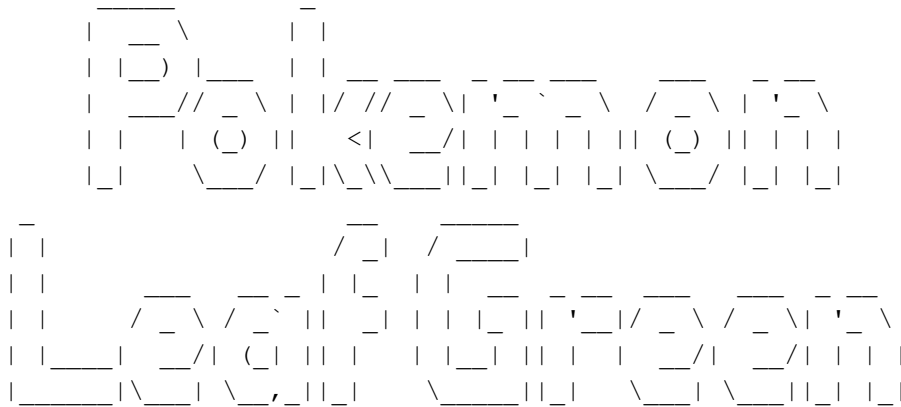


# Pokémon FireRed /LeafGreen FAQ/Walkthrough (w/ BostonFuse51)

by Relle

Updated to v1.01 on Jul 3, 2009



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Pokemon Leaf Green FAQ/Walkthrough

Platform: Game boy advance

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Version 1.01

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Table of Contents

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1. Introduction
2. Updates
3. Frequently Asked Questions
4. Fire Red/Leaf Green Differences
5. Walkthrough
  - 5a. Your Journey Begins
  - 5b. To the First Badge
    - 5b-1. Viridian Forest
    - 5b-2. Pewter City and Brock
  - 5c. Cerulean Bound!
    - 5c-1. Mount Moon
    - 5c-2. Visiting Pokémaniac Bill
    - 5c-3. Cerulean City and Misty
  - 5d. Vermilion is a Red Color?
    - 5d-1. Vacation on the S.S. Anne
    - 5d-2. Returning Home Through the Rock Tunnel
  - 5e. Spooky Town, Otherwise Known as Lavender
  - 5f. Celadon City, the Shopping Mecca
    - 5f-1. Erika's Perfume Performance
    - 5f-2. Rocket Base and the Magic Magnifying Glass
    - 5f-3. Lavender Town's Ghostly Ghosts
  - 5g. Fuschia City and All Things Purple...ish
    - 5g-1. Cycling Road
    - 5g-2. Silence Bridge
    - 5g-3. Fuschia City and the Safari Zone

- 5g-4. Koga the Poison Shinobi
- 5h. Saffron City - Silph Co. Corporate Headquarters
  - 5h-1. The Fighting Dojo
  - 5h-2. Assault on Silph Co.
  - 5h-3. Sabrina, the Psychic Gymleader
- 5i. Cinnabar Island - The Hot Vacation Spot!
  - 5i-1. But First, a Trip to the Power Plant
  - 5i-2. And Now, the Seafoam Islands
  - 5i-3. Cinnabar Island and the Creepy Mansion
  - 5i-4. Blaine, the Hotheaded Island Trainer!
- 5j. Home and Back Again
  - 5j-1. Viridian City and the Final Gym
  - 5j-2. To the Pokemon League!
- 5k. The Elite 4 and the Pokemon Championship!
- 5l. After the End
  - 5l-1. Cerulean Cave
  - 5l-2. Elite 4 Revisited
- 6. Islands Walkthrough
  - 6a. One Island
  - 6b. Two Island
  - 6c. Three Island
  - 6d. Four Island
  - 6e. Five Island
  - 6f. Six Island
  - 6g. Seven Island
  - 6h. Eight Island
  - 6i. Nine Island
- 7. Items
- 8. Acknowledgements
- 9. Copyright Info

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## 1. Introduction

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For what seems like an age, Pokemon has been a major franchise and a license to print money for Nintendo. Considering the quality of the games has only evolved over time, they deserve it.

Something to keep in mind is that this is a FAQ for Leaf Green ONLY. It can be used while playing Fire Red if you want to know where to go or what to do in a particular dungeon, but due to the many specific Pokemon exclusive to Leaf Green, if you're playing Fire Red, you'll likely run into wild Pokemon lists that don't match up with what you're encountering. So, basically, if you've got Leaf Green, read on. If it's Fire Red, read anyway, just don't count on us for wild Pokemon data.

-Contacting us-

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## 2. Updates

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1.00 - Submitting as complete. Woot. I will be moving on to Baten Kaitos, so I'll be leaving any future updates to my co-author, BostonFuse51.

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1.01 - I added in a little update. In this update I added in a new section (Section 1.a) and added in a new credit. I also took out some unneeded information in the beginning about myself.

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### 3. Frequently Asked Questions

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For this section I will add in from time to time questions asked to me in e-mails, and questions that are commonly asked regularly. More on this section is soon to come.

Question: How much does Pokemon Fire Red/Leaf Green cost?

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Answer: Pokemon Fire Red/Leaf Green costs anywhere from 25-35 dollars. (The price depends upon the store you are buying from.)

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Question: How do I get into Saffron City?

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Answer: It is different in FireRed/Leaf Green. Instead of giving a drink to the guards you must go get the tea from the old lady in the first floor of the Celadon Mansion.

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Question: How come I can't use Mystery Gift?

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Answer: This is different from the Mystery Gift in Gold/Silver/Crystal. Instead of getting items and dolls you use this to get tickets for the Islands. Nintendo will announce a way to get this soon.

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Question: What is the best way to catch pokemon in the Safari Zone?

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Answer: This one is tough. If you throw food at the wild pokemon, its chances of staying and not fleeing increase. But doing this also decreases your chance of catching the specific wild pokemon. If you throw a rock at the wild pokemon, the pokemon's chance of escaping increases. However, its catching ratio will slightly increase. So it depends on what you're more concerned about. The pokemon running away, or you catching the pokemon.

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Question: How can I get Espeon and Umbreon in this game?

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Answer: Since there is no day or night in this game, you cannot get either of them. To do this, trade your Eevee over to Ruby or Sapphire (you must fix the network machine first), tame it until it happy enough, then when it is the right time, evolve it when you want to (daytime for Espeon and night for Umbreon). Then, trade it back.

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Question: Is this game a new game or a remake of an older one?

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Answer: Fire Red and Leaf Green are remakes of the original red, blue, and green (Japanese) versions. It comes with better graphics, and much better gameplay.

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Question: Why can't enter Unknown Dungeon and fight the Elite Four again?

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Answer: You need to complete the mystery island quest, and repair the machine in the first island Pokemon Center.

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Question: Is there any form of duplicating in this game?

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Answer: No there is not any duplicating, or cloning in this game. And, if you ask me I like it better the no cheat way.

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Question: Can I get Mew or Celebi in this game?

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Answer: No, you can not.

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Question: What is the ultimate team?

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Answer: There is none. If you want the best team for you, I recommend choosing your favorites and making this game a little bit of a challenge.

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Question: I played the original red version a few years back and just picked this up because I thought it was just a version of red for the new gameboys

with better graphics and gameplay. It turns out there's all new races (steel, dark, etc) and moves, the TMs/HMs are different and there's like 400 pokemon?

-----

Answer: Yes all original red/blue/green players the times have changed. There are a bunch of pokemon that include a clash between all of the gold/silver/crystal pokemon, and all of the original red/blue/green pokemon. There are many new things and updates, but look more into the gold/silver/crystal FAQs for more information on this. After all it's where the other half of the clash comes from!

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4. Fire Red/Leaf Green Differences  
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Pokemon Differences for Fire Red/Leaf Green  
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-Pokemon Fire Red-  
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-Pokemon Leaf Green-  
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Ekans  
Arbok

Sandshrew  
Sandslash

Oddish  
Gloom  
Vileplume

Bellsprout  
Weepinbell  
Victreebel

Growlithe  
Arcanine

Vulpix  
Ninetales

Electabuzz  
Elekid

Magmar  
Magby

Scyther  
Scizor

Pinsir

Psyduck  
Golduck

Slowpoke  
Slowbro  
Slowking

Shellder  
Cloyster

Staryu  
Starmie

Wooper  
Quagsire

Azurill  
Marill  
Azumarill

Murkrow

Misdreavus

Skarmory

Sneasel

Qwilfish

Remoraid  
Octillery

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 Game Differences in Pokemon Fire Red/Leaf Green
 

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At the beginning, when you give oak the Pokedex, he also gives you 5 Pokeballs. In the older versions, you had to do the parcel errand, and then his assistant would give you the pokeballs.

Many of the Pokemon's locations have changed.

Prof. Oak's assistant gives you the Running Shoes when trying to leave Pewter City, to route 3.

More Trainers in the routes and areas.

Same TM set from R/S (Besides HM 07)

With the new change, there are now move teachers that will teach your Pokemon certain moves that used to be TM's (And some new ones)

The guards at the gates of the Saffron entrance no longer require a drink from the machine in Celadon, but a new Pass that an old lady gives you in the place the Gamefreak designers are in (The biggest building in Celadon besides the Dept. Store), on the first floor.

Items are now sorted by type, like all the other games above the first 3.

Pokemon now can Hold items, and have Special Abilities, Like in R/S.

Once you complete the Cinibar Gym, you will be taken to the 3 new islands of this game (Not in any relation with the Orange Islands in the Anime).

A few new item additions, including a Tutorial, TM case, and so on.

Two on Two battles

Ability to use the Wireless adapter to communicate and battle/trade with others

Ability to Trade between Coliseum and R/S.

Moltres is now located on the first island, instead of Victory road.

New islands to explore, maybe more.

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 Pokemon Natures
 

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It isn't a fire red/leaf green difference, but it is different than the rest of all of the pokemon games. Here is a natures section.

/-----\						
Name	Status					
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	Ata	Def	S. Ata	S. Def	Spe	

Adamant	Up		Down		
Bashful					
Bold	Down	Up			
Brave	Up				Down
Calm	Down			Up	
Careful			Down	Up	
Gentle		Down		Up	
Hardy					Up
Hasty		Down			Up
Impish		Up	Down		Up
Jolly			Down		Up
Lax		Up		Down	
Lonely	Up	Down			
Mild		Down	Up		
Modest	Down		Up		
Naive				Down	Up
Naughty	Up			Down	
Quiet			Up		Down
Quirky					
Rash			Up		Up
Relaxed		Up			Down
Sassy				Up	Down
Serious					
Timid	Down				Up

Key:

Ata = Attack

Def = Defense

Spe = Speed

S. Ata = Special Attack

S. Def = Special Defense

Up = Status goes up more when leveling up

Down = Status doesn't go up as much when leveling up

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5. Walkthrough  
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First of all, turn on your game. As soon as you press the Start button, for your new file, you will be sucked into the Pokemon World, and the game. The following is quoted from the game until I say it no longer is just to give you the whole opening and what to do.

The various buttons will be explained in the order of their importance.

The Directional Pad. Availability north, south, east, west. Description:

Moves the main character. Also used to choose various data headings.

The A button. Description:

Used to confirm a choice, check different things, chat, and scroll text.

The B button. Description:

Used to exit, cancel a choice, and to control a mode.

The Start button. Description:

Press this button to open the menu.

The Select/back button. Description:

Used to shift items and to use a registered item.

The L trigger and The R trigger. Description:

If you need some help playing the game or on how to do things, press the L, or the R trigger.

In the world that you are about to enter, you will embark on a grand adventure with you as the hero. Speak to people, and check things wherever you go, be it towns, roads, or even caves. Gather information and hints from every source. New paths will open to you by helping people in need, overcoming challenges, and solving mysteries. At times, you will be challenged by others, and also be attacked by wild creatures. Be brave, and keep pushing on. Through your adventure we hope that you will interact with all sorts of people and achieve personal growth. That, for now, is our biggest objective. Press the A button, and dare to let your Pokemon adventure begin. (End of quote). (Doesn't that sound like you are about to go into war, that was soulful!) Press the A button, and let's go begin our adventure!

As soon as you press the A button, this friendly grandfather figure will appear. He will talk to you about the amazing world of pokemon, and how some trainers use pokemon to battle, and some keep them as pets. After this, he will ask your for the name you want to use and be called in the game, and also your sex. Shortly Following this, you will then have to name your main rival of the game. Immediately after this you are sucked into the game.

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## 5a. Your Journey Begins

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When you are warped into this new pokemon world, you will see that you are in your room. (In the upstairs area of your house). Go exploring around the room if you want to, but there isn't much to do.

In order to get going go to the northeast area of your screen, and room. This, is one of the many pc's in the game, boot it up by pressing the A button. It will say "Chris booted up the pc." "What would you like to do?" On this incoming little box, the options:

Item Storage  
Mailbox  
Turn off

will appear. Press the A button on the item storage option. In the next little box there are another 3 options. They are:

Withdraw item  
Deposit item  
Cancel

Click withdraw item. On the next page, click the A button on the option potion, and you already have a free potion in your updated bag. Press the B button multiple times to exit out of your pc. Go downstairs, onto the main floor of your house. Talk to your mom, and she will seem very depressed that you are leaving on your journey, but supports you all the way. (What a cool mom!) She tells you that professor Oak is looking for you, and the fun starts.

Leave through the south of the house, and of your screen, and get your first site of this fresh new world. Start to go north to the opening in the path of bushes/trees, and professor Oak will abruptly stop you. He'll ramble again, then give you a choice of three Pokemon to take with you.

Left

---

Bulbasaur  
Easy to raise

Advantages: A great combination with a type of grass, and poison. A sleeper, and also has an underrated move: razor leaf. Will be a huge advantage to your first three gym battles. (rock, water, and electric.) Grass is super affective against each.

Disadvantages

An easy to raise Pokemon, which great for beginners in the pokemon world. Bulbasaur is weak to 4/8 gyms throughout the game however which could be a little blow to you.

Right

---

Charmander  
Raise with patience.

Advantages: Your only available fire Pokemon for a long time in the game. That's basically it except for he has probably the best third evolution out of

all three starters.

Disadvantages: can't do hardly anything against the first two gyms. Not a good choice for beginners because of the first disadvantage. A good choice however for those who have played the game before, and know how to use and train their pokemon correctly.

Middle

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Squirtle

One who is worth raising.

Advantages: The average Pokemon for beginners and veterans. A great surfer to have, and also, you won't have a chance to get this good of a water pokemon until very late in the game. Not a ton of weaknesses as a water type except for the major two which are grass and electric.

Disadvantages: In my opinion, it is the hardest starter to raise to raise, even though it is worth it in the long run because of its ability to surf, and all and all because it is a water type.

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For this file in the game, I chose to start off with Bulbasaur because of its advantages in the first three gyms, and also, I like to use its sleep powder/razor leaf combination in the game. However, there are other combos to use with all three other starters, and you are free to choose which one you want as the leader of your team (for now).

Right after you pick your partner in the adventure, the little complainer now gets to pick his starter and teammate. Your archrival, will pick the super affective Pokemon to you. So in simpler terms, your rival will pick:

Your pick	His pick
Bulbasaur	Charmander
Squirtle	Bulbasaur
Charmander	Squirtle

After both you and your rival pick your starters, and typically the leader of your team, start walking south, towards the exit of the Pokemon lab.

But wait just one minute! Your Rival comes storming down like he's already a Pokemon Master, and will challenge you to an ever-famous Pokemon battle! You really have no say in your choice, because it automatically draws you into the battle. Let's show this guy who's boss!

In every battle, at the beginning of it, look at the opening. For this battle, the opening is "Rival <your rivals name here> would like to battle." This may sound a bit corny, but it is really a great way to learn more about the trainer you are about to face, and what type of trainer he or she may be.

In this battle, unlike the older versions of red, blue, and green, the game will give you a tutorial about battling with your Pokemon. I'll give you the tutorial as a quote on quote because this is a key essential to your Pokemon journey to know how to fight pokemon battles.

In the battle, the new help system will be introduced to you, first hand. This

explains that when you are stuck or need help at some specific spot in the game, click the L, or the R trigger. Here you have all the help options imaginable, and you can basically get information, or find out about anything in the game.

Here we go. The four options displayed to you are Fight, Bag, Pokemon, and Run. Well, in this situation, of course, you want to choose the fight option. Select it, and you will see two attack options. (Later in the game, your pokemon will learn new attacks and you will have to pick the four attacks best suited for the pokemon or the "moveset.") Regardless of your starter, just use the first attack in the menu over and over to win. If your attack misses, or the rival's other starter gets more health than yours, you can use that potion you got earlier to heal your hp (hit points) by 20. Beating this fairly easy opponent will earn you enough experience points to grow one level no matter which starter you selected.

After the fun battle, you will earn \$80 for your great battling. Also, your rival will storm off, and exit the room. Dun...dun...dun. Now you are free to go, and start your Pokemon adventure...for real. Exit the lab, and let's go! Head north, out of your home called Pallet Town.

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### 5b. To the First Badge

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### Route 1

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Now that you are free to leave the confines of Pallet town, start heading north out of the city, and into route one. In the game, there are special areas, like Mt. Moon, and Diglet's cave. There are also many cities, and towns in the game. The last area, are routes. Routes are places in between towns, and special areas. This is the first route in the way of your journey.

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### Pokemon common on route 1

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### Pidgey Lv's 2-4

A Pokemon with a great third evolutionary stage.

Advantages: Pidgey is one of the first Pokemon you will encounter on your pokemon adventure. It is a flying Pokemon, which will be a benefit in the later, and earlier parts of the game. an get some great attacks later on.

Disadvantages: You can't catch many pokemon yet. These guys have really low levels, and you can't get much EXP or higher-levels out of the pokemon you battle with to raise them up. This part of the game can go slower because you aren't taking in those huge EXP boosts, but then again, you only need a little big of EXP to grow a level this early in the game.

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### Rattata Lv's 2-4

A Pokemon with some super duper attacks at an early level.

Advantage: Well this isn't a very detailed advantages section, but Rattata, is just an average Pokemon with some great attacks early on. Its attacks seem to become less powerful as it grows in levels.

Disadvantage: A normal type Pokemon, isn't the best type in my opinion because normal type Pokemon do not have huge advantages, or disadvantages over other certain types of Pokemon. They're squeezed in the middle!

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So, now that I have explained what to expect, all pokemon on the route, and how they shape up so now let's cross it, shall we?

Well, this one is basically easy to figure out, even for you beginners out there. All that you have to do is continue heading north training up your starter. You will of course run into some Pidgeys, and Rattatas. By the time you are out of route one, the best hope is for your starter to be at least at level 8-10. In order to find wild Pokemon, search in the grass. If you start to run low on hp (hit points), you have two options. You can go north into Viridian City, and get your Pokemon healed fully...for free at the Pokemon center, or you can use a potion that you have (if you didn't use it in the rival battle.) Go to the first guy you come to on route one, and he'll give you a free sample from the mart which is a potion. (So either way, you'll have one.)

So after leveling up, and then healing, and doing it all over again, for a specific number of times, go up to your first town...Viridian City. When you first get here, go to the Pokemon Center. Get your Pokemon healed by talking to Nurse Joy. (The woman behind the counter in the north of the room.) She will talk to you, and then after you say yes, she will give your Pokemon back to you...fully healed.

#### Viridian City

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In Viridian City, there are many beautiful sights for your eyes to feast upon. In this town there is a Pokemon Gym, but you are unable to get in because the door is locked. (More on this is later in the in the walkthrough.) Some other sights are the Pokemon Center where you go to get your team healed, the town mart, where many items to help you along your journey are sold, (do not go there yet.) A house where a person is trying to memorize his notes. (not important in the most.) A house above the last house you went to where the note memorizing is taking place, and a guy lying down blocking your way to the north gate of the town.

First things first however. Go to the west side of Viridian City into a fairly open area. There is a boy/man here, but you do not need to talk to him. Now do NOT go all the way to the west. Here, there is an opening to the north. Go through the tiny crack that you can just barley fit through. Go north, continuing up through it then go directly east when you can not go north any more. You will see a little tree type thingy. Go to the tree, and a poke ball will stop you from going any further. Click the A button, and that item is yours. (It is a potion.) This is how you pick up items. (Note: Pick up items by going up to them and pressing the A button.)

Go back down to the flat, open area that you were just in after you get your free potion. Here, you will face your first crossroad in the game. You can either go east to fight your Rival, or you could go west and not. But before just floundering east you must know that if you fight your rival now, you cannot fight him in the future when you come back to Viridian City. (I

wouldn't fight him because later in the game, he'll have better pokemon and much more EXP experience points.) So in my opinion I would not fight him now, and choose to save it for later when he has some much better Pokemon. Of course, you can do whatever you want...it is your file, and your game.

So, coming back into Viridian You might want to re-heal your Pokemon before You do anything more in here, or in the game. After healing or doing more exploring, head towards the northwest of the Viridian City. But wait just one darn minute. This huge guy is lying at a horizontal angle blocking you from moving on going north! Talk to the guy, and some of the people around him, and they will claim that this dude always gets like that until he gets his morning coffee. (Maybe he should try decaf.) Well of course we haven't done squat in the game yet so never fear...the mart is here!

That's right, now is your chance to take a little visit to Viridian City's mart. Walk into the building that says "Mart", and you will be abruptly brought in with the guy asking the Mart Clerk: "Are you from Pallet town?" You can't answer this and automatically the guy will ask you to do this deed for him. He claims that Professor Oak (the grandfather figure professor in the beginning of the game) ordered this parcel, and he asks you to take it to him. Doing this however will get that bloody coffee addict out of the way! (Note: You must do this to move on in the game.)

Back to Pallet Town

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So, once you receive Oak's parcel, go all the way back to Pallet town going south, taking whichever route you want. As soon as you get back don't stop for anything, and go directly to Professor Oak's lab. Just walk right on in, and walk right on up, and talk to him. After all the talking is done, and you give Oak the parcel, you are free to go.

All right, after all of this walking, we're geared up, and ready to go. Let's head up north once again back to Viridian City.

Back to Viridian City

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Head Back North to Viridian City. You have nothing more to do here, so head north wear the horizontal guy was blocking the way once before. He'll explain that he has had his coffee. After going through a fairly short conversation with the guy, he will explain how to catch Pokemon. Watch this little tutorial, because it will help you to gain success in the game. (You need to know how to catch pokemon.) After this, you can now go north. In this little patch of grass you can catch a different assortment of wild Pokemon. These would be Rattata, Caterpie (a weak bug pokemon), and once in a while a Pidgey. I decided here to catch a wild Pidgey. Even though pidgeys might seem week, their third evolutional stage (Pidgeot) is really strong with some decent stats and some good moves. He is also a flyer, which will help you later on. Go all the way until you see this building. Go north, and enter through it, and on the other side of the building you will come face to face with...

4b-1.Viridian Forest

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Yes, we have finally made it to the Viridian Forest! Well without any further ado, let's get started shall we? When you walk in, there is a man in front of a rather large tree. You can talk to him if you would like but he won't want to battle you, he will just tell you the Viridian forest is filled with bugs.

After you finish talking to him go to the WEST of the tree.

Western Side of Viridian Forest

There is not much to do on the west side of the Viridian Forest. You can go northwest, into a fairly large patch of grass, and in there you can get yourself a poke ball. (Pick up the item by going up to it, and pressing the A button.) That's about it unless you think a certain Pokemon is common in that area and want to stay around trying to catch it. If not go back to the big tree and head on over to the EAST side of Viridian Forest!

Eastern Side of Viridian Forest

Going as far east possible, you have to go into the large patch of grass. In the grass, you will find yet another potion. Start to head north of the Viridian Forest. Probably without even noticing it you'll run into your very first trainer!

Trainers are fellow Pokemon owners. They raise their Pokemon, and always like to battle them. Some of them might also even keep their Pokemon as pets! Some trainers are easier than other trainers, but do not worry, that's what I am here for. Your first trainer is:

+++++

Bug Catcher Rick (Payoff: \$65)

Pokemon (Level)	Type	Weakness(es)	EXP
Weedle (6)	Bug/Poison	Fire, Flying, Ground, Psychic, Rock	74
Caterpie (6)	Bug	Fire, Flying, Rock	72

After beating "Bug Catcher Rick," keep heading on to the north of Viridian Forest through the grass, fighting wild Pokemon. Soon enough, you will bump right into your next trainer.

Bug Catcher Doug (Payoff: \$84)

Pokemon (Level)	Type	Weakness(es)	EXP
Weedle (7)	Bug/Poison	Fire, Flying, Ground, Psychic, Rock	78
Kakuna (7)	Bug/Poison	Fire, Flying, Ground, Psychic, Rock	168
Weedle (7)	Bug/Poison	Fire, Flying, Ground, Psychic, Rock	78

After beating "Bug Catcher Doug," move onto the north again and you will find yourself a free antidote. These items cure poisons that other pokemon give you by using moves such as poison sting. If you continue going north, you will run into some trees. Move to the west of these, then north again and you will find your next trainer.

Bug Catcher Anthony (Payoff: \$96)

Pokemon (Level)	Type	Weakness(es)	EXP
Caterpie (7)	Bug	Fire, Flying, Rock	78
Caterpie (8)	Bug	Fire, Flying, Rock	84

After beating "Bug Catcher Anthony," walk around him, and continue on your

merry way westward. When you cannot go west anymore (a barrier of trees, blocking your way just like last time,) start heading south. It almost feels closed in because you are walking between two rows of trees. Now when you get down go west then north. It is pretty simple, all you're doing is going where your only option is to go. When you finish heading north, you will find yourself another trainer.

Bug Catcher Charlie (Payoff: \$84)

Pokemon (Level)	Type	Weakness(es)	EXP
Metapod (7)	Bug/Poison	Fire, Flying, Ground, Psychic, Rock	108
Caterpie (7)	Bug	Fire, Flying, Rock	156
Metapod (7)	Bug/Poison	Fire, Flying, Ground, Psychic, Rock	108

After beating "Bug Catcher Charlie," Continue on your way going south. At the point where you can no longer go south anymore, head east, and then up to the northern tip of the forest. This is the last run on your way to the exit, so it is bound to be filled with tough trainers, with tough Pokemon. If your Pokemon are/is running low on hit points (your health,) you might want to be thinking about using a potion or another healing item, preparing for your hardest fight yet. If you don't have enough, you might want to go back to the Viridian Pokemon Center. Go a trifle north you will run into...

Bug Catcher Sammy (Payoff: \$108)

Pokemon (Level)	Type	Weakness(es)	EXP
Weedle (9)	Bug/Poison	Fire, Flying, Ground, Psychic, Rock	99
Weedle (9)	Bug/Poison	Fire, Flying, Ground, Psychic, Rock	99

After beating "Bug Catcher Sammy," you are free to leave the confines of Viridian Forest. This is one of my favorite areas in the game, and it feels sad to leave, but it must be done! Walk on north out of the forest, go to the north exit of the building, and when you get out, may I be the first to welcome you to Pewter City.

#### 4b-2. Pewter City and Brock

(In Pewter City, there aren't many places to catch wild Pokemon in the Route 4/Mt.Moon area so don't look forward to go on a Pokemon catching spree.)

As soon as you get to Pewter City please, do yourself a favor, and heal your Pokemon at the Pokemon Center here. You deserve it after all those tough battles in the Viridian Forest. After healing, head out and get your first real view at Pewter City. There is not much to do in Pewter City at this point in the game. So why don't we get ready to rumble? If you started with a charmander, and have no superior moves that are affective against rock, (which is Brock the gym leader's favorite type of pokemon, and the type of pokemon he will use in his pokemon gym,) so I suggest you stock up on potions and healing items. In order to complete the game, you need to get all of the 8 pokemon badges. You can get these by going into a Pokemon Gym, and beating the gym leader there.

After you prepare for your first gym fight, head to the northwest of the city.

Do not go to far north though, because you won't find the Pewter City gym. The Pokemon Gym is almost right above the poke center. Of course you can't get in from the south, so go in from the north direction. It is hard to understand, but in the game it is much simpler than I think I make it up to be. In the gym, there is one trainer before the big boy "Brock." Brock if you haven't already guessed is the gym leader. The trainer before Brock's status is...

+++++

Camper Liam (Payoff: \$220)

Pokemon (Level)	Type	Weakness(es)	EXP
Geodude (10)	Rock/Ground	Fight, Steel, Grass 4x, Water 4x, Ice, Ground	182
Sandshrew (11)	Ground	Grass, Water, Ice	218

+++++

After beating "Camper Liam, it is time for your first Gym battle. If Liam got you down even one Hit Point you should still heal no matter what your Pokemon are. Brock is after all a very tough first gym trainer after all. He isn't some kiddy piece of crap as in most video games. After healing, head on up to the gym once again and fight your first gym trainer.

For all gym leaders I will do a little more background information then on just plain, regular trainers.

=====  
 Gym Leader Brock (Payoff: \$1440)  
 =====

Gym Leader Brock's status

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Gym Leader Brock's Favorite type of Pokemon- Rock Pokemon

Gym Leader Brock's Least Favorite type of Pokemon- Water Pokemon

Brock's likes- Rock Pokemon, Girls (In particular: Nurse Joy, and Officer Jenny) and Breeding Pokemon (He is after all a Pokemon breeder!)

Brocks Dislikes- Water Pokemon, and also trainers who treat their Pokemon wrongly.)

Strategy- Use some rock hard defense, using etiquette attack moves in order to beat the opponent.

Rewards from Gym Leader Brock- a wad of dough (\$1440, your first ever badge (Boulderbadge) TM39 (Rock Tomb) TM-Rod.

Pokemon- Gym Leader Brock has two Pokemon. (See below)

Gym Leader Brock

Pokemon (Level)	Type	Weakness(es)	EXP
Geodude (12)	Rock/Ground	Fight, Steel, Grass 4x, Water 4x, Ice, Ground	218
Onix (14)	Rock/Ground	Fight, Steel, Grass 4x, Water 4x,	324



Ice, Ground

That's right, you have just beaten "Gym Leader Brock!" After beating him, you will receive Rock Tomb. (Rock Tomb is one of the many TMs in the game. TMs are attack moves that you can teach your pokemon artificially, and not just have them learn it. Pokemon can't learn every TM however.) You might have seen Brock's Onix use this Tm but if not it buries a Pokemon in rocks! It is a great TM for this point in the game, and is especially great against fire Pokemon.

So, after getting over your utter excitement of beating Brock, it's time to move on to a further part in the game. So once you beat him, walk out of the Pokemon Gym, and now you are officially...

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4c. Cerulean Bound!  
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So after beating Brock, walk out of the gym into some fresh air. Go back to The Pokemon Center and heal your party up for the challenges that are sure to lay ahead. After healing, you will want to go to around the middle of the city and head towards the eastern side of Pewter City.

Go here, and you will meet Professor Oak's aid again. Instead of doing something for him he will do you a favor right here. He will give you Running Shoes. These are shoes that when you hold down the B button will make you run at a very quick speed. After Oak's aid leaves continue on east.

Hear there is an opening, go through it and you will come to a line of trainers.

+++++

Lass Janice (Payoff: \$144)

Pokemon (Level)	Type	Weakness(es)	EXP
Pidgey (9)	Flying	Electric, Rock, Ice	105
Pidgey (9)	Flying	Electric, Rock, Ice	105

Bug Catcher Colton (Payoff: \$87)

Pokemon (Level)	Type	Weakness(es)	EXP
Caterpie (10)	Bug	Fire, Flying, Rock	112
Weedle (9)	Bug/Poison	Fire, Flying, Ground, Psychic, Rock	98
Caterpie (10)	Bug	Fire, Flying, Rock	112

Youngster Ben (Payoff: \$99)

Pokemon (Level)	Type	Weakness(es)	EXP
Rattata (11)	Normal	Fighting	127
Ekans (11)	Poison	Psychic, Ground	145

Bug Catcher Greg (Payoff: \$108)

Pokemon (Level)	Type	Weakness(es)	EXP
Weedle (9)	Bug/Poison	Fire, Flying, Ground, Psychic, Rock	99
Caterpie (9)	Bug	Fire, Flying, Rock	102
Kakuna (9)	Bug/Poison	Fire, Flying, Ground, Psychic, Rock	136
Metapod (9)	Bug	Fire, Flying, Rock	138

Lass Sally (Payoff: \$160)

Pokemon (Level)	Type	Weakness(es)	EXP
Rattata (10)	Normal	Fighting	121
Nidoran F (10)	Poison	Psychic, Ground	126

Youngster Calvin (Payoff: \$224)

Pokemon (Level)	Type	Weakness(es)	EXP
Spearow (14)	Flying	Electric, Rock, Ice	174

Bug Catcher James (Payoff: \$141)

Pokemon (Level)	Type	Weakness(es)	EXP
Caterpie (11)	Bug	Fire, Flying, Rock	123
Metapod (11)	Bug	Fire, Flying, Rock	169

Lass Robin (Payoff: \$224)

Pokemon (Level)	Type	Weakness(es)	EXP
Jigglypuff (14)	Normal	Fighting	228

+++++

After beating the immense row of fellow Pokemon trainers, you are going want to walk west. Here is a large patch of grass with a person inside of it. You can talk to him but all he will tell you is that he's a wimp, and he is afraid of Mt. Moon! Oh well, everyone gets scared at one point in another of their life. So continue north onto Route 4!

Route 4  
-----

There is not too much on this route. Continue north up onto a Pokemon Center. Go in the poke center, and heal your Pokemon after those utterly vicious battles. In the Pokemon Center you can talk to some other people, and the fisherman at the top left of the poke center will offer you a Magikarp (a really bad Pokemon that's easy to catch) for just five hundred dollars. (Yahoo!) (Sarcasm) If you want to get Magikarp at this time you do not have to, but he does evolve into Gyarados who has some very good attacks and status, but a very low Special Attack. If you do want to raise him, I am warning you now that it is very difficult to raise.

After making your not so tough decision, it is time folks. Let's go to Mt.

Moon, shall we?

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4c-1. Mount Moon

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Wild Pokemon in Mt. Moon:

Paris Lvs.??? (%4 appearance ratio)

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A great sleeper

Advantages: Paris is a great sleeper, which will help you later on in the game. Paris is also a grass, and poison Pokemon allowing it to have any one of those attacks.

Disadvantages: Paris, and his later evolved form (Parisect) don't have the sharpest status in the shed if you know what I mean.

---

Geodude Lvs.??? (%15 appearance ratio)

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Defense Galore

Advantages: Geodude has some nasty defense, which rids opponents of hit points in a snap. All of Geodude's evolved forms have some great status. (instead of speed.)

Disadvantages: Geodude is a rock type, which leads to many disadvantages on fellow Pokemon. Geodude, and his family have very low speed.

---

Sandshrew Lvs.??? (%10 appearance ratio)

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Ground Pound!

Advantages: Sandshrew is a ground type, meaning it has hardly any weaknesses to fellow Pokemon. Its evolved form, Sandslash, is a great ground-type to have.

Disadvantage: Sandshrew does have one big weakness, which is dreaded water moves. Even though this is true Sandshrew still had very little disadvantages.

---

Clefairy Lvs.??? (%1 appearance ratio)

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Metronome fun

Advantages: Clefairy is a normal Pokemon allowing not many weaknesses against fellow Pokemon. Clefairy is also a sleeper, which will help you further in the game. Clefairy, and Clefable both have average status.

Disadvantages: Hm.. Clefairy and Clefable both aren't the powerhouse your team is looking for (Typically a Dragonite or other Pokemon with kick butt status. Clefairy, and Clefable both don't have the best status but at least it is average.

---

Zubat Lvs.??? (%70 appearance ratio)

-----  
A pestering bloodsucker

Advantages: Zubat has an amazing third evolutionary stage (Crobat) That's about it folks, they have average status and are an average family.

Disadvantages: Zubat is part flying, which leads to many disadvantages to other Pokemon.

-----  
As you walk into Mt.Moon, go to the northern direction of the mountain. There will be a trainer next to a sign that says "Beware Zubat is a bloodsucker!" After taking a look at the sign fight the trainer that is next to it.

+++++  
Lass Iris (Payoff: \$224)

Pokemon (Level)	Type	Weakness(es)	EXP
Clefairy (14)	Normal	Fighting	204

After beating Lass Iris, instead of going northwest let's go south then west (towards the west of the entrance." Down here you will find TM09, which is Bullet Seed. This TM shoots out bullets (seeds) at Pokemon. This will happen any ware from 2 to 5 times.

After you get TM09 go north, and west again. Here you will run into another trainer.

Bug Catcher Kent (Payoff: \$132)

Pokemon (Level)	Type	Weakness(es)	EXP
Weedle (11)	Bug/Poison	Fire, Flying, Ground, Psychic, Rock	121
Kakuna (11)	Bug/Poison	Fire, Flying, Ground, Psychic, Rock	166

-----  
After beating "Bug Catcher Kent", go to the northwestern tip of that area and pick up the item there. The item is a parlyz heal. It will cure your Pokemon from being paralyzed in a Pokemon battle.

After getting your Paralyze Heal go back south to where the trainer with the Clefairy was. Go northeast and continue down the ladder into a new area. In this new area go down and west. (The only way that you can). When you get to the end of the corridor go through the ladder leading underground. Down here there is another trainer waiting to battle you.

Team Rocket Grunt (Payoff: \$)

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Pokemon (Level)	Type	Weakness(es)	EXP
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Sandshrew (11)	Ground	Grass, Ice, Water	219
Ratatta (11)	Normal	Fighting	133
Zubat (11)	Flying/Poison	Electric, Rock, Ice, Psychic, Ground	126

+++++

After beating the Team Rocket Grunt move up towards the little plateau that has an opening in it. In this little plateau collect the Star Piece. Star Pieces can go for tons of cash at the town marts!

After getting your hefty star piece go all the way back to where the first latter was that led you down here. The latter that was near the trainer with the Clefairy. Going east, you will run into a rock wall. I want you to go slightly above the rock wall, and then go down streaking the wall.

The first thing you will see on your way down to the bottom you will find an Escape Rope. This item you can use when you are stuck some ware in the game. It will automatically send you back to the entrance of that place. The next item is a Rare Candy. Rare Candy boosts the level of your Pokemon by one. On the wall you will find yourself some trainers.

+++++

Bug Catcher Robby (Payoff: \$120)

Pokemon (Level)	Type	Weakness(es)	EXP
Caterpie (10)	Bug	Fire, Flying, Rock	112
Caterpie (10)	Bug	Fire, Flying, Rock	112
Metapod (10)	Bug	Fire, Flying, Rock	153

After beating Robby, head south to the next trainer under that huge rock.

Super Nerd Jovan (Payoff: \$264)

Pokemon (Level)	Type	Weakness(es)	EXP
Magnemite (11)	Electric/Steel	Fight, Fire, Ground 4x	208
Voltorb (11)	Electric	Ground	241

After you beat Super Nerd Jovan, go get the potion that is on the northwestern tip of where you fight the gosh dang nerd. After this you can head north again to where the ladder is. No, we aren't going down there again, we are continuing on in Mt.Moon. From the ladder, go east then continue on north. There will be a man hiding in many rocks. This guy isn't a trainer but he is looking for fossils. Oh well. To the western of this guy however, there is a trainer walking around.

Lass Miriam (Payoff: \$176)

Pokemon (Level)	Type	Weakness(es)	EXP
Oddish (11)	Grass/Poison	Bug, Fire, Flying, Poison, Ice, Psychic, Ground	183
Bellsprout (11)	Grass/Poison	Bug, Fire, Flying, Poison, Ice, Psychic, Ground	198

After you beat Lass, go the only way you can go which is southwest. Whilst going in that direction you will find another ladder leading down. You know

the drill. Go west to go to another ladder leading underground. In this little spaced in area, there is another Rocket Grunt.

Team Rocket Grunt (Payoff: \$352)

Pokemon (Level)	Type	Weakness(es)	EXP
Zubat (11)	Flying/Poison	Electric, Rock, Ice, Psychic, Ground	126
Ekans (11)	Poison	Psychic, Ground	145

After taking out the Team Rocket Grunt go up inside that little closed in floor, and get the item there. The item inside the little rock cave is TM46. TM46 contains thief. Thief sometimes steals items that wild Pokemon might be holding at the time. After getting the TM, I found a hidden item down here. Where the rock is in the middle of the floor, go to it and press the A button. The hidden item that you will receive is an Ether.

After you collect the two items down in the underground go back up to where you came to the ladder in the original place. Go south some more and you will find yourself another devious trainer.

Youngster Josh (Payoff: \$160)

Pokemon (Level)	Type	Weakness(es)	EXP
Rattata (10)	Normal	Fighting	121
Rattata (10)	Normal	Fighting	121
Zubat (10)	Flying/Poison	Electric, Rock, Ice, Psychic, Ground	115

After you beat this future short lovers of America trainer, go on west, then continue on north. Here you will meet your first chair breaker (Hiker)

Hiker Marcos (Payoff: \$360)

Pokemon (Level)	Type	Weakness(es)	EXP
Geodude (10)	Rock/Ground	Fight, Steel, Grass 4x, Water 4x, Ice, Ground	183
Geodude (10)	Rock/Ground	Fight, Steel, Grass 4x, Water 4x, Ice, Ground	183
Onix (10)	Rock/Ground	Fight, Steel, Grass 4x, Water 4x, Ice, Ground	231

After beating the char breaker, go northwest and get the item there. Go through the next ladder leading downstairs. The item up here is a Moon Stone. After getting it, go through the ladder bringing you down.

When you get to the new area, head west. Take a slow turn down where there is Rocket waiting for you to battle him.

Team Rocket Grunt (Payoff: \$416)

Pokemon (Level)	Type	Weakness(es)	EXP
Rattata (13)	Normal	Fighting	157
Sandshrew (13)	Ground	Grass, Water, Ice	258

After beating this rocket employee, the rest of Mt.Moon sets itself out. Just

go the only ways you can and you will come upon another trainer.

Team Rocket Grunt (Payoff: \$150)

Pokemon (Level)	Type	Weakness(es)	EXP
Rattata (13)	Normal	Fighting	157
Zubat (13)	Flying/Poison	Electric, Rock, Ice, Psychic, Ground	150

After beating the easy Rocket Grunt, go north. Instead of heading all the way north take a detour east to where you are stopped from moving on by a rock. Click the A button and you found yourself a hidden Moon Stone. After Collecting your Moon Stone, Go north to fight the next trainer.

Super Nerd Miguel (Payoff: \$288)

Pokemon (Level)	Type	Weakness(es)	EXP
Grimer (12)	Poison	Psychic, Ground	231
Voltorb (12)	Electric	Ground	264
Koffing (12)	Poison	Psychic	292

After you beat this Super Nerd (hardest trainer in Mt.Moon) you get to choose your own fossil! You can either choose the Dome, or the Helix fossil. I chose the Dome fossil because, in my opinion, its the better choice. This is because you get Kabuto later in the game. If you choose the Helix fossil, you will receive an Omanyte later in the game.

After both of you choose your fossils it's time to get out of Mt. Moon. But before we do, collect the Antidote in front of the ladder.

Route 4

In this route there is not too much to do. The main things available for you To snag are TM's taught to your Pokemon by a some black belts. The TM's are Mega Punch, and Mega Kick. Select one Pokemon you want to learn one or both of These TM's, and they will teach it to that specific Pokemon. The one, and only item you will find moving east is TM05. TM05 contains Roar. Roar makes a foe Switch out with an ally. In the wild, the battle ends. After getting these TM's, go south to my favorite city.

5c-2. Visiting Pok~~er~~maniac Bill

In Cerulean City there are two main things for you to do. One is to visit Pokemon Expert Bill. The other is to fight misty. Because Misty is a challenging opponent, we will cover Bill first. Okay after getting a good look around Cerulean City go to the house at the northwest corner of the city. There is a man inside there, but he is unimportant. Go through the house, and come out in the back yard. In the back yard, go to where all of the pretty flowers are. Go into the first flower one the bottom row. Looking towards the eastern direction click the A button, and you will find a hidden Rare Candy.

Go back to the city, and heal because it is time to face Nugget Bridge! Go to

the north of the city where there is a big bridge. Start walking up but suddenly your Rival will stop you! He (after a long time talking) will ask you to battle him.

+++++

Rival (Payoff: \$288)

Pokemon (Level)	Type	Weakness(es)	EXP
Pidgeotto (17)	Flying	Electric, Rock, Ice	411
Rattata (15)	Normal	Fighting	183
Abra (16)	Psychic	Bug, Dark, Ghost	248
Starter (18)	Varies		250

The starter will be whatever Pokemon he chose at the beginning of the game. After you beat Rival, he will give you the Tech TV. The Tech TV gives information on famous people around the Pokemon world. Continue on the Nugget Bridge.

Bug Catcher Cale (Payoff: \$120)

Pokemon (Level)	Type	Weakness(es)	EXP
Caterpie (10)	Bug	Fire, Flying, Rock	112
Weedle (10)	Bug/Poison	Fire, Flying, Ground, Psychic, Rock	111
Metapod (10)	Bug	Fire, Flying, Rock	153
Kakuna (10)	Bug/Poison	Fire, Flying, Ground, Psychic, Rock	151

Lass Ali (Payoff: \$192)

Pokemon (Level)	Type	Weakness(es)	EXP
Pidgey (12)	Flying	Electric, Rock, Ice	141
Oddish (12)	Grass	Bug, Fire, Flying, Poison, Ice, Psychic, Ground	199
Bellsprout (12)	Grass	Bug, Fire, Flying, Poison, Ice, Psychic, Ground	211

Youngster Timmy (Payoff: \$224)

Pokemon (Level)	Type	Weakness(es)	EXP
Sandshrew (14)	Ground	Grass, Water, Ice	279
Ekans (14)	Poison	Psychic, Ground	186

Lass Reli (Payoff: \$256)

Pokemon (Level)	Type	Weakness(es)	EXP
Nidoran M (16)	Poison	Psychic, Ground	205
Nidoran F (16)	Poison	Psychic, Ground	201

Camper Ethan (Payoff: \$360)

Pokemon (Level)	Type	Weakness(es)	EXP
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Mankey (18)            Fighting            Flying, Psychic            285

When you get to the end of the bridge, you will receive a nugget from the hidden trainer. Nuggets do nothing to boost the status of your Pokemon, but you can sell them for a hefty price of five thousand dollars. After talking to the guy about Team Rocket, he will expose himself as a Rocket, and you have to fight him.

Team Rocket Grunt (Payoff: \$480)

Pokemon (Level)	Type	Weakness(es)	EXP
Ekans (15)	Poison	Psychic, Ground	198
Zubat (15)	Flying/Poison	Electric, Rock, Ice, Psychic, Ground	172

From here you are going to want to go west into that huge patch of grass. If you look really closely you will find that a trainer is there.

Camper Shane (Payoff: \$280)

Pokemon (Level)	Type	Weakness(es)	EXP
Rattata (14)	Normal	Fighting	171
Ekans (14)	Poison	Psychic, Ground	186

-----

Well guys that just about ends Nugget Bridge. You can go north, and receive TM45. TM45 contains attract. With this TM "If your opponent is the opposite gender than you the foe is infatuated and is unlikely to attack. This TM is especially great for females against males. This is true because there are more male Pokemon in the game than female. From here continue west fighting all the trainers until you reach Bill's house.

-----

Hiker Franklin (Payoff: \$540)

Pokemon (Level)	Type	Weakness(es)	EXP
Machop (15)	Fighting	Flying, Psychic	282
Geodude (15)	Rock/Ground	Fight, Steel, Grass 4x, Water 4x, Ice, Ground	276

Hiker Wayne (Payoff: \$612)

Pokemon (Level)	Type	Weakness(es)	EXP
Onix (17)	Rock/Ground	Fight, Steel, Grass 4x, Water 4x, Ice, Ground	393

Youngster Joey (Payoff: \$240)

Pokemon (Level)	Type	Weakness(es)	EXP
Rattata (15)	Normal	Fighting	187

Sparrow (15) Flying Electric, Rock, Ice 186

Youngster Dan (Payoff: \$272)

Pokemon (Level)	Type	Weakness(es)	EXP
Slowpoke (17)	Psychic/Water	Electric, Grass, Bug, Dark, Ghost	360

Picnicker Kelsey (Payoff: \$300)

Pokemon (Level)	Type	Weakness(es)	EXP
Nidoran M (16)	Poison	Psychic, Ground	192
Nidoran F (16)	Poison	Psychic, Ground	189

Hiker Nob (Payoff: \$486)

Pokemon (Level)	Type	Weakness(es)	EXP
Geodude (13)	Rock/Ground	Fight, Steel, Grass 4x, Water 4x, Ice, Ground	238
Geodude (13)	Rock/Ground	Fight, Steel, Grass 4x, Water 4x, Ice, Ground	238
Geodude (13)	Rock/Ground	Fight, Steel, Grass 4x, Water 4x, Ice, Ground	238
Machop (13)	Fighting	Flying, Psychic	244

Camper Flint (Payoff: \$280)

Pokemon (Level)	Type	Weakness(es)	EXP
Rattata (14)	Normal	Fighting	171
Ekans (14)	Poison	Psychic, Ground	186

Youngster Chad (Payoff: \$224)

Pokemon (Level)	Type	Weakness(es)	EXP
Ekans (14)	Poison	Psychic, Ground	186
Sandshrew (14)	Ground	Grass, Water, Ice	279

Lass Haley (Payoff: \$208)

Pokemon (Level)	Type	Weakness(es)	EXP
Oddish (13)	Grass/Poison	Bug, Fire, Flying, Poison, Ice, Psychic, Ground	216
Pidgey (13)	Flying	Electric, Rock, Steel	153
Oddish (13)	Grass/Poison	Bug, Fire, Flying, Poison, Ice, Psychic, Ground	216

+++++

After beating the final trainer on the long journey on and towards the

northeast of the Nugget Bridge, go to the house just to the right of you. In here is the ever-famous...guy in a Pokemon suit? No, this can't be right. Bill isn't half-Pokemon half-man! Suddenly Bill will talk to you claiming that

he was experimenting with Pokemon, and now he is stuck in this costume. He needs you to do a favor. He will tell you to hit the computer when he goes in the teleporter. As soon as he goes in go over to the computer and tap the A button a few times over, and a new person will come out on the opposite end of the teleporter.

This new person is Bill. He will thank you so much and will let you use his PC system. Now when you go to deposit and withdraw Pokemon in the poke center, instead of saying "Someone's PC" it will say Bill's PC.

Giving even more thanks, Bill will rummage around in his clothes looking for something. Out comes what looks like a ticket of some sort. Turns out, this ticket is an SS Anne ticket. It will enable you to board a ship in Vermillion City.

After your meeting with Bill, head back down to Cerulean city, either going reverse, or taking the shortcut south of Bill's house. In order to take this shortcut, you have to go southwest of Bill's house.

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5c-3. Cerulean City and Misty  
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Back in Cerulean City  
-----

Back in Cerulean City, the first thing you should do is save your file. Next, you should go to the Pokemon Center, and heal your Pokemon. Next it is time to go and fight Misty.

Inside Misty's Gym  
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+++++  
Swimmer Luis (Payoff: \$64)

Pokemon (Level)	Type	Weakness(es)	EXP
Horsea (16)	Water	Grass, Electric	283
Shellder (16)	Water	Grass, Electric	331

Picnicker Diana (Payoff: \$380)

Pokemon (Level)	Type	Weakness(es)	EXP
Goldeen (19)	Water	Grass, Electric	451

After beating this trainer, you might want to go back and heal your Pokemon one last time. Misty is a very tough opinion after all. After you heal go back, and fight Misty.

Gym Leader Misty's status  
-----

Gym Leader Misty's Favorite type of Pokemon-Water Pokemon

Gym Leader Misty's Least Favorite type of Pokemon Bug Pokemon(seen on the show)

Misty Likes- Boys, Water Pokemon, and all Pokemon in general (except for bugs.)

Misty Dislikes- Bug Pokemon, Brock's fetish with girls, Her three older (prettier sisters)

Misty's strategy- Use super awesome attacks. Using this strategy she will have you dead in no time if you don't be careful.

Rewards from Gym Trainer Misty- Some great EXP, A wad of cash, (\$2,100) Your second badge, (Cascade badge)You can now use cut outside of battle, all Pokemon (30 and below will listen to you, and TM.03. TM.03 contains water pulse. Water pulse pulses a blast of water at your opponent, sometimes confusing you foe.

Pokemon- Gym Leader Misty has two Pokemon (see below)

Gym Leader Misty

Pokemon (Level)	Type	Weakness(es)	EXP
Staryu (18)	Water	Grass, Electric	408
Starmie (21)	Water	Grass, Electric	931

+++++

After you beat Misty, go to the Pokemon Center to heal your Pokemon. Then, you should think about saving your file. After your done fixing up, it is time to leave Cerulean City!

-----  
5d. Vermillion is a Red Color?  
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Okay, after you heal, save and all that good stuff go to the house just north above the gym. Go into the house, then to the back of it, where you will find a trainer/rocket.

Team Rocket Grunt (Payoff: \$554)

Pokemon (Level)	Type	Weakness(es)	EXP
Machop (17)	Fighting	Flying, Psychic	319
Drowzee (17)	Psychic	Bug, Dark, Ghost	370

After you beat this chump, he will return the TM he stole. This TM is TM28. TM28 is dig. Dig is an attack that hits on the second turn, and can also be used to exit dungeons. You are probably thinking you have to return this TM but you do not! You can keep it. Anyways, continue heading south until you are directly south of Cerulean City. Hear go down even further into that tiny house. Go in this house, come through the escalator, and then go down to the escalator that is leading up. From here go around the patch of grass to the trainer on the left.

+++++

Bug Catcher Keigo (Payoff: \$189)

Pokemon (Level)	Type	Weakness(es)	EXP
Weedle (16)	Bug/Poison	Fire, Flying, Ground, Psychic, Rock	177
Caterpie (16)	Bug	Fire, Flying, Rock	181
Weedle (16)	Bug/Poison	Fire, Flying, Ground, Psychic, Rock	177

After beating this guy, go all the way south to this pond. Here there are two trainers waiting to fight you.

Camper Ricky (Payoff: \$400)

Pokemon (Level)	Type	Weakness(es)	EXP
Squirtle (20)	Water	Grass, Electric	282

Picnicker Nancy (Payoff: \$320)

Pokemon (Level)	Type	Weakness(es)	EXP
Rattata (16)	Normal	Fighting	195
Pikachu (16)	Electric	Ground	280

After you beat him and her, go even more south, where you will fight the last three trainers on the way to Vermillion City!

Bug Catcher Elijah (Payoff: \$240)

Pokemon (Level)	Type	Weakness(es)	EXP
Butterfree (20)	Bug/Flying	Fire, Flying, Rock 4x, Electric, Ice	684

Picnicker Isabelle (Payoff: \$320)

Pokemon (Level)	Type	Weakness(es)	EXP
Pidgey (16)	Flying	Rock, Ice, Electric	187
Pidgey (16)	Flying	Rock, Ice, Electric	187
Pidgey (16)	Flying	Rock, Ice, Electric	187

Camper Jeff (Paroll- \$320)

Pokemon (Level)	Type	Weakness(es)	EXP
Spearow (16)	Flying	Rock, Ice, Electric	198
Raticate (16)	Normal	Fighting	397

+++++

(In Vermillion City the only places to catch wild Pokemon are inside of Diggle's Cave, and also east of the city.)

That's right you have just entered Vermillion City! As soon as you walk in, go to heal your team. Right after that, save your file so you do not have to fight all of these trainers over again.

Okay, let's get down to business! Go to the house just west of the Pokemon center, and get the old rod. With this rod you can go fishing in almost any area of water, but you won't find anything worthwhile. (I think but I am not sure the only Pokemon you can find with the Old Rod is Magikarp.

After you get the Old Rod, go south of Vermillion City. After going a tad south go west where there are two houses. The house on the right has one little midget inside it. He'll ask you if you have a Spearow. Then he will ask you if you would like to trade it for his Farfetch'd. If you have a Spearow go ahead and trade it. It will get you another Pokemon caught on your dex, and another Pokemon seen on your dex. If not you can always come back later.

The house on the left has basically a Pokemon club inside of it. Talk to the old man on the chair to the left. When he asks you if you have come to hear about his collection of Pokemon say yes. He will go on and on about his Rapidash and then finish. Because he has kept you so long, he will give you a Bike Voucher. Go all the way back to Cerulean City, and trade it in the bike shop for your very own bike. When you get your bike go to it on the Key items slot and press register. Now whenever you want to go cycling press select, and bam your on your bike. Pretty neat huh?

When you get back to Vermillion City, go west and catch over 10 types of Pokemon. (Look later in the guide) While doing this fight all of the trainers over there. Also get the Awakening toward the north.

+++++

Youngster Eddie (Payoff: \$336)

Pokemon (Level)	Type	Weakness(es)	EXP
Ekans (21)	Poison	Psychic, Ground	279

Gamer Hugo (Payoff: \$1297)

Pokemon (Level)	Type	Weakness(es)	EXP
Poliwag (18)	Water	Electric, Grass	297
Horsea (18)	Water	Electric, Grass	319

Engineer Bernie (Payoff: \$864)

Pokemon (Level)	Type	Weakness(es)	EXP
Magnemite (18)	Electric/Steel	Fight, Fire, Ground 4x	342
Magnemite (18)	Electric/Steel	Fight, Fire, Ground 4x	342
Magneton (18)	Electric/Steel	Fight, Fire, Ground 4x	621

Gamer Jasper (Payoff: \$1296)

Pokemon (Level)	Type	Weakness(es)	EXP
Bellsprout (18)	Grass/Poison	Bug, Fire, Flying, Poison, Ice, Psychic, Ground	324
Oddish (18)	Grass/Poison	Bug, Fire, Flying, Poison, Ice, Psychic, Ground	300

Youngster Dave (Payoff: \$)

Pokemon (Level)	Type	Weakness(es)	EXP
Nidoran M (18)	Poison	Psychic, Ground	231
Nidorino (18)	Poison	Psychic, Ground	454

Youngster Dillon (Payoff: \$304)

Pokemon (Level)	Type	Weakness(es)	EXP
Sandshrew (19)	Ground	Water, Ice, Grass	378
Zubat (19)	Flying/Poison	Electric, Rock, Ice, Psychic, Ground	219

Engineer Braxton (Payoff: \$1,008)

Pokemon (Level)	Type	Weakness(es)	EXP
Magnemite (21)	Electric/Steel	Fight, Fire, Ground 4x	398

Gamer Darian (Payoff: \$1296)

Pokemon (Level)	Type	Weakness(es)	EXP
Growlithe (18)	Fire	Water, Ground, Rock	351
Vulpix (18)	Fire	Water, Ground, Rock	243

Gamer Dirk (Payoff: \$1296)

Pokemon (Level)	Type	Weakness(es)	EXP
Voltorb (18)	Electric	Ground	396
Magnemite (18)	Electric/Steel	Fight, Fire, Ground 4x	342

Youngster Yasu (Payoff: \$277)

Pokemon (Level)	Type	Weakness(es)	EXP
Rattata (17)	Normal	Fighting	207
Rattata (17)	Normal	Fighting	207
Raticate (17)	Normal	Fighting	421

+++++

After fighting all of the trainers west of Vermillion City, go heal your Pokemon and come back to that cave, and enter!...

Digglet's Cave

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(THIS IS ALL AFTER YOU BEAT THE SS. Anne!)

In this cave the only wild Pokemon are Digglet, and Dugtrio. Head towards the

end of the cave, and you will come out in Viridian City. Go down to the big house, and you will get Flash. Flash is an HM that lights cave and in battle, lowers opponent's accuracy. (You'll need this gem for Rock Tunnel.)

Back to Vermillion City

Back here, go south to the dock. That's right you have just guest it this place is where the SS.Anne lies! Board the ship, and get ready to fight, fight, fight!

5d-1. Vacation on the S.S. Anne

For the SS.Anne, I will list all of the trainers on the ship and then where you have to go to get off the ship then I will give a list of all of the items in the rooms. Here we go:

Youngster Tyler (Payoff: \$336)

Pokemon (Level)	Type	Weakness(es)	EXP
Nidoran M (21)	Poison	Psychic, Ground	274

Lass Ann (Payoff: \$228)

Pokemon (Level)	Type	Weakness(es)	EXP
Pidgey (18)	Flying	Electric, Rock, Ice	210
Nidoran F (18)	Poison	Psychic, Ground	226

Gentleman Arthur (Payoff: \$1360)

Pokemon (Level)	Type	Weakness(es)	EXP
Nidoran M (19)	Poison	Psychic, Ground	243
Nidoran F (19)	Poison	Psychic, Ground	240

Gentleman Thomas (Payoff: \$1296)

Pokemon (Level)	Type	Weakness(es)	EXP
Growlithe (18)	Fire	Water, Ground, Rock	351
Growlithe (18)	Fire	Water, Ground, Rock	351

Fisherman Dale (Payoff: \$612)

Pokemon (Level)	Type	Weakness(es)	EXP
Goldeen (17)	Water	Grass, Electric	403
Tentacool (17)	Water/Poison	Electric, Grass, Psychic, Ground	382
Goldeen (17)	Water	Grass, Electric	403



## Gentleman Brooks (Payoff: \$1656)

Pokemon (Level)	Type	Weakness(es)	EXP
Pikachu (23)	Electric	Ground	403

## Lass Dawn (Payoff: \$288)

Pokemon (Level)	Type	Weakness(es)	EXP
Rattata (18)	Normal	Fighting	219
Pikachu (18)	Electric	Ground	315

## Gentleman Lamar (Payoff: \$1224)

Pokemon (Level)	Type	Weakness(es)	EXP
Growlithe (17)	Fire	Water, Ground, Rock	331
Ponyta (17)	Fire	Water, Ground, Rock	553

## Sailor Trevor (Payoff: \$544)

Pokemon (Level)	Type	Weakness(es)	EXP
Machop (17)	Fighting	Flying, Psychic	319
Tentacool (17)	Water/Poison	Electric, Grass, Psychic, Ground	382

## Sailor Edmond (Payoff: \$576)

Pokemon (Level)	Type	Weakness(es)	EXP
Machop (18)	Fighting	Flying, Psychic	339
Shellder (18)	Water	Grass, Electric	373

## Sailor Leonard (Payoff: \$672)

Pokemon (Level)	Type	Weakness(es)	EXP
Shellder (21)	Water	Grass, Electric	436

## Sailor Duncan (Payoff: \$544)

Pokemon (Level)	Type	Weakness(es)	EXP
Horsea (17)	Water	Grass, Electric	301
Shellder (17)	Water	Grass, Electric	353
Tentacool (17)	Water/Poison	Electric, Grass, Psychic, Ground	382

## Sailor Dylan (Payoff: \$544)

Pokemon (Level)	Type	Weakness(es)	EXP
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Horsea (17)	Water	Grass, Electric	301
Horsea (17)	Water	Grass, Electric	301
Horsea (17)	Water	Grass, Electric	301

Sailor Huey (Payoff: \$576)

Pokemon (Level)	Type	Weakness(es)	EXP
Tentacool (18)	Water	Grass, Electric	405
Staryu (18)	Water	Grass, Electric	408

Sailor Phillip (Payoff: \$640)

Pokemon (Level)	Type	Weakness(es)	EXP
Machop (20)	Fighting	Flying, Psychic	376

Fisherman Barney (Payoff: \$612)

Pokemon (Level)	Type	Weakness(es)	EXP
Tentacool (17)	Water	Grass, Electric	382
Shellder (17)	Water	Grass, Electric	352
Staryu (17)	Water	Grass, Electric	385

Now that you have just beaten ALMOST ALL of the trainers onboard the SS.Anne, go to the room directly below the area where you came in. There is a lady here. If you talk to her she will give you and your Pokemon a nap. (Healing your Pokemon.) After that follow these directions:

Go left and up the big escalator.  
 Go south, then make a sharp turn right.  
 Go all the way right and then turn up where you will find none other than:

Rival (Payoff: \$720)

Pokemon (Level)	Type	Weakness(es)	EXP
Pidgeotto (19)	Flying	Electric, Rock, Ice	459
Raticate (16)	Normal	Fighting	397
Kadabra (18)	Psychic	Bug, Dark, Ghost	558
Starter (20)	Varies		607

After beating your Rival, go up the big escalator directly north of you. When you get up here, you will find the captain getting sick. Go up to him, and you will automatically start rubbing his back. He will (all of a sudden) feel better, and for your help give you HM01, which contains cut. Cut is used to slice down trees and reduce grass areas. It is also a fairly strong move that can be used inside of battle.

The items that were scattered throughout random rooms were:

TM31 - Brick Break  
Stardust  
X Attack  
Super Potion  
Ether  
TM44 - Rest

Now that you have beaten the SS.Anne, get off the gosh darn ship! You will watch as the ship sails away from you slowly. After it is completely gone go back and heal in Vermillion City. After you get your newly healed party, teach one of them the HM the captain gave you. Go to the southwest corner of Vermillion City. Here go up to the tree, and press the A button, keep on clicking it until the Pokemon you taught cut to cuts the tree down. This is called cutting down a tree. In this new area, there smack in the middle is the Vermillion Gym!

The trainers before Surge are as follows:

+++++

Sailor Dwayne (Payoff: \$672)

Pokemon (Level)	Type	Weakness(es)	EXP
Pikachu (21)	Electric	Ground	369
Pikachu (21)	Electric	Ground	369

Engineer Baily (Payoff: \$1008)

Pokemon (Level)	Type	Weakness(es)	EXP
Voltorb (21)	Electric	Ground	463
Magnemite (21)	Electric/Steel	Fight, Fire, Ground 4x	400

Gentleman Tucker (Payoff: \$1656)

Pokemon (Level)	Type	Weakness(es)	EXP
Pikachu (23)	Electric	Ground	403

A lot of people consider this gym to be really hard. I mean in order to get to Blaine. They really are making a mountain out of mold. Just got up to a garbage can and press A when it says there is a switch under it, go to the can to the side of it. If there are two sides to it (Like if the can was in the middle) just pick one. Sometimes it will say something like I am sorry the switches have been reset or something like that. So just keep doing it over again! It should take you anywhere from 1-3 times to open up into Surges area, and when it does be ready to fight him!

Gym Leader Surge's Favorite type of Pokemon- electric Pokemon

Gym Leader Surge's Least Favorite type of Pokemon- probably ground

(sorry, but I have to put this in there from AstralFire's guide.)

LT.Surge likes- War films, G.I. Joe, Pro Wrestling

LT.Surge dislikes- Ballet

Surge strategy- Surge doesn't really have a strategy. Alls he does is try to get you paralyzed then attack you because of your slower speed. Wait a minute, that is a strategy. Oh well...

Rewards from Gym Trainer Surge- Some average EXP, not as great as Misty, 2,400 dollars, your third badge (Thunderbadge), and TM.34, which is shock wave. Shock Wave is a little like Thundershock. Not that good, or that bad. Also beating LT.Surge will raise your Pokemon's speed.

Pokemon- Gym Leader Surge has three Pokemon (see below)

Pokemon (Level)	Type	Weakness(es)	EXP
Voltorb (21)	Electric	Ground	463
Pikachu (18)	Electric	Ground	315
Raichu (24)	Electric	Ground	627

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#### 5d-2. Returning Home Through the Rock Tunnel

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After you beat Surge, go to the pokecenter and heal your Pokemon. Next, go out of Vermillion City, by heading back to Cerulean. Right before you go back take the detour to the right. Here there will be a tree. Cut it down into the new area.

In the new area, fight all the trainers going west and then south to that big Tunnel/Cave. The trainers in this area are...

+++++

Picnicker Alicia (Payoff: \$360)

Pokemon (Level)	Type	Weakness(es)	EXP
Oddish (18)	Grass/Poison	Bug, Fire, Flying, Poison, Ice, Psychic, Ground	300
Bellsprout (18)	Grass/Poison	Bug, Fire, Flying, Poison, Ice, Psychic, Ground	324
Oddish (18)	Grass/Poison	Bug, Fire, Flying, Poison, Ice, Psychic, Ground	300
Bellsprout (18)	Grass/Poison	Bug, Fire, Flying, Poison, Ice, Psychic, Ground	324

Keep going south to get TM40, which is Aerial Ace. Aerial Ace is a flying attack that is a little better than Wing Attack.

Hiker Jermy (Payoff: \$720)

Pokemon (Level)	Type	Weakness(es)	EXP
Machop (20)	Fighting	Flying, Psychic	376
Onix (20)	Rock/Ground	Fight, Steel, Grass 4x, Water 4x,	426

## Ice, Ground

Camper Chris (Payoff: \$420)

Pokemon (Level)	Type	Weakness(es)	EXP
Growlithe (21)	Fire	Water, Rock, Ground	409
Charmander (21)	Fire	Water, Rock, Ground	292

Bug Catcher Brent (Payoff: \$228)

Pokemon (Level)	Type	Weakness(es)	EXP
Beedrill (19)	Bug/Poison	Fire, Flying, Ground, Psychic, Rock	646
Beedrill (19)	Bug/Poison	Fire, Flying, Ground, Psychic, Rock	646

Hiker Alan (Payoff: \$756)

Pokemon (Level)	Type	Weakness(es)	EXP
Geodude (21)	Rock/Ground	Fight, Steel, Grass 4x, Water 4x, Ice, Ground	387
Onix (21)	Rock/Ground	Fight, Steel, Grass 4x, Water 4x, Ice, Ground	486

Go a little east of here and get yourself a Burn Heal.

Bug Catcher Conner (Payroll: \$240)

Pokemon (Level)	Type	Weakness(es)	EXP
Caterpie (20)	Bug	Fire, Flying, Rock	226
Venonat (20)	Bug/Poison	Fire, Flying, Ground, Psychic, Rock	321
Weedle (20)	Bug/Poison	Fire, Flying, Ground, Psychic, Rock	222

Hiker Brice (Payoff: \$720)

Pokemon (Level)	Type	Weakness(es)	EXP
Geodude (20)	Rock/Ground	Fight, Steel, Grass 4x, Water 4x, Ice, Ground	367
Geodude (20)	Rock/Ground	Fight, Steel, Grass 4x, Water 4x, Ice, Ground	367
Machop (20)	Fighting	Flying, Psychic	376

Picnicker Caitlin (Payoff: \$460)

Pokemon (Level)	Type	Weakness(es)	EXP
Meowth (23)	Normal	Fighting	339

Now just go south to the Pokemon Center. Go south, and fight the last trainer before Rock Tunnel.

Picnicker Kim (Payoff: \$400)

Pokemon (Level)	Type	Weakness(es)	EXP
Pikachu (20)	Electric	Ground	351
Clefairy (20)	Normal	Fighting	291

(Rock Tunnel has Pokemon like Zubat, Geodude, Mankey and Onix.) Quite like Mt. Moon. Okay, down to business. Go back and heal, then enter the ever-famous Rock Tunnel. Inside here, I will tell you where to go, and if there happens to be a trainer, I will show it, and their status.

Enter the cave.

Go west and get the repel

Go southeast through the opening and fight the trainer there.

Pokemaniac Ashton (Payoff: \$1104)

Pokemon (Level)	Type	Weakness(es)	EXP
Cubone (23)	Ground	Grass, Ice, Water	427
Slowpoke (23)	Psychic/Water	Bug, Dark, Ghost, Electric, Grass	487

Go east

Go north

Shoot down the ladder there

Go south

Go west

Fight the trainer there.

Pokemaniac Winston (Payoff: \$1200)

Pokemon (Level)	Type	Weakness(es)	EXP
Slowpoke (25)	Psychic/Water	Bug, Dark, Ghost, Electric, Grass	529

Go all the way west, and get a revive

Go back east, then north

Fight the trainer there.

Picnicker Martha (Payoff: \$440)

Pokemon (Level)	Type	Weakness(es)	EXP
Oddish (22)	Grass/Poison	Bug, Fire, Flying, Poison, Ice, Psychic, Ground	367
Bulbasaur (22)	Grass/Poison	Bug, Fire, Flying, Poison, Ice, Psychic, Ground	301

Go northeast

Go north

Fight the trainer there

Pokemaniac Steve (Payoff: \$1056)

Pokemon (Level)	Type	Weakness(es)	EXP
Charmander (22)	Fire	Water, Ground, Rock	306

Cubone (22) Ground Grass, Ice, Water 409

Go north  
Go east  
Go north  
Fight the trainer there

Hiker Allen (Payoff: \$900)

Pokemon (Level)	Type	Weakness(es)	EXP
Geodude (25)	Rock/Ground	Fight, Steel, Grass 4x, Water 4x, Ice, Ground	458

Go west  
Go north  
Go east  
Fight that trainer there

Hiker Eric (Payoff: \$720)

Pokemon (Level)	Type	Weakness(es)	EXP
Machop (20)	Fighting	Flying, Psychic	376
Onix (20)	Rock/Ground	Fight, Steel, Grass 4x, Water 4x, Ice, Ground	462

Go north  
Go west  
Shoot up the ladder  
Go south  
Go east  
Fight the trainer there

Hiker Lenny (Payoff: \$684)

Pokemon (Level)	Type	Weakness(es)	EXP
Geodude (19)	Rock/Ground	Fight, Steel, Grass 4x, Water 4x, Ice, Ground	349
Geodude (19)	Rock/Ground	Fight, Steel, Grass 4x, Water 4x, Ice, Ground	349
Geodude (19)	Rock/Ground	Fight, Steel, Grass 4x, Water 4x, Ice, Ground	349
Machop (19)	Fighting	Flying, Psychic	357

Go southeast  
Go west  
Fight the trainer there

Hiker Oliver (Payoff: \$720)

Pokemon (Level)	Type	Weakness(es)	EXP
Onix (20)	Rock/Ground	Fight, Steel, Grass 4x, Water 4x, Ice, Ground	462
Onix (20)	Rock/Ground	Fight, Steel, Grass 4x, Water 4x, Ice, Ground	462
Geodude (20)	Rock/Ground	Fight, Steel, Grass 4x, Water 4x, Ice, Ground	367

Go east  
 Pick up your escape rope  
 Go northwest  
 Fight the trainer there

Hiker Lucas (Payoff: \$756)

Pokemon (Level)	Type	Weakness(es)	EXP
Geodude (21)	Rock/Ground	Fight, Steel, Grass 4x, Water 4x, Ice, Ground	386
Graveler (21)	Rock/Ground	Fight, Steel, Grass 4x, Water 4x, Ice, Ground	603

Go northeast  
 Shoot down the ladder  
 Go west into the opening  
 Fight the trainer here

Picnicker Sofia (Payoff: \$420)

Pokemon (Level)	Type	Weakness(es)	EXP
Jigglypuff (21)	Normal	Fighting	342
Pidgey (21)	Flying	Electric, Rock, Ice	247
Meowth (21)	Normal	Fighting	310

Go west  
 Go north  
 Pick up your Max Ether  
 Go south  
 Go west  
 Fight the trainer there

Hiker Dudley (Payoff: \$756)

Pokemon (Level)	Type	Weakness(es)	EXP
Geodude (21)	Rock/Ground	Fight, Steel, Grass 4x, Water 4x, Ice, Ground	386
Geodude (21)	Rock/Ground	Fight, Steel, Grass 4x, Water 4x, Ice, Ground	386
Graveler (21)	Rock/Ground	Fight, Steel, Grass 4x, Water 4x, Ice, Ground	603

Go north  
 Fight the trainer there

Pokemaniac Cooper (Payoff: \$960)

Pokemon (Level)	Type	Weakness(es)	EXP
Slowpoke (20)	Psychic/Water	Bug, Dark, Ghost, Electric, Grass	423
Slowpoke (20)	Psychic/Water	Bug, Dark, Ghost, Electric, Grass	423
Slowpoke (20)	Psychic/Water	Bug, Dark, Ghost, Electric, Grass	423

Go north  
 Shoot up the ladder



Go west than south  
Fight the trainer there

Picnicker Leah (Payoff: \$440)

Pokemon (Level)	Type	Weakness(es)	EXP
Bellsprout (22)	Grass/Poison	Bug, Fire, Flying, Poison, Ice, Psychic, Ground	396
Clefairy (22)	Normal	Fighting	319

Go south  
Fight the trainer there

Picnicker Ariana (Payoff: \$380)

Pokemon (Level)	Type	Weakness(es)	EXP
Pidgey (19)	Flying	Electric, Rock, Ice	223
Rattata (19)	Normal	Fighting	231
Rattata (19)	Normal	Fighting	231
Bellsprout (19)	Grass/Poison	Bug, Fire, Flying, Poison, Ice, Psychic, Ground	342

Go south  
Go west  
Go north, and pick up your pearl  
Go south  
Go west

Fight that trainer there

Picnicker Dana (Payoff: \$400)

Pokemon (Level)	Type	Weakness(es)	EXP
Meowth (20)	Normal	Fighting	295
Oddish (20)	Grass/Poison	Bug, Fire, Flying, Poison, Ice, Psychic, Ground	333
Pidgey (20)	Flying	Electric, Rock, Ice	235

Go west  
G south  
Exit Rock Tunnel

Outside of Rock Tunnel there are some trainers, fight them by going south.

Picnicker Carol (Payoff: \$420)

Pokemon (Level)	Type	Weakness(es)	EXP
Pidgey (21)	Flying	Electric, Rock, Ice	247
Pidgeotto (21)	Flying	Electric, Rock, Ice	508

Hiker Clark (Payoff: \$756)

Pokemon (Level)	Type	Weakness(es)	EXP
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Geodude (21)	Rock/Ground	Fight, Steel, Grass 4x, Water 4x, Ice, Ground	386
Onix (21)	Rock/Ground	Fight, Steel, Grass 4x, Water 4x, Ice, Ground	486

Hiker Trent (Payoff: \$684)

Pokemon (Level)	Type	Weakness(es)	EXP
Onix (21)	Rock/Ground	Fight, Steel, Grass 4x, Water 4x, Ice, Ground	486
Graveler (19)	Rock/Ground	Fight, Steel, Grass 4x, Water 4x, Ice, Ground	544

Pokemaniac Herman (Payoff: \$960)

Pokemon (Level)	Type	Weakness(es)	EXP
Cubone (20)	Ground	Grass, Ice, Water	372
Slowpoke (20)	Psychic/Water	Bug, Dark, Ghost, Electric, Grass	423

+++++

5e. Spooky Town, Otherwise Known as Lavender

(In Lavender Town, the only place where you can catch wild Pokemon is south of Lavender Town. There is also west of Lavender Town.

That's right you have just entered Lavender Town. As soon as you get in heal your Pokemon. The Pokemon Tower here is a dangerous place, as it's occupied by ghosts you can't identify and fight. So, forget it for now.

Now it is time to move on start heading west of Lavender town where you will find a lot of trainers.

+++++

Lass Julia (Payoff: \$352)

Pokemon (Level)	Type	Weakness(es)	EXP
Clefairy (22)	Normal	Fighting	319
Clefairy (22)	Normal	Fighting	319

Gamer Rich (Payoff: \$1728)

Pokemon (Level)	Type	Weakness(es)	EXP
Growlithe (24)	Fire	Water, Ground, Rock	468
Vulpix (24)	Fire	Water, Ground, Rock	324

Go over the big area of land and fight all the trainers on the other side.

Super Nerd Glenn (Payoff: \$528)

Pokemon (Level)	Type	Weakness(es)	EXP
Grimer (22)	Poison	Psychic, Ground	423
Muk (22)	Poison	Psychic, Ground	739
Grimer (22)	Poison	Psychic, Ground	423

Up ahead is your first double battle! Fight in a different style, by playing 2 on 2!

Twins Eli and Anne (Payoff: \$528)

Pokemon (Level)	Type	Weakness(es)	EXP
Clefairy (22)	Normal	Fighting	308
Jigglypuff (22)	Normal	Fighting	356

Next comes a straight line of trainers...

Super Nerd Leslie (Payoff: \$624)

Pokemon (Level)	Type	Weakness(es)	EXP
Koffing (26)	Poison	Psychic	639

Lass Paige (Payoff: \$368)

Pokemon (Level)	Type	Weakness(es)	EXP
Nidoran F (23)	Poison	Psychic, Ground	289
Nidorina (23)	Poison	Psychic, Ground	576

Lass Andrea (Payoff: \$384)

Pokemon (Level)	Type	Weakness(es)	EXP
Meowth (24)	Normal	Fighting	354
Meowth (24)	Normal	Fighting	354
Meowth (24)	Normal	Fighting	354

Lass Megan (Payoff: \$304)

Pokemon (Level)	Type	Weakness(es)	EXP
Pidgey (19)	Flying	Rock, Electric, Ice	223
Pikachu (19)	Electric	Ground	333
Rattata (19)	Normal	Fighting	231
Nidoran M (19)	Poison	Psychic, Ground	243
Meowth (19)	Normal	Fighting	280

Biker Jaren (Payoff: \$480)

Pokemon (Level)	Type	Weakness(es)	EXP
Grimer (24)	Poison	Psychic, Ground	462
Grimer (24)	Poison	Psychic, Ground	462

Biker Ricardo (Payoff: \$460)

Pokemon (Level)	Type	Weakness(es)	EXP
Koffing (22)	Poison	Psychic	537
Koffing (22)	Poison	Psychic	537
Grimer (23)	Poison	Psychic, Ground	442

Super Nerd Aidan (Payoff: \$481)

Pokemon (Level)	Type	Weakness(es)	EXP
Voltorb (20)	Electric	Ground	441
Koffing (20)	Poison	Psychic	487
Voltorb (20)	Electric	Ground	441
Magnemite (20)	Electric/Steel	Fight, Fire, Ground 4x	381

+++++

Now that you have fought the trainers west of Lavender go through that little house. Go along heading west and you'll come out at Route 7. Go a little north then west, and you will arrive at...

5f. Celadon City, the Shopping Mecca

The first thing you will want to do in Celadon City is to go heal your Pokemon. Next go behind the Pokecenter and head west when you see an opening in the building, go in. Keep climbing up floors until you find a table with a Pokemon on it the Pokemon is Eevee. Eevee isn't a really good Pokemon but you can evolve it into Vaporeon, Jolteon, and Flareon which are really good Pokemon.

After getting Eeveee, you might want to take a visit to the Department store. The items there are...

(Contributed by Dmon2)

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o-----o
| CELADON CITY DEPARTMENT STORE |
o-----o

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SECOND FLOOR, NORTH	SECOND FLOOR, SOUTH	FOURTH FLOOR
TM05.....\$1000	Great Ball....\$600	Poke Doll.....\$1000
TM15.....\$7500	Super Potion..\$700	Retro Mail.....\$50
TM28.....\$2000	Revive.....\$1500	Fire Stone.....\$2100
TM31.....\$3000	Antidote.....\$100	Thunderstone....\$2100
TM43.....\$3000	Parlyz Heal...\$200	Water Stone.....\$2100
	Awakening.....\$250	Leaf Stone.....\$2100
	Burn Heal.....\$250	

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Move Tutor who teaches | Ice Heal.....$250 |
Counter is on Floor 3. | Super Repel...$500 |
                        o-----o o-----o
o-----o             Give the rooftop | FIFTH FLOOR, SOUTH |
| FIFTH FLOOR, NORTH | girl one of each drink o-----o
o-----o             to get these TMs: | X Attack.....$500 |
| HP Up.....$9800 | | X Defend.....$550 |
| Protein.....$9800 | Fresh Water - TM16 | X Speed.....$350 |
| Iron.....$9800 | Soda Pop - TM20 | X Special.....$350 |
| Calcium.....$9800 | Lemonade - TM33 | X Accuracy.....$950 |
| Zinc.....$9800 | | Guard Spec.....$700 |
| Carbos.....$9800 | | Dire Hit.....$650 |
o-----o             o-----o

```

Buy things and get out. Enter the building to the right.

South of the Game Corner is a row of buildings. Enter the leftmost building and talk to the man in the upper left corner. He'll give you a coin case.

After you get your coin case you can visit the Celadon Game corner. You can buy coins, or you can gamble for them.

After this, go to the house two houses to the right of the Department Store. Talk to the old woman and get the tea. When you get it, you can now pass through houses with guards in them.

Now it's time for Erika!

Go south towards the east, where there is a tree. Cut it down then continue going west. Soon you will come upon a gym. Which is Erika's gym of course.

+++++

Lass Kay (Payoff: \$368)

Pokemon (Level)	Type	Weakness(es)	EXP
Bellsprout (23)	Grass/Poison	Bug, Fire, Flying, Poison, Ice, Psychic, Ground	414
Weepinbell (23)	Grass/Poison	Bug, Fire, Flying, Poison, Ice, Psychic, Ground	744

Beauty Bridget (Payoff: \$1512)

Pokemon (Level)	Type	Weakness(es)	EXP
Oddish (21)	Grass/Poison	Bug, Fire, Flying, Poison, Ice, Psychic, Ground	351
Bellsprout (21)	Grass/Poison	Bug, Fire, Flying, Poison, Ice, Psychic, Ground	378
Oddish (21)	Grass/Poison	Bug, Fire, Flying, Poison, Ice, Psychic, Ground	351
Bellsprout (21)	Grass/Poison	Bug, Fire, Flying, Poison, Ice, Psychic, Ground	378

Picnicker Tina (Payoff: \$480)

Pokemon (Level)	Type	Weakness(es)	EXP
Bulbasaur (24)	Grass/Poison	Bug, Fire, Flying, Poison, Ice, Psychic, Ground	328
Ivysaur (24)	Grass/Poison	Bug, Fire, Flying, Poison, Ice, Psychic, Ground	724

Beauty Tamia (Payoff: \$1728)

Pokemon (Level)	Type	Weakness(es)	EXP
Bellsprout (24)	Grass/Poison	Bug, Fire, Flying, Poison, Ice, Psychic, Ground	432
Bellsprout (24)	Grass/Poison	Bug, Fire, Flying, Poison, Ice, Psychic, Ground	432

Beauty Lori (Payoff: \$1728)

Pokemon (Level)	Type	Weakness(es)	EXP
Exeggcute (24)	Grass/Psychic	Bug, Dark, Fire, Flying, Ghost, Ice, Poison	504

Cooltrainer Mary (Payoff: \$792)

Pokemon (Level)	Type	Weakness(es)	EXP
Bellsprout (22)	Grass/Poison	Bug, Fire, Flying, Poison, Ice, Psychic, Ground	396
Oddish (22)	Grass/Poison	Bug, Fire, Flying, Poison, Ice, Psychic, Ground	367
Weepinbell (22)	Grass/Poison	Bug, Fire, Flying, Poison, Ice, Psychic, Ground	711
Gloom (22)	Grass/Poison	Bug, Fire, Flying, Poison, Ice, Psychic, Ground	621
Ivysaur (22)	Grass/Poison	Bug, Fire, Flying, Poison, Ice, Psychic, Ground	664

Lass Lisa (Payoff: \$368)

Pokemon (Level)	Type	Weakness(es)	EXP
Oddish (23)	Grass/Poison	Bug, Fire, Flying, Poison, Ice, Psychic, Ground	384
Gloom (23)	Grass/Poison	Bug, Fire, Flying, Poison, Ice, Psychic, Ground	649

Gym Leader Erika's Favorite type of Pokemon- electric Pokemon

Gym Leader Erika's Least Favorite type of Pokemon- Fire

Erika likes- Using an over amount of Perfume, and of course nice aromas

LT.Surge dislikes- Mean boys, and fire/bug Pokemon

Erika's strategy- Try to poison, paralyze, and put your Pokemon to sleep then easily kill you with her above average attacks.

Rewards from Gym Leader Erika- A boatload of EXP, 2900 dollars, a Rainbow Badge (your fourth badge), and TM19, which is Giga Drain. It sucks life out of your opponent's Pokemon, and improves your HP.

Pokemon (Level)	Type	Weakness(es)	EXP
Victreebel (29)	Grass/Poison	Bug, Fire, Flying, Poison, Ice, Psychic, Ground	1186
Tangela (24)	Grass	Bug, Fire, Flying, Poison, Ice	853
Vileplume (29)	Grass/Poison	Bug, Fire, Flying, Poison, Ice, Psychic, Ground	1143

With so many weaknesses, you can pick and choose what to send against her. The best is a good fire-type, but any will do, really. The only thing hard about her are the levels of her Pokemon.

+++++

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5f-2. Rocket Hideout and the Magic Magnifying Glass  
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With Erika defeated, you now have four out of the eight badges! This is cause for celebration! Instead of a party, raid an underground hideout! Yay!

Your first stop is the game corner. If you haven't already, snag the Coin Case from the man in the bar (he's in the upper left corner) so you can hold coins and play the slots. When you're ready, talk to the Rocket standing in front of the poster. Battle and win!

Now then, examine the poster to open up a staircase leading into the Underground Rocket Hideout. First go left and hug the upper wall to avoid being sighted by the first Rocket. Walk around him and go south to get an Escape Rope from the table, then battle the nearby Rocket. Afterwards, head to the right to find another Rocket to beat up.

+++++

Team Rocket Grunt (Payoff: \$672)

Pokemon (Level)	Type	Weakness(es)	EXP
Raticate (21)	Normal	Fight	522
Raticate (21)	Normal	Fight	522

Team Rocket Grunt (Payoff: \$672)

Pokemon (Level)	Type	Weakness(es)	EXP
Drowzee (21)	Psychic	Bug, Dark, Ghost	459
Machop (21)	Fighting	Flying, Psychic	396

+++++

Now, after defeating these two it seems there isn't anything worthwhile on this floor. Not right now, anyway. Take the stairs going down and hug the lower wall to stay out of sight of the Grunt to the left until you're ready to fight

him. Even if you should get caught, he's a pushover with weak Pokemon.

+++++

Team Rocket Grunt (Payoff: \$544)

Pokemon (Level)	Type	Weakness(es)	EXP
Zubat (17)	Flying/Poison	Electric, Rock, Ice, Psychic, Ground	196
Zubat (17)	Flying/Poison	Electric, Rock, Ice, Psychic, Ground	196
Koffing (17)	Poison	Psychic	414
Grimer (17)	Poison	Psychic, Ground	327
Raticate (17)	Normal	Fight	421

+++++

Afterwards, go left to the conveyor arrows and ride the bottom one. After you stop, walk back right, past all the other arrows and snag an X Speed. Go back to where you were dropped off on the light-colored square and take the Moon Stone. Now ride the lower >> conveyor to stop near a TM12. Now go directly right and take the conveyor pointing down toward the light metal floor. Go directly right again, then left, and you should be in the lower right corner of this little maze. From here, go down to the two << conveyors (one right on top of the other) and take the lower one to reach a Super Potion. First go up and ride either conveyor back to the main part of the maze, then go right and down and ride the right down-pointing conveyor. Take two steps left, and you should be back to the two << conveyors that got you the Super Potion. Now take the higher of the two conveyors there, then ride the conveyor pointing right. You'll end up in a new area with a staircase and an elevator, but you can't use the elevator quite yet. Instead, take the stairs.

Here, there are two Rocket Grunts and one Hyper Potion in the upper left corner of the room. You can deal with the Grunts or just walk past them, but it's advisable to fight them. The one near the top of the room is listed first.

+++++

Team Rocket Grunt (Payoff: \$672)

Pokemon (Level)	Type	Weakness(es)	EXP
Grimer (20)	Poison	Psychic, Ground	385
Koffing (17)	Poison	Psychic	487
Koffing (17)	Poison	Psychic	487

Team Rocket Grunt (Payoff: \$672)

Pokemon (Level)	Type	Weakness(es)	EXP
Rattata (19)	Normal	Fight	231
Raticate (19)	Normal	Fight	471
Raticate (19)	Normal	Fight	471
Rattata (19)	Normal	Fight	231

+++++

As you can see, the first requires a psychic type, and if you happen to have a fighting type for the second, you'll breeze through this. Unfortunately, there's nothing here beyond one of the Rockets telling you to take the elevator



to see the boss, except you don't have the key yet. In due time...

Go back down the stairs and return through the conveyor maze to the first part of B2F. Take the stairs going down to reach B3F. This floor has no obvious stairs going deeper into the compound, but it does have a couple of Rockets, the second one listed being the one in the conveyor maze. The first, which is hanging around south of the stairs, just uses a pair of Machops and is guarding TM21, Frustration.

Now go into the conveyor maze. There should be two conveyors pointing in opposite directions: << >>. Take the right one first, then take the conveyor pointing downward to have access to some Rare Candy. Now return to the first intersection and take the conveyor going left. Two steps down gets you to a metal floor, and from there, go down and left (don't step on any conveyors!) till you reach a sort of staircase of right-pointing conveyors. Take the second one from the bottom to be tossed right in sight of another Rocket Grunt. Fortunately, it seems he's blind as a bat and will let you walk right past him if you want. Fight him anyway. His Drowzee would ordinarily be a pain, it being a psychic-type, but its level is rather low, so it's not that tough.

+++++

Team Rocket Grunt (Payoff: \$672)

Pokemon (Level)	Type	Weakness(es)	EXP
Machop (21)	Fighting	Flying, Psychic	396
Machop (21)	Fighting	Flying, Psychic	396

Team Rocket Grunt (Payoff: \$640)

Pokemon (Level)	Type	Weakness(es)	EXP
Rattata (20)	Normal	Fight	243
Raticate (20)	Normal	Fight	496
Drowzee (20)	Psychic	Bug, Dark, Ghost	436

+++++

When you've finished off the second Grunt, go down and right to get the Black Glasses, then up to the stairs leading down. In B4F, immediately go left to snag a Max Ether, then follow the path up to a TM49 (Snatch) and a lone Rocket. Send him packing!

+++++

Team Rocket Grunt (Payoff: \$672)

Pokemon (Level)	Type	Weakness(es)	EXP
Koffing (21)	Poison	Psychic	513
Zubat (21)	Flying/Poison	Electric, Rock, Ice, Psychic, Ground	243

+++++

The one thing that separates this Grunt from all the others is that he will drop the Lift Key, which will allow you to use the elevator! Hurray! Unfortunately, you'll have to return to B2F and go through the conveyor maze

there once more to reach the elevator for your own use. Poo. Anyway, once you reach the elevator (see the directions above if you don't know how to get through the conveyor maze) go to B1F first. You'll see a lonely Rocket who needs a beating.

+++++

Team Rocket Grunt (Payoff: \$704)

Pokemon (Level)	Type	Weakness(es)	EXP
Grimer (22)	Poison	Psychic, Ground	423
Koffing (22)	Poison	Psychic	573

+++++

Now, beating him doesn't get you anything special...or does it? Head up, and the door that was blocking the elevator when you first came in has been removed. You can now leave this place more easily if you need to go to the Pokemon Center and heal up. Otherwise, go back on the elevator and go down to B4F. Upon landing, go left for a Calcium tab, then up to find a pair of Grunts protecting the boss's door. Better fight them both. Listed from left to right...

+++++

Team Rocket Grunt (Payoff: \$736)

Pokemon (Level)	Type	Weakness(es)	EXP
Sandshrew (23)	Ground	Grass, Water, Ice	457
Ekans (23)	Poison	Psychic, Ground	304
Sandslash (23)	Ground	Grass, Water, Ice	800

Team Rocket Grunt (Payoff: \$736)

Pokemon (Level)	Type	Weakness(es)	EXP
Ekans (23)	Poison	Psychic, Ground	304
Sandshrew (23)	Ground	Grass, Water, Ice	457
Arbok (23)	Poison	Psychic, Ground	724

+++++

The one on the left just requires a water or grass type to waste his pair of ground types. The Ekans in the middle may break your momentum and require you to switch out for a ground or psychic type, but the Sandslash at the end is the only real trouble. If you don't have a water or grass type (for whatever reason) you'll likely take a while wearing down its high defense. The Grunt on the right has mainly weak Pokemon, even in his Arbok. One good psychic type will defeat him. Beating both will unlock the door and give you access to the boss: Giovanni!

+++++

Boss Giovanni (Payoff: \$2900)

Pokemon (Level)	Type	Weakness(es)	EXP
-----------------	------	--------------	-----

Onix	(25)	Rock/Ground	Fight, Steel, Grass 4x, Water 4x, Ice, Ground	577
Rhyhorn	(24)	Rock/Ground	Fight, Steel, Grass 4x, Water 4x, Ice, Ground	693
Kangaskhan	(29)	Normal	Fighting	1087

+++++

He starts out with an Onix, so having a Pokemon to exploit its many weaknesses would be advisable. While it's half ground type, it's also half rock, so it ends up being weak against ground itself. If you have a Pokemon with Dig, use it for an easy victory. The same goes for Rhyhorn and its silly dual-types. Kangaskhan is a tough cookie, it being of high level, normal type, and having such moves as Mega Punch and others that cause lots of damage real quick-like. A fighting type will plow through all three of Giovanni's Pokemon, but if you don't have one, use an electric-type or whatever Pokemon has Thunder Wave to paralyze Kangaskhan, then take your heaviest-hitter to knock it out for the count!

After a victory, speak to Giovanni and he'll vanish, leaving the Silph Scope behind. Now you can identify the ghosts in Lavender Town's tower of creepy mist. Before leaving Celadon, make sure you go to the Celadon Mansion and ask the old lady there for some Tea to give to the border guards. Also make sure you've gotten everything you need from the Game Corner, then get ready to head out.

-----  
5f-3. Lavender Town's Ghostly Ghosts  
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Leave Celadon via the west exit. We'll get to Lavender in a minute. There's a bush here you can Cut, so do it and head into this new area. You may notice the Snorlax resting peacefully nearby, but there's nothing you can do about it now, so just go up to the two trainers by the grass. This is a dual battle, so prepare appropriately.

+++++

Young Couple Lea & Jed (Payoff: \$1624)

Pokemon (Level)	Type	Weakness(es)	EXP
Rapidash (29)	Fire	Water, Rock, Ground	1190
Ninetales (29)	Fire	Water, Rock, Ground	1104

+++++

Both use fire types, so just make sure you have at least one Pokemon to exploit one of their weaknesses and you'll be fine. When they're defeated, (or if you ignored them) go into the guardhouse and out the left end to find a house. Go inside and speak to the woman there to get HM02, Fly! Yippee-skippee! Teach it to a flying-type if you've got one (Pidgeotto, perhaps?) and fly back to Lavender Town. If you're not flying, you can just return via the underground tunnel.

Anyway, back in Lavender Town, head into the Pokemon Tower. Go up to the third floor, where the fog suddenly becomes thick. There are three trainers here, the one topside protecting an Escape Rope, the middle and bottom ones guarding the stairs up.

Channeler Hope (Payoff: \$736)

Pokemon (Level)	Type	Weakness(es)	EXP
Gastly (23)	Ghost/Poison	Dark, Ghost, Psychic, Ground	468

Channeler Carly (Payoff: \$768)

Pokemon (Level)	Type	Weakness(es)	EXP
Gastly (24)	Ghost/Poison	Dark, Ghost, Psychic, Ground	487

Channeler Patricia (Payoff: \$704)

Pokemon (Level)	Type	Weakness(es)	EXP
Gastly (22)	Ghost/Poison	Dark, Ghost, Psychic, Ground	447

While pure Ghost types are annoying to fight due to their immunity to physical attacks, the ones found in the tower are half poison, meaning they have a big vulnerability to psychic types, and they can typically be taken out in one hit by a decent fire or electric move like Thunderbolt or Flamethrower. It's best to take them out quickly, as they can use such moves as Curse to hurt your Pokemon over time, or Confuse Ray, which is always a pain. After the Rocket base and the Celadon gym, you should be strong enough to accomplish a OHKO on these Pokemon. Waste all three trainers here for easy experience and cash, then move on.

On the next floor, take a step down and go left to grab an Elixir from outside the sight range of the channelers here. You can reach the next floor without a fight, but what fun would that be? You can find an Awakening and a Great Ball on this floor, but you won't be able to get the latter without at least one fight.

Channeler Laurel (Payoff: \$736)

Pokemon (Level)	Type	Weakness(es)	EXP
Gastly (23)	Ghost/Poison	Dark, Ghost, Psychic, Ground	468
Gastly (23)	Ghost/Poison	Dark, Ghost, Psychic, Ground	468

Channeler Jody (Payoff: \$704)

Pokemon (Level)	Type	Weakness(es)	EXP
Gastly (22)	Ghost/Poison	Dark, Ghost, Psychic, Ground	447

Channeler Paula (Payoff: \$704)

Pokemon (Level)	Type	Weakness(es)	EXP
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Gastly (24) Ghost/Poison Dark, Ghost, Psychic, Ground 487

+++++

The same as before. Take out the Gastlies and head up one floor. Use the Item Finder near the north end of this floor and you should get a response. The item in question, a Big Mushroom, is hidden north of the tombstones, past the

northernmost Channeler (who is also the first on the list below). Snag it and make your way to the purification circle in the center of the room. The Channeler standing on it won't fight you, but Tammy nearby will. Her Haunter isn't much tougher than the Gastlies you've been fighting, and has many of the same moves. Plus, when you reach the purification circle your Pokemon will be fully healed and restored, so just make your way past the two remaining trainers, heal up if needed, and go to the next floor. Don't forget to snag the Nugget, though.

+++++

Channeler Ruth (Payoff: \$704)

Pokemon (Level)	Type	Weakness(es)	EXP
Gastly (22)	Ghost/Poison	Dark, Ghost, Psychic, Ground	447

Channeler Tammy (Payoff: \$736)

Pokemon (Level)	Type	Weakness(es)	EXP
Haunter (23)	Ghost/Poison	Dark, Ghost, Psychic, Ground	621

Channeler Karina (Payoff: \$768)

Pokemon (Level)	Type	Weakness(es)	EXP
Gastly (24)	Ghost/Poison	Dark, Ghost, Psychic, Ground	487

Channeler Janae (Payoff: \$768)

Pokemon (Level)	Type	Weakness(es)	EXP
Gastly (22)	Ghost/Poison	Dark, Ghost, Psychic, Ground	447

+++++

Second to last floor. Remember that you can return to the previous floor and the purification circle if you happen to take a pounding from the trainers here, but it shouldn't be needed if you beat Erika in Celadon. If you didn't...well, that's what the purification circle is for. Go down as soon as you enter this floor to avoid the Channeler staring at you and get an X Accuracy below. When you've got it, make your way through the Channelers to the stairs. The one closest to the stairs down you can avoid, but the next two you won't be able to miss, at all.

+++++

Channeler Angelica (Payoff: \$704)

Pokemon (Level)	Type	Weakness(es)	EXP
Gastly (22)	Ghost/Poison	Dark, Ghost, Psychic, Ground	447
Gastly (22)	Ghost/Poison	Dark, Ghost, Psychic, Ground	447
Gastly (22)	Ghost/Poison	Dark, Ghost, Psychic, Ground	447

Channeler Jennifer (Payoff: \$768)

Pokemon (Level)	Type	Weakness(es)	EXP
Gastly (24)	Ghost/Poison	Dark, Ghost, Psychic, Ground	487

Channeler Emilia (Payoff: \$768)

Pokemon (Level)	Type	Weakness(es)	EXP
Gastly (24)	Ghost/Poison	Dark, Ghost, Psychic, Ground	487

+++++

Once again, more of the same, over and over. By this time you should be well-versed in defeating Gastlies. Take them out, get the Rare Candy just lying around, and go up to the final floor...but wait! You'll have to fight a Marowak, the Pokemon killed by Team Rocket! It's a level 30 critter, tough due to its high attack and defense, but very vulnerable to grass, water and ice moves. It uses such moves as Headbutt, Leer and the ever-strong Boomerang, which will seriously injure and possibly kill any Pokemon with low defense or HP. It's best to exploit its weaknesses with strong water or grass attacks, because if you're depending on physical attacks, you'll be at it for a long time. Also bear in mind you cannot catch this Marowak. Don't bother trying, you'll just waste Pokeballs. If you want one, you can catch and evolve a Cubone.

After pacifying the spirit, head up to the final floor. You'll be assaulted by a gauntlet of Rocket grunts.

+++++

Team Rocket Grunt (Payoff: \$800)

Pokemon (Level)	Type	Weakness(es)	EXP
Zubat (25)	Flying/Poison	Electric, Rock, Ice, Psychic, Ground	288
Zubat (25)	Flying/Poison	Electric, Rock, Ice, Psychic, Ground	288
Golbat (25)	Flying/Poison	Electric, Rock, Ice, Psychic, Ground	915

Team Rocket Grunt (Payoff: \$832)

Pokemon (Level)	Type	Weakness(es)	EXP
Koffing (26)	Poison	Psychic	634
Drowzee (26)	Psychic	Bug, Dark, Ghost	567

Team Rocket Grunt (Payoff: \$544)

Pokemon (Level)	Type	Weakness(es)	EXP
Zubat (23)	Flying/Poison	Electric, Rock, Ice, Psychic, Ground	265
Rattata (23)	Normal	Fight	280
Raticate (23)	Normal	Fight	571
Zubat (23)	Flying/Poison	Electric, Rock, Ice, Psychic, Ground	265

+++++

The first just uses Zubats and its evolution, so send out an electric type to waste them all quickly. The Drowzee of the second can be a nuisance, as well as the Koffing if it's allowed to poison your Pokemon. The third has Rattata and Raticate, both of which have Hyper Fang and can cause lots of damage in a single hit. If by some chance you happen to have a Jolteon with Double Kick, you can just use it and wipe out his entire party by itself. Otherwise, just send out your best and they'll all fall quickly.

After freeing the old man, speak to him and you'll be taken out of the tower and to his home. Speak to him again and he'll give you the Pokeflute, which can wake the two Snorlax blocking the routes to Fuschia City. However, before you leave Lavender, go back into the Pokemon Tower and head up to the top floor. Use the Item Finder where Mr. Fuji was standing and you'll receive the Soothe Bell.

That's about all for Lavender Town, but to get to Fuschia, there are two routes. One involves a bike path and the other is your ordinary walk through a gaggle of rival trainers. Either path will get you to Fuschia, and both should be taken eventually for the experience, cash and items. It's up to you which path to take first, either south from Lavender or west from Celadon. Pick one and we're off!

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5g. Fuschia City and All Things Purple...ish  
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-----  
5g-1. Cycling Road  
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Go west, young trainer. West out of Celadon, that is. Your first obstacle will be the sleeping Snorlax. Use the Pokeflute to wake it, but be warned: it's a strong bastard. It uses moves such as Headbutt and Yawn. The former hurts you, the latter puts you to sleep after one turn. And after all that, it'll use Rest to restore all its HP, then use Snore to hurt you...while it's asleep! A real pain, this thing. If this is your first battle with Snorlax, try to capture it so you can simply kill the second. If this is your second battle and you didn't capture the Snorlax south of Lavender Town, you'd better capture it, as it's the last wild Snorlax in the entire game.

After Snorlax has been defeated, stand on the square where it used to sleep and use the Item Finder. You'll pick up Leftovers, which should be given to a Pokemon to hold immediately. Go into the guard house and up to the second floor. Speak to another of Professor Oak's aides to receive the Amulet Coin if you've captured over 40 different species of Pokemon.

Going west out of the guard house will put you on Cycling Road. A few notes about this course: you will automatically ride downhill, but you can stop and climb uphill by holding B and up on the D-pad. It's recommended to just hold B during the entire time on the Road just so you have some control over where you end up. The tall grass here hides Fearow, a great bird Pokemon to have, or at

least fight. Since it's fully evolved, it will give you a lot of experience. You can also catch a Doduo here, and should if you want something to replace your old Pidgey or Spearow. Now then, onto the trainer cavalcade!

Bikers and Cue Balls litter the Cycling Road. Bikers use poison types, while the Cue Balls have Fighting types, often just Machop/Mankey and their respective evolutions. The best thing you can do is either send a Ground or Psychic type to the front of your line-up to take them out quick. A Psychic type will likely be able to torch the whole of the opposition by itself. You'll need one, or at least a strong Pokemon to deal with the Koffing and Weezing, as they're immune to Ground attacks.

+++++

Biker Lao (Payoff: \$580)

Pokemon (Level)	Type	Weakness(es)	EXP
Grimer (29)	Poison	Psychic, Ground	558
Koffing (29)	Poison	Psychic	708

Cue Ball Koji (Payoff: \$672)

Pokemon (Level)	Type	Weakness(es)	EXP
Machop (28)	Fighting	Flying, Psychic	528
Mankey (28)	Fighting	Flying, Psychic	444
Machop (28)	Fighting	Flying, Psychic	528

Cue Ball Luke (Payoff: \$696)

Pokemon (Level)	Type	Weakness(es)	EXP
Mankey (29)	Fighting	Flying, Psychic	459
Machop (29)	Fighting	Flying, Psychic	546

Biker Hideo (Payoff: \$660)

Pokemon (Level)	Type	Weakness(es)	EXP
Weezing (33)	Poison	Psychic	1222

Biker Ruben (Payoff: \$560)

Pokemon (Level)	Type	Weakness(es)	EXP
Weezing (28)	Poison	Psychic	1038
Koffing (28)	Poison	Psychic	684
Weezing (28)	Poison	Psychic	1038

Cue Ball Camron (Payoff: \$696)

Pokemon (Level)	Type	Weakness(es)	EXP
Mankey (29)	Fighting	Flying, Psychic	459



Machop (29) Fighting Flying, Psychic 546

Biker Virgil (Payoff: \$560)

Pokemon (Level)	Type	Weakness(es)	EXP
Weezing (28)	Poison	Psychic	1038
Koffing (28)	Poison	Psychic	684
Weezing (28)	Poison	Psychic	1038

Cue Ball Isaiah (Payoff: \$696)

Pokemon (Level)	Type	Weakness(es)	EXP
Machop (29)	Fighting	Flying, Psychic	546
Machop (29)	Fighting	Flying, Psychic	1198

Cue Ball Raul (Payoff: \$696)

Pokemon (Level)	Type	Weakness(es)	EXP
Mankey (29)	Fighting	Flying, Psychic	459
Primeape (29)	Fighting	Flying, Psychic	925

Biker Billy (Payoff: \$660)

Pokemon (Level)	Type	Weakness(es)	EXP
Muk (33)	Poison	Psychic, Ground	1110

Cue Ball Jamal (Payoff: \$624)

Pokemon (Level)	Type	Weakness(es)	EXP
Mankey (26)	Fighting	Flying, Psychic	411
Mankey (26)	Fighting	Flying, Psychic	411
Machop (26)	Fighting	Flying, Psychic	1074
Machop (26)	Fighting	Flying, Psychic	489

Biker Nikolas (Payoff: \$580)

Pokemon (Level)	Type	Weakness(es)	EXP
Voltorb (29)	Electric	Ground	639
Voltorb (29)	Electric	Ground	639

Cue Ball Zeek (Payoff: \$792)

Pokemon (Level)	Type	Weakness(es)	EXP
Machoke (33)	Fighting	Flying, Psychic	1032

Cue Ball Corey (Payoff: \$696)

Pokemon (Level)	Type	Weakness(es)	EXP
Primeape (29)	Fighting	Flying, Psychic	925
Machoke (29)	Fighting	Flying, Psychic	906

Biker Jaxon (Payoff: \$580)

Pokemon (Level)	Type	Weakness(es)	EXP
Weezing (29)	Poison	Psychic	1074
Muk (29)	Poison	Psychic, Ground	975

Biker William (Payoff: \$500)

Pokemon (Level)	Type	Weakness(es)	EXP
Koffing (25)	Poison	Psychic	610
Weezing (25)	Poison	Psychic	925
Koffing (25)	Poison	Psychic	610
Koffing (25)	Poison	Psychic	610
Weezing (25)	Poison	Psychic	925

+++++

After all this, you'll end up stopping at the beginning of Route 18. Head Right to reach the guard house and go to the second floor to find a guy who wants to trade a Lickitung for a Slowbro. If you've got a Slowbro (or a Slowpoke) you'd do well to trade it, as Lickitung isn't available elsewhere in the game.

Exit the guard house via the right path and you'll be just west of Fuschia. You can go ahead into the city and heal up your Pokemon, or battle it out with the remaining three trainers stalking the tall grass south of the guard house. Go on, teach them what-for!

+++++

Bird Keeper Jacob (Payoff: \$624)

Pokemon (Level)	Type	Weakness(es)	EXP
Spearow (26)	Flying	Electric, Rock, Ice	322
Spearow (26)	Flying	Electric, Rock, Ice	322
Fearow (26)	Flying	Electric, Rock, Ice	904
Spearow (26)	Flying	Electric, Rock, Ice	322

Bird Keeper Ramiro (Payoff: \$816)

Pokemon (Level)	Type	Weakness(es)	EXP
Dodrio (34)	Flying	Electric, Rock, Ice	1150

Bird Keeper Wilton (Payoff: \$696)

Pokemon (Level)	Type	Weakness(es)	EXP
Spearow (29)	Flying	Electric, Rock, Ice	360
Fearow (29)	Flying	Electric, Rock, Ice	1006

+++++

With those three out of the way, you can wander around in the tall grass if you want, but what's in there is the same stuff that was at the Cycling Road, so just fight here if you want to level up or catch a Doduo and Fearow without having to ride back up the hill over and over. Anyway, Fuschia is right nearby, so skip past the section on the Silence Bridge and go on in when you're ready.

-----  
 5g-2. Silence Bridge  
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If you're opting for the route south of Lavender, heal up if needed and head on down the road. You'll soon pass through a guard station and onto a boardwalk. There's an item ball in view along the way, but you'll have to come back and get it after you've learned Surf. Continue on and fight the trainers, who mainly use water Pokemon, so any electric types will have a field day against them.

+++++

Fisherman Chip (Payoff: \$864)

Pokemon (Level)	Type	Weakness(es)	EXP
Tentacool (24)	Water/Poison	Electric, Grass, Psychic, Ground	540
Goldeen (24)	Water	Electric, Grass	570

Fisherman Hank (Payoff: \$864)

Pokemon (Level)	Type	Weakness(es)	EXP
Goldeen (27)	Water	Electric, Grass	642

Fisherman Elliot (Payoff: \$756)

Pokemon (Level)	Type	Weakness(es)	EXP
Poliwag (21)	Water	Electric, Grass	346
Shellder (21)	Water	Electric, Grass	436
Goldeen (21)	Water	Electric, Grass	499
Horsea (21)	Water	Electric, Grass	373

Young Couple Gia & Jes (Payoff: \$1344)

Pokemon (Level)	Type	Weakness(es)	EXP
Nidoran M (24)	Poison	Psychic, Ground	306

+++++

When you've waded your way through this deluge of opposition, you'll find you've come across a sleeping Snorlax. Well, the Pokeflute you got from Mr. Fuji will wake that sucker right up. Snorlax is a tough bugger to fight, let alone catch. Its Rest move will restore all its HP (and it will use it far too often...) While Rest will put it to sleep, it has such high HP that it will likely survive long enough to wake up, use Rest, and repeat the whole annoying process. It can also use Headbutt and Yawn, a move that will put your Pokemon to sleep. You can kill this Snorlax and catch the one west of Celadon if you haven't already, but if you didn't catch that one, you must capture this one, as it's the last wild Snorlax in the game. Unless, of course, you can trade for it...

But anyway, the best way to knock out its HP is high-damage attacks, preferably with a tank Pokemon like Sandslash, using moves such as Dig, Slash and Earthquake. Swap out as many Pokemon as needed, and either beat it or ensnare it when you can. As soon as it's gone (by whatever means) stand where it used to sleep and use the Item Finder for some Leftovers.

As soon as Snorlax is down, you can either go west to Vermilion City to heal, or continue south down Route 12. Going south, you'll soon reach a house in the middle of the path. Go inside and talk to the Fishing Guru's younger brother to receive the Super Rod, the best fishing rod in the game. Continuing on will be more trainers to battle. Along the way you should spot a small tree you can Cut. Do so and fight Camper Justin to get the Iron he guards. The second small tree will lead to an area with tall grass where you can catch Venonat, along with Ditto, though the latter is very rare.

+++++

Rocker Luca (Payoff: \$696)

Pokemon (Level)	Type	Weakness(es)	EXP
Voltorb (29)	Electric	Ground	639
Electrode (24)	Electric	Ground	931

Camper Justin (Payoff: \$580)

Pokemon (Level)	Type	Weakness(es)	EXP
Nidoran M (29)	Poison	Psychic, Ground	372
Nidorino (29)	Poison	Psychic, Ground	732

Fisherman Andrew (Payoff: \$864)

Pokemon (Level)	Type	Weakness(es)	EXP
Magikarp (24)	Water	Electric, Grass	102
Magikarp (24)	Water	Electric, Grass	102

Picnicker Alma (Payoff: \$560)

Pokemon (Level)	Type	Weakness(es)	EXP
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Goldeen (28)	Water	Electric, Grass	666
Poliwag (28)	Water	Electric, Grass	462
Horsea (28)	Water	Electric, Grass	498

Bird Keeper Sebastian (Payoff: \$696)

Pokemon (Level)	Type	Weakness(es)	EXP
Pidgey (28)	Flying	Electric, Rock, Ice	340
Pidgeotto (29)	Flying	Electric, Rock, Ice	702

Picnicker Susie (Payoff: \$480)

Pokemon (Level)	Type	Weakness(es)	EXP
Pidgey (24)	Flying	Electric, Rock, Ice	282
Meowth (24)	Normal	Fighting	354
Meowth (24)	Normal	Fighting	354
Rattata (24)	Normal	Fighting	292
Pikachu (24)	Electric	Ground	421

As you come off the bridge, hug the lower end of the path and use the Item Finder to locate a PP Up hidden in a corner off to the left, two spaces right of a sign. And, of course, there are more and more trainers to battle. There's also another spot of tall grass where you can train and catch Pokemon.

It has the same offerings as in Route 12, so if you missed Ditto, you can catch it here. Also, while it may look like the two Beauties at the entrance to Route 13 are a dual battle, they're actually individual trainers. Considering they give a combined total of \$4000, I'd say this is a good thing.

If you've got an electric-type, just stick it in the front of your line-up and you should be able to roll over the majority of the trainers on Route 13. While Biker Jared comes with a collection of Koffing, a decent electric type like Jolteon or Raichu can take care of them pretty easily. The rest are cake.

Beauty Lola (Payoff: \$1944)

Pokemon (Level)	Type	Weakness(es)	EXP
Rattata (27)	Normal	Fighting	328
Pikachu (27)	Electric	Ground	474
Rattata (27)	Normal	Fighting	328

Beauty Sheila (Payoff: \$2088)

Pokemon (Level)	Type	Weakness(es)	EXP
Clefairy (29)	Normal	Fighting	421
Meowth (29)	Normal	Fighting	427
Pikachu (27)	Electric	Ground	474
Rattata (27)	Normal	Fighting	328

Picnicker Valerie (Payoff: \$540)

Pokemon (Level)	Type	Weakness(es)	EXP
Poliwag (30)	Water	Electric, Grass	495
Poliwag (30)	Water	Electric, Grass	495

Picnicker Gwen (Payoff: \$540)

Pokemon (Level)	Type	Weakness(es)	EXP
Pidgey (27)	Flying	Electric, Rock, Ice	318
Meowth (27)	Normal	Fighting	399
Pidgey (27)	Flying	Electric, Rock, Ice	318
Pidgeotto (27)	Flying	Electric, Rock, Ice	652

Bird Keeper Robert (Payoff: \$624)

Pokemon (Level)	Type	Weakness(es)	EXP
Pidgey (26)	Flying	Electric, Rock, Ice	306
Pidgeotto (26)	Flying	Electric, Rock, Ice	628
Spearow (26)	Flying	Electric, Rock, Ice	322
Fearow (26)	Flying	Electric, Rock, Ice	901

Bird Keeper Perry (Payoff: \$600)

Pokemon (Level)	Type	Weakness(es)	EXP
Spearow (25)	Flying	Electric, Rock, Ice	310
Pidgey (25)	Flying	Electric, Rock, Ice	294
Spearow (25)	Flying	Electric, Rock, Ice	310
Spearow (25)	Flying	Electric, Rock, Ice	310
Pidgey (25)	Flying	Electric, Rock, Ice	294

Biker Jared (Payoff: \$560)

Pokemon (Level)	Type	Weakness(es)	EXP
Koffing (28)	Poison	Psychic	684
Koffing (28)	Poison	Psychic	684
Koffing (28)	Poison	Psychic	684

Bird Keeper Carter (Payoff: \$672)

Pokemon (Level)	Type	Weakness(es)	EXP
Pidgey (28)	Flying	Electric, Rock, Ice	330
Doduo (28)	Flying	Electric, Rock, Ice	576
Pidgeotto (28)	Flying	Electric, Rock, Ice	678

Bird Keeper Mitch (Payoff: \$624)

Pokemon (Level)	Type	Weakness(es)	EXP
Pidgey (26)	Flying	Electric, Rock, Ice	306
Spearow (26)	Flying	Electric, Rock, Ice	322
Pidgey (26)	Flying	Electric, Rock, Ice	306
Fearow (26)	Flying	Electric, Rock, Ice	901

Bird Keeper Beck (Payoff: \$696)

Pokemon (Level)	Type	Weakness(es)	EXP
Pidgeotto (29)	Flying	Electric, Rock, Ice	702
Fearow (29)	Flying	Electric, Rock, Ice	1006

Bird Keeper Marlon (Payoff: \$672)

Pokemon (Level)	Type	Weakness(es)	EXP
Spearow (28)	Flying	Electric, Rock, Ice	348
Doduo (28)	Flying	Electric, Rock, Ice	576
Fearow (29)	Flying	Electric, Rock, Ice	972

By the time you've gotten through all of these, you'll already have reached Route 14, and all the more trainers it entails. Use the Item Finder near Marlon (the last Bird Keeper guarding the way south) and you should spot an item buried on the other side of the trees. Blocking your path are a few scattered trainers and a gang of bikers out to make your life miserable. However, you can avoid eye contact with all of them by hugging the right side of the trees leading up to the tall grass. The item is a Zinc vitamin, making it worth the trouble if only due to its insane cost at the store. There's a varied crowd of trainers on Route 14, but you can probably guess how to handle them. Don't forget the Pinap Berry near where Route 14 turns into Route 15. Use the Item Finder if you're having trouble locating it.

In case you haven't, now would be the time to Fly back to either Vermilion or Lavender to heal up before pressing on. Even if your team is at full health, they're probably lacking in PP for their moves, so hitting the Pokemon Center to make sure they're at full capacity would be a good idea. If you're the gung-ho type and want to press on, though, I can't stop you.

As for type matching, the Bird Keepers are self-explanatory, the Bikers will focus on Poison types like Koffing and Muk, while the twins each have one of the starters, so you might see a familiar face or two.

Bird Keeper Donald (Payoff: \$792)

Pokemon (Level)	Type	Weakness(es)	EXP
Farfetch'd (33)	Flying	Electric, Rock, Ice	664

Bird Keeper Benny (Payoff: \$696)

Pokemon (Level)	Type	Weakness(es)	EXP
Spearow (29)	Flying	Electric, Rock, Ice	360
Fearow (29)	Flying	Electric, Rock, Ice	1006

Twins Kiri & Jan (Payoff: \$696)

Pokemon (Level)	Type	Weakness(es)	EXP
Charmander (29)	Fire	Water, Rock, Ground	402
Squirtle (29)	Water	Electric, Grass	408

Biker Gerald (Payoff: \$580)

Pokemon (Level)	Type	Weakness(es)	EXP
Koffing (29)	Poison	Psychic	708
Muk (29)	Poison	Psychic, Ground	975

Biker Malik (Payoff: \$580)

Pokemon (Level)	Type	Weakness(es)	EXP
Koffing (29)	Poison	Psychic	708
Grimer (29)	Poison	Psychic, Ground	558

Biker Isaac (Payoff: \$560)

Pokemon (Level)	Type	Weakness(es)	EXP
Grimer (28)	Poison	Psychic, Ground	540
Grimer (28)	Poison	Psychic, Ground	540
Koffing (28)	Poison	Psychic, Ground	684

Biker Lukas (Payoff: \$520)

Pokemon (Level)	Type	Weakness(es)	EXP
Koffing (26)	Poison	Psychic	634
Koffing (26)	Poison	Psychic	634
Grimer (26)	Poison	Psychic	501
Koffing (26)	Poison	Psychic	634

+++++

And that's Route 14! Scary, ain't it? As you can see, a good psychic or ground type can easily wipe out all the bikers, and give the other trainers a run for their money. Kadabra is definitely worth its weight, so to speak. As for Route 15, there's still more single-type trainers, but there's more of a mix. Bird Keepers intermingle with Bikers and the girl scouts. Also note you can Cut the small tree on Route 15 and battle your way past a bunch of trainers to score TM18, Rain Dance Or if you time it right, you can walk past them, jump down the ledge, and just walk into Fuschia City. Which might be a good idea, as you can hit the Pokemon Center and rest up before going back to take



out the rest of these jokers. Whenever you choose, though, They'll be waiting for you.

The final three trainers listed (one of which is a double duel) are the ones protecting Rain Dance, but the only one to really worry about is the double duel with the rather strong Hitmonchan and Hitmonlee. A good psychic and flying team can take them down real quick-like, though.

Quick note: why are the Bikers named Ernest and Isaac? You'd think they would've adopted a nickname like Spike or Slash or Marmalade. Oh well.

+++++

Biker Ernest (Payoff: \$500)

Pokemon (Level)	Type	Weakness(es)	EXP
Koffing (25)	Poison	Psychic	610
Koffing (25)	Poison	Psychic	610
Weezing (25)	Poison	Psychic	925
Koffing (25)	Poison	Psychic	610
Grimer (25)	Poison	Psychic, Ground	481

Biker Alex (Payoff: \$560)

Pokemon (Level)	Type	Weakness(es)	EXP
Koffing (28)	Poison	Psychic	684
Grimer (28)	Poison	Psychic	540
Weezing (28)	Poison	Psychic	1038

Beauty Grace (Payoff: \$2088)

Pokemon (Level)	Type	Weakness(es)	EXP
Pidgeotto (29)	Flying	Electric, Rock, Ice	702
Wigglytuff (29)	Normal	Fighting	676

Beauty Olivia (Payoff: \$2088)

Pokemon (Level)	Type	Weakness(es)	EXP
Bulbasaur (29)	Grass/Poison	Bug, Fire, Flying, Poison, Ice, Psychic, Ground	396
Ivysaur (29)	Grass/Poison	Bug, Fire, Flying, Poison, Ice, Psychic, Ground	876

Picnicker Kindra (Payoff: \$560)

Pokemon (Level)	Type	Weakness(es)	EXP
Gloom (28)	Grass/Poison	Bug, Fire, Flying, Poison, Ice, Psychic, Ground	792
Oddish (28)	Grass/Poison	Bug, Fire, Flying, Poison, Ice, Psychic, Ground	468
Oddish (28)	Grass/Poison	Bug, Fire, Flying, Poison, Ice, Psychic, Ground	468

Bird Keeper Chester (Payoff: \$672)

Pokemon (Level)	Type	Weakness(es)	EXP
Dodrio (28)	Flying	Electric, Rock, Ice	948
Doduo (28)	Flying	Electric, Rock, Ice	576
Doduo (28)	Flying	Electric, Rock, Ice	576

Bird Keeper Edwin (Payoff: \$624)

Pokemon (Level)	Type	Weakness(es)	EXP
Pidgeotto (26)	Flying	Electric, Rock, Ice	628
Farfetch'd (26)	Flying	Electric, Rock, Ice	523
Doduo (26)	Flying	Electric, Rock, Ice	534
Pidgey (26)	Flying	Electric, Rock, Ice	306

Picnicker Yazmin (Payoff: \$580)

Pokemon (Level)	Type	Weakness(es)	EXP
Bellsprout (29)	Grass/Poison	Bug, Fire, Flying, Poison, Ice, Psychic, Ground	522
Oddish (29)	Grass/Poison	Bug, Fire, Flying, Poison, Ice, Psychic, Ground	484
Tangela (29)	Grass	Bug, Fire, Flying, Poison, Ice	1030

Picnicker Becky (Payoff: \$580)

Pokemon (Level)	Type	Weakness(es)	EXP
Pikachu (29)	Electric	Ground	508
Raichu (29)	Electric	Ground	757

Crush Kin Ron & Mia (Payoff: \$1392)

Pokemon (Level)	Type	Weakness(es)	EXP
Hitmonchan (29)	Fighting	Flying, Psychic	870
Hitmonlee (29)	Fighting	Flying, Psychic	860

Picnicker Celia (Payoff: \$660)

Pokemon (Level)	Type	Weakness(es)	EXP
Clefairy (33)	Normal	Fighting	480

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Now then, you've battled your way past difficult odds and persevered. Your reward? A trip to the Safari Zone and lots of free Pokemon! But first, when you enter the guard house, go up to the second floor and speak to yet another of Professor Oak's aides. He'll give you the EXP. Share if you've caught at

least fifty different species of Pokemon. Now go west to Fuschia.

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### 5g-3. Fuschia City and the Safari Zone

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Whew! Regardless of which route you used to get here, your first stop should be the Pokemon Center, which is just east of the city gym. Also, right of the Center are two houses side by side. Enter the rightmost house and talk to the guy here. He's one of the Fishing Gurus and will give you the Good Rod if you answer Yes to his question. If you took the Silence Bridge route to get here, then the Good Rod is a waste of space, as the Super Rod is more effective.

Anyway, go out the back door. Use the Item Finder. See that cluster of three flowers? One square right of the bottom flower (and one square down from the center flower) is a hidden Max Revive. Score!

If you don't have a Pokemon with Cut in their moveset, you can still reach the Safari Zone, you just have to take the long route around the upper right corner of the city.

But before you do, a few more notables of this city. The house directly left of the Pokemon Center is the Move Deleter, a handy guy if you taught Flash to your only Kadabra. In case you haven't realized, Flash is only useful in that one lone dark cave, and not used at all for the rest of the game. Then again, that's what the Move Deleter's for. Or a spare Abra...

Okay, one more stop before delving into the Safari Zone. Make sure to stop at the Pokemart here. Sell off any Great Balls and any money items and stock up on Ultra Balls. They also have Full Heals for sale, \$600 each. At this point you should sell off all your individual status cure items (Antidote, Awakening, etc.) and just buy Full Heals. It's much cheaper to buy those than all the many individual cures (and much easier to administer them, too). North of the Pokemart is a Move Tutor teaching Substitute, so use him if needed.

Safari Zone time! Here's how it works if this is your first Pokemon game (odds are against me here, but I'm a gambler). You can't use your Pokemon to fight. You can either throw bait (makes Pokemon less likely to run, but harder to capture) or rocks (makes them easier to capture but much more likely to run) and you can only use the special Safari Balls to catch the Pokemon you find.

Now, it costs \$500, and you get both 30 Safari Balls and 600 steps. If either runs out (odds are the steps will run out far sooner) then your mini-adventure is over and you'll be returned to the entrance to the Safari Zone. There are rest houses scattered around the Zone where steps won't be counted, so you can save, take a break, and then return to capturing and wandering later.

Anyway, with only 600 steps, you should plan to either go hunting for Pokemon, or go for the final rest house, which holds HM03, Surf, and is also located by a key item that'll lead to HM04, Strength.

First off, the area where you begin is the Center Area. The Pokemon you can catch are as follows:

Chansey - Very Rare  
Exeggcute - Uncommon  
Venonat - Rare  
Nidoran F - Common  
Nidorina - Uncommon  
Nidorino - Very Rare

Parasect - Rare  
Pinsir - Very Rare  
Rhyhorn - Uncommon

Chansey should be your goal here, as it's quite rare and can't be caught in the wild elsewhere. Pinsir is only good for filling out your Pokedex, really. Rhyhorn can't stand up to Sandslash (personal opinion, I take no responsibility for it) and the Nidoran family can be caught and evolved. However, if you've got the Super Rod from Route 12, you should try fishing. Seaking will appear quite often, as well as Slowpoke, both worthy catches. The ideal catch is Dratini and/or Dragonair, both of which evolve into Dragonite, a powerful dragon-type Pokemon.

Go up and right to reach Area 1. This place has much of the same Pokemon as Area 1, but includes:

Paras - Rare  
Doduo - Uncommon  
Kangaskhan - Very Rare

As with Chansey, Kangaskhan is a tough one to find, let alone catch. It will typically run at the first opportunity, so don't even bother tossing rocks. Bait or a Safari Ball will be your only hope(s). Other than that, the other Pokemon in this Area are ones that can be caught elsewhere, either in the Safari Zone or out in the world.

Follow the path to a Leaf Stone, then continue on and get the TM11 (Sunny Day) from the tall grass. Left from it is a Max Potion near another patch of tall grass. There's a Full Restore near the rest house of this Area, so take it. From the rest house, go up and left till you hit Area 3.

Area 3 only has three Pokemon worth noting:

Chansey - Very Rare  
Tauros - Very Rare  
Venomoth - Very Rare

Both are hard to find and catch. Tauros is like Kangaskhan in that it usually won't tolerate any rocks and often snubs bait. Venomoth is just here so you don't have to level up Venonat (unless you like Venonat...) Chansey is also here, in case you didn't catch one in the Center Area.

Just left of the entrance to Area 2 is a path going down into the Center Area, but it only leads to a big patch of tall grass. It's really just a shortcut to Area 2 once you've learned Surf. From the entrance to Area 2 take the right stairs and follow the path to a clearing with a Quick Claw item. Take the other stairs and you'll end up near a path to Area 3. Take it, and head down to the sign, then turn left to pick up a Max Revive. Keep going left and you'll end up by a Max Potion. That's all for this part of Area 3, except for a rest house and an alternate route back to the Center Area.

Return to Area 2 and go north along the path they've laid out for you. Past the tall grass you'll find TM47 - Steel Wing, then a Protein near the rest house. Continue on to reach Area 3. Check the sign. Seems the Warden wants his Gold Teeth. Well, guess what? They're just a little bit south from the sign. Convenient, huh? Use the Item Finder near the rest house left of that same sign to locate a Revive, then pick up the visible TM32 - Double Team. Now enter the rest house (which is actually the Secret House) to receive HM03, Surf! Yay! You can't use it yet, though. First you need to beat Koga of the Fuschia City gym.

If you're done catching Pokemon and getting items, go into the menu and select to Retire. Go to the Pokemon Center and hop off the right ledge. Enter the first house to the right to find the Warden. Give him his Gold Teeth to get HM04 - Strength. Teach it to a Pokemon and use it to move the boulder inside the Warden's house to get the Rare Candy that's blocked off. Now, time to take on Koga.

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 5g-4. Koga the Poison Shinobi  
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The gym's right by the Pokemon Center. Can't miss it. The trainers around the gym will use primarily psychic-type Pokemon, so if you've got a good Bug type lying around, now would be the time to use it. The Ghost types you can catch in the Pokemon Tower are also Poison types, so they're weak against Psychic attacks. In other words, don't use them. Once inside, go straight up and straight left to fight Juggler Nate. Once he's down, go straight right to battle Juggler Kayden. After him, head one square right, then straight up until Juggler Kirk attacks you. Go up again when you're done with Kirk to battle Tamer Edgar, who will use the first Poison type of the gym, along with the odd Sandslash.

From Edgar, go left along the north wall of the gym till you spot another trainer, then feel your way down to him. After beating Tamer Phil, go to the square one left of where he stands (or was standing, if he caught sight of you and moved) and go down two, then left one to fight Juggler Shawn. Skip past the trainer listings to get directions to Koga.

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Juggler Nate (Payoff: \$1360)

Pokemon (Level)	Type	Weakness(es)	EXP
Drowzee (34)	Psychic	Bug, Dark, Ghost	742
Kadabra (34)	Psychic	Bug, Dark, Ghost	1056

Juggler Kayden (Payoff: \$1520)

Pokemon (Level)	Type	Weakness(es)	EXP
Hypno (34)	Psychic	Bug, Dark, Ghost	1342

Juggler Kirk (Payoff: \$1240)

Pokemon (Level)	Type	Weakness(es)	EXP
Drowzee (31)	Psychic	Bug, Dark, Ghost	676
Drowzee (31)	Psychic	Bug, Dark, Ghost	676
Kadabra (31)	Psychic	Bug, Dark, Ghost	963
Drowzee (31)	Psychic	Bug, Dark, Ghost	676

Tamer Edgar (Payoff: \$1320)

Pokemon (Level)	Type	Weakness(es)	EXP
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Arbok	(33)	Poison	Psychic, Ground	1039
Sandslash	(33)	Ground	Grass, Water, Ice	1152
Arbok	(33)	Poison	Psychic, Ground	1039

Tamer Phil (Payoff: \$1360)

Pokemon (Level)	Type	Weakness(es)	EXP
Sandslash (34)	Ground	Grass, Water, Ice	1186
Arbok (34)	Poison	Psychic, Ground	1071

Juggler Shawn (Payoff: \$1360)

Pokemon (Level)	Type	Weakness(es)	EXP
Drowzee (34)	Psychic	Bug, Dark, Ghost	742
Hypno (34)	Psychic	Bug, Dark, Ghost	1201

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Sorry, I like a break between listings. Anyway, from the square one up from Juggler Shawn, go one left, four down, then straight right to end up by Koga. Talk to him to battle.

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Leader Koga (Payoff: \$4300)

Pokemon (Level)	Type	Weakness(es)	EXP
Koffing (37)	Poison	Psychic	903
Muk (39)	Poison	Psychic, Ground	1311
Koffing (37)	Poison	Psychic	903
Weezing (43)	Poison	Psychic	1593

Koga's a real bastard Poison-type user. His Koffing and Weezing both levitate, so you can't use Ground-type moves like Dig or Earthquake against them. If you have it, Sand Tomb is still effective. Otherwise, send a Psychic type out to beat up Koffing, then switch to a Ground-type to battle Muk. It's powerful, but it's very vulnerable to such moves as Dig and Earthquake. Muk likes to use Minimize to raise its evasion power, Acid Armor to raise its defense by a ton, and worse, Koga has Hyper Potions at ready to heal it or any of the rest of his lineup. If you happen to get poisoned, cure it right away! His type of poison can hurt you in a hurry.

Now, Weezing is a whole new brand of hurt. Its level is likely much higher than anything you've currently got, so you'll have to fight smart. Psychic types will likely take it out quick, unless Koga reserved his Hyper Potions for his final batter. If you haven't got a Psychic type, odds are you'll have a tough battle ahead of you. Ground types also aren't effective due to Weezing's levitating power, so odds are you'll have to deal with accuracy loss, poisoning, and a lot of annoying rounds ahead.

+++++

Victory against Koga nets you a nice prize purse, including the SoulBadge. This badge lets you use Surf whenever you want, so you can now go back to the

Safari Zone and get a few more items. You'll also receive TM06, Toxic. With that gym out of the way, the road is clear to Saffron City. Well, not really. If you didn't get the Tea from the old woman in the Celadon Mansion, you'll have to go snag it and give it to the guys at the guard house so they'll let you through. It doesn't matter which one gets the Tea, that one guard will distribute it to the others.

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 5h. Saffron City - Silph Co. Corporate Headquarters  
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 5h-1. The Fighting Dojo  
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To get to Saffron, you can either go south from Cerulean City, west from Lavender Town, east from Celadon City, or north from Vermilion City. In other words, it's located right in between those four outlying cities. So it's easy to find, as long as you've opened up the guard houses leading to it.

Saffron is currently under siege by Team Rocket, so you know what that means: Kid Crime Fighter to the rescue! But first, go right from the Pokemon Center (it's in the lower left corner of the city) till you reach Mr. Psychic's house. As the name suggests, he will give you TM29, which will teach one of your Pokemon the move Psychic, literally (as the name would also suggest) the best Psychic attack move in the game.

Now, the Fighting Dojo is sort of a mini-gym. They only use Fighting type Pokemon, and they'll reward you with either a Hitmonchan or a Hitmonlee if you beat their leader. It's right next door to Sabrina's gym in the upper-right corner of the city. It's a gauntlet-style battle to the finish, so bring out your Psychic or Flying types to beat them. The leader, Black Belt Koichi, will use Hitmonlee and Hitmonchan respectively, and they're both tough opponents, even with a Psychic or Flying type. Hitmonlee is really the hardest to beat, since Hitmonchan likes to use elemental punches that don't do a lot of damage, even if it's effective against whatever type you're using.

++++  
 Black Belt Hitoshi (Payoff: \$744)

Pokemon (Level)	Type	Weakness(es)	EXP
Machop (31)	Fighting	Flying, Psychic	583
Mankey (31)	Fighting	Flying, Psychic	490
Primeape (31)	Fighting	Flying, Psychic	988

Black Belt Hideki (Payoff: \$768)

Pokemon (Level)	Type	Weakness(es)	EXP
Machop (32)	Fighting	Flying, Psychic	603
Machoke (31)	Fighting	Flying, Psychic	1000

Black Belt Aaron (Payoff: \$864)

Pokemon (Level)	Type	Weakness(es)	EXP
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Primeape (32)      Fighting                  Flying, Psychic                                  1149

Black Belt Mike (Payoff: \$744)

Pokemon (Level)	Type	Weakness(es)	EXP
Mankey (31)	Fighting	Flying, Psychic	490
Mankey (31)	Fighting	Flying, Psychic	490
Primeape (31)	Fighting	Flying, Psychic	988

Black Belt Koichi (Payoff: \$888)

Pokemon (Level)	Type	Weakness(es)	EXP
Hitmonlee (37)	Fighting	Flying, Psychic	1101
Hitmonchan (37)	Fighting	Flying, Psychic	1110

+++++

After beating Koichi, you're able to take either Hitmonlee or Hitmonchan as your prize. You can't take both, as Nintendo still retains its sadistic side in making you trade for the other one. Hitmonlee is a better Pokemon for fighting purposes, but Hitmonchan is also a decent choice. Just pick whichever you want, neither one is that great.

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5h-2. Assault on Silph Co.  
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With that out of the way, go on over to Silph Co. If you visited Saffron before beating Erika, you might've noticed the guard standing in front of the entrance. Well, the lazy bum is asleep now, so go right in!

The first floor is empty of enemies, allies, or...well, anything but furniture. In the interest of keeping my sanity, I'll be skipping listing every trainer for every floor, primarily because there's a lot of them and you can get through this entire 'dungeon' without fighting more than a few of them. So I'll note important items and such for each floor, but first, we need the Card Key.

From the first floor, take the elevator all the way up to the fifth. Go left, dodge the scientist (or battle him if you want) and go down till you find a Rocket Grunt. He'll send out an Arbok, easily defeated with Ground or Psychic types. If you can't get past the Grunt after fighting him, then enter the teleporter and go back, then head right along the south wall till you pick up the Card Key. Simple, huh? Now, as for what to expect in terms of trainer opposition, the Rocket Grunts use all the types you've seen before: Koffing and its evolutions, Ekans and its evolutions, Zubat and Golbat, all the regular stuff. The scientists who have been corrupted by Team Rocket will use Magnemite and its evolution along with Voltorb and Electrode, so bring a Fire, Fighting or Ground type to floor them. The Rockets will also have the odd Cubone here and there, possibly a tribute to their Ground-type-using boss. Most of their levels range from 25-30, so if you beat the Fighting Dojo, you'll have no trouble with these jokers. Okay, here's the floor-by-floor breakdown:

1st Floor - Entrance. Nothing here.



2nd Floor - A woman behind a locked door will teach Thunder Wave.

3rd Floor - You can get a Hyper Potion behind a couple locked doors. Also, the teleporter between the first and second locked doors will lead to a battle with your Rival. The teleporter behind the second locked door will take you to a rest area on the 9th Floor where you can heal your Pokemon.

4th Floor - South from the stairs is a Rocket Grunt and a TM41 - Torment. Follow the path from the stairs down and left past another Grunt to find a locked door. Open it, and you'll have free access to an Escape Rope, Full Heal, and Max Revive.

5th Floor - South of the stairs is a Juggler, sort of an oddball in this mess of Grunts and Scientists. Anyway, unlock the door left of the stairs to get a Protein, and unlock the door south of there to get TM01 - Focus Punch.

6th Floor - In the lower left corner of this floor is a locked door protecting a HP Up and an X Special. Aside from the trainer battles, that's it.

7th Floor - In the lower left corner you'll find a Scientist protecting a Calcium tab. Slightly right and south of the stairs, past a locked door, will be TM08 - Bulk Up. The door past it just has another Rocket Grunt to fight.

8th Floor - The Rocket near the stairs can be avoided if you stand just north of him and walk left till he's off the screen. Otherwise, circle around to the item visible from the stairs to snag an Iron. The scientist nearby is a friendly one, so don't worry. You'll also find one of the four Rocket Brothers on this floor.

9th Floor - Here's where you can get yourself healed. The beds are in the lower left corner of the floor, and they're being protected by another of the Rocket Brothers. Unfortunately, there's no items on this floor.

10th Floor - Nearly to the top! South of the stairs are a Scientist and a Rocket Grunt, the latter of which uses a level 33 Machoke. The Grunt is protecting a Carbos, Rare Candy, and Ultra Ball, which is worth the battle.

11th Floor - This floor has two parts: the first part is what you can access from the elevator and stairs, which isn't much. One Rocket Grunt guarding a Zinc. That's it.

Now then, when you're ready to assault the board room and rescue Silph Co., return to the third floor and enter the teleporter in between the first and second locked door. Go to the ninth floor and heal first if you've been fighting. The teleporter from the third floor will lead to the seventh floor, and a battle with your Rival!

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Rival (Payoff: \$1440)

Starter - Bulbasaur

Pokemon (Level)	Type	Weakness(es)	EXP
Pidgeot (37)	Flying	Electric, Rock, Ice	1363
Gyarados (35)	Flying/Water	Electric 4x, Rock, Grass, Ice	1605
Growlithe (38)	Fire	Water, Rock, Ground	741
Alakazam (35)	Psychic	Bug, Dark, Ghost	1395
Charizard (40)	Fire/Flying	Electric, Water, Rock 4x, Ground, Ice	1800

Starter - Squirtle

Pokemon (Level)	Type	Weakness(es)	EXP
Pidgeot (37)	Flying	Electric, Rock, Ice	1363
Exeggcute (35)	Grass/Psychic	Bug, Dark, Fire, Flying, Ghost, Ice, Poison	735
Growlithe (38)	Fire	Water, Rock, Ground	741
Alakazam (35)	Psychic	Bug, Dark, Ghost	1395
Venusaur (40)	Grass/Poison	Bug, Fire, Flying, Psychic, Poison, Ground, Ice	1800

Starter - Charmander

Pokemon (Level)	Type	Weakness(es)	EXP
Pidgeot (37)	Flying	Electric, Rock, Ice	1363
Growlithe (38)	Fire	Water, Rock, Ground	741
Exeggcute (35)	Grass/Psychic	Bug, Dark, Fire, Flying, Ghost, Ice, Poison	735
Alakazam (35)	Psychic	Bug, Dark, Ghost	1395
Blastoise (40)	Water	Electric, Grass	1800

As you can see, he's not pulling any punches this time. His Pidgey's fully evolved, as well as his Kadabra. Both can be a real pain in the ass if you don't take care of them quickly, but fortunately Pidgeot's still very weak against Electric types and Alakazam's low defense makes it vulnerable to a heavy-hitting Pokemon. Growlithe can use Roar and screw with your line-up, and while Exeggcute is no trouble, if you chose Bulbasaur as your starter you'll have to go against Gyarados. It's terribly vulnerable to Electric types, so if you can hit it with a Thunderbolt straight-away, you won't have to worry about it. Your Rival's starter is a real pain, though. No matter what it is, it'll be big, strong and tough to beat without comparable Pokemon of your own. Still, it's nothing compared to what's up ahead, so take it down quick and move on.

Once your Rival's been toasted, he'll wander off, leaving you to free Silph Co. But first, talk to the guy standing nearby to receive a free Lapras! Since they're rare as all get-out, be thankful he's such a generous soul. Take the southern teleporter up to the second half of the 11th Floor. You'll have to battle another Rocket Grunt to reach the board room. This one holds a Cubone, Drowzee and Marowak combo, but they're not that tough after having triumphed over your Rival. Unlock the door to the board room and head in to face...!

Boss Giovanni (Payoff: \$4100)

Pokemon (Level)	Type	Weakness(es)	EXP
Nidorino (37)	Poison	Psychic, Ground	934
Rhyhorn (37)	Rock/Ground	Fight, Steel, Grass 4x, Water 4x, Ice, Ground	1069
Kangaskhan (35)	Normal	Fighting	1312
Nidoqueen (41)	Poison/Ground	Psychic, Ground, Grass, Water, Ice	1704

Guess who's back? Back again...anyway, the Nidorino is a pushover, even

without a Ground or Psychic type. The Rhyhorn remains extremely vulnerable to Grass and Water, and Kangaskhan has lost a little of its punch now that you're stronger as well. Use Fighting moves to take it down quick, because its Mega Punch move can still do a truckload of damage. Nidoqueen is like Nidorino and Rhyhorn combined: looks strong, but has a lot of weaknesses. It's still got enough moves to bring you to your knees should you take too long defeating it, so bring out the heavy guns and waste her majesty.

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After defeating Giovanni, he'll disappear once again and you'll be able to speak to the president of Silph Co., who will deliver unto you the Master Ball. Score 10x! Now make your way out of the building and into the light of day once more.

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5h-3. Sabrina, the Psychic Gymleader  
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With Giovanni out of office, the Rockets wandering the street will now be gone. Check out the buildings that were once blocked by Rockets. You can find the Copycat and the kid who has a crush on her. Yeah, good luck with that brat. However, you can get the kid to teach one of your Pokemon the move Mimic by buying her a Pokedoll from the Celadon City shopping center.

Anyway, your next stop before rushing off to Cinnabar Island is Sabrina's gym. This place is loaded down with Psychic types, something of an irony considering the Fighting Dojo next door. Sabrina's gym operates on teleporting pads, so finding your way around can be a little confusing. To top it off, there are rival trainers in random rooms waiting to weaken you for the battle against Sabrina.

There are a few ways of going about this gym, the first one being randomly going into teleporters and hoping you find your way to Sabrina. Or, you can systematically fight all the trainers and get some good experience before battling Sabrina. Or, if you follow the directions below, you can reach Sabrina without a fight. First, enter the only teleportation pad you can reach from the entrance. Now go:

- Up
- Down
- Down
- Up
- Down
- Up
- Up
- Down
- Down
- Up
- Up
- Up
- Down
- Down

And you'll reach Sabrina without so much as a peep from the trainers. However, if you deviated from the path and got caught by a rival trainer, or if you just want to fight for the experience, then check the list below for names and types. It's mainly just Psychic types, though the Channelers use Ghost-types like Gastly and Haunter.

Channeler Amanda (Payoff: \$1088)

Pokemon (Level)	Type	Weakness(es)	EXP
Gastly (34)	Ghost/Poison	Dark, Ghost, Psychic, Ground	691
Haunter (34)	Ghost/Poison	Dark, Ghost, Psychic, Ground	918

Channeler Stacy (Payoff: \$1216)

Pokemon (Level)	Type	Weakness(es)	EXP
Haunter (38)	Ghost/Poison	Dark, Ghost, Psychic, Ground	1026

Channeler Tasha (Payoff: \$1056)

Pokemon (Level)	Type	Weakness(es)	EXP
Gastly (33)	Ghost/Poison	Dark, Ghost, Psychic, Ground	670
Gastly (33)	Ghost/Poison	Dark, Ghost, Psychic, Ground	670
Haunter (33)	Ghost/Poison	Dark, Ghost, Psychic, Ground	891

Psychic Cameron (Payoff: \$660)

Pokemon (Level)	Type	Weakness(es)	EXP
Slowpoke (33)	Water/Psychic	Bug, Dark, Electric, Ghost, Grass	699
Slowpoke (33)	Water/Psychic	Bug, Dark, Electric, Ghost, Grass	699
Slowbro (33)	Water/Psychic	Bug, Dark, Electric, Ghost, Grass	1159

Psychic Johan (Payoff: \$620)

Pokemon (Level)	Type	Weakness(es)	EXP
Kadabra (31)	Psychic	Bug, Dark, Ghost	963
Slowpoke (31)	Water/Psychic	Bug, Dark, Electric, Ghost, Grass	657
Mr. Mime (31)	Psychic	Bug, Dark, Ghost	903
Kadabra (31)	Psychic	Bug, Dark, Ghost	963

Psychic Prestin (Payoff: \$760)

Pokemon (Level)	Type	Weakness(es)	EXP
Slowbro (38)	Water/Psychic	Bug, Dark, Electric, Ghost, Grass	1335

Psychic Tyron (Payoff: \$680)

Pokemon (Level)	Type	Weakness(es)	EXP
Mr. Mime (34)	Psychic	Bug, Dark, Ghost	990
Kadabra (34)	Psychic	Bug, Dark, Ghost	1056

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And that's that. Now, as for Sabrina, she's a whole different shade of evil gym leader. Well, not evil, but her Pokemon are certainly annoying to beat.

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Leader Sabrina (Payoff: \$4300)

Pokemon (Level)	Type	Weakness(es)	EXP
Kadabra (38)	Psychic	Bug, Dark, Ghost	1180
Mr. Mime (37)	Psychic	Bug, Dark, Ghost	1077
Venomoth (38)	Bug/Poison	Fire, Flying, Ground, Psychic, Rock	1123
Alakazam (43)	Psychic	Bug, Dark, Ghost	1713

The first Kadabra has terrible physical defense, so it's no trouble once you've hit it with a good physical attack. Mr. Mime is a bit tougher, as it'll use Calm Mind, raising its special attack and defense in one stroke. Even one use will make it a lot stronger. All of Sabrina's Pokemon have a variety of Psychic attacks like Confusion, Psybeam and, yes, Psychic. Worse, Sabrina has a pair of Hyper Potions she'll use when her Pokemon are weakened. Venomoth is the odd Poke out, as it's a Bug/Poison type and can, in fact, be killed quite easily with a good Psychic attack. Sabrina's finisher, Alakazam, is a good deal stronger than the ordinary Kadabras you've fought before. It can really hurt an under leveled team, but it still retains the low defense of a Kadabra, so a good strong hit will do it in.

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Victory here nets you the MarshBadge, and TM04 - Calm Mind. That particular TM should be used with care. Calm Mind is among the best buff moves in the game. While you do have to leave the gym in the same way you came in, it's easier to get out than it is to get in. Anyway, rest up, we're taking a little trip.

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## 5i. Cinnabar Island - The Hot Vacation Spot!

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### 5i-1. But First, a Trip to the Power Plant

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Yeah, screw that long swim to Cinnabar, let's go to the Power Plant first. Fly on over to the Rock Tunnel Pokemon Center and go north from there. Past a big patch of tall grass, you should see a small beachfront where you can Surf. Do so, and swim right, then south when possible until you go past a small bit of mountains blocking the land route, and you will reach the Power Plant. There's a single trainer here, with a Rhyhorn and Lickitung, both severely under leveled compared to what you've faced before. Once you've dealt with him, go into the Power Plant.

Be on the lookout for Magnemite and Magnetron, both of which occupy the Power Plant and are excellent catches. You can also encounter Pikachu and Voltorb here, the former of which you should already have. There are Electrodes disguised as items, so be wary. Go up and snag the first item ball you see for a Max Potion, then continue on till you reach an intersection. Go right and follow the path there till you find TM17 - Protect. After that, go up and left along the north wall to get an Elixir. Return to the intersection and go down. At the next intersection, go down only if you want to fight and capture an Electrode disguised as an item. Otherwise, go right. Head down at the next

intersection for a TM25 - Thunder.

Whew. At the third intersection, go up to continue on. Continue up at the next crossroad and snag the Thunderstone on the right, but ignore the item on the left, as it's an Electrode. After that, just return and follow the path till you encounter Zapdos. Save your game before speaking to it.

Zapdos is a bird of a different nature. It's both Electric and Flying, so it's resistant Electric and immune to Ground, making it one tough bastard. Your best bet is Rock-type moves, its one and only vulnerability. A good Rock or Ground Pokemon (the latter having Rock moves) will stand a good chance against Zapdos due to their invulnerability to this thing's powerful electric attacks. Zapdos' moveset consists of Thunder Wave, Agility, Detect, and Drill Peck.

Be prepared to throw many, many Ultra Balls at this thing. The Master Ball should not, I repeat, should not be used here. There are much more difficult Pokemon to catch. The best way to ensure capture is to either freeze, paralyze, or put this bird to sleep, then start tossing your Ultra Balls. Otherwise, you'll have a much more difficult time of things.

Finally, if you're having trouble, you can always leave and come back. Zapdos will still be here, waiting for you. However, if you manage to catch it, you'll have the first of the three legendary bird Pokemon on your side, not to mention one tough critter.

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## 5i-2. And Now, the Seafoam Islands

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In trainer-infested waters. Ugh. Fly down to Fuschia City and leave the city via the southern entrance. You'll soon be walking on the beach, and your trip to the surf will be interrupted by a pair of Swimmers. Get used to these guys, as they litter Routes 19 and 20. I won't even bother listing what they've got to throw against you, as it's all the same. Nearly every single Pokemon they have is either a random Water type or Tentacool/cruel. The levels are much lower than what you've encountered at Sabrina's gym, so if you're anywhere in the 30's with Thunderbolt as one of your moves, you'll blast them easily. Not only that, but the Swimmers give out the least amount of money of any trainer type. Cheapskates. So, just pick out your favored Electric type, or snag Zapdos from the PC if you want and turn it loose against these waterlogged wonders.

Eventually, past all the weakling Swimmers and...well, more Swimmers, you'll run into the Seafoam Islands. This particular dungeon holds the second of the legendary bird Pokemon, Articuno. If you need to restore PP for some of your Pokemon (or health, if you actually took a beating from the Swimmers) fly back to Fuschia and rest up, because Articuno is just as tough as Zapdos. The local Pokemon inside the Seafoam Islands are a decent challenge in themselves. While Zubat and Slowpoke is nothing new, you can meet and catch their evolved forms, Golbat and Slowbro. The latter can be traded to the kid in the guard house west of Fuschia City for a Lickitung. You can also encounter the new Seel and Dewgong, both worthy catches. As a final note of preparation, make sure you've got Strength set on one of your Pokemon. You'll need to shove a few boulders here, and no Strength means no passage through this dungeon.

Anyway, start by going up and pick up the Ice Heal. Go down the ladder and then head down, right and up the lower set of stairs. Go right from there to get a Revive. Go down the ladder northwest of there and head down to get a Big Pearl. Head up the ladder to your right and you'll find a Water Stone. Now go

back down and head to the left till you spot another ladder. Take it downstairs and make your way right, then down and left to a boulder puzzle.

In lieu of ASCII art, I shall attempt text-based directions. You should see two boulders side by side. Push the right one up two squares, then push the left down one square and left one square. Leave it there for now. There should also be a pit nearby, with a boulder two squares above it. Push that boulder as far left as it'll go. Now drop the two remaining boulders into the pits. The one on the left is a simple matter, and the one on the right just requires two shoves left and one shove down. Drop into either of the pits.

You'll land in water and automatically be in Surf mode. Land on the nearby stairs and go right and down to snag an Ultra Ball. Head back into the water and swim up till you spot Articuno. Like with Zapdos, save before engaging in combat with this bird.

Articuno is an Ice/Flying type, which means it's weak to Fighting, Fire, Steel, Ice (believe it or not) and 4x weak against Rock. If you have a Rock move, now would be the time to use it. If you chose Charmander as your starter, you'll do well with its Flamethrower attack. Articuno likes to improve its speed with Agility, protect itself from status effects with Mist, and use Mind Reader in combination with Ice Beam. Once again, your best bet is to get its HP down to a tiny sliver and then inflict it with debilitating status effects like sleep, paralyze, or freeze it if you can. After that, just keep on chucking Ultra Balls till it gives in.

Whether you caught Articuno or opted to beat the snot out of the annoying ice bird, surf your way back to the other landing and go up the nearby ladder. Continue up every ladder you see (just the ones going up) till you reach the first floor and the entrance. If you somehow get lost, just use an Escape Rope and re-enter the dungeon. Either way, go right and up from the entrance to find another boulder. Shove it into the pit to the north and follow it down. Keep pushing it into each subsequent hole until you land in the water again. Go left and down, then up the ladders until you once again reach the entrance. Don't use an Escape Rope, though, as you'll reset the boulder you just pushed into the water.

Once you reach the top level again, go right from the ladder to find another boulder and a hole. Once again you've got to shove this thing down into the water to block the current and free the way to the exit. Once you've done that and landed in the drink one more time, land on the right-hand stairs and go up the ladder. From there, it's a simple walk to the exit.

Your first sight upon leaving will be a rival trainer, but she is once again a nobody compared to you. After beating her, just Surf your way through the mess of Swimmers and occasional nutcases on the tiny islands. None of them are of any terrible consequence. They have slightly varied teams, with Staryu and Seaking making an appearance, but they're still all Water and Flying types, so a single Electric type can bowl them over. If you're hurting from the cave and Articuno, just avoid them. The ones on the islands won't target you unless you land on their spot of soil, and the ones in the water have a set line of sight. Continue swimming left till you hit Cinnabar Island.

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### 5i-3. Cinnabar Island and the Creepy Mansion

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First thing's first, heal and save. The Pokemart has nothing new. Same stuff as in Fuschia and Saffron. Next to the Pokemart, though, is the Pokemon Lab. Step on in, let's have some fun.

In the first room you'll find a girl who wants to trade a Venonat for her Tangela. The old man will trade your Raichu for his Electrode. The latter is only worth the trade if you didn't catch Electrode in the Power Plant and don't want to evolve Voltorb. In the second room, one of the scientists will teach one of your Pokemon Metronome. In the third room, the kid will trade his Seel for a Ponyta from you, but you should have caught a Seel from Seafoam Island, so it's a pointless trade. Now, the scientist in the third room will take your fossil(s) and transform them into Pokemon. You'll get either Omanyte or Kabuto depending on which fossil you chose at Mt. Moon. He says he'll need time to create the Pokemon, but all you have to do is just leave the building and return for him to finish. Pick up your newly-revived Pokemon and head to the mansion in the northwest corner of the island.

A few things of note. For one, the encounter rate is split between poison types (Grimer, Muk, Koffing, Weezing) and fire types (Vulpix, Ponyta). Rattata and Raticate make up the rest of the pack, with Ditto making an appearance, but rarely.

Head north till you reach a staircase and instead go right and up to get an Escape Rope. Then go left and battle Youngster Johnson, who uses a pair of low-level Ekans and a Raticate. Nothing special. Examine the Mewtwo statue and press the switch so his eyes are glowing red. Return to where you got the Escape Rope and go through the now-opened door south to get a Protein. Now go back to the stairs and head up twice, till you reach the third floor. There will be a Burglar here with a Ninetails, so send out a Water, Rock or Ground type to take him down. It's strong, but gives lots of experience and money for winning, so it's worth it to fight him. After beating him, take the nearby Max Potion and return to the second floor. Examine the journal on the table if you want.

On the second floor, make sure the statue's eyes are red. Now go right and down at the second intersection till you see an item ball on a checkerboard floor. Head down and right, then up to snag the Zinc. There's also a journal entry to the left if you want to read it. From the second intersection, go up, then right, then up at the first opportunity and right again to get a Calcium. There's another journal here as well. Now return to the statue and press the button to turn off the red eyes. Fight Burglar Arnie below if you want. He's got a Charmander and Charmeleon respectably, neither one very strong. Again, easy fight for easy money. Anyway, after the statue's turned off, head up and left into the newly-opened room, then up the stairs.

First off, head right till you pick up an Iron, then go back and activate the statue. You should see a door open up. Go in there and fight the Scientist. He'll use Magnemite, Voltorb and Magnetron, again, not that powerful, but if you can't exploit Magnetron's weaknesses, it might be tough with its high defense. Go right past the scientist and down the stairs. Pick up the HP Up item and return. Now walk into the pit on the left side of the scientist. Don't fall down the right one. You'll land in the wrong spot on the second floor.

After falling down, either walk against the left wall to avoid the Scientist down there, or just fight him. Electrode and Weezing will be your opponents, both evolved, but also of low level. After beating the Scientist (or avoiding him) pick up the Carbos and go down the stairs.

In this basement level, go all the way left to pick up a Full Restore, then go in the small room and fight the Burglar. His Growlithe should be no trouble, but his Ponyta might be a hassle. No real trouble if you're of a decent level, though. Anyway, examine the nearby statue and make sure its eyes aren't red. Now go out of this little room and head into the previously locked area. Be



careful, though, as you can catch the eye of a scientist even when you can't see him. He uses a Magnemite and Electrode, the latter of which can use Explode, but if you kill it fast enough, it won't get the chance.

Go up from the Scientist and examine the statue to open the way forward. Go into the second room first and pick up TM14 - Blizzard, then continue on and get the Secret Key. Head south from there to pick up TM22 - Solarbeam. Go back and re-examine the statue to open the way out, then examine the statue in the small room with the journal and make sure its eyes are red. Now go back upstairs. To leave the mansion, simply go up, right and down, out the door.

Well, that's it. You've got the key to the Cinnabar gym. Get ready, because it's going to be a hot time in the...no, I won't say it...

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5i-4. Blaine, the Hotheaded Island Trainer!  
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Heal up and save, of course. Blaine's gym is a bit unusual. You can actually go through the whole thing without fighting a single trainer. Of course, because the game lets you leave the gym and return with all your progress saved, it really doesn't matter. Anyway, Blaine's gym is based on quiz questions. You examine the machine in each tiny room and are asked a question. Give the right answer and the door to the next area opens without a fuss. Give a wrong answer and the trainer there will automatically fight you. You can also talk to the trainers before or after answering a correct question to fight them. If you speak to them before even checking the question, the door will open.

So, without further ado, here are the questions and answers.

1Q - Caterpie evolves into Metapod?

1A - Yes

2Q - There are nine certified Pokemon League Badges?

2A - No

3Q - Poliwhag evolves three times?

3A - No

4Q - Are electric moves effective against Ground-type Pokemon?

4A - No

5Q - Pokemon of the same kind and level are not identical?

5A - Yes

6Q - TM28 contains Tombstone?

6A - No

And that's it, you'll be at Blaine. But of course, what fun would a gym be if you just walked straight to the leader and battled it out? If you want to fight the lesser trainers (and I recommend it, they're good experience) then here we go...

+++++

Burglar Quinn (Payoff: \$3168)

Pokemon (Level)    Type                                    Weakness(es)                                    EXP  
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Growlithe (36)	Fire	Water, Rock, Ground	702
Vulpix (36)	Fire	Water, Rock, Ground	486
Ninetales (36)	Fire	Water, Rock, Ground	1372

Super Nerd Erik (Payoff: \$864)

Pokemon (Level)	Type	Weakness(es)	EXP
Vulpix (36)	Fire	Water, Rock, Ground	486
Vulpix (36)	Fire	Water, Rock, Ground	486
Ninetales (36)	Fire	Water, Rock, Ground	1372

Super Nerd Avery (Payoff: \$816)

Pokemon (Level)	Type	Weakness(es)	EXP
Ponyta (34)	Fire	Water, Rock, Ground	1107
Charmander (34)	Fire	Water, Rock, Ground	472
Vulpix (34)	Fire	Water, Rock, Ground	459
Growlithe (34)	Fire	Water, Rock, Ground	663

Burglar Ramon (Payoff: \$3608)

Pokemon (Level)	Type	Weakness(es)	EXP
Ponyta (41)	Fire	Water, Rock, Ground	1335

Super Nerd Derek (Payoff: \$984)

Pokemon (Level)	Type	Weakness(es)	EXP
Rapidash (34)	Fire	Water, Rock, Ground	1686

Burglar Dusty (Payoff: \$3256)

Pokemon (Level)	Type	Weakness(es)	EXP
Vulpix (37)	Fire	Water, Rock, Ground	499
Growlithe (37)	Fire	Water, Rock, Ground	721

Super Nerd Zac (Payoff: \$888)

Pokemon (Level)	Type	Weakness(es)	EXP
Growlithe (37)	Fire	Water, Rock, Ground	721
Vulpix (37)	Fire	Water, Rock, Ground	499

+++++

Whether you fought your way through or answered the questions, you'll run into Blaine at the end. Naturally a water-type Pokemon will have a field day with him, but it still won't be easy.

Leader Blaine (Payoff: \$4700)

Pokemon (Level)	Type	Weakness(es)	EXP
Growlithe (42)	Fire	Water, Rock, Ground	819
Ponyta (40)	Fire	Water, Rock, Ground	1302
Rapidash (42)	Fire	Water, Rock, Ground	1728
Arcanine (47)	Fire	Water, Rock, Ground	2145

Growlithe starts things off, and its Roar can mess up your lineup by forcing a water-type out and an unwanted type in. It gets worse, as every single one of Blaine's Pokemon has Fire Blast in their moveset, the strongest fire-type move in the game, and they will use it most of the time until they run out of PP. Whether or not your Pokemon is weak against fire, it will hurt, a lot. Blaine also has the typical gym leader-issue Hyper Potions to make your life difficult if you don't kill off his Pokemon soon enough. His Arcanine is the toughest of them all, with Takedown backing up Fire Blast. Obviously your best bet is using a Pokemon to take advantage of his Fire type's weaknesses, whether it be Water, Rock or Ground. My favorite move is to paralyze his Pokemon with Thunder Wave, then watch as Fire Blast is rendered inoperable. Hilarious.

Once more assuming you come out of this victorious, you'll earn the Volcano Badge and TM38 - Fire Blast. At this point there are no more gyms to battle... or are there? How about Viridian City and its locked doors? Well, let's get going!

...but first, a little break. Maybe. When you exit Blaine's gym, you'll be assaulted by Bill and asked if you want to go to One Island. If you say yes, you'll have to complete a little mini-quest before coming back, but while you're there you can also grab the last of the legendary birds, Moltres. You can turn down Bill and continue on with the game, and if you do so, you will be able to return to the islands later on in the game. If you decide to hit the island, go to the appropriate section in the walkthrough. Otherwise, just keep reading.

5j. Home and Back Again

5j-1. Viridian City and the Final Gym

Surf north from Cinnabar. Once again you'll have a long line of Swimmers and such to battle, and once again I'm not bothering listing their lineups. Come on, they're Swimmers, they use the same damn things over and over.

Anyway, my laziness aside, when you arrive in Pallet Town, go north to Viridian and rest/save, then enter the gym. This one is filled with the same directional arrows that were prevalent in the Rocket underground base, but it's not nearly as complicated. There are two ways to go about this gym, the first being just wander around and fight all the trainers as a warm-up for the head honcho, or just take the shortcut.

The above-mentioned shortcut is rather simple. When you enter there will be several paths, either marked by directional arrows, stop tiles, or both. The

way you want has neither of these. Hug the right wall to avoid the trainers' eyes, fight Cooltrainer Warren (you can't avoid him) and fight Black Belt Takashi to get him out of the way. After that, return to the entrance and take the path with a stop tile and a directional arrow. With Takashi out of the way, you can continue on to the leader.

Otherwise, you can take the first option and get a few levels for your team before fighting the leader. It's recommended, seeing as the leader has the most powerful Pokemon you've faced so far. And why not, he's the last gym leader. Anyway, the trainers below are listed in alphabetical order for simplicity's sake, seeing as there are multiple paths through the gym, and many trainers are completely optional.

+++++

Black Belt Atsushi (Payoff: \$960)

Pokemon (Level)	Type	Weakness(es)	EXP
Machop (40)	Fighting	Flying, Psychic	753
Machoke (40)	Fighting	Flying, Psychic	1251

Black Belt Kiyo (Payoff: \$1032)

Pokemon (Level)	Type	Weakness(es)	EXP
Machoke (43)	Fighting	Flying, Psychic	1344

Black Belt Takashi (Payoff: \$912)

Pokemon (Level)	Type	Weakness(es)	EXP
Machoke (38)	Fighting	Flying, Psychic	1188
Machop (38)	Fighting	Flying, Psychic	715
Machoke (38)	Fighting	Flying, Psychic	1188

Cooltrainer Samuel (Payoff: \$1404)

Pokemon (Level)	Type	Weakness(es)	EXP
Sandslash (37)	Ground	Grass, Ice, Water	1291
Rhyhorn (38)	Rock/Ground	Fight, Steel, Grass 4x, Water 4x, Ice, Ground	1098
Sandslash (37)	Ground	Grass, Ice, Water	1291
Nidorino (39)	Poison	Ground, Psychic	985
Nidoking (39)	Poison	Ground, Psychic	1629

Cooltrainer Warren (Payoff: \$1404)

Pokemon (Level)	Type	Weakness(es)	EXP
Marowak (37)	Ground	Grass, Ice, Water	982
Marowak (37)	Ground	Grass, Ice, Water	982
Rhyhorn (38)	Rock/Ground	Fight, Steel, Grass 4x, Water 4x, Ice, Ground	1098
Nidorina (39)	Poison	Ground, Psychic	976

Nidoqueen (39) Poison/Ground Psychic, Ground, Grass, Water, Ice 1620

Cooltrainer Yuji (Payoff: \$1368)

Pokemon (Level)	Type	Weakness(es)	EXP
Sandslash (38)	Ground	Grass, Ice, Water	1326
Graveler (38)	Rock/Ground	Fight, Steel, Grass 4x, Water 4x, Ice, Ground	1090
Onix (38)	Rock/Ground	Fight, Steel, Grass 4x, Water 4x, Ice, Ground	879
Graveler (38)	Rock/Ground	Fight, Steel, Grass 4x, Water 4x, Ice, Ground	1090
Marowak (37)	Ground	Grass, Ice, Water	1009

Tamer Cole (Payoff: \$1560)

Pokemon (Level)	Type	Weakness(es)	EXP
Arbok (39)	Poison	Ground, Psychic	1228
Tauros (39)	Normal	Fighting	1762

Tamer Jason (Payoff: \$1720)

Pokemon (Level)	Type	Weakness(es)	EXP
Rhyhorn (43)	Rock/Ground	Fight, Steel, Grass 4x, Water 4x, Ice, Ground	1243

+++++

Whether you took the easy way or the long way, you'll eventually reach the final gym leader, who is none other than...that greased-up weirdo!

+++++

Leader Giovanni (Payoff: \$5000)

Pokemon (Level)	Type	Weakness(es)	EXP
Rhyhorn (45)	Rock/Ground	Fight, Steel, Grass 4x, Water 4x, Ice, Ground	1300
Dugtrio (42)	Ground	Grass, Ice, Water	1377
Nidoqueen (44)	Poison/Ground	Psychic, Ground, Grass, Water, Ice	1826
Nidoking (45)	Poison	Ground, Psychic	1879
Rhyhorn (50)	Rock/Ground	Fight, Steel, Grass 4x, Water 4x, Ice, Ground	1446

Well, this is it, the last gym leader. Rhyhorn is tough, but it's got so many weaknesses it can hardly be called a threat. However, every single one of Giovanni's Pokemon can use Earthquake, and they do it nearly every damn turn! The only way they stop using Earthquake is if you toss out a Pokemon immune to it, such as a Flying type. If you happened to capture Articuno and don't mind using a ringer for this battle, that particular legendary bird is quite useful against Giovanni's line-up. Otherwise, tossing out either a water or grass type against Giovanni's team will provide the most effective killer.

Anyway, if Earthquake is rendered inoperable, then Giovanni's team will use more physical attacks like Body Slam, Takedown, etc. He'll also have a couple Hyper Potions at ready to really make things difficult. The first three of his team should be pushovers, since they're not much stronger than those tossed out by the local enemy trainers. The Nidoking is only difficult if you don't have a ground or psychic type to knock it out. The level 50 Rhyhorn is tough, but also carries with it double weaknesses that are easily exploitable. As long as your Pokemon are of a decent level, you'll do just fine.

+++++

Your reward for the final gym is the Earthbadge, which will let you control any Pokemon regardless of its level, along with TM26 - Earthquake. If you've got a Sandslash or other ground type on your team, it's the best Ground-type move available. Talk to Giovanni again and he'll vanish, promising to dedicate his life to training. Good luck, little buddy!

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 5j-2. To the Pokemon League!  
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With eight badges in hand, you're now able to ascend to the Indigo Plateau via Victory Road. Make sure you have a Pokemon with Surf and Strength for future use. From Viridion City, go west to Route 22. Follow the upper path and you'll soon run into your Rival once more.

+++++

Rival (Payoff: \$1908)

Starter - Bulbasaur

Pokemon (Level)	Type	Weakness(es)	EXP
Pidgeot (47)	Flying	Electric, Rock, Ice	1731
Rhyhorn (45)	Rock/Ground	Fight, Steel, Grass 4x, Water 4x, Ice, Ground	1300
Gyarados (45)	Flying/Water	Electric 4x, Rock, Grass, Ice	2062
Exeggcute (45)	Grass/Psychic	Bug, Dark, Fire, Flying, Ghost, Ice, Poison	945
Alakazam (47)	Psychic	Bug, Dark, Ghost	1872
Charizard (53)	Fire/Flying	Electric, Water, Rock 4x, Ground, Ice	2373

Starter - Squirtle

Pokemon (Level)	Type	Weakness(es)	EXP
Pidgeot (47)	Flying	Electric, Rock, Ice	1731
Rhyhorn (45)	Rock/Ground	Fight, Steel, Grass 4x, Water 4x, Ice, Ground	1300
Gyarados (45)	Flying/Water	Electric 4x, Rock, Grass, Ice	2062
Growlithe (45)	Fire	Water, Rock, Ground	877
Alakazam (47)	Psychic	Bug, Dark, Ghost	1872
Venusaur (53)	Grass/Poison	Bug, Fire, Flying, Psychic, Poison, Ground, Ice	2373

Starter - Charmander

Pokemon (Level)	Type	Weakness(es)	EXP
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Pidgeot	(47)	Flying	Electric, Rock, Ice	1731
Rhyhorn	(45)	Rock/Ground	Fight, Steel, Grass 4x, Water 4x, Ice, Ground	1300
Growlithe	(45)	Fire	Water, Rock, Ground	877
Exeggcute	(45)	Grass/Psychic	Bug, Dark, Fire, Flying, Ghost, Ice, Poison	945
Alakazam	(47)	Psychic	Bug, Dark, Ghost	1872
Blastoise	(53)	Water	Electric, Grass	2385

I don't know why he still has Pidgeot, one good electric attack kills it easily.

Rhyhorn is nothing new, you've undoubtedly killed it many times over the course of the game. Depending on your starter you'll either fight Gyarados, which is ultra-weak against electric attacks, or Exeggcute, which will either be a piece of cake if your starter is Charmander, or just a mild annoyance if it's Bulbasaur. Alakazam is, as always, a danger if you don't take it down quickly with a good physical attack. And finally, the opponent's starter is fully evolved and quite strong, so be prepared for a show-stopper at the end. Just exploit their weaknesses if you can and give your Rival a run for his money.

+++++

After beating your Rival, head to the left and enter Route 23. Since you have the eight badges, you'll be able to pass unchallenged through the eight checkpoints. Don't forget to snag the Leppa Berry from the dark patch of grass after the checkpoint for the Thunderbadge. After the checkpoint for the Soul-badge, land on the tiny island and use the Item Finder to uncover a Max Ether. After landing past the next checkpoint, use the Item Finder to get an Ultra Ball, and an Aspear Berry in the dark grass. Past the next checkpoint, there's a Full Restore hidden in a rock. Use the Item Finder to get it. There's one last berry past the final checkpoint, so get it before entering Victory Road. Enter the final dungeon.

As this dungeon focuses more on puzzles than fighting, I'll be foregoing the trainer data. That, and I'm notoriously lazy. With that said, let's move on. In this cave you'll find quite a few strong Pokemon, some you've seen before, and others you've seen, but maybe haven't caught, like Marowak (unless you've been leveling up Cubone) and Primeape. Otherwise, just prepare for the standard cave random battles against rock, ground, fighting and Golbat.

When you first enter, go to the left and use Strength. What you need to do is push the boulder here all the way to the right, where the white button in the floor is located. It's not that hard, really, just don't push the boulder

into a spot where it's blocked on two sides. After weighting down the switch, go through the path that just opened up, avoid the trainer and instead head

up and around to another boulder. You'll have to choose which item you want here, then leave the cave and come back in to get the other one. And yes, you'll have to re-shove the first boulder onto the button. The top item is the TM02 - Dragon Claw, while the left is just a Rare Candy. If you're pressed for time or just don't want to do this again, get the TM and go.

Now then, go past the Cooltrainer (she uses all fire Pokemon if you want to fight her) and hug the left side of the wall to avoid the second trainer, who uses a bunch of starter evolutions. Head up the stairs. In this new area, push the lower boulder onto the corresponding white button. Ignore the upper boulder, it leads nowhere. Go right past the trainer and circle around to get TM37 - Sandstorm. Now go all the way right and circle around to get a Full

Heal (avoid the trainer here if you want) then go up and right to get TM07, Hail. You can avoid the trainer guarding it by hugging the north wall. Afterwards, take the nearby stairs to the higher floor.

Right off the bat, you'll see a Max Revive closely watched by a trainer. Get it if you want, but his team is strong. Afterwards, get over by the boulder and use Strength. Push it all the way up, then left, till you spot a white button. That's your objective. You'll also notice a stairwell going down, but ignore it. The only thing down there is a Guard Spec. item and a trainer. Nothing of any importance. But do make sure to grab the nearby TM50 - Overheat by the button.

Now then, return to where you entered this floor and take the stairs to a path you just opened up with that boulder. Ignore the easily avoidable trainers unless you want to battle and continue on. When you come to a boulder and a hole, shove the boulder into it and follow it down. Now just push it straight left to have it settle on the button and clear the path to the exit. Well, except for one dual-trainer couple with a Nidoking and Nidoqueen. And one guy near the exit who looks like a trainer, but will actually teach one of your Pokemon Double-Edge if you want. Now exit.

Once out of the cave, go up and left till you spot a berry patch in the grass, then go into the mini-maze of white blocks. Take the second entrance from the left and use the Item Finder to locate a Max Elixir. Now take the second from the right to reach the Indigo Plateau!

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#### 5k. The Elite 4 and the Pokemon Championship!

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There's nothing much to say about this place. You've got a Pokemon Center lady waiting to heal your team, a PC to handle your team, and a shop that sells the new Max Potion and Full Restore. Don't bother with the former, Full Restores only cost \$500 more and they heal status effects as well, so they're a better deal. At this point you might as well spend what you want, this being the final shop of the game and all. When your team is assembled and you're ready to go, head into the door to start the battle for the championship.

+++++  
Lorelei (Payoff: \$5400)

Pokemon (Level)	Type	Weakness(es)	EXP
Dewgong (52)	Water/Ice	Electric, Fight, Fire, Grass, Steel, Rock	1960
Cloyster (51)	Water/Ice	Electric, Fight, Fire, Grass, Steel, Rock	2218
Slowbro (52)	Water/Psychic	Bug, Dark, Electric, Ghost, Grass	1827
Jynx (54)	Ice/Psychic	Bug, Dark, Fight, Fire, Ghost, Steel, Rock	1584
Lapras (54)	Water/Ice	Electric, Fight, Fire, Grass, Steel, Rock	2533

While Lorelei claims to be the master of ice Pokemon, most of her team is of a hybrid type and weak against a lot of stuff. Though if you'll notice, of every weakness her team has, at least one of them does not have that weakness. In other words, you'll have to switch out Pokemon at least once. Dewgong and Cloyster are weak against a lot and they aren't that tough, but Cloyster can use Protect to drag out a fight. Slowbro can be annoying if you don't shock



it into submission. The last two are equally annoying, but type-matching their weaknesses will take them out fast. Lapras can and will use Ice Beam often, so anything that's weak against ice should stay far, far away from it. If any of your team is frozen, heal it ASAP or switch it out if you can't.

Bruno (Payoff: \$5600)

Pokemon (Level)	Type	Weakness(es)	EXP
Onix (51)	Rock/Ground	Fight, Steel, Grass 4x, Water 4x, Ice, Ground	1179
Onix (54)	Rock/Ground	Fight, Steel, Grass 4x, Water 4x, Ice, Ground	1249
Hitmonlee (53)	Fighting	Flying, Psychic	1578
Hitmonchan (53)	Fighting	Flying, Psychic	1590
Machamp (56)	Fighting	Flying, Psychic	2316

At this point Onix is a joke. The fact that Bruno uses two of them is even funnier. Hitmonchan/lee should be familiar territory as well, and simple as long as they die fast. They're not the real threats, though. Machamp is the tough one, using some powerful fighting moves like Cross Chop that can kill incredibly quickly. Not only that, but it's powerful and will use Bulk Up to protect it against physical attacks. Plus it has a lot of HP, so sending an atypical psychic type will likely end with it being smooched. Even so, your best bet is sending out a psychic type with a lot of speed and using your best attacks right away so it dies fast. You should try for a OHKO if possible, because Bruno, like all the Elite 4, has a pair of Full Restores in stock and will use them.

Agatha (Payoff: \$5800)

Pokemon (Level)	Type	Weakness(es)	EXP
Gengar (54)	Poison/Ghost	Dark, Ghost, Ground, Psychic	2197
Golbat (54)	Poison/Flying	Electric, Ground, Ice, Psychic, Rock	1978
Haunter (53)	Poison/Flying	Electric, Ground, Ice, Psychic, Rock	1431
Arbok (56)	Poison	Psychic, Ground	1764
Gengar (58)	Poison/Ghost	Dark, Ghost, Ground, Psychic	2361

Just like in the original game, Agatha is a pushover. While ghost types are ordinarily annoying and difficult, all the ones in this lady's line-up are all of a poison type, so a good psychic type will wipe them out. Golbat is weak against electric attacks as well as psychic, and Arbok...well, Arbok sucks. Sad, but true. Agatha is something of a breather in this gauntlet, as a single psychic Pokemon can wipe out her entire line-up as long as it's tough enough.

Lance (Payoff: \$6000)

Pokemon (Level)	Type	Weakness(es)	EXP
Gyarados (56)	Flying/Water	Electric 4x, Rock, Grass, Ice	2568
Dragonair (54)	Dragon	, Ice	1665
Dragonair (54)	Dragon	, Ice	1665
Aerodactyl (58)	Rock/Flying	Fight, Grass, Ground, Ice, Rock, Steel, Water	2509
Dragonite (60)	Dragon/Flying	Dragon, Electric, Ice 4x, Rock	2802

While Gyarados may look dragon-like, it's still incredibly weak to electric attacks. Push-over. The rest of his team, though, is too damn tough for its own good. If you have a Dragon or Ice type waiting in the wings, now is the time to bring it out. Both his Dragonair and Dragonites will have Hyper Beam and will use it constantly, as well as Outrage. Even worse, Lance has the same Full Restores and has the horrible tendency to use them just as you've whittled down these beasts' HP to almost nothing. Aerodactyl is annoying, as it's immune to electric attacks, and because it's flying, it's immune to many ground type attacks as well. Not to mention it has Hyper Beam and is quite strong. I used a Psychic type against it, but matching its other weaknesses will work just as well (or even better). After defeating Lance you may think it's over...nope. Continue to the next room to face...

Rival (Payoff: \$6300)

Starter - Bulbasaur

Pokemon (Level)	Type	Weakness(es)	EXP
Pidgeot (59)	Flying	Electric, Rock, Ice	2173
Rhydon (59)	Rock/Ground	Fight, Steel, Grass 4x, Water 4x, Ice, Ground	2578
Gyarados (61)	Flying/Water	Electric 4x, Rock, Grass, Ice	2793
Exeggcutor (61)	Grass/Psychic	Bug, Dark, Fire, Flying, Ghost, Ice, Poison	2770
Alakazam (57)	Psychic	Bug, Dark, Ghost	2271
Charizard (63)	Fire/Flying	Electric, Water, Rock 4x, Ground, Ice	2823

Starter - Squirtle

Pokemon (Level)	Type	Weakness(es)	EXP
Pidgeot (59)	Flying	Electric, Rock, Ice	2173
Rhydon (59)	Rock/Ground	Fight, Steel, Grass 4x, Water 4x, Ice, Ground	2578
Gyarados (61)	Flying/Water	Electric 4x, Rock, Grass, Ice	2793
Arcanine (59)	Fire	Water, Rock, Ground	2692
Alakazam (57)	Psychic	Bug, Dark, Ghost	2271
Venusaur (63)	Grass/Poison	Bug, Fire, Flying, Psychic, Poison, Ground, Ice	2823

Starter - Charmander

Pokemon (Level)	Type	Weakness(es)	EXP
Pidgeot (59)	Flying	Electric, Rock, Ice	2173
Arcanine (59)	Fire	Water, Rock, Ground	2692
Rhydon (59)	Rock/Ground	Fight, Steel, Grass 4x, Water 4x, Ice, Ground	2578
Exeggcutor (61)	Grass/Psychic	Bug, Dark, Fire, Flying, Ghost, Ice, Poison	2770
Alakazam (57)	Psychic	Bug, Dark, Ghost	2271
Blastoise (63)	Water	Electric, Grass	2835

I'd just like to point out that this guy's still using Pidgeot. Granted, it's a unbelievably high level Pidgeot, but still a Pidgeot. Zap it. Also, he finally evolved the stupid Rhyhorn to a Rhydon, but it's still a Rock/Ground and still insanely weak to water and grass. The rest of his team is quite

familiar, but his starter is the real trouble. It's jumped ten levels since your last meeting, and it's much, much more powerful. Exploit whatever its weakness may be should he bring it out. Gyarados is, as always, electric fodder. Arcanine now likes to spam ExtremeSpeed, and Alakazam is dangerous, but still weak against physical attacks. While your Rival seems to be able to yank Full Restores directly out of his ass, his team is still mostly pushovers bolstered only by their high levels. My team consisted mainly of Pokemon in the very low 50's and I still whooped him soundly.

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Optimistically assuming you win, you'll see a disturbing scene between Oak and your rival, then your team will be recorded as Pokemon League champions. Congratulations!

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#### 51. After the End

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After the credits roll and you reload your game, you'll be presented with the National Dex if you've collected more than 60 Pokemon thus far. Now there are two things you can do: the first is go to the islands from the boat at Vermillion City, and the second is find the legendary dog that is now wandering around Kanto. Personally, I prefer the latter.

To get the legendary dogs, you must first understand how to find them. They can't be located in any one place, but they're always on the Kanto overworld. How it works is, the dog is selected based on your starter.

- Bulbasaur - Entei
- Squirtle - Raikou
- Charmander - Suicune

Now, the dog will be in one particular area on the world map, but if you should enter a building or change areas (for example, go between routes 19 and 20) then the dog will move to an adjacent area from the one it was in previously. You can use this fact to your advantage by going back and forth from one area to another. The best way to take advantage of this is with Max Repel. Put a Pokemon that's at or around level 49 (but not over 49!) and use a Max Repel. If the legendary dog doesn't show up by the time you run out of steps, leave the area and return.

My favorite spot for this is north of Vermillion City. Hang out by the

entrance to the underground tunnel and use the Max Repel trick and just enter and leave the building if you don't find it. You'll locate the dog in under ten minutes as opposed to wandering around for hours looking for it all over the world map.

Now then, as for fighting the legendary dog...don't. Seriously, they run at the drop of a hat, and then you have to find them all over again. This is the Pokemon to use your Master Ball on, trust me. All the other legendaries stay in place, so they can be content with Ultra Balls. Just toss a Master Ball when you find your legendary dog and end it quickly.

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#### 51-1. Cerulean Cave

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Otherwise known as the Unknown Dungeon, this is where you'll find Mewtwo, the

last and arguably most powerful legendary. To find it, go north from Cerulean City, then take a quick left and surf down till you spot an opening. That there is the cave. Make sure you have both Surf and Rock Smash on one of your Pokemon. Head inside.

It's here you'll find some of the most powerful Pokemon in the game, so make sure your team is strong and ready for battle. Go up and surf till you spot a ladder. Climb it and follow the path to a Full Restore. Go back and keep on surfing till you spot another Full Restore on shore. You should see a ladder to your left. Take it, and get the PP Up from the area above. Go back down and head up to a Nugget and another ladder. Ignore that one, and instead go back down and to the right of where you landed ashore. Follow the path to a ladder and a Max Elixir. Take the ladder to get an Ultra Ball, then go back up a level and go left and down to the final ladder.

Down here, it's a bit of a maze. At the first intersection, go down. At the next, take the rightmost path and follow it to the end. Take both ladders down to the final level. Just follow the path and snag the Max Revive and Ultra Ball as you go. Surf the final stretch to reach Mewtwo. As always, save before you talk to him.

As always, Mewtwo is a level 70 psychic Pokemon, and he is not happy to see you. Mewtwo remains the uber-legendary, one with no real weaknesses to exploit. With Psychic, Recover, Swift and Safeguard, it can be a pain to catch. If you managed to snag your legendary dog without using a Master Ball (and if you did, congrats) then feel free to use it on Mewtwo. Otherwise, try to have your team at or around level 60 or so and feel free to use as many healing items as necessary. My tactic involved throwing out a level 60 Suicune, then using Calm Mind till my stats were maxed. A single Ice Beam put Mewtwo in the red, and the rest just involved tossing Ultra Balls.

At this point you should have enough experience with legendaries to know to take them seriously and to be prepared to waste quite a bit of Ultra Balls. Should you capture Mewtwo, congrats, you've got one of the strongest Pokemon in the game.

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51-2. Elite 4 Revisited  
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Interestingly enough, the Elite 4 have managed to become stronger after their first trouncing. Your team should be in their high 50's or low 60's (or higher if you feel like it) before challenging them again. All their teams will be in the 60's, so odds are they'll outrank you in terms of levels. Make sure you have plenty of healing items, then head in...

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Lorelei (Payoff: \$6600)

Pokemon (Level)	Type	Weakness(es)	EXP
Dewgong (64)	Water/Ice	Electric, Fight, Fire, Grass, Steel, Rock	2413
Cloyster (63)	Water/Ice	Electric, Fight, Fire, Grass, Steel, Rock	2740
Piloswine (63)	Ground/Ice	Fight, Fire, Grass, Ice, Steel, Rock	2160
Jynx (66)	Ice/Psychic	Bug, Dark, Fight, Fire, Ghost, Steel, Rock	1936
Lapras (66)	Water/Ice	Electric, Fight, Fire, Grass,	3096

## Steel, Rock

Lorelei is the same as always, just stronger. Most of her Pokemon are just upgraded versions of ones you've fought before. Piloswine is a new addition, and replaces Slowbro. It's a rather interesting Pokemon. Due to its half ground-type, it's actually weak to ice. One good Surf (or other water attack) will take it down, though. The rest of her team should be quite familiar, so just use the same tactics and don't be surprised when Lorelei uses a Full Restore or two.

Bruno (Payoff: \$6800)

Pokemon (Level)	Type	Weakness(es)	EXP
Steelex (65)	Steel/Ground	Fight, Fire, Grass, Ground, Ice, Water	2730
Hitmonchan (65)	Fighting	Flying, Psychic	1950
Hitmonlee (65)	Fighting	Flying, Psychic	1935
Steelex (66)	Steel/Ground	Fight, Fire, Grass, Ground, Ice, Water	2772
Machamp (68)	Fighting	Flying, Psychic	2811

Ooo, Steelix. It has a bunch of weaknesses, but my favorite is a good Flamethrower to the face. The rest of his team is exactly the same, and like Lorelei, much stronger. Use caution when battling his Fighting types, as they're especially good at tossing out OHKOs. Bruno has a few Full Restores as well, but if you type-match well enough and deliver a few OHKOs of your own, he shouldn't get the chance to use them.

Agatha (Payoff: \$7000)

Pokemon (Level)	Type	Weakness(es)	EXP
Gengar (66)	Poison/Ghost	Dark, Ghost, Ground, Psychic	2686
Crobat (66)	Poison/Flying	Electric, Ground, Ice, Psychic, Rock	2884
Misdreavus (65)	Ghost	Dark, Ghost	2047
Arbok (68)	Poison	Psychic, Ground	2142
Gengar (70)	Poison/Ghost	Dark, Ghost, Ground, Psychic	2850

I still say this old bat is a pushover. Crobat replaces Golbat, and Misdreavus replaces Haunter. Misdreavus is the only real threat on this team, as it's the only pure Ghost Pokemon. If you have a Dark or Ghost move handy, use it. Otherwise, pound it with your best special moves. It's not very tough, but it is immune to physical attacks, making it annoying. Arbok...well, Arbok sucks. Meh.

Lance (Payoff: \$7200)

Pokemon (Level)	Type	Weakness(es)	EXP
Gyarados (68)	Flying/Water	Electric 4x, Rock, Grass, Ice	3117
Dragonite (66)	Dragon/Flying	Dragon, Electric, Ice 4x, Rock	3082
Kingdra (66)	Water/Dragon	Dragon, Electric, Grass, Ice	2926
Aerodactyl (70)	Rock/Flying	Fight, Grass, Ground, Ice, Rock, Steel, Water	3030
Dragonite (72)	Dragon/Flying	Dragon, Electric, Ice 4x, Rock	3363

Lance, on the other hand, is insane! He's still using Gyarados! Unfortunately, that particular Gyarados is the weakest of his team. Aerodactyl

remains a pain, so I recommend a good dousing with Surf. Lance has since evolved one Dragonair into Dragonite, and replaced the other with Kingdra. All (except Gyarados) are very powerful and require the most out of your Pokemon to defeat. Most of his team has Earthquake, so be careful what you send out, while Kingdra will spam Surf, so watch out. If you made it this far you should remember how to take down Dragonite and the rest. The real trouble is in Lance's Full Restores, so if you can, use Ice moves against those two Dragonites, Thunderbolt against Gyarados and Kingdra, and take out Aerodactyl any way you can. After Lance, you must face (guess who!) yet again...

Rival (Payoff: \$7500)

Starter - Bulbasaur

Pokemon (Level)	Type	Weakness(es)	EXP
Heracross (72)	Bug/Fighting	Fire, Flying 4x, Rock, Psychic	3084
Alakazam (73)	Psychic	Bug, Dark, Ghost	2908
Tyranitar (72)	Rock/Dark	Bug, Fight 4x, Grass, Ground, Steel, Water	3363
Gyarados (73)	Flying/Water	Electric 4x, Rock, Grass, Ice	3347
Exeggcutor (73)	Grass/Psychic	Bug, Dark, Fire, Flying, Ghost, Ice, Poison	3315
Charizard (75)	Fire/Flying	Electric, Water, Rock 4x, Ground, Ice	3375

Starter - Squirtle

Pokemon (Level)	Type	Weakness(es)	EXP
Heracross (72)	Bug/Fighting	Fire, Flying 4x, Rock, Psychic	3084
Alakazam (73)	Psychic	Bug, Dark, Ghost	2908
Tyranitar (72)	Rock/Dark	Bug, Fight 4x, Grass, Ground, Steel, Water	3363
Gyarados (73)	Flying/Water	Electric 4x, Rock, Grass, Ice	3347
Arcanine (73)	Fire	Water, Rock, Ground	3331
Venusaur (75)	Grass/Poison	Bug, Fire, Flying, Psychic, Poison, Ground, Ice	3375

Starter - Charmander

Pokemon (Level)	Type	Weakness(es)	EXP
Heracross (72)	Bug/Fighting	Fire, Flying 4x, Rock, Psychic	3084
Alakazam (73)	Psychic	Bug, Dark, Ghost	2908
Tyranitar (72)	Rock/Dark	Bug, Fight 4x, Grass, Ground, Steel, Water	3363
Exeggcutor (73)	Grass/Psychic	Bug, Dark, Fire, Flying, Ghost, Ice, Poison	3315
Arcanine (73)	Fire	Water, Rock, Ground	3331
Blastoise (75)	Water	Electric, Grass	3375

He finally got rid of Pidgeot! But he replaced it with Heracross, the Psychic-type killer. Boo. Use a good Flamethrower to take it down. You should be used to his starter by now, even though it's likely ten levels above your strongest Pokemon. The rest are insanely familiar (including the ever-popular Gyarados...) except...for Tyranitar! This Rock/Dark type is immune to Psychic attacks and it's pretty damn powerful. It sports attacks like Thunderbolt (to take out any water types) and causes a permanent sandstorm that will damage all

but Ground types every turn. This means any Pokemon sent out by your rival will also be damaged.

Otherwise, his line-up is identical, just stronger. As long as you have attacks that exploit their weaknesses, their levels won't make much of a difference. However, your Rival will continue to pull Full Restores out of his ass, so be prepared for a lengthy battle.

+++++

Assuming you won, congratulations again! You're the Pokemon League Champion twice over! The ending is the same, however. What's left, you ask? Complete your Pokedex, of course! There's 386 Pokemon, so you'll be at it for a while, trust me. Have fun!

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6. Islands Walkthrough  
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6a. One Island  
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Depending on when you first go to One Island, there are certain things you can do. However, if you're coming here directly from Blaine's gym on Cinnabar, your first task is to deliver a Meteorite to a buddy of Celio's. He's on Two Island, but we'll get to that later. First, use Surf off the dock and swim south to find a Swimmer with a pair of Seels and a Dewgong. One electric-type takes them all down. Even further south will be a small island with a non-trainer and some tall grass. If you didn't trade for a Tangela back on Cinnabar Island, you can catch one here. You can also encounter Fearow if you didn't pick one up on the Bicycle Road.

Once you're done with that, surf off the right side of One Island. There will be a Swimmer on a tiny island in plain sight. Notice how her sprite has red hair, but when you go into the battle sequence, she's a blonde. Hmm... Anyway, north of that tiny piece of land will be the next part of One Island, complete with a gauntlet of trainers. Make sure to surf off the right side of the island and go north till you can pick up a Max Repel. You can actually continue swimming north and bypass a couple trainers. Otherwise, just keep walking north and fighting the good fight.

+++++

Swimmer Abigail (Payoff: \$148)

Pokemon (Level)	Type	Weakness(es)	EXP
Psyduck (35)	Water/Psychic	Bug, Dark, Electric, Ghost, Grass	600
Psyduck (36)	Water/Psychic	Bug, Dark, Electric, Ghost, Grass	616
Golduck (37)	Water/Psychic	Bug, Dark, Electric, Ghost, Grass	1378

Picnicker Claire (Payoff: \$700)

Pokemon (Level)	Type	Weakness(es)	EXP
Meowth (35)	Normal	Fighting	517
Meowth (35)	Normal	Fighting	517

Pikachu (35)	Electric	Ground	615
Clefairy (35)	Normal	Fighting	510

Camper Bryce (Payoff: \$720)

Pokemon (Level)	Type	Weakness(es)	EXP
Nidorino (36)	Poison	Ground, Rock	909
Raticate (36)	Normal	Fighting	894
Sandslash (36)	Ground	Grass, Ice, Water	1257

Swimmer Garrett (Payoff: \$152)

Pokemon (Level)	Type	Weakness(es)	EXP
Shellder (35)	Water	Electric, Grass	727
Wartortle (38)	Water	Electric, Grass	1164
Cloyster (38)	Water/Ice	Electric, Fight, Fire, Grass, Steel, Water	1522

Crush Kin Mik & Kia (Payoff: \$1872)

Pokemon (Level)	Type	Weakness(es)	EXP
Machoke (39)	Fighting	Flying, Psychic	1218
Primeape (39)	Fighting	Flying, Psychic	1244

Black Belt Hugh (Payoff: \$888)

Pokemon (Level)	Type	Weakness(es)	EXP
Machop (37)	Fighting	Flying, Psychic	697
Machoke (37)	Fighting	Flying, Psychic	1156

Black Belt Shea (Payoff: \$912)

Pokemon (Level)	Type	Weakness(es)	EXP
Machop (38)	Fighting	Flying, Psychic	715
Machoke (38)	Fighting	Flying, Psychic	1188

Crush Girl Sharon (Payoff: \$888)

Pokemon (Level)	Type	Weakness(es)	EXP
Mankey (37)	Fighting	Flying, Psychic	586
Primeape (37)	Fighting	Flying, Psychic	1180

Crush Girl Tanya (Payoff: \$912)

Pokemon (Level)	Type	Weakness(es)	EXP
Hitmonlee (38)	Fighting	Flying, Psychic	1131



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After getting past the two Black Belts, head into the cave. It's actually a hot spring, and it's here you can get one of the new HMs of this game. Go on in and find the old man standing near the spring. He'll part with HM06 - Rock Smash. Teach it to a Pokemon and you can break those piles of rocks outside, freeing the way to an Ether and Carbos. The latter is guarded by Crush Girl Shea, but a decent Psychic- or Flying-type will beat her down.

Collect these two items if you want, but either way, go north from the hot springs and once again surf north. There will be a few trainers along the way, but nothing terribly difficult, considering it's just a couple Swimmers and one Fisherman. Go north past them, land, and head into the mountains.

The mountain man you see upon first arriving will teach one of your Pokemon the move Explosion, if you want. Either way, head left and shove the boulders out of the way and battle the Pokemon Ranger if you want. There's tall grass here, and you can catch Magmar here, which I recommend given how rare it is elsewhere. You can also catch Ponyta, another good fire Pokemon. There will be three rival trainers on the path through this mountain, one of which you

can't avoid. The first can be dodged, and the second can be bypassed entirely if you have a Pokemon with Rock Smash equipped. However, go up and right from Crush Girl Jocelyn and around the side of the mountain to find a Dire Hit. Afterwards, go left until you encounter the third and final trainer.

+++++

Pokemon Ranger Beth (Payoff: \$1368)

Pokemon (Level)	Type	Weakness(es)	EXP
-----			
Bellsprout (38)	Grass	Bug, Fire, Flying, Ice, Poison	684
Gloom (38)	Grass/Poison	Bug, Fire, Flying, Ice, Poison, Psychic, Ground	1074
Gloom (38)	Grass/Poison	Bug, Fire, Flying, Ice, Poison, Psychic, Ground	1074

Crush Girl Jocelyn (Payoff: \$912)

Pokemon (Level)	Type	Weakness(es)	EXP
-----			
Hitmonchan (38)	Fighting	Flying, Psychic	1140
Hitmonchan (38)	Fighting	Flying, Psychic	1140

Pokemon Ranger Logan (Payoff: \$1440)

Pokemon (Level)	Type	Weakness(es)	EXP
-----			
Exeggcute (37)	Grass/Psychic	Bug 4x, Dark, Fire, Flying, Ghost, Ice, Poison	777
Exeggutor (40)	Grass/Psychic	Bug 4x, Dark, Fire, Flying, Ghost, Ice, Poison	1816

+++++

After beating Logan, use the Item Finder and walk into the narrow pathway left

of him. Examine the last square there to find an Ultra Ball. Afterwards, just go up into the cave. You can find Machoke here, along with the lesser-sought Geodude and Machop. Just follow the path till you reach the outside world once more, this time on a higher ledge of the mountain.

Go right and up the stairs to meet a boulder-pushing puzzle. It's pretty easy. Just smash the rocks and shove the boulders aside to reach the Fire Stone. After that, go left along the mountain ledge to find another Ultra Ball. When you've got it, go further up the mountain.

Another boulder-pushing puzzle awaits. Push the rightmost boulder up, then the other to the left. Push the next one to the left, the last one up, then right until you can reach Moltres.

The last legendary bird Pokemon! It's just as tough as the others, but hopefully you're stronger now as well. It's 4x weak against Rock moves, so if you've got one waiting somewhere, use it. It boasts moves such as Endure, Flamethrower and Fire Spin, with Agility rounding off its moveset. Once again you've got to get its HP down to a sliver, then either paralyze, freeze, or put this big bad bird to sleep before lobbing Ultra Balls at it.

Whether you defeated (bad!) or captured (good!) Moltres, there's nothing left for you here, unless you're visiting One Island after beating the Elite 4. If so, continue on to the next paragraph. If you came here after winning at the Cinnabar gym, then return to the One Island dock by whatever means (easiest way is to Fly back). From there, go to Two Island.

If you already beat the Elite 4, however, there's one more thing you can do here. On the lower levels of the mountain you may have noticed two Rocket Grunts talking to one another. Those are your targets. However, you must first talk to Celio in the One Island Pokemon Center before they'll fight you. The one on the left just has a Cubone and Marowak, while the one on the right has a Rattata and Raticate, and Sandshrew/slash. The highest level Pokemon between them is only 37, so both battles are pretty simple. Beat them both to unblock the way into the cave they dug for you. Beating them also gives you a password for later use. Silly bad guys.

Once inside, just follow the path till you reach a boulder puzzle. Shove the first one two spaces right, then the lower boulder one right, and the final boulder one up to proceed. Continue to the lower level and past the next boulder, and when the path splits, take the path going down. Take the stairs down a couple levels till you find the Ruby. Go back up and return to the intersection and head down the right path to reach the exit. Return back to the Pokemon Center and give Celio the Ruby. You'll be given a pass to Islands Four through Seven in return. Now you're done with One Island.

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## 6b. Two Island

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You can actually go here without having captured Moltres, but why put that off? Anyway, now that you're here, Cut a small tree south of the Pokemon Center and follow the path that's unveiled to find a Revive. The shop on this island has a variable stock. Depending on how far along in the game, it'll have newer and better stuff. Now go in the building marked Joyful Game Corner to watch a cut scene. Seems a gang of bikers have taken over Three Island...or something. Only one thing left to do.

Head north from the Game Corner, up the steps and through the tall grass to Find a house. Inside will be a woman who will teach you a particular move

based on your starting Pokemon. The Pokemon must be in its final evolutionary stage, and must be the first Pokemon in your lineup. Charizard will learn Blast Burn, Blastoise will learn Hydro Cannon, and Venusaur will learn Frenzy Plant. The tall grass outside holds no notable Pokemon, save perhaps Persian and Slowbro (if you don't want to level up their respective devolutions). Besides this, there's nothing else to do (it's a small island) so head to Three Island.

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 6c. Three Island  
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Go north, and don't worry about the first few bikers you see. They're not hostile...yet. Now, feel free to use the Pokemon Center and save, because you're about to run through a gauntlet. Try to pass and you'll initiate a cut scene, not to mention draw the attention of all those bikers. Themes fighting' words!

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Biker Goon 1 (Payoff: \$740)

Pokemon (Level)	Type	Weakness(es)	EXP
Koffing (37)	Poison	Psychic	903
Grimer (37)	Poison	Psychic, Ground	712

Biker Goon 2 (Payoff: \$760)

Pokemon (Level)	Type	Weakness(es)	EXP
Koffing (38)	Poison	Psychic	927

Biker Goon 3 (Payoff: \$760)

Pokemon (Level)	Type	Weakness(es)	EXP
Grimer (38)	Poison	Psychic, Ground	732

Cue Ball Paxton (Payoff: \$936)

Pokemon (Level)	Type	Weakness(es)	EXP
Weezing (39)	Poison	Psychic	1444
Muk (39)	Poison	Psychic, Ground	1312

+++++

Honestly, the only one to really worry about is the leader. The others just Use the now very weak Grimers and Koffings. Weezing and Muk should be very Familiar by now, so just let a Psychic-type take out Weezing while a Ground type has it out with Muk. Once the bikers are all gone, talk to the two guys they were hassling to get a Full Restore (ignoring the Pokemon Center a few feet away...) and information on Lostelle. You know, with a name like that, you'd think they'd put a blinker on the girl.

Anyway, go north from the Pokemon Center and cut down the small tree, then snag

the Zinc from the path beyond. Go left now and cut the other tree you come across, then use the Item Finder to find a PP Up hidden at the end of this narrow path. Now go left through the tall grass and beat up a few trainers. The twins only have a pair of Clefairy, both of low levels. The other trainer, the one you can't avoid, uses a Bulbasaur and twin Ivysaurs, meaning one good

fire type can fry them all. Use the Item Finder near the second trainer to find a Max Repel in a rock. Continue left and either beat down or avoid the two Tubers and the final trainer. The first two just use water types like any good Swimmer, and the final one just has a Bellsprout and Weepinbell. Nothing to be concerned about. Afterwards, just go left and up into the forest.

Now, the Berry Forest has a lot of dark patches of grass containing berries. Use your Item Finder periodically to see if you're near one (or just squint at the screen). You should definitely take some time to fight around this area, since you'll often run into evolved Pokemon, which drop some nice experience points.

Anyway, to find Lostelle, just follow the fairly linear path to the upper-left corner of the map. It's pretty easy, as there are shortcuts that can be created by cutting small trees or surfing across the small lakes. Make sure to pick up the item balls around here. Included are a Full Heal, Max Ether, and a Max Elixir behind a bunch of small trees. Talk to Lostelle, and a level 30 Hypno will appear. Aside from the fact that it's only level 30, it's hardly powerful. One good physical attack will take it down easily.

After defeating the Hypno, you'll get some berries and appear back in the Game Corner on Two Island. Talk to Lostelle's father to give him the Meteorite and get a Moon Stone in return. If you came here from Cinnabar, go back to One Island and talk to Bill and Celio to be returned to Kanto. If you've already beaten the Elite 4, though, you still have more islands to explore.

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#### 6d. Four Island

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Right off the bat you'll see your Rival, but don't worry, he doesn't want to fight this time. He'll just impart some 'wisdom' about Pokemon eggs and leave. Hug the left coast and walk along the beach till you reach a cracked rock. Smash it and pick up the Star Piece. The Pokemart here sells everything for sale up on Indigo Plateau, so stock up if you want. The house next door contains a sticker maniac, who will give you a sticker if you tell him about winning the Pokemon League Championship. The Day Care is also on this island, so make use of it if you want. The house east of it contains a Move Tutor who will impart Body Slam. And Lorelei's house will just be filled with dolls.

Now then, use Surf in the water behind Lorelei's house and pick up the Stardust, then enter the Icefall Cave. Be on the look-out for Swinub and Sneasel, both new Pokemon you can find here. Anyway, Surf over to the next room, then walk across the ice such that you can pick up the Ultra Ball and proceed without falling to the floor below. You can only walk on ice safely if it's intact, meaning a second step on the same tile will cause you to fall. After you reach the dead-end with two ice patches, take the upper one down to the next area.

Take the ladder up, then fall down the first of the two ice patches here. You'll land on a large patch of solid ice. Press down once, then right to snag the Nevermeltice. Afterwards, go back up to the two ice patches and fall through the lower one, then press up, right, down and left to reach a Full restore and a ladder going up. Take it to get HM07 - Waterfall. Now you can

go up that large waterfall near the entrance to the cave. Do so, and take the nearby ladder down. Go through the door and head up to be engaged in a battle with a Team Rocket Grunt. The battle is a joke. He uses two Zubat and one Golbat, all of which are level 38. Once you beat him down, speak to Lorelei and leave the cave. That's four islands down. I would recommend you skip Five Island for now and go to Six and Seven Islands first.

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#### 6e. Five Island

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Head along the sand and start swimming north. Go west first to reach a small island with a single trainer and an old man. This old man will give you a Togepi egg if your lead Pokemon is very happy. You must have an empty space in your roster, otherwise he won't hand it over. Now go back and head east at the path split to land on an island filled with rival trainers who give out an unbelievable amount of prize money. More than the Elite 4 gave out, in fact. Ignore the house here, it's empty. Continue surfing east to reach the Lost Cave. This place can drive you nuts without directions. It's filled with Zu/Golbat, Gastly and Haunter, and very, very rarely you will encounter Misdreavus.

Anyway, to get through this little maze, first go right, then up, then back down. Now go down, right, then back left, then down, right and stop. The final room is through the upper door, but make sure you're ready, as you'll have to fight a lady with a pair of Persians. Not exactly the strongest of opponents, but still tough. Beat her down. As it turns out, this is Selphy, the lady whose empty house you passed. Go inside and she'll ask to see a random Pokemon. Show it to her and she'll give you a prize. Usually it's just a Luxury Ball, but you can get a Star Piece or Nugget very rarely.

This one doesn't have much at first glance. Go right from the dock along the beach and cut down the first small tree you see for a Max Potion. Be on the look-out for Sentret in the tall grass, but keep an eye out for Rocket Grunts. They use the same Pokemon as all the rest, only at higher levels. There's only three of them, none of which use Pokemon as strong as the Elite 4. Past the female trainer, hop into the water and surf left along the coast, then up to find a PP Up. Blow past the last Rocket and examine the door of the Warehouse. If you have the two passwords, it will open and grant you passage.

Now then, inside the warehouse is another of the directional tile puzzles from before. Start out by taking the tiles pointing left. When you land, avoid the directional tiles and walk up along the floor till you reach a tile heading right. When you land, go right one space and all the way down. Now go left and pick up the Big Pearl. Take the tiles heading left again. Take the same route as last time till you reach the long line of arrows pointing down. Ride them and walk along the floor to pick up a Pearl. Ride the arrows pointing up and grab the Up-grade, then fight the Grunt, who has two Houndours. Beat her up, then go right and take the left column of down arrows (the ones stacked three high). Go up along the floor and fight the next Grunt. Now ride the arrows that are positioned directly left of the Grunt.

Long path, huh? Follow the path of the floor and don't step on any arrows. Take the TM36 - Sludge Bomb off the table, then ride the arrows pointing straight down toward a stop tile. Walk down and fight the Grunt, then continue down to the arrows heading right. Well, you've made it this far. Go fight the Rocket Admin, who carries a Muk, Arbok and Vileplume. After beating her, she'll change the direction of the arrows south of you so you can easily return to this spot if you want to leave and rest up.

Either way, go up to fight the next Rocket Admin, who will toss out a Golbat, Weezing and Houndoom. That last one is really the only trouble, as it's a Fire/Dark type, likely a new experience. Fighting and water moves are your best bet here. After you take it down, head into the final room and fight your last opponent, Scientist Gideon, the same idiot who stole the Sapphire. His lineup includes a simple Voltorb, Electrode, Magnemite, Magnetron, and the new and interesting Porygon. The first four are no trouble if you can exploit their weaknesses (Ground, Ground, Fire and Fire respectively) and Porygon is of a rather low level at 46, at least compared to what you've fought so far. One good attack will take it down.

After winning, you'll get the Sapphire. Leave the Warehouse and fly back to the Pokemon Center, then take the boat to One Island and give Celio the Sapphire. Boom, you can now trade with any given Ruby/Sapphire game. With that done, all that's left is Seven Island, unless you happen to have one of Nintendo's infamous tickets.

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#### 6f. Six Island

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Head up and into the Pokemon Center to see your Rival once again. And no, he won't fight you this time either. Head out of town to the left and talk to the trainer here if you want. He has a pair of Voltorbs, an Electrode and a Mr. Mime, all of which should be at levels lower than your team's. Make sure to fight in the tall grass as much as you can, there are lots of new Pokemon you can catch. Continue south past the Hiker, and keep going till you reach the Ruin Valley. Move around the central hill counter-clockwise until you spot an item ball and some boulders. Move them out of the way and claim the HP Up. Now go back up and take the northern of the two staircases. Fight the Hiker and his level 50 Sudowoodo (water attacks work well against it) then shove the boulders out of the way of your newly-won Full Restore.

Now take the lower of the two staircases and go past the series of trainers, which primarily use Rock/Ground types, except the last one, which has a couple Machoke. Move on to the door that won't open...or will it? The posts on either side have a message, but it's in Braille. It says 'Cut,' so just use Cut while facing the door and it will open. Go on in.

Fall down the hole. This particular puzzle is maddening without directions. You must fall down the one correct hole out of four several times, or be sent back to the beginning. So here's how to proceed: first take the north hole, then west, then east, then south. Boom, you're right by the Sapphire. Whoops, lost it. Well, you now know the second password for the secret Rocket base. Go up the ladder and exit. Either walk or Fly back to the Pokemon Center.

Now then, heal up and store one of your Pokemon. This is for future events. Now go right out of town again, but this time hop into the water and swim north. Fight the two Swimmers and land on the shore you come to. Beware the twins, they carry twin Pikachus. If you can, have one Ground Pokemon with Earthquake and one Flying Pokemon to take them both down in a single shot without taking damage yourself. The other person outside is also a trainer, and the lady inside the house who's looking for the ultimate horn...well, we'll get to that later. For now, Surf off the coast in the upper right corner of town to get an Elixir, then head into the Pattern Bush off to the left.

There are a whole bunch of trainers in this place, but your goal should be to catch a Heracross (and whatever other Pokemon you haven't caught yet). The wild Pokemon here are all of low level, but you could just toss an Ultra Ball at them while they're at full health and make a capture. The one trainer here

to watch out for is Pokemon Breeder Bethany and her level 50 Chansey. Chansey is quite possibly the most annoying Pokemon to fight with its ultra-high HP and moves that restore it quite frequently. Either way, you're here to catch a Heracross for that crazy horn lady (guess what she wants it for...) The encounter rate in the forest is high, but Heracross appears rarely, so just be patient.

Once you get Heracross, return it to the lady so she can measure it. She'll give you a prize based on its size, and make mention that she'd like to see a bigger one. Well, if you want to waste time in the forest, be my guest. Otherwise, pick up your sixth Pokemon from the Center and go. While there is a path leading out of the lower-left corner of the forest, there isn't anything of great importance there. What is there is a long water path that leads to the Altering Cave, which is shaped like Mew and holds only Zubat. While you can get the cave to spit out a lot of different Pokemon with certain cheat codes, normally it's just a waste of time. Though you can also find a PP Up item on the other side of the cave entrance, so I recommend you head down that path to get that item, at least.

Okay, with that out of the way, everything's in order to storm the Rocket Warehouse on Five Island. Walk/swim/fly back to the dock and head to Five Island.

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#### 6g. Seven Island

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This will be the last island, unless you happened to get the rather rare Tickets from Nintendo (or you're cheating). Anyway, north of the starting town is the Trainer Tower, which is a pretty difficult test of your abilities as a trainer. If you decide to take up the challenge, you'll be pitted against a series of rival trainers as you progress up the tower. These trainers aren't the push-overs you've fought throughout the game. Their levels are high and their Pokemon are strong, and there are four game modes you can choose. However, you don't gain any money or XP from the battles, so a training ground this is not.

Now, south of the town is a path filled with trainers and tall grass, which contains a number of new Pokemon, which you should try and capture, obviously. Continue on till you reach the canyon, then be on the look-out for Larvitar. Capture one at all costs. It will eventually evolve into a very, very powerful Pokemon.

Make your way through the mess of trainers till you come across a woman and a cracked rock and boulder puzzle. Smash the first rock and push the boulder so it fits in with the other two rocks. Smash the top one and shove the boulder into the enclave, then smash the last rock and push the boulder away for the King's Rock. Keep going and you'll run into Cooltrainer Leroy, who has a Rather powerful team. Luckily, the house nearby has a man who will revive your team to full health. You'll have to do the Chansey dance first, though. Be sure to grab the Lucky Punch off the table. He'll never miss it.

Just past the house are the Tanoby Ruins, which are basically a bunch of mini-dungeons in which you can catch the many Unown. Each of the various chambers have their own internal configuration as well as their own bunch of Unown. You only need to catch one to fill up the slot in your Pokedex, but if you're a perfectionist, feel free to spend some time and catch all 26 Unown letters. Other than that, that is the end of the first seven islands.

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## 6h. Eight Island

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Eight and Nine Island can't be accessed normally. They require a special event held by Nintendo to get to either island. Or, a cheating device.

There isn't a lot to this island, at least in terms of things to do. In terms of Pokemon, it has two, count 'em, two legendary birds, both from the G/S/C games. Yes, that's right, Ho-oh and Lugia are on this island, and you can capture them both. There are no random battles, no puzzles, just you and the birds. When you come to an intersection, Ho-oh is to the left, Lugia to the right.

Now, as for capturing them, well...that's another paragraph altogether. They're both level 70, and Lugia is equipped with Hydro Pump, Recover, Swift and Rain Dance, while Ho-oh has Fire Blast, Recover, Swift and Sunny Day. Both are a royal pain in the ass to capture, naturally. But don't use your Master Ball. As always, paralyze, sleep, or freeze them in order to stop their rampages, then start tossing Ultra Balls when their HP is down to a sliver of red. My personal favorite technique is to use a legendary with the Pressure ability and just use it as a tank. Zapdos in particular is a good choice. The Pressure ability makes your opponent use two PP for every attack, so the two birds will run out of PP while you keep your tank nice and healed.

That's the long way, anyway. It's primarily for fun, or if you have a lot of patience. If you just don't care, capture them the same as any other legendary. Make sure you capture both! You can only visit this island once, so if you miss one, you won't get another chance.

Besides the two legendaries, there's nothing else to do. One more island left.

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## 6i. Nine Island

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Before coming here, I strongly recommend you find a decent Pokemon around level 30 or so. Alternatively, you can use a Pokemon with False Swipe. You've been duly warned.

This island is very, very simple. There's just a triangular rock and the final island legendary, Deoxys. You have to examine the triangle from a specific side each time to make the DNA Pokemon appear. So here's the order:

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Bottom  
Right  
Bottom  
Left  
Right  
Left  
Top  
Right  
Left  
Top  
Bottom

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...and Deoxys will appear! The problem with this particular legendary is it's only level 30, so your team which is probably left over from the Elite 4 will more than likely blast it into oblivion. So, a level 30 or so Pokemon or one



with False Swipe will be handy in this situation. Deoxys uses Knock Off, Psychic, Spikes, and Snatch, but because it's level 30, it's primarily just an annoyance. Don't use your Master Ball, though. The real trouble with this critter is getting its HP down to the red without actually killing it. Once you've got it, that's all for the islands.

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4. Items  
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In this section, I will list all of the items in the game.

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Health Items  
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Antidote - This item cures a pokemon's poison condition. This item can be found in some poke marts/viridian forest/ Mt. Moon/Celadon Dept. store.

Awakening - This item wakes pokemon with a sleep condition. This item can be found in Some poke marts/ roye 11/pokemon tower/Celadon Dept. store.

Blue Flute- This item awakens pokemon with a sleep condition.

Burn Heal - This item heals a pokemon's burn condition. This item can be found in some poke marts/route 9/Celadon Dept. store.

Elixir - This item restores 10 power points to all of your pokemon's attacks. This item can be found in pokemon tower/power plant/six island water path.

Energy Root - This item resotres 200 hit points to your pokemon, but it tastes bitter, and makes your pokemon's tame level less. This item can be found in Cerulean City.

Energy Powder - This item resotres 50 hit points to your pokemon, but it tastes bitter, and makes your pokemon's tame level less. This item can be found in Cerulean City.

Ether - This item restores 10 power points to one of your pokemon's attacks. This item can be found in route 2/SS. Anne/Celadon City/One Island on Kindle Road.

Fresh Water - This item restores 50 hit points to your pokemon's health. This item can be found in Celadon Dept. Store/Two island poke mart.

Full Heal - This item restores all of a pokemon's status conditions. You can find this item at some poke marts/sliph. Co/Three island berry forest/Victory Road.

Full Restore - This item restores all of a pokemon's status conditions, and restores al of your pokemon's hit points. This item can be found in Safari Zone/Pokemon Mansion/Three island/Four island icefall cave/Six island/Cerulean Cave.

Heal Powder - This item cures all status conditions, but tastes bitter. This item can be found in Cerulean City.

Hyper Potion - This item restores 200 Hit points to one of your pokemon's

health. This item can be found in some poke marts/rocket hideout/Sliph co.

Ice Heal - This item restores your pokemon's frozen condition. You can find this item in some poke marts/Celadon Dept. Store/Seafoam islands.

Lava Cookie - This item restores any status condition for one of your pokemon. You can find this item in the Two Island Poke Mart.

Lemonade - This item restores 80 hit points of one of your pokemon's health. You can find this item in the Celadon Dept. Store, and the Two Island Poke Mart.

Max Elixir - This item restores all Power Points to every move in your pokemon's roster. You can find this item in the Berry Forest/Seven Island Sevault Canyon/Cerulean Cave.

Max Ether - This item restores all of the Power Points for one of your pokemon's moves. You can find this item in Rock Tunnel/Rocket Hideout/Three island Berry Forest.

Max Potion - This item restores all of one your pokemon's health. You can find this item in some poke marts/Safari Zone/Power Plant/Pokemon Mansion/Five Island.

Max Revive - This item revives one of your pokemon, and the item recovers all of your pokemon's health and power points. This item can be found in the Sliph Co./Safari Zone/Victory Road/Five Island Lost Cave/Cerulean Cave.

MooMoo Milk - This item restores 100 Hit points of one of your pokemon. You can find this item in the Two Island poke mart.

Paralyze Heal - This item heals a pokemon's Paralyze condition. You can find this item in some poke marts/route 2/Mt. Moon/Celadon Dept. Store.

Potion - This item restores 20 hit points of one of your pokemon's health. You can find this item in some poke marts/route 1/Viridian City/Viridian Forest/Mt. Moon.

Red Flute - This item can be used when your opponent attracts you. Play this flute, and your pokemon will become immune to the fact that he or she is attracted to your opponent.

Revival Herb - This item revives one of your pokemon, and the item recovers all of your pokemon's health and power points. This item tastes bitter however, and will make your pokemon like you less. This item can be found in Cerulean City.

Revive - Revives a fainted pokemon restores 1/2 of its hit points. This item can be found in some poke marts, Mt. Moon, Rock Tunnel, Celadon Dept. Store, Seafoam Islands, and Two Island.

Soda Pop - Restores 60 hit points for any one of your pokemon. This item can be found in the Celadon Dept. Store, and the Two Island Poke Mart.

Super Potion - Restores 50 hit points of one of your pokemon's health. This item can be found in some poke marts, the SS. Anne, Celadon Dept. Store, and Rocket Hideout.

Yellow Flute - Cures a pokemon's confusion during battle. This item can be found at the Celadon Game Corner.

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Ball Items  
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Dive Ball - Use this ball when you use the HM dive, and are on the ocean floor. This item works better on pokemon you find when you're on the ocean floor.

Great Ball - Catches pokemon a little bit better than a poke ball will. This item can be found in some poke marts, on the SS. Anne, Route 11, Pokemon Tower, and Celadon Dept. store.

Luxury Ball - Use this ball when you have to catch a pokemon that you're going to want to be friendly toward you so that it will evolve quicker. With this ball, caught pokemon will be friendlier. This item can be found in Resort Gorgeous.

Master Ball - Use this ball on the pokemon in which you find the hardest to catch in the game. This ball will automatically catch any pokemon you throw it at. This item can be found in the Sliph. Co.

Nest Ball - Use this ball against lower level pokemon. This item makes catching low level pokemon easy. This item can be found in the Six Island Water Path.

Net Ball - Use this ball when you are trying to catch bug-type pokemon, or water-type pokemon. This ball catches these types of pokemon fairly easily. This ball can be found in Route 12.

Poke Ball - This ball is the basic ball used to catch pokemon. This item can be found in some poke marts, Pallet Town, and Viridian Forest.

Premier Ball - This ball is the exact same as the poke ball, except that it has a different design.

Repeat Ball - This ball catches pokemon much better if you've already caught them. Use this ball when you are trying to catch multiple pokemon such as pidgeys. This item can be found in the Two Island Poke Marts.

Safari Ball - You use this ball when you enter the Safari Zone. You receive 20 of these when you enter the Safari Zone. This is the only ball that can catch pokemon in the Safari Zone. This ball can be found in the Safari Zone.

Timer Ball - Use this ball when you are in a huge battle with a pokemon. This item works better the longer the battle goes on. You can find this item on Two Island.

Ultra Ball - This ball catches pokemon better than a great ball. Use it when you are fighting a hard to catch pokemon. This item can be found in some poke marts, Sliph. Co, the Seafoam Islands, One Island Mt. Ember, Four Island Icefall Cave, and Cerulean Cave.

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Helpful Items  
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Black Flute - This item can really help you out a lot. When you're walking, or riding your bike, this item repels weak pokemon from attacking you.

Escape Rope - This item provides a quick escape from buildings, caves, or anywhere else in the entire game. This item can be found in some poke marts, Mt. Moon, Rock Tunnel, Pokemon Tower, Rocket Hideout, Sliph. Co, and in Pokemon Mansion.

Fluffy Tail - This item provides escape to you from any single pokemon battle. If you can't get out, use this item, and you will be set free once again.

Max Repel - This item repels all pokemon for your next 250 steps. During this time, not one single pokemon will run into you, so you can wonder about un-interrupted. This item can be found in some pokemon marts, and on One Island Kindle Road.

Poke Doll - This item provides escape to you from any single pokemon battle. If you can't get out, use this item, and you will be set free once again. This item can be found in Celadon Dept. Store.

Repel - This item repels all pokemon for your next 100 steps. During this time, not one single pokemon will run into you, so you can wonder about un-interrupted. This item can be found some poke marts, and also in Rock Tunnel.

Super Repel - This item repels all pokemon for your next 200 steps. During this time, not one single pokemon will run into you, so you can wonder about un-interrupted. This item can be found in some poke marts, and in Celadon Dept. Store.

White Flute - This item attracts wild pokemon to you, and therefore makes you run into them more.

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Skill and Level-Increasing Items  
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Calcium - This item raises your pokemon's special attack permanently. This item can be found in Cerulean City, Celadon Dept. store, Rocket Hideout, Sliph. Co, and also in Pokemon Mansion.

Carbos - This item raises your pokemon's special attack permanently. This item can be found in Cerulean City, Celadon Dept. Store, Sliph Co., Pokemon Mansion, and One Island Kindle Road.

Dire Hit - This item increases the chance of a critical hit for one battle. This item can be found in Celadon Dept. Sotre, and 1 Island Mt. Ember.

Fire Stone - This item evolves different types of fire pokemon including Growlithe. This item can be found in Celadon Dept. Store, and 1 Island Mt. Ember.

Guard Spec - This item guards against special attacks for one whole battle. You can find this item in the Celadon Dept. Store, and on Victory Road.

HP UP - This item raises the maximum Hit Points of one of your pokemon for good. This item can be found in Cerulean City, Celadon Dept. Store,

Sliph. Co, Pokemon Mansion, and on 6 Island.

Iron - This item raises the defense of one of your pokemon permanently. This item can be found in Cerulean City, Celadon Dept. Store, Sliph. Co, Route 12, and Pokemon Mansion.

Leaf Stone - This item evolves different types of grass pokemon. This item can be found in the Celadon Dept. Store, and the Safari Zone.

Moon Stone - This item evolves certain types of normal pokemon. This item can be found in Mt. Moon, Rocket Hideout, Two Island, and some wild Clefairy pokemon also can be holding this item.

PP Max - This item raises a pokemon's Power Points to its highest level permanently. This item can be found with an Itemfinder.

PP Up - This item raises a pokemon's power points permanently. This item can be found in Cerulean City, Five Island, 6 Island Water Path, and in Cerulean Cave.

Protein - This item raises the attack of one of your pokemon permanently. You can find this item in Cerulean City, Celadon Dept. Store, Sliph. Co, Safari Zone, and in Pokemon Mansion.

Rare Candy - This item raises one of your pokemon's level by one. This item can be found in Mt. Moon, Pokemon Tower, Rocket Hideout, Sliph. Co, Fuchsia City, Victory Road, and In 5 Island Lost Cave.

Sun Stone - This item evolves different types of grass or bug pokemon. This item can be found in 6 Island Ruin Valley.

Thunder Stone - This item evolves different types of electric pokemon. This item can be found in the Celadon Dept. Store, and in the Power Plant.

Water Stone - This item evolves different types of water pokemon. This item can be found in the Celadon Dept. Store, and on the Seafoam Islands.

X Accuracy - This item increases a pokemon's accuracy for one whole battle. This item can be found in Pokemon Tower, and in the Celadon Dept. Store.

X Attack - This item increases a pokemon's attack for one whole battle. This item can be found on the SS. Anne, and in the Celadon Dept. Store.

X Defend - This item increases a pokemon's defense for one whole battle. This item can be found on Route 11, and in the Celadon Dept. Store.

X Special - This item increases a pokemon's special attack for one whole battle. This item can be found in the Celadon Dept. Store, and in the Sliph. Co.

X Speed - This item increases a pokemon's speed for one whole battle. This item can be found in the Celadon Dept. Store, and in Rocket Hideout.

Zinc - This item increases a pokemon's special defense for one whole battle. This item can be found in Cerulean City, Celadon Dept. Store, Sliph. Co, Pokemon Mansion, and also on 3 Island.

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Key Items

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The rest of this section will be completed next update.

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8. Acknowledgements

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Thanks to you, the reader and gamer, for taking the time to read this FAQ.

Thanks to Nintendo for creating the franchise and wasting all our time with this highly addicting and wonderful game.

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Thanks to those of you who have remained pokemon fans from when you first got hooked.

Cahowell - We used your differences section, and also pokemon natures.

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9. Copyright Info

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