O=====O=====O=====O=====O=====O=====O=====O

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Anyhow, pick whichever fossil you want. Go towards the exit and pick up the Antidote as you do. Now, let's leave.

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                                Route 4
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Pokémon Species	Pokémon Type	Rarity	Version
Rattata	Normal	Common	Both
Spearow	Normal/Flying	Common	Both
Ekans	Poison	Uncommon	FR
Sandshrew	Ground	Uncommon	LG
Mankey	Fighting	Rare	Both

Trainers' Pokémon: No Trainers are found here, I believe.

Upon leaving Mt. Moon, head east to find two men facing each other. These men are Move Tutors. They can teach one Pokémon a move. However, they can only do so once. The western man teaches Mega Punch; the other teaches Mega Kick. They are okay, for the most part, if you're lacking a decently-powerful move or have a move you wish to rid yourself of.

Go a bit further and you'll find TM05, Roar. It causes the opponent to switch their Pokémon (or ends a wild battle). Anyhow, go onto the tile directly to its south and continue south across the ledges. After jumping over the second ledge, press A and you should get a Razz Berry.

Continue a bit further to find some grass for the wild Pokémon mentioned above. (Ekans and Sandshrew are both good - they'll have advantages in future Gyms.) You'll also find a path. If you continue along it and jump over the ledge, you will not be allowed back to Mt. Moon and prior locations for a while, until you learn and can use Fly out of battles.

When you're ready, jump over the ledge and head east into Cerulean City.

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                                Cerulean City
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| Cerulean PokéMart \
|_____ \
| Item Name ..... Cost |
|-----|
| Poké Ball ..... $200 |
| Super Potion ..... $700 |
| Potion ..... $300 |
| Antidote ..... $100 |
| Parlyz Heal ..... $200 |
| Burn Heal ..... $250 |

```

Awakening	\$250
Escape Rope	\$550
Repel	\$350

When you arrive, head on over to the Pokémon Center and heal up. Visit the PokéMart next, if you want. You will find a new item, the Super_Potion. It heals 50 points of HP (heals 2.5x more than the Potion; cost 2.3x more).

Anyhow, head east and north to find two house next to each other. Enter the westernmost one to find a man who can explain the benefits given by earning each Badge. Go through the backdoor and you'll find five flowers to the east. Search the empty part of the "w" shape to get a Rare Candy. Return inside the man's house and go into the eastern house.

Here, you'll find a man who can make things from Berry Powder, an item made in Pokémon Centers on the upper floor. It acts much like the PokéBlocks of Ruby, Sapphire, and Emerald (the concept, anyhow. There aren't any Contests.) and you can link GBA's together to make it. The man gives you a Powder Jar to keep the Berry Powder in.

Leave here and go south to find a shop. The man inside will sell you a Bicycle for the low, low prices of a mere \$1,000,000! ... You know you can't afford that. For two reasons: firstly, you will need some insane grinding or trading for that much money, and secondly, you can only have \$999,999. (This amount was later made much higher by Black/White - I think it was \$999,999,999.) v_v

sigh Anyhow, heal up your Pokémon and try going north out of Cerulean. When you do, you'll find and battle your rival.

BOSS: PKMN Trainer [rival's name] \	
Pokémon: Charmander [if you chose Bulbasaur] (Lv. 18) Fire	<-,
Squirtle [if you chose Charmander] (Lv. 18) Water	<-+-Only 1
Bulbasaur [if you chose Squirtle] (Lv. 18) Grass/Poison	<-'
Pidgeotto (Lv. 17) Normal/Flying	
Rattata (Lv. 15) Normal	
Abra (Lv. 16) Psychic	
Money Earned: \$288.	

Charmander is weak to Water, Rock, and Ground.	
Squirtle is weak to Electric and Grass.	
Bulbasaur is weak to Fire, Ice, Flying, Bug, and Psychic.	
Pidgeotto is weak to Ice, Rock, and Electric. It is immune to Ground.	
Rattata is weak only to Fighting and is immune to Ghost.	
Abra is weak to Ghost, Dark, and Bug.	
Recommendations: If yur rival is using Charmander, use a Geodude; for Squirtle, Paras; for Bulbasaur, Pidgeotto or Spearow. Lv. 20+ for the aforementioned, hopefully. As for Pidgeotto, Geodude or Pikachu are good choices (at Lv. 19+), although your starter might work fine, too. As for Rattata and Abra, do whatever - the latter won't even damage you!	

After defeating your rival, you'll soon be given the Fame Checker. It is quite the worthless item - it merely repeats things said about certain famous people.

Anyhow, heal up if needed, then go north to Nugget Bridge.

))
 Nugget Bridge
))

Pokémon Species	Pokémon Type	Rarity	Version
No wild Pokémon are to be found here.			
Trainers' Pokémon: Caterpie, Metapod, Weedle, Kakuna; each are Lv. 10			
Pidgey Lv. 12, Bellsprout Lv. 12, Oddish Lv. 12			
Sandshrew Lv. 14, Ekans Lv. 14			
Nidoran <M> Lv. 16, Nidoran <F> Lv. 16			
Mankey Lv. 18			
Ekans Lv. 15, Zubat Lv. 15			

Okay, when you enter the Bridge area, the general idea is to first fight five Trainers of increasing difficulty. You should be able to go to the Pokémon Center and heal in-between battles as needed.

Now, at the end, you'll be given a Nugget and an offer to join Team Rocket. (Of course this is a Team Rocket Grunt.) Your character refuses the offer, so you have to fight, correct? Do so.

=====O
 | GLITCH EXPLOITATION! |
 | | |
 | As I said earlier, you will obtain a Nugget, a join-Team-Rocket offer, |
 | and a battle after defeating the five Nugget Bridge trainers and speaking |
 | with the Team Rocket Grunt. Now, say you lose the battle. Return here to |
 | obtain ANOTHER Nugget, ANOTHER offer, and ANOTHER battle. Therefore, with |
 | each time you lose, you essentially gain \$5,000! Repeat as desired. It is |
 | preferable to use a weak Pokémon (ie. Magikarp) to speed this up. |
 | | |
 O=====

Once you're done here, return to Cerulean, heal up, and continue north onto Route 24.

))
 Route 24
))

Pokémon Species	Pokémon Type	Rarity	Version
Pidgey	Normal/Flying	Common	Both
Oddish	Grass/Poison	Rare	FR
Bellsprout	Grass	Rare	LG
Caterpie	Bug	Uncommon	Both
Metapod	Bug	Rare	Both
Weedle	Bug/Poison	Uncommon	Both
Kakuna	Bug/Poison	Rare	Both
Abra	Psychic	Uncommon	Both
=====			
Trainers' Pokémon: Rattata Lv. 14, Ekans Lv. 14			


```

| Machop Lv. 15, GeodudeLv. 15 |
| Onix Lv. 17 |
|_____|

```

Hm... Abra, eh? Abra isn't too bad an idea for future usage, though leveling it will be tough, as it should only know Teleport. The Grass Pokémon are also good choices, particularly for protecting Fire starters.

Anyhow, while in the grass to the west, defeat the Trainer. If my memory serves me correctly, this is also the Trainer that, in the original R/B/Y/G, allowed the earliest usage of the Mew glitch back in the day. Sadly, it was fixed.

Return to the northern end of the Nugget Bridge and go north to find TM45, Attract, a move that can cause Pokémon opposite of the user's gender to have a 50-50 chance of doing nothing on a turn.

Then go east, and battle the two Hikers. After that, you should be on Route 25.

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                                Route 25
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

```

Pokémon Species	Pokémon Type	Rarity	Version
Pidgey	Normal/Flying	Common	Both
Oddish	Grass/Poison	Rare	FR
Bellsprout	Grass	Rare	LG
Caterpie	Bug	Uncommon	Both
Metapod	Bug	Rare	Both
Weedle	Bug/Poison	Uncommon	Both
Kakuna	Bug/Poison	Rare	Both
Abra	Psychic	Uncommon	Both

```

=====
| Trainers' Pokémon: Rattata Lv. 15, Spearow Lv. 15 |
| Slowpoke Lv. 17 |
| Nidoran <M> Lv. 15, Nidoran <F> Lv. 15 |
| Geodude Lv. 13 (x3), Machop Lv. 15 |
| Rattata Lv. 14, Ekans Lv. 14 |
| Ekans Lv. 14, Sandshrew Lv. 14 |
| Oddish Lv. 13 (x2), Pidgey Lv. 13 |
|_____|

```

After defeating the two Hikers, you should on Route 25. Stand to the left of the lower-left grass tile. Go west four tiles and press A to find a Pecha Berry, which can heal Poisoning.

Continue along the Route to battle the first four Trainers above. After defeating the Hiker, you should go north and HAVE THE TRAINER TO THE NORTH WALK TO YOU. This is so you can obtain TM43, Secret Power.

Anyhow, your next opponents, including the aforementioned Trainer, should be a Camper and a Youngster. After defeating the Youngster, try to find a corner like an upside-down "L" made by the tall grass and normal grass. See it? Now there should also be an Oran Berry in the corner...

```

G G      That "X" marks the spot where the Oran Berry lies.
G X
G

```

ahem Continue along the path to find a Lass. Defeat her and go north two tiles, face left, and press A to find a Bluk Berry.

Continue along the path to find a house. Go inside to find something that looks a bit like a Pokémon. The "Pokémon" reveals itself to be Bill, among the biggest of the biggest Pokémaniacs and the creator of the PC Pokémon Storage System. One of his experiments has transformed him into a Pokémon. You'll be forced to help out. When Bill enters the chamber, press A on the computer to transform Bill into a human being. He'll hand you the S.S. Ticket as a reward. Next, exit and re-enter Bill's house and look at the computer. This way, you can add the Pokédex data of Eevee, Flareon, Jolteon, and Vaporeon to your Pokédex. Now leave the house and continue back west to Route 24.

))
Route 24
))

Pokémon Species	Pokémon Type	Rarity	Version
Pidgey	Normal/Flying	Common	Both
Oddish	Grass/Poison	Rare	FR
Bellsprout	Grass	Rare	LG
Caterpie	Bug	Uncommon	Both
Metapod	Bug	Rare	Both
Weedle	Bug/Poison	Uncommon	Both
Kakuna	Bug/Poison	Rare	Both
Abra	Psychic	Uncommon	Both
=====			
Trainers' Pokémon: Rattata Lv. 14, Ekans Lv. 14			
Machop Lv. 15, Geodude Lv. 15			
Onix Lv. 17			

Go back south, back to the Nugget Bridge.

))
Nugget Bridge
))

Continue south into Cerulean City.

))
Cerulean City
))

Cerulean PokéMart \	
Item Name	Cost
Poké Ball	\$200
Super Potion	\$700
Potion	\$300
Antidote	\$100
Parlyz Heal	\$200
Burn Heal	\$250
Awakening	\$250
Escape Rope	\$550
Repel	\$350

Cerulean PokéMart	
Item Name	Cost
Poké Ball	\$200
Super Potion	\$700
Potion	\$300
Antidote	\$100
Parlyz Heal	\$200
Burn Heal	\$250
Awakening	\$250
Escape Rope	\$550
Repel	\$350

Okay, two Badges down, six to go. After exiting the Gym, head to and heal up at the Pokémon Center. Circle around PokéMart and the Pokémon Gym to find a policeman standing near an entrance. Go inside to find that the owners of the residence were robbed of the TM Dig. You should then go through the hole in the back to find an "innocent bystander" roaming around. Let's battle him "for kicks".

MINIBOSS: Team Rocket Grunt
Pokémon: Drowzee (Lv. 17) Psychic
Money Earned: \$544
Drowzee is weak to Dark, Bug, and Ghost moves and resists those of the Fighting type. Generally, any Pokémon above Lv. 20 should be fine for this fight. Just be wary of using Fighting and/or Poison types.

After the battle, you are given TM28, Dig. You are not obligated to return it to the original owners. ^^ Anyhow, Dig is a Ground-type move that will cause the user to go underground for one turn, avoiding damage (in most cases), then rise and cause damage on the next turn.

Continue southward to Route 5.

))
Route 5
))

Pokémon Species	Pokémon Type	Rarity	Version
Pidgey	Normal/Flying	Common	Both
Oddish	Grass/Poison	Common	FR
Bellsprout	Grass	Common	LG
Meowth	Normal	Common	Both
Trainers' Pokémon: No Trainers are found in this location.			

Not much here, Pokémon-wise. Meowth is an interesting Pokémon, though. It has the ability Pickup. Therefore, after battles, it may be holding an item if it wasn't doing so before.

Further along the Route, you find you cannot go east - there is a tree in the

way. Okay, south it is. You'll be able to jump the ledges. Do so to find the Pokémon Daycare, where you leave one of your Pokémon. By doing so, the Pokémon will gain 1 EXP. per step you taken. However, the moveset changes are not controlled by you, and you must pay \$100 + (\$100 X number of levels gained). So... Magikarp...?

Further south, you cannot go into Saffron City because the guard is thirsty and will be a complete douche about it.

There is only one option left - taking the underground pathway connecting Route 5 with Route 6. Go into that building. Speak with the girl for a version-specific trade...

```

O=====O=====O=====O=====O
| Game Version | Pokémon Desired | Pokémon You Receive | Pokémon Type |
O=====O=====O=====O=====O
| FireRed      | Nidoran <F>    | Nidoran <M>         | Poison       |
| LeafGreen    | Nidoran <M>    | Nidoran <F>         | Poison       |
O=====O=====O=====O=====O

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When you're done, go on downstairs and follow the linear path, and exit the building to find Route 6.

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))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
                                Route 6
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

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Pokémon Species	Pokémon Type	Rarity	Version
Pidgey	Normal/Flying	Common	Both
Oddish	Grass/Poison	Common	FR
Bellsprout	Grass	Common	LG
Meowth	Normal	Common	Both

Trainers' Pokémon: Weedle Lv. 16 (x2), Caterpie Lv. 16
 Squirtle Lv. 20
 Rattata Lv. 16, Pikachu Lv. 16
 Butterfree Lv. 20
 Pidgey Lv. 16
 Spearow Lv. 16, Raticate Lv. 16

(I'm starting to be flooded with memories of my HeartGold/SoulSilver FAQ...)

Anyhow, upon exiting from the Underground Path, go to far western area. Go between the ledges near the grass, face north, and press A to find a Sitrus Berry. Do the same thing on the east side to find a Rare Candy. (Remember, go directly left when exiting.)

Return to the left after grabbing the Rare Candy so we can battle some Trainers. Let's begin with a Bug Catcher, a Camper, and Picnicker. Continue along to find another Bug Catcher with a Butterfree. Remember, Compoundeyes will make most attacks always-accurate, so use a Pokémon with a type advantage.

After defeating Elijah, continue along the path going south to fight another Picnicker and another Camper. After defeating them, you should be able to get to Vermilion City.

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                                Vermilion City

```


Pokémon Species	Pokémon Type	Rarity	Version
Pidgey	Normal/Flying	Common	Both
Oddish	Grass/Poison	Common	FR
Bellsprout	Grass	Common	LG
Meowth	Normal	Common	Both

Trainers' Pokémon: Weedle Lv. 16 (x2), Caterpie Lv. 16
Squirtle Lv. 20
Rattata Lv. 16, Pikachu Lv. 16
Butterfree Lv. 20
Pidgey Lv. 16
Spearow Lv. 16, Raticate Lv. 16

Go along the path southward into Vermilion City once more.

))
Vermilion City
))

Vermilion PokéMart \	
Item Name	Cost
Poké Ball	\$200
Super Potion	\$700
Antidote	\$100
Parlyz Heal	\$200
Ice Heal	\$250
Awakening	\$250
Repel	\$350

Okay, back in Vermilion again. Heal up if needed at the Pokémon Center. Go back to the Pokémon Fan Club. Inside, you can speak with a girl that will give you a Farfetch'd (named Ch'ding, not Dux like in the originals) for a Spearow. You should remember that a Farfetch'd cannot be caught anywhere in the Kanto region (guess she got hers from Johto?).

Anyhow, when done there, exit and go onto the nearby sand. Examine the southwestern corner to find a Max Ether. You can also find it by going due south from the Pokémon Center entrance until you hit water, then facing left and pressing A.

Next, let's go to the harbor, where the S.S. Anne is docked.

))
S.S. Anne (Vermilion City Harbor)
))

Pokémon Species	Pokémon Type	Rarity	Version
No wild Pokémon are found in this location.			

Trainers' Pokémon: Shellder Lv. 21
Horsea Lv. 17, Tentacool Lv. 17, Shellder Lv. 17
Horsea Lv. 17 (x3)
Tentacool Lv. 18, Staryu Lv. 18
Machop Lv. 20


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|           Tentacool Lv. 17, Shellder Lv. 17, Staryu Lv. 17 |
|           Growlithe Lv. 18 (x2) |
|           Nidoran <M> Lv. 19, Nidoran <F> Lv. 19 |
|           Pidgey Lv. 18, Nidoran <F> Lv. 18 |
|           Nidoran <M> Lv. 21 |
|           Machop Lv. 17, Tentacool Lv. 17 |
|           Machop Lv. 18, Shellder Lv. 18 |
|           Goldeen Lv. 17 (x2), Tentacool Lv. 17 |
|           Pikachu Lv. 23 |
|           Growlithe Lv. 17, Ponyta Lv. 17 |
|           Rattata Lv. 18, Pikachu Lv. 18 |
|_____|

```

Yeah, get ready for a hellish lot of battles. Luckily, there is a pseudo-Pokémon Center on the ship.

Anyhow, enter and go to the far east, then south and downstairs. Examine the trash can to find a Hyper Potion (heals 200 HP!). Then go into the nearest of the doors. Inside, a man shall brag about the power of his Machoke (and refuse to let us battle it). Take the nearby Super Potion and leave.

Go next door and battle the two Sailors. Go another cabin west to find another Sailor, with an Ether inside. Next door is another Sailor, with TM44 (Rest) nearby. Go into the last cabin on this floor to battle a Sailor and a Fisherman.

After those battles, go upstairs, north, and into the far eastern cabin. Defeat the Gentleman, then go into the next cabin. This is the pseudo-Pokémon Center. Go into the third cabin from the far right for another cabin with a battle. In the next ... I'll leave that one to you. The next has a man, a boy, and a Wigglytuff (now I'm thinking of Pokémon Mystery Dungeon). The next cabin yields two battles and TM31 (Brick Break), which is quite worth it. The final cabin (on the far left) has an undercover agent on the trail of Team Rocket.

Go south and through the door at the end of the hall to find the kitchen. Examine the trash cans on the east side to find a Pecha Berry, a Cheri Berry, and a Chesto Berry, from north to south. They can heal Poisoning, Paralysis, and Sleeping, respectively. Then check the southwestern trash can to find a Great Ball, a Pokéball with a catch rate 1.5x that of the normal Poké Ball.

Leave and head north. Go upstairs, south, upstairs, and follow the path to find another two Sailors. Go to the first cabin on the west side and speak with the man there to add Snorlax to the Pokédex. Next cabin: two battles and a Stardust (main use: sell for cash). The next cabin yields nothing. The fourth has two more battles and the X Attack item. (For the record, the Lass, Dawn, has the name of a character in the Gen. IV anime and the female partner in D/P/Pt.) Ignore the last two cabins.

Return to the pseudo-Pokémon Center and heal. Return to this location and go forward to find your rival. He'll brag shortly about owning 40 different Pokémon species (actually quite a feat - he's caught and evolved most of the Pokémon you can find thus far) before challenging you.

```

| BOSS: PKMN Trainer [rival's name] \ |
|_____ \ |
| Pokémon: Charmeleon [if you chose Bulbasaur] (Lv. 20) Fire <-, |
|           Wartortle [if you chose Charmander] (Lv. 20) Water <--+ Only 1. |
|           Ivysaur [if you chose Squirtle] (Lv. 20) Grass/Poison <-' |
|           Pidgeotto (Lv. 19) Normal/Flying |
|           Raticate (Lv. 16) Normal <----- Technically illegal. |

```


Pokémon Species	Pokémon Type	Rarity	Version
Diglett	Ground	Common	Both
Dugtrio	Ground	Uncommon	Both

=====
Trainers' Pokémon: No Trainers are found here.

Follow along the path. Little to mention, it is so linear. Try to pick up a Diglett on the way - if you're lucky, try for Dugtrio. Go up the ladder at the end.

))
Route 2 (North)
))

When you arrive, go south and into the house to find a boy inside. Speak with him to receive Mr. Mime for an Abra. I only mentioned this for completion -- honestly, I would prefer you stick with Abra.

Anyhow, exit, go south, and Cut down the tree. Enter the nearby building. In there is another one of Prof. Oak's aides. If you have caught 10+ Pokémon species, you will get HM05, Flash.

Flash is a move that will lower the opponents' accuracy by ~25% in battle. Out of battle, it will light up caverns and such that are too dark. For example, Mt. Moon and Diglett's Cave are NOT Flash-able places. You can place it on Abra or Bellsprout, as well as some other Grass and Psychic Pokémon, to my knowledge.

Leave the building, heading south, and grab the Ether. Keep going south to find a Parlyz Heal. Then return north to the Diglett's Cave entrance. Go west and Cut down the tree, then go north into Pewter City.

))
Pewter City
))

Item Name	Cost
Poké Ball	\$200
Super Potion	\$700
Antidote	\$100
Parlyz Heal	\$200
Ice Heal	\$250
Awakening	\$250
Repel	\$350

Heal up at the Pokémon Center if needed, then head to the northeastern corner of the city. Cut down the tree then go into the Museum.

Inside, you'll see a person at the lower computer. He can teach Seismic Toss, a move that deals damage equal to the user's level. The top-center man will give you an Old Amber to take to a Pokémon Lab. Let's hold onto it.

Now, we're now going to backtrack to Viridian City for a quick thing. Nothing

major. Head south onto Route 2.

))
Route 2 (North)
))

Continue back south into Viridian Forest.

))
Viridian Forest
))

Pokémon Species	Pokémon Type	Rarity	Version
Caterpie	Bug	Common	Both
Metapod	Bug	Uncommon	LG
Metapod	Bug	Rare	FR
Weedle	Bug/Poison	Common	Both
Kakuna	Bug/Poison	Uncommon	FR
Kakuna	Bug/Poison	Rare	LG
Pikachu	Electric	Rare	Both

Trainers' Pokémon: Weedle Lv. 6, Caterpie Lv. 6
 Weedle Lv. 7 (x2), Kakuna Lv. 7
 Caterpie Lv. 7, Caterpie Lv. 8
 Metapod Lv. 7 (x2), Caterpie Lv. 7
 Weedle Lv. 9

Follow the path back to Route 2's southern portion.

))
Route 2 (South)
))

Go south into Viridian City.

))
Viridian City
))

Viridian PokéMart \

Item Name	Cost
Poké Ball	\$200
Super Potion	\$700
Antidote	\$100
Parlyz Heal	\$200
Ice Heal	\$250
Awakening	\$250
Repel	\$350

Now, go to the Cut tree near the water. Cut it down and speak with the Move Tutor nearby to be able to teach Dream Eater. Dream Eater is a move that will damage Sleeping Pokémon and absorb some HP.

When done here, head north to Route 2.

))))))))))

Route 2 (South)

))))))))))

Continue north to Viridian Forest.

))))))))))

Viridian Forest

))))))))))

Pokémon Species	Pokémon Type	Rarity	Version
Caterpie	Bug	Common	Both
Metapod	Bug	Uncommon	LG
Metapod	Bug	Rare	FR
Weedle	Bug/Poison	Common	Both
Kakuna	Bug/Poison	Uncommon	FR
Kakuna	Bug/Poison	Rare	LG
Pikachu	Electric	Rare	Both

Trainers' Pokémon: Weedle Lv. 6, Caterpie Lv. 6
 Weedle Lv. 7 (x2), Kakuna Lv. 7
 Caterpie Lv. 7, Caterpie Lv. 8
 Metapod Lv. 7 (x2), Caterpie Lv. 7
 Weedle Lv. 9

Go east, and north, and so on, along the path to Route 2's north part.

))))))))))

Route 2 (North)

))))))))))

Go back into Diglett's Cave to the north, past the Cut tree.

))))))))))

Diglett's Cave

))))))))))

Pokémon Species	Pokémon Type	Rarity	Version
Diglett	Ground	Common	Both
Dugtrio	Ground	Uncommon	Both

Trainers' Pokémon: No Trainers are found here.

Continue back south to end up on the Vermilion side, right on Route 11.

))))))))))

Route 11

))))))))))

Pokémon Species	Pokémon Type	Rarity	Version
Spearow	Normal/Flying	Common	Both
Drowzee	Psychic	Uncommon	Both
Ekans	Poison	Common	FR
Sandshrew	Ground	Common	LG

```

| Trainers' Pokémon: Ekans Lv. 21 |
| Sandshrew Lv. 19, Zubat Lv. 19 |
| Magnemite Lv. 21 |
| Growlithe Lv. 18, Vulpix Lv. 18 |
| Rattata Lv. 17 (x2), Raticate Lv. 17 |
| Voltorb Lv. 18, Magnemite Lv. 18 |
| Bellsprout Lv. 18, Oddish Lv. 18 |
| Nidoran <M> Lv. 18, Nidorino Lv. 18 |
| Magnemite Lv. 18 (x2), Magneton Lv. 18 |
| Poliwhag Lv. 18, Horsea Lv. 18 |
| |

```

So, east of the Vermilion entrance to Diglett's Cave, you'll find Route 11. Go north to find an Awakening. Go along the northern path and you'll find four Trainers, then an X Defend. After beating the next Trainer, examine the standalone rock to obtain an Escape Rope. Go into the nearby building and upstairs to find another trade...

```

O=====O=====O=====O=====O
| Game Version | Pokémon Desired | Pokémon You Receive | Pokémon Type |
O=====O=====O=====O=====O
| FireRed      | Nidorina        | Nidorino            | Poison       |
| LeafGreen    | Nidorino        | Nidorina            | Poison       |
O=====O=====O=====O=====O

```

Also up here is one of Prof. Oak's aides. He'll give you the Itemfinder, but only if you've caught 30+ species of Pokémon. The Itemfinder simply allows you to find hidden items, a fair deal of which are pointed out in this guide anyways.

Leave the building heading east to find a ... thing ... in the middle of the road. This "thing" is a Pokémon known as Snorlax and is among the heaviest of Pokémon, weighing in at just over one-half US Customary ton (just under one-half metric ton). You cannot wake up the sleeping Pokémon, nor eject it somehow into the nearby ocean. Well, return to the main part of Route 11 and defeat the southern trainers. You'll fight two, then you can pick up an X Defend, then defeat the last three Trainers. Return to Vermilion.

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))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
                                Vermilion City
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| Vermilion PokéMart \
| |
|-----|
| Item Name ..... Cost |
|-----|
| Poké Ball ..... $200 |
| Super Potion ..... $700 |
| Antidote ..... $100 |
| Parlyz Heal ..... $200 |
| Ice Heal ..... $250 |
| Awakening ..... $250 |
| Repel ..... $350 |
|-----|

```

Heal up at the Pokémon Center and bring along a few Ground types to the Gym. You'll need to Cut down a tree, first, I believe.

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))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
                                Vermilion Gym

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+++++

Vermilion Gym

Once you earn the Thunderbadge, you may now leave the Gym.

Vermilion City

Item Name	Cost
Great Ball	\$600
Super Potion	\$700
Revive	\$1,500
Antidote	\$100
Parlyz Heal	\$200
Burn Heal	\$250
Awakening	\$250
Escape Rope	\$500
Super Repel	\$500

Okay, with three badges in hand (and probably some static electricity), head to the Pokémon Center and heal up. Teach a Pokémon Flash if you haven't yet done so. Also be sure to bring along an Escape Rope, or a few Super Potions.

Head north onto Route 6.

Route 6

Pokémon Species	Pokémon Type	Rarity	Version
Pidgey	Normal/Flying	Common	Both
Oddish	Grass/Poison	Common	FR
Bellsprout	Grass	Common	LG
Meowth	Normal	Common	Both

Trainers' Pokémon: Weedle Lv. 16 (x2), Caterpie Lv. 16
 Squirtle Lv. 20
 Rattata Lv. 16, Pikachu Lv. 16
 Butterfree Lv. 20
 Pidgey Lv. 16
 Spearow Lv. 16, Raticate Lv. 16

Go north along the path back to the entrance to the Underground Path. Go into it, follow the path, and exit back onto Route 5.

))))))

Aerial Ace. It is a 60-Power no-miss Flying-move. Quite decent.

Continue forward to find a Hiker, with a fork in the path soon thereafter. Take the northern branch to battle two Trainers. Return to the fork, go south and east, and battle another Hiker. Defeat him, grab the Burn Heal, and return to the fork. Take the central path to the right, then north a bit.

Defeat the Bug Catcher, then the Camper to his west. Return east and north to continue along the path, and into another battle with a Hiker. West of said Hiker is a Chesto Berry in the darker patch.

Go east and over the ledge. Battle the Picnicker if desired, then continue onward to Route 10.

))
Route 10
))

Pokémon Species	Pokémon Type	Rarity	Version
Spearow	Normal/Flying	Common	Both
Voltorb	Electric	Common	Both
Rattata	Normal	Uncommon	Both
Ekans	Poison	Common	FR
Sandshrew	Ground	Common	LG
Mankey	Fighting	Rare	Both
=====			
Trainers' Pokémon: Pikachu Lv. 20, Clefairy Lv. 20			

Voltorb is a new (wild) face. It is of the Electric type, one of the earliest you can find. Assuming you didn't take the time to catch the rare Pikachu back in Viridian Forest, try catching Voltorb now. Electric moves are super-effective over Flying and Water, and are one of the few types that can do just normal damage to Steel. Plus, Electrode, its evolution, is among the fastest Kanto Pokémon.

The Route is fairly linear. Just head south to find some Cut trees, a Trainer, and a Pokémon Center. Enter the aforementioned Pokémon Center and heal your party. BRING ALONG YOUR FLASH USER and go into the Rock Tunnel nearby.

))
Rock Tunnel
))

Pokémon Species	Pokémon Type	Rarity	Version
Zubat	Poison/Flying	Common	Both
Machop	Fighting	Uncommon	Both
Geodude	Rock/Ground	Common	Both
Onix	Rock/Ground	Uncommon	Both
Mankey	Fighting	Uncommon	Both
=====			
Trainers' Pokémon: Cubone Lv. 23, Slowpoke Lv. 23			
Slowpoke Lv. 25			
Oddish Lv. 22, Bulbasaur Lv. 22			
Charmander Lv. 22, Cubone Lv. 22			
Geodude Lv. 25			
Machop Lv. 20, Onix Lv. 20			
Geodude Lv. 19 (x3), Machop Lv. 19			

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| Onix Lv. 20 (x2), Geodude Lv. 20 |
| Geodude Lv. 21, Graveler Lv. 21 |
| Jigglypuff Lv. 21, Meowth Lv. 21, Pidgey Lv. 21 |
| Geodude Lv. 21 (x2), Graveler Lv. 21 |
| Slowpoke Lv. 20 |
| Bellsprout Lv. 22, Clefairy Lv. 22 |
| Bellsprout Lv. 19, Pidgey Lv. 19, Rattata Lv. 19 (x2) |
| Meowth Lv. 20, Pidgey Lv. 20, Oddish Lv. 20 |
| (Outside Trainers) Pidgey Lv. 21, Pidgeotto Lv. 21 |
| Geodude Lv. 21, Onix Lv. 21 |
| Onix Lv. 19, Graveler Lv. 19 |
| Cubone Lv. 20, Slowpoke Lv. 20 |

```

When you enter, go east for a Repel. Return to the entrance and go along the path to find a Pokémaniac. Continue along the path to go downstairs, and you will find some small rocks. These are the Rock Smash rocks. You lack the HM or Badge for them, so ignore them.

Instead, go along the path some more to battle a Trainer, Pokémaniac Winston. To the far west of him, you'll find a Revive. Continue to battle the other two Trainers, a Picnicker and a Pokémaniac, then go north to find a Hiker. Go to the other side of the wall to find another Hiker.

From Eric, head northwest and downstairs. Go forward to battle another Hiker, the south to find another two Hikers. Grab the Escape Rope and use the staircase nearby.

Go north to find some Rock Smash rocks. Ignore them and head west to find a Picnicker. Go north to find Max Ether; south yields a Move Tutor that teaches Rock Slide.

Continue along the path to find a Hiker and a Pokémaniac. Past this Pokémaniac are some stairs. Use them and go along the path some more to battle two more Trainers. Pick up the Pearl (used for selling) afterwards, then proceed to beat the Picnicker, the last Trainer INSIDE the Rock Tunnel.

Head towards the exit and leave the Rock Tunnel. Outside, you'll be able to battle four more Trainers as you head south to Lavender Town, but they are purely optional. Anyhow, stand on the tile to the right of the Rock Tunnel sign, go four steps east, one north, press A, and enjoy the Nanab Berry. Continue south to Lavender Town when ready.

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                    Lavender Town
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

```

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| Lavender PokéMart \
| _____ \
| Item Name ..... Cost |
|-----|
| Great Ball ..... $600 |
| Super Potion ..... $700 |
| Revive ..... $1,500 |
| Antidote ..... $100 |
| Parlyz Heal ..... $200 |
| Burn Heal ..... $250 |
| Awakening ..... $250 |
| Escape Rope ..... $500 |
| Super Repel ..... $500 |

```

If this is the first time you've been shopping since getting the Thunderbadge, you'll notice the Great Balls that are now available. They have 1.5x the catch rate of the normal Poké Ball. The Revive is a status-healing item, used for the faint/KO status (heals with 1/2 HP). Buy a few of both.

The only thing of interest here at the moment, aside from the Pokémon Center and the PokéMart, would perhaps be the Name Rater's house, south-southwest of the large Pokémon Tower. The Name Rater will allow you to rename any Pokémon THAT YOU HAVE OWNED (ie. not from trades).

Okay, anyhow, heal up and go into the Pokémon Tower.

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                                     Pokémon Tower
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

```

Pokémon Species	Pokémon Type	Rarity	Version
Ghost	???	Guaranteed	Both
Trainers' Pokémon: None for the moment.			

Go upstairs to 2F and you'll find your rival. Time for a battle!

```

BOSS: PKMN Trainer [rival's name] \
\
Pokémon [if you chose Bulbasaur]: Pidgeotto (Lv. 25) Normal/Flying
                                   Gyarados (Lv. 22) Water/Flying
                                   Kadabra (Lv. 20) Psychic
                                   Exeggcute (Lv. 23) Grass/Psychic
                                   Charmeleon (Lv. 25) Fire
Money Earned: $900
~~~~~
Pokémon [if you chose Charmander]: Pidgeotto (Lv. 25) Normal/Flying
                                   Growlithe (Lv. 23) Fire
                                   Kadabra (Lv. 20) Psychic
                                   Exeggcute (Lv. 22) Grass/Psychic
                                   Wartortle (Lv. 25) Water
Money Earned: $900
~~~~~
Pokémon [if you chose Squirtle]: Pidgeotto (Lv. 25) Normal/Flying
                                   Growlithe (Lv. 22) Fire
                                   Kadabra (Lv. 20) Psychic
                                   Gyarados (Lv. 23) Water/Flying
                                   Ivysaur (Lv. 25) Grass/Poison
Money Earned: $900
=====
Pidgeotto is weak to Rock, Ice, and Electric. It is immune to Ghost and
Ground.
Gyarados is weak to Electric (4x) and Rock. It is immune to Ground.
Kadabra is weak to Bug, Ghost, and Dark.

```



```

|           Grimer Lv. 22 (x2), Muk Lv. 22           |
|           Clefairy Lv. 22, Jigglypuff Lv. 22      |
|           Nidoran <F> Lv. 23, Nidorina Lv. 23     |
|           Koffing Lv. 26                          |
|           Meowth Lv. 24 (x3)                      |
| Same Trainer --> Pidgey Lv. 19, Pikachu Lv. 19, Rattata Lv. 19, |
|           '-> Nidoran <M> Lv. 19, Meowth Lv. 19   |
|           Grimer Lv. 24 (x2)                      |
|           Koffing Lv. 22 (x2), Grimer Lv. 23     |
|           Poliwhag Lv. 22 (x2), Poliwhirl Lv. 22 |
|           Voltorb Lv. 20 (x2), Koffing Lv. 20, Magnemite Lv. 20 |
|
|
|

```

While you are here, it will be quite key to pick up a Growlithe or Vulpix. They are among the rarer of Pokémon in this game, as far as Fire-types go. In fact, if you lack a Flying Pokémon (ie. Pidgeot by now), PICK ONE UP; the next Gym is Grass.

Anyhow, go forward some and battle a couple of Trainers. You'll then see a large patch of grass fenced off to the west. In this is some battling grass as well as some hidden items.

First, Cut the tree down and get inside. Now, for an ASCII rendering...

```

###    Assume the #s are fence pieces. This shows the northeast corner of the
##     blocked-off area. X is where I'll start you from EACH AND EVERY TIME.
X #    O is the Cut tree.
#
O

```

- ~ For a Rawst Berry: go two steps west, face left, and press A.
- ~ For a Lum Berry: go seven steps west, face down, and press A.
- ~ For a Leppa Berry: go five steps south, two west, face left, and press A.

Leave the grass and continue along the main path to battle a few more Trainers. The second initiates you in a double battle - nothing much to mention about it except that it is a 2-on-2. The last eight Trainers on the Route follow this double battle.

Now, seeing as you cannot get into Saffron again, thanks to another thirsty guard, take the Underground Path. Down there, get some Itemfinder training: in the main path, you can find an Ice Heal, an Antidote, a Burn Heal, an Awakening, a Parlyz Heal, and a Potion.

Exit to find Celadon City to be quite nearby.

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          Celadon City
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

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Dept. Store, Second Floor - North \ / Technical Machines (TMs)	Cost
TM05	\$1,000
TM15	\$7,500
TM28	\$2,000
TM31	\$3,000
TM43	\$3,000

Dept. Store, Second Floor - South \	/ Basic Trainer Items
Item Name	Cost
Great Ball	\$600
Super Potion	\$700
Revive	\$1,500
Antidote	\$100
Parlyz Heal	\$200
Burn Heal	\$250
Awakening	\$250
Escape Rope	\$500
Super Repel	\$500

Dept. Store, Fourth Floor \	/ Miscellaneous Items
Item Name	Cost
Poké Doll	\$1,000
Retro Mail	\$50
Fire Stone	\$2,100
Thunderstone	\$2,100
Water Stone	\$2,100
Leaf Stone	\$2,100

Dept. Store, Fifth Floor - North \	/ EV (Effort Value) Boosters
Item Name	Cost
HP Up	\$9,800
Protein	\$9,800
Iron	\$9,800
Calcium	\$9,800
Zinc	\$9,800
Carbos	\$9,800

Dept. Store, Fifth Floor - South \	/ In-Battle Stat Boosters
Item Name	Cost
X Attack	\$550
X Defend	\$550
X Speed	\$350
X Special	\$350
X Accuracy	\$950
Guard Spec.	\$700
Dire Hit	\$650

Okay, we're finally in Celadon. Head over to the Pokémon Center and heal your party. Then head over to the western side of the city and go into the Dept. Store. Buy some stuff. There are also a few things of note: firstly, a Move Tutor (teaching Counter) on 3F; secondly, give the girl on the rooftop some of the Vending Machine drinks to receive TMs - TM16 for Fresh Water, TM20 for Soda Pop, and TM33 for Lemonade.

After leaving, go into the building to the east, the Celadon Mansion. Speak with the old lady on the first floor to get a Key Item, Tea.

Return to the Pokémon Center, go around back, follow the path, and go the mansion's back door. Go to the top floor and into another room to get a free Eevee at Lv. 25. With certain methods, it can evolve into one of seven Pokémon:

Eevee-lution	Method
Flareon	Use Fire Stone.
Jolteon	Use Thunderstone.
Vaporeon	Use Water Stone.
Espeon	Trade from R/S/E/Colosseum/XD.
Umbreon	Trade from R/S/E/Colosseum/XD.
Leafeon	Need to import to D/P/Pt/HG/SS.
Glaceon	Need to import to D/P/Pt/HG/SS.

Go out of the mansion from the back, then continue west to grab an Ether.

Next up, go to the Rocket Game Corner. It is southwest of the Pokémon Center.

)))))))))
Rocket Game Corner (Celadon City)
)))))))))

Pokémon Species	Pokémon Type	Rarity	Version
No wild Pokémon are to be found here.			
===== Team Rocket Grunts' Pokémon: Raticate Lv. 20, Zubat Lv. 20 Drowzee Lv. 21, Machop Lv. 21 Raticate Lv. 21 (x2)			
Same Trainer	----	>	Zubat Lv. 17 (x2), Raticate Lv. 17,
	'-----	>	Koffing Lv. 17, Grimer Lv. 17
			Machop Lv. 21 (x2)
			Rattata, Raticate, Drowzee; each Lv. 20
			Koffing Lv. 21, Zubat Lv. 21
			Rattata Lv. 19 (x2), Raticate Lv. 19 (x2)
			Grimer Lv. 20, Koffing Lv. 20 (x2)
			Sandshrew, Sandslash, Ekans; each Lv. 23
			Ekans, Arbok, Sandshrew; each Lv. 23

When you enter, go to the Team Rocket Grunt standing next to the counter, standing near the poster as well, and speak with him. Defeat him in battle. He will flee. Examine the poster he was near and you'll be allowed into the base.

After the quick screenshot, go south, then east into a room. Defeat the Grunt here, then go left to find another Grunt. Go into the room the aforementioned Grunt was near, grab the Escape Rope, return to the entrance, and go down the stairwell.

Continue along the path to find a Grunt. Defeat him, go downstairs, go into the next room, and defeat this Grunt. Continue south of him to find TM21, Frustration, a move that deals more damage as the user is less friendly with its Trainer (you).

Get back into the open and look to the west. You'll find some of the force pads

)))))))))

Dept. Store, Second Floor - North \ / Technical Machines (TMs)	
Item Name	Cost
TM05	\$1,000
TM15	\$7,500
TM28	\$2,000
TM31	\$3,000
TM43	\$3,000

Dept. Store, Second Floor - South \ / Basic Trainer Items	
Item Name	Cost
Great Ball	\$600
Super Potion	\$700
Revive	\$1,500
Antidote	\$100
Parlyz Heal	\$200
Burn Heal	\$250
Awakening	\$250
Escape Rope	\$500
Super Repel	\$500

Dept. Store, Fourth Floor \ / Miscellaneous Items	
Item Name	Cost
Poké Doll	\$1,000
Retro Mail	\$50
Fire Stone	\$2,100
Thunderstone	\$2,100
Water Stone	\$2,100
Leaf Stone	\$2,100

Dept. Store, Fifth Floor - North \ / EV (Effort Value) Boosters	
Item Name	Cost
HP Up	\$9,800
Protein	\$9,800
Iron	\$9,800
Calcium	\$9,800
Zinc	\$9,800
Carbos	\$9,800

Dept. Store, Fifth Floor - South \ / In-Battle Stat Boosters	
Item Name	Cost
X Attack	\$550
X Defend	\$550
X Speed	\$350
X Special	\$350

X Accuracy	\$950
Guard Spec.	\$700
Dire Hit	\$650

Next up is the Pokémon Gym. Head on over to the Pokémon Center, heal your party, and bring along your Cut user. Head to the northeastern part of the city to find a Cut tree. Go to its right, go two steps east, one north, press A, and grab your PP Up.

Return to the south-central part of the city. Cut down the small tree nearby and go along the path to find the Celadon City Gym.

```

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                                Celadon Gym
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

```

Pokémon Species	Pokémon Type	Rarity	Version
No wild Pokémon are found in this location.			
Trainers' Pokémon: Bellsprout Lv. 24 (x2)			
	Bellsprout Lv. 23, Weepinbell Lv. 23		
	Oddish Lv. 21 (x2), Bellsprout Lv. 21 (x2)		
	Bulbasaur Lv. 24, Ivysaur Lv. 24		
Same Trainer -->	Bellsprout Lv. 22, Weepinbell Lv. 22, Oddish Lv. 22,		
'->	Gloom Lv. 22, Ivysaur Lv. 22		
	Exeggcute Lv. 24		
	Oddish Lv. 23, Gloom Lv. 23		

Kind of easy, isn't it? I'll leave this one up to you.

BOSS: Gym Leader Erika \
_____ \
Pokémon: Victreebel (Lv. 29) Grass/Poison
Tangela (Lv. 24) Grass
Vileplume (Lv. 29) Grass/Poison
Money Earned: \$2,900

Victreebel and Vileplume are weak to Fire, Ice, Flying, and Psychic.
Tangela is weak to Fire, Ice, Flying, Bug, and Poison.
Recommendations: Any Fire or Flying type will win this, and you should have at least one. Lv. 30+ is preferable.

After defeating Erika, you will obtain the Rainbowbadge, TM19 (Giga Drain), and the ability to use Strength outside of battles.

Already halfway there!

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))))))
Celadon Gym
))))))

Once you have obtained the Rainbowbadge, exit the Gym.

))))))
Celadon City
))))))

Dept. Store, Second Floor - North \ /		Technical Machines (TMs)
Item Name		Cost
TM05		\$1,000
TM15		\$7,500
TM28		\$2,000
TM31		\$3,000
TM43		\$3,000

Dept. Store, Second Floor - South \ /		Basic Trainer Items
Item Name		Cost
Great Ball		\$600
Super Potion		\$700
Revive		\$1,500
Antidote		\$100
Parlyz Heal		\$200
Burn Heal		\$250
Awakening		\$250
Escape Rope		\$500
Super Repel		\$500

Dept. Store, Fourth Floor \ /		Miscellaneous Items
Item Name		Cost
Poké Doll		\$1,000
Retro Mail		\$50
Fire Stone		\$2,100
Thunderstone		\$2,100
Water Stone		\$2,100
Leaf Stone		\$2,100

Dept. Store, Fifth Floor - North \ /		EV (Effort Value) Boosters
Item Name		Cost
HP Up		\$9,800
Protein		\$9,800
Iron		\$9,800
Calcium		\$9,800
Zinc		\$9,800

Carbos	\$9,800
<hr/>	
Dept. Store, Fifth Floor - South \	/ In-Battle Stat Boosters
<hr/>	
Item Name	Cost
<hr/>	
X Attack	\$550
X Defend	\$550
X Speed	\$350
X Special	\$350
X Accuracy	\$950
Guard Spec.	\$700
Dire Hit	\$650
<hr/>	

Okay, heal up at the Pokémon Center, as per usual. Next up, try to exit Celadon heading west to find another half-ton Snorlax blocking a path. Cut down the nearby Cut tree. Beyond it is a quick double battle (against a Rapidash and Ninetales, each Lv. 29 and of the Fire type). Continue west to find a house and a girl inside said house. Speak with the girl to get HM02, Fly. Fly, in-battle, is a high-power, two-turn, Flying-type move that has the user fly up high on the first turn, avoiding *most* damage to deal heavy damage the next turn. Out of battle, you can use it to Fly to any previously-visited area.

How about Lavender Town?

))
 Lavender Town

))

<hr/>	
Lavender PokéMart \	
<hr/>	
Item Name	Cost
<hr/>	
Ultra Ball	\$1,200
Great Ball	\$600
Super Potion	\$700
Revive	\$1,500
Full Heal	\$600
Max Repel	\$700
<hr/>	

Buy some Ultra Balls if you want some new Pokémon, then head into the Pokémon Tower.

))
 Pokémon Tower

Pokémon Species	Pokémon Type	Rarity	Version
Gastly	Ghost/Poison	Common	Both
Haunter	Ghost/Poison	Rare	Both
Cubone	Ground	Rare	Both
<hr/>			
Trainers' Pokémon:	Gastly Lv. 23		
	Gastly Lv. 22		
	Gastly Lv. 24		
	Gastly Lv. 23 (x2)		

```

|           Gastly Lv. 22 |
|           Gastly Lv. 24 |
|           Gastly Lv. 22 |
| (Combo Breaker!)  Hunter Lv. 23 |
|           Gastly Lv. 24 |
|           Gastly Lv. 22 |
|           Gastly Lv. 22 (x3) |
|           Gastly Lv. 24 |
|           Gastly Lv. 24 |
| (Team Rocket Grunts) Zubat Lv. 25 (x2), Golbat Lv. 25 |
|           Koffing Lv. 26, Drowzee Lv. 26 |
|           Zubat Lv. 23 (x2), Rattata Lv. 23, Raticate Lv. 23 |
|

```

What a Gastly Trainer -- no, I mean GHASTLY Trainer list. But, yeah, catch a Gastly or Hunter: Ghosts are weak to Ghost moves, which is one of many Pokémon oddities. (For example, as of Black/White, only one Pokémon is pure Flying type.)

Head on up to the third, foggy floor. Go to the northern part of the room, battle the Channeler, then grab the Escape Rope. Go south and defeat another Channeler, with another to her north. Go upstairs.

Go west, battle a Channeler, grab the Elixir, then battle another Channeler to the south. Go around the southern portion to find a Great Ball. Go north for an Awakening. Go to the western side of the room and defeat the Channeler near the stairwell. Go upstairs.

On the fifth floor, go and defeat the Channeler above the blue grid thing, then the other Channeler near the stairwell on the eastern side. Enter the grid thing (portable Pokémon Center!) and pick up the Cleanse Tag. Head west to battle another two Channelers. Defeat them, grab the Nugget, go back to the eastern stairway, healing as you go, and head upstairs.

On the sixth floor, go a few steps forward to battle another Channeler. Go south of the stairs and grab the Awakening. Follow the path to find another two Channelers. Defeat them, grab the Rare Candy, and continue along.

You'll soon encounter a Ghost, who the Silph Scope reveals to be a Marowak. One that is dead, though - you cannot catch it. Defeat it - remember, it is of the Ground type, and therefore weak to Ice, Grass, and Water. After the battle, head upstairs.

Here, on the peak floor, defeat the three Team Rocket Grunts. Speak with Mr. Fuji afterwards. He'll bring you to his house outside and give you the Poké Flute. This item will awaken any Pokémon on the field in battles -- therefore, you no longer need to buy Awakenings! You can also use it to wake up the two Snorlax from prior encounters.

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                                Lavender Town
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Item Name	Cost
Ultra Ball	\$1,200
Great Ball	\$600
Super Potion	\$700

Revive	\$1,500
Full Heal	\$600
Max Repel	\$700

Okay, heal up at the Pokémon Center.

You have two choices of how to do this. You can...

- ...wake up the Snorlax near Celadon and take the Cycling Road and Routes 16 through 18 (same thing) to Fuchsia. It is quite faster, though you'll need the Bicycle. (Literal need - the first-gen glitch is gone.)
- ...wake up the Snorlax on Route 11 and take the Silence Bridge (which is Routes 12 through 15) to Fuchsia. It is slower, but provides more wild Pokémon, Trainers, EXP., and items.
- ...do both of the above.

I am going to document both of the quests. I will divide them somewhat. The Cycling Road option comes first.

~~~~~  
 THIS BEGINS THE SECTION IN WHICH YOU GET TO FUCHSIA CITY VIA CYCLING ROAD!  
 ~~~~~

Go on and Fly to Celadon City.

))
 Celadon City
))

Dept. Store, Second Floor - North		/		Technical Machines (TMs)	
Item Name				Cost	
TM05				\$1,000	
TM15				\$7,500	
TM28				\$2,000	
TM31				\$3,000	
TM43				\$3,000	

Dept. Store, Second Floor - South		/		Basic Trainer Items	
Item Name				Cost	
Great Ball				\$600	
Super Potion				\$700	
Revive				\$1,500	
Antidote				\$100	
Parlyz Heal				\$200	
Burn Heal				\$250	
Awakening				\$250	
Escape Rope				\$500	
Super Repel				\$500	

Dept. Store, Fourth Floor		/		Miscellaneous Items	
Item Name				Cost	

Poké Doll	\$1,000
Retro Mail	\$50
Fire Stone	\$2,100
Thunderstone	\$2,100
Water Stone	\$2,100
Leaf Stone	\$2,100

Dept. Store, Fifth Floor - North \ / EV (Effort Value) Boosters	
Item Name	Cost
HP Up	\$9,800
Protein	\$9,800
Iron	\$9,800
Calcium	\$9,800
Zinc	\$9,800
Carbos	\$9,800

Dept. Store, Fifth Floor - South \ / In-Battle Stat Boosters	
Item Name	Cost
X Attack	\$550
X Defend	\$550
X Speed	\$350
X Special	\$350
X Accuracy	\$950
Guard Spec.	\$700
Dire Hit	\$650

Try to exit Celadon heading west. You'll find Snorlax. "Speak" to it to be prompted to use the Poké Flute. Do so and you will end up battling Snorlax.

Snorlax is a Lv. 30 Normal-type Pokémon. It can use Rest (self-heal + Sleep), Snore (attack while sleeping), and some other moves. It has high Special Defense, too.

After the battle, examine where Snorlax was to find a Leftovers. Enter the nearby building and go upstairs. Speak with Prof. Oak's aide to receive the Amulet Coin (if the holder is in battle for any moment of time, in a Trainer battle, you get double the money), but only if you have caught 40+ Pokémon species.

Be sure you get your Bicycle and go into the gate. Leave the guard house and you should be on Cycling Road.

))
 Cycling Road (Routes 16, 17, 18)
))

Pokémon Species	Pokémon Type	Rarity	Version
Doduo	Normal/Flying	Common	Both
Rattata	Normal	Rare	Both
Raticate	Normal	Common	Both
Spearow	Normal/Flying	Uncommon	Both

Fearow	Normal/Flying	Rare	Both
=====			
Trainers' Pokémon:	Grimer Lv. 29, Koffing Lv. 29		
	Machop Lv. 28 (x2), Mankey Lv. 28		
	Mankey Lv. 29, Machop Lv. 29		
	Weezing Lv. 33		
	Weezing Lv. 28 (x2), Koffing Lv. 28		
	Mankey Lv. 29, Machop Lv. 29		
	Weezing Lv. 28 (x2), Koffing Lv. 28		
	Machop Lv. 29, Machop Lv. 29		
	Mankey Lv. 29, Primeape Lv. 29		
	Voltorb Lv. 29 (x2)		
	Machoke Lv. 33		
	Primeape Lv. 29, Machoke Lv. 29		
	Koffing Lv. 25 (x3), Weezing Lv. 25 (x2)		
	Muk Lv. 33		
	Mankey Lv. 26 (x2), Machop Lv. 26, Machop Lv. 26		
	Weezing Lv. 29, Muk Lv. 29		
	Spearow Lv. 26 (x3), Fearow Lv. 26		
	Spearow Lv. 29, Fearow Lv. 29		
	Dodrio Lv. 34		

thinks of the S.S. Anne

Okay, anyhow, you'll easily encounter seven Trainers before anything really gets to going.

At the fork, go right. When the yellow path begins, begin to count the signs on the west side of the water. When you find the third sign, get level with it. Go one square north, one east, hold B, and press A to get a Rare Candy.

Four Trainers later, return for the left path, which is one Trainer.

Then the road forks again. Take the east road. Find the "Watch out for discarded items." notice and examine the space two west of the sign to find a Full Restore. Return to the western path for two Trainer.

Right after Jamal (the first Trainer), hug the edge of the water so you can see the sign across from you. Get one space north and west of it, hold B, press A, and enjoy that PP Up.

Once the path splits horizontally, get one step north of the nearby sign. Get into the middle of the western path and press A to find a Max Revive.

It'll be a smooth ride from here to the ledge you jump. When you find it, get to the right of the sign stating, "Cycling Road -- Slope ends here!". Go one step north and three east to find a Max Elixir.

See that house nearby? You can do a trade in there, one that is version specific...

Version	Pokémon Desired	Pokémon Received	<-- Type
FireRed Version	Golduck	Lickitung	Normal
LeafGreen Version	Slowbro	Lickitung	Normal

Regardless of whether you DID trade, continue along the path, defeat some more

Trainers, and continue into Fuchsia City.

THIS ENDS THE SECTION IN WHICH YOU GET TO FUCHSIA CITY VIA CYCLING ROAD!

THIS BEGINS THE SECTION IN WHICH YOU GET TO FUCHSIA CITY VIA SILENCE BRIDGE!

Get to Lavender Town.

Lavender Town

Item Name	Cost
Ultra Ball	\$1,200
Great Ball	\$600
Super Potion	\$700
Revive	\$1,500
Full Heal	\$600
Max Repel	\$700

Exit to the south onto Route 12.

Silence Bridge (Routes 12, 13, 14, 15)

Pokémon Species	Pokémon Type	Rarity	Version
Pidgey	Normal/Flying	Common	Both
Pidgeotto	Normal/Flying	Rare	Both
Venonat	Bug/Poison	Common	Both
Ditto	Normal	Rare	Both
Oddish	Grass/Poison	Common	FR
Gloom	Grass/Poison	Rare	FR
Bellsprout	Grass	Common	LG
Weepinbell	Grass/Poison	Rare	LG

Trainers' Pokémon: Goldeen Lv. 22 (x2), Poliwhag Lv. 22
 Tentacool Lv. 24, Goldeen Lv. 24
 Goldeen Lv. 27
 Poliwhag, Shellder, Goldeen, Horsea; each Lv. 21
 Nidoran <M> Lv. 24, Nidoran <F> Lv. 24
 Voltorb Lv. 29, Electrode Lv. 29
 Nidoran <M> Lv. 29, Nidorino Lv. 29
 Magikarp Lv. 24 (x2)
 Goldeen Lv. 28, Horsea Lv. 28, Poliwhag Lv. 28
 Pidgey Lv. 29, Pidgeotto Lv. 29
 Pidgey, Meowth (x2), Pikachu, Rattata; each Lv. 24
 Rattata Lv. 27 (x2), Pikachu Lv. 27

	Clefairy Lv. 29, Meowth Lv. 29	
	Poliwag Lv. 30 (x2)	
	Pidgey Lv. 27, Pidgeotto Lv. 27, Meowth Lv. 27	
	Pidgey, Pidgeotto, Spearow, Fearow; each Lv. 26	
	Spearow Lv. 25 (x3), Pidgey Lv. 25 (x2)	
	Koffing Lv. 28 (x3)	
	Pidgey Lv. 28, Pidgeotto Lv. 28, Doduo Lv. 28	
	Pidgey Lv. 26 (x2), Spearow Lv. 26, Fearow Lv. 26	
	Pidgeotto Lv. 29, Fearow Lv. 29	
	Spearow Lv. 28, Fearow Lv. 28, Doduo Lv. 28	
	Farfetch'd Lv. 33	
	Spearow Lv. 29, Fearow Lv. 29	
	Koffing Lv. 29, Muk Lv. 29	
	Koffing Lv. 29, Grimer Lv. 29	
	Grimer Lv. 28 (x2), Koffing Lv. 28	
	Koffing Lv. 26 (x3), Grimer Lv. 26	
	Charmander Lv. 29, Squirtle Lv. 29	
	Pikachu Lv. 29, Raichu Lv. 29	
	Hitmonchan Lv. 29, Hitmonlee Lv. 29	
	Clefairy Lv. 33	
	Koffing Lv. 25 (x3), Weezing Lv. 25, Grimer Lv. 25	
	Koffing Lv. 28, Weezing Lv. 28, Grimer Lv. 28	
	Pidgeotto Lv. 29, Wigglytuff Lv. 29	
	Bulbasaur Lv. 29, Ivysaur Lv. 29	
	Gloom Lv. 28, Oddish Lv. 28 (x2)	
	Dodrio Lv. 28, Doduo Lv. 28 (x2)	
	Pidgeotto, Pidgey, Doduo, Farfetch'd; each Lv. 26	
	Bellsprout Lv. 29, Oddish Lv. 29, Tangela Lv. 29	

=====O

| NOTICE! |

| I use the term "Silence Bridge" as the collective term for Routes 12 |

| through 15. Not all Pokémon listed are in every Route along it. The |

| Trainers are still listed as I name them in the walkthrough; I'm just |

| not Route-specific. I apologize for any inconveniences this may cause. |

| |

=====O

When you hit the building, go inside and upstairs. Speak with the girl to obtain TM27, Return, a move that gets more powerful the more the user is happy.

Continue southward along the route to find a total of six trainers (five battles - the last is a double). After the double battle, you'll find Snorlax. "Speak" with it to be prompted to use the Poké Flute. Snorlax awakens and will attack!

Snorlax is a Lv. 30 Normal-type Pokémon. It can use Rest (self-heal + Sleep), Snore (attack while sleeping), and some other moves. It has high Special Defense, too.

After the battle, I think you can examine the now-evacuated spot to find a Leftovers, which heals the holder somewhat each turn. Continue along the Route to find a house. Go inside and speak with the man inside to receive the Super Rod. Quite useful for fishing (unlike the Old Rod).

Do some fishing and continue. After defeating the Rocket, Cut down the nearby tree and fight the nearby guy. Pick up the Iron and continue.

Four battles later (last is a Picnicker), head due west until you can no longer do so. Face south, press A, and get that PP Up.

A whopping eighteen battles later, with the last of that set being the Twins, Kiri and Jan, Cut down a tree nearby to find a path to TM18, Rain Dance. This move causes it to rain, making Water-type moves more powerful while weakening Fire. Some abilities, such as Swift Swim (if it exists in Gen. III), are also activated. Defeat three more Trainers and return to the main path.

Continue onwards and defeat the last six Trainers on the Silence Bridge.

You'll soon find another house. Go upstairs to find one of Prof. Oak's aides. If you have caught 50+ Pokémon species, you'll obtain the EXP. Share. This item will give the holder 50% of the EXP. from battle, regardless of whether they participate. Great for raising weak Pokémon. Don't want to? Well, a Pokémon who holds it AND participates gets bonus EXP.!

Go west into Fuchsia City.

~~~~~  
THIS ENDS THE SECTION IN WHICH YOU GET TO FUCHSIA CITY VIA SILENCE BRIDGE!  
~~~~~

Okay, by now, you should be in Fuchsia City.

))
Fuchsia City
))

Item Name	Cost
Ultra Ball	\$1,200
Great Ball	\$600
Super Potion	\$700
Revive	\$1,500
Full Heal	\$600
Max Repel	\$700

When you arrive, first try for the EXP. Share. (See the paragraph beginning, "You'll soon find another house..." above.)

Then head on over to the Pokémon Center. It is on the western side of town, kind of off of the path. Heal up there.

Next, go around the Pokémon Center to find a Move Deleter. This person will (for free) delete any move (be it level-learned, TM, or HM) from the Pokémon's current moveset. Also go northwest of the Pokémon Center to find a Move Tutor teaching Substitute.

Go east to find another two houses. One is the residence of the Safari Warden, who seems to have lost his (golden) false teeth. The other house is one in which you get the Good Rod by speaking with the man inside.

Okay, now find the sign for Fuchsia City. See the light grass path? Go along it and you soon will find the PokéMart. Visit there if you wish. Continue along the path and you will soon come by the Safari Zone. Come with \$500 - you are

required to go here.

))

Safari Zone

))

Center Area			
Pokémon Species	Pokémon Type	Rarity	Version
Venonat	Bug/Poison	Uncommon	Both
Rhyhorn	Rock/Ground	Uncommon	Both
Exeggcute	Grass/Psychic	Uncommon	Both
Chansey	Normal	Rare	Both
Nidoran <M>	Poison	Common	FR
Nidorino	Poison	Common	FR
Nidorino	Poison	Rare	LG
Nidoran <F>	Poison	Common	LG
Nidorina	Poison	Common	LG
Nidorina	Poison	Rare	FR
Area 1			
Pokémon Species	Pokémon Type	Rarity	Version
Exeggcute	Grass/Psychic	Common	Both
Doduo	Normal/Flying	Common	Both
Paras	Bug/Grass	Uncommon	Both
Parasect	Bug/Grass	Rare	Both
Kangaskhan	Normal	Rare	Both
Nidoran <M>	Poison	Common	FR
Nidoran <M>	Poison	Rare	LG
Nidorino	Poison	Rare	FR
Nidoran <F>	Poison	Rare	FR
Nidoran <F>	Poison	Rare	FR
Nidorina	Poison	Common	LG
Scyther	Bug/Flying	Rare	LG
Pinsir	Bug	Rare	LG
Area 2			
Pokémon Species	Pokémon Type	Rarity	Version
Rhyhorn	Rock/Ground	Common	Both
Paras	Bug/Grass	Uncommon	Both
Exeggcute	Grass/Psychic	Uncommon	Both
Venomoth	Bug/Poison	Rare	Both
Chansey	Normal	Rare	Both
Nidoran <M>	Poison	Rare	Both
Nidorino	Poison	Rare	Both
Nidoran <F>	Poison	Uncommon	FR
Nidorina	Poison	Uncommon	LG
Area 3			

Pokémon Species	Pokémon Type	Rarity	Version
Doduo	Normal/Flying	Common	Both
Exeggcute	Grass/Psychic	Common	Both
Venonat	Bug/Poison	Uncommon	Both
Venomoth	Bug/Poison	Rare	Both
Tauros	Normal	Rare	Both
Nidoran <M>	Poison	Common	FR
Nidoran <M>	Poison	Rare	LG
Nidorino	Poison	Rare	FR
Nidoran <F>	Poison	Rare	FR
Nidoran <F>	Poison	Common	LG
Kangaskhan	Normal	Rare	Both

=====
Trainers' Pokémon: No Trainers are found here, I think.

A bit on the Safari Zone, first. The Safari Zone, much like similar locations in most of the other games, allows you to catch certain Pokémon that sometimes cannot be found elsewhere (without trading). The system is like this: when you get into a battle, you can either try to catch, throw a rock, or throw some bait. The first allows you to try to catch the opponent using a Safari Ball, which you obtain 30 of per trip. The second increases the catch rate and also makes it likely for the opponent to leave. The third decreases the catch and run-away rates. You do not use your own Pokémon, and you cannot save in here. (R/B/Y/G veterans probably know why. ;))

Okay, let's pay our \$500 and enter. Go out to the northeast.

Then head to the center, go upstairs, then up another set to find a Leaf Stone. Go down the western stairs and grab the item (TM11, Sunny Day) in the grass to the north. Go to the northwestern corner of the area to find a Max Potion. Then grab the obvious Full Restore and IGNORE THE REST HOUSE. Continue to the next area.

Use the first staircase you find and go along the path to find a Quick Claw. Return to the beginning of the area (do not go southward) and continue along the path to obtain TM47, Steel Wing.

You'll probably run out of steps soon. Blaze them off now and go back in.

Continue back to where you found TM47, ignoring the item-sidetracking we did. Go and pick up the Protein and head to the next area.

You'll soon find a notice speaking of the Warden's teeth, saying how they are around here somewhere. Go south a bit to find the Gold Teeth. Get them and the nearby TM32 (Double Team). Go into the house and speak with the man there to obtain HM03, Surf. Surf is a 95-Power Water-type move that will hit all Pokémon on the field, except for the user. It is great for a Water Pokémon. It also will let you go across water when outside of battle.

You're done with the Safari Zone, plot-wise. Stay here if you want to catch some more Pokémon - Scyther is a pretty good choice.

))
Fuchsia City
))

Item Name	Cost
Ultra Ball	\$1,200
Great Ball	\$600
Super Potion	\$700
Revive	\$1,500
Full Heal	\$600
Max Repel	\$700

Remember where the Warden's house was? Go there and hand him his Gold Teeth to obtain HM04, Strength. Strength is an 80-Power Normal-type move. Not exactly the best move, but still good. (Better than Flash!) Teach it to someone and move the rock nearby using it to obtain a Rare Candy.

Heal up your team and head to the Pokémon Gym.

))
Fuchsia Gym
))

Pokémon Species	Pokémon Type	Rarity	Version
No wild Pokémon are to be found in this location.			
=====			
Trainers' Pokémon: Drowzee Lv. 34, Kadabra Lv. 34			
Hypno Lv. 38			
Drowzee Lv. 31 (x3), Kadabra Lv. 31			
Arbok Lv. 33 (x2), Sandslash Lv. 33			
Sandslash Lv. 34, Arbok Lv. 34			
Drowzee Lv. 34, Hypno Lv. 34			

This particular Gym seems to be extremely linear... *bump* Or is it? There are invisible walls in this Gym. You'll notice them by looking at the floor and seeing the lightly-colored dots in the tile's four corners. Start from the left (Juggler Nate) and work around in a circle.

Before you work on Trainer number seven (the Leader), you will definitely want to go and grab some Antidotes (or Full Heals) and a Psychic Pokémon. Speak to the last Trainer when ready.

BOSS: Gym Leader Koga
Pokémon: Koffing (Lv. 37) Poison Koffing (Lv. 37) Poison Muk (Lv. 39) Poison Weezing (Lv. 43) Poison
Money Earned: \$4,300

All Poison-type Pokémon have two weaknesses: Psychic and Ground. However, Koffing (both) and Weezing have Levitate, immunizing them to Ground. They all have decent power and type advantages over Grass.
Recommendations: Kadabra/Alakazam/another Psychic type at Lv. 42+. If such is not possible, try avoiding Grass types; Steel types work huge wonders (Poison cannot damage Steel).

For winning, you'll be given your fifth badge, the Soulbadge. You also get TM06, Toxic, and the ability to Surf outside of battle.

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++      Section VI - Through Saffron Gym          **FRLG46**      ++
++
+++++
+++++
```

```
))))))
                Fuchsia Gym
))))))
```

Once you get the Soulbadge, leave.

```
))))))
                Fuchsia City
))))))
```

Fuchsia PokéMart	
Item Name	Cost
Ultra Ball	\$1,200
Great Ball	\$600
Super Potion	\$700
Revive	\$1,500
Full Heal	\$600
Max Repel	\$700

Heal up at the Pokémon Center and Fly to Lavender Town - we have something to grab real quick...

```
))))))
                Lavender Town
))))))
```

Lavender PokéMart	
Item Name	Cost
Ultra Ball	\$1,200
Great Ball	\$600
Super Potion	\$700
Revive	\$1,500
Full Heal	\$600
Max Repel	\$700

Exit to the south onto Route 12 - that is where this "something" is...

```
))))))
                Silence Bridge (Routes 12, 13, 14, 15)
))))))
```



```

)))))))))\
| Vermilion PokéMart \
|-----|
| Item Name ..... Cost |
|-----|
| Great Ball ..... $600 |
| Super Potion ..... $700 |
| Revive ..... $1,500 |
| Antidote ..... $100 |
| Parlyz Heal ..... $200 |
| Burn Heal ..... $250 |
| Awakening ..... $250 |
| Escape Rope ..... $500 |
| Super Repel ..... $500 |
|-----|

```

Head north towards Route 6.

```

)))))))))
                                Route 6
)))))))))

```

Pokémon Species	Pokémon Type	Rarity	Version
Pidgey	Normal/Flying	Common	Both
Oddish	Grass/Poison	Common	FR
Bellsprout	Grass	Common	LG
Meowth	Normal	Common	Both

```

=====
| Trainers' Pokémon: Weedle Lv. 16 (x2), Caterpie Lv. 16 |
|                               Squirtle Lv. 20           |
|                               Rattata Lv. 16, Pikachu Lv. 16 |
|                               Butterfree Lv. 20         |
|                               Pidgey Lv. 16             |
|                               Spearow Lv. 16, Raticate Lv. 16 |
|-----|

```

Continue northward to the Saffron City gatehouse. As you try to go in, the guard will snatch your Tea from the bag, if you have it (and have gotten it from Celadon), then magically bring it instantly to the other three guards. As such, you can enter and leave Saffron as wished.

```

)))))))))
                                Saffron City
)))))))))

```

```

| Saffron PokéMart \
|-----|
| Item Name ..... Cost |
|-----|
| Great Ball ..... $600 |
| Hyper Potion ..... $1,200 |
| Revive ..... $1,500 |
| Full Heal ..... $600 |
| Escape Rope ..... $500 |
| Max Repel ..... $700 |
|-----|

```

Okay, head to the southwestern corner of the city (west of you, if you came

from Vermilion) to find the Pokémon Center. Use it.

Go east of there to Mr. Psychic's house. Speak with the man inside to get TM29, which teaches Psychic.

Continue east and circle around to find Silph Co. There will be a Grunt sleeping on the job once you beat Koga. (Yeah, if you couldn't figure it out yet, you could have come here BEFORE going to Fuchsia. That'd be too much Flying around, though.) Leave it alone.

I think the Fighting Dojo and the Saffron City Gym are in the northeast corner of the city. Ignore them for now; just remember where they are. Go south and west some to find the PokéMart.

'Kay, heal up and go to Silph Co. It's going to be a long one.

))
Silph Co. (Saffron City)
))

Pokémon Species	Pokémon Type	Rarity	Version
No wild Pokémon are found here.			
=====			
Trainers' Pokémon:	Rattata (x3), Zubat, Ekans;	each at Lv. 25	
	Hypno	Lv. 33	
	Kadabra	Lv. 29, Mr. Mime	Lv. 29
Same Trainer -->	Magneton	Lv. 26, Magnemite	Lv. 26, Koffing
	'->	Koffing	Lv. 26, Weezing
	Arbok	Lv. 33	
	Golbat	Lv. 25, Zubat	Lv. 25 (x3), Raticate
	Cubone	Lv. 29, Zubat	Lv. 29
	Grimer	Lv. 26, Koffing	Lv. 26, Weezing
	Magnemite	Lv. 28, Magneton	Lv. 28, Voltorb
	Ekans	Lv. 28, Cubone	Lv. 28, Zubat
	Machop	Lv. 29, Drowzee	Lv. 29
	Electrode	Lv. 33	
	Machop	Lv. 29, Machoke	Lv. 29
Same Trainer -->	Voltorb	Lv. 25, Magnemite	Lv. 25, Magneton
	'->	Koffing	Lv. 25 (x2)
	Zubat	Lv. 28 (x2), Golbat	Lv. 28
	Cubone	Lv. 29 (x2)	
	Raticate, Rattata, Zubat, Golbat;	each at Lv. 26	
	Electrode	Lv. 29, Muk	Lv. 29
	Sandshrew	Lv. 29, Sandslash	Lv. 29
	Raticate, Golbat, Koffing, Arbok;	each at Lv. 26	
	Weezing	Lv. 28, Koffing	Lv. 28, Golbat
	Grimer	Lv. 29, Electrode	Lv. 29
	Voltorb	Lv. 28, Koffing	Lv. 28, Magneton
	Golbat	Lv. 28, Hypno	Lv. 28, Drowzee
	Drowzee	Lv. 28, Machop	Lv. 28, Grimer
	Magnemite	Lv. 29, Koffing	Lv. 29
	Machoke	Lv. 33	
	Raticate	Lv. 28 (x2), Hypno	Lv. 28
	Electrode	Lv. 29, Weezing	Lv. 29
	Cubone	Lv. 32, Drowzee	Lv. 32, Marowak

^ More than thirty battles up there. I hope you're ready.


```

|   Pokémon [if you chose Charmander]: Pidgeot (Lv. 37) Normal/Flying
|                                       Growlithe (Lv. 35) Fire
|                                       Alakazam (Lv. 35) Psychic
|                                       Exeggcute (Lv. 38) Grass/Psychic
|                                       Blastoise (Lv. 40) Water
|
|   Money Earned: $1,400
| ~~~~~
|   Pokémon [if you chose Squirtle]: Pidgeot (Lv. 37) Normal/Flying
|                                       Growlithe (Lv. 38) Fire
|                                       Alakazam (Lv. 35) Psychic
|                                       Gyarados (Lv. 35) Water/Flying
|                                       Venusaur (Lv. 40) Grass/Poison
|
|   Money Earned: $1,400
| =====
|   Pidgeot is weak to Rock, Ice, and Electric. It is immune to Ghost and
|   Ground.
|
|   Gyarados is weak to Electric (4x) and Rock. It is immune to Ground.
|
|   Alakazam is weak to Bug, Ghost, and Dark.
|
|   Exeggcute is weak to Fire, Ice, Flying, Poison, Bug (4x), Ghost, and Dark.
|
|   Charizard is weak to Rock (4x), Ground, Water, and Electric.
|
|   Growlithe is weak to Rock, Ground, and Water.
|
|   Blastoise is weak to Electric and Grass.
|
|   Venusaur is weak to Fire, Ice, Flying, and Psychic.
|
|   Recommendations:
|   ~ Electrode, Pikachu, Graveler, Golem -> Pidgeot
|   ~ Electric-type -> Gyarados
|   ~ Haunter, Gengar -> Alakazam
|   ~ Pidgeot/Fearow -> Exeggcute, Venusaur
|   ~ Graveler, Golem -> Charizard, Growlithe
|   ~ Electric- or Grass-type -> Blastoise
|   Each Pokémon should be Lv. 40+.
|

```

After the battle, your rival leaves. Continue along and speak to the man to receive a Lv. 25 Lapras. Lapras is quite the rare Pokémon; it also a Water/Ice type, meaning, if you've been following this FAQ and haven't traded, that this is the first (partially-) Ice-type you've seen.

ahem Take the bottom teleporter, defeat the final Grunt, and check the middle plant for a Revive. Return to 9F for healing if needed, then open the door and let's beat up Giovanni...

...again.

```

|   BOSS: Giovanni \
|   _____ \
|   Pokémon: Nidorino (Lv. 37) Poison
|             Nidoqueen (Lv. 41) Poison/Ground
|             Rhyhorn (Lv. 37) Rock/Ground
|             Kangaskhan (Lv. 35) Normal
|

```

```
|
| Money Earned: $4,100
|-----|
| Nidorino is weak to Psychic and Ground.
|
| Nidoqueen is weak to Psychic, Water, and Ice. It is immune to Electric.
|
| Rhyhorn is weak to Fighting, Grass (4x), Water (4x), Steel, and Ice. It
| is immune to Electric.
|
| Kangaskhan is weak to Fighting and immune to Ghost.
|
| Recommendations:
| ~ Kadabra/Alakazam -> Nidorino, Nidoqueen
| ~ Grass/Water type -> Rhyhorn
| ~ Strongest Pokémon -> Kangaskhan
| Each Pokémon should be Lv. 40+.
|
```

And so, Team Rocket has left the building.

Speak with the president to obtain the Master Ball. This is the rarest of rare Pokéballs. This can catch any Pokémon 100% of the time. Only a few others can do such things, and that's the importing procedures for Generations IV and V!

Anyhow, leave.

```
))))))
Saffron City
))))))
```

Item Name	Cost
Great Ball	\$600
Hyper Potion	\$1,200
Revive	\$1,500
Full Heal	\$600
Escape Rope	\$500
Max Repel	\$700

Heal up at the Pokémon Center, then head to the northwestern part of town, where some houses were blocked earlier. The top one is the Copycat's house. If you bring her a Poké Doll, she can teach Mimic.

Anyhow, go to the northeastern corner of town and into the Fighting Dojo.

```
))))))
The Fighting Dojo (Saffron City)
))))))
```

Pokémon Species	Pokémon Type	Rarity	Version
No wild Pokémon are found here.			
=====			
Trainers' Pokémon: Machop Lv. 31, Mankey Lv. 31, Primeape Lv. 31			
Machop Lv. 32, Machoke Lv. 32			
Mankey Lv. 31 (x2), Primeape Lv. 31			

```

| Primeape Lv. 36 |
| Hitmonlee Lv. 37, Hitmonchan Lv. 37 |
| |

```

For the record, all of the Pokémon in this Gym are of the Fighting type. These Pokémon therefore...

- ...are weak to Flying and Psychic.
- ...have type-based advantages over Rock, Steel, Normal, Ice, and Dark.
- ...resist Bug and Rock.
- ...have no immunities based on type.

After defeating the fifth Trainer, Koichi, you'll be allowed to get either a Hitmonlee or Hitmonchan, both Fighting types. The former has higher Attack, but lacks real move-type variety. The latter has a diverse move-type learnset, but lacks the Special Attack to support it. Your choice.

Exit.

```

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
| Saffron City |
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

```

```

| Saffron PokéMart \
| |
| Item Name ..... Cost |
|-----|
| Great Ball ..... $600 |
| Hyper Potion ..... $1,200 |
| Revive ..... $1,500 |
| Full Heal ..... $600 |
| Escape Rope ..... $500 |
| Max Repel ..... $700 |
| |

```

Heal up and get the Hunter/Gengar I hope you've been raising. Head to the Gym next to the Fighting Dojo.

```

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
| Saffron Gym |
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

```

```

| Pokémon Species | Pokémon Type | Rarity | Version |
|-----+-----+-----+-----|
| No wild Pokémon are found here. |
|=====|
| Trainers' Pokémon: Slowbro Lv. 38 |
| Gastly Lv. 34, Haunter Lv. 34 |
| Kadabra Lv. 31 (x2), Mr. Mime Lv. 31, Slowpoke Lv. 31 |
| Haunter Lv. 38 |
| Mr. Mime Lv. 34, Kadabra Lv. 34 |
| Gastly Lv. 33 (x2), Haunter Lv. 33 |
| Slowpoke Lv. 33 (x2), Slowbro Lv. 33 |
| |

```

The puzzle is quite simple. See these diagrams?

```

O=====O Assume the teleporter puts you at 1. Go to number 2. If you get at
| 1 3 | 2, go for 1. From 3, go to 4. From 4, go to 3. This should take you
| T | through each room in the Gym, thereby allowing you to fight all of

```

| 2 4 | trainers inside each room. Sabrina is at the end. Speak with her to
O=====O begin!

```
| BOSS: Gym Leader Sabrina \
|
| Pokémon: Kadabra (Lv. 38) Psychic
|           Mr. Mime (Lv. 37) Psychic
|           Venomoth (Lv. 38) Bug/Poison
|           Alakazam (Lv. 43) Psychic
|
| Money Earned: $4,300
|-----|
| Kadabra, Mr. Mime, and Alakazam share the same type data. They are weak
| to Ghost, Bug, and Dark. They lack immunities. They are advantageous over
| Fighting and Poison. They resist Fighting (and maybe Psychic.)
|
| Venomoth is weak to Fire, Flying, Rock, and Psychic.
|
| Recommendations: Your Haunter/Gengar, or non-Grass starter, should be
| fully capable of managing the Psychics at Lv. 42+. As for Venomoth, you
| could simply use your strongest.
|-----|
```

Once you defeat Sabrina, you'll obtain the Marshbadge, TM04 (Calm Mind), and the ability to Rock Smash rocks out of battles.

```
+++++
+++++
++
++ Section VII - Through Cinnabar Gym **FRLG47** ++
++
+++++
+++++
```

```
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
Saffron Gym
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
```

Once you have obtained the Marshbadge, exit the Gym.

```
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
Saffron City
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
```

```
| Saffron PokéMart \
|
|-----|
| Item Name ..... Cost |
|-----|
| Great Ball ..... $600 |
| Hyper Potion ..... $1,200 |
| Revive ..... $1,500 |
| Full Heal ..... $600 |
| Escape Rope ..... $500 |
| Max Repel ..... $700 |
|-----|
```

Heal up at the Pokémon Center.

Okay, we have a problem. There are two ways of getting to our next destination,

Cinnabar Island.

- The first, Route 21, is short and simple.
- The second, which goes south from Fuchsia, then west across the Seafoam Islands, is much longer. However, it provides you with more items, EXP., and Articuno!

I'll cover the Route 21 method first.

~~~~~  
 THE SECTION IN WHICH YOU GET TO CINNABAR VIA ROUTE 21 BEGINS HERE!  
 ~~~~~

Fly to Pallet Town.

))
 Pallet Town
))

Heal up at your mom's house if you need to. Then begin to Surf on the water to the south, on Route 21.

))
 Route 21
))

Pokémon Species	Pokémon Type	Rarity	Version
Tangela	Grass	Common	Both
=====			
Trainers' Pokémon: Magikarp Lv. 27 (x6)			
Seaking Lv. 28 (x3), Goldeen Lv. 28			
Seadra Lv. 33, Starmie Lv. 33			
Seadra Lv. 33, Tentacruel Lv. 33			
Shellder Lv. 31, Cloyster Lv. 31			
Seaking Lv. 33, Goldeen Lv. 33			
Starmie Lv. 37			
Poliwhirl Lv. 32, Seadra Lv. 32, Tentacool Lv. 32			
Staryu Lv. 33, Wartortle Lv. 33			

Ummm... Surf south and you'll get there. Yeah, that's all there is to it.

~~~~~  
 THE SECTION IN WHICH YOU GET TO CINNABAR VIA ROUTE 21 ENDS HERE!  
 ~~~~~

~~~~~  
 THE SECTION IN WHICH YOU CROSS THE SEAFOAM ISLES TO REACH CINNABAR BEGINS HERE!  
 ~~~~~

Fly to Fuchsia.

))
 Fuchsia City
))

| Fuchsia PokéMart \

Item Name	Cost
Ultra Ball	\$1,200
Great Ball	\$600
Super Potion	\$700
Revive	\$1,500
Full Heal	\$600
Max Repel	\$700

Go south towards the sea.

))
Route to the Seafoam Islands
))

Pokémon Species	Pokémon Type	Rarity	Version
Data is incomplete.			
Trainers' Pokémon: Tentacool Lv. 30, Shellder Lv. 30			
Goldeen Lv. 29, Staryu Lv. 29, Horsea Lv. 29			
Horsea Lv. 30 (x2)			
Goldeen Lv. 29, Seaking Lv. 29, Shellder Lv. 29			
Horsea Lv. 27, Goldeen Lv. 27, Tentacool Lv. 27 (x2)			
Poluwag Lv. 30, Poliwhirl Lv. 30			
Goldeen Lv. 30, Seaking Lv. 30			
Poliwag Lv. 27 (x2), Goldeen Lv.27 (x2), Seaking Lv.27			
Same Trainer -+->	Tentacool Lv. 27 (x2), Tentacruel Lv. 27,		
'->	Horsea Lv. 27, Staryu Lv. 27		
	Staryu Lv. 29 (x3)		
	Goldeen Lv. 30, Seaking Lv. 30		
	Shellder Lv. 31, Cloyster Lv. 31		
	Horsea Lv. 28 (x3), Seadra Lv. 28		
	Seadra Lv. 30 (x2), Horsea Lv. 30		
	Seaking Lv. 35		

Head south and jump the ledges. Finish off the two land Trainers, then Surf onto the water.

This part of the Route is quite simple. Just Surf south, then west, to get to the Seafoam Islands. Twelve battles based on Trainers (one is double) lie on the water.

When you reach land, defeat the Swimmer outside of the cave. Then enter.

))
Seafoam Islands
))

Pokémon Species	Pokémon Type	Rarity	Version
Zubat	Poison/Flying	Common	Both
Golbat	Poison/Flying	Uncommon	Both
Seel	Water	Common	Both
Dewgong	Water/Ice	Rare	Both
Psyduck	Water/Psychic	Uncommon	FR
Golduck	Water/Psychic	Uncommon	FR

Slowpoke	Water/Psychic	Uncommon	LG
Slowbro	Water/Psychic	Uncommon	LG
Articuno	Ice/Flying	One-Time	Both
=====			
Trainers' Pokémon: There are no Trainers here.			

When you enter, go east and push the Strength boulder to the north and into the hole. Return and go upstairs, grab the Ice Heal, and go along the path heading east. Push the Strength boulder into the hole. Go down the ladder.

Push the boulder into the hole. Go up the ladder.

Head west and down the ladder.

Go east and upstairs. Grab the Revive and go past the ladder and downstairs. Push the boulder into the hole. Go all of the way west and north. Go down the ladder.

Go east and push the boulder into the hole. Go back up the ladder.

Go up the staircase to the east, then down that ladder.

Go east and down the stairs. Grab the Big Pearl and go up the ladder to the right.

Grab the Water Stone and return to the previous floor.

Go down the left ladder.

Go east and follow the path. You'll find a boulder grouping. Two of them are next to each other. Take the easternmost of these two and push it two tiles northward. Push the western one a single tile south and one west. Go around the one you just pushed and push the boulder two squares north of the hole all of the way on the left. Push it into the hole. Take the only other pushable boulder and move it two tiles west and one south (into the hole).

Return to the ladder on this floor and go north some. Go down that ladder.

Go south and pick up the Ultra Ball. Go north, then east, then up the ladder twice.

Go south and push the boulder into the hole. Then fall into it yourself.

When you land in the water, take the western stairs and head south, which will take you back to the boulder puzzle. Fall into one of the holes, then head north to find the Legendary Frost Bird, Articuno!

Special Encounter: Articuno \
----- \
Type : Ice/Flying.
Level: Level 50.
Moves: - Mist
- Mind Reader
- Agility
- Ice Beam

Articuno is weak to Fire, Rock (4x), Steel, Electric, and maybe Ice. It
will be immune to Ground, and have advantages (with Ice Beam) over the
Grass, Ground, and Flying types.

When you enter, keep on the western side and head north. Stand next to the uppermost of the small rocks, then examine it to get a Moon Stone, the third in Kanto. Continue along the path, ignoring the stairs, and head east to find an Escape Rope. Go all of the way west to find a Trainer.

Examine the statue next to this Youngster to activate a switch. Return to where you obtained the Escape Rope and go through the newly-opened door to find a Protein. Return to the main area and go upstairs, then up the staircase you find in front of you.

Go south to find a Burglar and a Max Potion. Examine the book on the table to learn it is a scientific diary, which I'll summarize at the end of this section, marked in the O=...=O box.

Return downstairs and go south to find another Burglar. Leave the room, go south, enter the grayish area, and go north to find a Zinc. Another diary entry is in the room to the west.

Follow the path to the north and east. You'll soon come to a fork. The northern room has another diary entry and a Calcium in the far eastern portion of it. Leave, return to the stairs, hit the switch, go east and north to the now-unlocked room. Go upstairs from there.

Head east to find an Iron. Use the switch and battle the Scientist nearby. Head east some more, get to the top row, one space from wall. Face east to find a Rare Candy. Go down the stairs two times to find an HP Up. Return upstairs and head to the broken floor. Fall off of the LEFT side.

Battle the nearby Scientist, then grab the Carbos to the east. Stop following the path you're on -- exiting, then re-entering from here brings you to the start for some odd reason. Messed up warps on Nintendo's part? Anyhow, go downstairs instead.

Follow the path some more, passing the rooms by. A Full Restore will become yours. Go into the room passed and you'll find a Burglar and a diary entry. Press the switch and leave the room. Go left and into the newly-opened hallway. Defeat the Scientist you'll soon come across. Go into the northern room and into the southeastern corner. Go one tile north, then face west to find an Elixir.

Hit the nearby switch and go into the room next door. Grab TM14, Blizzard (FYI, that is a good move for Articuno), and continue onwards. Grab the Secret Key from the next room and Solarbeam to its south.

Okay, that'll be it for here.

O=====O

```
|          SUMMARIZATION OF THE POKEMON MANSION DIARY ENTRIES          |
|
| Okay, so here's how it is. Some Pokémon Scientists, apparently from the |
| Kanto region (which is a place in Japan, FYI), traveled to South America. |
| There, they found a new species of Pokémon, one that is now believed to be |
| one of the ancestors of all Pokémon due to the ability it has to learn any |
| move. This Pokémon became known as Mew.                                  |
|
| Now, as we know, Pokémon reproduce using Eggs, correct? Well, these idiots |
| decided to SOMEHOW IMPREGNATE Mew. Amazingly enough, it all works, and Mew |
| becomes the first Pokémon to give live birth. The child became known as   |
| Mewtwo. Something with wrong with Mewtwo - I think because they did some  |
```

| experiments on it - and Mewtwo became extremely violent, yet also very |
| powerful. It escaped the lab and, from then on, has failed to fully trust |
| humans. Mewtwo has, unknown to all others, moved to Cerulean Cave. |

=====O

Anyhow, leave the Mansion.

))
Cinnabar Island
))

Item Name	Cost
Ultra Ball	\$1,200
Great Ball	\$600
Hyper Potion	\$1,200
Revive	\$1,500
Full Heal	\$600
Escape Rope	\$550
Max Repel	\$700

Heal up and head into the Cinnabar Gym.

))
Cinnabar Island Gym
))

Pokémon Species	Pokémon Type	Rarity	Version
No wild Pokémon are to be found in this location.			
Trainers' Pokémon: Growlithe Lv. 36, Vulpix Lv. 36, Ninetales Lv. 36			
Vulpix Lv. 36 (x2), Ninetales Lv. 36			
Ponyta, Vulpix, Growlithe, Charmander; each at Lv. 34			
Ponyta Lv. 41			
Rapidash Lv. 41			
Vulpix Lv. 37, Growlithe Lv. 37			
Growlithe Lv. 37, Vulpix Lv. 37			

This Gym is a Fire-type training Gym. EVERY SINGLE POKEMON here is of the Fire tyoe - that is no lie. Remember, Water Pokémon are the best, as they resist Fire while having a type-based advantage.

In the northwestern corner of each room you come into, you'll find a quiz machine. You'll be given a question. You'll give an answer. If it is correct, you will be allowed forward (you still can battle the Trainer); if it is incorrect, you'll battle and THEN the door opens.

Anyhow, here we go with the Q&A.

=====O

| Question #1: Does Caterpie evolve into Metapod? |
| Answer : Yes. |
| Why? : Have you ever leveled Caterpie to Lv. 7? |

-----O

| Question #2: There are nine certified Pokémon League Badges? |
| Answer : No. |
| Why? : Depends on how you look at it. If you look at it solely from |
| a Kanto viewpoint, there are eight, not nine. If you look at |
| from the series-wide viewpoint, there are 40 badges as of the |
| release of Pokémon Black/White. |

-----O

| Question #3: Poliwhag evolves three times? |
| Answer : No. |
| Why? : Poliwhag will evolve into Poliwhirl, which is one evolution. |
| Poliwhirl then evolves into Poliwrath or Politoed, but only |
| one of them. Therefore, it evolves two times (maximum). |

-----O

| Question #4: Are Electric moves effective against Ground-type Pokémon? |
| Answer : No. |
| Why? : Firstly, only Grass, Ice, and Water do super-effective damage |
| to Ground Pokémon. Secondly, if you look at it from a more |
| scientific viewpoint, electricity from lightning is somewhat |
| absorbed into the ground, with the rest making fire and stuff. |

-----O

| Question #5: Pokémon of the same kind (species) and level are not |
| identical? |
| Answer : No. (In most cases!) |
| Why? : There are factors that you cannot control - Effort Values, |
| Individual Values, and natures - that affect stats and even |
| the Pokémon's (non-) Shiny status. Then there is the moveset |
| and contest stats. Then there is the EXP. gain based on the |
| trading thing. Then some Pokémon of the species can have |
| different forms (ie. Unown). The odds are astronomical that |
| any two non-Event Pokémon would be COMPLETELY IDENTICAL. |

-----O

| Question #6: TM28 contains Tombstony? |
| Answer : No. |
| Why? : Remember, back around the second badge, when you could have |
| obtained the Dig TM, TM28? |

=====O

Exit, heal, and return to the Gym. Speak with Blaine to begin!

| BOSS: Gym Leader Blaine \ |
| \ |

| Pokémon: Growlithe (Lv. 42) Fire |
| Ponyta (Lv. 40) Fire |
| Rapidash (Lv. 42) Fire |
| Arcanine (Lv. 47) Fire |
| |

| Money Earned: \$4,700 |

| Each of Blaine's Pokémon are weak to Water, Rock, and Ground. They each |
| resist Grass, Ice, Bug, and Steel. They have a type-based advantage over |
| those four, as well. Each of these Pokémon also know Fire Blast, a very |
| powerful (120-Power) Fire-type move that gets a 50% STAB to 180. Crap. |
| |

| Recommendations: Any Water or Rock type will be excellent (at Lv. 47+) as |
| Fire deals half-damage to them (1/4-damage on Relicanth!). Your Surf |
| Pokémon would be key for this battle, too. Just do your best, I guess. |

After this battle, you'll be given the Volcanobadge, TM38 (Fire Blast), and the ability to use Waterfall outside of battle.

Seven down, one to go!

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+++++
++
++ Section VIII - Through Viridian Gym **FRLG48** ++
++
+++++
+++++

)))))))))
Cinnabar Island Gym
)))))))))

Once you have obtained your seventh badge, leave the Gym.

)))))))))
Cinnabar Island
)))))))))

Cinnabar PokéMart \	
Item Name	Cost
Ultra Ball	\$1,200
Great Ball	\$600
Hyper Potion	\$1,200
Revive	\$1,500
Full Heal	\$600
Escape Rope	\$550
Max Repel	\$700

Outside, you'll find Bill. He'll ask you of going to this island, One Island, in the Sevii Islands to the far south. You can go if you wish - it is a long quest, I think, which is why is in its own section, Section X. I will continue as if you do not want to go - Bill can be found in this area's Pokémon Center if you want to go.

Anyhow, heal up and Fly to Viridian City.

)))))))))
Viridian City
)))))))))

Viridian PokéMart \	
Item Name	Cost
Poké Ball	\$200
Potion	\$300
Antidote	\$100
Parlyz Heal	\$200

Wow. That was quick. Heal up if you need to, then enter the Gym.

)))))))))

Viridian Gym

))))))))))

Pokémon Species	Pokémon Type	Rarity	Version
No wild Pokémon are to be found in this location.			
=====			
Trainers' Pokémon: Arbok Lv. 39, Tauros Lv. 39			
Machoke Lv. 43			
Same Trainer -->	Sandslash Lv. 37 (x2), Nidorino Lv. 39, Rhyhorn Lv.39,		
'->	Nidoking Lv. 39		
Same Trainer -->	Sandslash Lv. 38, Marowak Lv. 38, Onix Lv. 38,		
'->	Graveler Lv. 38 (x2)		
Machop Lv. 40, Machoke Lv. 40			
Rhyhorn Lv. 43			
Same Trainer -->	Marowak Lv. 37 (x2), Nidorina Lv. 39, Rhyhorn Lv. 38,		
'->	Nidoqueen Lv. 39		
Machoke Lv. 38 (x2), Machop Lv. 38			

So, the eighth Gym Leader has finally come back, but who is he? You'll have to find out by getting to him using the arrows.

Head left and beat the Trainer, then return to the beginning. Head to the middle for a few more optional battles. A required battle is north of those optional ones, then go around him to battle Takashi.

Return to the beginning. Take the right side northbound arrow. Go around Takashi, past Samuel, and you'll find the Gym Leader.

...!

BOSS: Gym Leader (?) Giovanni \
-----\
Pokémon: Rhyhorn (Lv. 45) Rock/Ground
Rhyhorn (Lv. 50) Rock/Ground
Nidoqueen (Lv. 44) Poison/Ground
Nidoking (Lv. 45) Poison/Ground
Dugtrio (Lv. 42) Ground
Money Earned: \$5,000

Rhyhorn are weak to Grass (4x), Water (4x), Fighting, Steel, and Ice. They are immune to Electric.
Nidoqueen and Nidoking are weak to Psychic, Ground, Water, and Ice. They are immune to Electric.
Dugtrio is weak to Grass, Water, and Ice. It is immune to Electric.
Recommendations: Water Pokémon provide the best defensive coverage and can super-effectively hit all of the Pokémon here. Gyarados would be the ABSOLUTE BEST OF THEM ALL -- Gyarados is part-Flying and therefore can avoid that powerful Earthquake. Anyhow, the preferred level is 50+.

After the battle, you'll get the eighth and last Kanto Gym Badge, the Earthbadge. You also get TM26, Earthquake, which is a very good move.

Speak to Giovanni after the battle and he'll vanish. Examine where he stood to

find a Macho Brace.

+++++
+++++
++
++ Section IX - The Pokémon League **FRLG49** ++
++
+++++
+++++

))))))))))
Viridian Gym
))))))))))

And so, you have obtained all eight Kanto Badges. You have proven yourself worthy of attempting the Pokémon League. Leave the Gym and we'll start one last quest.

))))))))))
Viridian City
))))))))))

Item Name	Cost
Poké Ball	\$200
Potion	\$300
Antidote	\$100
Parlyz Heal	\$200

Heal your Pokémon. Fly and shop around a little, perhaps go to the Sevii Isles for some leveling.

When you're ready, exit Viridian, heading west onto Route 22.

))))))))))
Route 22
))))))))))

Pokémon Species	Pokémon Type	Rarity	Version
Rattata	Normal	Common	Both
Spearow	Normal/Flying	Rare	Both
Mankey	Fighting	Uncommon	Both

Trainers' Pokémon: None.

As you try heading west, you'll find your rival. Well, let's give him the honor of being whipped for the seventh time in a row, eh?

BOSS: PKMN Trainer [rival's name]	Pokémon
	Pidgeot (Lv. 47) Normal/Flying
	Gyarados (Lv. 45) Water/Flying
	Alakazam (Lv. 47) Psychic
	Exeggcute (Lv. 45) Grass/Psychic

Pokémon Species	Pokémon Type	Rarity	Version
Spearow	Normal/Flying	Common	Both
Fearow	Normal/Flying	Uncommon	Both
Mankey	Fighting	Common	Both
Primeape	Fighting	Rare	Both
Ekans	Poison	Common	FR
Arbok	Poison	Rare	FR
Sandshrew	Ground	Common	LG
Sandslash	Ground	Rare	LG

=====
Trainers' Pokémon: None are found here.

The path is actually pretty linear. Head north once you pass the initial building.

After showing the Thunderbadge, check a dark spot left of the wall. You'll get a Leppa Berry.

Once you show off the Soulbadge, you'll see a square of land sticking out. Stand the lower-right corner, go two steps west, one north, and press A to find a Max Ether.

When you reach the grassy area, stand between the statues. Press A to find an Ultra Ball.

After going north some, you'll find a 3x4 patch of grass. Examine the dark spot to find an Aspear Berry.

Once you show the Volcanobadge, go northeast some to find a Full Restore in the standalone rock.

Before entering Victory Road (shortly after showing off the Earthbadge), you can find a Citrus Berry by standing one square southwest of the western statue, facing north, and pressing A.

Continue on into the final trial before the Pokémon League - Victory Road.

))
Route 23 / Badge Check Gates
))

Pokémon Species	Pokémon Type	Rarity	Version
Machop	Fighting	Common	Both
Machoke	Fighting	Uncommon	Both
Onix	Rock/Ground	Uncommon	Both
Golbat	Poison/Flying	Uncommon	Both
Mankey	Fighting	Common	Both
Primeape	Fighting	Rare	Both
Marowak	Ground	Rare	Both
Arbok	Poison	Uncommon	FR
Sandslash	Ground	Uncommon	LG

=====
Trainers' Pokémon: (starts below)
Same Trainer --> Persian Lv. 42, Vulpix Lv. 42, Ninetales Lv. 42,
'-> Ponyta Lv. 42, Rapidash Lv. 42
Same Trainer --> Raticate Lv. 42, Wartortle Lv. 42, Charmeleon Lv. 42,
'-> Charizard Lv. 42, Ivysaur Lv. 42

		Machoke Lv. 43 (x2), Machop Lv. 43	
		Persian Lv. 44, Golduck Lv. 44	
		Mr. Mime Lv. 48	
	Same Trainer -->	Exeggutor Lv. 42, Cloyster Lv. 42, Electrode Lv. 42,	
		'-> Sandslash Lv. 42, Arcanine Lv. 42	
		Charmeleon Lv. 40, Lickitung Lv. 40, Lapras Lv. 40	
	Same Trainer -->	Clefairy Lv. 42, Chansey Lv. 42, Persian Lv. 42,	
		'-> Jigglypuff Lv. 42, Dewgong Lv. 42	
	Same Trainer -->	Kingler Lv. 41, Poliwhirl Lv. 42, Blastoise Lv. 43,	
		'-> Seadra Lv. 42, Tentacruel Lv. 42	
	Same Trainer -->	Bellsprout Lv. 42, Weepinbell Lv. 42,	
		'-> Victreebel Lv. 42, Paras Lv. 42, Parasect Lv. 42	
		Drowzee Lv. 41, Hypno Lv. 41, Kadabra Lv. 41 (x2)	
		Nidoking Lv. 45, Nidoqueen Lv. 45	

I swear, that the highest number of times I've used the "Same Trainer" notation in any section of any of my previous mainstream Pokémon FAQs. :/

ahem Once you enter, push the Strength boulder to your left south, then all of the way east, then north, then all of way east again, then two squares north, then one tile east.

Return to the beginning, go upstairs, and to the left to battle a Trainer. Then go back to the divergence and go on the right side. Continue along the path to find two items. You can only get one at a time, though. The western one is a Rare Candy; the northern one is TM02, Dragon Claw. Examine the tile two tiles east of TM02 to find a Full Restore.

Head west and downstairs. Go east and examine the rock to find an Ultra Ball. Keep going along the path to find another Cooltrainer. Go up the ladder and go south. Push the Strength boulder two tiles west, two south, and two west to remove the blockade.

Go upstairs and east to find another Trainer. Go down the first staircase and go left to find TM37 (Sandstorm), then follow the path east and around the stairs to find a Trainer and a Full Heal. Then head northeast to find another Trainer and TM07 (Hail).

Return to where Juggler Vincent was pacing around. Go upstairs and grab the item (a Max Revive!) and a Trainer. Go to the Strength boulder nearby and push it two tiles north and then all of the way west. Head south to find TM50, Overheat. Return to the boulder and push it one tile south and four west. You can now go down the ladder for a Guard Spec. and another Trainer. Otherwise, push the Strength boulder another three tiles south and one east to remove the blockade.

Return to the Strength boulder's original location and head west and upstairs. Defeat the Trainer, follow the path, and head downstairs for another two battles. Head east to find another Strength boulder. Push it into the hole nearby, then fall into it yourself.

Push the boulder due west, then head east and upstairs. Defeat the Trainer, go east, up the ladder, and then finish off the double battle to the north.

From there (the double battle), go south to find the Victory Road exit and a Move Tutor (for Double Edge).

Leave.

Indigo Plateau

Follow the path until you're in the open, then head west. Stand in the southwestern corner, take one step eastward, face north, and press A to find a Lum Berry.

Stay on the western side and continue north. You'll loop around the east side and the rock-things will form a pseudo-V shape. Go into the V, take one step north, face south, and you'll find a Max Elixir. Okay, well, head inside.

There, you'll find a Pokémon Center plus a PokéMart. Buy a bunch of Hyper Potions and Full Restores. Now, we need to construct a team.

Each of the Elite Four will specialize in a type: Ice, Fighting, Ghost, and Dragon. Henceforth, I give you this team. It works best at Lv. 55+.

- ~ Ninetales, Arcanine, or Moltres (Fire-type)
- ~ Pidgeot or Fearow (Flying-type)
- ~ Haunter or Gengar (Ghost-type)
- ~ Lapras or Articuno (Water/Ice-type)
- ~ Zapdos or another Electric type (Electric-type)
- ~ Your starter (Depends)

I WILL MAKE A LOT OF REFERENCES TO THIS TEAM IN THE RECOMMENDATIONS, BECAUSE I AM QUITE SURE YOU HAVE THE ABILITY TO GAIN THESE BY NOW. MODIFY YOUR SPECIFIC STRATEGY AS NEEDED. And, yeah, I know those aren't their REAL types; that is just another way to refer to them.

Proceed inside when you need to.

Okay, first up is Lorelei, the frosty first member of the Elite Four. (Although is can be debated she is the Water/Ice-user - four are part-Ice, four are part-Water.)

BOSS: Elite Four Lorelei	
Pokémon: Dewgong (Ice/Water) Lv. 52	
Slowbro (Water/Psychic) Lv. 52	
Cloyster (Ice/Water) Lv. 51	
Jynx (Ice/Psychic) Lv. 54	
Lapras (Ice/Water) Lv. 54	
Full Restores Available: 2	
Money Earned: \$5,400	

Dewgong is weak to Fighting, Rock, Grass, and Electric. It takes half- and quarter-damage from Fire and Ice (respectively). It uses Surf (Water), Hail (5-turn damage to all non-Ice), and Ice Beam (Ice).	
Slowbro is weak to Grass, Electric, Bug, Dark, and Ghost. It cannot be Attracted. It can use Ice Beam (Ice) and Surf (Water) for damage, albeit rarely, and Yawn to eventually put you to Sleep.	
Cloyster is weak to Grass, Electric, Rock, and Fighting. It will use Dive to attack directly (2-turn; Water). Other than that, it also can use Spikes (damage when switching), Hail, and Protect.	
Jynx is weak to Rock, Steel, Fire, Ghost, Bug, and Dark. It cannot be	

| Attracted. It can use Ice Punch (Ice), Doubleslap (Normal; multi-hit),
| Attract, and Lovely Kiss (Sleep?). Remember the Poké Flute if you get put
| to Sleep!!

| Lapras is weak to Grass, Electric, Rock, and Fighting. It will absorb any
| Water-based damage. It can use Surf (Water), Ice Beam (Ice), Body Slam
| (Normal; may Paralyze (30% chance)), and Confuse Ray.

| Recommendations:

| ~ Electric-type -> Dewgong, Slowbro, Cloyster, Lapras

| ~ Fire- (preferable) or Ghost-type -> Jynx

After winning, head on to Bruno's room.

| BOSS: Elite Four Bruno \

| Pokémon: Onix (Lv. 51) Rock/Ground
| Onix (Lv. 54) Rock/Ground
| Hitmonchan (Lv. 53) Fighting
| Hitmonlee (Lv. 53) Fighting
| Machamp (Lv. 56) Fighting

| Full Restores Available: 2

| Money Earned: \$5,600

| Both Onix are weak to Grass (4x), Water (4x), Fighting, Ice, and Steel.
| The Lv. 51 Onix can use Rock Tomb (Rock), Iron Tail (Steel), and
| Earthquake (Ground) to damage. The Lv. 54 substitutes Rock Tomb for Sand
| Tomb (Ground), and can also use Double-Edge (Normal) without recoil.

| Hitmonchan is weak to Flying and Psychic. It can use Mach Punch (Normal,
| I think), Rock Tomb (Rock), and Sky Uppercut (Fighting; hits when Flying).

| Hitmonlee is weak to Flying and Psychic; it cannot be Paralyzed. It can
| use Brick Break (Fighting; bypasses Light Screen and Reflect), Mega Kick
| (Normal), Facade (Normal; double-power when Poisoned/Burned/Paralyzed
| (but the last cannot happen!)), and Foresight (allows Normal-moves to hit
| Ghosts).

| Machoke is weak to Psychic and Flying. It'll get extremely buffed up if
| you Poison/Burn/Paralyze it -- double damage, in fact. ._.;; Anyhow,
| it can use Rock Tomb (Rock) and Cross Chop (POWERFUL; Fighting).

| Recommendations:

| ~ Grass or Water-type -> Onix

| ~ Flying (preferable) or Ghost-type -> Everyone else

Continue to the next room, where you'll find the ghastly Agatha. (I wonder why
we end up referring to her as the Ghost user? All of her Pokémon are at least
part-Poison. :/)

| BOSS: Elite Four Agatha \

| Pokémon: Gengar (Lv. 54) Ghost/Poison
| Haunter (Lv. 54) Ghost/Poison
| Golbat (Lv. 54) Poison/Flying
| Arbok (Lv. 56) Poison
| Gengar (Lv. 58) Ghost/Poison

Full Restores Available: 2
Money Earned: \$5,800

Both Gengar are weak to Ghost, Dark, and Psychic. They're immune to Ground, Normal, and Fighting. The Lv. 54 one can use Confuse Ray, Toxic, and Shadow Punch (Ghost) in particular. As for the Lv. 58 one, it can use Shadow Ball (Ghost), Sludge Bomb (Poison), Hypnosis (causes Sleep), and Nightmare (damages those Sleeping).

Haunter is weak to Ghost, Dark, and Psychic. It is immune to Normal, Ground, and Fighting. It can use Curse for some severe damage on both sides. It also can use Hypnosis (causes Sleep) and Dream Eater (drains HP from those Sleeping).

Golbat is weak to Psychic, Rock, Ice, and Electric. It is immune to Ground. It can use Air Cutter (Flying; hit critical-hit rate), Bite (Dark and may flinch), Poison Fang (Poison; 50% chance of Poison), and Confuse Ray.

Arbok is weak to Psychic and Ground. It can use Bite (Dark; may flinch), Sludge Bomb (Poison; may Poison), and Iron Tail (Steel).

Recommendations:

- ~ Haunter/Gengar -> Haunter, Gengar
- ~ Something non-Grass -> Arbok, Golbat

Okay, here's where most start to get in trouble. HEAL and go to the next room to find the Dragon Tamer, Lance, in the next room.

BOSS: Elite Four Lance \

Pokémon: Gyarados (Lv. 56) Water/Flying
Aerodactyl (Lv. 58) Rock/Flying
Dragonair (Lv. 54) Dragon
Dragonair (Lv. 54) Dragon
Dragonite (Lv. 60) Dragon/Flying

Full Restores Available: 2
Money Earned: \$6,000

Gyarados is weak to Electric (4x) and Rock. It is immune to Ground. It can use Bite (Dark), Dragon Rage (40 damage), and Hyper Beam (Normal; rest next turn).

Aerodactyl is weak to Water, Steel, Electric, and Ice. It is immune to Ground. It can use Wing Attack (Flying), Ancientpower (Rock), and Hyper Beam (Normal; rest next turn).

Both Dragonair are weak to Ice and Dragon. One of them can use Outrage (Dragon; three-turn then confuses user), Hyper Beam (Normal; rest next turn), and Thunder Wave (Paralyzes). The other swaps Thunder Wave for Dragon Rage (40 damage).

Dragonite is weak to Ice (4x), Dragon, and Rock. It is immune to Ground. It can use the aforementioned Outrage, Wing Attack, and Hyper Beam.

Recommendations:

- ~ Electric-type -> Gyarados, Aerodactyl

| ~ Ice-type -> Dragonair, Dragonite |

Heal your Pokémon well - this is where it really counts. Continue into the next room to find your rival. You know what? I'm really freaking sick of his trash talking -- we shall put him in his place ... once and for all. DON'T HOLD BACK!

| BOSS: Champion [rival's name] \ |

| Pokémon [if you chose Bulbasaur]: Pidgeot (Lv. 59) Normal/Flying |
| Gyarados (Lv. 61) Water/Flying |
| Alakazam (Lv. 57) Psychic |
| Exeggutor (Lv. 59) Grass/Psychic |
| Rhydon (Lv. 59) Rock/Ground |
| Charizard (Lv. 63) Fire/Flying |

| Full Restores Available: 4 |

| Money Earned: \$6,300 |

~~~~~  
| Pokémon [if you chose Charmander]: Pidgeot (Lv. 59) Normal/Flying |  
| Arcanine (Lv. 61) Fire |  
| Alakazam (Lv. 57) Psychic |  
| Exeggutor (Lv. 59) Grass/Psychic |  
| Rhydon (Lv. 59) Rock/Ground |  
| Blastoise (Lv. 63) Water |

| Full Restores Available: 4 |

| Money Earned: \$6,300 |

~~~~~  
| Pokémon [if you chose Squirtle]: Pidgeot (Lv. 59) Normal/Flying |
| Arcanine (Lv. 61) Fire |
| Alakazam (Lv. 57) Psychic |
| Gyarados (Lv. 59) Water/Flying |
| Rhydon (Lv. 59) Rock/Ground |
| Venusaur (Lv. 53) Grass/Poison |

| Full Restores Available: 4 |

| Money Earned: \$6,300 |

=====
| Pidgeot is weak to Rock, Ice, and Electric. It is immune to Ghost and |
| Ground. It can use Aerial Ace (Flying; no-miss) offensively. It also has |
| Sand Attack for accuracy-lowering. |

| Rhydon is weak to Grass (4x), Water (4x), Fighting, Steel, and Ice. It is |
| immune to Electric (due to type AND ability...). It can use Rock Tomb |
| (Rock), Take Down (Normal), and Earthquake (Ground). |

| Alakazam is weak to Bug, Ghost, and Dark. It uses Psychic offensively. The |
| others are stat/HP boosters. Beware the statusing method - if you Burn, |
| Poison, or Paralyze it, you also get that status. |

| Gyarados is weak against Electric (4x) and Rock. It is immune to Ground. |
| It can use Bite (Dark), Thrash, Hydro Pump (Water), and Dragon Rage (40 |
| damage). |

| Exeggutor is weak to Fire, Ice, Flying, Bug (4x), Poison (?), Dark, and |
| Ghost. It can use Egg Bomb (Normal...?) and Giga Drain (Grass). It also |
| has Sleep Powder, but you have the Poké Flute... right? |

| Arcanine is weak to Rock, Water, and Ground. It can use Flamethrower, |

```

| Bite (Dark), and Extremerespeed (Normal).
|
| Charizard is weak to Rock (4x), Water, and Electric; it is immune to
| Ground. It can use Fire Spin (multi-hit; Fire), Fire Blast, Slash (Normal),
| and Aerial Ace (Flying; no-miss).
|
| Blastoise is weak to Grass and Electric. It can use Surf (Water), Hydro
| Pump (Water), Body Slam (Normal; 30% chance of Paralysis), and Rain Dance
| to make Water even MORE powerful. Although, if it rains, Thunder will not
| miss...
|
| Venusaur is weak to Fire, Ice, Flying, and Psychic. It actually only has
| one offensive (Grass) move, Solarbeam. It takes two turns to charge,
| unless it has used Sunny Day in the last five turns. It also has Growth
| for Sp. Atk. increases, and Synthesis for HP restoration.
|
| Recommendations:
| ~ Electric-type -> Pidgeot, Gyarados, Blastoise
| ~ Grass- or Water-type -> Rhydon
| ~ Ghost-type -> Alakazam, Exeggutor
| ~ Water-type -> Arcanine
| ~ Water- or Electric-type -> Charizard
| ~ Fire- or Flying-type -> Venusaur
|

```

After you defeat the now-disappointed rival of yours, Professor Oak will appear and bring you to the next room, thereby registering you into the Hall of Fame.

```

-----
CONGRATULATIONS! YOU HAVE BEATEN THE MAIN STORYLINE OF
POKEMON FIRERED AND LEAFGREEN VERSIONS!
-----

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++          Section X - Sevii Islands Walkthrough          **FRLG410**          ++
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Once you restart the game after finishing the Elite Four, reload the game.

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))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
Pallet Town
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

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After finishing off the Elite Four, you end up back in your house in Pallet Town. Now is an okay time to start off the Sevii Islands. Fly to Cinnabar.

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))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
Cinnabar Island
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

```

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| Cinnabar PokéMart \
|_____ \
| Item Name ..... Cost |
|-----|
| Ultra Ball ..... $1,200 |

```

Great Ball	\$600
Hyper Potion	\$1,200
Revive	\$1,500
Full Heal	\$600
Escape Rope	\$550
Max Repel	\$700

Okay, head into the Pokémon Center and interact with the PC. Get Pokémon that can Cut, Surf, and use Strength. Speak with Bill and you'll end up at One Island.

))
One Island
))

When you arrive, Bill will take you over to the Pokémon Net Center where his friend, Celio, is awaiting him. Celio will soon explain that his and Bill's PC systems cannot yet link (ie. you cannot use the PC Pokémon Storage System). Bill will ask you to take a Meteorite over to a guy on Two Island. Celio will add One, Two, and Three Islands to your Town Map (and give you one if you never got it before), then he'll give you the Tri-Pass to allow you to go between them.

Before setting sail for Two Island, though, we want to do some things...

))
Treasure Beach (One Island)
))

Pokémon Species	Pokémon Type	Rarity	Version
Tangela	Grass	Common	Both
Fearow	Normal/Flying	Common	Both
Spearow	Normal/Flying	Common	Both
Persian	Normal	Rare	Both

=====
Trainers' Pokémon: Seel Lv. 36 (x2), Dewgong Lv. 36

Well, there IS a Trainer here. And some Pokémon.

There is also that you can use the Itemfinder to find some items here. You can find Pearls, Stardust, and such.

Fly back to One Island.

))
One Island
))

Leave heading east. You'll soon arrive at Kindle Road.

))
Kindle Road (One Island)
))

Pokémon Species	Pokémon Type	Rarity	Version
Meowth	Normal	Uncommon	Both

Persian	Normal	Rare	Both
Spearow	Normal/Flying	Common	Both
Fearow	Normal/Flying	Uncommon	Both
Geodude	Rock/Ground	Uncommon	Both
Graveler	Rock/Ground	Rare	Both
Ponyta	Fire	Uncommon	Both
Rapidash	Fire	Rare	Both
Psyduck	Water/Psychic	Uncommon	FR
Slowpoke	Water/Psychic	Rare	LG

```

=====
| Trainers' Pokémon: Psyduck Lv. 35, Psyduck Lv. 36, Golduck Lv. 37
| Meowth Lv. 35 (x2), Clefairy Lv. 35, Pikachu Lv. 35
| Nidorino Lv. 36, Sandslash Lv. 36, Raticate Lv. 36
| Shellder Lv. 35, Wartortle Lv. 38, Cloyster Lv. 35
| Machoke Lv. 39, Primeape Lv. 39
| Machop Lv. 38, Machoke Lv. 38
| Machop Lv. 37, Machoke Lv. 37
| Hitmonlee Lv. 38, Hitmonchan Lv. 38
| Mankey Lv. 37, Primeape Lv. 37
| Starmie Lv. 38
| Seadra Lv. 37 (x2)
| Goldeen Lv. 33 (x2), Seaking Lv. 35 (x3)
=====

```

Surf east and north to find a Swimmer.

Continue onwards to the mainland. When you get there, Surf up the east side and get the Max Repel. Return to the beginning and north.

You'll have six Trainer battles along the way. After the sixth one (after Black Belt Hugh), you'll find the Ember Spa in the nearby cave. If you enter the hot springs in there to get fully healed. (Reminded somewhat of Lavaridge Town yet?) Speak with the old man on the north side between the waterfalls to get HM06, Rock Smash, which helps smash all of those boulders you've been seeing (not the pushable ones; those like the ones from the Rock Tunnel).

Exit and backtrack to the three pseudo-vertical (remember, you have a birds-eye view - it looks vertical TO YOU) rocks and smash them to get an Ether. Keep on going south and upstairs to the plateau. Follow the path to two Rock Smash rocks and a Carbos, and a Trainer.

Continue north past the Ember Spa and, four Trainers later, you'll be a short distance from Mt. Ember.

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))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
                           Mt. Ember (One Island)
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

```

Pokémon Species	Pokémon Type	Rarity	Version
Machop	Fighting	Common	Both
Machoke	Fighting	Rare	Both
Magmar	Fire	Rare	Both
Slugma	Fire	Common	Both
Geodude	Rock/Ground	Common	Both
Graveler	Rock/Ground	Rare	Both
Ponyta	Fire	Common	Both
Rapidash	Fire	Rare	Both
Moltres	Fire/Flying	One-Time	Both

```
| Trainers' Pokémon: Bellsprout Lv. 38, Gloom Lv. 38 (x2) |
| Hitmonchan Lv. 38 (x2) |
| Exeggcute Lv. 37, Exeggutor Lv. 37 |
| Cubone Lv. 37, Marowak Lv. 37 |
| Rattata, Raticate, Sandshrew, Sandslash; each Lv. 35 |
|_____|
```

When you enter, you'll find a man nearby. He is a Move Tutor that teaches the suicidally-powerful Explosion. (User-KO = 200 Power, 300 on a Normal-type!) You will also find two Team Rocket Grunts to the east -- IGNORE THEM FOR NOW, EVEN IF YOU HAVE OBTAINED THE NATIONAL POKEDEX.

Go along to the first Strength boulder and push it only until you can pass, then push the one to its west. Continue onwards to the Pokémon Ranger. Further on are two staircases. Go to the boulderless one, battle the pacing Trainer, go upstairs and east. Continue along to find a Dire Hit. Return to the stairs and head west to find another Pokémon Ranger.

See that small alcove near the Ranger? Examine the last tile in there to find an Ultra Ball.

After this, go along the very long and linear path through Mt. Ember. No Trainers.

On the other side, go upstairs and west to find an Ultra Ball. If you want to find a Fire Stone, break the rock next to the boulder, push the boulder, break the rock, and push the boulders out of the way. Return to the main area and head upstairs.

Push the eastern boulder northward, then the one that is next to it westward. Push the rest out of the way to find... Moltres, the Legendary Fire Bird! I guess you veterans of R/B/Y/G were wondering why I never mentioned Moltres being in Victory Road, eh?

```
|_____|
| Special Encounter: Moltres \ |
|_____| \ |
| Type : Fire/Flying. |
| Level: Level 50. |
| Moves: - Endure |
| - Fire Spin |
| - Agility |
| - Flamethrower |
|-----|
| Moltres is weak to Rock (4x), Water, and Electric. It is immune to Ground |
| moves. It resists Grass (1/4), Fighting, Bug (1/4), and Steel. It has a |
| move-based advantage over Grass, Ice, Bug, and Steel. |
| |
| There are a few ways to go about this. The main way would be simply to |
| lower Moltres's HP as much as possible, then bring about a non-damaging |
| status, such as Paralysis or Sleep. Shoot out an Ultra Ball afterwards. |
| That is all you CAN do. The only thing that could make it better would be |
| using False Swipe, unless you get lucky with Endure. |
|_____|
```

IF YOU HAVE BEATEN THE ELITE FOUR AND OBTAINED THE NATIONAL POKEDEX, RETURN TO THE BEGINNING NOW. IF YOU HAVE NOT DONE SO, LEAVE AND CONTINUE ON PAST THE NEXT BITS.

After having caught Moltres, return to the dungeon's start and you'll find the two Grunts to the east. You'll notice they have opened up a cave on the side.

They decide to bring treasure they find to the Warehouse, but one of them has forgotten the password. The other reveals the first password...

"Goldeen need log."

Palindromes. <3

Unfortunately, before the second code is revealed, you are spotted. Speak with each Grunt to start a battle. After these battles, you are told not to go into the cave.

I was never the best listener. :) Head inside, with your Strength user.

Follow the path to the Strength boulder. Push one of them two tiles east, then go south to find another one - push it one tile east. Follow the path southward to another puzzle.

Push the boulder one tile right. Go to the north side and push it southward. When you get to a fork, take the lower path. Push the boulder and go down the stairs.

Follow this all of the way down to a room with many Braille-covered walls. One of lesser-favorite puzzles from Gen. III. >_< On each wall, you will find some Braille characters. Go downstairs for a Braille message (translated below)...

EVERYTHING
HAS MEANING
EXISTENCE
HAS MEANING
BEING ALIVE
HAS MEANING
HAVE DREAMS
USE POWER.

... and a Ruby. Grab it and return to the fork and take the right path.

Push the top boulder eastward, then push the bottom one west. Go southward. Follow the path and go up the ladders to get out of the cave.

Once you exit Mt. Ember, Fly over to One Island.

))
One Island
))

Bring Celio the Ruby. After that, Celio will ask you to find the other gem paired with it. (Think about the original GBA Pokémon games: Ruby, _____, Emerald.) He'll also give you the Rainbow Pass, which allows travel to all seven of the Sevii Islands. Your Town Map is expanded to accomodate them.

Let's head to Two Island.

))
Two Island
))

Two Island PokéMart \	
Item Name	Cost

Soda Pop	\$300
Fresh Water	\$200

After defeating the Elite Four one time.

Item Name	Cost
Ultra Ball	\$1,200
Great Ball	\$600
Lemonade	\$350
Soda Pop	\$300
Fresh Water	\$200
MooMoo Milk	\$500

After buying all items.

Item Name	Cost
Ultra Ball	\$1,200
Repeat Ball	\$1,000
Timer Ball	\$1,000
Lemonade	\$350
Soda Pop	\$300
Fresh Water	\$200
MooMoo Milk	\$500
Lava Cookie	\$200

Finish up any business you have left here and sail on over to Three Island.

))
 Three Island
))

Three Island PokéMart \

Item Name	Cost
Ultra Ball	\$1,200
Hyper Potion	\$1,200
Revive	\$1,500
Full Heal	\$600
Escape Rope	\$550
Max Repel	\$700

Three Island Encounter/Trainer Data \

Pokémon Species	Pokémon Type	Rarity	Version
Dunsparce	Normal	Guaranteed	Both

Trainers' Pokémon: Koffing Lv. 37, Grimer Lv. 37
 Koffing Lv. 38
 Grimer Lv. 38
 Weezing Lv. 39, Muk Lv. 39

Pokémon Species	Pokémon Type	Rarity	Version
Venonat	Bug/Poison	Rare	Both
Venomoth	Bug/Poison	Common	Both
Drowzee	Psychic	Rare	Both
Hypno	Psychic	Rare	Both
Pidgey	Normal/Flying	Common	Both
Pidgeotto	Normal/Flying	Uncommon	Both
Exeggcute	Grass/Psychic	Uncommon	Both
Oddish	Grass/Poison	Uncommon	FR
Gloom	Grass/Poison	Rare	FR
Psyduck	Water/Psychic	Rare	FR
Bellsprout	Grass/Poison	Rare	LG
Weepinbell	Grass/Poison	Common	LG
Slowpoke	Water/Psychic	Uncommon	LG
=====			
Trainers' Pokémon: None.			

Okay, when you enter, follow the path to the northwest. When you reach the Cut tree, stand to the left of it, go two tiles west, two tiles south, three more west, and press A to find a Razz Berry.

Then stand to the left of this Cut tree and head due north until you are one tile south of it. Press A for an Oran Berry.

Then Cut the tree, go south to the ledge, loop AROUND the trees and stand next to the small Cut tree nearest the ledge. Take one step east, two south, and press A to find a Persim Berry.

Stand next to the small tree above the one nearest the ledge. Go seven tiles north and one west. Press A to find a Pinap Berry.

In the northeasternmost corner, you'll find a Chesto Berry by using the Itemfinder.

Jump the ledge here, go west, loop around and continue along the path to another Cut tree. Stand next to it, take five steps east, face north, and press A to find an Aspear Berry.

Return to and Cut down the tree. Grab the Max Ether nearby.

A tree is directly below the aforementioned Max Ether. Stand below the tree, go three tiles south and two west, then press A to find a Bluk Berry.

Continue southward to a rectangular pond. Stand in the southwestern corner, go two tiles east, face north, and press A to find a Wepear Berry.

From the Wepear Berry, go three tiles east, one north, and press A to find a Cheri Berry.

Then head east until you bump into some trees. Stand in the corner and examine the tile to your northwest to find a Nanab Berry.

Continue along the path some more to find a patch of water below you. Surf across and cut all of the trees there for a Max Elixir.

Return to the main path, go below the sign, take one step southward, press A, and grab the Pecha Berry.

Then continue along the path to find Lostelle. She'll be found standing scared of a Hypno. She spots it coming and the Lv. 30 Hypno battles you.

After the battle, you are given an Iapapa Berry. You then return to Two Island.

))
Two Island
))

Two Island PokéMart \	
Item Name	Cost
Great Ball	\$600
Fresh Water	\$200

=====
After saving Lostelle.

Item Name	Cost
Ultra Ball	\$1,200
Great Ball	\$600
Soda Pop	\$300
Fresh Water	\$200

=====
After defeating the Elite Four one time.

Item Name	Cost
Ultra Ball	\$1,200
Great Ball	\$600
Lemonade	\$350
Soda Pop	\$300
Fresh Water	\$200
MooMoo Milk	\$500

=====
After buying all items.

Item Name	Cost
Ultra Ball	\$1,200
Repeat Ball	\$1,000
Timer Ball	\$1,000
Lemonade	\$350
Soda Pop	\$300
Fresh Water	\$200
MooMoo Milk	\$500
Lava Cookie	\$200

Back at Lostelle's home, speak with her father to deliver the Meteorite as Bill desired. You are rewarded with a Moon Stone.

Finish up any business here, then Fly to One Island.

the Day-Care. This one, unlike the one on Route 5, will allow you to bring in two Pokémon. Therefore, you can make Pokémon have Eggs. This is a complex sidequest in terms of mastery - I think some of the FAQs on GameFAQs cover it.

Anyhow, go into the house east of the Day-Care to find two guys. The left one can teach your Pokémon Body Slam, a decently-powerful Normal move with a 30% chance of Paralyzing.

Go find Lorelei's house in town, then go to the side of it. Surf north to find a Stardust, and further along, you'll be able to find Icefall Cave.

))
 Icefall Cave (Four Island)
))

Pokémon Species	Pokémon Type	Rarity	Version
Zubat	Poison/Flying	Uncommon	Both
Golbat	Poison/Flying	Common	Both
Swinub	Ground/Ice	Uncommon	Both
Seel	Water	Common	Both
Dewgong	Water/Ice	Rare	Both
Lapras	Water/Ice	Rare	Both
Shellder	Water	Uncommon	FR
Delibird	Ice/Flying	Rare	FR
Saryu	Water/Psychic	Uncommon	LG
Sneasel	Dark/Ice	Rare	LG
=====			
Trainers' Pokémon: Zubat Lv. 38 (x2), Golbat Lv. 38			

Surf into the cave. Step over the ice to cause it to crack. Do so again and you will fall in. You'll want to avoid this mostly. I think is something like a certain Gym in Hoenn...

Anyhow, stand on the east side and step over the ice. Pick up the Ultra Ball and advance using the solid ice.

You'll then have two choices of tiles to step on. Fall through the top ice and go up the ladder, then go through the top ice tile. Go down and right to find the Nevermeltice. Return to and ascend the ladder. This time, go through the bottom hole. You'll slide on the ice until hitting a wall. Go up, right, down, left, down to get off of the ice. Go around the ladder to find a Full Restore, then up this ladder. There is HM07, Waterfall!

Jump the ledge and go out the door. Teach someone to use it -- often, you can teach a Surfer, like Lapras or Dewgong.

Anyhow, go up the waterfall and down the staircase. You'll find the door above you. DON'T JUMP THE LEDGE. Go up a bit to find Lorelei fighting off some poachers. Defeat the Trainer she leaves you with.

Should've known Team Rocket had something to do with this...

After the battle, Lorelei "convinces" the poachers to disclose where they have been taking the stolen Pokémon. Seems like it is in the Rocket Warehouse on Five Island.

We'll need to leave it for now. Exit the Icefall Cave.

))
 Four Island
))

Four Island PokéMart \	
Item Name	Cost
Ultra Ball	\$1,200
Full Restore	\$3,000
Max Potion	\$1,200
Revive	\$1,500
Ice Heal	\$250
Full Heal	\$600
Escape Rope	\$550
Max Repel	\$700

Head on over to Six Island.

))
 Six Island
))

Six Island PokéMart \	
Item Name	Cost
Ultra Ball	\$1,200
Full Restore	\$3,000
Max Potion	\$1,200
Revive	\$1,500
Full Heal	\$600
Escape Rope	\$550
Max Repel	\$700
Dream Mail	\$50

Enter the Pokémon Center to find your rival, as always, one step ahead of you. He'll ask about your Pokédex. He then comes to an amazing conclusion - you cannot complete the Pokédex without Pokémon from far away... 'Tis true -- to finish off the Pokédex, you'll need a lot of Pokémon games: FireRed, LeafGreen, Ruby, Sapphire, Emerald... the list goes on. Nintendo, always trying to make a few extra bucks... >_<

Anyhow, your rival leaves and heads back home to Pallet Town.

Let's exit east, onto the Water Path.

))
 Water Path (Six Island)
))

Pokémon Species	Pokémon Type	Rarity	Version
Spearow	Normal/Flying	Common	Both
Fearow	Normal/Flying	Uncommon	Both
Oddish	Grass/Poison	Uncommon	FR
Gloom	Grass/Poison	Rare	FR
Psyduck	Water/Psychic	Rare	FR

Bellsprout	Grass/Poison	Rare	LG
Weepinbell	Grass/Poison	Common	LG
Slowpoke	Water/Psychic	Uncommon	LG
=====			
Trainers' Pokémon: Voltorb Lv. 46 (x2), Electrode Lv. 49, Mr. Mime Lv. 48			
Chinchou Lv. 49, Lanturn Lv. 49			
Gyarados Lv. 50			
Pikachu Lv. 50 (x2)			
Sunkern Lv. 49, Sunflora Lv. 49			

Okay, first off, we are going to Altering Cave. From the Juggler, let's head northward. You'll find two Swimmers to battle. After this, get on land and do a double battle, with another battle to the north.

You'll find a Heracross fan in the house nearby. Stand behind the house in line with the door. Go two tiles west and one north. Press A to find an Oran Berry. Go northeast from here while Surfing to find an Elixir.

Continue west into the Pattern Bush when you're ready.

))
Pattern Bush (Six Island)
))

Pokémon Species	Pokémon Type	Rarity	Version
Caterpie	Bug	Common	Both
Metapod	Bug	Uncommon	Both
Weedle	Bug/Poison	Common	Both
Kakuna	Bug/Poison	Uncommon	Both
Spinarak	Bug/Poison	Common	Both
Ledyba	Bug/Flying	Common	Both
Heracross	Bug/Fighting	Rare	Both

=====			
Trainers' Pokémon: Farfetch'd Lv. 48 (x2)			
Heracross Lv. 49			
Chansey Lv. 50			
Snubbull Lv. 49			
Venonat Lv. 48, Venomoth Lv. 48			
Weepinbell Lv. 47 (x2), Victreebel Lv. 49			
Sandslash Lv. 48 (x2), Onix Lv. 48			
Paras Lv. 48 (x2), Parasect Lv. 48			
2 Yanma - Lv. 45 and 46; 2 Beedrill - Lv. 45 and 47			
Cleffairy Lv. 48 (x2), Clefable Lv. 48			
2 Hoppip - Lv. 46 and 47; 2 Skiploom - Lv. 47 and 48			
Pinsir Lv. 49, Heracross Lv. 50			
Natu Lv. 48, Kadabra Lv. 49, Slowbro Lv. 48			
Marill Lv. 50			
Poliwhirl Lv. 50, Starmie Lv. 50			
Kingler Lv. 49, Wartortle Lv. 49			
Qwilfish Lv. 49 (x2)			
Muk Lv. 48, Raticate Lv. 48, Golbat Lv. 48			

Oooohhhh.... ****.

After the initial Youngster battle, you'll find some Trainers. Through the Pinsir/Heracross battle above, they are in this general area from right to left.

Pokémon Species	Pokémon Type	Rarity	Version
Spearow	Normal/Flying	Common	Both
Fearow	Normal/Flying	Uncommon	Both
Oddish	Grass/Poison	Uncommon	FR
Gloom	Grass/Poison	Rare	FR
Psyduck	Water/Psychic	Rare	FR
Bellsprout	Grass/Poison	Rare	LG
Weepinbell	Grass/Poison	Common	LG
Slowpoke	Water/Psychic	Uncommon	LG

=====
Trainers' Pokémon: Voltorb Lv. 46 (x2), Electrode Lv. 49, Mr. Mime Lv. 48
Chinchou Lv. 49, Lanturn Lv. 49
Gyarados Lv. 50
Pikachu Lv. 50 (x2)
Sunkern Lv. 49, Sunflora Lv. 49

Okay, continue eastward to Edward and head south.

You'll soon find some grass with a dark patch in the middle of it. Examine it to find a Pinap Berry.

Further along, you'll find some stairs and another dark patch. Examine this one to find an Aspear Berry. Continue along to the Ruin Valley.

))
Ruin Valley (Six Island)
))

Pokémon Species	Pokémon Type	Rarity	Version
Meowth	Normal	Rare	Both
Spearow	Normal/Flying	Uncommon	Both
Fearow	Normal/Flying	Uncommon	Both
Sentret	Normal	Common	Both
Wobbuffet	Psychic	Common	Both
Yanma	Bug/Flying	Common	Both
Natu	Psychic/Flying	Common	Both

=====
Trainers' Pokémon: Onix Lv. 49, Machoke Lv. 49
Sudowoodo Lv. 50
Rhyhorn Lv. 49, Kangaskhan Lv. 49
Graveler Lv. 48 (x2), Onix Lv. 48
Golem Lv. 50
Machoke Lv. 49 (x2)

You'll soon encounter a Hiker. Further along, go west. You will soon come to some stairs; go up for another Hiker battle. Get the Full Restore from behind the boulder.

Backtrack to find that the path branches. On the left side, you'll find an HP Up guarded by some Strength boulders. Go there, move them, grab the HP Up, and return to take the right path. It is quite linear.

After four battles, you'll eventually come to a door when you go left. It has a Braille inscription reading...

Use Cut here to enter the Dotted Hole.

))
Dotted Hole (Six Island)
))

Pokémon Species	Pokémon Type	Rarity	Version
Zubat	Poison/Flying	Guaranteed	Both
Trainers' Pokémon: None.			

Fall down the hole to find four holes. You'll need to take the correct hole to proceed forward. Much like its relative, the Lost Cave, if you mess up, you return to the beginning. Okay, here's the order:

- Top
- Left
- Right
- Bottom

(Oddly, if you put four dots like that and connect them as such, it makes a pseudo-lightning bolt.)

Anyhow, you'll find a room with a Sapphire and a Braille inscription reading...

LET THE TWO
GLITTERING
STONES
ONE IS RED
ONE IS BLUE
CONNECT THE
PAST.
TWO FRIENDS
SHARING
POWER OPEN
A WINDOW TO
A NEW WORLD
THAT GLOWS.
THE NEXT
WORLD WAITS
FOR YOU.

Examine the Sapphire and a Rocket Scientists will drop in and swipe from you. He'll also tell you the second password to the Rocket Warehouse.

"Yes, nah, Chansey."

Yay, more palindromes!

Exit the cave and head on over to Five Island.
))
Five Island (main - Fly destination)
))

Pokémon Species	Pokémon Type	Rarity	Version
Incomplete, the data is.			

```

=====
| Trainers' Pokémon: Pikachu Lv. 48, Marill Lv. 48, Clefairy Lv. 48 |
|                               Smeargle Lv. 50 |
|                               Hoppip Lv. 48, Skiploom Lv. 50 |
|                               Raticate Lv. 48, Pidgeotto Lv. 48 |
|                               Smeargle Lv. 50 |
|                               Mareep Lv. 47, Mareep Lv. 48, Flaaffy Lv. 49 |
|                               Smeargle Lv. 50 |
|                               Poliwhirl Lv. 48, Tentacool Lv. 48, Tentacruel Lv. 48 |
=====

```

Let's head along the western coast, shall we? Surf western when you hit the Water Labyrinth. You'll soon find a spot of land. Get on there to find an old guy and a Pokémon Breeder. Defeat her, then speak with the old man to get an Egg that hatches into Togepi, but only if you have a lead Pokémon liking you and an empty spot in your party.

Go back east, then north to Resort Gorgeous. Defeat the six Trainers there to earn about \$80,000 (\$160,000-ish with the Amulet Coin!). Go eastward to the water again, defeat the Swimmer in the water, then go into the cave.

```

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
                                  Lost Cave (Five Island)
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

```

Pokémon Species	Pokémon Type	Rarity	Version
Zubat	Poison/Flying	Uncommon	Both
Golbat	Poison/Flying	Common	Both
Ghastly	Ghost/Poison	Rare	Both
Haunter	Ghost/Poison	Rare	Both
Murkrow	Dark/Flying	Rare	FR
Misdreavus	Ghost	Rare	LG

```

=====
| Trainers' Pokémon: Onix Lv. 47, Graveler Lv. 48, Marowak Lv. 49 |
|                               Natu Lv. 48 (x2), Xatu Lv. 49 |
|                               Persian Lv. 49 (x2) |
=====

```

Go down the ladder nearby, then defeat the Ruin Maniac nearby.

Now, this dungeon can be quite confusing because, by taking a wrong turn, you end up back at the start. Unless stated otherwise, start from the room in which you are at by following the previous step.

- ~ Go east and south to find a Lax Incense.
- ~ From the entrance, go east, north, south, east to find a Sea Incense.
- ~ Go east, north, south to find a battle.
- ~ Go south, east, east to find a Max Revive.
- ~ Return to Laura's room, go south, east, west, south, and east to find a heal room. You'll also find the Lady Selphy (Squaresoft rip-off, anyone?), who will battle you.

You'll then return to her house.

```

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
                                  Five Island (main - Fly destination)
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

```

Pokémon Species	Pokémon Type	Rarity	Version
-----------------	--------------	--------	---------

```

-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| Incomplete, the data is.
|=====
| Trainers' Pokémon: Pikachu Lv. 48, Marill Lv. 48, Clefairy Lv. 48
|                      Smeargle Lv. 50
|                      Hoppip Lv. 48, Skiploom Lv. 50
|                      Raticate Lv. 48, Pidgeotto Lv. 48
|                      Smeargle Lv. 50
|                      Mareep Lv. 47, Mareep Lv. 48, Flaaffy Lv. 49
|                      Smeargle Lv. 50
|                      Poliwhirl Lv. 48, Tentacool Lv. 48, Tentacruel Lv. 48
|=====

```

Erm...

After rescuing Selphy, re-enter her house. She'll ask you to show her a Pokémon (any shown as "seen" or "caught" in the Pokédex are fair game). You'll have a limited amount of time, which has been undetermined as of yet. Show her what she want to receive one of these items: Pearl, Big Pearl, Star Piece, Stardust, Luxury Ball, or a Nugget.

Anyhow, Fly back to Five Island (just do it) and leave east to the Meadow.

```

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
                    Meadow (Five Island)
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

```

Pokémon Species	Pokémon Type	Rarity	Version
Pidgey	Normal/Flying	Common	Both
Pidgeotto	Normal/Flying	Uncommon	Both
Meowth	Normal	Common	Both
Persian	Normal	Uncommon	Both
Sentret	Normal	Common	Both
Hoppip	Grass/Flying	Common	Both
Psyduck	Water/Psychic	Rare	FR
Slowpoke	Water/Psychic	Rare	LG

```

=====
| Trainers' Pokémon: Rattata Lv. 48, Grimer Lv. 48, Muk Lv. 48
|                      Ekans Lv. 48, Gloom Lv. 48 (x2)
|                      Pidgey Lv. 47, Pidgeotto Lv. 49
|                      Spearow Lv. 47, Fearow Lv. 49
|                      Hoothoot Lv. 47, Noctowl Lv. 49
|                      Koffing Lv. 49, Weezing Lv. 49
|=====

```

Cut down the Cut tree nearby and grab the Max Potion. Go along the path to find two Team Rocket Grunts.

Continue forward to the water. Surf eastward when you get there. Continue along to the Memorial Pillar, where all you can find are Hoppip. =(

Find the Bird Keeper nearby, Milo. Defeat him, then go to the northeastern corner. Go two tiles south and press A to find a Razz Berry. Then find Bird Keeper Chaz. Step on the tile to his south (if he didn't move), go four tiles south, two east, and press A to find a Citrus Berry. Then go one tile east, three south, two west, and press A to find a Bluk Berry. Then find and defeat Bird Keeper Harold.

Surf south from there and go along the path. You'll soon come to a man and a

near each other, head west to find a Juggler. Return to beat the Rangers, with a Young Couple to fight further south. Northeast of the Couple is a Rawst Berry. Return to the Rangers and go east to find the Sevault Canyon.

```
)))))))))))))
                        Sevault Canyon (Seven Island)
)))))))))))))
```

Pokémon Species	Pokémon Type	Rarity	Version
Fearow	Normal/Flying	Uncommon	Both
Meowth	Normal	Uncommon	Both
Persian	Normal	Rare	Both
Geodude	Rock/Ground	Uncommon	Both
Graveler	Rock/Ground	Rare	Both
Marowak	Ground	Rare	Both
Phanpy	Ground	Common	Both
Larvitar	Ground	Uncommon	Both
Skarmory	Steel/Flying	Rare	FR
Onix	Rock/Ground	Rare	Both
Cubone	Ground	Rare	Both
Sentret	Normal	Common	Both

```
=====
| Trainers' Pokémon: Miltank Lv. 52, Tauros Lv. 52 |
| Sandslash Lv. 48, Lickitung Lv. 48, Ursaring Lv. 48 |
| Tangela Lv. 49, Exeggcute Lv. 49, Exeggutor Lv. 49 |
| Chansey Lv. 52 |
| Primeape Lv. 48, Machoke Lv. 48, Hitmontop Lv. 48 |
| Same Trainer --> Rhydon Lv. 47, Slowbro Lv. 48, Ursaring Lv. 50, |
| '-> Kangaskhan Lv. 47, Machoke Lv. 48 |
| Same Trainer --> Persian Lv. 47, Dewgong Lv. 47, Ninetales Lv. 48, |
| '-> Rapidash Lv. 48, Girafarig Lv. 50 |
|
```

Along the path to find a double battle. Finish it off and continue along to find a cave. This place is Tanoby Key, and you'll need to finish a rock puzzle to get access to the Unown-filled Tanoby Ruins. The object of it is simple: push the boulders into the dents in the floor. These are not holes - you can walk over them.

'Kay, let's do this.

Go around the four boulders at the beginning. Push the middle Strength boulder straight up. Loop around and push one of the boulders next to the dent so it is in the middle, under the first Strength boulder that was pushed. Push this boulder up and all of the way to one side so that it will fall into a dent. Repeat this process with the boulder across from the second one that was pushed by you.

Then go between the four entrance boulders and push the bottom two off to the side. Jump over the ledge and push the two of the them up into the dents. Push one of the last two to the middle, and then up into a hole. Do the same with the last one. You'll here a rumbling sound. Leave the cave.

Battle dead ahead! Finish it and grab the Max Elixir on the ground nearby. Go further to find two Rangers and a Crush Girl to battle. Grab the nearby item to find a King's Rock - you'll need to break a nearby rock, push the Strength boulder two tiles east, break the rock above it, push the boulder south, break the rock, and push the boulder two tiles east.

Further along is a Cooltrainer. Go into the house nearby to perform the Chansey Dance by speaking with the guy inside. This will heal your Pokémon fully, just like a Pokémon Center. Then grab the nearby Lucky Punch.

Leave the building and go along further to find a Cooltrainer and the Tanoby Ruins...

))
Tanoby Ruins (Seven Island)
))

Viapois Chamber (top)			
Unown Species	Pokémon Type	Rarity	Version
Z	Psychic	Common	Both
?	Psychic	Rare	Both

Rixy Chamber (bottom)			
Unown Species	Pokémon Type	Rarity	Version
V	Psychic	Common	Both
W	Psychic	Uncommon	Both
X	Psychic	Uncommon	Both
M	Psychic	Rare	Both
B	Psychic	Rare	Both

Scufib Chamber			
Unown Species	Pokémon Type	Rarity	Version
Y	Psychic	Common	Both
K	Psychic	Uncommon	Both
F	Psychic	Uncommon	Both
G	Psychic	Rare	Both
T	Psychic	Rare	Both

Dilford Chamber			
Unown Species	Pokémon Type	Rarity	Version
P	Psychic	Common	Both
J	Psychic	Common	Both
L	Psychic	Common	Both
Q	Psychic	Uncommon	Both
R	Psychic	Rare	Both

Weepeth Chamber			
Unown Species	Pokémon Type	Rarity	Version

N	Psychic	Common	Both
S	Psychic	Uncommon	Both
I	Psychic	Rare	Both
E	Psychic	Rare	Both

>-----+-----+-----+-----<

Liptoo Chamber

>-----+-----+-----+-----<

Unown Species	Pokémon Type	Rarity	Version
C	Psychic	Common	Both
H	Psychic	Uncommon	Both
D	Psychic	Uncommon	Both
U	Psychic	Rare	Both
O	Psychic	Rare	Both

>-----+-----+-----+-----<

Monean Chamber

>-----+-----+-----+-----<

Unown Species	Pokémon Type	Rarity	Version
A	Psychic	Common	Both
!	Psychic	Rare	Both

```

=====
| Trainers' Pokémon: Onix Lv. 50
|                      Smeargle Lv. 50
|                      Marowak Lv. 49, Golduck
|                      Geodude Lv. 48, Graveler Lv. 48 (x2)
|
=====

```

... Do what you need to.

And so, I have directed you through the main walkthrough all I possibly can. You have explored all of Kanto and the Sevii Islands. Congratulations!

```

+++++
+++++
++
++      Section XI - Miscellaneous Stuff                **FRLG411**      ++
++
+++++
+++++

```

Flowchart:

- `--> Catching Moltres
- `--> Catching Articuno
- `--> Catching Zapdos
- `--> Catching Mewtwo
- `--> Catching a Legendary Beast
- `--> Rebatling the Elite Four

```

=====
                        Catching Moltres
=====

```

Once you restart the game after finishing the Elite Four, reload the game.

))
 Pallet Town
))

After finishing off the Elite Four, you end up back in your house in Pallet Town. Now is an okay time to start off the Sevii Islands. Fly to Cinnabar.

))
 Cinnabar Island
))

Cinnabar PokéMart \	
Item Name	Cost
Ultra Ball	\$1,200
Great Ball	\$600
Hyper Potion	\$1,200
Revive	\$1,500
Full Heal	\$600
Escape Rope	\$550
Max Repel	\$700

Okay, head into the Pokémon Center and interact with the PC. Get Pokémon that can Cut, Surf, and use Strength. Speak with Bill and you'll end up at One Island.

))
 One Island
))

When you arrive, Bill will take you over to the Pokémon Net Center where his friend, Celio, is awaiting him. Celio will soon explain that his and Bill's PC systems cannot yet link (ie. you cannot use the PC Pokémon Storage System). Bill will ask you to take a Meteorite over to a guy on Two Island. Celio will add One, Two, and Three Islands to your Town Map (and give you one if you never got it before), then he'll give you the Tri-Pass to allow you to go between them.

Before setting sail for Two Island, though, we want to do some things...

))
 Treasure Beach (One Island)
))

Pokémon Species	Pokémon Type	Rarity	Version
Tangela	Grass	Common	Both
Fearow	Normal/Flying	Common	Both
Spearow	Normal/Flying	Common	Both
Persian	Normal	Rare	Both

Trainers' Pokémon: Seel Lv. 36 (x2), Dewgong Lv. 36

Well, there IS a Trainer here. And some Pokémon.

There is also that you can use the Itemfinder to find some items here. You can find Pearls, Stardust, and such.

Fly back to One Island.

))
One Island
))

Leave heading east. You'll soon arrive at Kindle Road.

))
Kindle Road (One Island)
))

Pokémon Species	Pokémon Type	Rarity	Version
Meowth	Normal	Uncommon	Both
Persian	Normal	Rare	Both
Spearow	Normal/Flying	Common	Both
Fearow	Normal/Flying	Uncommon	Both
Geodude	Rock/Ground	Uncommon	Both
Graveler	Rock/Ground	Rare	Both
Ponyta	Fire	Uncommon	Both
Rapidash	Fire	Rare	Both
Psyduck	Water/Psychic	Uncommon	FR
Slowpoke	Water/Psychic	Rare	LG

=====

Trainers' Pokémon: Psyduck Lv. 35, Psyduck Lv. 36, Golduck Lv. 37
Meowth Lv. 35 (x2), Clefairy Lv. 35, Pikachu Lv. 35
Nidorino Lv. 36, Sandslash Lv. 36, Raticate Lv. 36
Shellder Lv. 35, Wartortle Lv. 38, Cloyster Lv. 35
Machoke Lv. 39, Primeape Lv. 39
Machop Lv. 38, Machoke Lv. 38
Machop Lv. 37, Machoke Lv. 37
Hitmonlee Lv. 38, Hitmonchan Lv. 38
Mankey Lv. 37, Primeape Lv. 37
Starmie Lv. 38
Seadra Lv. 37 (x2)
Goldeen Lv. 33 (x2), Seaking Lv. 35 (x3)

Surf east and north to find a Swimmer.

Continue onwards to the mainland. When you get there, Surf up the east side and get the Max Repel. Return to the beginning and north.

You'll have six Trainer battles along the way. After the sixth one (after Black Belt Hugh), you'll find the Ember Spa in the nearby cave. If you enter the hot springs in there to get fully healed. (Reminded somewhat of Lavaridge Town yet?) Speak with the old man on the north side between the waterfalls to get HM06, Rock Smash, which helps smash all of those boulders you've been seeing (not the pushable ones; those like the ones from the Rock Tunnel).

Exit and backtrack to the three pseudo-vertical (remember, you have a birds-eye view - it looks vertical TO YOU) rocks and smash them to get an Ether. Keep on going south and upstairs to the plateau. Follow the path to two Rock Smash rocks and a Carbos, and a Trainer.

Continue north past the Ember Spa and, four Trainers later, you'll be a short

Moltres is weak to Rock (4x), Water, and Electric. It is immune to Ground moves. It resists Grass (1/4), Fighting, Bug (1/4), and Steel. It has a move-based advantage over Grass, Ice, Bug, and Steel.

There are a few ways to go about this. The main way would be simply to lower Moltres's HP as much as possible, then bring about a non-damaging status, such as Paralysis or Sleep. Shoot out an Ultra Ball afterwards. That is all you CAN do. The only thing that could make it better would be using False Swipe, unless you get lucky with Endure.

=====
 Catching Articuno
 =====

Fly to Fuchsia.

))
 Fuchsia City
))

Item Name	Cost
Ultra Ball	\$1,200
Great Ball	\$600
Super Potion	\$700
Revive	\$1,500
Full Heal	\$600
Max Repel	\$700

Go south towards the sea.

))
 Route to the Seafoam Islands
))

Pokémon Species	Pokémon Type	Rarity	Version
Data is incomplete.			

Trainers' Pokémon: Tentacool Lv. 30, Shellder Lv. 30
 Goldeen Lv. 29, Staryu Lv. 29, Horsea Lv. 29
 Horsea Lv. 30 (x2)
 Goldeen Lv. 29, Seaking Lv. 29, Shellder Lv. 29
 Horsea Lv. 27, Goldeen Lv. 27, Tentacool Lv. 27 (x2)
 Poluwag Lv. 30, Poliwhirl Lv. 30
 Goldeen Lv. 30, Seaking Lv. 30
 Poliwig Lv. 27 (x2), Goldeen Lv.27 (x2), Seaking Lv.27
 Same Trainer --> Tentacool Lv. 27 (x2), Tentacruel Lv. 27,
 '-> Horsea Lv. 27, Staryu Lv. 27
 Staryu Lv. 29 (x3)
 Goldeen Lv. 30, Seaking Lv. 30
 Shellder Lv. 31, Cloyster Lv. 31
 Horsea Lv. 28 (x3), Seadra Lv. 28

```

|                      Seadra Lv. 30 (x2), Horsea Lv. 30                      |
|                      Seaking Lv. 35                                       |
|_____|

```

Head south and jump the ledges. Finish off the two land Trainers, then Surf onto the water.

This part of the Route is quite simple. Just Surf south, then west, to get to the Seafoam Islands. Twelve battles based on Trainers (one is double) lie on the water.

When you reach land, defeat the Swimmer outside of the cave. Then enter.

```

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
                          Seafoam Islands
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

```

Pokémon Species	Pokémon Type	Rarity	Version
Zubat	Poison/Flying	Common	Both
Golbat	Poison/Flying	Uncommon	Both
Seel	Water	Common	Both
Dewgong	Water/Ice	Rare	Both
Psyduck	Water/Psychic	Uncommon	FR
Golduck	Water/Psychic	Uncommon	FR
Slowpoke	Water/Psychic	Uncommon	LG
Slowbro	Water/Psychic	Uncommon	LG
Articuno	Ice/Flying	One-Time	Both

=====

Trainers' Pokémon: There are no Trainers here.

When you enter, go east and push the Strength boulder to the north and into the hole. Return and go upstairs, grab the Ice Heal, and go along the path heading east. Push the Strength boulder into the hole. Go down the ladder.

Push the boulder into the hole. Go up the ladder.

Head west and down the ladder.

Go east and upstairs. Grab the Revive and go past the ladder and downstairs. Push the boulder into the hole. Go all of the way west and north. Go down the ladder.

Go east and push the boulder into the hole. Go back up the ladder.

Go up the staircase to the east, then down that ladder.

Go east and down the stairs. Grab the Big Pearl and go up the ladder to the right.

Grab the Water Stone and return to the previous floor.

Go down the left ladder.

Go east and follow the path. You'll find a boulder grouping. Two of them are next to each other. Take the easternmost of these two and push it two tiles northward. Push the western one a single tile south and one west. Go around the one you just pushed and push the boulder two squares north of the hole all of the way on the left. Push it into the hole. Take the only other pushable

boulder and move it two tiles west and one south (into the hole).

Return to the ladder on this floor and go north some. Go down that ladder.

Go south and pick up the Ultra Ball. Go north, then east, then up the ladder twice.

Go south and push the boulder into the hole. Then fall into it yourself.

When you land in the water, take the western stairs and head south, which will take you back to the boulder puzzle. Fall into one of the holes, then head north to find the Legendary Frost Bird, Articuno!

```

| Special Encounter: Articuno \
|_____ \
| Type : Ice/Flying.
| Level: Level 50.
| Moves: - Mist
|         - Mind Reader
|         - Agility
|         - Ice Beam
|-----|
| Articuno is weak to Fire, Rock (4x), Steel, Electric, and maybe Ice. It
| will be immune to Ground, and have advantages (with Ice Beam) over the
| Grass, Ground, and Flying types.
|
| There are a few ways to go about this. The main way would be simply to
| lower Articuno's HP as much as possible, then bring about a non-damaging
| status, such as Paralysis or Sleep. Shoot out an Ultra Ball afterwards.
| That is all you CAN do. The only thing that could make it better would be
| using False Swipe.
|_____|

```

```

=====
                          Catching Zapdos
=====

```

After beating the Fuchsia Gym, you can do this. First, Fly to the Pokémon Center near the Rock Tunnel.

```

))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))
                          Route 10
))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))))

```

Pokémon Species	Pokémon Type	Rarity	Version
Spearow	Normal/Flying	Common	Both
Voltorb	Electric	Common	Both
Rattata	Normal	Uncommon	Both
Ekans	Poison	Common	FR
Sandshrew	Ground	Common	LG
Mankey	Fighting	Rare	Both

```

=====
| Trainers' Pokémon: Pikachu Lv. 20, Clefairy Lv. 20
|                   Rhyhorn Lv. 29, Lickitung Lv. 29
|_____|

```

Head north, past the grass, and Surf onto the river nearby, heading south.

Battle the Trainer, if you wish, then go into the Power Plant.

))
Power Plant
))

Pokémon Species	Pokémon Type	Rarity	Version
Pikachu	Electric	Common	Both
Voltorb	Electric	Common	FR
Voltorb	Electric	Uncommon	LG
Magnemite	Steel/Electric	Uncommon	FR
Magnemite	Steel/Electric	Common	LG
Magneton	Steel/Electric	Rare	FR
Magneton	Steel/Electric	Uncommon	LG
Electabuzz	Electric	Rare	FR
Electrode	Electric	Two-Times	Both
Zapdos	Electric/Flying	One-Time	Both
=====			
Trainers' Pokémon: None.			

When you enter, head north to find an item - a Max Potion. Continue along the path to find TM17 (Protect). Take the top path to find an Elixir, then return to the main path, heading south. You'll find a Lv. 34 Electrode on the right.

Return to the fork and go east for another fork. The south path leads to TM25 (Thunder). Further along is a room on the north side with two items - a Lv. 34 Electrode (left), and a Thunderstone (right). Continue onwards and south to find a small room, in which you can use the Itemfinder to find a Max Elixir.

Continue along the path to find Zapdos. Don't challenge it just yet - stand in front of the machine's center, go one step away, face it, and press A to find another Thunderstone. Now, save and challenge Zapdos.

```

Special Encounter: Zapdos \
Type : Electric/Flying.
Level: Level 50.
Moves: - Drill Peck
        - Detect
        - Agility
        - Thunder Wave
-----
Zapdos is weak to Ice and Rock. It is immune to Ground. It will resist
Grass, Flying, Fighting, Bug, and Steel. It's Drill Peck move will deal
extra damage to Fighting, Bug, and Grass Pokémon.

There are a few ways to go about this. The main way would be simply to
lower Zapdos's HP as much as possible, then bring about a non-damaging
status, such as Paralysis or Sleep. Shoot out an Ultra Ball afterwards.
That is all you CAN do. The only thing that could make it better would be
using False Swipe.

```

=====
Catching Mewtwo
=====

Firstly, you'll need to give Celio the Sapphire, which occurs during the Sevii Islands quest. You'll also need Surf. Fly to Cerulean when both conditions are met.

))
Cerulean City
))

Item Name	Cost
Poké Ball	\$200
Super Potion	\$700
Potion	\$300
Antidote	\$100
Parlyz Heal	\$200
Burn Heal	\$250
Awakening	\$250
Escape Rope	\$550
Repel	\$350

Go north to Nugget Bridge.

))
Nugget Bridge
))

Head across the bridge, go west, then Surf onto the water. Continue along south and west to find the cave. Go inside when ready.

))
Cerulean Cave
))

Pokémon Species	Pokémon Type	Rarity	Version
Magneton	Steel/Electric	Common	Both
Primeape	Fighting	Common	Both
Parasect	Bug/Grass	Common	Both
Machoke	Fighting	Common	Both
Ditto	Normal	Common	Both
Golbat	Poison/Flying	Common	Both
Kadabra	Psychic	Common	Both
Wobbuffet	Psychic	Common	Both
Electrode	Electric	Rare	Both
Mewtwo	Psychic	One-Time	Both

Trainers' Pokémon: None.

Okay, then. Go north and Surf towards the ladder. Go up it, follow the path, and Rock Smash the two rocks to find a Full Restore. Return to the water and begin Surfing again.

Continue southward to find a Full Restore. Go west, past the ladder, to find a Nugget. Go south, up the ladder, break the rock, and grab the PP Up.

Head east and follow the path to a Max Elixir. Go up the ladder to the south and break the rock to find an Ultra Ball. Go back down the ladder. Go around the bend and ascend the ladder nearby.

You'll find a divergence. Take the path nearest the ladder and follow it to a ladder. Descend this one, and the next one.

Follow the path eastward to a Max Revive. Go further to an Ultra Ball. Go further to the water. Surf some and you'll find Mewtwo. Save and begin battle!

```
| Special Encounter: Mewtwo \
|
|-----|
| Type : Psychic.
| Level: Level 70.
| Moves: - Psychic
|         - Swift
|         - Recover
|         - Safeguard
|-----|
| Mewtwo is weak to Dark, Ghost, and Bug. It resists Fighting, and maybe
| Psychic. It lacks immunities. It can do super-effective damage to those
| of the Fighting and Psychic types.
|
| There are a few ways to go about this. The main way would be simply to
| lower Mewtwo's HP as much as possible, then bring about a non-damaging
| status, such as Paralysis or Sleep. Shoot out an Ultra Ball afterwards.
| That is all you CAN do. The only thing that could make it better would be
| using False Swipe.
|-----|
```

=====
Catching a Legendary Beast
=====

Once you have obtained the National Pokédex, one of the three Legendary Beasts shall roam the Kanto region. Much like with these beasts in the Johto games and Latias and Latios in the Hoenn games, they roam around and you MAY encounter them when you and they are on the same route. The encounter is random. If I recall correctly, when YOU switch locations (ie. Route 1 to Viridian City), the roamer does, too.

However, you can only catch one per file, and it is based on your starter.

Starter Pokémon	Legendary Beast	Legendary Beast's Type
Bulbasaur	Entei	Fire
Charmander	Suicune	Water
Squirtle	Raikou	Electric

Some notes:

- The Pokémon flees on its first turn. However, fleeing comes last in a turn.
- Try putting Paralysis or Sleep on the Pokémon. This ups your ability to catch it.
- Statuses and HP from one encounter carries over to the next.
- The Master Ball is best used here.


```
| to Sleep!!
|
| Lapras is weak to Grass, Electric, Rock, and Fighting. It will absorb any
| Water-based damage. It can use Surf (Water), Ice Beam (Ice), Thunder
| (Electric), and Psychic.
|
| Recommendations:
| ~ Electric-type -> Dewgong, Cloyster, Lapras
| ~ Fire-type -> Piloswine
| ~ Fire- (preferable) or Ghost-type -> Jynx
|
```

After winning, head on to Bruno's room.

```
| BOSS: Elite Four Bruno \
|
| Pokémon: Steelix (Lv. 65) Steel/Ground
|           Steelix (Lv. 66) Steel/Ground
|           Hitmonchan (Lv. 65) Fighting
|           Hitmonlee (Lv. 65) Fighting
|           Machop (Lv. 68) Fighting
|
| Full Restores Available: 2
| Money Earned: $6,800
|-----|
| Both Steelix are weak to Fighting, Fire, and Water (Ground = unknown).
| They are also immune to both Electric and Poison. The Lv. 65 Steelix can
| use Rock Tomb (Rock), Crunch (Dark), Earthquake (Ground), and Iron Tail
| Steel). The Lv. 66 Steelix uses Dragonbreath rather than Rock Tomb.
|
| Hitmonchan is weak to Flying and Psychic. It can use Mach Punch (Normal,
| I think), Rock Slide (Rock), and Sky Uppercut (Fighting; hits when
| Flying).
|
| Hitmonlee is weak to Flying and Psychic; it cannot be Paralyzed. It can
| use Earthquake (Ground), Mega Kick (Normal), Rock Slide (Rock), and can
| use Foresight to hit Ghosts with Normal moves, I think.
|
| Machop is weak to Psychic and Flying. It'll get extremely buffed up if
| you Poison/Burn/Paralyze it -- double damage, in fact.  ._.;;  Anyhow,
| it can use Rock Slide (Rock), Cross Chop (Fighting), Earthquake (Ground),
| and Brick Break (Fighting; bypasses Reflect and Light Screen).
|
| Recommendations:
| ~ Water-type -> Steelix
| ~ Flying- or Ghost-type -> Everyone else
|
```

Continue to the next room, where you'll find the ghastly Agatha. (I wonder why we end up referring to her as the Ghost user? More of her Pokémon are at least part-Poison. :/)

```
| BOSS: Elite Four Agatha \
|
| Pokémon: Gengar (Lv. 66) Ghost/Poison
|           Misdreavus (Lv. 65) Ghost
|           Crobat (Lv. 66) Poison/Flying
|           Arbok (Lv. 68) Poison
|           Gengar (Lv. 70) Ghost/Poison
|
```

| Full Restores Available: 2
| Money Earned: \$7,000

| Both Gengar are weak to Ghost, Dark, and Psychic. They're immune to
| Ground, Normal, and Fighting. The Lv. 66 one can use Shadow Ball (Ghost),
| Psychic, Hypnosis (Sleep), and Confuse Ray. The Lv. 70 Gengar can use
| Shadow Ball (Ghost), Sludge Bomb (Poison), Psychic, and Thunderbolt.

| Misdreavus is weak to Ghost and Dark. It is immune to Normal, Ground,
| and Fighting. It can use Shadow Ball (Ghost), Psychic, Thunderbolt
| (Electric), and Attract.

| Crobat is weak to Psychic, Rock, Ice, and Electric. It is immune to
| Ground. It can use Air Cutter (Flying; hit critical-hit rate), Shadow
| Ball (Ghost), Sludge Bomb (Poison; 30% chance of Poisoning), and Confuse
| Ray.

| Arbok is weak to Psychic and Ground. It can use Giga Drain (Grass),
| Sludge Bomb (Poison; 30% chance of Poisoning), and Earthquake (Ground).

| Recommendations:
| ~ Haunter/Gengar -> Misdreavus, Gengar
| ~ Psychic types/moves -> Arbok, Crobat

Okay, here's where most start to get in trouble. HEAL and go to the next room
to find the Dragon Tamer, Lance, in the next room.

| BOSS: Elite Four Lance \

| Pokémon: Gyarados (Lv. 68) Water/Flying
| Aerodactyl (Lv. 71) Rock/Flying
| Dragonite (Lv. 66) Dragon/Flying
| Dragonite (Lv. 72) Dragon/Flying
| Kingdra (Lv. 66) Water/Dragon

| Full Restores Available: 2
| Money Earned: \$7,200

| Gyarados is weak to Electric (4x) and Rock. It is immune to Ground. It
| can use Earthquake (Ground), Hyper Beam (Normal; rest next turn), and
| Thunder Wave (Paralyzes).

| Aerodactyl is weak to Water, Steel, Electric, and Ice. It is immune to
| Ground. It can use Aerial Ace (Flying; no-miss), Ancientpower (Rock),
| Hyper Beam (Normal; rest next turn), and Earthquake (Ground).

| Both Dragonite are weak to Ice (4x), Rock, and Dragon. They are immune to
| Ground. The Lv. 66 one uses Flamethrower, Dragon Claw, Earthquake, and
| Hyper Beam. The Lv. 72 uses Ice Beam, Thunderbolt, Outrage, and Hyper
| Beam.

| Kingdra is weak to Dragon. It can use Surf, Ice Beam, and Hyper Beam to
| hurt you.

| Recommendations:
| ~ Electric-type -> Gyarados
| ~ Water-type -> Aerodactyl
| ~ Ice-type -> Dragonite
| ~ Something good (I prefer Ghost) -> Kingdra

Heal your Pokémon well - this is where it really counts. Continue into the next room to find your rival.

BOSS: Champion [rival's name] \

Pokémon [if you chose Bulbasaur]: Heracross (Lv. 72) Bug/Fighting
Gyarados (Lv. 73) Water/Flying
Alakazam (Lv. 73) Psychic
Exeggutor (Lv. 59) Grass/Psychic
Tyranitar (Lv. 73) Rock/Dark
Charizard (Lv. 75) Fire/Flying

Full Restores Available: 4

Money Earned: \$7,500

Pokémon [if you chose Charmander]: Heracross (Lv. 72) Bug/Fighting
Arcanine (Lv. 73) Fire
Alakazam (Lv. 73) Psychic
Exeggutor (Lv. 73) Grass/Psychic
Tyranitar (Lv. 72) Rock/Dark
Blastoise (Lv. 75) Water

Full Restores Available: 4

Money Earned: \$7,500

Pokémon [if you chose Squirtle]: Heracross (Lv. 72) Bug/Fighting
Arcanine (Lv. 73) Fire
Alakazam (Lv. 73) Psychic
Gyarados (Lv. 73) Water/Flying
Tyranitar (Lv. 72) Rock/Dark
Venusaur (Lv. 75) Grass/Poison

Full Restores Available: 4

Money Earned: \$7,500

Heracross is weak to Flying (4x), Fire, and Psychic. It can use Rock Tomb (Rock), Earthquake (Ground), and Megahorn (VERY POWERFUL Bug move).

Tyranitar is weak to Fighting (4x), Steel, Ground, Grass, Water, and Bug. It is immune to Psychic. It can use Crunch (Dark), Aerial Ace (Flying; no miss), Thunderbolt (Electric), and Earthquake (Ground).

Alakazam is weak to Bug, Ghost, and Dark. It can use Psychic and Shadow Ball (Ghost) offensively.

Gyarados is weak against Electric (4x) and Rock. It is immune to Ground. It can use Earthquake (Ground), Hyper Beam (Normal; rest on next turn), and Hydro Pump (Water) offensively.

Exeggutor is weak to Fire, Ice, Flying, Bug (4x), Poison (?), Dark, and Ghost. It can use Giga Drain (Grass) and Psychic offensively.

Arcanine is weak to Rock, Water, and Ground. It can use Overheat (Fire), Aerial Ace (Flying; no-miss), Extremespeed (Normal), and Iron Tail (Steel).

Charizard is weak to Rock (4x), Water, and Electric; it is immune to Ground. It can use Fire Blast, Dragon Claw, Earthquake (Ground), and Aerial Ace (Flying; no-miss).


```

|
| Blastoise is weak to Grass and Electric. It can use Ice Beam, Earthquake
| (Ground), and Hydro Pump (Water) to damage. It also has Rain Dance, which
| powers up water... but Thunder becomes no-miss.
|
| Venusaur is weak to Fire, Ice, Flying, and Psychic. It actually only has
| one offensive Grass move, Solarbeam. It takes two turns to charge,
| unless it has used Sunny Day in the last five turns. It also has Sludge
| Bomb (Poison) and Earthquake (Ground).
|
| Recommendations:
| ~ Flying-type -> Heracross, Venusaur, Exeggutor
| ~ Water-type -> Charizard, Arcanine
| ~ Grass-type -> Tyranitar, Blastoise
| ~ Electric-type -> Gyarados, Blastoise (if Zapdos)
| ~ Strongest Pokémon -> Alakazam
|

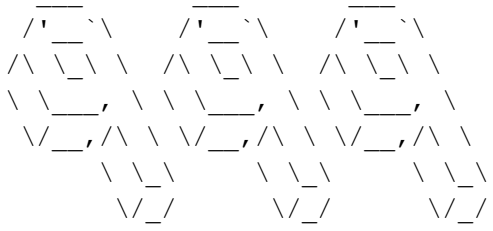
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Good job!! You've beaten what is among the hardest of challenges in the whole series of Pokémon!

```

+++++
+++++
+++
+++          This is the end of KeyBlade999's          +++
+++          Pokémon FireRed Version and                +++
+++          Pokémon LeafGreen Version FAQ/Walkthrough. +++
+++
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KeyBlade999