

Pokémon FireRed /Leaf Green TM/HM List

by Omega DragoonX

Updated to v1.1 on Aug 27, 2004

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Pokémon Fire Red/Leaf Green
In-Depth TM/HM List
Written By - Andy Pham
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- TABLE OF CONTENTS -

- I. Version History
- II. FAQ
- III. TM List
- IV. HM List
- V. Legal Disclaimer

I. Version History

- Version .01 <2/1/04> - Started the FAQ.
- Version 1.0 <2/7/04> - Finished the FAQ.
- Version 1.1 <8/27/04> - Very small update. Added the location of the Hidden Power TM.

II. FAQ

- Q. What is a TM?
A. A TM or Technical Machine teaches moves to Pokemon they normally would not learn. The only problem is that they can only be used once.
- Q. What is a HM?
A. A HM or Hidden Machine also teaches Pokemon moves. HM's can be used outside of battle and you can use HM's as many times as you like.

III. TM List

01 - Focus Punch

Type - Fighting

Power - 150

Accuracy - 100%

PP - 20

Location - Silph. Co 5th Floor

Description - First Turn charges up, second turn strikes. If the opponent attacks while you are charging, the move will fail.

02 - Dragon Claw

Type - Dragon

Power - 80

Accuracy - 100%

PP - 15

Location - Victory Road

Description - Causes Damage.

03 - Water Pulse

Type - Water

Power - 60

Accuracy - 95%

PP - 20

Location - Cerulean City Gym (After beating Misty)

Description - Chance of confusing the opponent.

04 - Calm Mind

Type - Psychic

Power - None

Accuracy - None

PP - 20

Location - Saffron Gym (After beating Sabrina)

Description - Raises Special Attack and Special Defense.

05 - Roar

Type - Normal

Power - None

Accuracy - 100%

PP - 20

Location - Mt. Moon (Outside) and Celadon Department Store

Description - Wild Pok~~モ~~émon runs, in a trainer battle it switches opponent.

06 - Toxic

Type - Poison

Power - None

Accuracy - 85%

PP - 10

Location - Fuschia Gym (After beating Koga)

Description - Poisons the opponent.

07 - Hail
Type - Ice
Power - None
Accuracy - None
PP - 10
Location - Victory Road
Description - For 5 turns, Hail attacks non-Ice types.

08 - Bulk Up
Type - Fighting
Power - None
Accuracy - None
PP - 20
Location - Silph Co 7th Floor
Description - Raises Attack and Defense.

09 - Bullet Seed
Type - Grass
Power - 10
Accuracy - 100%
PP - 30
Location - Mt. Moon
Description - Attacks 2-5 times each turn.

10 - Hidden Power
Type - Normal
Power - None
Accuracy - 100%
PP - 15
Location - Found by using the Pickup Ability.
Description - Varies with a Pokéon.

11 - Sunny Day
Type - Fire
Power - None
Accuracy - None
PP - 5
Location - Safari Zone
Description - Charges up Fire type moves for 5 turns. Solarbeam only takes 1 turn.

12 - Taunt
Type - Dark
Power - None
Accuracy - 100%
PP - 20
Location - Team Rocket Hideout

Description - The opponent is forced to use attacking moves.

13 - Ice Beam

Type - Ice

Power - 95

Accuracy - 100%

PP - 10

Location - Celadon Game Corner

Description - 10% chance of freezing the opponent.

14 - Blizzard

Type - Ice

Power - 120

Accuracy - 70%

PP - 5

Location - Pokédon Mansion

Description - 10% chance of freezing the opponent.

15 - Hyper Beam

Type - Normal

Power - 150

Accuracy - 90%

PP - 5

Location - Celadon Department Store

Description - Attacks first turn, but then must recharge in second turn.

16 - Light Screen

Type - Psychic

Power - None

Accuracy - None

PP - 30

Location - Celadon Department Store

Description - Special Defense is raised for 5 turns.

17 - Protect

Type - Normal

Power - None

Accuracy - None

PP - 10

Location - Power Plant

Description - Always first. When the opponent tries to attack, the move fails.
This move fails when it is used too much.

18 - Rain Dance

Type - Water

Power - None

Accuracy - None

PP - 5

Location - Route 15

Description - Water type attacks are raised for 5 turns.

19 - Giga Drain

Type - Grass

Power - 60

Accuracy - 100%

PP - 5

Location - Celadon Gym (After beating Erika)

Description - Recovers half the damage done to the opponent.

20 - Safeguard

Type - Normal

Power - None

Accuracy - None

PP - 25

Location - Celadon Department Store

Description - For 5 turns, it protects the Pok~~u~~mon from Stat Changes.

21 - Frustration

Type - Normal

Power - None

Accuracy - 100%

PP - 20

Location - Team Rocket Hideout

Description - The more the Pok~~u~~mon hates you, the more damage it does.

22 - Solarbeam

Type - Grass

Power - 120

Accuracy - 100%

PP - 10

Location - Pok~~u~~mon Mansion

Description - First turn, charges up then on the second turn it fires.

23 - Iron Tail

Type - Steel

Power - 100

Accuracy - 75%

PP - 15

Location - Celadon Game Corner

Description - Chance of lowering the opponent's Defense.

24 - Thunderbolt

Type - Electric

Power - 95

Accuracy - 100%

PP - 15

Location - Celadon Game Corner

Description - An accurate Electric attack. Chance of paralyzing an opponent.

25 - Thunder

Type - Electric

Power - 120

Accuracy - 70%

PP - 10

Location - Power Plant

Description - Powerful Electric attack but with low accuracy. Chance of paralyzing an opponent.

26 - Earthquake

Type - Ground

Power - 100

Accuracy - 100%

PP - 10

Location - Viridian Gym (After beating Giovanni)

Description - Does double damage to Pokémon who uses Dig.

27 - Return

Type - Normal

Power - None

Accuracy - 100%

PP - 20

Location - Route 12

Description - The more the Pokémon likes you, the stronger the attack.

28 - Dig

Type - Ground

Power - 60

Accuracy - 100%

PP - 10

Location - Cerulean City and Celadon Department Store

Description - First turn, goes underground. Second turn, attacks. This can be also used to escape caves.

29 - Psychic

Type - Psychic

Power - 90

Accuracy - 100%

PP - 10

Location - Saffron City

Description - 10% chance of lowering an opponent's Special Defense.

30 - Shadow Ball

Type - Ghost

Power - 80

Accuracy - 100%

PP - 15

Location - Celadon Game Corner

Description - Chance of lowering an opponent's Special Defense.

31 - Brick Break

Type - Fighting

Power - 75

Accuracy - 100%

PP - 15

Location - S.S. Anne and Celadon Department Store

Description - Breaks Reflect and Light Screen.

32 - Double Team

Type - Normal

Power - None

Accuracy - None

PP - 15

Location - Safari Zone

Description - Raises Evasiveness.

33 - Reflect

Type - Normal

Power - None

Accuracy - None

PP - 20

Location - S.S. Anne and Celadon Department Store

Description - Increases Defense of the Pokéon for 5 turns.

34 - Shock Wave

Type - Electric

Power - 60

Accuracy - None

PP - 20

Location - Vermillion City Gym (After beating Lt. Surge)

Description - An attack that never misses.

35 - Flamethrower

Type - Fire

Power - 95

Accuracy - 100%

PP - 15

Location - Celadon Game Corner

Description - An accurate attack with a chance of burning the opponent.

36 - Sludge Bomb

Type - Poison

Power - 90

Accuracy - 100%
PP - 10
Location - Team Rocket HQ (Island 5)
Description - Chance of poisoning the opponent.

37 - Sandstorm
Type - Ground
Power - None
Accuracy - None
PP - 10
Location - Victory Road
Description - A sandstorm that attacks non-Rock, Ground, and Steel types for 5 turns.

38 - Fire Blast
Type - Fire
Power - 120
Accuracy - 85%
PP - 5
Location - Silph Co. and Cinnibar Island Gym (After beating Blaine)
Description - Powerful Fire attack with a chance of burning the opponent.

39 - Rock Tomb
Type - Rock
Power - 50
Accuracy - 80%
PP - 10
Location - Pewter City Gym (After beating Brock) and Silph Co.
Description - Lowers the opponent's Speed.

40 - Aerial Ace
Type - Flying
Power - 60
Accuracy - None
PP - 20
Location - Route 9
Description - An attack that never misses.

41 - Torment
Type - Dark
Power - None
Accuracy - 100%
PP - 15
Location - Silph Co.
Description - The opponent can't use a move twice in a row.

42 - Facade
Type - Normal

Power - 70

Accuracy - 100%

PP - 20

Location - Island 6 (Rock Alter)

Description - More damage when the Pokéon is burned, paralyzed, or poison.

43 - Secret Power

Type - Normal

Power - 70

Accuracy - 100

PP - 20

Location - Celadon Department Store and Route 24

Description - Chance of Special effects. Depends where you are.

44 - Rest

Type - Psychic

Power - None

Accuracy - None

PP - 10

Location - Route 9

Description - Pokéon sleeps for 2 turns and regains health.

45 - Attract

Type - Normal

Power - None

Accuracy - 100%

PP - 15

Location - Route 24 and Celadon Department Store

Description - Affects only Pokéon of the opposite gender. 50% chance they will not attack.

46 - Thief

Type - Dark

Power - 40

Accuracy - 100%

PP - 10

Location - Mt. Moon

Description - Takes the item of the opponent. Your Pokéon should not be holding anything for this to work.

47 - Steel Wing

Type - Steel

Power - 70

Accuracy - 90%

PP - 25

Location - Safari Zone

Description - 10% chance of increase the Pokéon's Defense.

48 - Skill Swap
Type - Psychic
Power - None
Accuracy - 100%
PP - 10
Location - Route 12
Description - Abilities is switched with the opponent.

49 - Snatch
Type - Dark
Power - None
Accuracy - 100%
PP - 10
Location - Team Rocket Hideout
Description - Steals Special Effects from the opponent.

50 - Overheat
Type - Fire
Power - 140
Accuracy - 90%
PP - 5
Location - Victory Road
Description - After using this, your Special Attack will be lowered.

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IV. HM List
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01 - Cut
Type - Normal
Power - 50
Accuracy - 95%
PP - 30
Location - S.S. Anne (From Captain)
Description - Cut small trees block the way.

02 - Fly
Type - Flying
Power - 70
Accuracy - 95%
PP - 15
Location - Route 16
Description - (On Field) - Flies to cities you been to.
(Battle) - First Turn: Flies into the air. Second turn: Strikes foe.

03 - Surf
Type - Water
Power - 95
Accuracy - 100%
PP - 15
Location - Safari Zone
Description - (On Field) - Surfs on water.

04 - Strength
Type - Normal
Power - 80
Accuracy - 100%
PP - 15
Location - Safari Zone Warden (Must give him the gold teeth)
Description - (On Field) - Move Bolders

05 - Flash
Type - Normal
Power - None
Accuracy - 70%
PP - 20
Location - Route 2 (Must have at least 10 Pokemon)
Description - (On Field) - Lights up dark areas
(Battle) - Lowers Foe's accuracy

06 - Rock Smash
Type - Fighting
Power - 20
Accuracy - 100%
PP - 15
Location - Island 1
Description - Chance of lowering foe's Defense.

07 - Waterfall
Type - Water
Power - 80
Accuracy - 100%
PP - 15
Location - Island 4
Description - (On Field) - Climbs Waterfalls.

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