

Pokemon Stadium 2 FAQ/Walkthrough

by Donald

Updated to v1.2 on Feb 1, 2002

Pokemon Stadium 2 FAQ/Walkthrough

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Started on June 21, 2001

Finished on August 3, 2001

Version 1.1

Remember me? Yes, it's the same crazed fool who wrote the Gold/Silver FAQ. Well, I'm back and worse than ever, with the Pokemon Stadium 2 guide. Metacrawler's having a fit right now because the amount of e-mail I'm getting is about to double, and I get enough to begin with! On with the show.

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- 1) Notice of Copyright

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life easier, and don't plagiarise.

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Revision History:

v 1.2: Added Pokecenter Moves to the Pokedex. For the record, Pokecenter Moves are moves given to Pokemon hatched from Mystery Eggs at the New York Pokecenter. Also, made a quick correction to the Hidden Power section.

400 KB

v 1.1: Added another rant, Poke Cup level max stats (L50), and a new DV method. ph33r me. Added new movesets as well (one new one for all).

400 KB

v 1.0 (completed August 3, 2001): Complete as I can get it right now. Walkthrough is done, and the Pokedex is complete as well. Any update after this will be minor housecleaning. *373 KB*

2) FAQs

This section is the stuff that I want to get out of the way first. As such, any e-mail I receive about it will be deleted. I read every e-mail I get, and respond to those that require it. However, if you send me a question that can be answered in here, you won't get a response.

Q: How do I use my own Pokemon in the events?

A: You'll need one of the Transfer Paks that came with the original game. If you didn't buy the original, most game stores have them for \$20-\$30 Canadian. (Adjust the currency appropriately.)

Q: Why do the rental Pokemon suck so much?

A: So you'll go out and get a Transfer Pak to use your own Pokemon. Crafty.

Q: You can use the Expansion Pak with this game?

A: Yes. It'll upgrade the graphics a bit.

Q: What Pokemon are NEVER available for rent?

A: Anything the Rival uses. Mew and Celebi (#251) can be rented in Round 2's Prime Cup. *Thanks to Lickitung for this info*

Q: I was fighting Red in R2's Kanto Gym Leader Castle, and his Raikou used Thunderbolt! Raikou can't learn that! What's going on?

A: Ah, the kicker. Stadium 2 is compatible with the upcoming expansion game for Gold/Silver, Pokemon Crystal. There's a man in that game who will teach Thunderbolt, Flamethrower, or Ice Beam to eligible Pokemon. There's also some moves that Pokemon can only learn by breeding in Crystal (Cross Chop Magmar, anyone?). I'll list Crystal moves in the Pokedex.

Q: You're using Hidden Power a lot, and always seem to get the desired element. How do I do it?

A: First, you need to figure out your Pokemon's DVs (Determining Values). They are a number between 0 and 15. At L100, a DV increase will up your max stats by two points. At L50, the increase is 1 DV = 1 point. Figure

out the difference between the maximum for the Pokemon and your stats when even using the classic Box Trick doesn't increase stats, using this chart.

DV	# Off Max Stat
15	0
14	-2 (-1 at L50)
13	-4 (-2)
12	-6 (-3)
11	-8 (-4)
10	-10 (-5)
9	-12 (-6)
8	-14 (-7)
7	-16 (-8)
6	-18 (-9)
5	-20 (-10)
4	-22 (-11)
3	-24 (-12)
2	-26 (-13)
1	-28 (-14)
0	-30 (-15)

Note: This doesn't apply to HP. To figure out the HP DV, start with $H = 0$.
IF Attack DV is odd, add 8.
IF Defense DV is odd, add 4.
IF Speed DV is odd, add 2.
IF Special DV is odd, add 1.
IF all are odd, THEN $H = 15$.

I don't know the L5 figures, so try not to put Hidden Power on your Little Cup team.

When you have the DVs, the Hidden Power calculation can begin. My example for this is a L100 Marowak with stats of 323 HP, 254 Attack (but of course, this is actually 508, thanks to Thick Club), 314 Defense, 188 Speed, 198 Special Attack, 258 Special Defense. Thus, his DVs are 13/13/15/15, with a HP DV of 15.

Next, convert each DV into a binary number (be it 0 or 1)

If DV = 8+, let # = 1.
If DV = 7-, let # = 0.

Plug them into a number, in the order of Attack, Defense, Speed, Special.
Mine came up 1111. Joy.

Check this chart to find what your binary number equals.

Binary	X
0000	0
0001	1
0010	2
0011	3
0100	4
0101	5
0110	6
0111	7
1000	8
1001	9
1010	10

1011	11
1100	12
1101	13
1110	14
1111	15

So, the X part of the formula is 15. Good score!

To find Y, we take our Special DV and convert it. In this case, the highest possible number is 3. Anything above this number is reduced to 3.

So our formula looks like this: Base Power = $((15 \times 5 + 3) \div 2) + 31$

Order of operations rules state that we do brackets first. So, we get:

$(75 + 3) / 2 + 31$

$(78 / 2) + 31$

$39 + 31$

70

Our base damage is 70. (YES!)

To determine the type we'll be hitting with, convert the Attack and Defense numbers to binary. 13 is 1101 in binary, and it's used twice because the Attack and Defense DVs are identical.

Combine the last two digits of the number. So, $01 + 01 = 0101$.

Use this chart to determine type.

Value	Type
15	Dark
14	Dragon
13	Ice
12	Psychic
11	Electric
10	Grass
9	Water
8	Fire
7	Steel
6	Ghost
5	Bug
4	Rock
3	Ground
2	Poison
1	Flying
0	Fighting

0101 = 5 in standard numerals, so Marowak's got a base 70 Hidden Power that is Bug-typed. (Thereby creating a NickWak.)

Q: Is there a glossary for this guide? You're using terms I can't understand.

A: Sure there is. Here's a list of some terms I'll use.

-STAB: Same Type Attack Bonus. If the move you're using matches with the type of your Pokemon, the damage will be multiplied by 1.5. Despite what a certain guide *coughVersusBookscough* says, Normal moves do qualify, and being dual-typed doesn't split the bonus. Dodrio's Body Slam will do just as much to an opponent as Snorlax's would to the same opponent.

-SunnyBeam: Sunny Day + Solarbeam in combination. SD makes Solarbeam a 1-turn move, which means you can fire back to back 'Beams. That's good, because the majority of Pokemon that use the SunnyBeam combo will need two shots.

-Swift-accurate: The move Swift has a constant accuracy of 99.6%, even if you've been Mud-Slapped 6 times and the opponent's Double Teamed to the max. Also applies to Faint Attack, and Thunder if Rain Dance is in effect.

-Curselax: A Snorlax with Curse, Rest, Double-Edge, and another physical attack (usually Earthquake). A pain to take down. Also, there's Cursegia (Lugia w/Aeroblast and Earthquake), Cursemary (Skarmory w/Drill Peck and Whirlwind), Cursekhan (Kangaskhan with Double-Edge and Roar), and Cursaring (Ursaring w/Return and Earthquake). Most Coursers have Mint Berries attached.

-Restberry: Using Rest on a Pokemon that holds a Mint Berry. Most Coursers use Restberry.

-AP Boost: The move Ancientpower has a 9.7% chance of increasing all of your stats (except for HP) by 50%. This can make most Pokemon incredibly dangerous. Since AP only has 8 max PP, most AP users have Mysteryberries attached for a potential 13 shots.

-OHKO: Stands for One-Hit Knock Out. Applies to the three moves that can inflict this (Fissure, Horn Drill, Guillotine), but also to instances where you know that if you can hit a move of a particular element, it's lights out. (Example: Sacred Fire with Sunny Day in effect on a Parasect.)

Q: What took this guide so long?

A: Well, I only got the game recently (I just started a new job, which is how I paid for the game), and I don't type very fast. Computer problems didn't help, either.

3) White City Guide

White City is the area where all of the Stadium 2 action takes place. (Well, most of it, anyway.) You can get there from the main screen. Also on the screen, you can Battle Now! (a fight with L40 Pokemon; baby Pokemon in R1, evolved forms in R2), get to the Mystery Gift, access Event Battle (requires two Transfer Paks, you can fight battles according to Stadium rules), or try the Options. The Options menu has a section for creating your own Stadium rules... cool.

In White City, you move a Magnetron cursor around to select the rest of the game's features. The Stadium is dead-center, and the rest follow in a clock pattern.

12:00- The Mini-Game Park and Quiz center. You can play twelve mini-games starring your favorite Pokemon, or take quizzes.

1:30- Free Battle Arena. Similar to the Event Battle, except you can rent Pokemon if your opponent doesn't have a Transfer Pak (or you don't have two). Also, this is where you can have Anything Goes fights, which are 6-on-6 and no holds barred.

3:00- Earl's Pokemon Academy. Home to the Library, which is chock-full of info (including Egg Groups) and the Academy, where you can read lectures on the game. These skills can also be tested in the Academy Fights. For more info, see the section.

6:00- Game Boy Tower. Used for playing Pokemon games while in the confines of the Stadium. Can have its speed upgraded by beating Cups.

7:30- Your Room (GSC games ONLY). Remember how you could micro-manage everything in your room in the GSC games? Well, now you can do it in 3-D.

9:00- Professor Oak's Lab. Used for sorting items and Pokemon, making trades, or checking out Pokemon in full 3-D.

10:30- Gym Leader Castle. The home to some of the game's best trainers, a great training ground. It actually has two parts (Johto and Kanto).

Well, there's the tour. Leave a nice tip and head on.

4) The Academy Fights

The fights in the Academy take into account almost everything Earl taught you. Use those strategies to win, or cheat and read on.

All of the opponent's movesets are from Nintendo Power's Pokemon Stadium 2 Player's Guide. I spent the \$20 so you don't have to.

Recommended Pokemon are chosen in the order they should go in. The first Pokemon should be leading off, for whatever reason.

Trainer Class (easy): 7 fights

Camper Cole

His Pokemon: Meganium (Razor Leaf), Parasect (Giga Drain), Weepinbell (Giga Drain), Jumpluff (Mega Drain), Sunflora (Mega Drain), Exeggutor (Mega Drain)

Your Pokemon: Growlithe (Flame Wheel), Kabuto (Mega Drain), Pupitar (Rock Slide), Pidgeotto (Wing Attack), Quagsire (Dig), Beedrill (Twineedle).

Recommended: Pidgeotto, Beedrill, Growlithe

All of their attacks are super-effective against Grass.

Super Nerd Melvin

His Pokemon: Flareon, Charmeleon, Ninetales, Magmar, Quilava, Arcanine.

All his Pokemon have Flamethrower as their only move.

Your Pokemon: Clefable (Ice Punch), Furret (Surf), Persian (Iron Tail), Stantler (Earthquake), Aipom (Fire Punch), Miltank (Rollout).

Recommended: Stantler, Miltank, Furret

Since you've got six Normal Pokemon, attacks will have to be the deciding factor. Stantler, Miltank, and Furret all have super-effective moves, so they'll get you the win.

Schoolboy Carson

His Pokemon: Umbreon (Faint Attack), Steelix (Iron Tail), Donphan (Earthquake), Sneasel (Faint Attack), Scizor (Steel Wing), Golem (Magnitude)

Your Pokemon: Bellossom (Giga Drain), Ampharos (Thunderpunch), Magmar (Fire Punch), Hypno (Psychic), Weezing (Sludge Bomb), Hitmonlee (Jump Kick)

Recommended: Hitmonlee, Bellossom, Magmar

Hitmonlee should handle Umbreon, Steelix, and Sneasel. Bellossom's Giga Drain will mess up Golem and Donphan, and you can use Fire Punch to burn down Scizor.

Swimmer Clayton

His Pokemon: Cloyster (Barrier, Surf), Grimer (Acid Armor, Sludge Bomb), Tentacool (Barrier, Surf), Mr. Mime (Barrier, Psychic), Tentacruel (Barrier, Surf), and Muk (Acid Armor, Sludge)

Your Pokemon: Pidgeot (Wing Attack), Dragonair (Dragon Rage), Pinsir (Seismic Toss), Corsola (Rock Slide), Hitmonlee (Rolling Kick), Murkrow (Night Shade)

Recommended: Pinsir, Dragonair, Murkrow

Each are packing set damage moves that ignore stat uppers. Pinsir's got the most PP, so I usually take him and let him go.

Youngster Jonathan

His Pokemon: Houndoom, Ivysaur, Houndour, Meganium, Exeggutor, Venusaur (all except Venusaur have Solarbeam; Venusaur has Skull Bash)

Your Pokemon: Croconaw (Scratch, Dig), Seaking (Horn Attack), Aerodactyl (Scary Face, Fly), Dugtrio (Slash), Delibird (Frustration, Fly), Raticate (Quick Attack)

Recommended: Aerodactyl, Croconaw, Delibird

Aerodactyl has this fight in the bag, but haul Delibird and Croconaw anyway. Use Scary Face against the lead, then Fly. Solarbeam will miss, then you'll Fly down and whack them. Fly up and repeat again until all three faint.

Picknicker Cindy

Her Pokemon: Slowbro (Amnesia, Surf), Snorlax (Amnesia, Strength), Furret (Amnesia, Strength), Quagsire (Amnesia, Surf), Slugma (Amnesia, Flamethrower), Slowking (Amnesia, Psychic)

Your Pokemon: Girafarig (Psychic), Lickitung (Strength), Dewgong (Aurora Beam), Granbull (Return), Magmar (Fire Punch), Fearow (Drill Peck)

Recommended: Fearow, Granbull, Lickitung

To win, you have to know the difference between Special and Physical attacks. Amnesia ups Special Defense, so use the physically attacking Lickitung, Granbull, and Fearow.

Lass Nancy

Her Pokemon: Charmeleon (Smokescreen, Double Team, Fire Punch)

Quilava (Smokescreen, Double Team, Flame Wheel)

Horsea (Smokescreen, Double Team, Waterfall)

Pidgeotto (Sand-Attack, Double Team, Wing Attack)

Gligar (Sand-Attack, Double Team, Frustration)

Aipom (Sand-Attack, Double Team, Strength)

Your Pokemon: Lickitung (Stomp), Noctowl (Return, Foresight), Golbat (Wing Attack, Haze), Flaafy (Wing Attack, Cotton Spore), Eevee (Swift)

Recommended: Eevee, Noctowl, Golbat

Your hits are going to constantly miss unless you take Eevee, Noctowl, and Golbat. Their movesets either ignore accuracy modifiers or correct the changes she'll make.

Gym Leader Class (medium): 5 fights

Pokemaniac Joseph

His Pokemon: Kangaskhan (Stomp, Bite, Sleep Talk)

Snubbull (Headbutt, Fire Punch, Sleep Talk)

Ursaring (Fury Swipes, Fire Punch, Sleep Talk)

Miltank (Stomp, Fire Punch, Sleep Talk)

Clefable (Strength, Fire Punch, Sleep Talk)

Stantler (Stomp, Thief, Sleep Talk)

Your Pokemon:

Lanturn (Attract, Confuse Ray, Waterfall)
Exeggutor (Stun Spore, Toxic, Hypnosis)
Gastly (Attract, Hypnosis, Dream Eater)
Butterfree (Stun Spore, Poisonpowder, Sleep Powder)
Raichu (Attract, Sweet Kiss, Thunderpunch)
Jumpluff (Stun Spore, Toxic, Sleep Powder)

Recommended: Raichu, Lanturn, Gastly

Guess what? All of Joseph's Pokemon are female, and all of yours are male. Time to use that gender mismatch to your advantage. Lead with Raichu and use Attract, then Sweet Kiss. From there, Thunderpunch everything. Assuming you catch a few breaks, you might win without switching. Bring along Lanturn and Gastly just in case.

Kimono Girl Naomi

Her Pokemon: Murkrow (Faint Attack), Haunter (Toxic, Dream Eater, Frustration), Misdreavus (Toxic, Dream Eater, Frustration), Gastly (Toxic, Dream Eater, Frustration), Magcargo (Toxic, Frustration), Gengar (Toxic, Dream Eater, Frustration)

Your Pokemon:

Primeape (Thrash *Bitter Berry*)
Mankey (Thrash *Ice Berry*)
Poliwhirl (Belly Drum, Rest, Mud-Slap *Mint Berry*)
Nidoking (Thrash *Berry Juice*)
Poliwrath (Belly Drum, Rest, Mud-Slap *Burnt Berry*)
Politoed (Belly Drum, Rest, Mud-Slap *Miracle Berry*)

Recommended: Primeape, Politoed, Poliwhirl

For those who know their move/item combos, this is a snap. Send Primeape out against Murkrow and Thrash away. After three turns, Thrash confuses... but the Bitter Berry cures that. Thrash again to KO Murkrow. Leave Primeape out against the Ghost, and when it croaks, send in either Politoed or Poliwhirl. Use Belly Drum to cut your HP in half, but your attack rating has been upped by 8x the original! (Sweet.) Rest on the next turn to get your HP back, exhausting the Berry. From there, Slap like you've never slapped before.

Lass Tammy

Her Pokemon: Gyarados (Dragon Rage), Bellossom (Giga Drain), Meganium (Giga Drain), Sunflora (Giga Drain), Tangela (Giga Drain), Magcargo (Flamethrower)

Your Pokemon: Quagsire (Sludge Bomb), Mareep (Thunderbolt), Wooper (Surf), Electabuzz (Dynamicpunch), Kingler (Fury Cutter), Spinarak (Sludge Bomb)

Recommended: Spinarak, Mareep, Wooper

Spinarak's Sludge Bomb will take out the Grass Pokemon while suffering little damage. Mareep's Thunderbolt will waste Gyarados, and Wooper should be able to Surf out Magcargo.

Youngster Dustin

His Pokemon: Dragonite (Fly), Dugtrio (Dig), Sudowoodo (Dig), Steelix (Dig), Golduck (Dig), Skarmory (Fly)

Your Pokemon: Hitmontop (Strength), Seadra (Twister), Porygon (Psychic), Arbok (Wrap, Bite), Magnetron (Lock-On, Zap Cannon), Aerodactyl (Earthquake)

Recommended: Seadra, Aerodactyl, Magnetron

Dustin usually leads with his Dragonite, so lead with Seadra. Use its Twister attack while Draggy's Flying for good damage. Keep Twisting until Draggy drops. From there, use Lock-On/Zap Cannon on Golduck and Skarmory,

and Aerodactyl's Earthquake on Dugtrio, Sudowoodo, and Steelix.

Schoolboy Nolan

His Pokemon:

Chansey (Light Screen, Psychic, Toxic)

Ledyba (Light Screen, Thunderpunch, Toxic)

Elekid (Light Screen, Thunderpunch, Toxic)

Clefairy (Light Screen, Psychic, Toxic)

Ledian (Light Screen, Ice Punch, Toxic)

Blissey (Light Screen, Psychic, Toxic)

Your Pokemon: Staryu (Swift, Light Screen), Gengar (Psychic), Alakazam (Psychic, Reflect), Mr. Mime (Headbutt, Light Screen), Hypno (Psychic, Future Sight), Jynx (Body Slam)

Recommended: Mr. Mime, Staryu, Jynx

This ought to serve as an introduction to psuedo-passing - setting up Light Screen then switching so the next Pokemon is protected. Lead with either Staryu or Mr. Mime and do that. When that happens, then wail away with Headbutt/Swift. When they Toxic you, switch to Jynx and have her Body Slam a few times. Repeat until they drop.

Elite Four Class (hard): 4 fights

Cooltrainer Connor

His Pokemon: Gyarados (Hyper Beam), Remoraid (Hyper Beam), Muk (Hyper Beam), Seadra (Hyper Beam), Kingler (Hyper Beam), Magcargo (Hyper Beam)

Your Pokemon: Pikachu (Thunderbolt *Light Ball*), Raichu (Thunderbolt *Stick*), Sandslash (Earthquake *Metal Powder*), Cubone (Earthquake *Thick Club*), Marowak (Earthquake *Lucky Punch*), Shuckle (Withdraw *Focus Band*)

Recommended: Shuckle, Pikachu, Cubone

Don't freak out when you see that Connor's Pokemon have 10-30 levels on you. You'll still win. Lead with Shuckle, and bring Pikachu and Cubone. Have Shuckle eat the Hyper Beam Gyarados leads with, then switch to Pikachu. Use the rat's Thunderbolt coupled with the Light Ball to bring Gyarados down. Bring Shuckle in to eat Magcargo's HBeam, then switch to Cubone. The Thick Club will up Cubone's Attack rating to the point where Earthquake will knock Magcargo out. Do it one more time and you'll win.

Cooltrainer Becky

Her Pokemon: Machop (Meditate, Hyper Beam), Electabuzz (Meditate, Hyper Beam), Scizor (Swords Dance, Hyper Beam), Bellossom (Swords Dance, Hyper Beam), Primeape (Meditate, Hyper Beam), Pinsir (Swords Dance, Hyper Beam)

Your Pokemon:

Furret (Endure, Reversal, Focus Energy)

Scyther (Endure, Reversal, Agility)

Raichu (Endure, Reversal, Agility)

Houndour (Endure, Reversal)

Raticate (Endure, Reversal, Icy Wind)

Typhlosion (Endure, Reversal, Foresight)

Recommended: Scyther, Raichu, Raticate

On turn 1, Scyther should use Agility while her lead uses an Attack booster. Next, Endure while the Pokemon Hyper Beams. Scyther should have 1 HP left, so start Reversing. Endure the upcoming Hyper Beam, then Reverse again for a KO. Repeat, only using Reversal when the Pokemon ups their attack (you're already faster, so deal some damage in the meantime).

Juggler Ferris

His Pokemon: Dragonite (Wing Attack), Tyranitar (Surf, Rock Slide), Magmar

(Flamethrower, Fire Punch), Arcanine (Flamethrower, Extreme Speed), Flareon (Flamethrower, Quick Attack), Typhlosion (Flamethrower, Fire Punch) Your Pokemon: Steelix (Toxic, Bind, Rage), Poliwrath (Mind Reader, Dynamicpunch), Golem (Defense Curl, Rollout), Pineco (Bide, Rollout), Hitmonlee (Foresight, Dynamicpunch), Rhydon (Swagger, Roar, Fury Cutter)

Recommended: Steelix, Poliwrath, Golem

Steelix should be your lead, and he should Toxicate Dragonite. Follow up by Binding so Draggy can't be switched while Toxic does its stuff. From there, you can keep Binding or Raging until Dragonite goes down. Send out Poliwrath against Tyranitar, and use Mind Reader/Dynamicpunch twice for the KO. Finish by using Golem's Defense Curl/Rollout combo against whatever Fire Pokemon gets switched in.

Swimmer Julian

Her Pokemon: Starmie (Minimize, Rain Dance, Thunder), Slowbro (Surf), Kingdra (Surf, Twister), Golduck (Surf), Octillery (Surf), Staryu (Minimize, Rain Dance, Thunder)

Your Pokemon:

Gyarados (Surf, Sandstorm)
Exeggutor (Stomp, Sunny Day, Synthesis)
Magmar (Flamethrower, Barrier)
Houndoom (Flamethrower, Sunny Day, Solarbeam)
Jumpluff (Sunny Day, Solarbeam)
Dodrio (Fury Attack, Fly)

Recommended: Exeggutor, Houndoom, Jumpluff

Lead with Eggy to take on her Starmie. When it Minimizes, use Stomp for double damage. Let fly with Sunny Day while she Rain Dances, then Stomp away. OR, switch in Houndoom/Jumpluff to use Solarbeam. This should beat down all of the Water Pokemon.

Now that you've got the basics down, you can move on to the Cups.

5) Round 1 Walkthrough

a) Little Cup

The Little Cup is a breeder's showcase. If you've got Pokemon that are L5 with unusaul movesets, bring 'em on.

The rules for Little Cup:

L5 Pokemon only

Pokemon that are first-form and can evolve are eligible (read: no Snorlax). Thus, 86 Pokemon qualify.

Enter with a full team, but you must choose three battlers.

Clauses: Sleep (only one Pokemon can be put to sleep at a time, using Rest does not violate), Freeze (only one Pokemon can be frozen, then no move will freeze), Kamikaze (you can't use Explosion, Self-Destruct, Perish Song, or Destiny Bond with your final Pokemon), Item (items can be attached, but no duplicate items), Species (all of the Pokemon must be different), Dragon Rage and Sonicboom are banned.

Just some general advice: Avoid the Rentals. They suck. They have bad stats, and usually have not-too-good movesets. I beat the game with raised teams, so I can't recommend rentals. Instead, I'll suggest teams to raise.

For the Little Cup, I recommend this team:

Abra (Psychic, Thief, Ice Punch, Thunderpunch *Berry Juice*)

Houndour (Flamethrower, Sunny Day, Solarbeam, Crunch *Bitter Berry*)
Machop (Karate Chop, Earthquake, Rock Slide, Focus Energy *Scope Lens*)
Cubone (Earthquake, Rock Slide, Screech, Headbutt *Thick Club*)
Staryu (Surf, Thunder Wave, Swagger, Rest *Miracle Berry*)
Mareep (Thunderbolt, Thunder Wave, Reflect, Body Slam *Gold Berry*)

There's a glitch you can exploit to get these Pokemon close to max stats: Get a little experience, then drop them in the Daycare. Withdraw, and repeat. They will require the experience they needed originally for a level up, but their stats will have gone up. Repeat until they don't go up anymore. Also, drop some drugs on them (HP Up and the like).

Battle 1: Youngster Bernie

His team:

Togepi (Encore, Metronome, Charm, Headbutt *Focus Band*)
Omanyte (Ancientpower, Bite, Surf, Constrict *King's Rock*)
Slugma (Flamethrower, Smog, Rock Throw, Harden *Berry*)
Squirtle (Bite, Strength, Rapid Spin, Surf *Mystic Water*)
Sunkern (Sunny Day, Mega Drain, Growth, Absorb *Miracle Seed*)
Mankey (Cross Chop, Thunderpunch, Fire Punch, Ice Punch *Pink Bow*)

Recommended: Abra, Houndour, Machop

Abra should be able to handle most of the team on his own, as can Houndour. Abra's punches can take Squirtle, Omanyte, and Sunkern especially, and Psychic will destroy Mankey. Use Machop on Slugma and Togepi.

Battle 2: Picknicker Stacy

Her team:

Igglybuff (Sweet Kiss, Fire Blast, Defense Curl, Rollout *Berry Juice*)
Snubbull (Lick, Take Down, Bite, Scary Face *Berry*)
Meowth (Screech, Headbutt, Bite, Thunder *Quick Claw*)
Pidgey (Mirror Move, Steel Wing, Gust, Mud-Slap *Gold Berry*)
Rattata (Quick Attack, Hyper Fang, Focus Energy, Dig *Bright Powder*)
Teddiursa (Lick, Thunderpunch, Fury Swipes, Faint Attack *Focus Band*)

Recommended: Machop, Mareep, Cubone

Machop should have a field day with this team. However, bring Mareep, as it can pound Pidgey and paralyze the rest. Round out the team with Cubone, who can back Machop up if he falls.

Battle 3: Camper Grant

His team:

Chikorita (Swagger, Reflect, Razor Leaf, Headbutt *King's Rock*)
Cyndaquil (Swagger, Dig, Flame Wheel, Quick Attack *Quick Claw*)
Totodile (Swagger, Slash, Surf, Scratch *Focus Band*)
Diglett (Swagger, Sludge Bomb, Magnitude, Sand-Attack *Berry Juice*)
Chinchou (Confuse Ray, Spark, Thunder Wave, Take Down *Berry*)
Bellsprout (Swagger, Slam, Stun Spore, Razor Leaf *Miracle Berry*)

Recommended: Staryu, Mareep, Houndoom

Two Water, two Grass, and two Water-weak. Bring Staryu, Houndour (who can also use SunnyBeam against Chinchou should the opportunity present itself), and Mareep.

Battle 4: Pokefan Janet

Her team:

Tyrogue (Double Team, Rock Smash, Frustration, Thief *Focus Band*)
Paras (Double Team, Sludge Bomb, Slash, Spore *Mint Berry*)
Geodude (Double Team, Rock Throw, Magnitude, Selfdestruct *Soft Sand*)

Spinarak (Double Team, Psychic, Sludge Bomb, Spider Web *Miracle Seed*)
Zubat (Double Team, Toxic, Wing Attack, Leech Life *Quick Claw*)
Sandshrew (Double Team, Swift, Dig, Sandstorm *Bitter Berry*)

Recommended: Abra, Houndour, Staryu

The Double Team-loving Janet has a severe Abra weakness. Psychic will get rid of Tyrogue, Spinarak, and Zubat. Ice Punch should handle the rest. For backup, bring Houndour and Staryu.

Battle 5: Schoolboy Clark

His team:

Mareep (Hidden Power, Headbutt, Thunder Wave, Thunder *Magnet*)
Ekans (Hidden Power, Protect, Wrap, Toxic *Poison Barb*)
Natu (Hidden Power, Swagger, Psych Up, Confuse Ray *Berry*)
Growlithe (Hidden Power, Take Down, Dig, Flame Wheel *Miracle Berry*)
Smoochum (Hidden Power, Sweet Kiss, Sing, Psychic *Quick Claw*)
Larvitar (Hidden Power, Sandstorm, Bite, Earthquake *Focus Band*)

Recommended: Cubone, Houndour, Machop

Two Psychics means Houndour gets a nice snack. Bring Cubone for the rest, especially Growlithe. The dog likes to use Dig, but Earthquake + Thick Club + 2x weakness + 2x damage for underground = MOMMY!! If they take down Cubone, Machop can cover for it.

Battle 6: Swimmer Cora

Her team:

Cleffa (Attract, Headbutt, Zap Cannon, Sweet Kiss *Berry Juice*)
Dratini (Attract, Surf, Blizzard, Dragonbreath *King's Rock*)
Hoothoot (Attract, Steel Wing, Hypnosis, Return *Bright Powder*)
Oddish (Attract, Stun Spore, Sludge Bomb, Giga Drain *Berry*)
Wooper (Attract, Earthquake, Sludge Bomb, Iron Tail *Scope Lens*)
Kabuto (Attract, Ancientpower, Mega Drain, Swagger *Quick Claw*)

Recommended: Abra, Machop, Houndour

Abra's Punches are back to the fore... Ice Punch is your main weapon against Dratini, and can mess with Hoothoot and Oddish. Machop should handle Cleffa pretty easily, and Houndoom's SunnyBeam combo should eliminate Wooper and Kabuto. Play that carefully, tho; they do have super-effective attacks.

Battle 7: Teacher Tina

Her team:

Elekid (Quick Attack, Thunderbolt, Dynamicpunch, Screech *Magnet*)
Scyther (Quick Attack, Wing Attack, Double Team, Focus Energy *Focus Band*)
Swinub (Endure, Mist, Take Down, Blizzard *Bright Powder*)
Sentret (Quick Attack, Fire Punch, Ice Punch, Dig *Beserk Gene*)
Vulpix (Quick Attack, Confuse Ray, Flamethrower, Safeguard *King's Rock*)
Eevee (Quick Attack, Bite, Iron Tail, Sand-Attack *Berry*)

Recommended: Staryu, Cubone, Machop

Get Cubone going against Elekid, Scyther, and Vulpix. Swinub has major problems with Staryu's Surf, as does Vulpix. Machop for the Normals (sensing a pattern yet?)

Battle 8: Pokefan Rex

His team:

Magby (Confuse Ray, Fire Blast, Iron Tail, Headbutt *Quick Claw*)
Pichu (Thunder, Sweet Kiss, Attract, Return *Focus Band*)
Gastly (Hypnosis, Confuse Ray, Shadow Ball, Psychic *King's Rock*)
Chansey (Icy Wind, Egg Bomb, Thunder, Iron Tail *Pink Bow*)

Poliwag (Hypnosis, Body Slam, Surf, Blizzard*Nevermelt Ice*)
Abra (Psychic, Zap Cannon, Hidden Power, Fire Punch *Gold Berry*)

Recommended: Cubone, Machop, Abra/Houndour

Machop, Cubone, and Abra or Houndour should win the cup. Machop is Chansey's worst nightmare, while Cubone can take Magby, Pichu, and Gastly. Poliwig and Abra can be taken by the third (Abra- Thief and Thunderpunch, Houndour- SunnyBeam and Crunch).

Congratulations, you've licked the Little Cup! Let's swing the other way now, to the L100 Prime Cup.

b) Prime Cup

It's every trainer's goal to get their team to L100. For those that do, this is your playground.

The rules for the Prime Cup are:

No level restrictions

All 251 Pokemon (even Legendaries) are eligible

Enter with a full team, choose three to battle

Clauses: Sleep, Freeze, Kamikaze, Species, and Item

My raised team for the Prime Cup:

Lapras (Surf, Ice Beam, Thunderbolt, Confuse Ray *Leftovers*)

Marowak (Earthquake, Rock Slide, Swords Dance(Crystal)/Screech, Body Slam *Thick Club*)

Machop (Cross Chop, Earthquake, Rock Slide, Light Screen *Bitter Berry*)

Houndoom (Flamethrower, Crunch, Sunny Day, Solarbeam *PRZCure Berry*)

Jolteon (Thunderbolt, Thunder Wave, Reflect, Hidden Power ^Grass type, wOOT^ *Miracle Berry*)

Alakazam (Psychic, Barrier, Recover, Ice Punch *Mint Berry*)

Try to have these Pokemon as close to max stats as possible, as some of the opponents can be tricky.

Battle 1: Lass Terry

Her team:

Bellossom (Giga Drain, Endure, Solarbeam, Posion Powder *Focus Band*)

Furret (Slam, Dig, Surf, Ice Punch *Berry Juice*)

Azumarill (Surf, Return, Attract, Tail Whip *Quick Claw*)

Wigglytuff (Protect, Body Slam, Sing, Disable *Pink Bow*)

Ampharos (Zap Cannon, Thunder Wave, Fire Punch, Light Screen *Magnet*)

Togetic (Safeguard, Fly, Double-Edge, Swift *Sharp Beak*)

Recommended: Jolteon, Machop, Houndoom

Jolteon should lead, and use his Thunderbolt on Azumarill and Togetic.

Machop can waste the Normal types and use Earthquake on Ampharos, while

Houndoom should take Bellossom.

Battle 2: Blackbelt Yang

His team:

Wobuffet (Counter, Mirror Coat, Safeguard, Destiny Bond *Focus Band*)

Primeape (Detect, Cross Chop, Seismic Toss, Screech *Beserk Gene*)

Hitmonlee (Detect, Hi Jump Kick, Mega Kick, Reversal *Quick Claw*)

Hitmonchan (Detect, Mach Punch, Dynamicpunch, Thunderpunch *Black Belt*)

Hitmontop (Detect, Triple Kick, Dig, Counter *Mint Berry*)

Nidoking (Detect, Toxic, Double Kick, Horn Drill *Bitter Berry*)

Recommended: Alakazam, Houndoom, Marowak

Alakazam can take everything here; Psychic alone will take out 5 of Yang's Pokemon. Bring Houndoom for Wobuffet and Crunch away. Fill the final slot with Marowak.

Battle 3: Bird Keeper Adam

His team:

Charizard (Slash, Flamethrower, Dig, Iron Tail *King's Rock*)

Aerodactyl (Ancientpower, Fire Blast, Earthquake, Hyper Beam *Focus Band*)

Fearow (Mud-Slap, Drill Peck, Mirror Move, Agility *Scope Lens*)

Murkrow (Fly, Night Shade, Faint Attack, Attract *Sharp Beak*)

Gligar (Sludge Bomb, Iron Tail, Toxic, Faint Attack *Poison Barb*)

Dodrio (Toxic, Tri Attack, Hidden Power, Drill Peck *Pink Bow*)

Recommended: Lapras, Jolteon, Marowak

Can you say "massive weakness?" Lapras can sweep this team with Ice Beam and Thunderbolt. Bring Jolteon for speed and Marowak for ultra-powerful Rock Slides.

Battle 4: Cooltrainer Flora

Her team:

Stantler (Hypnosis, Return, Earthquake, Hidden Power *Quick Claw*)

Hypno (Hypnosis, Shadow Ball, Dream Eater, Psychic *Focus Band*)

Exeggutor (Hypnosis, Leech Seed, Sludge Bomb, Giga Drain *Miracle Berry*)

Clefable (Sing, Dynamicpunch, Fire Blast, Hidden Power *Leftovers*)

Victreebel (Sleep Powder, Swagger, Sludge Bomb, Slam *Miracle Seed*)

Poliwrath (Hypnosis, Body Slam, Submission, Surf *unknown*)

Recommended: Alakazam, Houndoom, Machamp

This trainer likes to put Pokemon to sleep, so counter with the Mint Berry-packing Alakazam. Ice Punch and Psychic will take Eggy, Victreebel, and Poliwrath. From there, bring Houndoom for Hypno and Machamp for the two Normal types.

Battle 5: Fisherman Chase

His team:

Mantine (Waterfall, Wing Attack, Headbutt, Icy Wind *Nevermelt Ice*)

Gyarados (Rain Dance, Hydro Pump, Bite, Twister *Focus Band*)

Dragonite (Outrage, Icy Wind, Iron Tail, Hidden Power *King's Rock*)

Lanturn (Thunder Wave, Spark, Surf, Whirlpool *Miracle Berry*)

Quagsire (Haze, Surf, Dig, Dynamicpunch *Mystic Water*)

Dewgong (Rest, Sleep Talk, Ice Beam, Headbutt *Mysteryberry*)

Recommended: Jolteon, Lapras, Houndoom

Lead with Jolteon here. He can use Thunderbolt on Gyarados/Mantine/Dewgong, his Hidden Power (ESPECIALLY if it's Grass) on Lanturn and Quagsire, and Thunder Wave on Dragonite. Lapras should beat down Draggy with Ice Beam. Houndoom should be around to provide SunnyBeam (if needed) on Quaggy and Lanturn. (You'd think a Fisherman would have at least one pure Water Pokemon on his team, but nooo, they had to screw around with the other types.)

Battle 6: Scientist Craig

His team:

Ninetales (Confuse Ray, Flamethrower, Endure, Fire Spin *Focus Band*)

Persian (Swagger, Screech, Iron Tail, Slash *Bitter Berry*)

Electrode (Swagger, Explosion, Zap Cannon, Screech *Mint Berry*)

Crobat (Confuse Ray, Fly, Screech, Bite *King's Rock*)

Forretress (Swagger, Explosion, Double-Edge, Toxic *Quick Claw*)

Sneasel (Swagger, Dig, Ice Punch, Surf *Miracle Berry*)

Recommended: Machamp, Jolteon, Houndoom

Machamp should lead with the Bitter Berry, as this trainer loves Confusion. If Machamp gets Swaggered, mail it in... it puts his attack over 700! Cross Chop should take Persian and Sneasel, while Earthquake will take out Ninetales and Electrode. Jolteon should take on Crobat, and Houndoom can burn Forretress.

Battle 7: Skier Kathy

Her team:

Slowking (Ice Punch, Shadow Ball, Iron Tail, Psychic *Leftovers*)
Lapras (Body Slam, Ice Beam, Dragonbreath, Icy Wind *Focus Band*)
Piloswine (Blizzard, Icy Wind, Earthquake, Take Down *Berry Juice*)
Feraligatr (Slash, Icy Wind, Bite, Screech *Miracle Berry*)
Jynx (Psychic, Lovely Kiss, Frustration, Blizzard *Gold Berry*)
Mr. Mime (Psybeam, Reflect, Double Team, Baton Pass *Quick Claw*)

Recommended: Houndoom, Jolteon, Lapras

Kathy usually leads with Mr. Mime and uses Double Team twice, then passes. So Houndoom's got three shots at knocking it out. 'Doom can also take Slowking, Piloswine, and Jynx. Send Jolteon up against the other two, with Lapras acting as multi-type backup.

Battle 8: Cooltrainer Marty

His team:

Mew (Psychic, Earthquake, Thunderpunch, Blizzard *Miracle Berry*)
Starmie (Surf, Swift, Psychic, Light Screen *Bright Powder*)
Umbreon (Confuse Ray, Psychic, Shadow Ball, Faint Attack *Blackglasses*)
Tyranitar (Rock Slide, Earthquake, Crunch, Fire Blast *Quick Claw*)
Muk (Screech, Attract, Sludge Bomb, Hidden Power *Focus Band*)
Ursaring (Slash, Hyper Beam, Dynamicpunch, Fire Punch *Leftovers*)

Recommended: Houndoom, Machamp, Jolteon

How Marty got a Mew is beyond me... Houndoom's Crunch should be your main weapon, as Marty usually leads with it. Jolteon's MO is to waste Starmie and paralyze the other Pokemon. Machamp shouldn't have any problems finishing the job (if you're that scared of Umbreon's Psychic, Light Screen when it shows up).

Way to go! You've finished the Prime Cup! Two Cups to go in the Stadium, starting with the ultra-annoying Challenge Cup.

c) Challenge Cup

Let me start by saying that the person who thought of this cup ought to be smacked with a chair. The premise of the Challenge Cup is that you don't get to pick your team. You're given six Pokemon with completely random (and often bad) movesets, and you have to go through thirty-two rounds (4 levels, eight trainers in each level) in order to complete the objective.

Here are some general pointers;

- Stick close to the Reset button on the N64. That way, you can pull out if the team is absolutely horrible.
- Try to get as many of the different types represented as possible in terms of attacks. A minimum of 12 types should be represented well.
- Don't worry about violating Item Clause. The items are random as well.
kicks Game Freak
- Every trainer will have one or two Pokemon that go against the fabric of the team, so be prepared.

- Uh... hope for some huge luck, as you will need it.

Here's the Pokemon that the CPU will choose from for each cup. (Some of these Pokemon are from personal observation, the remaining gaps are filled in by Nintendo Power's Pokemon Stadium 2 guide.)

Poke Ball: Bellsprout, Bulbasaur, Charmander, Chikorita, Cleffa, Cyndaquil, Diglett, Ditto, Dratini, Drowzee, Ekans, Exeggcute, Geodude, Goldeen, Grimer, Hoothoot, Hoppip, Horsea, Igglybuff, Jigglypuff, Krabby, Larvitar, Ledyba, Machop, Magnemite, Mareep, Marill, Nidoran (M and F), Oddish, Paras, Pichu, Pidgey, Pineco, Poliwhirl, Rattata, Remoraide, Sandshrew, Seel, Sentret, Shellder, Slowpoke, Slugma, Smeargle, Snubbull, Spearow, Spinarak, Squirtle, Sunkern, Swinub, Togepi, Totodile, Tyrogue, Venonat, Vulpix, Wooper, Zubat

Great Ball: Abra, Aipom, Ariados, Azumarill, Bayleef, Beedrill, Butterfree, Chinchou, Clefairy, Corsola, Croconaw, Cubone, Delibird, Doduo, Dunsparce, Eevee, Elekid, Farfetch'd, Flaaffy, Gastly, Gloom, Graveler, Growlithe, Houndour, Ivysaur, Kabuto, Koffing, Ledian, Lickitung, Machoke, Magby, Magcargo, Mankey, Meowth, Natu, Nidorina, Nidorino, Omanyte, Onix, Parasect, Phanpy, Pidgeotto, Pikachu, Poliwhirl, Porygon, Psyduck, Rhyhorn, Skiploom, Smoochum, Staryu, Teddiursa, Tentacool, Togetic, Voltorb, Wartortle, Weepinbell, Wobbuffet, Yanma

Ultra Ball: Arbok, Bellossom, Chansey, Charmeleon, Clefable, Dewgong, Dragonair, Dugtrio, Fearow, Forretress, Furret, Girafarig, Gligar, Golbat, Granbull, Haunter, Hitmonlee, Hitmonchan, Hitmontop, Hypno, Jumpluff, Kadabra, Kingler, Lanturn, Magnetron, Mantine, Marowak, Misdreavus, Mr. Mime, Murkrow, Noctowl, Octillery, Persian, Pidgeot, Piloswine, Ponyta, Pupitar, Quagsire, Quilava, Qwilfish, Raichu, Raticate, Sandslash, Seadra, Seaking, Shuckle, Skarmory, Slowbro, Slowking, Sneasel, Sudowoodo, Sunflora, Tangela, Venomoth, Weezing, Wigglytuff

Master Ball: Aerodactyl, Alakazam, Ampharos, Arcanine, Blastoise, Blissey, Charizard, Cloyster, Crobat, Dodrio, Donphan, Electabuzz, Electrode, Espeon, Exeggutor, Feraligatr, Flareon, Gengar, Golduck, Golem, Gyarados, Heracross, Houndoom, Jolteon, Jynx, Kabutops, Kangaskhan, Kingdra, Lapras, Machop, Magmar, Meganium, Miltank, Muk, Nidoking, Nidoqueen, Ninetales, Omastar, Pinsir, Politoed, Poliwhirl, Porygon2, Primeape, Rapidash, Rhydon, Scizor, Scyther, Snorlax, Starmie, Steelix, Tauros, Tentacruel, Typhlosion, Umbreon, Ursaring, Vaporeon, Venusaur, Victreebel, Xatu

Missing in action: Caterpie, Metapod, Weedle, Kakuna, Magikarp, Articuno, Zapdos, Moltres, Dragonite, Mewtwo, Mew, Unown, Raikou, Entei, Suicune, Tyranitar, Lugia, Ho-oh, Celebi

That's what you get, here's what you're up against.

Poke Ball

Battle 1: Camper Marcus

His theme: Fire and Rock Pokemon

Battle 2: Rocket Grunt

His theme: Poison types.

Battle 3: Picnicker Melissa

Her theme: Flying Pokemon

Battle 4: Guitarist Daren

His theme: Paralysis (Electric/Grass Pokemon)

Battle 5: Fisherman Curtis
His theme: Water Pokemon

Battle 6: Medium Peggy
Her theme: Psychic Pokemon

Battle 7: Rocket Grunt
Her theme: Normal types

Battle 8: Juggler Dwight
His theme: None evident; be prepared for anything

Great Ball

Battle 1: Twins Jan & Jane
Their theme: Bug Pokemon

Battle 2: Schoolboy Oliver
His theme: Rock/Ground Pokemon

Battle 3: Sailor Curt
His theme: Water Pokemon

Battle 4: Swimmer Darcy
Her theme: Normal Pokemon

Battle 5: Officer Gerald
His theme: Fire and Grass Pokemon

Battle 6: Kimono Girl Emiko
Her theme: None evident (prepare for anything)

Battle 7: Scientist Roberto
His theme: Ice/Dark weakness

Battle 8: Gentleman Travis
His theme: Balanced team

Ultra Ball

Battle 1: Camper Marcus
His theme: Water/Grass weakness

Battle 2: Rocket Grunt
His theme: Poison Pokemon

Battle 3: Picknicker Melissa
Her theme: Part-Flying Pokemon

Battle 4: Guitarist Daren
His theme: Paralysis (Grass/Electric Pokemon)

Battle 5: Fisherman Curtis
His theme: Water Pokemon (many of them dual-typed)

Battle 6: Medium Peggy
Her theme: Psychics/Ghosts

Battle 7: Rocket Grunt
Her theme: Normal types

Battle 8: Juggler Dwight
His theme: Balance

Master Ball

Battle 1: Twins Jan & Jane
Their theme: Bug Pokemon

Battle 2: Schoolboy Oliver
His theme: Ground/Rock Pokemon

Battle 3: Sailor Curt
His theme: Water Pokemon

Battle 4: Swimmer Darcy
Her theme: Fighting weakness

Battle 5: Officer Gerald
His theme: Fire and Grass Pokemon

Battle 6: Kimono Girl Emiko
Her theme: Balance

Battle 7: Scientist Roberto
His theme: Dark weakness

Battle 8: Gentleman Travis
His theme: Balance

Thank Goddish that's over... let's move to the Poke Cup, the final challenge before Gym Leader Castle.

d) Poke Cup

The "official" Pokemon tournament, this is for those trainers who just beat the Elite 4 and are looking for a huge challenge.

The rules:

Pokemon must be within levels 50-55 to enter

246 Pokemon (no Super-Legendaries; Mewtwo, Mew, Celebi, Ho-oh, Lugia) are eligible

Enter with a full team, choose three to battle

The level total of the three chosen Pokemon must be less than 155

Clauses: Sleep, Freeze, Kamikaze, Species, and Item

My recommended team for the Poke Cup:

Marowak (Earthquake, Rock Slide, Screech, Body Slam *Thick Club*)

Machop (Cross Chop, Earthquake, Rock Slide, Counter *Bitter Berry*)

Starmie (Surf, Thunderbolt, Thunder Wave, Recover *PRZCure Berry*)

Electabuzz (Thunderbolt, Thunder Wave, Ice Punch, Barrier *Focus Band*)

Arcanine (Flamethrower, Crunch, Extremespeed, Sunny Day *Leftovers*)

Alakazam (Psychic, Barrier, Recover, Thunder Wave *Miracle Berry*)

Again, getting these Pokemon close to max stats is very important. Take two of these Pokemon and get them to L52 (I chose Alakazam and Marowak), leave the rest at L51. For this cup only, I'll list levels next to the moves and item.

Poke Cup Poke Ball

Battle 1: Bug Cather Nelson

His team:

Caterpie (Tackle, String Shot *Bitter Berry*) L50
Weedle (Poison Sting, String Shot *Focus Band*) L50
Ledyba (Agility, Safeguard, Swift, Double-Edge *Quick Claw*) L50
Spinarak (Spider Web, Screech, Night Shade, Poison Sting *PRZCure Berry*)
L50
Venonat (Psychic, Stun Spore, Supersonic, Foresight *Miracle Seed*) L50
Ledyba (Supersonic, Double Team, Swift, Detect *Bitter Berry*) L50

Recommended: Arcanine, x, y

Excuse me for a second. *leaves the room and begins to roll on the floor, laughing his butt off* OK, I'm back. Let Arcanine's Flamethrower loose on this team and they'll go down without much of a fight. Bring whoever for the last two slots.

Battle 2: Swimmer Bruce

His team:

Staryu (Swift, Recover, Hydro Pump, Rain Dance *Mystic Water*) L50
Seel (Safeguard, Ice Beam, Take Down, Rain Dance *Nevermelt Ice*) L51
Goldeen (Waterfall, Flail, Horn Drill, Rain Dance *Berry*) L50
Remoraid (Psybeam, Aurora Beam, Lock-On, Rain Dance *Focus Band*) L51
Poliwhirl (Belly Drum, Body Slam, Surf, Hypnosis *Leftovers*) L50
Shellder (Protect, Clamp, Supersonic, Rain Dance *King's Rock*) L50

Recommended: Electabuzz, Starmie, Alakazam

Uh... look at it. Every Pokemon here is Water, meaning that Electabuzz's Thunderbolts will wipe everything out. Starmie's Thunderbolt will also work, and Alakazam's Psychic is absolutely devastating.

Battle 3: Hiker Chester

His team:

Onix (Sandstorm, Toxic, Bind, Slam *Soft Sand*) L53
Graveler (Selfdestruct, Earthquake, Defense Curl, Rollout *Quick Claw*) L51
Sudowoodo (Rollout, Rock Slide, Faint Attack, Mimic *Focus Band*) L51
Machop (Focus Energy, Fire Punch, Seismic Toss, Cross Chop *Black Belt*)
L51
Phanpy (Defense Curl, Rollout, Flail, Double-Edge *Miracle Berry*) L53
Rhyhorn (Rollout, Horn Drill, Stomp, Scary Face *King's Rock*) L51

Recommended: Starmie, Alakazam, Marowak

I'm sorry... I can't hold it in. *laughs evilly* The only bright spot is that you need two Pokemon to take down the whole team. Starmie's Surf will beat down everything except Machop, who dies to Alakazam.

Battle 4: Super Nerd Clifford

His team:

Ekans (Glare, Wrap, Bite, Sludge Bomb *Poison Barb*) L50
Magnemite (Lock-On, Zap Cannon, Supersonic, Screech *Metal Coat*) L50
Haunter (Lick, Night Shade, Spite, Curse *Spell Tag*) L50
Electrode (Screech, Selfdestruct, Sonicboom, Mirror Coat *Miracle Berry*)
L55
Porygon (Conversion, Tri Attack, Swagger, Psybeam *Quick Claw*) L55
Flaaffy (Thunder Wave, Thunder, Cotton Spore, Iron Tail *Magnet*) L50

Recommended: Marowak, Starmie, Alakazam

Lead with Marowak to provide a swift end to the hopes of the Electric types. Use Alakazam on Ekans and Haunter if you don't feel like using Marowak, and use Starmie on Porygon. Surf, hope Pory Converts (he'll become Water/Psychic), then Thunderbolt the code out of it.

Battle 5: Beauty Alissa

Her team:

Chansey (Attract, Sing, Egg Bomb, Icy Wind *Pink Bow*) L51
Skiploom (Attract, Leech Seed, Swagger, Mega Drain *Focus Band*) L52
Snubbull (Attract, Take Down, Charm, Bite *Bitter Berry*) L51
Qwilfish (Attract, Take Down, Pin Missile, Hydro Pump *Berry Juice*) L52
Corsola (Attract, Ancientpower, Psychic, Mirror Coat *Quick Claw*) L51
Miltank (Attract, Stomp, Body Slam, Frustration *King's Rock*) L51

Recommended: Machamp, Electabuzz, Starmie

Hmm... Machamp could take this team on his own with Cross Chop for the Normals, Rock Slide for Skiploom, and Earthquake for Qwilfish and Corsola. Electabuzz should be used against the Water Pokemon and Skiploom (hope for a female, as Attract is a real pain) and use Starmie as an all-purpose backup.

Battle 6: Burglar Jensen

His team:

Charmeleon (Flamethrower, Fire Spin, Dragonbreath, Scary Face *Dragon Fang*) L53
Persian (Thief, Bite, Pay Day, Shadow Ball *no item*) L50
Electabuzz (Thief, Thunderpunch, Swift, Screech *no item*) L53
Quilava (Flame Wheel, Quick Attack, Mud-Slap, Double Team *Charcoal*) L50
Gligar (Thief, Slash, Faint Attack, Screech *no item*) L52
Houndour (Thief, Flamethrower, Crunch, Roar *no item*) L52

Recommended: Marowak/Starmie, Machamp, Electabuzz

Whichever leads should take out the Fire Pokemon with Earthquake/Surf. Machamp can provide Earthquake support and waste Persian with Cross Chop. Electabuzz's Ice Punch is hyper-effective (4x damage) against Gligar, so he rounds out the team.

Battle 7: Boarder Claude

His team:

Tentacruel (Icy Wind, Surf, Wrap, Toxic *Miracle Berry*) L51
Tauros (Icy Wind, Surf, Strength, Thunder *PRZCure Berry*) L52
Vaporeon (Icy Wind, Bite, Haze, Shadow Ball *Mystic Water*) L52
Sneasel (Icy Wind, Ice Punch, Slash, Faint Attack *King's Rock*) L51
Teddiursa (Lick, Fury Cutter, Fire Punch, Dynamicpunch *Berry*) L51
Delibird (Icy Wind, Present, Fly, Return *Berry Juice*) L51

Recommended: Arcanine, Machamp, Electabuzz

Arcanine can Flamethrower out Delibird/Sneasel. Machamp's Cross Chop will wipe out Tauros and Teddiursa, while DESTROYING Sneasel. Send 'Buzz against Tentacruel and Vaporeon.

Battle 8: Psychic Mason

His team:

Raichu (Thunder Wave, Thunderbolt, Dynamicpunch, Iron Tail *Focus Band*) L52
Clefable (Attract, Thunderpunch, Shadow Ball, Ice Punch *Mint Berry*) L52
Growlithe (Flamethrower, Dragonbreath, Swift, Dig *Mysteryberry*) L51
Slowpoke (Curse, Dig, Surf, Psychic *Bitter Berry*) L52
Natu (Confuse Ray, Night Shade, Endure, Protect *Gold Berry*) L52
Smeargle (Spore, Confuse Ray, Aeroblast, Seismic Toss *Quick Claw*) L51

Recommended: Arcanine, Machamp, Electabuzz

This trio should take the cup. Arcanine's Crunch will be super-effective against Natu and Slowpoke. Electabuzz should Thunderbolt Slowpoke. Machamp should Cross Chop Smeargle and Clefable, while Earthquaking Growlithe and

Raichu.

Great Ball

Team changes:

- Replace Electabuzz with a Jolteon (Thunderbolt, Thunder Wave, Hidden Power ^Grass preferred^, Reflect *PRZCure Berry*)
- Drop Starmie for an Octillery (Surf, Ice Beam, Return, Haze *Quick Claw*)
- Switch out Arcanine for a Houndoom (use Prime Cup moveset w/Focus Band).
- Keep the rest of the team intact

Battle 1: Pokefan Carmen

Her team:

- Pikachu (Thunder Wave, Thunderbolt, Dynamicpunch, Double Team *Light Ball*) L52
- Clefairy (Sing, Encore, Metronome, Moonlight *PSNCure Berry*) L51
- Meowth (Faint Attack, Thief, Screech, Pay Day *Quick Claw*) L52
- Mr. Mime (Encore, Substitute, Psybeam, Reflect *Focus Band*) L51
- Togepi (Sweet Kiss, Encore, Metronome, Charm *King's Rock*) L51
- Shuckle (Encore, Safeguard, Swagger, Wrap *Mint Berry*) L51

Recommended: Marowak, Octillery, Houndoom

Marowak's Earthquake will wipe out just about everything on the team (gotta love that Thick Club!). Octillery's Surf is super-effective on Shuckle, and Houndoom can Crunch out Mr. Mime. Don't worry if they survive to use Encore, as it will seal their fate (and save you from having to push a button).

Battle 2: Youngster Wyatt

His team:

- Ivysaur (Razor Leaf, Sweet Scent, Leech Seed, Strength *Quick Claw*) L51
- Pidgeotto (Mirror Move, Wing Attack, Sand-Attack, Whirlwind *Sharp Beak*) L51
- Nidorina (Headbutt, Iron Tail, Double Kick, Bite *Bitter Berry*) L51
- Ditto (Transform *Focus Band*) L51
- Skiploom (Leech Seed, Cotton Spore, Sleep Powder, Mega Drain *PRZCure Berry*) L51
- Heracross (Headbutt, Reversal, Fury Cutter, Counter *Silver Powder*) L51

Recommended: Houndoom, Octillery, Machamp

Houndoom takes Heracross, Ivysaur, and Skiploom with its Flamethrower. Pidgeotto goes down to Octillery's Ice Beam, and Nidorina to a good Earthquake from Machamp. Deal with Ditto by sending in Houndoom, doing a move while it Transforms, then send in Machamp to Cross Chop it into next year.

Battle 3: Firebreather Cliff

His team:

- Ninetales (Sunny Day, Confuse Ray, Flamethrower, Fire Spin *Berry*) L51
- Vileplume (Sunny Day, Solarbeam, Acid, Stun Spore *Miracle Berry*) L53
- Rapidash (Sunny Day, Fire Spin, Stomp, Toxic *Berry Juice*) L51
- Cubone (Sunny Day, Thrash, Fire Punch, Ice Punch *Soft Sand*) L53
- Magmar (Sunny Day, Flamethrower, Confuse Ray, Rock Smash *Quick Claw*) L50
- Furret (Sunny Day, Slam, Fire Punch, Ice Punch *King's Rock*) L50

Recommended: Marowak, Machamp, Houndoom

Notice the first move I listed? Sunny Day will weaken Octillery's Water moves, so I left it out. Earthquake will work just as well coming from Marowak/Machamp anyway. Cross Chop should take Furret. Houndoom can also benefit from Sunny Day (its Flamethrower will be more effective on

Vileplume, and you can SunnyBeam Cubone), so it's on the team as well.

Battle 4: Biker Dillon

His team:

Sandslash (Mud-Slap, Thief, Rock Smash, Earthquake *Bitter Berry*) L50
Weepinbell (Toxic, Wrap, Sweet Scent, Razor Leaf *Miracle Seed*) L50
Koffing (Explosion, Destiny Bond, Sludge, Haze *Quick Claw*) L50
Ariados (Attract, Dig, Night Shade, Scary Face *Focus Band*) L50
Ampharos (Thunder Wave, Thunderpunch, Iron Tail, Headbutt *Magnet*) L55
Dunsparce (Glare, Screech, Swagger, Rollout *Leftovers*) L55

Recommended: Marowak, Octillery, Houndoom

Marowak has to take out the L55 Pokemon, plus eliminate Koffing (sorry Mr. K, I gotta do it*). Octillery wipes out Sandslash, and Houndoom will be able to wipe out Weepinbell and Ariados.

*Mr. K is one of the admins of Azure Heights, a great Pokemon research site. (<http://www.azureheights.com>)</spam>

Battle 5: Teacher Molly

Her team:

Kadabra (Future Sight, Psybeam, Reflect, Recover *Mysteryberry*) L51
Dragonair (Dragonbreath, Thunder Wave, Headbutt, Fire Blast *King's Rock*) L51
Ledian (Supersonic, Agility, Fire Punch, Baton Pass *Focus Band*) L51
Aipom (Shadow Ball, Agility, Swagger, Baton Pass *Berry*) L52
Girafarig (Psybean, Double Team, Agility, Baton Pass *Quick Claw*) L51
Mantine (Surf, Take Down, Confuse Ray, Wing Attack *Berry Juice*) L52

Recommended: Jolteon, Octillery, Houndoom

Now you'll see why I put Haze on Octillery and left out Starmie this round... If this Baton-Passing team gets to the end (Dragonair/Mantine), you're in a heap of trouble. Jolteon should take on Aipom and Mantine, Octillery goes against Dragonair and Hazes away a lot of stat-uppers, while Houndoom provides the beatdown abilities.

Battle 6: Sage Chen

His team:

Zubat (Mean Look, Giga Drain, Confuse Ray, Haze *King's Rock*) L52
Haunter (Mean Look, Curse, Confuse Ray, Destiny Bond *Blackglasses*) L51
Jynx (Mean Look, Lovely Kiss, Nightmare, Powder Snow *Quick Claw*) L53
Spinarak (Spider Web, Screech, Swagger, Night Shade *Miracle Berry*) L50
Murkrow (Mean Look, Thief, Pursuit, Faint Attack *no item*) L53
Misdreavus (Mean Look, Confuse Ray, Toxic, Pain Split *Focus Band*) L50

Recommended: Alakazam, Jolteon, Houndoom

This trainer likes to lock Pokemon in, then wail away. You've got to switch carefully upon fainting, or face impossible matchups. Use Alakazam on Zubat, Spinarak, and Haunter (watch for Destiny Bond!). Jolteon goes against Murkrow, and Houndoom takes on Jynx and Misdreavus.

Battle 7: Pokefan Baxter

His team:

Lickitung (Supersonic, Screech, Surf, Earthquake *Focus Band*) L52
Lanturn (Confuse Ray, Spark, Take Down, Hydro Pump *Bitter Berry*) L51
Sunflora (Petal Dance, Mega Drain, Synthesis, Sludge Bomb *Miracle Seed*) L50
Pineco (Double-Edge, Protect, Rapid Spin, Explosion *Pink Bow*) L51
Magcargo (Smog, Amnesia, Rock Slide, Flamethrower *Miracle Berry*) L50
Octillery (Return, Psybeam, Aurora Beam, Octazooka *King's Rock*) L53

Recommended: Houndoom, Jolteon, Machamp

Houndoom's various attacks will come to the fore here... use SunnyBeam on Lanturn and Octillery, while Flamethrowing Pineco and Sunflora. Machamp should Cross Chop Lickitung while Earthquaking Magcargo. Jolteon provides support in case Octillery gets the best of Houndoom.

Battle 8: Pokemaniac Pedro

His team:

Raticate (Super Fang, Hyper Fang, Pursuit, Double Team *Scope Lens*) L52
Nidoking (Thunderpunch, Fire Punch, Ice Punch, Roar *Focus Band*) L51
Ultratanga (Mega Drain, Stun Spore, Return, Slam *Miracle Berry*) L51
Seadra (Surf, Twister, Agility, Smokescreen *Mystic Water*) L52
Noctowl (Hypnosis, Foresight, Confusion, Steel Wing *Metal Coat*) L52
Pupitar (Crunch, Sandstorm, Earthquake, Rock Slide *Quick Claw*) L51

Recommended: Octillery, Machamp, Jolteon

The finals set you up against a fairly decent team. Use Octillery on Pupitar, Nidoking (Surf for each), and Tangela (Ice Beam). Jolteon's Thunderbolt will mess up Seadra and Noctowl, while Raticate is Cross Chop's latest victim.

Ultra Ball

Team changes:

-Octillery should be replaced by Lapras (Surf/Ice Beam/Thunderbolt/Confuse Ray *Leftovers*)
-Keep the rest of the team intact

Battle 1: Bug Catcher Nelson

His team:

Butterfree (Supersonic, Psybeam, Sleep Powder, Gust *Quick Claw*) L52
Parasect (Spore, Dig, Sludge Bomb, Giga Drain *PSNCure Berry*) L52
Scyther (Fury Cutter, Swords Dance, Steel Wing, Pursuit *King's Rock*) L51
Pinsir (Fury Cutter, Swords Dance, Strength, Seismic Toss *Silver Powder*) L51
Dunsparce (Swagger, Psych Up, Glare, Dig *PRZCure Berry*) L52
Heracross (Headbutt, Endure, Reversal, Hidden Power *Focus Band*) L52

Recommended: Houndoom, Marowak, Machamp

Either Flamethrower or Rock Slide should take out a majority of this team. Rock Slide works best on Scyther and Butterfree, as they're hyper-weak to it... sweet. Machamp's along to take out Dunsparce.

Battle 2: Swimmer Bruce

His team:

Poliwhirl (Rain Dance, Waterfall, Belly Drum, Body Slam *King's Rock*) L51
Slowbro (Rain Dance, Surf, Psychic, Hidden Power *Miracle Berry*) L54
Magnetron (Rain Dance, Thunder, Swift, Screech *Metal Coat*) L50
Dewgong (Rain Dance, Whirlpool, Toxic, Take Down *Berry*) L50
Kabutops (Rain Dance, Surf, Mega Drain, Frustration *Quick Claw*) L51
Quagsire (Rain Dance, Surf, Earthquake, Sludge Bomb *Mystic Water*) L54

Recommended: Jolteon, Lapras, Marowak/Machamp

So many Water-types, so much Electric weakness... use Jolteon on a lot of these Pokemon. Use Jolteon's Hidden Power (only if it's Grass) on Kabutops and Quagsire. If the powered-up Water moves faint Jolteon, use Lapras' Thunderbolt. The final Pokemon should take out Magnetron with Earthquake.

Battle 3: Hiker Chester

His team:

Golem (Defense Curl, Rollout, Magnitude, Explosion *Berry*) L50
Omanyte (Ancientpower, Rollout, Bite, Surf *Burnt Berry*) L50
Forretress (Defense Curl, Rollout, Bide, Explosion *Pink Bow*) L50
Steelix (Defense Curl, Rollout, Iron Tail, Screech *Metal Coat*) L55
Ursaring (Defense Curl, Rollout, Lick, Thunderpunch *Focus Band*) L50
Donphan (Defense Curl, Rollout, Flail, Rapid Spin *Soft Sand*) L55

Recommended: Lapras, Machamp, Houndoom

Lapras should lead and use Surf on the Ground/Rock types and Thunderbolt on Omanyte. Machamp comes along for Ursaring nuking and the fact that he resists Rock-type moves like Rollout. Toast Forretress with Houndoom's Flamethrower (4x weakness is a pain, eh?).

Battle 4: Super Nerd Clifford

His team:

Tentacruel (Toxic, Wrap, Surf, Protect *Mystic Water*) L52
Ampharos (Thunder Wave, Thunder, Swift, Double Team *Quick Claw*) L50
Wobbuffet (Destiny Bond, Counter, Mirror Coat, Safeguard *Focus Band*) L50
Corsola (Mirror Coat, Earthquake, Psychic, Recover *PSNCure Berry*) L52
Skarmory (Swagger, Steel Wing, Fly, Sandstorm *Metal Coat*) L53
Porygon2 (Zap Cannon, Tri Attack, Conversion2, Psychic *Miracle Berry*) L53

Recommended: Jolteon, Houndoom, Marowak

Jolteon leads, using Thunderbolt on Tentacruel, Corsola, and Skarmory. Houndoom can Crunch out Wobb (just don't get Destiny Bonded). Marowak should be able to take Ampharos and is your main weapon against Porygon2. Use Earthquake, hope for Conversion2, then Rock Slide it.

Battle 5: Beauty Alissa

Her team:

Wigglytuff (Attract, Body Slam, Psychic, Thunderpunch *Quick Claw*) L53
Persian (Attract, Bite, Thief, Screech *no item*) L51
Lickitung (Attract, Supersonic, Fire Blast, Earthquake *Berry*) L51
Jumpluff (Attract, Leech Seed, Mega Drain, Stun Spore *Focus Band*) L51
Mantine (Attract, Icy Wind, Surf, Blizzard *Nevermelt Ice*) L51
Miltank (Attract, Body Slam, Shadow Ball, Heal Bell *King's Rock*) L53

Recommended: Alakazam, Lapras, Machamp

Alakazam provides good Speed and a quick Thunder Wave out of the gate. If he goes down, use Machamp on all the Normals. (Why are they so popular? I don't know....) Lapras can take out Jumpluff with Ice Beam and Mantine in 1-2 Thunderbolts.

Battle 6: Burgular Jensen

His team:

Dugtrio (Thief, Magnitude, Mud-Slap, Toxic *no item*) L52
Typhlosion (Smokescreen, Dig, Thunderpunch, Flame Wheel *King's Rock*) L51
Gligar (Thief, Faint Attack, Headbutt, Guillotine *no item*) L52
Magcargo (Endure, Rock Throw, Flamethrower, Body Slam *Quick Claw*) L52
Houndoom (Thief, Crunch, Flamethrower, Swift *no item*) L51
Stantler (Thief, Swagger, Psych Up, Take Down *no item*) L52

Recommended: Lapras, Machamp, Marowak

WARNING! WARNING! Lapras sweep imminent! Surf can take out all the Fire Pokemon and Dugtrio, whilst Ice Beam will destroy Gligar. Machamp cleans Stantler's clock with Cross Chop, and can do the same to Houndoom. If Lapras goes down (Guillotine?) Marowak can pick up the slack.

Battle 7: Boarder Claude

His team:

Blastoise (Icy Wind, Bite, Earthquake, Hydro Pump *Quick Claw*) L52
Vaporeon (Icy Wind, Surf, Iron Tail, Return *Nevermelt Ice*) L51
Jolteon (Bite, Toxic, Pin Missile, Zap Cannon *Bright Powder*) L51
Flareon (Roar, Headbutt, Fire Blast, Mud-Slap *Charcoal*) L51
Sneasel (Screech, Ice Punch, Shadow Ball, Faint Attack *Focus Band*) L52
Delibird (Swift, Present, Blizzard, Frustration *Miracle Berry*) L52

Recommended: Lapras, Machamp, Marowak

Lapras' Surf and Thunderbolt should put serious dents in this team, doing especially well against Blastoise, Vaporeon, Flareon, and Delibird. Machamp can Cross Chop Sneasel, and Marowak can take Jolteon with Earthquake and use its Rock Slide on Sneasel.

Battle 8: Psychic Mason

His team:

Raichu (Thunderbolt, Thunder Wave, Double Team, Dynamicpunch *Miracle Berry*) L50
Arcanine (Flame Wheel, Dragonbreath, Extremespeed, Bite *Pink Bow*) L53
Hypno (Future Sight, Shadow Ball, Hypnosis, Psych Up *Quick Claw*) L52
Kangaskhan (Dizzy Punch, Reversal, Fire Punch, Surf *Focus Band*) L50
Xatu (Psychic, Night Shade, Fly, Confuse Ray *Leftovers*) L53
Smeargle (Headbutt, Attract, Sweet Kiss, Glare *King's Rock*) L52

Recommended: Machamp, Houndoom, Marowak

Machamp's Cross Chop gets even more work here, as it will take out Smeargle and Kangaskhan. Houndoom gets rid of Xatu and Hypno, while Marowak's Earthquake will tear Raichu and Arcanine new ones.

Master Ball

Team Changes:

- Bring back Starmie and Electabuzz over Lapras and Jolteon. Use the same movesets that were suggested for the Poke Ball.
- Give Houndoom a Mint Berry
- Replace Alakazam with Dodrio: Haze, Drill Peck, Steel Wing, Body Slam *Miracle Berry*
- Keep the rest of the team.

Battle 1: Pokefan Carmen

Her team:

Raichu (Thunder Wave, Thunderbolt, Iron Tail, Attract *Mysteryberry*) L51
Clefable (Sing, Metronome, Psychic, Encore *Pink Bow*) L51
Persian (Bite, Thief, Headbutt, Zap Cannon *Gold Berry*) L51
Togetic (Encore, Sweet Kiss, Metronome, Fly *Focus Band*) L51
Bellossom (Return, Attract, Toxic, Petal Dance *Bitter Berry*) L51
Azumarill (Surf, Attract, Ice Punch, Double-Edge *Quick Claw*) L51

Recommended: Machamp, Dodrio, Electabuzz

Machamp dominates once more... Earthquake will wipe out Raichu and Cross Chop will take Clefable and Persian. Dodrio's Drill Peck will leave Bellossom hurting, and Electabuzz can Thunderbolt Azumarill and Togetic.

Battle 2: Youngster Wyatt

His team:

Pidgeot (Fly, Toxic, Steel Wing, Mirror Move *Beserk Gene*) L50
Raticate (Super Fang, Hyper Fang, Roar, Shadow Ball *Pink Bow*) L52
Nidoqueen (Surf, Earthquake, Body Slam, Thunderpunch *Focus Band*) L53
Primeape (Screech, Cross Chop, Seismic Toss, Thunder *Blackbelt*) L53
Pinsir (Swords Dance, Submission, Fury Cutter, Guillotine *Silver Powder*)

L52

Ditto (Transform *Quick Claw*) L50

Recommended: Dodrio, Electabuzz, Machop

Dodrio's Drill Peck gets a good early workout, as you can easily take out Primeape and Pinsir with it. Machop's assignments are to Earthquake Nidoqueen and Cross Chop Raticate. Electabuzz gets Pidgeot, and can deal with Ditto if you send Dodrio out before it Transforms.

Battle 3: Firebreather Cliff

His team:

Arcanine (Extremespeed, Dig, Agility, Dragonbreath *Leftovers*) L54

Dodrio (Drill Peck, Steel Wing, Tri Attack, Pursuit *Pink Bow*) L54

Exeggutor (Sunny Day, Solarbeam, Stun Spore, Psychic *Miracle Berry*) L51

Marowak (Earthquake, Fire Blast, Thunderpunch, Icy Wind *Soft Sand*) L51

Magmar (Sunny Day, Psychic, Thunderpunch, Flamethrower *Gold Berry*) L50

Houndoom (Sunny Day, Crunch, Flamethrower, Iron Tail *Focus Band*) L50

Recommended: Starmie, Houndoom, Marowak

I brought the Water-type this time because it's got the speed to faint the Fire-types before they use Sunny Day. Also, Starmie's Thunderbolt will mess Dodrio up. Houndoom's along for Exeggutor, and Marowak's a capable Starmie backup.

Battle 4: Biker Dillon

His team:

Venusaur (Toxic, Leech Seed, Giga Drain, Endure *Focus Band*) L52

Arbok (Toxic, Wrap, Protect, Dig *Miracle Berry*) L51

Cloyster (Toxic, Clamp, Protect, Surf *Quick Claw*) L51

Weezing (Sludge Bomb, Explosion, Fire Blast, Thunder *Polkadot Bow*) L52

Rhydon (Iron Tail, Surf, Hyper Beam, Blizzard *Pink Bow*) L52

Steelix (Toxic, Bind, Earthquake, Dragonbreath *Soft Sand*) L52

Recommended: Dodrio, Marowak, Electabuzz

Dodrio should use Drill Peck on Venusaur, and Steel Wing on Rhydon and Cloyster. It's also protected from Toxic attacks for a turn because of the Miracle Berry. Marowak can sweep the rest with Earthquake. Electabuzz should come along if Cloyster's causing severe problems.

Battle 5: Teacher Molly

Her team:

Mr. Mime (Reflect, Meditate, Psychic, Baton Pass *Quick Claw*) L52

Lapras (Rest, Snore, Ice Beam, Body Slam *Miracle Berry*) L53

Lanturn (Confuse Ray, Surf, Spark, Take Down *Gold Berry*) L52

Politoed (Surf, Ice Punch, Body Slam, Earthquake *King's Rock*) L53

Aipom (Swift, Agility, Double Team, Baton Pass *Focus Band*) L50

Girafarig (Psybeam, Agility, Double Team, Baton Pass *Leftovers*) L50

Recommended: Houndoom, Electabuzz, Dodrio

Houndoom's secondary arsenal is very important here. Use Crunch on Mr. Mime and Girafarig, while SunnyBeaming the Water Pokemon. Electabuzz can handle the Water types, but be careful around Lanturn (part-Electric). Dodrio's got to Haze away the stat-uppers, plus beat Aipom down.

Battle 6: Sage Chen

His team:

Gengar (Mean Look, Destiny Bond, Night Shade, Confuse Ray *PRZCure Berry*) L51

Jynx (Mean Look, Lovely Kiss, Perish Song, Blizzard *Quick Claw*) L52

Crobat (Mean Look, Toxic, Confuse Ray, Detect *Miracle Berry*) L52

Umbreon (Mean Look, Confuse Ray, Screech, Bite *Focus Band*) L52
Murkrow (Mean Look, Shadow Ball, Night Shade, Frustration *Berry Juice*)
L52
Misdreavus (Mean Look, Perish Song, Confuse Ray, Protect *Leftovers*) L51

Recommended: Houndoom, Machamp, Starmie

The worst type of Mean Look team... Perish Trappers. These things are ANNOYING! Counter with Houndoom's Crunch on the Ghosts and Psychics, Machamp's Cross Chop on Umbreon, and Starmie's Thunderbolt on Murkrow and Crobat.

Battle 7: Pokefan Baxter

His team:

Meganium (Sunny Day, Solarbeam, Iron Tail, Body Slam *Berry Juice*) L51
Typhlosion (Flamethrower, Dynamicpunch, Swift, Dig *Focus Band*) L52
Feraligatr (Surf, Rage, Slash, Earthquake *Scope Lens*) L52
Granbull (Bite, Take Down, Fire Punch, Scary Face *King's Rock*) L51
Hitmontop (Toxic, Detect, Counter, Triple Kick *Quick Claw*) L52
Blissey (Attract, Thunder, Blizzard, Egg Bomb *Leftovers*) L51

Recommended: Starmie, Machamp, Dodrio

The duties are evenly split in this semifinal match. Starmie's Surf and Thunderbolt will take out Typhlosion and Feraligatr. Dodrio's Drill Peck should beat Meganium and Hitmontop (to be sure, have Starmie Surf it so Counter won't faint Dodrio), and Machamp on the Normals.

Battle 8: Pokemaniac Pedro

His team:

Charizard (Fly, Dig, Fire Blast, Dynamicpunch *Miracle Berry*) L50
Machamp (Cross Chop, Earthquake, Seismic Toss, Foresight *Scope Lens*) L50
Aerodactyl (Fly, Bite, Hyper Beam, Ancientpower *King's Rock*) L50
Dragonite (Return, Outrage, Thunder, Waterfall *Focus Band*) L55
Kingdra (Surf, Swagger, Blizzard, Dragonbreath *Dragon Fang*) L50
Tyranitar (Crunch, Iron Tail, Rock Slide, Frustration *Quick Claw*) L55

Recommended: Machamp, Electabuzz, Dodrio

This is an extremely tough lineup, made a little easier by the fact that Dragonite and Tyranitar can't be a team. Machamp should Cross Chop Tyranitar, and Rock Slide Dragonite/Charizard. Electabuzz's Ice Punch is the ideal weapon for Dragonite, and Thunderbolt will wear down Kingdra. Dodrio can provide finishing blows, and Drill Peck should take down Machamp. Have plenty of continues handy, as you'll need them.

Phew... the Stadium is clear! Now, let's hit Gym Leader Castle.

e) Johto Gym Leader Castle

The longest series of battles in the game, the Gym Leader Castle in Johto has 10 battle series, with the longest series five battles long. Have plenty of power ready, as you'll need it.

The rules for both Gym Leader Castles:

No level restrictions

Opposing Pokemon will be the same level as your highest level Pokemon (ex: If you enter with a team of L60 Pokemon and your L70 Lugia, all of the Gym Pokemon will be L70)

All 251 Pokemon (even Legendaries) are eligible

Enter with a full team, choose three to battle

Clauses: Sleep, Freeze, Kamikaze, Species, and Item

Most guides change the team throughout the GLC. I'll stick with these guys, the team I trained to get through.

Ho-oh (Sacred Fire, Sunny Day, Solarbeam, Recover *Focus Band*)

Mewtwo (Psychic, Recover, Ice Beam, Thunderbolt *PSNCure Berry*)

Tyranitar (Crunch, Ancientpower, Earthquake, Fire Blast *Mysteryberry*)

Machamp (Cross Chop, Earthquake, Rock Slide, Light Screen *Bitter Berry*)

Marowak (Earthquake, Rock Slide, Hidden Power ^Bug type^, Screech *Thick Club*)

Starmie (Surf, Thunderbolt, Thunder Wave, Recover *Miracle Berry*)

Yep... 1/3 legendary, 1/3 come darn close, 1/3 powerful in their own right. You'll notice a lot of similar moves between my trio in the middle, but each has a role to play. Obviously, these guys have max stats (when possible, Marowak's Attack and Defense aren't maxed), and are at L100.

Ready? Let's go.

Violet Gym:

Bird Keeper Matt ---> Leader Falkner

Matt's team:

Pidgey (Fly, Swift, Agility, Quick Attack *Berry*)

Pidgeotto (Gust, Swift, Agility, Quick Attack *PRZCure Berry*)

Spearow (Fly, Agility, Fury Attack, Mirror Move *Ice Berry*)

Doduo (Peck, Agility, Tri Attack, Fury Attack *Bitter Berry*)

Hoothoot (Peck, Flash, Foresight, Confusion *PSNCure Berry*)

Natu (Peck, Leer, Flash, Endure *Mint Berry*)

Recommended: Mewtwo, Starmie, Tyranitar

Too easy. Three Ice Beams or Thunderbolts from Mewtwo will end the fight.

If you're feeling particularly cruel, you can send Tyranitar against Natu and Crunch it to death.

Falkner's team:

Pidgeot (Fly, Mud-Slap, Whirlwind, Quick Attack *PRZCure Berry*)

Fearow (Swift, Mud-Slap, Drill Peck, Mirror Move *Sharp Beak*)

Farfetch'd (Fly, Slash, Mud-Slap, False Swipe *Stick*)

Noctowl (Fly, Take Down, Mud-Slap, Confusion *Mint Berry*)

Togetic (Fly, Psychic, Fire Blast, Double-Edge *Burnt Berry*)

Delibird (Present, Mud-Slap, Headbutt, Blizzard *Bitter Berry*)

Recommended: Mewtwo, Starmie, Tyranitar

See above. Falkner's Pokemon like Mud-Slap's accuracy down side effect, but that won't be happening today. Not with Mewtwo's Speed (358) and Special Attack (406).

Azalea Gym:

Bug Catcher Chaz ---> Twins Min and Lyn ---> Leader Bugsy

Chaz's team:

Rattata (Dig, Hyper Fang, Quick Attack, Focus Energy *Mint Berry*)

Paras (Dig, Slash, Stun Spore, Leech Life *Silver Powder*)

Geodude (Dig, Tackle, Harden, Rock Throw *Hard Stone*)

Spinarak (Dig, Psychic, Scary Face, Night Shade *PSNCure Berry*)

Yanma (Swift, Foresight, Sonicboom, Quick Attack *PRZCure Berry*)

Shuckle (Bide, Rollout, Constrict, Rock Smash *Burnt Berry*)

Recommended: Machamp, Ho-oh, Starmie

Machamp for Rattata (I love overkill...), Starmie for the Shuckle and Geodude, Ho-oh's Sacred Fire for the Bugs.

Min and Lyn's team:

Pikachu (Thundershock, Thunder Wave, Swift, Charm *Light Ball*)
Clefaury (Doubleslap, Metronome, Light Screen, Charm *PSNCure Berry*)
Jigglypuff (Body Slam, Disable, Nightmare, Charm *Bitter Berry*)
Ledyba (Supersonic, Double-Edge, Comet Punch, Sweet Scent *PRZCure Berry*)
Hoppip (Mega Drain, Tackle, Cotton Spore, Sweet Scent *Miracle Seed*)
Sunkern (Mega Drain, Absorb, Growth, Sweet Scent *Mint Berry*)

Recommended: Ho-oh, Machamp, Marowak

Yep... more overkill. Ho-oh for the Bug and Grass Pokemon, Machamp for Jiggles and Clefaury, while Marowak almost kills Pikachu.

Bugsy's team:

Butterfree (Gust, Psychic, Giga Drain, Nightmare *PSNCure Berry*)
Beedrill (Cut, Twineedle, Sludge Bomb, Poison Sting *Mint Berry*)
Weepinbell (Cut, Wrap, Razor Leaf, Sludge Bomb *Berry*)
Scyther (Slash, Hyper Beam, Fury Cutter, Wing Attack *PRZCure Berry*)
Pinsir (Bind, Strength, Submission, Seismic Toss *Bitter Berry*)
Pupitar (Headbutt, Sleep Talk, Earthquake, Rock Slide *Ice Berry*)

Recommended: Ho-oh, Starmie, Tyranitar

Use Sunny Day to lead off, then overkill the rest with Sacred Fire.
If Pupitar comes in, Solarbeam ought to put it down for the duration.
Starmie can also take down Pupitar w/Surf, and Tyranitar provides extra Fire/Rock power. And if he gets the all-stat boost, mail it in.

Goldenrod Gym:

Lass Lois ---> Beauty Rita ---> Leader Whitney

Lois' team:

Meowth (Slash, Pay Day, Mud-Slap, Fury Swipes *Mint Berry*)
Poliwag (Surf, Psychic, Blizzard, Body Slam *PRZCure Berry*)
Marill (Surf, Ice Punch, Tail Whip, Double-Edge *Mystic Water*)
Snubbull (Roar, Take Down, Ice Punch, Thunderpunch *Pink Bow*)
Teddiursa (Cut, Lick, Slash, Fury Swipes *PSNCure Berry*)
Phanpy (Rollout, Strength, Earthquake, Double-Edge *Soft Sand*)

Recommended: Machamp, Starmie, Mewtwo

Expect to see a lot of Machamp in this Gym... he'll warm up for Whitney by wiping out the three Normals on Lois' squad. Starmie should Surf out Phanpy and Thunderbolt the Water Pokemon. Or, just use Mewtwo and sweep this squad out.

Rita's team:

Diglett (Attract, Slash, Growl, Magnitude *PRZCure Berry*)
Ponyta (Attract, Ember, Stomp, Agility *Charcoal*)
Sentret (Attract, Slam, Amnesia, Quick Attack *Bitter Berry*)
Mareep (Attract, Tackle, Light Screen, Thundershock *Magnet*)
Aipom (Attract, Swift, Agility, Fury Swipes *Mint Berry*)
Remoraid (Attract, Psybeam, Bubblebeam, Aurora Beam *Berry*)

Recommended: Starmie, Ho-oh, Mewtwo

Three genderless Pokemon is the best way to screw up Attract-based teams. Starmie's varied moves work well against Diglett, Ponyta, and Remoraid. From there, use sheer power with Ho-oh and Mewtwo to move on.

Whitney's team:

Clefable (Psychic, Thunder, Fire Blast, Doubleslap *Mint Berry*)
Wigglytuff (Psychic, Ice Punch, Double-Edge, Thunderpunch *PSNCure Berry*)

Gloom (Solarbeam, Giga Drain, Petal Dance, Sludge Bomb *Bitter Berry*)
Dodrio (Drill Peck, Tri Attack, Sleep Talk, Fury Attack *Burnt Berry*)
Stantler (Swift, Psychic, Headbutt, Take Down *Ice Berry*)
Miltank (Bide, Stomp, Rollout, Earthquake *PRZCure Berry*)

Recommended: Machamp, Mewtwo, Tyranitar

Four Normals gives Cross Chop a nice long workout. Tyranitar's Ancientpower should eliminate Dodrio without problems, and Mewtwo can Psychic/Ice Beam Gloom into the infirmary.

Ecruteak Gym:

Medium Holly ---> Sage Ty ---> Leader Morty

Holly's team:

Nidorina (Tackle, Fury Swipes, Double Kick, Poison Sting *Poison Barb*)
Bellsprout (Cut, Acid, Growth, Vine Whip *Berry*)
Ditto (Transform *Metal Powder*)
Hoothoot (Peck, Growl, Foresight, Confusion *PSNCure Berry*)
Ledian (Reflect, Safeguard, Comet Punch, Light Screen *Burnt Berry*)
Unown (Hidden Power *PRZCure Berry*)

Recommended: Tyranitar, Machamp, Marowak

Tyranitar should handle this team easily. Unown's Hidden Power is unknown, so just use T-Tar's Crunch. Ditto can be handled by letting it turn into Tyranitar, then sending Machamp after it. Marowak provides all-purpose backup.

Ty's team:

Zubat (Mean Look, Toxic, Leech Life, Wing Attack *Burnt Berry*)
Golbat (Mean Look, Toxic, Swift, Wing Attack *Mint Berry*)
Gastly (Mean Look, Lick, Curse, Spite *Berry*)
Haunter (Mean Look, Curse, Spite, Night Shade *Bitter Berry*)
Misdreavus (Mean Look, Spite, Psybeam, Perish Song *PSNCure Berry*)
Smoochum (Mean Look, Lick, Blizzard, Perish Song *PRZCure Berry*)

Recommended: Mewtwo, Ho-oh, Tyranitar

More fun with Mean Look, which means it's an all-out assault. Mewtwo's Psychic will easily deal with the part-Poisons. Tyranitar beats down Misdreavus and Smoochum, with Ho-oh providing good backup.

Morty's team:

Gengar (Psychic, Fire Punch, Night Shade, Shadow Ball *Bitter Berry*)
Marowak (Headbutt, Iron Tail, Bone Club, Bonemerang *Mint Berry*)
Noctowl (Fly, Confusion, Take Down, Foresight *PSNCure Berry*)
Ariados (Dig, Psychic, Night Shade, Sludge Bomb *Burnt Berry*)
Sudowoodo (Low Kick, Strength, Earthquake, Rock Slide *Berry*)
Girafarig (Swift, Psybeam, Thunder, Nightmare *PRZCure Berry*)

Recommended: Tyranitar, Mewtwo, Starmie

For the Leader, Tyranitar can almost take it himself. Crunch for Gengar and Girafarig, Earthquake for Sudowoodo, Ancientpower for Noctowl, and either AP or Fire Blast for Ariados. The only potential problem, Marowak, can be wiped out by Starmie's Surf. Use Mewtwo as backup.

Cianwood Gym:

Blackbelt Nick ---> Leader Chuck

Nick's team:

Nidorino (Horn Drill, Fury Attack, Horn Attack, Poison Sting *PRZCure Berry*)

Dugtrio (Fissure, Scratch, Magnitude, Rock Smash *Ice Berry*)
Hitmonlee (Foresight, Jump Kick, Mega Kick, Rolling Kick *Mint Berry*)
Rhyhorn (Horn Drill, Dig, Fury Attack, Horn Attack *Burnt Berry*)
Seaking (Horn Drill, Flail, Endure, Waterfall *Bitter Berry*)
Hitmontop (Dig, Counter, Rapid Spin, Triple Kick *Black Belt*)

Recommended: Mewtwo, Starmie, Marowak

Mewtwo shouldn't have any trouble with this gym. His Speed will allow you to fire away without worrying about Fissure/Horn Drill, and his Spec. Atk will keep them down. Psychic Nidorino and the Fighters, Thunderbolt Seaking, and Ice Beam the Ground Pokemon. Starmie can Surf out the Ground and Thunderbolt Seaking, while Marowak gives sweepage.

Chuck's team:

Sandslash (Dynamicpunch, Dig, Slash, Rollout *Mint Berry*)
Primeape (Dynamicpunch, Dig, Headbutt, Seismic Toss *Bitter Berry*)
Poliwrath (Dynamicpunch, Psychic, Hydro Pump, Earthquake *Focus Band*)
Machoke (Dynamicpunch, Earthquake, Vital Throw, Seismic Toss *Ice Berry*)
Hitmonchan (Dynamicpunch, Mach Punch, Mega Punch, Comet Punch *PSNCure Berry*)
Granbull (Dynamicpunch, Roar, Strength, Shadow Ball *PRZCure Berry*)

Recommended: Mewtwo, Machamp, Starmie

In a word, ouch. Mewtwo's Psychic will wipe the floor with the Fighters, and Ice Beam will chill Sandslash out. Granbull will also drop to a Psychic or two. Starmie and Machamp provide backup in case Dynamicpunch connects and Mewtwo becomes confused.

Olivine Gym:

Leader Jasmine. Her team:

Magneton (Swift, Thunder, Sonicboom, Thundershock *Mint Berry*)
Forretress (Rollout, Giga Drain, Rapid Spin, Double-Edge *PSNCure Berry*)
Steelix (Strength, Iron Tail, Rock Throw, Earthquake *Scope Lens*)
Corsola (Psychic, Bubblebeam, Ancientpower, Spike Cannon *Bitter Berry*)
Mantine (Surf, Take Down, Sleep Talk, Wing Attack *PRZCure Berry*)
Skarmory (Fly, Swift, Steel Wing, Fury Attack *Metal Coat*)

Recommended: Ho-oh, Starmie, Marowak

Set up an early Sunny Day with Ho-oh, then Sacred Fire the Steel Pokemon and Solarbeam Corsola. If Mantine shows up (and it probably will), enter Starmie and Thunderbolt it. Marowak can also Earthquake out the non-Flying Pokemon, so make it your third.

Team Rocket Interruption; Yes, Team Rocket shows up to ruin your fun.

Grunt (M) ---> Grunt (F) ---> Executive (F) ---> Executive (M)

Grunt (M)'s team:

Geodude (Explosion, Strength, Rock Throw, Earthquake *PSNCure Berry*)
Graveler (Explosion, Strength, Rock Throw, Magnitude *Mint Berry*)
Electrode (Explosion, Swift, Thunder, Sonicboom *Bitter Berry*)
Koffing (Explosion, Smog, Sludge, Zap Cannon *Burnt Berry*)
Weezing (Explosion, Sludge, Poison Gas, Zap Cannon *PRZCure Berry*)
Pineco (Explosion, Giga Drain, Rapid Spin, Double-Edge *Ice Berry*)

Recommended: Tyranitar, Mewtwo, Marowak

You'll want a Rock-type here, as the Grunt will usually detonate two Pokemon. Besides, Tyranitar can sweep everything out. Earthquake will beat down the other Rocks, the Poisons, and Electrode. Plus, it's got Fire Blast for Pineco. Mewtwo and Marowak back T-Tar up.

Grunt (F)'s team:

Zubat (Toxic, Detect, Leech Life, Wing Attack *Mint Berry*)
Drowzee (Toxic, Protect, Pound, Confusion *Ice Berry*)
Spinarak (Toxic, Protect, Leech Life, Constrict *PSNCure Berry*)
Murkrow (Toxic, Detect, Fly, Pursuit *Blackglasses*)
Dunsparce (Toxic, Protect, Dig, Pursuit *Bitter Berry*)
Houndour (Toxic, Detect, Dig, Ember *PRZCure Berry*)

Recommended: Mewtwo, Starmie, Tyranitar

You need as much Poison protection as possible for this fight. Plus, Mewtwo's Special Attack will overwhelm the un-evolved Pokemon. Psychic will wipe out Zubat and Spinarak, while doing big damage to Dunsparce. Use Thunderbolt on Drowzee and Murkrow. For Houndour, bring the Miracle Berry-packing Starmie and Surf it out. Tyranitar is along in case Drowzee gets going.

Executive (F)'s team:

Raticate (Thief, Frustration, Dig, Super Fang *no item*)
Arbok (Thief, Frustration, Sleep Talk, Sludge Bomb *no item*)
Vileplume (Frustration, Cut, Acid, Giga Drain *PRZCure Berry*)
Muk (Thief, Frustration, Fire Blast, Sludge Bomb *no item*)
Lickitung (Thief, Frustration, Blizzard, Earthquake *no item*)
Sneasel (Thief, Frustration, Slash, Nightmare *no item*)

Recommended: Machop, Ho-oh, Marowak

Machop should go against Raticate, Lickitung, and Sneasel with Cross Chop. He can also use Earthquake on Arbok and Muk, though Marowak can do that as well. Ho-oh's Sacred Fire will probably OHKO Vileplume.

Executive (M)'s team:

Golbat (Bite, Giga Drain, Confuse Ray, Wing Attack *Burnt Berry*)
Persian (Slash, Thunder, Iron Tail, Faint Attack *PSNCure Berry*)
Victreebel (Razor Leaf, Sunny Day, Solarbeam, Sludge Bomb *PRZCure Berry*)
Misdreavus (Curse, Psychic, Pain Split, Shadow Ball *Mint Berry*)
Wobbuffet (Counter, Safeguard, Mirror Coat, Destiny Bond *Bitter Berry*)
Houndoom (Crunch, Sunny Day, Solarbeam, Flamethrower *Scope Lens*)

Recommended: Tyranitar, Ho-oh, Machop

Tyranitar's Ancientpower will wipe Golbat off the map, while Crunch beats Misdreavus and Wobb. Ho-oh's Sacred Fire should get rid of Victreebel (especially if it used Sunny Day), while Machop's Cross Chop will beat Persian and Houndoom.

Mahogany Gym:

Boarder Alvin ---> Skier Kathy ---> Leader Pryce

Alvin's team:

Seel (Endure, Safeguard, Sleep Talk, Aurora Beam *Berry*)
Shellder (Endure, Withdraw, Whirlpool, Aurora Beam *Bitter Berry*)
Kingler (Stomp, Vicegrip, Blizzard, Crabhammer *PRZCure Berry*)
Flaaffy (Growl, Tackle, Iron Tail, Thunderpunch *Mint Berry*)
Swinub (Roar, Mist, Endure, Powder Snow *PSNCure Berry*)
Smoochum (Lick, Pound, Confusion, Powder Snow *Nevermelt Ice*)

Recommended: Starmie, Ho-oh, Marowak

Starmie's Thunderbolt is key against the Water-types, and it can Surf out Swinub. Ho-oh's Sacred Fire can burn out Swinub and Smoochum. Keep Marowak out of the way of the Water/Ice types, but save it for Flaaffy.

Kathy's team:

Cubone (Icy Wind, Growl, Headbutt, Bone Rush *Bitter Berry*)
Seadra (Icy Wind, Surf, Headbutt, Smokescreen *Ice Berry*)
Dratini (Icy Wind, Slam, Headbutt, Dragon Rage *PSNCure Berry*)
Azumarill (Icy Wind, Surf, Headbutt, Double-Edge *Mint Berry*)
Qwilfish (Icy Wind, Headbutt, Take Down, Pin Missile *Mint Berry*)
Delibird (Icy Wind, Fly, Present, Headbutt *PRZCure Berry*)

Recommended: Starmie, Mewtwo, Machamp

Starmie's Thunderbolt attack will work well on all of the Water and Flying Pokemon. Also, it's packing Surf for Cubone. Mewtwo's Ice Beam will beat Dratini down, and Machamp will be along if something catastrophic happens.

Pryce's team:

Dewgong (Surf, Ice Beam, Take Down, Safeguard *Mint Berry*)
Cloyster (Surf, Swift, Ice Beam, Spike Cannon *PRZCure Berry*)
Jynx (Thrash, Psychic, Ice Punch, Shadow Ball *Miracle Berry*)
Ursaring (Dig, Thrash, Faint Attack, Thunderpunch *Bitter Berry*)
Piloswine (Blizzard, Take Down, Sleep Talk, Earthquake *Quick Claw*)
Donphan (Endure, Rollout, Defense Curl, Double-Edge *Ice Berry*)

Recommended: Starmie, Ho-oh, Machamp

Surf will wipe out Donphan while Thunderbolt should handle Cloyster and Dewgong. Sacred Fire will easily handle Jynx and Piloswine, while Machamp will knock out Ursaring with Cross Chop. One more badge!

Blackthorne Gym:

Cooltrainer (F) Gloria ---> Cooltrainer (M) Vince ---> Leader Clair

Gloria's team:

Clefairy (Sing, Pound, Thunder, Fire Blast *Ice Berry*)
Jigglypuff (Sing, Rollout, Defense Curl, Double-Edge *PRZCure Berry*)
Oddish (Sleep Powder, Cut, Acid, Absorb *Berry Juice*)
Venonat (Sleep Powder, Psychic, Foresight, Giga Drain *Burnt Berry*)
Exeggcute (Sleep Powder, Barrage, Mega Drain, Sludge Bomb *Mint Berry*)
Skiploom (Sleep Powder, Headbutt, Mega Drain, Cotton Spore *Bitter Berry*)

Recommended: Ho-oh, Machamp, Mewtwo

Sacred Fire will wipe out all of the Grass types, or you can use Mewtwo's Ice Beam. Machamp will easily handle the Normal-types with Cross Chop.

Vince's team:

Bulbasaur (Headbutt, Razor Leaf, Giga Drain, Leech Seed *Ice Berry*)
Charmander (Dig, Slash, Dragon Rage, Flamethrower *PSNCure Berry*)
Squirtle (Surf, Bite, Blizzard, Iron Tail *Bitter Berry*)
Chikorita (Attract, Mud-Slap, Body Slam, Razor Leaf *Mint Berry*)
Cyndaquil (Swift, Iron Tail, Flame Wheel, Smokescreen *Berry Juice*)
Totodile (Surf, Bite, Slash, Scary Face *PRZCure Berry*)

Recommended: Starmie, Ho-oh, Mewtwo

Again, Surf out the Fire Pokemon and Thunderbolt the Water types with Starmie. Also, Ho-oh's Sacred Fire is your main Grass-beating weapon, and you can SunnyBeam the Water-types. Or, remember that they're first-form Pokemon and let Mewtwo loose.

Clair's team:

Arcanine (Dig, Dragon Rage, Flamethrower, Extremespeed *Bitter Berry*)
Rhydon (Rollout, Iron Tail, Earthquake, Dynamicpunch *PSNCure Berry*)
Lapras (Surf, Psychic, Ice Beam, Dragonbreath *PRZCure Berry*)
Dragonair (Surf, Thunder, Blizzard, Outrage *Dragon Fang*)
Ampharos (Swift, Headbutt, Iron Tail, Thunderpunch *Mint Berry*)

Kingdra (Blizzard, Headbutt, Hydro Pump, Dragonbreath *Scope Lens*)

Recommended: Mewtwo, Marowak, Starmie

Oh damn... Kingdra. And stupid me forgot to pack the Dragonbreath Pokemon. Mewtwo's Psychic will do the job, though. Marowak should easily handle Ampharos. Mewtwo's Ice Beam is also your main weapon against Dragonair, while Starmie Surfs out Arcanine/Rhydon and Thunderbolts Lapras.

Elite 4 + Champion:

Elite 4 Will ---> Elite 4 Koga ---> Elite 4 Bruno ---> Elite 4 Karen --->
Champion Lance

Will's team:

Clefable (Psychic, Thunder, Blizzard, Fire Blast *Bitter Berry*)
Kadabra (Psychic, Fire Punch, Shadow Ball, Thunderpunch *Mint Berry*)
Exeggutor (Psychic, Strength, Giga Drain, Sludge Bomb *Burnt Berry*)
Jynx (Psychic, Ice Punch, Body Slam, Doubleslap *Ice Berry*)
Xatu (Psychic, Fly, Giga Drain, Night Shade *King's Rock*)
Girafarig (Psybeam, Stomp, Earthquake, Shadow Ball *PRZCure Berry*)

Recommended: Tyranitar, Machamp, Starmie

Use Tyranitar on everything... its myriad of attacks will spell the end for all of the Psychics. You can also use Tyranitar on Clefable, or paralyze it with Starmie before sicing Machamp on it.

Koga's team:

Golbat (Double Team, Toxic, Detect, Wing Attack *PRZCure Berry*)
Venomoth (Double Team, Toxic, Psybeam, Giga Drain *Focus Band*)
Muk (Double Team, Toxic, Fire Blast, Sludge Bomb *Burnt Berry*)
Electrode (Double Team, Toxic, Thunder, Mirror Coat *Bitter Berry*)
Ariados (Double Team, Toxic, Dig, Spider Web *Ice Berry*)
Gligar (Double Team, Toxic, Iron Tail, Sandstorm *Mint Berry*)

Recommended: Mewtwo, Marowak, Starmie

Again, bring plenty of Poison-protection. Mewtwo's Psychic should easily eliminate the Poisonous array, and Ice Beam will knock Gligar into next month. Be careful using Mewtwo against Electrode... it may Mirror Coat, and you'll be down one Psychic. Use Marowak against it, with Starmie as backup.

Bruno's team:

Blastoise (Surf, Headbutt, Ice Punch, Dynamicpunch *PRZCure Berry*)
Machamp (Strength, Cross Chop, Earthquake, Seismic Toss *Scope Lens*)
Golem (Headbutt, Magnitude, Rock Throw, Rock Smash *Bitter Berry*)
Onix (Dig, Slam, Rage, Rock Throw *Burnt Berry*)
Kangaskhan (Bite, Reversal, Rock Smash, Dizzy Punch *PSNCure Berry*)
Heracross (Counter, Reversal, Earthquake, Horn Attack *Mint Berry*)

Recommended: Mewtwo, Machamp, Starmie

Mewtwo sweeps once again... use Psychic on the Fighters, Ice Beam on the Rocks, Thunderbolt on Blasty, and Psychic out Kangy. Machamp's Cross Chop will also rip Kangaskhan, and Starmie can Surf out the Rocks and T-Bolt a Water Pokemon.

Karen's team:

Vileplume (Attract, Stun Spore, Giga Drain, Sludge Bomb *Ice Berry*)
Victreebel (Attract, Acid, Stun Spore, Razor Leaf *Mint Berry*)
Gengar (Attract, Lick, Psychic, Confuse Ray *PRZCure Berry*)
Magmar (Attract, Thief, Fire Punch, Confuse Ray *no item*)
Umbreon (Attract, Psychic, Pursuit, Confuse Ray *Quick Claw*)

Murkrow (Attract, Fly, Mud-Slap, Faint Attack*Bitter Berry*)

Recommended: Ho-oh, Starmie, Machamp

Ho-oh should handle all of the Grass-types with Sacred Fire. Starmie can Surf out Magmar and Thunderbolt Murkrow. The rest is up to Machamp... Earthquake Gengar and Cross Chop Umbreon before they have a chance to Attract you.

Lance's team:

Charizard (Hyper Beam, Fly, Dig, Flamethrower *Mint Berry*)

Gyarados (Hyper Beam, Surf, Sleep Talk, Dragonbreath *PRZCure Berry*)

Aerodactyl (Hyper Beam, Earthquake, Wing Attack, Ancientpower *PSNCure Berry*)

Dragonite (Hyper Beam, Thunder, Steel Wing, Dragonbreath *Focus Band*)

Steelix (Hyper Beam, Iron Tail, Earthquake, Dragonbreath *Ice Berry*)

Tyranitar (Hyper Beam, Crunch, Rock Slide, Dragonbreath *Bitter Berry*)

Recommended: Starmie, Mewtwo, Machamp

For the Johto championships, Starmie is your main weapon. Surf Charizard, Aerodactyl, and Steelix, while Thunderbolting Gyarados. As for the other two, Dragonite will go down to Mewtwo's Ice Beam and Tyranitar to Machamp's Cross Chop.

Yes! Ten matches left in R1! Next stop... Kanto Gym Leader Castle.

f) Kanto Gym Leader Castle

The Kanto gyms are different than the Johto ones. You only have one fight in each gym. Nine matches stand between you and the Rival... so let's go.

Keep the same team as in Johto, as it will easily take out a lot of the Pokemon in Kanto.

Leader Brock's team:

Golem (Rollout, Rock Throw, Magnitude, Defense Curl *Scope Lens*)

Onix (Bide, Strength, Rock Throw, Earthquake *Quick Claw*)

Pinsir (Strength, Submission, Fury Cutter, Seismic Toss *Focus Band*)

Omastar (Surf, Bite, Blizzard, Ancientpower *Miracle Berry*)

Kabutops (Surf, Slash, Sleep Talk, Ancientpower *PRZCure Berry*)

Forretress (Rollout, Take Down, Giga Drain, Defense Curl *Mint Berry*)

Recommended: Starmie, Ho-oh, Tyranitar

Starmie's Surf beats the two Rock/Ground Pokemon, then Ho-oh should be able to come in and sweep. Use Sunny Day, then Sacred Fire the two Bugs and Solarbeam the remaining Rock types. (You can try leading with it, as no Pokemon here has Rock Slide... it's worth a shot). Tyranitar's your backup.

Leader Misty's team:

Golduck (Rain Dance, Dig, Return, Hydro Pump *Miracle Berry*)

Poliwhirl (Rain Dance, Body Slam, Earthquake, Hydro Pump *Focus Band*)

Starmie (Rain Dance, Surf, Thunder, Psychic *King's Rock*)

Togetic (Rain Dance, Encore, Metronome, Double-Edge *PRZCure Berry*)

Sunflora (Cut, Mega Drain, Razor Leaf, Sludge Bomb *Scope Lens*)

Quagsire (Rain Dance, Surf, Strength, Earthquake *Quick Claw*)

Recommended: Starmie, Ho-oh, Mewtwo

Starmie's Thunderbolt is a key weapon here, and it can slow down Misty's Starmie with Thunder Wave. Use Ho-oh against Sunflora, and potentially one-hit KO Quagsire with SunnyBeam. Mewtwo should act as backup. Togetic

isn't a threat.

Leader Lt. Surge's team:

Raichu (Thunderbolt, Thunder Wave, Reflect, Surf *Miracle Berry*)
Magnetron (Thunder, Thunder Wave, Sonicboom, Sleep Talk *Focus Band*)
Electrode (Thunder, Rollout, Mirror Coat, Explosion *King's Rock*)
Electabuzz (Thunderbolt, Psychic, Strength, Ice Punch *Quick Claw*)
Porygon (Psybeam, Conversion, Tri Attack, Hidden Power *PRZCure Berry*)
Lanturn (Surf, Spark, Take Down, Thunder Wave *Scope Lens*)

Recommended: Marowak, Machamp, Tyranitar

Three Earthquakers for an Electric-heavy team. Marowak won't have many problems with Electabuzz, Magnetron, and Electrode. Machamp should go against Lanturn and the wet rat (Surfing Raichu), as well as Porygon. Tyranitar should be able to take what's left.

Leader Erika's team:

Venusaur (Sleep Powder, Cut, Leech Seed, Razor Leaf *PRZCure Berry*)
Chansey (Sing, Psychic, Blizzard, Softboiled *Lucky Punch*)
Tangela (Sleep Powder, Slam, Solarbeam, Giga Drain *Quick Claw*)
Vaporeon (Rest, Surf, Bite, Sleep Talk *Scope Lens*)
Bellossom (Sleep Powder, Return, Moonlight, Giga Drain *Focus Band*)
Jumpluff (Sleep Powder, Synthesis, Solarbeam, Leech Seed *no item*)

Recommended: Ho-oh, Mewtwo, Machamp

Fire away with Ho-oh's Sacred Fire on all of the Grass-types and SunnyBeam on Vaporeon. Or, use Mewtwo's Ice Beam and Thunderbolt. Machamp should be able to take Chansey without problems.

Leader Janine's team:

Tentacruel (Toxic, Attract, Supersonic, Surf *Miracle Berry*)
Weezing (Toxic, Attract, Swagger, Rollour *Focus Band*)
Ariados (Toxic, Swagger, Dig, Spider Web *Quick Claw*)
Crobat (Toxic, Confuse Ray, Bite, Mean Look *King's Rock*)
Gligar (Toxic, Attract, Swagger, Slash *PRZCure Berry*)
Stantler (Toxic, Attract, Confuse Ray, Headbutt *Scope Lens*)

Recommended: Mewtwo, Machamp, Starmie

Load up with poison-protected Pokemon and you shouldn't have a problem. Mewtwo's Psychic will easily nail all the Poison-types, and Ice Beam will beat down Gligar. Bring Machamp for Stantler and Starmie as a backup.

Leader Sabrina's team:

Wigglytuff (Psychic, Solarbeam, Double-Edge, Shadow Ball *Quick Claw*)
Alakazam (Psychic, Ice Punch, Shadow Ball, Future Sight *King's Rock*)
Slowbro (Psychic, Surf, Fire Blast, Earthquake *PRZCure Berry*)
Hypno (Psychic, Headbutt, Nightmare, Shadow Ball *Scope Lens*)
Mr. Mime (Psychic, Ice Punch, Fire Punch, Thunderpunch *Focus Band*)
Furret (Dig, Iron Tail, Quick Attack, Dynamicpunch *Miracle Berry*)

Recommended: Tyranitar, Machamp, Mewtwo

Tyranitar's Crunch should leave the Psychics a bloody mess. For the Normals, bring Machamp along and Cross Chop away. Mewtwo will clean up if anything happens, so bring it along.

Leader Blaine's team:

Ninetales (Sunny Day, Dig, Fire Blast, Quick Attack *Scope Lens*)
Parasect (Sunny Day, Slash, Solarbeam, Giga Drain *Quick Claw*)
Rapidash (Sunny Day, Stomp, Agility, Fire Blast *King's Rock*)
Flareon (Sunny Day, Take Down, Fire Blast, Shadow Ball *Miracle Berry*)

Magcargo (Sunny Day, Fire Blast, Rock Slide, Earthquake *PRZCure Berry*)
Octillery (Psybeam, Ice Beam, Octazooka, Bubblebeam *Focus Band*)

Recommended: Starmie, Ho-oh, Tyranitar

Starmie should be able to Surf out the Water Pokemon before they can Sunny Day up. Bring Ho-oh along to Sacred Fire Parasect. Or, use Tyranitar's Rock Slide and Fire Blast attacks on the various Pokemon. You might want to bring Starmie along anyway, so it can Thunderbolt Octillery *sniff*.

Leader Blue's team:

Pidgeot (Whirlwind, Steel Wing, Wing Attack, Mirror Move *PRZCure Berry*)
Arcanine (Dig, Bite, Extremespeed, Flamethrower *King's Rock*)
Alakazam (Psychic, Reflect, Recover, Fire Punch *Miracle Berry*)
Exeggutor (Psychic, Nightmare, Giga Drain, Sludge Bomb *Quick Claw*)
Rhydon (Rollout, Iron Tail, Earthquake, Dynamicpunch *Focus Band*)
Gyarados (Bite, Surf, Flail, Dragonbreath *Scope Lens*)

Recommended: Starmie, Ho-oh, Tyranitar

For the final badge, Starmie is your horse. Use Surf on Rhydon and Arcanine, while Thunderbolting Gyarados and Pidgeot. Ho-oh should easily handle Eggy with Sacred Fire, and use Tyranitar's Crunch on Alakazam.

Trainer Red's team:

Tauros (Headbutt, Iron Tail, Earthquake, Hyper Beam *Scope Lens*)
Jolteon (Bite, Thunder, Thunder Wave, Quick Attack *King's Rock*)
Meganium (Synthesis, Body Slam, Giga Drain, Razor Leaf *Mint Berry*)
Typhlosion (Dig, Flamethrower, Quick Attack, Thunderpunch *Focus Band*)
Feraligatr (Bite, Surf, Slash, Blizzard *Miracle Berry*)
Scizor (Slash, Metal Claw, Sleep Talk, Quick Attack *Quick Claw*)

Recommended: Starmie, Ho-oh, Machamp

The final Gym Leader Castle match isn't actually that hard. Starmie should lead with Surf on Typhlosion and Thunderbolt on Feraligatr. Paralyze the Pokemon that Red leads with if you can't beat it, then switch in Ho-oh for Meganium and Scizor (1 Sacred Fire apiece) or Machamp for Tauros and Jolteon (Cross Chop/Earthquake).

If you've beaten everything up to this point, then the Rival will issue a challenge. Otherwise, go back and beat what you haven't dealt with already, then come here.

g) Rival

The Rival uses the three Super-Legendaries on his team. You've got six Pokemon to use. However, you only really need one. Still, I've got to suggest a team, so use the one from Gym Leader Castle.

Rival's team:

Mewtwo (Safeguard, Psychic, Hidden Power, Thunderpunch *Twistedspoon*)
Lugia (Safeguard, Surf, Psychic, Aeroblast *Sharp Beak*)
Ho-oh (Safeguard, Steel Wing, Earthquake, Sacred Fire *Charcoal*)

Lead with Tyranitar and you shouldn't have problems. Use Crunch on Mewtwo and Ancientpower on the birds. Tyranitar's got the advantage of being immune/resistant to each Pokemon's trademark attack (Psychic/Sacred Fire/Aeroblast).

Other tips:

-Don't try for status conditions. Notice all three of the Pokemon have Safeguard?

-I'm not sure what the Hidden Power is on Mewtwo... pray it's not Fighting.
-Lugia could pose some problems with its Surf on Tyranitar... you might want to bring Starmie along and Thunderbolt it.
-This might be the time to try Curselax out. It is a pain to take down... for this fight, use the Shadow Ball variation.

You've won! Claim your Pokemon prize and move on to R2. Oh... if your Pokemon aren't close to max stats, get them there. The R2 trainers are seriously close, and they've got Crystal-influences on top of that.

6) Round 2 Walkthrough

Now the real game begins... For most people, the R2 of this game will be the hardest Gold/Silver fights they've ever had. Thankfully, the Gambler who drove us all nuts in the original has been kicked to the curb, but still... The CPU trainers are going to catch unbelievable breaks, (AP boosts on demand, Focus Band working 3 times IN A ROW, Bright Powdered Pokemon dodging three consecutive Psychics, Hidden Power coincidentally being the element you're weak against, etc.) so begin to expect the worst.

For this round, I'm going to introduce a new move designation. !CI! stands for Crystal Influence, meaning a move that the Pokemon can't learn unless they've been placed in a Crystal game. Some combinations of moves might require Crystal as well (Mirror Coat + Ice Beam on Blastoise), so I'll note the second move that Pokemon learns in the combo. In the above example, Ice Beam would get !CI! because Mirror Coat is an Egg move.

Got it? All right then. Shall we dance?

a) Little Cup

Back and worse than ever, the R2 Little Cup will test your skill at breeding for movesets to its limit. Be prepared for some tough fights, especially the final two matches.

The rules for Little Cup:

L5 Pokemon only

Pokemon that are first-form and can evolve are eligible (read: no Snorlax). Thus, 86 Pokemon qualify.

Enter with a full team, but you must choose three battlers.

Clauses: Sleep, Freeze, Kamikaze, Item, and Species

Make darn sure that you've used the Daycare glitch until your thumbs are raw, as you need all the stat points you can muster.

My team for the Little Cup R2:

Abra (Psychic, Fire Punch, Ice Punch, Thunderpunch *Berry Juice*)

Scyther (Swords Dance, Endure, Reversal, Wing Attack *Miracle Berry*)

Machop (Karate Chop, Earthquake, Rock Slide, Focus Energy *Scope Lens*)

Cubone (Earthquake, Rock Slide, Screech, Headbutt *Thick Club*)

Staryu (Surf, Thunder Wave, Thunderbolt, Rest *Mint Berry*)

Elekid (Barrier, Psychic, Ice Punch, Thunderbolt *Gold Berry*)

Battle 1: Youngster Bernie

His team:

Venonat (Reflect, Psybeam, Leech Life, Mega Drain *Silver Powder*)

Machop (Dig, Counter, Vital Throw, Light Screen *Blackbelt*)

Voltorb (Swift, Tackle, Thunderbolt, Mirror Coat *Magnet*)

Exeggcute (Reflect, Confusion, Mega Drain, Ancientpower *Miracle Seed*)
Rhyhorn (Counter, Magnitude, Rock Slide, Fury Attack *Soft Sand*)
Pineco (Reflect, Rollout, Giga Drain, Double-Edge *Polkadot Bow*)

Recommended: Abra, Cubone, Staryu

Abra's variable strikes will do you well in this match. Fire Punch should handle Venonat and Pineco, though you could Psychic Venonat as well. Machop will drop to Psychic easily, and Eggy goes down to either Fire or Ice Punch. Cubone handles Voltorb, and Staryu should leave Rhyhorn a soggy mess.

Battle 2: Picknicker Stacy

Her team:

Bulbasaur (Leech Seed, Solarbeam, Razor Wind, Skull Bash *Miracle Berry*)
Spearow (Agility, Steel Wing, Tri Attack, Sky Attack *PRZCure Berry*)
Horsea (Agility, Blizzard, Hydro Pump, Skull Bash *Mint Berry*)
Goldeen (Haze, Agility, Blizzard, Hydro Pump *PSNCure Berry*)
Cyndaquil (Dig, Foresight, Iron Tail, Fire Blast *Bitter Berry*)
Phanpy (Roar, Rollout, Earthquake, Focus Energy *Berry*)

Recommended: Elekid, Staryu, Scyther

Elekid's Thunderbolt and Ice Punch attacks will wear out Bulbasaur, Spearow, Goldeen, and Horsea. Staryu will do well against Cyndaquil and Phanpy. Scyther's Wing Attack will also work well against the Grass Pokemon, but keep it away from Phanpy's Rollout.

Battle 3: Camper Grant

His team:

Diglett (Swagger, Screech, Magnitude, Ancientpower *Bright Powder*)
Meowth (Swagger, Screech, Slash, Shadow Ball *Miracle Berry*)
Psyduck (Swagger, Screech, Psychic, Ice Beam *Scope Lens*)
Hoppip (Swagger, Reflect, Amnesia, Giga Drain *Focus Band*)
Wooper (Swagger, Tail Whip, Surf, Earthquake *Quick Claw*)
Teddiursa (Swagger, Leer, Rock Smash, Metal Claw !CI! *Berry*)

Recommended: Machop, Abra, Staryu

Machop's Karate Chop will make short work of all the Nomral Pokemon. Then, use Abra's Ice Punch on Hoppip and Thunderpunch on Psyduck. Staryu should wipe out Diglett without problems, but Wooper might be one. Perhaps mess it up with Staryu's Surf attacks... I forgot the Grass-type.

Battle 4: Pokefan Janet

Her team:

Magnemite (Double Team, Rollout, Lock-On, Zap Cannon *Leftovers*)
Seel (Double Team, Surf, Whirlpool, Perish Song *Miracle Berry*)
Gastly (Double Team, Curse, Psychic, Mean Look *Berry Juice*)
Ledyba (Double Team, Agility, Ice Punch, Baton Pass *Bright Powder*)
Spinarak (Double Team, Spider Web, Baton Pass, Sludge Bomb *Quick Claw*)
Houndour (Double Team, Bite, Toxic, Fire Spin *Focus Band*)

Recommended: Cubone, Elekid, Abra

Cubone's Earthquake will be your friend here, especially against Magnemite, Gastly, and Houndour. Use Rock Slide on the Bugs (Ledyba/Spinarak). For Seel, use Elekid's Thunderbolt to knock it out before Whirlpool can connect. Abra is solid backup... but avoid Houndour.

Battle 5: Schoolboy Clark

His team:

Vulpix (Hidden Power, Dig, Quick Attack, Flamethrower *Bright Powder*)
Chikorita (Hidden Power, Body Slam, Giga Drain, Ancientpower *Berry*)

Sentret (Hidden Power, Surf, Reversal, Shadow Ball *Focus Band*)
Pichu (Hidden Power, Return, Thunder, Iron Tail *Berry Juice*)
Cleffa (Hidden Power, Psychic, Fire Blast, Shadow Ball *Quick Claw*)
Marill (Hidden Power, Surf, Iron Tail, Ice Punch *Gold Berry*)

Recommended: Abra, Cubone, Machop

Abra's Ice Punch should handle Chikorita, and Thunderpunch will waste Marill. Vulpix and Pichu will probably go down to one Earthquake apiece from Cubone, and the Normals will probably drop to Machop's Karate Chop.

Battle 6: Swimmer Cora

Her team:

Charmander (Attract, Bite, Scary Face, Flamethrower *Miracle Berry*)
Poliwag (Attract, Icy Wind, Headbutt, Hydro Pump *Berry Juice*)
Abra (Attract, Psychic, Headbutt, Thunder Wave *King's Rock*)
Cubone (Attract, Icy Wind, Bone Club, Rock Slide *Focus Band*)
Dratini (Attract, Twister, Thunder Wave, Ice Beam !CI! *Scope Lens*)
Mareep (Attract, Headbutt, Thunderbolt, Thunder Wave *Gold Berry*)

Recommended: Cubone, Abra, Elekid

Cubone's Earthquake leads and wipes out Charmander and Mareep. Abra will be put to good use against the rest. Use Abra's grab-bag of punches well (Ice Punch Cubone/Dratini, Thunderpunch Poliwag, pick one and hope it works against the other Abra). Elekid should come along to provide a powerful Thunderbolt up Abra's rear.

Battle 7: Teacher Tina

Her team:

Rattata (Curse, Quick Attack, Dig, Super Fang *Miracle Berry*)
Ponyta (Curse, Quick Attack, Flame Wheel, Double Kick *Berry Juice*)
Doduo (Curse, Quick Attack, Drill Peck, Steel Wing *Scope Lens*)
Eevee (Curse, Quick Attack, Bite, Flail *Gold Berry*)
Natu (Curse, Quick Attack, Psychic, Giga Drain *Bright Powder*)
Tyrogue (Curse, Mach Punch, Mud-Slap, Strength *King's Rock*)

Recommended: Machop, Abra, Elekid

The attack grab-bagging continues... Machop's soaring to the front in this round. Karate Chop will beat down the Normals, Earthquake should handle Ponyta, and Rock Slide will beat Doduo. Tyrogue will go down to Abra's Psychic, and Natu to a Thunderbolt from Elekid.

Final Battle: Pokefan Rex

His team:

Slowpoke (Surf, Psychic, Ice Beam, Earthquake *Gold Berry*)
Onix (Body Slam, Iron Tail, Rock Slide, Earthquake *Scope Lens*)
Chansey (Counter, Ice Beam, Softboiled, Thunderbolt *Focus Band*)
Scyther (Reversal, Hyper Beam, Steel Wing, Wing Attack *King's Rock*)
Porygon (Psychic, Recover, Tri Attack, Conversion *Quick Claw*)
Elekid (Psychic, Ice Punch, Cross Chop !CI!, Thunderbolt *Berry Juice*)

Recommended: Staryu, Cubone, Scyther

For the finals, get Staryu to paralyze everything, Surf out Onix, and Thunderbolt Slowpoke. From there, use Cubone against Elekid and Scyther. Porygon and Chansey are tough opponents, so use Scyther on them. Use Swords Dance, Endure the next hit (hope you go down to 1 HP), then Reverse them for a probable KO.

1 down, six to go. Let's continue the journey through Round 2 in the Prime Cup.

b) Prime Cup

The be-all-and-end-all of tournaments, the Prime Cup will have two special guests for those damned to the rentals. Otherwise, it's all hands on deck for six of the toughest Pokemon in existence.

The rules for the Prime Cup are:

No level restrictions

All 251 Pokemon (even Legendaries) are eligible

Enter with a full team, choose three to battle

Clauses: Sleep, Freeze, Kamikaze, Species, and Item

Okay... here's the team that carried me through the R2 Prime Cup. It's got a good mix of legendaries and general pains in the rear.

Kingdra (Surf, Return, Ice Beam, Dragonbreath *Brightpowder*)

Zapdos (Drill Peck, Hidden Power ^Grass^, Thunderbolt, Thunder Wave *Miracle Berry*)

Marowak (Screech, Rock Slide, Earthquake, Hidden Power ^Bug^ *Thick Club*)

Mewtwo (Rest, Psychic, Submission, Thunder Wave *Mint Berry*)

Machop (Rock Slide, Earthquake, Cross Chop, Light Screen *Blackbelt*)

Ho-oh (Recover, Sunny Day, Solarbeam, Sacred Fire *Leftovers*)

Again, where possible, maximum stats are almost required. Don't believe me? Go face the Extremspeed Dragonite and tell me that.

Battle 1: Lass Terry

Her team:

Bellossom (Attract, Mimic, Return, Petal Dance *Bitter Berry*)

Jumpluff (Attract, Headbutt, Giga Drain, Stun Spore *King's Rock*)

Steelix (Attract, Dig, Crunch, Strength *Brightpowder*)

Donphan (Attract, Take Down, Earthquake, Hidden Power *Magnet*)

Miltank (Attract, Strength, Heal Bell, Seismic Toss *Scope Lens*)

Blissey (Attract, Reflect, Psychic, Thunder Wave *Quick Claw*)

Recommended: Kingdra, Ho-oh, Machop

Kingdra's Surf will take Donphan (considering that his attached item is a Magnet, the HP is probably Electric), and Ice Beam will waste Jumpluff.

Ho-oh's Sacred Fire should burn out Steelix and Bellossom, and Machop can Cross Chop the Normals.

Battle 2: Blackbelt Yang

His team:

Blastoise (Counter, Strength, Iron Tail, Earthquake *Leftovers*)

Primeape (Counter, Screech, Thunder, Cross Chop *Bitter Berry*)

Poliwrath (Surf, Fissure, Submission, Mind Reader *Quick Claw*)

Tentacruel (Mirror Coat, Barrier, Hydro Pump, Sludge Bomb *Brightpowder*)

Wobbuffet (Counter, Mirror Coat, Destiny Bond, Safeguard *Blackglasses*)

Heracross (Reversal, Endure, Headbutt, Megahorn *Focus Band*)

Recommended: Zapdos, Marowak, Ho-oh

Zapdos owns this team. Thunderbolt will do huge damage to the Water Pokemon, Drill Peck will handle the Fighters (Thunderbolt Primeape first, so you don't get Countered to death), and can mess with Heracross. For Wobb, I suggest Marowak's Hidden Power after a Screech. Or, use Sunny Day, then Sacred Fire from Ho-oh.

Battle 3: Bird Keeper Adam

His team:

Aerodactyl (Iron Tail, Fire Blast, Hyper Beam, Earthquake *Gold Berry*)

Articuno (Reflect, Blizzard, Icy Wind, Steel Wing *Leftovers*)
Zapdos (Mud-Slap, Drill Peck, Thunderbolt, Thunder Wave *Quick Claw*)
Moltres (Fire Blast, Hyper Beam, Sky Attack, Steel Wing *Sharp Beak*)
Dragonite (Ice Beam, Hyper Beam, Thunderbolt, Extremspeed !CI! *Miracle Berry*)
Xatu (Psychic, Drill Peck, Confuse Ray, Night Shade *Focus Band*)

Recommended: Kingdra, Zapdos, Marowak

Kingdra's got the most super-effective attacks and a ton of resistances, so lead with it. Use Ice Beam/Surf on all of them. If you see Articuno, send out Zapdos and Thunderbolt it. Marowak's Rock Slide will also be useful.

Battle 4: Cooltrainer Flora

Her team:

Rapidash (Hypnosis, Reflect, Body Slam, Fire Blast *Pink Bow*)
Hypno (Hypnosis, Psychic, Tri Attack, Seismic Toss *Focus Band*)
Exeggutor (Sleep Powder, Psychic, Synthesis, Mega Drain *Miracle Seed*)
Mr. Mime (Hypnosis, Psychic, Fire Punch, Thunderbolt *Gold Berry*)
Politoed (Hypnosis, Psychic, Earthquake, Hydro Pump *Quick Claw*)
Espeon (Bite, Charm, Psychic, Morning Sun *Twistedspoon*)

Recommended: Marowak, Zapdos, Ho-oh

Marowak's Hidden Power will wreak havoc on all of the Psychics, and its Earthquake should beat Rapidash. Zapdos will probably down Politoed with two Thunderbolts, and Ho-oh's power and amazing Spec. Def should allow you to sweep with it.

Battle 5: Fisherman Chase

His team:

Slowbro (Rain Dance, Surf, Body Slam, Thunder Wave *Mystic Water*)
Weezing (Thunder, Explosion, Sludge Bomb, Destiny Bond *Quick Claw*)
Omastar (Rain Dance, Ice Beam, Seismic Toss, Ancientpower *Bright Powder*)
Feraligatr (Rain Dance, Crunch, Rock Slide, Hydro Pump *Focus Band*)
Lanturn (Rain Dance, Thunder, Hydro Pump, Thunder Wave *Scope Lens*)
Quagsire (Rain Dance, Surf, Ice Punch, Earthquake *Leftovers*)

Recommended: Zapdos, Mewtwo, Kingdra

Zapdos' Thunderbolt and Hidden Power will take out a majority of the Pokemon here. The Hidden Power is especially effective against Quagsire, Omastar, and Lanturn. Use Mewtwo against Weezing and have Kingdra (being 4x resistant to Water) come along just in case.

Battle 6: Scientist Craig

His team:

Electrode (Swagger, Explosion, Thunderbolt, Thunder Wave *King's Rock*)
Starmie (Confuse Ray, Psychic, Ice Beam, Thunderbolt *Miracle Berry*)
Crobat (Confuse Ray, Bite, Screech, Mega Drain *Focus Band*)
Umbreon (Confuse Ray, Bite, Psychic, Body Slam *Bright Powder*)
Misdreavus (Confuse Ray, Psychic, Mean Look, Destiny Bond *Gold Berry*)
Stantler (Confuse Ray, Reflect, Earthquake, Frustration *Leftovers*)

Recommended: Machop, Tyranitar, Zapdos

Machop's Cross Chop is a prime weapon against Umbreon and Stantler. Tyranitar's Earthquake should handle Electrode, and Crunch will beat Misdreavus (just don't get Destiny Bonded). Starmie will probably go down to Zapdos' Thunderbolt, as well as Crobat.

Battle 7: Skier Kathy

Her team:

Jolteon (Bite, Reflect, Thunderbolt, ThunderWave *King's Rock*)
Snorlax (Return, Psychic, Earthquake, Thunderbolt *Leftovers*)
Scizor (Agility, Reversal, Steel Wing, Swords Dance *Gold Berry*)
Kingdra (Surf, Icy Wind, Ice Beam, Dragonbreath *Focus Band*)
Suicune (Surf, Icy Wind, Blizzard, Mirror Coat *Mystic Water*)
Tyranitar (Crunch, Ice Beam !CI!, Fire Blast, Hyper Beam *Miracle Berry*)

Recommended: Machop, Ho-oh, Kingdra

Machop's Earthquake should handle Jolteon, and you can use Cross Chop on Snorlax and Tyranitar. Ho-oh should handle Scizor without problems, and should put a serious dent in Suicune with SunnyBeam. Kingdra is along to take part in a mirror match against Kathy's Kingdra.

Battle 8: Cooltrainer Marty

His team:

Persian (Bite, Hypnosis, Body Slam, Thunderbolt *King's Rock*)
Machop (Foresight, Cross Chop, Earthquake, Hyper Beam *Focus Band*)
Gengar (Hypnosis, Night Shade, Confuse Ray, Destiny Bond *PRZCure Berry*)
Lapras (Rest, Body Slam, Thunderbolt, Confuse Ray *Leftovers*)
Raikou (Dig, Crunch, Reflect, Thunderbolt !CI! *Quick Claw*)
Celebi (Psychic, Leech Seed, Giga Drain, Hidden Power *Miracle Berry*)

Recommended: Machop, Mewtwo, Ho-oh

First question: How the HECK did Marty get a Celebi? If he gets one, I want one too... anyway, use Machop against Persian (Cross Chop) and Raikou (Earthquake). Mewtwo should go against Machop and Gengar (Psychic). As for Lapras and Celebi, Sunny Day and Solarbeam/Sacred Fire will leave the two Pokemon unconscious.

Just when you thought it was safe to relax, it's time for the R2 Challenge Cup.

c) Challenge Cup

Combine the randomness of the Challenge Cup with the incredible luck the CPU gets in R2, and you'll probably be pulling your hair out by the end of the Ultra Ball. Good luck.

For those who didn't need my little hints in R1, here they are again.

- Stick close to the Reset button on the N64. That way, you can pull out if the team is absolutely horrible.
- Try to get as many of the different types represented as possible in terms of attacks. A minimum of 12 types should be represented well.
- Don't worry about violating Item Clause. The items are random as well. *kicks Game Freak*
- Every trainer will have one or two Pokemon that go against the fabric of the team, so be prepared.
- Uh... hope for some huge luck, as you will need it.

Here's the Pokemon that the CPU will choose from for each cup. (Some of these Pokemon are from personal observation, the remaining gaps are filled in by Nintendo Power's Pokemon Stadium 2 guide.)

Poke Ball: Bellsprout, Bulbasaur, Charmander, Chikorita, Cleffa, Cyndaquil, Diglett, Ditto, Dratini, Drowzee, Ekans, Exeggcute, Geodude, Goldeen, Grimer, Hoothoot, Hoppip, Horsea, Igglybuff, Jigglypuff, Krabby, Larvitar, Ledyba, Machop, Magnemite, Mareep, Marill, Nidoran (M and F), Oddish, Paras, Pichu, Pidgey, Pineco, Poliwhag, Rattata, Remoraid, Sandshrew, Seel, Sentret, Shellder, Slowpoke, Slugma, Smeargle, Snubbull, Spearow, Spinarak,

Squirtle, Sunkern, Swinub, Togepi, Totodile, Tyroque, Venonat, Vulpix, Wooper, Zubat

Great Ball: Abra, Aipom, Ariados, Azumarill, Bayleef, Beedrill, Butterfree, Chinchou, Clefairy, Corsola, Croconaw, Cubone, Delibird, Doduo, Dunsparce, Eevee, Elekid, Farfetch'd, Flaaffy, Gastly, Gloom, Graveler, Growlithe, Houndour, Ivysaur, Kabuto, Koffing, Ledian, Lickitung, Machoke, Magby, Magcargo, Mankey, Meowth, Natu, Nidorina, Nidorino, Omanyte, Onix, Parasect, Phanpy, Pidgeotto, Pikachu, Poliwhirl, Porygon, Psyduck, Rhyhorn, Skiploom, Smoochum, Staryu, Teddiursa, Tentacool, Togetic, Voltorb, Wartortle, Weepinbell, Wobbuffet, Yanma

Ultra Ball: Arbok, Bellossom, Chansey, Charmeleon, Clefable, Dewgong, Dragonair, Dugtrio, Fearow, Forretress, Furret, Girafarig, Gligar, Golbat, Granbull, Haunter, Hitmonlee, Hitmonchan, Hitmontop, Hypno, Jumpluff, Kadabra, Kingler, Lanturn, Magnetron, Mantine, Marowak, Misdreavus, Mr. Mime, Murkrow, Noctowl, Octillery, Persian, Pidgeot, Pilowswine, Ponyta, Pupitar, Quagsire, Quilava, Qwilfish, Raichu, Raticate, Sandslash, Seadra, Seaking, Shuckle, Skarmory, Slowbro, Slowking, Sneasel, Sudowoodo, Sunflora, Tangela, Venomoth, Weezing, Wigglytuff

Master Ball: Aerodactyl, Alakazam, Ampharos, Arcanine, Blastoise, Blissey, Charizard, Cloyster, Crobat, Dodrio, Donphan, Electabuzz, Electrode, Espeon, Exeggutor, Feraligatr, Flareon, Gengar, Golduck, Golem, Gyarados, Heracross, Houndoom, Jolteon, Jynx, Kabutops, Kangaskhan, Kingdra, Lapras, Machop, Magmar, Meganium, Miltank, Muk, Nidoking, Nidoqueen, Ninetales, Omastar, Pinsir, Politoed, Poliwrath, Porygon2, Primeape, Rapidash, Rhydon, Scizor, Scyther, Snorlax, Starmie, Steelix, Tauros, Tentacruel, Typhlosion, Umbreon, Ursaring, Vaporeon, Venusaur, Victreebel, Xatu

Missing in action: Caterpie, Metapod, Weedle, Kakuna, Magikarp, Articuno, Zapdos, Moltres, Dragonite, Mewtwo, Mew, Unown, Raikou, Entei, Suicune, Tyranitar, Lugia, Ho-oh, Celebi

Now, take a look at what the computer will probably be doing in the Challenge Cup.

Poke Ball

Battle 1: Camper Marcus

His theme: Water-weakness

Battle 2: Rocket Executive (M)

His theme: Poison-types

Battle 3: Picknicker Melissa

Her theme: Ice weakness (Grass/Flying Pokemon)

Battle 4: Guitarist Daren

His theme: Paralysis (Electric/Grass Pokemon)

Battle 5: Fisherman Curtis

His theme: Water Pokemon

Battle 6: Medium Peggy

Her theme: Psychics

Battle 7: Rocket Executive (F)

Her theme: Normal(/Flying) Pokemon

Battle 8: Juggler Dwight

His theme: Flying weakness

Great Ball

Battle 1: Twins Jan&Jane

Their theme: Bug Pokemon

Battle 2: Schoolboy Oliver

His theme: Ground/Rock Pokemon

Battle 3: Sailor Curt

His theme: Water Pokemon

Battle 4: Swimmer (F) Darcy

Her theme: Normal-types

Battle 5: Officer Gerald

His theme: Sunny Day Pokemon (Fire/Grass)

Battle 6: Kimono Girl Emiko

Her theme: None evident

Battle 7: Scientist Roberto

His theme: Split between Psychics and Night Pokemon (Ghost/Dark)

Battle 8: Gentleman Travis

His theme: None evident

Ultra Ball

Battle 1: Camper Marcus

His theme: Water-weakness (Ground/Fire Pokemon)

Battle 2: Rocket Executive (M)

His theme: Poison-types

Battle 3: Picknicker Melissa

Her theme: Dual-type Flying Pokemon

Battle 4: Guitarist Daren

His theme: Paralysis (Grass/Electric Pokemon)

Battle 5: Fisherman Curtis

His theme: Water Pokemon

Battle 6: Medium Peggy

Her theme: Psychics and Ghosts

Battle 7: Rocket Executive (F)

Her theme: Normal Pokemon

Battle 8: Juggler Dwight

His theme: None evident

Master Ball

Battle 1: Twins Jan&Jane

Their theme: Bug Pokemon

Battle 2: Schoolboy Oliver

His theme: Ground/Rock Pokemon

Battle 3: Sailor Curtis

His theme: Water Pokemon

Battle 4: Swimmer (F) Darcy

Her theme: Normal-types

Battle 5: Officer Gerald

His theme: Sunny Day Pokemon

Battle 6: Kimono Girl Emiko

Her theme: None evident

Battle 7: Scientist Roberto

His theme: Psychics and Night Pokemon

Battle 8: Gentleman Travis

His theme: None evident

Now that the Challenge Cup has been cleared (good riddance to bad rubbish), let's move to the Poke Cup.

d) Poke Cup

Poke Cup R2 has been traditionally the hardest cup to win, and so it continues in Pokemon Stadium 2. I wish you the best.

A quick review of the Poke Cup rules:

Pokemon must be within levels 50-55 to enter

246 Pokemon (no Super-Legendaries; Mewtwo, Mew, Celebi, Ho-oh, Lugia) are eligible

Enter with a full team, choose three to battle

The level total of the three chosen Pokemon must be less than 155

Clauses: Sleep, Freeze, Kamikaze, Species, and Item

For the team, go with almost the same squad that got you through the first Poke Cup.

Machop (Cross Chop, Earthquake, Rock Slide, Light Screen *Bitter Berry*)

L51

Jolteon (Thunder Wave, Thunderbolt, Hidden Power ^Grass^, Reflect *Miracle Berry*) L53

Houndoom (Crunch, Sunny Day, Solarbeam, Flamethrower *Focus Band*) L51

Kingdra (Surf, Return, Ice Beam, Dragonbreath *Leftovers*) L51

Marowak (Screech, Rock Slide, Earthquake, Hidden Power ^Bug^ *Thick Club*)

L51

That's the basic five. In the Poke and Ultra Balls, go with Alakazam:

Psychic, Recover, Thunder Wave, Seismic Toss *PRZCure Berry* at L51.

For the Great and Master Balls, I recommended a Dodrio w/Haze, Body Slam, Drill Peck, Steel Wing *PRZCure Berry* at L51.

As per usual, make sure you've got near-max stat Pokemon for this. All your Hidden Powers are base 70 (I hope). And one piece of advice: Try to avoid sending Kingdra out after Houndoom.

Let's go.

Poke Ball

Battle 1: Bug Catcher Nelson

His team:

Kakuna (Harden, Poison Sting *Burnt Berry*) L50
Weepinbell (Slam, Razor Leaf, Stun Spore, Sweet Scent *Miracle Seed*) L50
Scyther (Slash, Steel Wing, Wing Attack, Swords Dance *Mint Berry*) L50
Ledyba (Agility, Reflect, Ice Punch, Thunderpunch *PRZCure Berry*) L50
Ariados (Psychic, Constrict, Scary Face, Night Shade *Berry Juice*) L50
Yanma (Endure, Headbutt, Sonicboom, Giga Drain *Bitter Berry*) L50

Recommended: Houndoom, Alakazam, Marowak

Houndoom's Flamethrower will be super-effective against all of the Bug and Grass Pokemon that Nelson brings. Some people never learn... there's a lot of Poison, so bring Alakazam along. Marowak can destroy Scyther and Yanma with Rock Slide.

Battle 2: Swimmer (M) Bruce

His team:

Dewgong (Rain Dance, Surf, Ice Beam, Headbutt *Quick Claw*) L51
Seadra (Rain Dance, Surf, Ice Beam, Double-Edge *Focus Band*) L50
Seaking (Rain Dance, Surf, Swift, Agility *Scope Lens*) L51
Lanturn (Rain Dance, Surf, Spark, Confuse Ray *Mystic Water*) L51
Azumarill (Rain Dance, Surf, Iron Tail, Double-Edge *Gold Berry*) L50
Qwilfish (Rain Dance, Surf, Pin Missile, Sludge Bomb *King's Rock*) L50

Recommended: Jolteon, Houndoom, Marowak

You might think I'm nuts for brining two Water-weak Pokemon in a Rain Dance team, but work with me. Jolteon's Thunderbolt and Hidden Power will make short work of the team anyway. If Jolteon does faint as a result of powered-up Surf attacks, use Houndoom's SunnyBeam on the Water(/Ice) Pokemon, and give Marowak Sunny Day protection before launching Earthquake on Lanturn and Qwilfish.

Battle 3: Hiker Chester

His team:

Butterfree (Swift, Psybeam, Safeguard, Stun Spore *Bitter Berry*) L51
Sandslash (Rollout, Iron Tail, Earthquake, Fury Cutter *Hard Stone*) L51
Graveler (Rollout, Fire Punch, Earthquake, Selfdestruct *Focus Band*) L51
Hitmonchan (Fire Punch, Mach Punch, Dynamicpunch, Thunderpunch *Quick Claw*) L51
Kabutops (Dig, Surf, Rollout, Fury Cutter *PRZCure Berry*) L51
Sunflora (Solarbeam, Sunny Day, Synthesis, Frustration *King's Rock*) L51

Recommended: Kindgra, Alakazam, Houndoom

Kingdra's Surf will lay a massive hurt on the Ground Pokemon. Use Alakazam against Hitmonchan and as a special sweeper, while Houndoom's SunnyBeam takes out Kabutops and its Flamethrower roasts Butterfree and Sunflora.

Battle 4: Super Nerd Clifford

His team:

Electrode (Swaager, Screech, Explosion, Thunder Wave *King's Rock*) L51
Porygon (Swagger, Toxic, Psych Up, Tri Attack *Berry Juice*) L51
Misdreavus (Confuse Ray, Screech, Thunder, Pain Split *Quick Claw*) L51
Pineco (Swagger, Protect, Giga Drain, Double Team *Focus Band*) L52
Miltank (Swagger, Surf, Stomp, Psych Up *PRZCure Berry*) L51
Pupitar (Swagger, Screech, Headbutt, Sandstorm *Gold Berry*) L52

Recommended: Machamp, Houndoom, Marowak

Machamp isn't just leading because of its ability to take 5 of the 6 Pokemon Clifford uses (Cross Chop Miltank/Porygon/Pupitar, Earthquake Electrode, Rock Slide Pineco), but if they hit Swagger, your Bitter Berry will kick in and put the attack stat somewhere in the range of 280. Houndoom can Crunch out Missy, and Marowak can back Machamp up.

Battle 5: Beauty Alissa

Her team:

Pidgeotto (Attract, Toxic, Wing Attack, Quick Attack *Gold Berry*) L50
Wigglytuff (Attract, Charm, Psychic, Thunder *Bitter Berry*) L50
Marowak (Attract, Rage, Bone Rush, Skull Bash *Soft Sand*) L54
Togetic (Attract, Fire Blast, Steel Wing, Shadow Ball *Focus Band*) L51
Sudowoodo (Attract, Ice Punch, Fire Punch, Thunderpunch *Miracle Berry*)
L51
Delibird (Attract, Fly, Present, Aurora Beam *Quick Claw*) L54

Recommended: Machamp, Kingdra, Jolteon

Machamp will have no problems sweeping (sound familiar?). Cross Chop will beat Sudowoodo and Wigglytuff, while Rock Slide takes all of the Flying Pokemon. Kingdra's Surf will make Marowak a soggy mess. If somehow Machamp goes down, Jolteon can pick up the slack.

Battle 6: Burgular Jensen

Ninetales (Dig, Iron Tail, Safeguard, Confuse Ray *Bitter Berry*) L55
Rapidash (Stomp, Swift, Iron Tail, Flame Wheel *Bright Powder*) L50
Quilava (Mud-Slap, Headbutt, Iron Tail, Flame Wheel *Quick Claw*) L50
Dunsparce (Glare, Thief, Headbutt, Iron Tail *no item*) L50
Gligar (Thief, Iron Tail, Faint Attack, Quick Attack *no item*) L50
Steelix (Crunch, Mud-Slap, Iron Tail, Rock Throw *Focus Band*) L55

Recommended: Kingdra, Marowak, Machamp

Another sweep, this time by Kingdra. Surf out all of the Fire/Steel Pokemon, and Ice Beam Gligar. Marowak can also Earthquake them out. If Dunsparce enters, greet it with Machamp's Cross Chop.

Battle 7: Boarder Claude

His team:

Clefable (Charm, Blizzard, Mega Kick, Mega Punch *Mint Berry*) L52
Chansey (Icy Wind, Strength, Iron Tail, Seismic Toss *Focus Band*) L53
Kangaskhan (Body Slam, Mega Kick, Mega Punch, Thunderpunch *Gold Berry*) L52
Mr. Mime (Encore, Reflect, Psybeam, Ice Punch *Berry Juice*) L53
Dragonair (Twister, Icy Wind, Waterfall, Dragonbreath *PRZCure Berry*) L50
Sneasel (Reflect, Icy Wind, Faint Attack, Shadow Ball *Leftovers*) L50

Recommended: Machamp, Kingdra, Houndoom

In this semi-final, use Machamp against Sneasel and all of the Normal Pokemon. Kingdra should handle Dragonair without difficulty (though you'll learn that there is a type super-effective against Kingdra, and it's Dragon), and Houndoom will be able to Crunch out Mr. Mime.

Battle 8: Psychic Mason

His team:

Primeape (Low Kick, Headbutt, Iron Tail, Cross Chop *PRZCure Berry*) L52
Slowbro (Surf, Psychic, Tri Attack, Thunder Wave *Pink Bow*) L52
Meganium (Reflect, Safeguard, Razor Leaf, Ancientpower *Miracle Berry*) L52
Quagsire (Dig, Surf, Iron Tail, Sludge Bomb *Focus Band*) L51
Stantler (Stomp, Psychic, Hypnosis, Confuse Ray *Bitter Berry*) L51
Smeargle (Spore, Aeroblast, Super Fang, Sacred Fire *Quick Claw*) L52

Recommended: Houndoom, Alakazam, Machamp

Finally, the finals. Houndoom's SunnyBeam will handle the Water Pokemon, and Flamethrower will torch Meganium. Machamp's Cross Chop will handle the Normals (keep in mind, Smeargle can learn EVERYTHING, so that moveset's legal), and Alakazam will beat Primeape.

Great Ball

Don't forget to switch Alakazam for Dodrio: Haze is quite important in this round.

Battle 1: Pokefan Carmen

Her team:

Tangela (Growth, Headbutt, Mega Drain, Sleep Powder *Miracle Seed*) L51
Noctowl (Fly, Flash, Reflect, Take Down *Gold Berry) L52
Sunflora (Return, Synthesis, Razor Leaf, Sludge Bomb *Focus Band*) L51
Qwilfish (Toxic, Minimize, Hydro Pump, Sludge Bomb *Bitter Berry*) L52
Shuckle (Dig, Bide, Encore, Frustration *Berry Juice*) L51
Octillery (Swift, Lock-On, Mud-Slap, Octazooka *Berry*) L52

Recommended: Jolteon, Houndoom, Dodrio

Jolteon's Thunderbolt will handle the Water-and-Flying Pokemon, and Houndoom's Flamethrower will lay the smack down on Sunflora and Tangela. As for Shuckle, Dodrio's Steel Wing attack will be super-effective on him, so go with it.

Battle 2: Youngster Wyatt

His team:

Fearow (Endure, Scary Face, Steel Wing, Mirror Move *Bitter Berry*) L50
Kingler (Dig, Mud-Slap, Strength, Crabhammer *Focus Band*) L54
Rhyhorn (Thunder, Reversal, Headbutt, Scary Face *Bright Powder*) L54
Ditto (Transform *Quick Claw*) L51
Ariados (Solarbeam, Scary Face, Night Shade, Sludge Bomb *Blackbelt*) L50
Granbull (Bite, Lick, Headbutt, Scary Face *Blackglasses*) L51

Recommended: Machamp, Marowak, Jolteon

OK, this is driving me nuts. Why does every trainer have at least one Normal Pokemon on it? Use Machamp's Cross Chop against Granbull, and its Rock Slide on Ariados. Jolteon can probably faint Fearow and Kingler in one Thunderbolt. Marowak will have few problems with Rhyhorn, and if you let Ditto transform into Jolteon, Marowak can beat that too.

Battle 3: Firebreather Cliff

His team:

Ninetales (Sunny Day, Dig, Fire Blast, Confuse Ray *Bitter Berry*) L55
Lickitung (Sunny Day, Lick, Fire Blast, Shadow Ball *Leftovers*) L50
Magmar (Sunny Day, Karate Chop, Smokescreen, Flamethrower *Gold Berry*) L55
Bellossom (Sunny Day, Solarbeam, Stun Spore, Double-Edge *Mint Berry*) L50
Magcargo (Sunny Day, Acid Armor, Earthquake, Flamethrower *Quick Claw*) L50
Hitmontop (Sunny Day, Mach Punch, Rolling Kick, Hidden Power *Beserk Gene*) L50

Recommended: Marowak, Dodrio, Machamp

Marowak's Earthquake will drill the Fire(/Rock) Pokemon, and isn't affected by Sunny Day. Dodrio's Drill Peck should do good damage to Bellossom and Hitmontop (I suspect the Hidden Power is Fire, as that would go with the theme. I can't confirm it because Dodrio KOed Hitmontop before it could use it. :)) Machamp can beat Lickitung around with Cross Chop.

Battle 4: Biker Dillon

His team:

Nidoking (Toxic, Protect, Beat Up, Shadow Ball *Leftovers*) L52
Parasect (Dig, Spore, Screech, Sludge Bomb *Mint Berry*) L51
Cloyster (Toxic, Protect, Clamp, Supersonic *Bright Powder*) L52
Weezing (Toxic, Protect, Fire Blast, Selfdestruct *Gold Berry*) L52
Ampharos (Toxic, Protect, Strength, Thunderbolt *PRZCure Berry*) L51

Skarmory (Toxic, Protect, Pursuit, Hidden Power *Quick Claw*) L51

Recommended: Dodrio, Jolteon, Marowak

Dodrio with the Miracle Berry is a major asset in this round. Use Drill Peck on Parasect and Steel Wing on Cloyster. Jolteon's Thunderbolt should OHKO Skarmory. As for the rest, Marowak's Earthquake should handle them all (just don't let Weezing Selfdestruct you).

Battle 5: Teacher Molly

Her team:

Sandslash (Dig, Swift, Counter, Dynamicpunch *Soft Sand*) L52

Venomoth (Baton Pass, Giga Drain, Stun Spore, Double Team *King's Rock*) L53

Mr. Mime (Baton Pass, Psybeam, Hypnosis, Double Team *Focus Band*) L52

Girafarig (Baton Pass, Stomp, Agility, Double Team *Quick Claw*) L50

Stantler (Stomp, Reflect, Earthquake, Confuse Ray *Gold Berry*) L50

Smeargle (Blizzard, Megahorn, Thunderbolt, Hi Jump Kick *Berry Juice*) L52

Recommended: Dodrio, Houndoom, Machamp

This time, it's Dodrio's Haze that is your biggest weapon. Use it when the BP chain looks about to end, and you'll mess Molly up. Use Dodrio on Venomoth, Houndoom on Mr. Mime, Girafarig, and Sandslash (SunnyBeam), and Machamp on the two Normals.

Battle 6: Sage Chen

His team:

Golbat (Mean Look, Thief, Wing Attack, Confuse Ray *Focus Band*) L52

Tentacruel (Wrap, Surf, Toxic, Sludge Bomb *Bitter Berry*) L52

Dewgong (Whirlpool, Headbutt, Ice Beam, Perish Song *Gold Berry*) L51

Muk (Mean Look, Screech, Swagger, Sludge Bomb *Quick Claw*) L51

Umbreon (Mean Look, Toxic, Detect, Psychic *Twistedspoon*) L51

Misdreavus (Mean Look, Protect, Headbutt, Perish Song *PRZCure Berry*) L52

Recommended: Jolteon, Machamp, Houndoom

More fun with Trapping... this time, the inaccurate Wrap and Whirlpool are mixed in. Use Jolteon's Thunderbolt against the Water and Flying Pokemon, Machamp against Muk and Umbreon (Psychic isn't a threat), and Houndoom against Misdreavus.

Battle 7: Pokefan Baxter

His team:

Venusaur (Headbutt, Razor Leaf, Sweet Scent, Light Screen *Bitter Berry*) L50

Kadabra (Headbutt, Reflect, Fire Punch, Future Sight *Scope Lens*) L54

Magneton (Swift, Thunder, Sonicboom, Thunder Wave *Magnet*) L51

Chansey (Headbutt, Sing, Icy Wind, Fire Blast *Bright Powder*) L50

Kabutops (Dig, Surf, Giga Drain, Ancientpower *King's Rock*) L51

Mantine (Headbutt, Surf, Wing Attack, Confuse Ray *Quick Claw*) L54

Recommended: Houndoom, Jolteon, Machamp

Houndoom's Crunch will beat Alakazam, and its Flamethrower should down Venusaur. Use Jolteon's Thunderbolt against the two Water Pokemon, and Machamp should handle Magneton with Earthquake and Chansey with Cross Chop.

Battle 8: Pokemaniac Pedro

His team:

Exeggutor (Psychic, Giga Drain, Stun Spore, Sludge Bomb *Focus Band*) L55

Hitmonlee (Toxic, Foresight, Mach Punch, Hi Jump Kick *Berry Juice*) L50

Vaporeon (Haze, Surf, Iron Tail, Aurora Beam *Bright Powder*) L50

Dragonite (Return, Wing Attack, Thunderbolt, Thunder Wave *Gold Berry*) L55

Ursaring (Slash, Fire Punch, Faint Attack, Seismic Toss *Leftovers*) L50
Donphan (Mud-Slap, Body Slam, Earthquake, Hyper Beam *Quick Claw*) L50

Recommended: Kingdra, Machamp, Dodrio

Just be glad you won't see both Eggy and Dragonite... one is bad enough. Kingdra's Ice Beam will do severe damage to them both. Also, use Surf on Donphan. Machamp should take on Vaporeon and Ursaring with Cross Chop (it won't be super-effective on Vap, but it's the best you got). Dodrio should take Hitmonlee and act as backup if Eggy faints Kingdra or Vaporeon faints Machamp.

Ultra Ball

Remember to switch Alakazam back for Dodrio in this round.

Battle 1: Bug Catcher Nelson

His team:

Beedrill (Twineedle, Giga Drain, Sludge Bomb, Focus Energy *Scope Lens*) L51

Venomoth (Gust, Psychic, Giga Drain, Sleep Powder *King's Rock*) L51

Dodrio (Fly, Pursuit, Tri Attack, Supersonic *Magnet*) L51

Omastar (Surf, Mimic, Body Slam, Ancientpower *Quick Claw*) L53

Ledian (Reflect, Supersonic, Giga Drain, Thunderpunch *Bitter Berry*) L51

Yanma (Detect, Headbutt, Reversal, Giga Drain *Bright Powder*) L53

Recommended: Marowak, Houndoom, Jolteon

Use Marowak's Rock Slide or Houndoom's Flamethrower to drill all of the Bug Pokemon. Nail Dodrio and Omastar with Jolteon's Thunderbolt. That ought to do it.

Battle 2: Swimmer Bruce

His team:

Raichu (Rain Dance, Thunder, Strength, Thunder Wave *Gold Berry*) L50

Cloyster (Rain Dance, Surf, Ice Beam, Explosion *Pink Bow*) L52

Seaking (Rain Dance, Surf, Flail, Frustration *Nevermelt Ice*) L50

Dunsparce (Glare, Return, Swagger, Psych Up *Focus Band*) L53

Corsola (Rain Dance, Surf, Psychic, Earthquake *Bitter Berry*) L52

Mantine (Rain Dance, Toxic, Take Down, Hydro Pump *Mystic Water*) L53

Recommended: Jolteon, Marowak, Machamp

Jolteon could sweep in this environment. Use Thunderbolt or Hidden Power on all of the Water Pokemon (HP recommended for Corsola). Raichu's DOA in one of Marowak's Earthquakes, and Machamp should handle Dunsparce.

Battle 3: Hiker Chester

His team:

Clefable (Rest, Snore, Iron Tail, Shadow Ball *Miracle Berry*) L50

Rapidash (Reflect, Body Slam, Iron Tail, Horn Drill *Focus Band*) L54

Lickitung (Rest, Sleep Talk, Earthquake, Thunderbolt *Gold Berry*) L51

Furret (Rollout, Headbutt, Focus Energy, Thunderpunch *Magnet*) L50

Azumarill (Rest, Sleep Talk, Surf, Dynamicpunch *King's Rock*) L51

Slowking (Rest, Sleep Talk, Psychic, Double-Edge *Mint Berry*) L54

Recommended: Jolteon, Machamp, Kingdra

Two Waters, three Normals, and a Fire... a little out of character for a Hiker, no? Use Jolteon's Thunderbolt on the Waters, Machamp's Cross Chop on the Normals, and Kingdra's Surf on the Rapidash.

Battle 4: Super Nerd Clifford

His team:

Raticate (Toxic, Blizzard, Iron Tail, Hyper Fang *Polkadot Bow*) L50
Dugtrio (Slash, Mud-Slap, Earthquake, Double Team *Focus Band*) L50
Magneton (Reflect, Take Down, Thunderbolt, Thunder Wave *Gold Berry*) L55
Lanturn (Surf, Take Down, Confuse Ray, Thunderbolt *Berry Juice*) L50
Forretress (Toxic, Protect, Explosion, Giga Drain *Scope Lens*) L50
Porygon2 (Recover, Tri Attack, Thunderbolt, Thunder Wave *Pink Bow*) L55

Recommended: Kingdra, Machamp, Houndoom

Oy... use Kingdra against Dugtrio and Lanturn (use Dragonbreath or Return).
Houndoom should annihilate Forretress with Flamethrower. Machamp's
Cross Chop will beat Raticate and Porygon2, while Earthquake will beat
Magneton around.

Battle 5: Beauty Alissa

Her team:

Nidoqueen (Attract, Earthquake, Rock Slide, Double Kick *Berry Juice*) L52
Wigglytuff (Attract, Body Slam, Sweet Kiss, Thunderpunch *Pink Bow*) L52
Vileplume (Attract, Razor Leaf, Sludge Bomb, Swords Dance *Miracle Seed*) L52
Flareon (Attract, Fire Blast, Double-Edge, Shadow Ball *Miracle Berry*) L52
Politoed (Attract, Haze, Surf, Psychic *Quick Claw*) L51
Jumpluff (Attract, Headbutt, Giga Drain, Leech Seed *Focus Band*) L51

Recommended: Kingdra, Machamp, Jolteon

Kingdra's Surf and Ice Beam attacks will score faints on Nidoqueen, Flareon,
Vileplume, and Jumpluff. Machamp can Cross Chop Wigglytuff into next week,
and Jolteon should shock Politoed down.

Battle 6: Burgular Jensen

His team:

Persian (Thief, Hypnosis, Body Slam, Iron Tail *no item*) L51
Pinsir (Thief, Submission, Frustration, Swords Dance *no item*) L51
Gyarados (Bite, Fire Blast, Hydro Pump, Hyper Beam *Quick Claw*) L51
Moltres (Detect, Reflect, Fire Blast, Sky Attack *Focus Band*) L53
Murkrow (Thief, Night Shade, Mirror Move, Shadow Ball *no item*) L53
Steelix (Body Slam, Explosion, Sandstorm, Rock Slide *Polkadot Bow*) L51

Recommended: Jolteon, Machamp, Houndoom

Use Jolteon's Thunderbolt on all of the Flying Pokemon. Machamp's Cross
Chop will beat Persian and Steelix, while Houndoom's Flamethrower should
burn Pinsir out.

Battle 7: Boarder Claude

His team:

Golduck (Surf, Psychic, Hypnosis, Cross Chop !CI! *Gold Berry*) L50
Kangaskhan (Icy Wind, Reversal, Earthquake, Shadow Ball *King's Rock*) L52
Articuno (Return, Ice Beam, Icy Wind, Hidden Power *Quick Claw*) L52
Zapdos (Drill Peck, Steel Wing, Thunderbolt, Thunder Wave *Bright Powder*)
L53
Sneasel (Surf, Swagger, Headbutt, Shadow Ball *Bitter Berry*) L50
Blissey (Reflect, Icy Wind, Thunderbolt, Seismic Toss *Leftovers*) L53

Recommended: Machamp, Marowak, Jolteon

Machamp's Cross Chop will beat down Sneasel, Blissey, and Kangaskhan. Also,
use Rock Slide against Articuno. Marowak's Rock Slide will beat Zapdos
pretty handily, and Jolteon's Thunderbolt will mess up Golduck *quack*.

Battle 8: Psychic Mason

His team:

Blastoise (Haze, Ice Beam !CI!, Earthquake, Mirror Coat *Gold Berry*) L51
Primeape (Cross Chop, Rock Slide, Thunderbolt, Seismic Toss *King's Rock*)

L50

Jolteon (Bite, Pin Missile, Thunderbolt, Thunder Wave *Light Ball*) L50
Xatu (Psych Up, Drill Peck, Confuse Ray, Night Shade *Quick Claw*) L51
Espeon (Psychic, Reflect, Body Slam, Morning Sun *Miracle Berry*) L54
Heracross (Megahorn, Reversal, Earthquake, Hidden Power *Focus Band*) L54

Recommended: Jolteon, Houndoom, Alakazam

I don't know of any way to breed both Mirror Coat AND Haze to Blastoise (several of the world's leading authorities in breeding have tried it, to no avail), so Mason's obviously got a hold of Lance's Gameshark. Use Jolteon's Thunderbolt against Blastoise and Xatu. Alakazam takes the two Fighters and can back up Jolteon if it dies to an Earthquake or Mirror Coat attack. Sic Houndoom on the Psychic Pokemon.

Master Ball

Switch Alakazam for Dodrio again, and get ready for the toughest eight fights in the game. If max stats were nice before, they are REQUIRED here. Good luck.

Battle 1: Pokefan Carmen

Her team:

Clefable (Encore, Return, Metronome, Moonlight *Quick Claw*) L55
Victreebel (Encore, Razor Leaf, Frustration, Sleep Powder *Miracle Seed*) L50
Golem (Body Slam, Explosion, Metronome, Rock Throw *Berry Juice*) L50
Dewgong (Encore, Icy Wind, Headbutt, Safeguard *Focus Band*) L50
Hypno (Hypnosis, Metronome, Fire Punch, Future Sight *King's Rock*) L55
Pilowswine (Ice Beam !CI!, Icy Wind, Earthquake, Hidden Power *Gold Berry*) L50

Recommended: Machamp, Houndoom, Jolteon

Once again, use Cross Chop on Clefable, Pilowswine, and Golem. Houndoom's Flamethrower will burn Victreebel to a crisp, and its Crunch should handle Hypno. Finish with Jolteon against Dewgong.

Battle 2: Youngster Wyatt

His team:

Fearow (Scary Face, Drill Peck, Tri Attack, Mirror Move *Bitter Berry*) L52
Rhydon (Scary Face, Ice Beam, Rock Slide, Seismic Toss *Bright Powder*) L51
Tauros (Scary Face, Earthquake, Double-Edge, Thunderbolt *Focus Band*) L52
Feraligatr (Scary Face, Dig, Slash, Crunch *Pink Bow*) L51
Ariados (Scary Face, Psychic, Giga Drain, Night Shade *Quick Claw*) L52
Granbull (Scary Face, Crunch, Shadow Ball, Thunderpunch *Blackglasses*) L52

Recommended: Machamp, Dodrio, Jolteon

Two Normal types means two more Cross Chop victims. Jolteon's Thunderbolt attack will damage Fearow and Feraligatr quite nicely, and Dodrio can Drill Peck Dodrio while Hazing away those nasty Speed reductions.

Battle 3: Firebreather Cliff

His team:

Charizard (Iron Tail, Belly Drum, Fire Blast, Hyper Beam *King's Rock*) L53
Nidoqueen (Blizzard, Fire Blast, Earthquake, Dynamicpunch *Gold Berry*) L51
Exeggutor (Sunny Day, Headbutt, Solarbeam, Synthesis *Focus Band*) L51
Typhlosion (Sunny Day, Dig, Reversal, Flamethrower *Bright Powder*) L53
Slowking (Surf, Psychic, Fire Blast, Shadow Ball *Leftovers*) L51
Blissey (Sunny Day, Solarbeam, Fire Blast, Thunderbolt *Quick Claw*) L51

Recommended: Marowak, Machamp, Houndoom

Marowak's Earthquake attack coupled with the Thick Club will toast most of the Fire Pokemon. Charizard should go down to Rock Slide. Machamp can take Blissey with Cross Chop, and Houndoom can either Crunch the two Psychics, or Flamethrower Eggy while SunnyBeaming Slowking.

Battle 4: Biker Dillon

His team:

Muk (Toxic, Protect, Giga Drain, Sludge Bomb *Poison Barb*) L55
Weezing (Haze, Explosion, Fire Blast, Sludge Bomb *Pink Bow*) L50
Vaporeon (Toxic, Bite, Haze, Surf *Leftovers*) L55
Ampharos (Toxic, Reflect, Body Slam, Thunderbolt *Focus Band*) L50
Skarmory (Toxic, Agility, Drill Peck, Steel Wing *Metal Coat*) L50
Miltank (Toxic, Body Slam, Earthquake, Shadow Ball *King's Rock*) L50

Recommended: Marowak, Machamp, Jolteon

The pure-Poisons and Ampharos will be dropped by Marowak's Earthquake. Send Jolteon out against Vaporeon and Skarmory, while Machamp can KO Miltank with Cross Chop. (Get used to Machamp; there's Fighting-weak Pokemon in every fight except the semi-finals.)

Battle 5: Teacher Molly

Her team:

Raticate (Icy Wind, Hyper Fang, Super Fang, Shadow Ball *King's Rock*) L50
Arcanine (Dig, Crunch, Fire Blast, Extremespeed *Pink Bow*) L54
Mr. Mime (Baton Pass, Psychic, Hypnosis, Double Team *Gold Berry*) L51
Quagsire (Surf, Return, Swagger, Ice Beam !CI! *Focus Band*) L54
Girafarig (Baton Pass, Agility, Earthquake, Double Team *Miracle Berry*) L51
Scizor (Baton Pass, Agility, Steel Wing, Baton Pass *Quick Claw*) L50

Recommended: Houndoom, Machamp, Dodrio

Houndoom's entire arsenal will come into play here. Flamethrower will roast Scizor, Crunch will beat the Psychics, and SunnyBeam is your best hope against Quagsire. Machamp beats Raticate with Cross Chop and Arcanine with Earthquake, and Dodrio can Haze away all the stat-uppers if it gets going.

Battle 6: Sage Chen

His team:

Jynx (Mean Look, Protect, Blizzard, Perish Song *Quick Claw*) L50
Lapras (Whirlpool, Psychic, Perish Song, Thunderbolt *Leftovers*) L53
Crobat (Mean Look, Bite, Toxic, Confuse Ray *King's Rock*) L50
Umbreon (Mean Look, Psychic, Confuse Ray, Faint Attack *Gold Berry*) L52
Misdreavus (Mean Look, Psybeam, Confuse Ray, Perish Song *Focus Band*) L52
Entei (Stomp, Solarbeam, Fire Blast, Hyper Beam *Miracle Berry*) L53

Recommended: Houndoom, Jolteon, Machamp

Take a Crunch out of Jynx and Misdreavus' rear ends with Houndoom... they are evil Perish Trappers. Jolteon's Thunderbolt should handle Lapras and Crobat. As for Umbreon and Entei, Machamp's Cross Chop and Earthquake attacks will finish them off.

Battle 7: Pokefan Baxter

His team:

Alakazam (Psychic, Reflect, Fire Punch, Thunderpunch *Polkadot Bow*) L52
Rapidash (Stomp, Body Slam, Fire Blast, Horn Drill *Leftovers*) L52
Electrode (Headbutt, Explosion, Thunderbolt, Thunder Wave *Scope Lens*) L51
Marowak (Iron Tail, Rock Slide, Earthquake, Flamethrower !CI! *Thick Club*) L52
Aerodactyl (Bite, Mimic, Headbutt, Earthquake *Bright Powder*) L52

Suicune (Dig, Surf, Return, Icy Wind *Pink Bow*) L51

Recommended: Kingdra, Jolteon, Marowak

Kingdra's Surf will beat down Rapidash, Marowak, and Aerodactyl. Marowak's Earthquake will knock Electrode out, and its Hidden Power should smoke Alakazam (paralyze it with Jolteon first: I don't think Marowak can take two Psychics from that thing). Jolteon should KO Suicune in two T-Bolts.

Battle 8: Pokemaniac Pedro

His team:

Machop (Cross Chop, Earthquake, Rock Slide, Seismic Toss *Blackbelt*) L50
Gengar (Submission, Confuse Ray, Night Shade, Destiny Bond *Quick Claw*) L50
Starmie (Surf, Psychic, Thunderbolt, Confuse Ray *Focus Band*) L50
Electabuzz (Psychic, Cross Chop !CI!, Fire Punch, Thunderbolt *Miracle Berry*) L50
Snorlax (Rest, Snore, Belly Drum, Earthquake *Leftovers*) L55
Dragonite (Ice Beam, Thunderbolt, Extremespeed !CI!, Flamethrower !CI! *King's Rock*) L55

Recommended: Machop, Kingdra, Jolteon

This is it... the final battle! Use Machop on the other Machop, along with Kingdra. Machop should also beat down Gengar (Earthquake, don't get Destiny Bonded), Electabuzz (Earthquake, watch for Psychic), and Snorlax (who'll kill itself with Belly Drum). Use Kingdra on Dragonite, as Ice Beam will be hyper-effective against it. Finish Starmie with Jolteon.

YES!! IT'S OVER!! Now that the Stadium is clear, it's time for the Gym Leader Castle.

e) Johto Gym Leader Castle

Welcome back. Since you defeated Johto and Kanto, they've improved the movesets and strategy. Let the show begin.

A quick rules refresher for the Gym Leader Castle:

No level restrictions

Opposing Pokemon will be the same level as your highest level Pokemon (ex: If you enter with a team of L60 Pokemon and your L70 Lugia, all of the Gym Pokemon will be L70)

All 251 Pokemon (even Legendaries) are eligible

Enter with a full team, choose three to battle

Clauses: Sleep, Freeze, Kamikaze, Species, and Item

My team (raised) for the Gym Leader Castles:

Houndoom (Crunch, Solarbeam, Sunny Day, Flamethrower *Focus Band*)
Kingdra (Surf, Return, Ice Beam, Dragonbreath *Leftovers*)
Zapdos (Drill Peck, Thunderbolt, Hidden Power ^Grass^, Thunder Wave *Miracle Berry*)
Mewtwo (Psychic, Recover, Ice Beam, Thunderbolt *PSNCure Berry*)
Machop (Cross Chop, Earthquake, Rock Slide, Rest *Mint Berry*)
Marowak (Screech, Earthquake, Rock Slide, Hidden Power ^Bug^ *Thick Club*)

2 legends, four familiar faces. My rationale for the choices:

-Houndoom: My main Dark attacker, would work as well as Ho-oh and has the same Special Attack. Also drops my Rock weakness from 3 to 2.

-Kingdra: Water power, plus his many neutralized weaknesses. Also, has a Dragon move for Clair.

-Zapdos: Higher Special attack than Jolteon, adds a second Fighting killer.

-Mewtwo: Absolute special sweeper. PSNCure Berry will become known when Team Rocket shows up.

-Machamp: After the Poke Cup, you know why he's here. Makes a decent Rest-Berry Pokemon.

-Marowak: Physical power and Electric immunity. The Thick Club gives a 508 Attack rating, and Screech cuts their Defense in half.

Violet Gym:

Bird Keeper Matt ---> Leader Falkner

Matt's team:

Pidgeotto (Mirror Move, Gust, Steel Wing, Quick Attack *Sharp Beak*)
Fearow (Mirror Move, Drill Peck, Tri Attack, Quick Attack *Mint Berry*)
Farfetch'd (Mirror Move, Fly, Flail, Slash *Stick*)
Noctowl (Mirror Move, Confusion, Take Down, Steel Wing *Metal Coat*)
Togetic (Mirror Move, Psychic, Fire Blast, Zap Cannon *PRZCure Berry*)
Murkrow (Mirror Move, Drill Peck, Faint Attack, Quick Attack *Blackglasses*)

Recommended: Zapdos, Mewtwo, Kingdra/Marowak

Zapdos' Thunderbolt should smash all of the Flyers in one hit. Or, use Mewtwo's Thunderbolt, Kingdra's Ice Beam, or Marowak's Rock Slide.

Falkner's team:

Charizard (Mud-Slap, Fly, Earthquake, Flamethrower *Scope Lens*)
Pidgeot (Mud-Slap, Sky Attack, Steel Wing, Double-Edge *PRZCure Berry*)
Dodrio (Mud-Slap, Drill Peck, Steel Wing, Tri Attack *Miracle Berry*)
Zapdos (Mud-Slap, Drill Peck, Sky Attack, Thunderbolt *Bright Powder*)
Gligar (Metal Claw !CI!, Wing Attack, Quick Attack, Sludge Bomb *Focus Band*)
Skarmory (Mud-Slap, Drill Peck, Sky Attack, Steel Wing *Quick Claw*)

Recommended: Marowak, Kingdra, Zapdos

Falkner loves to lead with Zapdos, so counter with Marowak's Rock Slide. From there, use Zapdos' Thunderbolt against the other Flyers, and Ice Beam on Gligar.

Azalea Gym:

Bug Catcher Chaz ---> Twins Min and Lyn ---> Leader Bugsy

Chaz's team:

Butterfree (Gust, Psybeam, Giga Drain, Whirlwind *PRZCure Berry*)
Beedrill (Agility, Twineedle, Double-Edge, Sludge Bomb *Bitter Berry*)
Sandslash (Slash, Counter, Iron Tail, Earthquake *Soft Sand*)
Sunflora (Growth, Giga Drain, Razor Leaf, Sludge Bomb *Poison Barb*)
Yanma (Swift, Reversal, Foresight, Wing Attack !CI! *King's Rock*)
Dunsparce (Dig, Glare, Thunderbolt !CI!, Flamethrower !CI! *Mint Berry*)

Recommended: Houndoom, Machamp, Mewtwo

Start with Houndoom's Sunny Day, then Flamethrow the Bug and Grass types, while Solarbeaming Sandslash into next year. Machamp will leave Dunsparce a twitching mess, and Mewtwo can sweep everything if need be.

Min and Lyn's team:

Nidorina (Charm, Disable, Body Slam, Double Kick *Bitter Berry*)
Ponyta (Charm, Iron Tail, Take Down, Fire Blast *Metal Coat*)
Eevee (Charm, Flail, Double-Edge, Shadow Ball *Spell Tag*)
Ledian (Sweet Scent, Rollout, Giga Drain, Light Screen *PRZCure Berry*)
Pineco (Sweet Scent, Reflect, Rollout, Giga Drain *Mint Berry*)
Snubbull (Charm, Lick, Crunch, Headbutt *Polkadot Bow*)

Recommended: Machamp, Marowak, Tyranitar

Machamp alone could sweep this team. Use Earthquake on Nidorina and Ponyta,

Cross Chop on the baby Normals, and Rock Slide on Ledian and Pineco. Should that not work, either Marowak or Tyranitar will be effective.

Bugsy's team:

Raticate (Reversal, Roar, Hyper Fang, Super Fang *Miracle Berry*)
Scyther (Reversal, Hyper Beam, Steel Wing, Wing Attack *King's Rock*)
Pinsir (Body Slam, Submission, Fury Cutter, Seismic Toss *Scope Lens*)
Sudowoodo (Low Kick, Strength, Rock Slide, Earthquake *Quick Claw*)
Quagsire (Haze, Surf, Earthquake, Ancientpower *Bright Powder*)
Heracross (Reversal, Megahorn, Take Down, Earthquake *Focus Band*)

Recommended: Zapdos, Kingdra, Machamp

Zapdos' Drill Peck will wipe the floor with the Bug triumvirate (threesome, for those not well versed in Latin), and Hidden Power should OHKO Quagsire. Sudowoodo's toast in one Surf from Kingdra, and Raticate will go down to a Cross Chop from Machamp.

Goldenrod Gym:

Lass Lois ---> Beauty Rita ---> Leader Whitney

Lois' team:

Dugtrio (Magnitude, Tri Attack !CI!, Rock Slide, Sand-Attack *Bitter Berry*)
Porygon (Psychic, Conversion, Tri Attack, Thunderbolt *Magnet*)
Furret (Dig, Slam, Reversal, Quick Attack *Mint Berry*)
Jumpluff (Headbutt, Confusion, Solarbeam, Giga Drain *PRZCure Berry*)
Aipom (Swift, Counter, Iron Tail, Shadow Ball *Miracle Berry*)
Corsola (Psychic, Rock Slide, Bubblebeam, Mirror Coat *Focus Band*)

Recommended: Machamp, Houndoom, Zapdos

If you don't know how to deal with Normals by now, you haven't learned anything. Cross Chop the Normals, and use Houndoom's Sunny Day and Flamethrower/Solarbeam attacks to pull out the win. Zapdos can help out against Corsola.

Rita's team:

Pikachu (Attract, Present, Double Team, Quick Attack *Mint Berry*)
Clefable (Attract, Present, Minimize, Shadow Ball *PRZCure Berry*)
Wigglytuff (Attract, Present, Double Team, Shadow Ball *Bitter Berry*)
Togetic (Attract, Present, Double Team, Encore *Burnt Berry*)
Azumarill (Attract, Present, Double Team, Whirlpool *PSNCure Berry*)
Delibird (Attract, Present, Double Team, Curse *Berry Juice*)

Recommended: Zapdos, Machamp, Marowak

Zappy's lack of gender will help out a lot here, as it messes up 1/3 of Rita's theme. Also, its Electric attacks will beat Azumarill and the two Flyers. Send Machamp against the Normal-types and Marowak after the Pikachu (hereafter referred to as "the rat").

Whitney's team:

Persian (Rage, Slash, Shadow Ball, Thunderbolt *Scope Lens*)
Golduck (Surf, Psychic, Ice Beam, Cross Chop !CI! *Bright Powder*)
Mr. Mime (Psychic, Meditate, Baton Pass, Double Team *Miracle Berry*)
Tauros (Stomp, Iron Tail, Scary Face, Earthquake *Focus Band*)
Donphan (Flail, Earthquake, Double-Edge, Ancientpower *Quick Claw*)
Miltank (Stomp, Reversal, Earthquake, Milk Drink *King's Rock*)

Recommended: Machamp, Houndoom, Zapdos

Three Normals = Machamp can own here. If Miltank shows up, paralyze the sucker with Zappy, or there's going to be trouble. As for the rest, Houndoom's SunnyBeam and Crunch attacks should handle Donphan, Mr. Mime,

and Golduck rather handily.

Ecruteak Gym:

Medium Holly ---> Sage Ty ---> Leader Morty

Holly's team:

Weepinbell (Slam, Encore, Razor Leaf, Sludge Bomb *Mint Berry*)
Gastly (Spite, Psychic, Giga Drain, Night Shade *Spell Tag*)
Seaking (Haze, Psychic, Waterfall, Horn Attack *Gold Berry*)
Ditto (Transform *Metal Powder*)
Noctowl (Foresight, Take Down, Wing Attack, Faint Attck *PRZCure Berry*)
Qwilfish (Surf, Flail, Ice Beam !CI!, Sludge Bomb *Bitter Berry*)

Recommended: Mewtwo, Zapdos, Marowak

Mewtwo's Psychic should take out all of the Poisons, and you can use Thunderbolt on Seaking and Noctowl. As for Ditto, bring out Zapdos, Thunder Wave it as it Transforms, then send Marowak after it (watch for that Hidden Power, as it can cause trouble).

Ty's team:

Golbat (Mean Look, Double Team, Steel Wing, Faint Attack *Bitter Berry*)
Grimer (Mean Look, Mud-Slap, Ice Punch, Zap Cannon *Mint Berry*)
Muk (Mean Look, Mud-Slap, Ice Punch, Zap Cannon *Burnt Berry*)
Haunter (Mean Look, Double Team, Curse, Shadow Ball *PRZCure Berry*)
Jynx (Mean Look, Mud-Slap, Shadow Ball, Dynamicpunch *Ice Berry*)
Murkrow (Mean Look, Mud-Slap, Drill Peck, Night Shade *PSNCure Berry*)

Recommended: Mewtwo, Houndoom, Zapdos

Maybe it should be Mewtwo, x, and y... Psychic alone should beat down the Poisons, and he can Thunderbolt Murkrow down. Bring Houndoom along to Crunch out Jynx, and Zapdos can provide an extra spark (pun intended) for Murkrow and Golbat.

Morty's team:

Gengar (Psychic, Fire Punch, Confuse Ray, Thunderbolt *King's Rock*)
Exeggutor (Psychic, Giga Drain, Stun Spore, Double-Edge *Quick Claw*)
Lapras (Surf, Ice Beam, Body Slam, Thunderbolt *Miracle Berry*)
Misdreavus (Psychic, Confuse Ray, Shadow Ball, Thunderbolt !CI! *Focus Band*)
Granbull (Lick, Take Down, Shadow Ball, Sludge Bomb *Scope Lens*)
Mantine (Surf, Ice Beam !CI!, Confuse Ray, Wing Attack *Bright Powder*)

Recommended: Houndoom, Zapdos, Machamp

Crunch Morty's Pokemon three times and follow the gray paved road... Houndoom's Crunch should be enough to take Eggy, Gengar, and Misdreavus. The Water-types can be dealt with by a Zapdos Thunderbolt (it'd be interesting to see how Zapdos and his 348 Spec. Atk matches up against Mantine's 378 max Spec. Def...) and Machamp beats Granbull.

Cianwood Gym:

Blackbelt Nick ---> Leader Chuck

Nick's team:

Arbok (Rest, Fissure, Rock Slide, Sleep Talk *PRZCure Berry*)
Machoke (Rest, Fissure, Rock Slide, Sleep Talk *Mint Berry*)
Graveler (Rest, Fissure, Rock Slide, Sleep Talk *Hard Stone*)
Kingler (Rest, Sleep Talk, Crabhammer, Guillotine *Mysteryberry*)
Pinsir (Rest, Sleep Talk, Guillotine, Fury Cutter *Bitter Berry*)
Dragonair (Rest, Horn Drill, Sleep Talk, Dragonbreath *Dragon Fang*)

Recommended: Mewtwo, Houndoom, Zapdos

Mmm... sweepage. Mewtwo's Psychic will beat Arbok and Machoke, its Ice Beam will drill Dragonair and Graveler, and Thunderbolt will smash Zapdos. Use Houndoom on Pinsir and Zapdos on the Fissure Pokemon to take some pressure off (just watch for their Rock Slides).

Chuck's team:

Sandslash (Dynamicpunch, Earthquake, Metal Claw !CI!, Rock Slide *Scope Lens*)

Poliwrath (Dynamicpunch, Rest, Belly Drum, Sleep Talk *Mint Berry*)

Hypno (Dynamicpunch, Psychic, Light Screen, Shadow Ball *PRZCure Berry*)

Hitmonchan (Dynamicpunch, Pursuit, Mach Punch, Mega Punch *King's Rock*)

Ampharos (Dynamicpunch, Fire Punch, Thunderbolt, Light Screen *Bright Powder*)

Ursaring (Dynamicpunch, Slash, Crunch, Earthquake *Quick Claw*)

Recommended: Mewtwo, Machamp, Houndoom

Lead with the super-Psychic and use Ice Beam on Sandslash, while Psychicing Poliwrath and Hitmonchan. If Ampharos shows up, send Machamp with his Earthquake; the same goes for Ursaring with Cross Chop. Finally, Houndoom should be able to Crunch down Hypno.

Olivine Gym:

Leader Jasmine. Her team:

Blastoise (Surf, Ice Beam !CI!, Earthquake, Mirror Coat *Miracle Berry*)

Rapidash (Stomp, Iron Tail, Double Kick, Flamethrower !CI! *King's Rock*)

Slowbro (Surf, Psychic, Ice Beam, Earthquake *Bright Powder*)

Steelix (Return, Iron Tail, Earthquake, Rock Slide *Quick Claw*)

Scizor (Slash, Reversal, Metal Claw, Wing Attack *Focus Band*)

Stantler (Roar, Psychic, Earthquake, Light Screen *PRZCure Berry*)

Recommended: Kingdra, Houndoom, Machamp

Lead with Kingdra, as Steelix will probably lead off for Jasmine. One or two Surf attacks will do him in. Use Kingdra on Rapidash as well. Houndoom's SunnyBeam is your hope against the Water Pokemon, and you can Flamethrower Scizor down. Machamp beats Stantler and, should Blastoise's Mirror Coat faint Houndoom (likely), finish 'Toise off.

Team Rocket:

Grunt (M) ---> Grunt (F) ---> Executive (F) ---> Executive (M)

Grunt (M)'s team:

Golem (Explosion, Strength, Magnitude, Rock Slide *Focus Band*)

Cloyster (Explosion, Screech, Surf, Ice Beam *Nevermelt Ice*)

Electrode (Explosion, Screech, Mirror Coat, Thunderbolt *Mint Berry*)

Weezing (Explosion, Screech, Sludge, Psybeam *Bitter Berry*)

Sudowoodo (Selfdestruct, Earthquake, Rock Slide, Faint Attack *PRZCure Berry*)

Forretress (Explosion, Giga Drain, Double-Edge, Pin Missile *Silver Powder*)

Recommended: Mewtwo, Houndoom, Marowak

Seeing as you've got no Rock-types to resist the Explosions (or Ghosts to let them whiff), Speed will have to kill. Use Mewtwo's Psychic on Weezing, Thunderbolt on Cloyster, and Ice Beam on Golem. Houndoom can smoke Forretress with Flamethrower, and Marowak can beat Sudowoodo and Electrode with Earthquake.

Grunt (F)'s team:

Dewgong (Whirlpool, Protect, Aurora Beam, Perish Song *PRZCure Berry*)

Shellder (Clamp, Protect, Toxic, Ice Beam *Mint Berry*)

Onix (Bind, Protect, Toxic, Earthquake *Bitter Berry*)
Azumarill (Whirlpool, Protect, Surf, Perish Song *Mystic Water*)
Shuckle (Wrap, Protect, Dig, Toxic *PSNCure Berry*)
Houndour (Fire Spin, Detect, Toxic, Flamethrower *Charcoal*)

Recommended: Mewtwo, Kingdra, Zapdos

Now you know why I've got a PSNCure Berry on Mewtwo. Use Thunderbolt on the Water-types, and Ice Beam on Onix. Kingdra's Surf will KO Shuckle and Houndour, and Miracle Berry-equipped Zapdos is the best choice for the third Pokemon.

Executive (F)'s team:

Arbok (Frustration, Thief, Earthquake, Rock Slide *no item*)
Golbat (Frustration, Thief, Haze, Wing Attack *no item*)
Vileplume (Frustration, Razor Leaf, Petal Dance, Sludge Bomb *Miracle Berry*)
Victreebel (Frustration, Giga Drain, Razor Leaf, Sludge Bomb *PRZCure Berry*)
Kabutops (Frustration, Thief, Surf, Ancientpower *Beserk Gene*)
Magcargo (Frustration, Earthquake, Rock Slide, Flamethrower *Mint Berry*)

Recommended: Mewtwo, Kingdra, Houndoom

Anyone crazy enough to use FOUR Poisons deserves whatever they get. Mewtwo takes them all the Poisons with Psychic, and can Thunderbolt Kabutops. Kingdra's Surf will destroy Magcargo, and Houndoom's along for the ride.

Executive (M)'s team:

Parasect (Swagger, Giga Drain, Stun Spore, Sludge Bomb *Bright Powder*)
Hypno (Swagger, Psychic, Shadow Ball, Thunderpunch *PRZCure Berry*)
Wobbuffet (Counter, Safeguard, Mirror Coat, Destiny Bond *Focus Band*)
Octillery (Swagger, Surf, Psybeam, Screech *Scope Lens*)
Houndoom (Crunch, Fire Blast, Solarbeam, Sunny Day *Miracle Berry*)
Tyranitar (Swagger, Screech, Earthquake, Rock Slide *Quick Claw*)

Recommended: Houndoom, Machamp, Zapdos

Houndoom's Crunch will beat the two Psychics (weaken Wobb with Flamethrower first: Mirror Coat can kill), and Flamethrower will OHKO Parasect. I stake my reputation on it. As for the rest, sic Zapdos on Octillery *sniff* and Machamp on the Dark Pokemon.

Mahogany Gym:

Boarder Alvin ---> Skier Kathy ---> Leader Pryce

Alvin's team:

Venusaur (Roar, Reflect, Body Slam, Razor Leaf *Bitter Berry*)
Kadabra (Encore, Disable, Psybeam, Ice Punch *Twistedspoon*)
Magnetron (Mimic, Rollout, Tri Attack !CI!, Thunderbolt *PSNCure Berry*)
Seel (Surf, Encore, Disable, Ice Beam *PRZCure Berry*)
Sneasel (Slash, Counter, Ice Beam !CI!, Shadow Ball *Ice Berry*)
Delibird (Fly, Blizzard, Rapid Spin, Quick Attack *Mint Berry*)

Recommended: Houndoom, Machamp, Marowak

Charge up Sunny Day with Houndoom, then Flamethrowe everything in sight and Crunch out Alakazam. The other two are along to take advantage of 4x weaknesses (Machamp's Cross Chop on Sneasel and Marowak's Earthquake on Magnetron = ouchie).

Kathy's team:

Raticate (Icy Wind, Bite, Hyper Fang, Blizzard *PRZCure Berry*)
Persian (Icy Wind, Bite, Headbutt, Roar *PSNCure Berry*)

Poliwhirl (Icy Wind, Headbutt, Blizzard, Whirlpool *Bitter Berry*)
Marowak (Icy Wind, Headbutt, Rock Slide, Blizzard *Burnt Berry*)
Seadra (Icy Wind, Twister, Headbutt, Blizzard *King's Rock*)
Omastar (Icy Wind, Bite, Headbutt, Blizzard *Mint Berry*)

Recommended: Zapdos, Machamp, Kingdra

Zapdos' Thunder Wave is extremely useful in this match, as it'll mess up the Icy Wind/flinch strategy. Also, its Thunderbolt will smoke the Water types, and Hidden Power will beat Marowak. Paralyze the Normal-types, then send Machamp after them. Kingdra is along for Marowak whuppin'.

Pryce's team:

Tentacruel (Surf, Reflect, Ice Beam !CI!, Mirror Coat *Focus Band*)
Articuno (Fly, Ice Beam, Bubblebeam, Double-Edge *Scope Lens*)
Quagsire (Surf, Ice Beam !CI!, Iron Tail, Earthquake *Bright Powder*)
Girafarig (Psychic, Headbutt, Earthquake, Shadow Ball *PRZCure Berry*)
Piloswine (Ice Beam, Body Slam, Earthquake, Ancientpower *Quick Claw*)
Hitmontop (Dig, Counter, Strength, Hi Jump Kick *Miracle Berry*)

Recommended: Houndoom, Zapdos, Mewtwo

Houndoom and Zapdos split the duties here. Use Houndoom's Crunch on Girafarig, and Flamethrower on the Ice-types. Zapdos can beat Quagsire with Hidden Power, and can use Thunderbolt and Drill Peck on Tentacruel and Hitmontop. (Use the other move before the one that would be super-effective, or you're probably toast.) Mewtwo's power makes it the third pick.

Blackthorn Gym:

Cooltrainer (F) Gloria ---> Cooltrainer (M) Vince ---> Leader Clair

Gloria's team:

Ninetales (Hypnosis, Fire Spin, Faint Attack, Flamethrower *Burnt Berry*)
Golduck (Hypnosis, Whirlpool, Psychic, Submission *PRZCure Berry*)
Haunter (Hypnosis, Mean Look, Nightmare, Night Shade *Mint Berry*)
Tangela (Sleep Powder, Bind, Mega Drain, Sludge Bomb *Bitter Berry*)
Jynx (Lovely Kiss, Mean Look, Ice Punch, Dream Eater *Ice Berry*)
Smeargle (Spore, Spider Web, Nightmare, Super Fang *Focus Band*)

Recommended: Marowak, Mewtwo, Machamp

Lead with Marowak, and let it fall asleep. Assuming you're not bound, you can switch out, ruining Gloria's plan. Then, use Mewtwo's Psychic on Haunter, Ice Beam on Tangela, and Thunderbolt on Golduck. Machamp can also do well with Cross Chop for Smeargle (who can't KO Machamp as long as Marowak's asleep), Rock Slide on Jynx, and Earthquake on Ninetales.

Vince's team:

Ivysaur (Cut, Reflect, Leech Seed, Razor Leaf *Burnt Berry*)
Charmeleon (Dig, Slash, Counter, Fire Blast *Mint Berry*)
Wartortle (Reflect, Blizzard, Hydro Pump, Mirror Coat *PRZCure Berry*)
Bayleef (Counter, Body Slam, Razor Leaf, Light Screen *Bitter Berry*)
Quilava (Dig, Roar, Reversal, Fire Blast *PSNCure Berry*)
Croconaw (Dig, Slash, Crunch, Hydro Pump *Gold Berry*)

Recommended: Zapdos, Kingdra, Houndoom

Use Zapdos' Thunderbolt on the Water Pokemon, Kingdra's Surf on the Fire types, and Houndoom's Flamethrower on the Grass Pokemon. Switch when needed, and you should take the win.

Clair's team:

Charizard (Body Slam, Earthquake, Wing Attack, Flamethrower *King's Rock*)

Nidoking (Body Slam, Earthquake, Double Kick, Shadow Ball *Scope Lens*)
Rhydon (Roar, Body Slam, Earthquake, Rock Slide *Focus Band*)
Gyarados (Ice Beam, Waterfall, Double-Edge, Dragonbreath *Miracle Berry*)
Ampharos (Body Slam, Fire Punch, Thunderbolt, Thunder Wave *Quick Claw*)
Kingdra (Return, Ice Beam, Hydro Pump, Dragonbreath *Bright Powder*)

Recommended: Kingdra, Marowak, Zapdos

Mirror match time! Kingdra's Dragonbreath is the ONLY thing that will be super-effective on Clair's Kingdra, and she'll be blasting you with it too. Thankfully, Kingdra w/leftovers can survive three shots of it (IIRC). Also, use Surf on Nidoking/Rhydon/Charizard. Marowak can Earthquake Ampharos out, and Gyarados will be beaten by Zapdos' Thunderbolt.

Elite 4 + Champion:

Elite 4 Will ---> Elite 4 Koga ---> Elite 4 Bruno ---> Elite 4 Karen --->
Champion Lance

Will's team:

Hypno (Psychic, Ice Punch, Submission, Shadow Ball *Scope Lens*)
Chansey (Psychic, Counter, Ice Beam, Thunderbolt *Focus Band*)
Electabuzz (Psychic, Ice Punch, Rolling Kick, Thunderbolt *King's Rock*)
Flareon (Roar, Body Slam, Fire Blast, Shadow Ball *Quick Claw*)
Xatu (Psychic, Giga Drain, Drill Peck, Faint Attack *Bright Powder*)
Mantine (Haze, Ice Beam !CI!, Waterfall, Wing Attack *Miracle Berry*)

Recommended: Houndoom, Machamp, Zapdos

Houndoom should go first, as you do not want Machamp eating Psychic to open the match. Crunch out the Psychics. Machamp's Cross Chop will eat Chansey for lunch, and you can Earthquake Electabuzz and Flareon. Zapdos should go against Mantine.

Koga's team:

Venomoth (Toxic, Psybeam, Double Team, Baton Pass *Bright Powder*)
Magmar (Toxic, Confuse Ray, Double Team, Flamethrower *Miracle Berry*)
Lapras (Toxic, Confuse Ray, Double Team, Surf *Leftovers*)
Ariados (Toxic, Psybeam, Double Team, Baton Pass *Focus Band*)
Lanturn (Toxic, Confuse Ray, Double Team, Thunderbolt *Quick Claw*)
Stantler (Toxic, Confuse Ray, Double Team, Earthquake *Mysteryberry*)

Recommended: Zapdos, Machamp, Mewtwo

Get as much Poison protection as you can for this. Zapdos' Thunder Wave will slow them down, plus you can Drill Peck the Bugs, Thunderbolt Lapras, and use Hidden Power on Lanturn. Machamp's Cross Chop should beat Stantler, and Earthquake will handle Magmar. Mewtwo's your sweeper if things go bad.

Bruno's team:

Primeape (Counter, Reversal, Cross Chop, Rock Slide *Focus Band*)
Machamp (Fissure, Cross Chop, Earthquake, Rock Slide *Quick Claw*)
Golem (Fissure, Magnitude, Rock Slide, Submission *Bright Powder*)
Exeggutor (Psychic, Explosion, Giga Drain, Ancientpower *Miracle Berry*)
Granbull (Strength, Shadow Ball, Sludge Bomb, Dynamicpunch *PRZCure Berry*)
Ursaring (Slash, Crunch, Counter, Earthquake *Scope Lens*)

Recommended: Mewtwo, Machamp, Zapdos

Mewtwo's Psychic will beat the Fighters (but pray that Fissure doesn't connect), and Ice Beam will beat Golem and Exeggutor. Machamp should handle the Normals, and Zapdos can back up Mewtwo with Drill Peck and Hidden Power, plus can Thunderbolt the Normal-types for big damage.

Karen's team:

Persian (Swagger, Screech, Headbutt, Shadow Ball *Bright Powder*)
Slowbro (Swagger, Surf, Submission, Thunder Wave *Quick Claw*)
Electrode (Swagger, Headbutt, Thunderbolt, Thunder Wave *King's Rock*)
Umbreon (Swagger, Screech, Psychic, Faint Attack *Focus Band*)
Murkrow (Swagger, Psych Up, Mean Look, Drill Peck *Scope Lens*)
Misdreavus (Psychic, Mean Look, Pain Split, Perish Song *Mysteryberry*)

Recommended: Machamp, Houndoom, Zapdos

Oh boy... use Machamp's Cross Chop on Persian and Umbreon, and Earthquake Electrode. Houndoom's Crunch should KO the Perish Trap Misdreavus, and Zapdos' Thunderbolt will beat Murkrow and Slowbro.

Lance's team:

Arcanine (Hyper Beam, Crunch, Extremespeed, Flamethrower *Miracle Berry*)
Kangaskhan (Hyper Beam, Earthquake, Rock Slide, Submission *Bright Powder*)
Aerodactyl (Hyper Beam, Earthquake, Wing Attack, Ancientpower *King's Rock*)
Dragonite (Hyper Beam, Ice Beam, Thunderbolt, Dragonbreath *Scope Lens*)
Feraligatr (Hyper Beam, Surf, Blizzard, Earthquake *Mystic Water*)
Tyranitar (Hyper Beam, Crunch, Earthquake, Rock Slide *Quick Claw*)

Recommended: Zapdos, Kingdra, Machamp

See that first move? Oh yeah, it's a pain to deal with, especially as these are some beefy Attack ratings. Use Zapdos' Thunderbolt on Feraligatr and Aerodactyl. Kingdra's Surf and Ice Beam attacks will smoke Arcanine and Dragonite, respectively. Finally, Machamp's Cross Chop should beat Tyranitar and Kangaskhan.

Ten matches from the end of the game... let's move to the Kanto Gym Leader Castle.

f) Kanto Gym Leader Castle

As in R1, you've only got to fight 1 trainer in each gym. How the mighty have fallen... Beat this and only the Rival stands between you and the Earthquaking Gligar.

Leader Brock's team:

Slowbro (Fissure, Surf, Psychic, Flamethrower !CI! *Bright Powder*)
Rhydon (Fissure, Earthquake, Rock Slide, Double-Edge *Quick Claw*)
Steelix (Fissure, Return, Earthquake, Rock Slide *Scope Lens*)
Shuckle (Wrap, Rollout, Safeguard, Defense Curl *Leftovers*)
Heracross (Counter, Reversal, Megahorn, Earthquake *Focus Band*)
Ursaring (Slash, Rollout, Defense Curl, Focus Energy *Mint Berry*)

Recommended: Zapdos, Kingdra, Machamp

Zapdos' Drill Peck will devastate Heracross, and Thunderbolt should smoke Slowbro. Kingdra's Surf will beat the Ground/Rock Pokemon, and Machamp's Cross Chop will make Ursaring bite the dust.

Leader Misty's team:

Nidoqueen (Rain Dance, Surf, Thunder, Earthquake *Scope Lens*)
Wigglytuff (Rain Dance, Thunder, Ice Beam, Double-Edge *Quick Claw*)
Starmie (Rain Dance, Surf, Thunder, Psychic *King's Rock*)
Dragonair (Rain Dance, Surf, Thunder, Ice Beam *Bitter Berry*)
Ampharos (Rain Dance, Thunder, Reflect, Light Screen *Bright Powder*)
Politoed (Rain Dance, Hydro Pump, Ice Beam, Earthquake *Focus Band*)

Recommended: Zapdos, Kingdra, Machamp

Zapdos' Thunderbolt will beat down all of the Water Pokemon. Kingdra's

Surf will be magnified during Rain Dance, so bring it to beat Nidoqueen around, and for Dragonbreath or Ice Beam on Dragonair. Finally, beat down Ampharos with Earthquake and Wigglytuff with Cross Chop from Machamp.

Leader Lt. Surge's team:

Raichu (Surf, Reversal, Thunderbolt, Thunder Wave *Focus Band*)
Victreebel (Body Slam, Razor Leaf, Stun Spore, Sludge Bomb *Miracle Berry*)
Dodrio (Pursuit, Drill Peck, Steel Wing, Tri Attack *Scope Lens*)
Jolteon (Roar, Hidden Power, Thunderbolt, Thunder Wave *King's Rock*)
Quagsire (Surf, Ice Beam !CI!, Earthquake, Ancientpower *Bright Powder*)
Porygon2 (Psychic, Blizzard, Tri Attack, Conversion2 *Quick Claw*)

Recommended: Marowak, Machamp, Zapdos

Lead with Marowak and whack all of the Electrics with Earthquake. By my estimation, 'Wak can only take one Surf from Raichu, so hope the Focus Band doesn't kick in or you're in trouble. Zapdos should Hidden Power Quagsire, Drill Peck Victreebel, and Thunderbolt Dodrio. Machamp can Cross Chop Porygon2 and provide backup Earthquakes if Marowak goes down.

Leader Erika's team:

Ninetales (Hypnosis, Body Slam, Iron Tail, Flamethrower *Bright Powder*)
Exeggutor (Psychic, Giga Drain, Stun Spore, Sleep Powder *Focus Band*)
Marowak (Rest, Snore, Belly Drum, Bonemerang *Thick Club*)
Bellossom (Return, Razor Leaf, Stun Spore, Sleep Powder *Quick Claw*)
Mantine (Rest, Surf, Ice Beam !CI!, Sleep Talk *Mint Berry*)
Blissey (Sing, Psychic, Reflect, Light Screen *Miracle Berry*)

Recommended: Houndoom, Machamp, Zapdos

Houndoom's Flamethrower will burn up all of the Grass-typed opposition. Machamp's Earthquake will Ground out a win against Ninetales, and Cross Chop should handle Blissey. Zapdos' Hidden Power should get Marowak in two hits, and Thunderbolt will down Blissey.

Leader Janine's team:

Muk (Toxic, Swagger, Mean look, Fire Punch *Focus Band*)
Vaporeon (Surf, Ice Beam, Baton Pass !CI!, Double Team *Bright Powder*)
Meganium (Toxic, Attract, Leech Seed, Razor Leaf *Quick Claw*)
Crobat (Toxic, Bite, Mean Look, Confuse Ray *King's Rock*)
Girafarig (Crunch, Psychic, Baton Pass, Double Team *Miracle Berry*)
Forretress (Spikes, Swagger, Sandstorm, Double-Edge *Scope Lens*)

Recommended: Houndoom, Mewtwo, Marowak

Houndoom should lead off, and Crunch out Girafarig while Flamethrowing Forretress and Meganium. Mewtwo can take the other three with Psychic and Thunderbolt. Marowak can sweep if needed.

Leader Sabrina's team:

Sandslash (Slash, Earthquake, Rock Slide, Submission *Bright Powder*)
Alakazam (Psychic, Fire Punch, Future Sight, Thunderpunch *King's Rock*)
Hitmonlee (Foresight, Mega Kick, Mind Reader, Dynamicpunch *Scope Lens*)
Typhlosion (Reversal, Earthquake, Flamethrower, Thunderpunch *Focus Band*)
Slowking (Surf, Psychic, Earthquake, Future Sight *Quick Claw*)
Scizor (Slash, Reversal, Metal Claw, Light Screen *Miracle Berry*)

Recommended: Houndoom, Mewtwo, Kingdra

Split the duties here. Houndoom's Crunch should beat Alakazam, and he can Flamethrower Scizor. Mewtwo's Psychic will beat Hitmonlee, and Ice Beam will beat down Hitmonlee. Also, Thunderbolt should handle Slowking. Finally, Typhlosion will go down to Kingdra's Surf.

Leader Blaine's team:

Clefable (Sunny Day, Moonlight, Solarbeam, Fire Blast *Focus Band*)
Vileplume (Sunny Day, Solarbeam, Synthesis, Sludge Bomb *Quick Claw*)
Arcanine (Sunny Day, Roar, Fire Blast, Extremespeed *King's Rock*)
Chansey (Sunny Day, Counter, Solarbeam, Fire Blast *Miracle Berry*)
Mr. Mime (Sunny Day, Psychic, Solarbeam, Fire Blast *Scope Lens*)
Moltres (Sunny Day, Fire Blast, Steel Wing, Wing Attack *Bright Powder*)

Recommended: Marowak, Houndoom, Machamp

4 more... Marowak's Earthquake and Rock Slide will basically kill Arcanine and Moltres. If Vileplume or Mr. Mime enters, Houndoom's Flamethrower and Crunch should beat them both down. Machamp takes the Normal-types.

Leader Blue's team:

Gengar (Psychic, Ice Punch, Fire Punch, Thunderbolt *King's Rock*)
Scyther (Agility, Baton Pass, Wing Attack, Swords Dance *Bright Powder*)
Piloswine (Roar, Ice Beam, Earthquake, Rock Slide *Quick Claw*)
Houndoom (Crunch, Reversal, Iron Tail, Flamethrower *Focus Band*)
Kingdra (Surf, Flail, Ice Beam !CI!, Dragonbreath *Scope Lens*)
Miltank (Reversal, Body Slam, Earthquake, Shadow Ball *Miracle Berry*)

Recommended: Machamp, Kingdra, Mewtwo

For the final gym, Machamp's Earthquake will beat Gengar, Rock Slide should smash Scyther, and Cross Chop should beat Piloswine and Miltank. Kingdra's Surf will beat Houndoom, and Dragonbreath will beat Kingdra. Mewtwo can sweep everything.

Pokemon Trainer Red's team:

Snorlax (Hidden Power, Body Slam, Earthquake, Rock Slide *Quick Claw*)
Dragonite (Hidden Power, Fly, Body Slam, Thunder Wave *Miracle Berry*)
Espeon (Hidden Power, Bite, Psychic, Reflect *King's Rock*)
Raikou (Hidden Power, Bite, Iron Tail, Thunderbolt !CI! *Focus Band*)
Entei (Hidden Power, Bite, Iron Tail, Fire Blast *Scope Lens*)
Suicune (Hidden Power, Bite, Surf, Ice Beam !CI! *Bright Powder*)

Recommended: Machamp, Houndoom, Kingdra

Machamp's Cross Chop will beat Snorlax down, and you can use Earthquake on Raikou and Entei. Houndoom's SunnyBeam should handle Suicune quite nicely, and Crunch should take care of Espeon. Finish Dragonite with Kingdra.

That's it... all of Round 2 should be finished. Now, take a deep breath and prepare to face the Rival.

g) Rival

Unlike R1, this isn't a straight Tyranitar sweep: Max stats and Mewtwo's Submission ensure that.

Here's my team for the Rival:

Marowak (Gym Leader Castle set)
Snorlax (Rest, Curse, Return, Shadow Ball *Mint Berry*)
Mewtwo (Psychic, Recover, Shadow Ball, Thunderbolt *Spell Tag*)
Umbreon (Toxic, Mean Look, Moonlight, Confuse Ray *Leftovers*)
Scizor (Rest, Agility, Baton Pass, Swords Dance *Miracle Berry*)
Tyranitar (Roar, Crunch, Earthquake, Ancientpower *Mysteryberry*)

The Rival's three Pokemon:

Mewtwo (Psychic, Recover, Submission, Thunderbolt *King's Rock*)
Lugia (Psychic, Aeroblast, Safeguard, Earthquake *Leftovers*)
Ho-oh (Thunder, Earthquake, Giga Drain, Sacred Fire *Quick Claw*)

To beat the team, lead with Mewtwo and stall until Ho-oh shows up. Switch to Marowak or Tyranitar (T-Tar preferred), then use Rock attacks to beat Ho-oh. Next, switch to Scizor and use these attacks in sequence:

- Agility
- Swords Dance
- Agility
- Baton Pass to Marowak.

If your HP drops into the red, use Rest and get it back. You set the NickWak up perfectly. Now, Rock Slide Lugia and Hidden Power Mewtwo to take the win.

The other roles of the Pokemon:

- Umbreon: ToxicLook can create a wonderful stall, and Moonlight + Leftovers should keep Umbreon alive long enough for Toxic to do its stuff.
- The Snorlax is a Curselax, which is incredibly hard to beat once set up.
- If you want, do the BP sequence to Snorlax with Scizor.
- Tyranitar could sweep, but if you paralyze Mewtwo first. On average, Submission does about 60% damage to Tyranitar.

Anyway, that's the game. Way to go! Now, let's go lick our friends, shall we?

7) Pokedex

Complete with Crystal influences (thank you, White Cat!), this is a full move list for every Pokemon in the game. The original Pokedex is copy/pasted from my GS guide (self-plagiarism?).

The Move Tutor is a person in Crystal (Goldenrod Game Corner) who will teach Pokemon Thunderbolt, Ice Beam, and Flamethrower. If the Pokemon can learn any of them, it's listed. Also, I included a quick description and the best moveset for the Pokemon.

152-153-154: Chikorita/Bayleef/Meganium (Grass)

Description: Meganium is probably the best of the three GSC starters. He's got good stats, and can learn some interesting moves. He's also the only Grass type I'd use SunnyBeam on, simply because of Ancientpower being one of his bred moves. Also makes a good psuedo-passer, seeing as it can learn Reflect, Light Screen AND Safeguard. A decent choice.

Natural Moves:

- Tackle (start)
- Growl (start)
- Razor Leaf (L8 Chikorita)
- Reflect (L12 Chikorita)
- Poison Powder (L15 Chikorita)
- Synthesis (L22 Chikorita, L23 Bayleef)
- Body Slam (L29 Chikorita, L31 Bayleef)
- Light Screen (L36 Chikorita, L39 Bayleef, L41 Meganium)
- Safeguard (L43 Chikorita, L47 Bayleef, L51 Meganium)
- Solarbeam (L50 Chikorita, L55 Bayleef, L61 Meganium)

TM/HM: Headbutt (2), Curse (3), Toxic (6), Rock Smash (8, not Chikorita), Hidden Power (10), Sunny Day (11), Sweet Scent (12), Snore (13), Hyper Beam (15, Meganium), Protect (17), Giga Drain (19), Endure (20), Frustration (21), Solarbeam (22), Iron Tail (23), Earthquake (26, Meganium), Return

(27), Mud-Slap (31), Double Team (32), Swagger (34), Sleep Talk (35), Detect (43), Rest (44), Attract (45), Fury Cutter (49, Meganium), Cut (H1), Strength (H4, Meganium), Flash (H5)

Breeding: Ancientpower, Flail, Counter, Leech Seed, Vine Whip, Swords Dance (Crystal), Petal Dance (Pokecenter)

Crystal Move Tutor: None

Maximum Stats: L50: 155 HP, 102 Attack, 120 Defense, 131 Speed, 134 Special Attack, 151 Special Defense

L100: 363 HP (Tied for 54th), 262 Attack (Tied for 71st), 298 Defense (Tied for 25th), 258 Speed (Tied for 63rd), 264 Special Attck (60th), 298 Special Defense (Tied for 21st)

Recommended Movesets:

Sunny Day, Solarbeam, Synthesis, Ancientpower *Mysteryberry*

Razor Leaf, Light Screen, Counter, Earthquake *Leftovers*

155-156-157: Cyndaquil/Quilava/Typhlosion (Fire)

Description: Although it has low move compatibility, the Cyndaquil family are decent Fire Pokemon. The attack stats are excellent (Special Attack stands out), but Typhlosion is a little weak defensively. Play it carefully, and switch if you see a pure-Ground Pokemon.

Natural Moves:

Tackle (start)

Growl (start)

Smokescreen (L6 Cyndaquil)

Ember (L12 Cyndaquil)

Quick Attack (L19 Cyndaquil, L21 Quilava)

Flame Wheel (L27 Cyndaquil, L31 Quilava)

Swift (L36 Cyndaquil, L42 Quilava, L45 Typhlosion)

Flamethrower (L46 Cyndaquil, L54 Quilava, L60 Typhlosion)

TM/HM: Dynamicpunch (1, Typhlosion), Headbutt (2), Curse (3), Rollout (4), Roar (5, not Cyndaquil), Toxic (6), Rock Smash (8, not Cyndaquil), Hidden Power (10), Sunny Day (11), Snore (13), Hyper Beam (15, Typhlosion), Protect (17), Endure (20), Frustration (21), Iron Tail (23), Earthquake (26, Typhlosion), Return (27), Dig (28), Mud-Slap (31), Double Team (32), Swagger (34), Sleep Talk (35), Fire Blast (38), Swift (39), Defense Curl (40), Thunderpunch (41, Typhlosion), Detect (43), Rest (44), Attract (45), Fire Punch (48), Fury Cutter (49, not Cyndaquil), Cut (H1), Strength (H4, not Cyndaquil)

Breeding: Reversal, Thrash, Foresight, Quick Attack, Fury Swipes, Submission (Crystal), Double-Edge (Pokecenter)

Crystal Move Tutor: Flamethrower

Maximum Stats: L50: 153 HP, 104 Attack, 98 Defense, 120 Speed, 129 Special Attack, 105 Special Defense

L100: 359 HP (T64), 266 Attack (T67), 254 Defense (T66), 298 Speed (T19), 316 Special Attack (T17), 268 Special Defense (T49)

Recommended Movesets:

Flamethrower/Fire Blast, Sunny Day, Thunderpunch, Earthquake *Leftovers*

Flamethrower/Fire Blast, Thunderpunch, Endure, Reversal *Focus Band*

158-159-160: Totodile/Croconaw/Feraligatr (Water)

Description: Of the three starters, the Totodile family is probably the least-used. Physical attacks are this family's forte (Slash/Earthquake/Return, Screech helping quite a bit), while Special Attacks are a problem. Play physical with Feraligatr for best results, and may your Ancientpower always boost.

Natural Moves:

Scratch (start)

Leer (start)

Rage (L7 Totodile)

Water Gun (L13 Totodile)

Bite (L20 Totodile, L21 Croconaw)

Scary Face (L27 Totodile, L28 Croconaw)

Slash (L35 Totodile, L37 Croconaw, L38 Feraligatr)

Screech (L43 Totodile, L45 Croconaw, L47 Feraligatr)

Hydro Pump (L52 Totodile, L55 Croconaw, L58 Feraligatr)

TM/HM: Dynamicpunch (1), Headbutt (2), Curse (3), Roar (5, not Totodile), Toxic (6), Rock Smash (8, not Totodile), Hidden Power (10), Snore (13), Blizzard (14), Hyper Beam (15, Feraligatr), Icy Wind (16), Protect (17), Rain Dance (18), Endure (20), Frustration (21), Iron Tail (23), Earthquake (26, Feraligatr), Return (27), Dig (28), Mud-Slap (31), Double Team (32), Ice Punch (33), Swagger (34), Sleep Talk (35), Detect (43), Rest (44), Attract (45), Fury Cutter (49, not Totodile), Cut (H1), Surf (H3), Strength (H4, Feraligatr), Whirlpool (H6)

Breeding: Rock Slide, Ancientpower, Thrash, Crunch, Razor Wind, Hydro Pump, Submission (Pokecenter)

Crystal Move Tutor: Ice Beam

Maximum Stats: L50: 160 HP, 125 Attack, 120 Defense, 98 Speed, 99 Special Attack, 103 Special Defense

L100: 373 HP (T47), 308 Attack (T23), 298 Defense (T25), 254 Speed (T68), 256 Special Attack (69), 264 Special Defense (62)

Recommended Movesets:

Surf, Screech, Earthquake, Ancientpower *Mysteryberry*

Curse, Rock Slide, Earthquake, Rest *Mint Berry*

16-17-18: Pidgely/Pidgeotto/Pidgeot (Normal/Flying)

Description: The weak sisters of the Flying Pokemon (okay, Noctowl sucks worse, but hey...), Pidgeot's got good Speed going for it. The problem is, its natural movelist isn't the best, and its TM compatibility isn't the greatest either. But at least Wing Attack is 60 power, so it can do SOME Flying damage.

Natural Moves:

Tackle (start)

Sand-Attack (L5 Pidgely)

Gust (L9 Pidgely)

Quick Attack (L15 Pidgely)

Whirlwind (L23 Pidgeotto)

Wing Attack (L29 Pidgely, L33 Pidgeotto)

Agility (L37 Pidgely, L43 Pidgeotto, L46 Pidgeot)

Mirror Move (L47 Pidgely, L55 Pidgeotto, L61 Pidgeot)

TM/HM: Curse (3), Toxic (6), Hidden Power (10), Sunny Day (11), Snore (13), Hyper Beam (15, Pidgeot), Protect (17), Endure (20), Frustration (21), Return (27), Mud-Slap (31), Double Team (32), Swagger (34), Sleep Talk (35), Swift (39), Detect (43), Rest (44), Attract (45), Thief (46), Steel Wing (47), Fly (H2)

R/B/Y TMs: Razor Wind, Take Down, Double-Edge, Rage, Mimic, Reflect, Bide, Sky Attack, Substitute

Breeding: Pursuit, Faint Attack, Foresight, Steel Wing

Crystal Move Tutor: None

Maximum Stats: L50: 158 HP, 100 Attack, 95 Defense, 111 Speed, 90 Special Attack, 90 Special Defense

L100: 369 HP (52), 258 Attack (T76), 248 Defense (T70), 280 Speed (T39), 238 Special Attack (T78), 238 Special Defense (T91)

Recommended Movesets:

Wing Attack, Return, Steel Wing, Mud-Slap *Bright Powder*

Double-Edge, Double Team, Substitute, Mirror Move *Leftovers* <---Talenot

21-22: Spearow/Fearow (Normal/Flying)

Description: A little stronger than Pidgeot, but still short of the top of the Flying heap. However, it does learn the best Flying move available to non-Legends (Drill Peck), and it has a decent Attack rating. Still, anything this Pokemon can do, Dodrio does it better.

Natural Moves:

Peck (start)

Growl (start)

Leer (L7 Spearow)

Fury Attack (L14 Spearow)

Pursuit (L25 Spearow, L26 Fearow)

Mirror Move (L31 Spearow, L32 Fearow)

Drill Peck (L37 Spearow, L40 Fearow)

Agility (L43 Spearow, L47 Fearow)

TM/HM: Curse (3), Toxic (6), Hidden Power (10), Sunny Day (11), Snore (13), Hyper Beam (15, Fearow), Protect (17), Endure (20), Frustration (21), Return (27), Mud-Slap (31), DoubleTeam (32), Swagger (34), Sleep Talk (35), Swift (39), Detect (43), Rest (44), Attract (45), Thief (46), Steel Wing (47), Fly (H2)

R/B/Y TMs: Razor Wind, Whirlwind, Take Down, Double-Edge, Rage, Mimic, Double Team, Reflect, Bide, Sky Attack, Substitute

Breeding: Scary Face, Faint Attack, Quick Attack, Tri Attack, False Swipe

Crystal Move Tutor: None

Maximum Stats: L50: 140 HP, 110 Attack, 85 Defense, 120 Speed, 81 Special Attack, 81 Special Defense

L100: 333 HP (T85), 278 Attack (T50), 228 Defense (T93), 298 Speed (T19), 220 Special Attack (93), 220 Special Defense (115)

Recommended Movesets:

Drill Peck, Steel Wing, Mud-Slap, Return *Bright Powder*

Drill Peck, Double Team, Mud-Slap, Rest *Leftovers*

163-164: Hoothoot/Noctowl (Normal/Flying)

Description: Sort of the oddball of its type, the Hoothoot family has good HP and Special Defense, but bad Attack. This Pokemon really should be played defensively, and hope for critical hits.

Natural Moves:

Tackle (start)

Growl (start)

Foresight (L6 Hoothoot)

Peck (L11 Hoothoot)

Hypnosis (L16 Hoothoot)

Reflect (L22 Hoothoot, L25 Noctowl)

Take Down (L28 Hoothoot, L33 Noctowl)

Confusion (L34 Hoothoot, L41 Noctowl)

Dream Eater (L48 Hoothoot, L56 Noctowl)

TM/HM: Curse (3), Toxic (6), Hidden Power (10), Sunny Day (11), Snore (13), Hyper Beam (15, Noctowl), Protect (17), Endure (20), Frustration (21), Return (27), Mud-Slap (31), Double Team (32), Swagger (34), Sleep Talk (35), Swift (39), Dream Eater (42), Detect (43), Rest (44), Attract (45), Thief (46), Steel Wing (47), Nightmare (50), Fly (H2), Flash (H5)

Breeding: Wing Attack, Whirlwind, Mirror Move, Faint Attack, Supersonic, Sky Attack (Crystal)

Crystal Move Tutor: None

Maximum Stats: L50: 175 HP, 70 Attack, 70 Defense, 90 Speed, 96 Special Attack, 116 Special Defense

L100: 403 HP (T15), 198 Attack (T123), 198 Defense (T123), 238 Speed (T76), 250 Special Attack (T70), 290 Special Defense (33)

Recommended Movesets:

Wing Attack, Reflect, Whirlwind, Return *Leftovers*

Wing Attack, Return, Foresight, Curse *Leftovers*

19-20: Rattata/Raticate (Normal)

Description: He's got one of the better support moves in the game in Super Fang (1/2 health gone? I'll take that). Plus, Raticate has an okay Attack and pretty good TM compatibility. Super Fang is the centerpiece, so build from that.

Natural Moves:

Tackle (start)

Tail Whip (start)

Quick Attack (L7 Rattata)

Hyper Fang (L13 Rattata)

Focus Energy (L20 Rattata)

Scary Face (L20 Raticate)

Pursuit (L27 Rattata, L30 Raticate)

Super Fang (L34 Rattata, L40 Raticate)

TM/HM: Headbutt (2), Curse (3), Toxic (6), Rock Smash (8), Hidden Power (10), Sunny Day (11), Snore (13), Blizzard (14), Hyper Beam (15, Raticate), Icy Wind (16), Protect (17), Endure (20), Frustration (21), Iron Tail (23), Thunder (25), Return (27), Dig (28), Shadow Ball (30), Mud-Slap (31), Double Team (32), Swagger (34), Sleep Talk (35), Swift (39), Defense Curl

(40), Rest (44), Attract (45), Thief (46), Cut (H1, Raticate), Strength (H4, Raticate)

R/B/Y TMs: Body Slam, Take Down, Double-Edge, Bubblebeam, Water Gun, Ice Beam, Rage, Thunderbolt, Mimic, Reflect, Bide, Skull Bash, Substitute

Breeding: Reversal, Bite, Flame Wheel, Fury Swipes, Screech, Counter

Crystal Move Tutor: Ice Beam, Thunderbolt (Raticate)

Maximum Stats: L50: 130 HP, 101 Attack, 80 Defense, 117 Speed, 70 Special Attack, 90 Special Defense

L100: 313 HP (T117), 260 Attack (75), 218 Defense (T103), 292 Speed (31), 198 Special Attack (T113), 238 Special Defense (T90)

Recommended Movesets:

Super Fang, Shadow Ball, Return, Screech *Miracle Berry*

Super Fang, Return/Hyper Fang, Ice Beam, Reflect *Leftovers*

161-162: Sentret/Furret (Normal)

Description: The prototypical Normal type; high HP and bad Special Attack. It learns good moves by TM, and picks up the powerful Double-Edge by breeding. Make it a tank, and you'll do well.

Natural Moves:

Tackle (start)

Defense Curl (L5 Sentret)

Quick Attack (L11 Sentret)

Fury Swipes (L17 Sentret, L18 Furret)

Slam (L25 Sentret, L28 Furret)

Rest (L33 Sentret, L38 Furret)

Amnesia (L41 Sentret, L48 Furret)

TM/HM: Dynamicpunch (1), Headbutt (2), Curse (3), Rollout (4), Toxic (6), Hidden Power (10), Sunny Day (11), Snore (13), Hyper Beam (15, Furret), Protect (17), Endure (20), Frustration (21), Iron Tail (23), Return (27), Dig (28), Shadow Ball (30), Mud-Slap (31), Double Team (32), Ice Punch (33), Swagger (34), Sleep Talk (35), Swift (39), Defense Curl (40), Thunderpunch (41), Detect (43), Rest (44), Attract (45), Fire Punch (48), Fury Cutter (49), Cut (H1), Surf (H3), Strength (H4, Furret)

Breeding: Slash, Focus Energy, Double-Edge, Reversal, Pursuit

Crystal Move Tutor: None

Maximum Stats: L50: 160 HP, 96 Attack, 84 Defense, 110 Speed, 65 Special Attack, 75 Special Defense

L100: 373 HP (T47), 250 Attack (T86), 226 Defense (101), 278 Speed (T41), 188 Special Attack (T119), 208 Special Defense (T124)

Recommended Movesets:

Curse, Rest, Double-Edge, Shadow Ball *Leftovers*

Amnesia, Curse, Rest, Return *Leftovers*

172-25-26: Pichu/Pikachu/Raichu (Electric)

Description: Every new player's favorite, the rat is actually not half bad. Those of us who picked up Surfing Pikachus from the original Stadium are in for a treat, as he's one of the few Pokemon to use Rain Dance to

its greatest effect. Pichu-made Raichus are okay, but if you want the Surfer, you can't get Sweet Kiss, a good confusion move. *sigh*

Natural Moves:

Thundershock (start)
Charm (Pichu starts with this)
Growl (Pikachu starts with this)
Tail Whip (L6 Pichu/Pikachu)
Thunder Wave (L8 Pichu/Pikachu)
Sweet Kiss (L11 Pichu)
Quick Attack (L11 Pikachu)
Double Team (L15 Pikachu)
Slam (L20 Pikachu)
Thunderbolt (L26 Pikachu)
Agility (L33 Pikachu)
Thunder (L41 Pikachu)
Light Screen (L50 Pikachu)

TM/HM: Dynamicpunch (1, not Pichu), Headbutt (2), Curse (3), Rollout (4), Toxic (6), Zap Cannon (7), Hidden Power (10), Snore (13), Hyper Beam (15, Raichu), Protect (17), Rain Dance (18), Endure (20), Frustration (21), Iron Tail (23), Thunder (25), Return (27), Mud-Slap (31), Double Team (32), Swagger (34), Sleep Talk (35), Swift (39), Defense Curl (40), Thunderpunch (41, not Pichu), Detect (43), Rest (44), Attract (45), Strength (H4, not Pichu), Flash (H5)

R/B/Y TMs: Mega Punch, Mega Kick, Body Slam, Take Down, Double-Edge, Pay Day, Submission, Seismic Toss, Rage, Mimic, Reflect, Bide, Skull Bash, Substitute, Surf (import Surfing Pikachu/Raichu)

Breeding: Present, Reversal, Bide, Doubleslap, Encore, Dizzy Punch (Crystal), Sing (Pokecenter)

Crystal Move Tutor: Thunderbolt

Maximum Stats: L50: 135 HP, 110 Attack, 75 Defense, 120 Speed, 110 Special Attack, 100 Special Defense
L100: 323 HP (T105), 278 Attack (T50), 208 Defense (T117), 298 Speed (T19), 278 Special Attack (T42), 258 Special Defense (T63)

Recommended Movesets:

Rain Dance, Surf, Thunder, ThunderWave *Miracle Berry*
Thunder Wave, Sweet Kiss, Attract, Headbutt *Miracle Berry*
Thunderbolt, Surf, Thunder Wave, Reflect *Miracle Berry*

10-11-12: Caterpie/Metapod/Butterfree (Bug, Bug, Bug/Flying)

Description: Not good at all. It's got bad stats, and a combo of types with a very common 4x weakness. Reflect helps in that regard, but you'll still go down to Tyranitar's Rock Slide. Use this guy for sneaky strikes.

Natural Moves:

Tackle (start)
String Shot (start)
Harden (start if Metapod caught wild, L7 if evolved to Metapod)
Confusion (L10 Butterfree)
Poison Powder (L13 Butterfree)
Stun Spore (L14 Butterfree)
Sleep Powder (L15 Butterfree)
Supersonic (L18 Butterfree)

Whirlwind (L23 Butterfree)
Gust (L28 Butterfree)
Psybeam (L34 Butterfree)
Safeguard (L40 Butterfree)

TM/HM: *Only Butterfree can use TMs and HMs*

Curse (3), Toxic (6), Hidden Power (10), Sunny Day (11), Sweet Scent (12), Snore (13), Hyper Beam (15), Protect (17), Giga Drain (19), Endure (20), Frustration (21), Solarbeam (22), Return (27), Psychic (29), Double Team (32), Swagger (34), Sleep Talk (35), Swift (39), Rest (44), Attract (45), Nightmare (50), Flash (H5)

R/B/Y TMs: Razor Wind, Take Down, Double-Edge, Rage, Mega Drain, Teleport, Mimic, Reflect, Bide, Psywave, Substitute

Breeding: None

Crystal Move Tutor: None

Maximum Stats: L50: 135 HP, 65 Attack, 70 Defense, 90 Speed, 100 Special Attack, 100 Special Defense
L100: 323 HP (T105), 188 Attack (T130), 198 Defense (T123), 238 Speed (T76), 258 Special Attack (T62), 258 Special Defense (T63)

Recommended Movesets:

Sleep Powder, Reflect, Psychic, Giga Drain *Miracle Seed*
Sleep Powder, Nightmare, Stun Spore, Psychic *Leftovers*

13-14-15: Weedle/Kakuna/Beedrill (Bug/Poison)

Description: Beedrill's moves are excellent (including the exclusive-except-for-Smeargle Twineedle), but it's got the Poison type, which is akin to a death sentence in this game. If it could set up (which doesn't happen often), look out.

Natural Moves:

Poison Sting (start)
String Shot (start)
Harden (start if Kakuna caught wild, level 7 if evolved to Kakuna)
Fury Attack (L10 Beedrill)
Focus Energy (L15 Beedrill)
Twineedle (L20 Beedrill)
Rage (L25 Beedrill)
Pursuit (L30 Beedrill)
Pin Missile (L35 Beedrill)
Agility (L40 Beedrill)

TM/HM: *Only Beedrill can use TMs and HMs*

Curse (3), Toxic (6), Hidden Power (10), Sunny Day (11), Sweet Scent (12), Snore (13), Hyper Beam (15), Protect (17), Endure (20), Frustration (21), Return (27), Double Team (32), Swagger (34), Sleep Talk (35), Sludge Bomb (36), Swift (39), Rest (44), Attract (45), Fury Cutter (49), Cut (H1)

R/B/Y TMs: Swords' Dance, Take Down, Double-Edge, Rage, Mega Drain, Mimic, Reflect, Bide, Skull Bash, Substitute

Breeding: None

Crystal Move Tutor: None

Maximum Stats: L50: 140 HP, 100 Attack, 60 Defense, 95 Speed, 65 Special Attack, 100 Special Defense
L100: 333 HP (T85), 258 Attack (T76), 178 Defense (135), 248 Speed (T72), 188 Special Attack (T119), 258 Special Defense (T63)

Recommended Movesets:

Return, Twineedle, Swords Dance, Agility *Bright Powder*
Sludge Bomb, Twineedle, Swords Dance, Rest *Leftovers*

165-166: Ledyba/Ledian (Bug/Flying)

Description: This Pokemon can't attack at all. Plain and simple. Also, it doesn't learn anything to Baton Pass that can't be done with a less vulnerable type. About the only reason to raise one is to get a Baton Pass Ledian and start breeding Bugs.

Natural Moves:

Tackle (start)
Supersonic (L8 Ledyba)
Comet Punch (L15 Ledyba)
Light Screen \
Reflect----- (L22 Ledyba, L24 Ledian)
Safeguard /
Baton Pass (L29 Ledyba, L33 Ledian)
Swift (L36 Ledyba, L42 Ledian)
Agility (L43 Ledyba, L51 Ledian)
Double-Edge (L50 Ledyba, L60 Ledian)

TM/HM: Dynamicpunch (1), Headbutt (2), Curse (3), Rollout (4), Toxic (6), Hidden Power (10), Sunny Day (11), Sweet Scent (12), Snore (13), Hyper Beam (15, Ledian), Protect (17), Giga Drain (19), Endure (20), Frustration (21), Solarbeam (22), Return (27), Dig (28), Double Team (32), Ice Punch (33), Swagger (34), Sleep Talk (35), Swift (39), Thunderpunch (41), Rest (44), Attract (45), Thief (46), Flash (H5)

Breeding: Psybeam, Light Screen, Bide

Crystal Move Tutor: None

Maximum Stats: L50: 130 HP, 55 Attack, 70 Defense, 105 Speed, 75 Special Attack, 130 Special Defense
L100: 313 HP (T117), 168 Attack (134), 198 Defense (T123), 268 Speed (T48), 208 Special Attack (T106), 318 Special Defense (T12)

Recommended Movesets:

Curse, Agility, Light Screen, Baton Pass *Focus Band*
Reflect, Light Screen, Thunderpunch, Safeguard *Leftovers*

167-168: Spinarak/Ariados (Poison/Bug)

Description: A good Pokemon to lead with, as you can Spider Web the lead and then Baton Pass to something who can take it out. Also has a decent Attack for its Poison moves.

Natural Moves:

Poison Sting (start)
String Shot (start)
Scary Face (L6 Spinarak)
Constrict (L11 Spinarak)
Night Shade (L17 Spinarak)

Leech Life (L23 Spinarak, L25 Ariados)
Fury Swipes (L30 Spinarak, L34 Ariados)
Spider Web (L37 Spinarak, L43 Ariados)
Screech (L45 Spinarak, L53 Ariados)
Agility (Crystal; L45 Spinarak, L53 Ariados)
Psychic (L53 Spinarak, L63 Ariados)

TM/HM: Curse (3), Toxic (6), Hidden Power (10), Sunny Day (11), Snore (13),
Hyper Beam (15), Protect (17), Giga Drain (19), Endure (20), Frustration
(21), Solarbeam (22), Return (27), Dig (28), Psychic (29), Double Team
(32), Swagger (34), Sleep Talk (35), Sludge Bomb (36), Rest (44), Attract
(45), Thief (46), Flash (H5)

Breeding: Baton Pass, Pursuit, Psybeam, Disable, Sonicboom

Crystal Move Tutor: None

Maximum Stats: L50: 145 HP, 110 Attack, 90 Defense, 60 Speed, 80 Special
Attack, 80 Special Defense
L100: 343 HP (T79), 278 Attack (T50), 238 Defense (T83), 178 Speed (T122)
218 Special Attack (T94), 218 Special Defense (T116)

Recommended Movesets:

Spider Web, Sludge Bomb, Agility, Baton Pass *Leftovers*
Sludge Bomb, Return, Screech, Disable *Leftovers*

74-75-76: Geodude/Graveler/Golem (Rock/Ground)

Description: Handles both the offense and defense of physical moves
very well, but sucks when it comes to Special moves. Still, it learns
very powerful Rock and Ground moves, and can always be detonated if
things get rough.

Natural Moves:

Tackle (start)
Defense Curl (L6 Geodude)
Rock Throw (L11 Geodude)
Magnitude (L16 Geodude)
Selfdestruct (L21 Geodude)
Harden (L26 Geodude, L27 Graveler/Golem)
Rollout (L31 Geodude, L34 Graveler/Golem)
Earthquake (L36 Geodude, L41 Graveler/Golem)
Explosion (L41 Geodude, L48 Graveler/Golem)

TM/HM: Dynamicpunch (1), Headbutt (2), Curse (3), Rollout (4), Toxic (6),
Rock Smash (8), Hidden Power (10), Sunny Day (11), Snore (13), Hyper Beam
(15, Golem), Protect (17), Endure (20), Frustration (21), Earthquake (26),
Return (27), Dig (28), Mud-Slap (31), Double Team (32), Swagger (34),
Sleep Talk (35), Sandstorm (37), Fire Blast (38), Defense Curl (40), Rest
(44), Attract (45), Fire Punch (48), Strength (H4)

R/B/Y TMs: Mega Punch, Mega Kick (Golem), Body Slam, Take Down, Double-
Edge, Submission, Counter, Seismic Toss, Rage, Fissure, Mimic, Bide,
Metronome, Rock Slide, Substitute

Breeding: Rock Slide, Mega Punch

Crystal Move Tutor: Flamethrower

Maximum Stats: L50: 155 HP, 130 Attack, 150 Defense, 65 Speed, 75 Special

Attack, 85 Special Defense

L100: 363 HP (T54), 318 Attack (T18), 358 Defense (T6), 188 Speed (T116)

208 Special Attack (T106), 228 Special Defense (T104)

Recommended Movesets:

Earthquake, Rock Slide, Curse, Explosion *Quick Claw*

Earthquake, Rock Slide, Substitute, Rest *Leftovers*

41-42-169: Zubat/Golbat/Crobat (Poison/Flying)

Description: Haze is more common in the GSC universe, so the Golbat family needed something to make it stand out. What they got was a new evolution (Crobat), and Mean Look. The trapping skills of this Pokemon are only matched by Ariados and a Crystal Umbreon.

Natural Moves:

Leech Life (start)

Supersonic (L6 Zubat)

Bite (L12 Zubat)

Confuse Ray (L19 Zubat)

Wing Attack (L27 Zubat, L30 Golbat/Crobat)

Mean Look (L36 Zubat, L42 Golbat/Crobat)

Haze (L46 Zubat, L55 Golbat/Crobat)

TM/HM: Curse (3), Toxic (6), Hidden Power (10), Sunny Day (11), Snore (13), Hyper Beam (15, not Zubat), Protect (17), Giga Drain (19), Endure (20), Frustration (21), Return (27), Double Team (32), Swagger (34), Sleep Talk (35), Swift (39), Detect (43), Rest (44), Attract (45), Thief (46), Steel Wing (47), Fly (H2, Crobat)

R/B/Y TMs: Razor Wind, Whirlwind, Take Down, Double-Edge, Rage, Mega Drain, Mimic, Bide, Substitute (Screech)

Breeding: Pursuit, Whirlwind, Gust, Faint Attack, Quick Attack

Crystal Move Tutor: None

Maximum Stats: L50: 160 HP, 110 Attack, 100 Defense, 150 Speed, 90 Special Attack, 100 Special Defense

L100: 373 HP (T47), 278 Attack (T50), 258 Defense (T54), 358 Speed (T2),

238 Special Attack (T78), 258 Special Defense (T63)

Recommended Movesets:

Mean Look, Confuse Ray, Toxic, Fly *Miracle Berry*

Wing Attack, Confuse Ray, Hidden Power ^Ground^, Double-Edge *Leftovers*

173-35-36: Cleffa/Clefairy/Clefable (Normal)

Description: This Pokemon is absolutely LOADED!! And it learns a healing move (Moonlight) which is the only thing it was missing in the originals. One of the best Pokemon for Sunny Day in the whole game (actually, the best).

Natural Moves:

Pound (start)

Charm (Cleffa starts with this)

Growl (Clefairy starts with this)

Encore (L4 Cleffa/Clefairy)

Sing (L8 Cleffa/Clefairy)

Sweet Kiss (L13 Cleffa)

Doubleslap (L13 Clefairy)
Minimize (L19 Clefairy)
Defense Curl (L26 Clefairy)
Metronome (L34 Clefairy)
Moonlight (L43 Clefairy)
Light Screen (L53 Clefairy)

TM/HM: Dynamicpunch (1, not Cleffa) Headbutt (2), Curse (3), Rollout (4), Toxic (6), Zap Cannon (7), Psych Up (9), Hidden Power (10), Sunny Day (11), Snore (13), Blizzard (14), Hyper Beam (15, Clefable), Icy Wind (16, Cleffa) Protect (17), Rain Dance (18), Endure (20), Return (21), Solarbeam (22), Iron Tail (23), Thunder (25, not Cleffa), Return (27), Psychic (29), Shadow Ball (30), Mud-Slap (31), Double Team (32), Ice Punch (33, not Cleffa), Swagger (34), Sleep Talk (35), Fire Blast (38), Defense Curl (40), Thunder Punch (41, not Cleffa), Dream Eater (42), Detect (43), Rest (44), Attract (45), Fire Punch (48, not Cleffa), Nightmare (50), Strength (H4, not Cleffa), Flash (H5)

R/B/Y TMs: Mega Punch, Mega Kick, Body Slam, Take Down, Double-Edge, Bubblebeam, Water Gun, Ice Beam, Submission, Counter, Seismic Toss, Rage, Thunderbolt, Teleport, Mimic, Reflect, Bide, Skull Bash, Thunder Wave, Psywave, Tri Attack, Substitute

Breeding: Amnesia, Splash, Metronome, Belly Drum, Present, Mimic, Dizzy Punch (Crystal), Swift (Pokecenter)

Crystal Move Tutor: Thunderbolt, Ice Beam, Flamethrower

Maximum Stats: L50: 170 HP, 90 Attack, 93 Defense, 80 Speed, 105 Special Attack, 110 Special Defense
L100: 393 HP (23), 238 Attack (T99), 244 Defense (82), 218 Speed (T96), 268 Special Attack (T50), 278 Special Defense (T43)

Recommended Movesets:

Fire Blast/Flamethrower, Solarbeam, Moonlight, Sunny Day *Leftovers*
Belly Drum, Return, Shadow Ball, Moonlight *Leftovers*

174-39-40: Igglybuff/Jigglypuff/Wigglytuff (Normal)

Description: Snorlax Lite. It's got the HP, but doesn't have the stats to go mano-a-mano with Snorlax. However, Cursetuff is awfully hard to take down unless you've got a Steel Pokemon (preferably with Whirlwind).

Natural Moves:

Sing (start)
Charm (Igglybuff starts with this)
Defense Curl (L4 Igglybuff/Jigglypuff)
Pound (L9 Igglybuff/Jigglypuff)
Sweet Kiss (L14 Igglybuff)
Disable (L14 Jigglypuff)
Rollout (L19 Jigglypuff)
Doubleslap (L24 Jigglypuff)
Rest (L29 Jigglypuff)
Body Slam (L34 Jigglypuff)
Double-Edge (L39 Jigglypuff)

TM/HM: Dynamicpunch (1, not Igglybuff), Headbutt (2), Curse (3), Rollout (4), Toxic (6), Zap Cannon (7), Psych Up (9), Hidden Power (10), Sunny Day (11), Snore (13), Blizzard (14, not Igglybuff), Hyper Beam (15, Wigglytuff), Icy Wind (16, Igglybuff) Protect (17), Rain Dance (18), Endure

(20), Frustration (21), Solarbeam (22), Thunder (25, not Igglybuff), Return (27), Psychic (29), Shadow Ball (30), Mud-Slap (31), Double Team (32), Ice Punch (33, not Igglybuff), Swagger (34), Sleep Talk (35), Fire Blast (38), Defense Curl (40), Thunderpunch (41, not Igglybuff), Dream Eater (42), Detect (43), Rest (44), Attract (45), Fire Punch (48, not Igglybuff), Nightmare (50), Strength (H4, not Igglybuff), Flash (H5)

R/B/Y TMs: Mega Punch, Mega Kick, Body Slam, Take Down, Double-Edge, Bubblebeam, Water Gun, Ice Beam, Submission, Counter, Seismic Toss, Rage, Thunderbolt, Teleport, Mimic, Reflect, Bide, Skull Bash, Thunder Wave, Psywave, Tri Attack, Substitute

Breeding: Perish Song, Faint Attack, Present, Dizzy Punch (Crystal), Surf (Pokecenter)

Crystal Move Tutor: Thunderbolt, Ice Beam, Flamethrower

Maximum Stats: L50: 215 HP, 90 Attack, 65 Defense, 65 Speed, 95 Special Attack, 70 Special Defense
L100: 483 HP (4), 238 Attack (T99), 188 Defense (T130), 188 Speed (T116), 248 Special Attack (T72), 198 Special Defense (T128)

Recommended Movesets:

Curse, Rest, Double-Edge, Shadow Ball *Leftovers*
Sunny Day, Fire Blast, Solarbeam, Rest *Mint Berry*

175-176: Togepi/Togetic (Normal, Normal/Flying)

Description: There's something I'd like to say about Togetic, but this is a family guide... let's just say it involves a broken broom. This guy has a combination of Ledian syndrome (no attack skill) and Shuckle disease (no moves). Avoid like the plague.

Natural Moves:

Growl (start)
Charm (start)
Metronome (L7 Togepi/Togetic)
Sweet Kiss (L18 Togepi/Togetic)
Encore (L25 Togepi/Togetic)
Safeguard (L31 Togepi/Togetic)
Double-Edge (L38 Togepi/Togetic)

TM/HM: Headbutt (2), Curse (3), Rollout (4), Toxic (6), Zap Cannon (7), Rock Smash (8), Psych Up (9), Hidden Power (10), Sunny Day (11), Snore (13), Hyper Beam (15, Togetic), Protect (17), Rain Dance (18), Endure (20), Frustration (21), Solarbeam (22), Return (27), Psychic (29), Shadow Ball (30), Mud-Slap (31), Double Team (32), Swagger (34), Sleep Talk (35), Fire Blast (38), Swift (39), Defense Curl (40), Dream Eater (42), Detect (43), Rest (44), Attract (45), Steel Wing (47), Fly (H2, Togetic), Flash (H5)

Breeding: Foresight, Future Sight, Peck, Present, Mirror Move

Crystal Move Tutor: Flamethrower

Maximum Stats: L50: 130 HP, 60 Attack, 105 Defense, 60 Speed, 100 Special Attack, 125 Special Defense
L100: 313 HP (T117), 178 Attack (T132), 268 Defense (T44), 178 Speed (T122), 258 Special Attack (T62), 308 Special Defense (T19)

Recommended Movesets:

Safeguard, Encore, Fly, Future Sight *Quick Claw*
Curse, Double-Edge, Fly, Rest *Leftovers*

27-28: Sandshrew/Sandslash (Ground)

Description: This guy would still be popular if Game Freak hadn't included the Thick Club for Marowak. He's got good physical stats, but has Speed and Special stat issues. The set I use for 'Slash is a real annoyance set.

Natural Moves:

Scratch (start)
Defense Curl (L6 Sandshrew)
Sand-Attack (L11 Sandshrew)
Poison Sting (L7 Sandshrew/Sandslash)
Slash (L23 Sandshrew, L24 Sandslash)
Swift (L30 Sandshrew, L33 Sandslash)
Fury Swipes (L37 Sandshrew, L42 Sandslash)
Sandstorm (L45 Sandshrew, L52 Sandslash)

TM/HM: Dynamicpunch (1), Headbutt (2), Curse (3), Rollout (4), Toxic (6), Rock Smash (8), Hidden Power (10), Sunny Day (11), Snore (13), Hyper Beam (15, Sandslash), Protect (17), Endure (20), Frustration (21), Iron Tail (23), Earthquake (26), Return (27), Dig (28), Mud-Slap (31), Double Team (32), Swagger (34), Sleep Talk (35), Sandstorm (37), Swift (39), Defense Curl (40), Detect (43), Rest (44), Attract (45), Thief (46), Fury Cutter (49), Cut (H1), Strength (H4)

R/B/Y TMs: Swords' Dance, Body Slam, Take Down, Double-Edge, Submission, Seismic Toss, Rage, Fissure, Mimic, Bide, Skull Bash, Rock Slide, Substitute

Breeding: Rapid Spin, Counter, Flail, Safeguard, Metal Claw (Crystal)

Crystal Move Tutor: None

Maximum Stats: L50: 150 HP, 120 Attack, 130 Defense, 85 Speed, 65 Special Attack, 75 Special Defense
L100: 353 HP (T66), 298 Attack (T30), 318 Defense (T17), 228 Speed (T90), 188 Special Attack (T119), 208 Special Defense (T124)

Recommended Movesets:

Earthquake, Rock Slide, Double Team, Mud-Slap *Bright Powder*
Earthquake, Rock Slide, Swords Dance, Return *Leftovers*

23-24: Ekans/Arbok (Poison)

Description: Actually, Arbok ain't that bad. Glare is a nice move, even though it isn't exclusive anymore *kicks Dunsparce*. Also, Poison actually has a decently powered move, Sludge Bomb, that Arbok can learn. Add in Swagger and Earthquake, and what can I say?

Natural Moves:

Wrap (start)
Leer (start)
Poison Sting (L9 Ekans)
Bite (L15 Ekans)
Glare (L23 Ekans, L25 Arbok)
Screech (L29 Ekans, L33 Arbok)
Acid (L37 Ekans, L43 Arbok)
Haze (L43 Ekans, L51 Arbok)

TM/HM: Headbutt (2), Curse (3), Toxic (6), Hidden Power (10), Sunny Day (11), Snore (13), Hyper Beam (15), Protect (17), Giga Drain (19), Endure (20), Frustration (21), Earthquake (26), Return (27), Dig (28), Double Team (32), Swagger (34), Sleep Talk (35), Sludge Bomb (36), Rest (44), Attract (45), Thief (46), Strength (H4)

R/B/Y TMs: Body Slam, Take Down, Double-Edge, Rage, Mega Drain, Fissure, Mimic, Bide, Skull Bash, Rock Slide, Substitute

Breeding: Pursuit, Beat Up, Slam, Spite, Crunch (Crystal)

Crystal Move Tutor: None

Maximum Stats: L50: 135 HP, 105 Attack, 89 Defense, 100 Speed, 85 Special Attack, 99 Special Defense

L100: 323 HP (T105), 268 Attack (T59), 236 Defense (92), 258 Speed (T63), 228 Special Attack (T82), 256 Special Defense (80)

Recommended Movesets:

Glare, Swagger, Earthquake, Sludge Bomb *Leftovers*

Glare, Swagger, Screech, Earthquake *Focus Band*

206: Dunsparce (Normal)

Description: This Pokemon only has two good qualities: 400 HP and Glare. You can mess around with the rest (DCurl/Rollout? A nice Ancientpower?). However, Parafuse will serve this guy the best.

Natural Moves:

Rage (start)

Defense Curl (L5 Dunsparce)

Glare (L13 Dunsparce)

Spite (L18 Dunsparce)

Pursuit (L26 Dunsparce)

Screech (L30 Dunsparce)

Take Down (L38 Dunsparce)

TM/HM: Headbutt (2), Curse (3), Rollout (4), Toxic (6), Zap Cannon (7), Rock Smash (8), Psych Up (9), Hidden Power (10), Sunny Day (11), Snore (13), Protect (17), Rain Dance (18), Endure (20), Frustration (21), Solarbeam (22), Iron Tail (23), Thunder (25), Return (27), Dig (28), Mud-Slap (31), Double Team (32), Swagger (34), Sleep Talk (35), Defense Curl (40), Dream Eater (42), Rest (44), Attract (45), Thief (46), Nightmare (50), Strength (H4)

Breeding: Rock Slide, Ancient Power, Bite, Bide

Crystal Move Tutor: Thunderbolt, Flamethrower

Maximum Stats: L50: 175 HP, 90 Attack, 90 Defense, 65 Speed, 85 Special Attack, 85 Special Defense

L100: 403 HP (T15), 238 Attack (T99), 238 Defense (T83), 188 Speed (T116), 228 Special Attack (T82), 228 Special Defense (T104)

Recommended Movesets:

Glare, Swagger, Psych Up, Return *King's Rock*

Glare, Spite, Return, Screech *Leftovers*

179-180-181: Mareep/Flaaffy/Ampharos (Electric)

Description: Mmm... beefy Special Attack. However, Ampharos doesn't have the traditional appeal of Electric types (Speed), so it's rather underused. Uses Electric moves very well, and capable of great things if given a good Hidden Power.

Natural Moves:

Tackle (start)
Growl (start)
Thundershock (L9 Mareep)
Thunder Wave (L16 Mareep, L18 Flaaffy)
Cotton Spore (L23 Mareep, L27 Flaaffy)
Thunderpunch (L30 Ampharos)
Light Screen (L30 Mareep, L36 Flaaffy, L42 Ampharos)
Thunder (L37 Mareep, L45 Flaaffy, L57 Ampharos)

TM/HM: Dynamicpunch (1, not Mareep), Headbutt (2), Curse (3), Toxic (6), Zap Cannon (7), Rock Smash (8, not Mareep), Hidden Power (10), Snore (13), Hyper Beam (15, Ampharos), Protect (17), Rain Dance (18), Endure (20), Frustration (21), Iron Tail (23), Thunder (25), Return (27), Double Team (32), Swagger (34), Sleep Talk (35), Swift (39), Defense Curl (40), Thunderpunch (41), Rest (44), Attract (45), Fire Punch (48, not Mareep), Strength (H4, not Mareep), Flash (H5)

Breeding: Thunderbolt, Reflect, Safeguard, Body Slam, Screech, Take Down, Earthquake (Pokecenter)

Crystal Move Tutor: Thunderbolt

Maximum Stats: L50: 165 HP, 95 Attack, 95 Defense, 75 Speed, 135 Special Attack, 95 Special Defense
L100: 383 HP (T32), 248 Attack (T88), 248 Defense (T70), 208 Speed (T102), 328 Special Attack (T8), 278 Special Defense (T43)

Recommended Movesets:

Thunder Wave, Thunderbolt, Reflect, Fire Punch/Hidden Power ^Water/Grass/Ice^ *Leftovers*
Rain Dance, Thunder, Thunder Wave, Hidden Power ^Water^ *Leftovers*

194-195: Wooper/Quagsire (Water/Ground)

Description: In terms of annoyance and painful dual-typing, Quaggy's second only to Kingdra. Doesn't have the greatest Attacking stats in the world, but his typing neutralizes a lot of those type's weaknesses. If you even SUSPECT they've got SunnyBeam or another powerful Grass move, switch it.

Natural Moves:

Water Gun (start)
Tail Whip (start)
Slam (L11 Wooper)
Amnesia (L21 Wooper, L23 Quagsire)
Earthquake (L31 Wooper, L35 Quagsire)
Rain Dance (L41 Wooper, L47 Quagsire)
Mist (L51 Wooper, L59 Quagsire)
Haze (L51 Wooper, L59 Quagsire)

TM/HM: Dynamicpunch (1), Headbutt (2), Curse (3), Rollout (4), Toxic (6), Rock Smash (8), Hidden Power (10), Snore (13), Hyper Beam (15, Quagsire), Protect (17), Rain Dance (18), Endure (20), Frustration (21), Iron Tail

(23), Earthquake (26), Return (27), Dig (28), Mud-Slap (31), Double Team (32), Ice Punch (33), Swagger (34), Sleep Talk (35), Sludge Bomb (36), Sandstorm (37), Defense Curl (40), Rest (44), Attract (45), Surf (H3), Strength (H4, Quagsire), Flash (H5), Whirlpool (H6)

Breeding: Safeguard, Body Slam, Ancient Power, Belly Drum (Pokecenter)

Crystal Move Tutor: Ice Beam

Maximum Stats: L50: 170 HP, 105 Attack, 105 Defense, 55 Speed, 85 Special Attack, 85 Special Defense

L100: 393 HP (T23), 268 Attack (T59), 268 Defense (T44), 168 Speed (T126) 228 Special Attack (T82), 228 Special Defense (T104)

Recommended Movesets:

Earthquake, Safeguard, Rain Dance, Surf *Leftovers*

Earthquake, Sludge Bomb, Curse, Rest *Leftovers*

92-93-94: Gastly/Haunter/Gengar (Ghost/Poison)

Description: Some people like Gengar as a Perish Trapper, but he can do so much more. He makes a nice Hazer (decent speed to pull it off), can almost be elemental, and has a huge Special Attack score. Don't worry about using Ghost moves on Gengar, tho... the physical attack blows.

Natural Moves:

Hypnosis (start)

Lick (start)

Spite (L8 Gastly)

Mean Look (L13 Gastly)

Curse (L16 Gastly)

Night Shade (L21 Gastly)

Confuse Ray (L28 Gastly, L31 Haunter/Gengar)

Dream Eater (L33 Gastly, L39 Haunter/Gengar)

Destiny Bond (L36 Gastly, L48 Haunter/Gengar)

TM/HM: Dynamicpunch (1, Gengar), Headbutt (2, Gengar), Curse (3), Toxic (6), Zap Cannon (7), Rock Smash (8, Gengar), Psych Up (9), Hidden Power (10), Sunny Day (11), Snore (13), Hyper Beam (15, Gengar), Protect (17), Rain Dance (18), Giga Drain (19), Endure (20), Frustration (21), Thunder (25), Return (27), Psychic (29), Shadow Ball (30), Double Team (32), Ice Punch (33, Gengar), Swagger (34), Sleep Talk (35), Thunderpunch (41, Gengar), Dream Eater (42), Rest (44), Attract (45), Thief (46), Fire Punch (48, Gengar), Nightmare (50), Strength (H4, Gengar)

R/B/Y TMs: Mega Punch (Gengar), Mega Kick (Gengar), Body Slam (Gengar), Take Down (Gengar), Double-Edge (Gengar), Submission (Gengar), Counter (Gengar), Seismic Toss (Gengar), Rage, Mega Drain, Thunderbolt, Mimic, Bide, Metronome (Gengar), Selfdestruct, Skull Bash (Gengar), Explosion (Gengar), Substitute

Breeding: Haze, Perish Song, Psywave, Encore (Pokecenter)

Crystal Move Tutor: Thunderbolt

Maximum Stats: L50: 135 HP, 85 Attack, 80 Defense, 130 Speed, 150 Special Attack, 95 Special Defense

L100: 323 HP (T105), 228 Attack (T106), 218 Defense (T103), 318 Speed (T12), 358 Special Attack (T3), 248 Special Defense (T82)

Recommended Movesets:

Haze, Thunderbolt, Ice Punch/Giga Drain, Destiny Bond *Bright Powder/
Leftovers*

Mean Look, Perish Song, Protect, Destiny Bond *Leftovers*

201: Unown (Psychic)

Description: Just don't bother.

Natural Moves:

Hidden Power (start)

TM/HM: None

Breeding: None (genderless Pokemon)

Crystal Move Tutor: None

Maximum Stats: L50: 123 HP, 92 Attack, 68 Defense, 68 Speed, 92 Special
Attack, 68 Special Defense

L100: 299 HP (T133), 242 Attack (98), 194 Defense (T128), 194 Speed (T114),
242 Special Attack (77), 194 Special Defense (T130)

Recommended Moveset:

Hidden Power *item that matches the Hidden Power's type*

95-208: Onix/Steelix (Rock/Ground, Steel/Ground)

Description: I could probably take Steelix over 200m, which is rather sad.
(Translation: Don't look for Speed.) Still, Steelix has a good Attack,
and no 4x weaknesses (unlike Onix). Don't be afraid to Curse with Steelix,
as it has no Speed to lose, and could always use an Attack upper.

Natural Moves:

Tackle (start)

Screech (start)

Bind (L10 Onix/Steelix)

Rock Throw (L14 Onix/Steelix)

Harden (L23 Steelix)

Rage (L27 Onix/Steelix)

Sandstorm (L36 Onix/Steelix)

Slam (L40 Onix/Steelix)

Crunch (L49 Steelix)

TM/HM: Headbutt (2), Curse (3), Rollout (4, Steelix) Roar (5), Toxic (6),
Rock Smash (8), Hidden Power (10), Sunny Day (11), Snore (13), Hyper Beam
(15, Steelix), Protect (17), Endure (20), Frustration (21), Iron Tail (23),
Dragonbreath (24), Earthquake (26), Return (27), Dig (28), Mud-Slap (31),
Double Team (32), Swagger (34), Sandstorm (37), Defense Curl (40, Steelix),
Rest (44), Attract (45), Cut (H1, Steelix), Strength (H4)

R/B/Y TMs: Body Slam, Take Down, Double-Edge, Rage, Fissure, Mimic, Bide,
Selfdestruct, Skull Bash, Explosion, Substitute

Breeding: Rock Slide, Flail

Crystal Move Tutor: None

Maximum Stats: L50: 150 HP, 105 Attack, 220 Defense, 50 Speed, 75 Special
Attack, 85 Special Defense

L100: 353 HP (T66), 268 Attack (T58), 498 Defense (2), 158 Speed (T129), 208 Special Attack (T106), 228 Special Defense (T104)

Recommended Movesets:

Earthquake, Rock Slide, Curse, Rest *Mint Berry*
Curse, Explosion, Earthquake, Rock Slide *Quick Claw*

69-70-71: Bellsprout/Weepinbell/Victreebel (Grass/Poison)

Description: Victreebel was shafted in this game. His best feature in the originals (Razor Leaf) isn't a guaranteed critical hit anymore, it's still part-Poison, and doesn't have the best defensive stats. Go for criticals with this Pokemon. Yeah... stupid Bellsprout.

Natural Moves:

Vine Whip (start)
Growth (L6 Bellsprout)
Wrap (L11 Bellsprout)
Sleep Powder (L15 Bellsprout)
Poison Powder (L17 Bellsprout)
Stun Spore (L19 Bellsprout)
Acid (L23 Bellsprout, L24 Weepinbell)
Sweet Scent (L30 Bellsprout, L33 Weepinbell)
Razor Leaf (L37 Bellsprout, L42 Weepinbell)
Slam (L45 Bellsprout, L54 Weepinbell)

TM/HM: Curse (3), Toxic (6), Hidden Power (10), Sunny Day (11), Sweet Scent (12), Snore (13), Hyper Beam (15, Victreebel), Protect (17), Giga Drain (19), Endure (20), Frustration (21), Solarbeam (22), Return (27), Double Team (32), Swagger (34), Sleep Talk (35), Sludge Bomb (36), Rest (44), Attract (45), Cut (H1), Flash (H5)

R/B/Y TMs: Body Slam, Take Down, Double-Edge, Rage, Mega Drain, Mimic, Bide, Substitute

Breeding: Synthesis, Swords' Dance, Reflect, Leech Life, Encore

Crystal Move Tutor: None

Maximum Stats: L50: 155 HP, 125 Attack, 85 Defense, 90 Speed, 120 Special Attack, 80 Special Defense

L100: 363 HP (T54), 308 Attack (T23), 228 Defense (T93), 238 Speed (T76), 298 Special Attack (T22), 218 Special Defense (T116)

Recommended Movesets:

Swords Dance, Sludge Bomb, Razor Leaf, Stun Spore *Scope Lens*
Double Team, Rest, Sludge Bomb, Razor Leaf *Leftovers*

187-188-189: Hoppip/Skiploom/Jumpluff (Grass/Flying)

Description: A Grass Pokemon with Speed? What's wrong with this picture? Its Speed makes up for the fact that it has little-to-no Attacking power, even with its type-bonus moves. Also damned by the fact that it starts with Splash.

Natural Moves:

Splash (start)
Synthesis (starts in GS, L5 in Crystal)
Tail Whip (L5 Hoppip)
Tackle (L10 Hoppip)

Poison Powder (L13 Hoppip)
Stun Spore (L15 Hoppip)
Sleep Powder (L17 Hoppip)
Leech Seed (L20 Hoppip, L22 Skiploom)
Cotton Spore (L25 Hoppip, L29 Skiploom, L33 Jumpluff)
Mega Drain (L30 Hoppip, L36 Skiploom, L44 Jumpluff)

TM/HM: Headbutt (2), Curse (3), Toxic (6), Hidden Power (10), Sunny Day (11), Sweet Scent (12), Snore (13), Hyper Beam (15, Jumpluff), Protect (17), Giga Drain (19), Endure (20), Frustration (21), Solarbeam (22), Return (27), Double Team (32), Swagger (34), Sleep Talk (35), Defense Curl (40), Rest (44), Attract (45), Flash (H5)

Breeding: Amnesia, Reflect, Double-Edge, Confusion, Pay Day, Growl, Encore

Crystal Move Tutor: None

Maximum Stats: L50: 150 HP, 75 Attack, 90 Defense, 130 Speed, 75 Special Attack, 105 Special Defense
L100: 353 HP (T66), 208 Attack (T118), 238 Defense (T83), 318 Speed (T12), 208 Special Attack (T106), 268 Special Defense (T49)

Recommended Movesets:

Stun Spore, Swagger, Encore, Giga Drain *Miracle Berry*
Sleep Powder, Stun Spore, Encore, Mega Drain *Leftovers*

46-47: Paras/Parasect (Bug/Grass)

Description: In terms of types, Parasect was the weakest Pokemon in the originals, with THREE 4x weaknesses. One of those is a neutrality now (Poison, whoop de doo), but still... play this guy carefully. Don't try for SunnyBeam with Parasect, as it will be a fatal mistake.

Natural Moves:

Scratch (start)
Stun Spore (L7 Paras)
Poison Powder (L13 Paras)
Leech Life (L19 Paras)
Spore (L25 Paras, L28 Parasect)
Slash (L31 Paras, L37 Parasect)
Growth (L37 Paras, L46 Parasect)
Giga Drain (L43 Paras, L55 Parasect)

TM/HM: Curse (3), Toxic (6), Rock Smash (8), Hidden Power (10), Sunny Day (11), Sweet Scent (12), Snore (13), Hyper Beam (15, Parasect), Protect (17), Giga Drain (19), Endure (20), Frustration (21), Solarbeam (22), Return (27), Dig (28), Double Team (32), Swagger (34), Sleep Talk (35), Sludge Bomb (36), Rest (44), Attract (45), Thief (46), Fury Cutter (49), Cut (H1), Flash (H5)

R/B/Y TMs: Swords Dance, Body Slam, Take Down, Double-Edge, Rage, Mega Drain, Mimic, Reflect, Bide, Skull Bash, Substitute

Breeding: Psybeam, False Swipe, Light Screen, Flail, Counter, Screech, Pursuit, Sweet Scent

Crystal Move Tutor: None

Maximum Stats: L50: 135 HP, 115 Attack, 100 Defense, 50 Speed, 80 Special Attack, 100 Special Defense

L100: 323 HP (T105), 288 Attack (T38), 258 Defense (T54), 158 Speed (T129), 218 Special Attack (T94), 258 Special Defense (T63)

Recommended Movesets:

Spore, Swords Dance, Dig, Hidden Power ^Bug^ *Bright Powder*

Spore, Growth, Hidden Power ^Fire^, Giga Drain *Leftovers*

60-61-62/186: Poliwhirl/Poliwhirl/Poliwrath/Politoed (Water, Water, Water/
Fighting, Water)

Description: Poliwrath is the El Cheapo of the bunch, as it is the only Pokemon to learn a trap move, a next-move-hits move, and a OHKO (One Hit Knock-Out) move. Politoed is a decent Special Attacker with gabs of HP.

Natural Moves:

Bubble (start)

Hypnosis (L7 Poliwhirl)

Water Gun (L13 Poliwhirl)

Doubleslap (L19 Poliwhirl)

Rain Dance (L25 Poliwhirl)

Body Slam (L31 Poliwhirl, L35 Poliwrath)

Belly Drum (L37 Poliwhirl, L43 Poliwhirl)

Hydro Pump (L43 Poliwhirl, L51 Poliwhirl)

Submission (L35 Poliwrath)

Perish Song (L35 Politoed)

Mind Reader (L51 Poliwrath)

Swagger (L51 Politoed)

TM/HM: Dynamicpunch (1, Poliwrath/Politoed), Headbutt (2), Curse (3), Roar (5, Poliwrath), Toxic (6), Rock Smash (8, not Poliwhirl), Hidden Power (10), Snore (13), Blizzard (14), Hyper Beam (15, Poliwrath/Politoed), Icy Wind (16), Protect (17), Rain Dance (18), Endure (20), Frustration (21), Earthquake (26, Poliwrath/Politoed), Return (27), Psychic (29), Shadow Ball (30, Poliwrath), Mud-Slap (31, not Poliwhirl), Double Team (32), Ice Punch (33, not Poliwhirl), Swagger (34), Sleep Talk (35), Defense Curl (40), Detect (43, not Poliwhirl), Rest (44), Attract (45), Thief (46), Surf (H3), Strength (H4, not Poliwhirl), Whirlpool (H6), Waterfall (H7)

R/B/Y TMs: Mega Punch (not Poliwhirl), Mega Kick (not Poliwhirl), Body Slam, Take Down, Double-Edge, Ice Beam, Submission (Poliwhirl), Seismic Toss (not Poliwhirl), Rage, Earthquake (Poliwhirl), Fissure (Poliwhirl), Mimic, Bide, Metronome (not Poliwhirl), Skull Bash, Psywave, Substitute, Strength (Poliwhirl)

Breeding: Haze, Mind Reader, Bubblebeam, Mist, Splash

Crystal Move Tutor: Ice Beam

Maximum Stats (Poliwrath): L50: 165 HP, 105 Attack, 115 Defense, 90 Speed, 90 Special Attack, 110 Special Defense

L100: 383 HP (T32), 268 Attack (T59), 288 Defense (T33), 238 Speed (T76), 238 Special Attack (T78), 278 Special Defense (T43)

Recommended Movesets:

Whirlpool, Mind Reader, Fissure, Ice Beam *Leftovers*

Amnesia, Counter, Surf, Psychic *Leftovers*

(Politoed): L50: 165 HP, 95 Attack, 95 Defense, 90 Speed, 110 Special Attack, 120 Special Defense

L100: 383 HP (T32), 248 Attack (T88), 248 Defense (T70), 238 Speed (T76),
278 Special Attack (T42), 298 Special Defense (T21)

Recommended Movesets:

Surf, Haze, Ice Beam, Earthquake *Leftovers*

Curse, Rest, Earthquake, Ice Beam *Leftovers*

129-130: Magikarp/Gyarados (Water, Water/Flying)

Description: Shafted. Utterly shafted. Gyarados really has to be a physical attacker, as its Special Attack has dropped 80 points (!) to 218 since RBY. Those who might be tempted to use Rain Dance and help Surf take note: It also makes Thunder Swift-accurate.

Natural Moves:

Splash (Magikarp starts with this)

Thrash (Gyarados starts with this)

Tackle (L15 Magikarp)

Bite (L20 Gyarados)

Dragon Rage (L25 Gyarados)

Flail (L30 Magikarp)

Leer (L30 Gyarados)

Twister (L35 Gyarados)

Hydro Pump (L40 Gyarados)

Rain Dance (L45 Gyarados)

Hyper Beam (L50 Gyarados)

TM/HM (Only Gyarados can use these): Headbutt (2), Curse (3), Roar (5), Toxic (6), Zap Cannon (7), Rock Smash (8), Hidden Power (10), Snore (13), Blizzard (14), Hyper Beam (15), Icy Wind (16), Protect (17), Rain Dance (18), Endure (20), Frustration (21), Dragonbreath (24), Thunder (25), Return (27), Double Team (32), Swagger (34), Sleep Talk (35), Sandstorm (37), Fire Blast (38), Rest (44), Attract (45), Surf (H3), Strength (H4), Whirlpool (H6), Waterfall (H7)

R/B/Y TMs: Body Slam, Take Down, Double-Edge, Bubblebeam, Water Gun, Ice Beam, Rage, Thunderbolt, Mimic, Reflect, Bide, Skull Bash, Substitute

Breeding: None

Crystal Move Tutor (again, Gyarados only): Thunderbolt, Ice Beam, Flamethrower

Maximum Stats: L50: 170 HP, 145 Attack, 99 Defense, 101 Speed, 80 Special Attack, 120 Special Defense

L100: 393 HP (T23), 348 Attack (T10), 256 Defense (T64), 260 Speed (62),
218 Special Attack (T94), 298 Special Defense (T21)

Recommended Movesets:

Body Slam, Hidden Power ^Ground^, Surf, Swagger *Mystic Water*

Endure, Flail, Hidden Power *Flying*, Icy Wind *Focus Band*

118-119: Goldeen/Seaking (Water)

Description: Blah. Anything it can do, other Water Pokemon can do a heckuva lot better. It's a milder form of Gyarados, as it has a decent Attack but jack squat for Special Attack.

Natural Moves:

Peck (start)

Tail Whip (start)
Supersonic (L10 Goldeen)
Horn Attack (L15 Goldeen)
Flail (L24 Goldeen)
Fury Attack (L29 Goldeen)
Waterfall (L38 Goldeen, L41 Seaking)
Horn Drill (L43 Goldeen, L49 Seaking)
Agility (L52 Goldeen, L61 Seaking)

TM/HM: Curse (3), Toxic (6), Hidden Power (10), Snore (13), Blizzard (14), Hyper Beam (15, Seaking), Icy Wind (16), Protect (17), Rain Dance (18), Endure (20), Frustration (21), Return (27), Double Team (32), Swagger (34), Sleep Talk (35), Swift (39), Rest (44), Attract (45), Surf (H3), Waterfall (H7)

R/B/Y TMs: Take Down, Double-Edge, Bubblebeam, Water Gun, Ice Beam, Rage, Mimic, Bide, Skull Bash, Substitute

Breeding: Haze, Psybeam, Hydro Pump

Crystal Move Tutor: Ice Beam

Maximum Stats: L50: 155 HP, 112 Attack, 85 Defense, 88 Speed, 85 Special Attack, 100 Special Defense
L100: 363 HP (T54), 282 Attack (T48), 228 Defense (T93), 234 Speed (87), 228 Special Attack (T82), 258 Special Defense (T63)

Recommended Movesets:

Agility, Endure, Flail, Surf *Focus Band*
Curse, Rest, Return, Surf *Leftovers*

79-80/199: Slowpoke/Slowbro/Slowking (Water/Psychic)

Description: As you can tell by the name, these aren't speed demons. Still, they have good move variety and can make up for the speed problems with Thunder Wave. Decent Pokemon in their own right.

Natural Moves:

Curse (start)
Tackle (start)
Growl (L6 Slowpoke)
Water Gun (L15 Slowpoke)
Confusion (L20 Slowpoke)
Disable (L29 Slowpoke)
Headbutt (L34 Slowpoke)
Withdraw (L37 Slowbro)
Swagger (L43 Slowking)
Amnesia (L43 Slowpoke, L46 Slowbro)
Psychic (L48 Slowpoke/Slowking, L54 Slowbro)

TM/HM: Dynamicpunch (1, not Slowpoke), Headbutt (2), Curse (3), Toxic (6), Zap Cannon (7), Rock Smash (8, not Slowpoke), Psych Up (9), Hidden Power (10), Sunny Day (11), Snore (13), Blizzard (14), Hyper Beam (15, not Slowpoke), Icy Wind (16), Protect (17), Rain Dance (18), Endure (20), Frustration (21), Iron Tail (23), Earthquake (26), Return (27), Dig (28), Psychic (29), Shadow Ball (30), Mud-Slap (31), Double Team (32), Ice Punch (33, not Slowpoke), Swagger (34), Sleep Talk (35), Fire Blast (38), Swift (39), Dream Eater (42), Rest (44), Attract (45), Fury Cutter (49, not Slowpoke), Nightmare (50), Surf (H3), Strength (H4), Flash (H5), Whirlpool (H6, Slowking)

R/B/Y TMs: Mega Punch (Slowbro), Mega Kick (Slowbro), Body Slam, Take Down, Double-Edge, Bubblebeam, Ice Beam, Pay Day, Submission (Slowbro), Counter (Slowbro), Seismic Toss (Slowbro), Rage, Fissure, Teleport, Mimic, Reflect, Bide, Skull Bash, Thunder Wave, Psywave, Tri Attack, Substitute

Breeding: Belly Drum, Stomp, Safeguard, Future Sight

Crystal Move Tutor: Ice Beam, Flamethrower

Maximum Stats (Slowbro): L50: 170 HP, 95 Attack, 130 Defense, 50 Speed, 120 Special Attack, 100 Special Defense
L100: 393 HP (T23), 248 Attack (T88), 318 Defense (T17), 158 Speed (T129), 298 Special Attack (T22), 258 Special Defense (T63)

Recommended Movesets:

Surf, Rest, Amnesia, Thunder Wave *Mint Berry*
Sunny Day, Fire Blast, Earthquake, Amnesia *Leftovers*

(Slowking): L50: 170 HP, 95 Attack, 100 Defense, 50 Speed, 120 Special Attack, 130 Special Defense
L100: 393 HP (T23), 248 Attack (T88), 258 Defense (T54), 158 Speed (T129), 298 Special Attack (T22), 318 Special Defense (T12)

Recommended Movesets:

Curse, Rest, Surf, Shadow Ball *Leftovers*
Curse, Rest, Ice Beam, Earthquake *Leftovers*

43-44-45/186: Oddish/Gloom/Vileplume/Bellossom (Grass/Poison, Grass/Poison, Grass/Poison, Grass)

Description: Pretty good (better than Victreebel). It's got good command of its moves, and can learn the Powder/Spore attacks which really mess up the opponent. Just be careful with the best Grass move they learn (Petal Dance).

Natural Moves:

Absorb (start)
Sweet Scent (L7 Oddish)
Poison Powder (L14 Oddish)
Stun Spore (L16 Oddish)
Sleep Powder (L18 Oddish)
Acid (L23 Oddish, L24 Gloom)
Moonlight (L32 Oddish, L35 Gloom)
Petal Dance (L39 Oddish, L44 Gloom)
Solarbeam (L55 Bellossom)

TM/HM: Curse (3), Toxic (6), Hidden Power (10), Sunny Day (11), Sweet Scent (12), Snore (13), Hyper Beam (15, Vileplume/Bellossom), Protect (17), Giga Drain (19), Endure (20), Frustration (21), Solarbeam (22), Return (27), Double Team (32), Swagger (34), Sleep Talk (35), Sludge Bomb (36), Rest (44), Attract (45), Cut (H1), Flash (H5)

R/B/Y TMs: Body Slam (Vileplume), Take Down, Double-Edge, Rage, Mega Drain, Mimic, Reflect, Bide, Substitute

Breeding: Flail, Razor Leaf, Synthesis, Swords' Dance, Charm

Crystal Move Tutor: None

Maximum Stats (Vileplume): L50: 150 HP, 100 Attack, 105 Defense, 70 Speed, 120 Special Attack, 110 Special Defense
L100: 353 HP (T66), 258 Attack (T76), 268 Defense (T44), 198 Speed (T108), 298 Special Attack (T22), 278 Special Defense (T43)

Recommended Movesets:

Stun Spore, Swagger, Giga Drain, Sludge Bomb *Leftovers*

(Bellossom): L50: 150 HP, 100 Attack, 105 Defense, 70 Speed, 110 Special Attack, 120 Special Defense

L100: 353 HP (T66), 258 Attack (T76), 268 Defense (T44), 198 Speed (T108), 278 Special Attack (T42), 298 Special Defense (T21)

Recommended Movesets:

Petal Dance, Swords Dance, Sludge Bomb, Moonlight/Synthesis *Bitter Berry*

96-97: Drowzee/Hypno (Psychic)

Description: Doesn't have the Special Attack of the big three Psychics (Mewtwo, Alakazam, Espeon), but has great Special Defense. Also, with Meditate/Curse and some nice attacks, it could counter all of Psychic's weaknesses.

Natural Moves:

Ponud (start)

Hypnosis (start)

Disable (L10 Drowzee)

Confusion (L18 Drowzee)

Headbutt (L25 Drowzee)

Poison Gas (L31 Drowzee, L33 Hypno)

Meditate (L36 Drowzee, L40 Hypno)

Psychic (L40 Drowzee, L49 Hypno)

Psych Up (L43 Drowzee, L55 Hypno)

Future Sight (L45 Drowzee, L60 Hypno)

TM/HM: Dynamicpunch (1), Headbutt (2), Curse (3), Toxic (6), Zap Cannon (7), Psych Up (9), Hidden Power (10), Sunny Day (11), Snore (13), Hyper Beam (15, Hypno), Protect (17), Rain Dance (18), Endure (20), Frustration (21), Return (27), Psychic (29), Shadow Ball (30), Double Team (32), Ice Punch (33), Swagger (34), Sleep Talk (35), Thunderpunch (41), Dream Eater (42), Rest (44), Attract (45), Fire Punch (48), Nightmare (50), Flash (H5)

R/B/Y TMs: Mega Punch, Mega Kick, Body Slam, Take Down, Double-Edge, Submission, Counter, Seismic Toss, Rage, Teleport, Mimic, Reflect, Bide, Metronome, Skull Bash, Thunder Wave, Psywave, Tri Attack, Substitute

Breeding: Barrier, Light Screen

Crystal Move Tutor: None

Maximum Stats: L50: 160 HP, 93 Attack, 90 Defense, 87 Speed, 93 Special Attack, 135 Special Defense

L100: 373 HP (T47), 244 Attack (97), 238 Defense (T83), 232 Speed (T88), 244 Special Attack (T76), 328 Special Defense (T10)

Recommended Movesets:

Curse, Rest, Shadow Ball, Submission *Mint Berry*

Thunder Wave, Attract, Psychic, Rest *Leftovers*

63-64-65: Abra/Kadabra/Alakazam (Psychic)

Description: Awesome Special Attack, great Speed, what else could I ask? Well, how about some defenses... the Special split ruined Alakazam. Barrier makes up for it, but then you've either got to go with one attack or lose Thunder Wave, his 3rd best move... if they expand the maximum number of moves, Alakazam will be lethal.

Natural Moves:

Teleport (start)

Confusion (L16 Kadabra)

Kinesis (Kadabra caught wild start with this)

Disable (L18 Kadabra/Alakazam)

Psybeam (L21 Kadabra/Alakazam)

Recover (L26 Kadabra/Alakazam)

Future Sight (L31 Kadabra/Alakazam)

Psychic (L38 Kadabra/Alakazam)

Reflect (L45 Kadabra/Alakazam)

TM/HM: Dynamicpunch (1), Headbutt (2), Curse (3), Toxic (6), Zap Cannon (7), Psych Up (9), Hidden Power (10), Sunny Day (11), Snore (13), Hyper Beam (15, Alakazam), Protect (17), Rain Dance (18), Endure (20), Frustration (21), Return (27), Dig (28, not Abra), Psychic (29), Shadow Ball (30), Double Team (32), Ice Punch (33), Swagger (34), Sleep Talk (35), Thunderpunch (41), Dream Eater (42), Rest (44), Attract (45), Thief (46), Fire Punch (48), Nightmare (50), Flash (H5)

R/B/Y TMs: Mega Punch, Mega Kick, Body Slam, Take Down, Double-Edge, Submission, Counter, Seismic Toss, Rage, Mimic, Bide, Metronome, Skull Bash, Thunder Wave, Psywave, Tri Attack, Substitute

Breeding: Barrier, Light Screen, Encore

Crystal Move Tutor: None

Maximum Stats: L50: 130 HP, 70 Attack, 65 Defense, 140 Speed, 155 Special Attack, 105 Special Defense
L100: 313 HP (T117), 198 Attack (T123), 188 Defense (T130), 338 Speed (T6), 368 Special Attack (T2), 268 Special Defense (T49)

Recommended Movesets:

Psychic, Barrier, Recover, an elemental punch or Thunder Wave *Miracle Berry*

132: Ditto (Normal)

Description: If you need babies, this one's your hookup. Don't use it to battle, as you'll be royally disappointed.

Natural Moves:

Transform (start)

TM/HM: None

R/B/Y TMs: None

Breeding: None

Crystal Move Tutor: None

Maximum Stats: L50: 123 HP, 68 Attack, 68 Defense, 68 Speed, 68 Special

Attack, 68 Special Defense

L100: 299 HP (T133), 194 Attack (129), 194 Defense (T128), 194 Speed (T114), 194 Special Attack (118), 194 Special Defense (T130)

Recommended Moveset:

Transform *Metal Powder*

204-205: Pineco/Forretress (Bug, Bug/Steel)

Description: One of the better kamikazes in the game. Spikes causes damage when the opponent switches, so Forretress is the typical lead on a lot of STS (Spiked Toxic Sandstorm) teams. However, once he sets the Spikes, explode. Avoid Fire attacks.

Natural Moves:

Tackle (start)

Protect (start)

Selfdestruct (L8 Pineco)

Take Down (L15 Pineco)

Rapid Spin (L22 Pineco)

Bide (L29 Pineco)

Explosion (L36 Pineco, L39 Forretress)

Spikes (L43 Pineco, L49 Forretress)

Double-Edge (L50 Pineco, L59 Forretress)

TM/HM: Headbutt (2), Curse (3), Rollout (4), Toxic (6), Rock Smash (8), Hidden Power (10), Sunny Day (11), Sweet Scent (12), Snore (13), Hyper Beam (15, Forretress), Protect (17), Giga Drain (19), Endure (20), Frustration (21), Solarbeam (22), Return (27), Double Team (32), Swagger (34), Sleep Talk (35), Sandstorm (37), Defense Curl (40), Rest (44), Attract (45), Strength (H4)

Breeding: Reflect, Pin Missile, Flail, Swift

Crystal Move Tutor: None

Maximum Stats: L50: 150 HP, 110 Attack, 160 Defense, 60 Speed, 80 Special Attack, 80 Special Defense

L100: 353 HP (T66), 278 Attack (T50), 378 Defense (T4), 178 Speed (T122), 218 Special Attack (T94), 218 Special Defense (T116)

Recommended Movesets:

Spikes, Explosion, two filler moves (usually Protect and Sandstorm) *Pink Bow*

Reflect, Return, HP Bug, Spikes *Leftovers*

29-30-31: NidoranF/Nidorina/Nidoqueen (Poison, Poison, Poison/Ground)

Description: Usually shunned in RBY because Nidoking was cooler (and it learned Focus Energy). In GSC, Nidoqueen has better defensive stats, but the Nidos traditionally aren't played defensively. An okay choice.

Natural Moves:

Tackle (start)

Growl (start)

Scratch (L8 NidoranF)

Double Kick (L12 NidoranF)

Poison Sting (L17 NidoranF, L19 Nidorina)

Body Slam (L23 Nidoqueen)

Tail Whip (L23 NidoranF, L27 Nidorina)

Bite (L30 NidoranF, L36 Nidorina)
Fury Swipes (L38 NidoranF, L46 Nidorina)

TM/HM: Dynamicpunch (1, Nidoqueen), Headbutt (2), Curse (3), Rollout (4, Nidoqueen), Roar (5, Nidoqueen), Toxic (6), Rock Smash (8, not NidoranF) Hidden Power (10), Sunny Day (11), Snore (13), Blizzard (14), Hyper Beam (15, Nidoqueen), Icy Wind (16, Nidoqueen), Protect (17), Rain Dance (18), Endure (20), Frustration (21), Iron Tail (23), Thunder (25), Earthquake (26, Nidoqueen), Return (27), Shadow Ball (30, Nidoqueen), Mud-Slap (31), Double Team (32), Ice Punch (33, Nidoqueen), Swagger (34), Sleep Talk (35), Sandstorm (37, Nidoqueen), Fire Blast (38, Nidoqueen), Defense Curl (40), Thunderpunch (41, Nidoqueen), Detect (43), Rest (44), Attract (45), Thief (46), Fire Punch (48, Nidoqueen), Fury Cutter (49, Nidoqueen), Surf (H3, Nidoqueen), Strength (H4, not NidoranF)

RBV TMs: Mega Punch (Nidoqueen), Mega Kick (Nidoqueen), Horn Drill (not NidoranF), Double-Edge, Bubblebeam (not NidoranF), Water Gun (not NidoranF), Ice Beam (not NidoranF), Pay Day (Nidoqueen), Submission (Nidoqueen), Seismic Toss (Nidoqueen), Rage, Thunderbolt, Fissure (Nidoqueen), Mimic, Reflect, Bide, Skull Bash, Rock Slide (Nidoqueen), Substitute

Breeding: Take Down, Beat Up, Supersonic, Focus Energy, Charm, Counter, Disable

Crystal Move Tutor: Thunderbolt, Ice Beam (not NidoranF), Flamethrower (Nidoqueen)

Maximum Stats: L50: 165 HP, 102 Attack, 107 Defense, 96 Speed, 95 Special Attack, 105 Special Defense
L100: 383 HP (T32), 262 Attack (T71), 272 Defense (43), 250 Speed (T70)
248 Special Attack (T72), 268 Special Defense (T48)

Recommended Movesets:

Earthquake, Rock Slide, Thunderbolt, Ice Beam *Leftovers*
Curse, Rest, Earthquake, Ice Beam *Leftovers*

32-33-34: NidoranM/Nidorino/Nidoking (Poison, Poison, Poison/Ground)

Description: Nidoqueen's big brother has the Attack and Special Attack to be a sweeper if played properly. Don't bother with setup, as Nidoking doesn't have the defenses to survive too many shots. Down in popularity due to Marowak.

Natural Moves:

Tackle (start)
Leer (start)
Horn Attack (L8 NidoranM)
Double Kick (L12 NidoranM)
Poison Sting (L17 NidoranM, L19 Nidorino)
Thrash (L23 Nidoking)
Focus Energy (L23 NidoranM, L27 Nidorino)
Fury Attack (L30 NidoranM, L36 Nidorino)
Horn Drill (L38 NidoranM, L46 Nidorino)

TM/HM: Dynamicpunch (1, Nidoking), Headbutt (2), Curse (3), Rollout (4, Nidoking), Roar (5, Nidoking), Toxic (6), Rock Smash (8, not NidoranM) Hidden Power (10), Sunny Day (11), Snore (13), Blizzard (14), Hyper Beam (15, Nidoking), Icy Wind (16, Nidoking), Protect (17), Rain Dance (18), Endure (20), Frustration (21), Iron Tail (23), Thunder (25), Earthquake

(26, Nidoking), Return (27), Shadow Ball (30, Nidoking), Mud-Slap (31), Double Team (32), Ice Punch (33, Nidoking), Swagger (34), Sleep Talk (35), Sandstorm (37, Nidoking), Fire Blast (38, Nidoking), Defense Curl (40), Thunderpunch (41, Nidoking), Detect (43), Rest (44), Attract (45), Thief (46), Fire Punch (48, Nidoking), Fury Cutter (49, Nidoking), Surf (H3, Nidoking), Strength (H4, not NidoranM)

RBV TMs: Mega Punch (Nidoking), Mega Kick (Nidoking), Body Slam, Double-Edge, Bubblebeam (not NidoranM), Water Gun (not NidoranM), Ice Beam (not NidoranM), Pay Day (Nidoking), Submission (Nidoking), Seismic Toss (Nidoking), Rage, Thunderbolt, Fissure (Nidoking), Mimic, Reflect, Bide, Skull Bash, Rock Slide (Nidoking), Substitute

Breeding: Confusion, Amnesia, Beat Up, Disable, Counter, Supersonic, Take Down

Crystal Move Tutor: Thunderbolt, Ice Beam (not NidoranM), Flamethrower (Nidoking)

Maximum Stats: L50: 156 HP, 112 Attack, 97 Defense, 105 Speed, 105 Special Attack, 95 Special Defense
L100: 365 HP (53), 282 Attack (T48), 252 Defense (69), 268 Speed (T48), 268 Special Attack (T50), 248 Special Defense (T82)

Recommended Movesets:

Earthquake, Ice Beam, Thunderbolt, Focus Energy *Scope Lens*
Amnesia, Counter, Earthquake, Ice Beam *Leftovers*

193: Yanma (Bug/Flying)

Description: Feh. Doesn't learn enough good attacks, and has bad physical attack. Also, its got the horrible Bug/Flying type combination which screws Pokemon royally (see Butterfree).

Natural Moves:

Tackle (start)
Foresight (start)
Quick Attack (L7 Yanma)
Double Team (L13 Yanma)
Sonicboom (L19 Yanma)
Detect (L25 Yanma)
Supersonic (L31 Yanma)
Swift (L37 Yanma)
Wing Attack (Crystal: L37 Yanma)
Screech (L43 Yanma)

TM/HM: Headbutt (2), Curse (3), Toxic (6), Hidden Power (10), Sunny Day (11), Snore (13), Hyper Beam (15), Protect (17), Giga Drain (19), Endure (20), Frustration (21), Solarbeam (22), Return (27), Double Team (32), Swagger (34), Sleep Talk (35), Swift (39), Detect (43), Rest (44), Attract (45), Thief (46), Flash (H6)

Breeding: Leech Life, Reversal, Supersonic

Crystal Move Tutor: None

Maximum Stats: L50: 140 HP, 85 Attack, 65 Defense, 115 Speed, 95 Special Attack, 65 Special Defense
L100: 333 HP (T85), 228 Attack (T106), 188 Defense (T130), 288 Speed (T32), 268 Special Attack (T50), 188 Special Defense (T132)

Recommended Movesets:

Screech, Swagger, Hidden Power ^Bug^, Wing Attack *Focus Band*
Endure, Reversal, Wing Attack, Screech *Focus Band*

191-192: Sunkern/Sunflora (Grass)

Description: This is the LAST Pokemon I'd put on a team. It's got no moves other than Grass ones, and has no logical counter. It needs SunnyBeam, which makes it extra-vulnerable to Fire. DO NOT USE!!111!!

Natural Moves:

Absorb (start)
Growth (L4 Sunkern/Sunflora)
Mega Drain (L10 Sunkern)
Razor Leaf (L10 Sunflora)
Sunny Day (L19 Sunkern/Sunflora)
Synthesis (L31 Sunkern)
Petal Dance (L31 Sunflora)
Giga Drain (L46 Sunkern)
Solarbeam (L46 Sunflora)

TM/HM: Curse (3), Toxic (6), Hidden Power (10), Sunny Day (11), Sweet Scent (12), Snore (13), Hyper Beam (15, Sunflora), Protect (17), Giga Drain (19), Endure (20), Frustration (21), Solarbeam (22), Return (27), Double Team (32), Swagger (34), Sleep Talk (35), Sludge Bomb (36), Rest (44), Attract (45), Cut (H1), Flash (H5)

Breeding: None

Crystal Move Tutor: None

Maximum Stats: L50: 150 HP, 95 Attack, 75 Defense, 50 Speed, 125 Special Attack, 105 Special Defense
L100: 353 HP (T66), 248 Attack (T88), 208 Defense (T117), 158 Speed (T129), 308 Special Attack (T19), 268 Special Defense (T49)

Recommended Movesets:

Sunny Day, Solarbeam, Synthesis, Hidden Power ^Fire^ *Quick Claw*
Razor Leaf, Swagger, Sludge Bomb, Hidden Power ^Water^ *Leftovers*

102-103: Exeggcute/Exeggutor (Grass/Psychic)

Description: Yet another Pokemon ruined by the Special split. Uses SunnyBeam fairly well with Ancientpower, but he might be too slow to pull anything decent off. If the opposing team's paralyzed, send in the Eggs.

Natural Moves:

Barrage (start)
Hypnosis (start)
Reflect (L7 Exeggcute)
Leech Seed (L13 Exeggcute)
Confusion (L19 Exeggcute)
Stomp (L19 Exeggutor)
Stun Spore (L25 Exeggcute)
Poison Powder (L31 Exeggcute)
Egg Bomb (L31 Exeggutor)
Sleep Powder (L37 Exeggcute)
Solarbeam (L43 Exeggcute)

TM/HM: Headbutt (2), Curse (3), Rollout (4), Toxic (6), Psych Up (9), Hidden Power (10), Sunny Day (11), Snore (13), Hyper Beam (15), Exeggutor), Protect (17), Giga Drain (19), Endure (20), Frustration (21), Solarbeam (22), Return (27), Psychic (29), Double Team (32), Swagger (34), Sleep Talk (35), Sludge Bomb (36), Dream Eater (42), Rest (44), Attract (45), Thief (46), Nightmare (50), Strength (H4), Flash (H5)

RBY TMs: Take Down, Double-Edge, Rage, Teleport, Mimic, Reflect, Bide, Selfdestruct, Psywave, Explosion, Substitute

Breeding: Ancient Power, Synthesis, Moonlight, Mega Drain, Reflect

Crystal Move Tutor: None

Maximum Stats: L50: 170 HP, 115 Attack, 105 Defense, 75 Speed, 145 Special Attack, 85 Special Defense

L100: 393 HP (T23), 288 Attack (T38), 268 Defense (T44), 208 Speed (T102), 348 Special Attack (T5), 228 Special Defense (T104)

Recommended Movesets:

Sunny Day, Solarbeam, Synthesis/Moonlight, Ancientpower *Hard Stone/
Mysteryberry*

Giga Drain, Stun Spore, Psychic, Explosion *Leftovers*

185: Sudowoodo (Rock)

Description: Contrary to popular belief, Sudowoodo can get whacked by Electric moves (it's Ground that has Electric immunity). Still, it has the potential to survive a STAB Surf, which is nice. Also has a decent Attack and good variety.

Natural Moves:

Rock Throw (start)

Mimic (start)

Flail (L10 Sudowoodo)

Low Kick (L19 Sudowoodo)

Rock Slide (L28 Sudowoodo)

Faint Attack (L37 Sudowoodo)

Slam (L46 Sudowoodo)

TM/HM: Dynamicpunch (1), Headbutt (2), Curse (3), Rollout (4), Toxic (6), Rock Smash (8), Psych Up (9), Hidden Power (10), Sunny Day (11), Snore (13), Protect (17), Endure (20), Frustration (21), Earthquake (26), Return (27), Dig (28), Mud-Slap (31), Double Team (32), Ice Punch (33), Swagger (34), Sleep Talk (35), Sandstorm (37), Defense Curl (40), Thunderpunch (41), Rest (44), Attract (45), Thief (46), Fire Punch (48), Strength (H4)

Breeding: Selfdestruct

Crystal Move Tutor: None

Maximum Stats: L50: 145 HP, 120 Attack, 135 Defense, 50 Speed, 50 Special Attack, 85 Special Defense

L100: 343 HP (T79), 298 Attack (T30), 328 Defense (T13), 158 Speed (T129), 158 Special Attack (136), 228 Special Defense (T104)

Recommended Movesets:

Earthquake, Rock Slide, Low Kick, Selfdestruct *Miracle Berry*

Earthquake, Rock Slide, Curse, Selfdestruct *Leftovers*

202: Wobbuffet (Psychic)

Description: Ugh... Wobb. Basic strategy with the monster is to Destiny Bond on the switch, then hope the attack you're taking matches the move you used. Note: Wobb's attacks factor in types, so if a Ghost-type used a physical attack and you went for Counter, it wouldn't hit.

Natural Moves:

Counter (start)
Mirror Coat (start)
Destiny Bond (start)
Safeguard (start)

TM/HM: None

Breeding: None

Crystal Move Tutor: None

Maximum Stats: L50: 265 HP, 53 Attack, 78 Defense, 53 Speed, 53 Special Attack, 78 Special Defense
L100: 583 HP (2), 164 Attack (135), 214 Defense (T113), 164 Speed (128)
164 Special Attack (135), 214 Special Defense (123)

Recommended Moveset:

Counter, Mirror Coat, Destiny Bond, Safeguard *Leftovers*

48-49: Venonat/Venomoth (Bug/Poison)

Description: Beedrill's type with a bad Attack stat. Psychic is your main weapon. What really ticks me off is that Venomoth can Baton Pass, but can only pass Curse or Double Team. Geez...

Natural Moves:

Tackle (start)
Disable (start)
Foresight (start)
Supersonic (L9 Venonat)
Confusion (L17 Venonat)
Poison Powder (L20 Venonat)
Leech Life (L25 Venonat)
Stun Spore (L28 Venonat)
Gust (L31 Venomoth)
Psybeam (L33 Venonat, L36 Venomoth)
Sleep Powder (L36 Venonat, L42 Venomoth)
Psychic (L41 Venonat, L52 Venomoth)

TM/HM: Curse (3), Toxic (6), Hidden Power (10), Sunny Day (11), Sweet Scent (12), Snore (13), Hyper Beam (15, Venomoth), Protect (17), Giga Drain (19), Endure (20), Frustration (21), Solarbeam (22), Return (27), Psychic (29), Double Team (32), Swagger (34), Sleep Talk (35), Sludge Bomb (36), Swift (39), Rest (44), Attract (45), Thief (46), Flash (H5)

RBV TMs: Razor Wind (Yellow), Whirlwind (Yellow), Take Down, Double-Edge, Rage, Mega Drain, Teleport (Yellow), Mimic, Reflect, Bide, Psywave, Substitute

Breeding: Baton Pass, Screech, Giga Drain

Crystal Move Tutor: None

Maximum Stats: L50: 145 HP, 85 Attack, 80 Defense, 110 Speed, 110 Special Attack, 95 Special Defense
L100: 343 HP (T79), 228 Attack (T106), 218 Defense (T103), 278 Speed (T41), 278 Special Attack (T42), 248 Special Defense (T82)

Recommended Movesets:

Stun Spore, Swagger, Screech, Psychic *Twistedspoon*
Psychic, Giga Drain, Double Team, Baton Pass *Leftovers*

123-212: Scyther/Scizor (Bug/Flying, Bug/Steel)

Description: Has peaked in popularity recently, after people realized that Marowak needed Speed and a Swords Dance provided to it somehow in order to sweep. Scizor has excellent Attack in its own right, so it can do something other than Pass stuff on. As with the other Steel Bug (Forretress), avoid Fire.

Natural Moves:

Quick Attack (start)
Leer (start)
Focus Energy (L6 Scyther/Scizor)
Pursuit (L12 Scyther/Scizor)
False Swipe (L18 Scyther/Scizor)
Agility (L24 Scyther/Scizor)
Wing Attack (L30 Scyther)
Metal Claw (L30 Scizor)
Slash (L36 Scyther/Scizor)
Swords' Dance (L42 Scyther/Scizor)
Double Team (L48 Scyther/Scizor)

TM/HM: Headbutt (2), Curse (3), Toxic (6), Rock Smash (8), Hidden Power (10), Sunny Day (11), Snore (13), Hyper Beam (15), Protect (17), Endure (20), Frustration (21), Return (27), Double Team (32), Swagger (34), Sleep Talk (35), Sandstorm (37, Scizor), Swift (39), Detect (43), Rest (44), Attract (45), Thief (46), Steel Wing (47), Fury Cutter (49), Cut (H1), Strength (H4)

RBV TMs: Take Down, Double-Edge, Rage, Mimic, Bide, Skull Bash, Substitute

Breeding: Baton Pass, Safeguard, Light Screen, Reversal, Counter, Razor Wind

Crystal Move Tutor: None

Maximum Stats: L50: 145 HP, 150 Attack, 120 Defense, 85 Speed, 75 Special Attack, 100 Special Defense
L100: 343 HP (T79), 358 Attack (T3), 298 Defense (T25), 228 Speed (T90), 208 Special Attack (T106), 258 Special Defense (T63)

Recommended Movesets:

Swords Dance, Agility, Rest, Baton Pass *Mint Berry*
Swords Dance, Agility, Hidden Power ^Bug^, Wing Attack/Return *Miracle Berry*

127: Pinsir (Bug)

Description: Still learns no Bug moves unless you play around with Hidden Power (or Shark it, like some people do...), but has a really high Attack and learns plenty of moves to take advantage of it.

Natural Moves:

Vicegrip (start)
Focus Energy (L7 Pinsir)
Bind (L13 Pinsir)
Seismic Toss (L19 Pinsir)
Harden (L25 Pinsir)
Guillotine (L31 Pinsir)
Submission (L37 Pinsir)
Swords' Dance (L43 Pinsir)

TM/HM: Headbutt (2), Curse (3), Toxic (6), Rock Smash (8), Hidden Power (10), Sunny Day (11), Snore (13), Hyper Beam (15), Protect (17), Endure (20), Frustration (21), Return (27), Double Team (32), Swagger (34), Sleep Talk (35), Rest (44), Attract (45), Thief (46), Fury Cutter (49), Cut (H1), Strength (H4)

RBV TMs: Body Slam, Take Down, Double-Edge, Rage, Mimic, Bide, Substitute

Breeding: Flail, Fury Attack

Crystal Move Tutor: None

Maximum Stats: L50: 140 HP, 145 Attack, 120 Defense, 105 Speed, 75 Special Attack, 90 Special Defense
L100: 333 HP (T85), 348 Attack (T10), 298 Defense (T25), 268 Speed (T48), 208 Special Attack (T106), 238 Special Defense (T91)

Recommended Movesets:

Swords Dance, Submission, Body Slam, Hidden Power ^Bug^ *Bright Powder*
Substitute, Submission, Hidden Power ^Bug^, Swords Dance *Leftovers*

214: Heracross (Bug/Fighting)

Description: Holder of the most powerful Bug move in the game (Megahorn), Heracross seems like the next big Psy killer. One problem: It's part Fighting. Two Psychics kill it. Try Cursing with it, as one Curse will give it enough Defense to survive a Drill Peck from Zapdos. (Something I learned the hard way... damn you, Rain Dance!)

Natural Moves:

Tackle (start)
Leer (start)
Horn Attack (L6 Heracross)
Endure (L12 Heracross)
Fury Attack (L19 Heracross)
Counter (L27 Heracross)
Take Down (L35 Heracross)
Reversal (L44 Heracross)
Megahorn (L54 Heracross)

TM/HM: Headbutt (2), Curse (3), Toxic (6), Rock Smash (8), Hidden Power (10), Sunny Day (11), Snore (13), Protect (17), Endure (20), Frustration (21), Earthquake (26), Return (27), Double Team (32), Swagger (34), Sleep Talk (35), Detect (43), Rest (44), Attract (45), Thief (46), Fury Cutter (49), Cut (H1), Strength (H4)

Breeding: Flail, Bide, Harden

Crystal Move Tutor: None

Maximum Stats: L50: 155 HP, 145 Attack, 95 Defense, 105 Speed, 60 Special Attack, 115 Special Defense

L100: 363 HP (T54), 348 Attack (T10), 248 Defense (T70), 268 Speed (T48), 178 Special Attack (T123), 288 Special Defense (T34)

Recommended Movesets:

Megahorn, Earthquake, Curse, Counter *Focus Band*

Megahorn, Earthquake, Hidden Power ^Rock^, Rest *Mint Berry*

109-110: Koffing/Weezing (Poison)

Description: Maybe the best pure-Poison *ducks a Muk's Sludge Bomb*. Has good attacking stats and can actually HIT a Steel Pokemon (Fire Blast). Also, makes a good Hazer. Enjoy.

Natural Moves:

Poison Gas (start)

Tackle (start)

Smog (L9 Koffing)

Selfdestruct (L17 Koffing)

Sludge (L21 Koffing)

Smokescreen (L25 Koffing)

Haze (L33 Koffing)

Explosion (L41 Koffing, L44 Weezing)

Destiny Bond (L45 Koffing, L51 Weezing)

TM/HM: Curse (3), Rollout (4), Toxic (6), Zap Cannon (7), Hidden Power (10), Sunny Day (11), Snore (13), Hyper Beam (15, Weezing), Protect (17), Endure (20), Frustration (21), Thunder (25), Return (27), Double Team (32), Swagger (34), Sleep Talk (35), Sludge Bomb (36), Fire Blast (38), Rest (44), Attract (45), Thief (46)

RBV TMs: Rage, Thunderbolt, Mimic, Bide, Substitute

Breeding: Psybeam, Pain Split, Screech, Destiny Bond, Psywave

Crystal Move Tutor: Thunderbolt, Flamethrower

Maximum Stats: L50: 140 HP, 110 Attack, 140 Defense, 80 Speed, 105 Special Attack, 90 Special Defense

L100: 333 HP (T85), 278 Attack (T50), 338 Defense (T9), 218 Speed (T96), 268 Special Attack (T50), 238 Special Defense (T91)

Recommended Movesets:

Sludge Bomb, Fire Blast, Destiny Bond, Haze *Miracle Berry*

Sludge Bomb, Explosion, Curse, Hidden Power ^Ground^ *Leftovers*

88-89: Grimer/Muk (Poison)

Description: You'd think something with 400+ HP and a near-300 Special Defense would be more popular. However, Muk gets knocked down because it's Poison and doesn't learn any decent Steel-countering moves. I'd probably take Muk against Alakazam... Sludge Bomb vs. Psychic. Who'd win?

Natural Moves:

Poison Gas (start)

Pound (start)

Harden (L5 Grimer, L33 Muk)

Disable (L10 Grimer, L37 Muk)
Sludge (L16 Grimer, L45 Muk)
Minimize (L21 Grimer)
Screech (L31 Grimer)
Acid Armor (L40 Grimer, L45 Muk)
Sludge Bomb (L50 Grimer, L60 Muk)

TM/HM: Dynamicpunch (1), Curse (3), Toxic (6), Zap Cannon (7), Hidden Power (10), Sunny Day (11), Snore (13), Hyper Beam (15, Muk), Protect (17), Giga Drain (19), Endure (20), Frustration (21), Thunder (25), Return (27), Mud-Slap (31), Double Team (32), Ice Punch (33), Swagger (34), Sleep Talk (35), Sludge Bomb (36), Fire Blast (38), Thunderpunch (41), Rest (44), Attract (45), Thief (46), Fire Punch (48)

RBV TMs: Body Slam, Rage, Mega Drain, Thunderbolt, Mimic, Bide, Selfdestruct, Explosion, Substitute

Breeding: Haze, Mean Look, Lick, Pursuit

Crystal Move Tutor: Thunderbolt, Flamethrower

Maximum Stats: L50: 180 HP, 125 Attack, 95 Defense, 70 Speed, 85 Special Attack, 120 Special Defense
L100: 413 HP (T12), 308 Attack (T23), 248 Defense (T70), 198 Speed (T108), 228 Special Attack (T82), 298 Special Defense (T21)

Recommended Movesets:

Haze, Sludge Bomb, Body Slam, Mean Look *Leftovers*
Curse, Rest, Sludge Bomb, Hidden Power ^Ground^ *Leftovers*
-Atmuk, as featured in the October 2001 issue of Nintendo Power

81-82: Magnemite/Magneton (Electric/Steel)

Description: The first Pokemon in either series that resists both Ice and Electric. Just one problem; It's got a huge weakness to Ground. Also, it's got very little Speed, so it's imperative that you Thunder Wave the lead. Not highly recommended.

Natural Moves:

Tackle (start)
Thundershock (L6 Magnemite)
Supersonic (L11 Magnemite)
Sonicboom (L16 Magnemite)
Thunder Wave (L21 Magnemite)
Lock-On (L27 Magnemite)
Swift (L33 Magnemite, L35 Magneton)
Tri Attack (Crystal: L35 Magneton)
Screech (L39 Magnemite, L43 Magneton)
Zap Cannon (L45 Magnemite, L53 Magneton)

TM/HM: Curse (3), Rollout (4), Toxic (6), Zap Cannon (7), Hidden Power (10), Snore (13), Hyper Beam (15, Magneton), Icy Wind (16, Magneton), Protect (17), Rain Dance (18), Endure (20), Frustration (21), Thunder (25), Return (27), Double Team (32), Swagger (34), Sleep Talk (35), Swift (39), Rest (44), Flash (H5)

RBV TMs: Take Down, Double-Edge, Rage, Thunderbolt, Teleport, Mimic, Reflect, Bide, Substitute

Breeding: None (genderless Pokemon)

Crystal Move Tutor: Thunderbolt

Maximum Stats: L50: 125 HP, 80 Attack, 115 Defense, 90 Speed, 140 Special Attack, 90 Special Defense
L100: 303 HP (T127), 218 Attack (T114), 288 Defense (T33), 238 Speed (T76), 338 Special Attack (T8), 238 Special Defense (T91)

Recommended Movesets:

Rain Dance, Thunder, Hidden Power ^Water^, Thunder Wave *Mystic Water*
Thunderbolt, Thunder Wave, Swagger, Double Team *Leftovers*

100-101: Voltorb/Electrode (Electric)

Description: Still as fast as ever, but still with the bad Attack. However, it's a great psuedo-passer, and he can get off speedy Thunder Waves when needed. Explode when he gets low on health, and you're okay.

Natural Moves:

Tackle (start)
Screech (L9 Voltorb)
Sonicboom (L17 Voltorb)
Selfdestruct (L23 Voltorb)
Rollout (L29 Voltorb)
Light Screen (L33 Voltorb, L34 Electrode)
Swift (L37 Voltorb, L40 Electrode)
Explosion (L39 Voltorb, L44 Electrode)
Mirror Coat (L41 Voltorb, L44 Electrode)

TM/HM: Headbutt (2), Curse (3), Rollout (4), Toxic (6), Zap Cannon (7), Hidden Power (10), Snore (13), Hyper Beam (15, Electrode), Protect (17), Rain Dance (18), Endure (20), Frustration (21), Thunder (25), Return (27), Double Team (32), Swagger (34), Sleep Talk (35), Swift (39), Rest (44), Flash (H5)

RBV TMs: Take Down, Rage, Thunderbolt, Teleport, Mimic, Reflect, Bide, Skull Bash, Thunder Wave, Substitute

Breeding: None (genderless Pokemon)

Crystal Move Tutor: Thunderbolt

Maximum Stats: L50: 135 HP, 70 Attack, 90 Defense, 160 Speed, 100 Special Attack, 100 Special Defense
L100: 323 HP (T105), 198 Attack (T123), 238 Defense (T83), 378 Speed (1), 258 Special Attack (T62), 258 Special Defense (T63)

Recommended Movesets:

Thunder Wave, Reflect, Light Screen, Explosion *Beserk Gene* (Use in that order)
Thunder Wave, Substitute, Hidden Power ^Water^, Thunderbolt *Leftovers*

190: Aipom (Normal)

Description: CRACKMONKEY!!! Heh... Aipom's a decent BPer, with Curse and Agility. OR, you can sacrifice Aipom's Speed for Attack and Defense (which might be useful, considering he has no Special weaknesses), and make it a Curser. Your choice.

Natural Moves:

Scratch (start)
Tail Whip (start)
Sand-Attack (L6 Aipom)
Baton Pass (L12 Aipom)
Swift (L27 Aipom)
Screech (L36 Aipom)
Agility (L46 Aipom)

TM/HM: Dynamicpunch (1), Headbutt (2), Curse (3), Toxic (6), Zap Cannon (7), Rock Smash (8), Hidden Power (10), Sunny Day (11), Snore (13), Hyper Beam (15), Protect (17), Endure (20), Frustration (21), Iron Tail (23), Thunder (25), Return (27), Shadow Ball (30), Mud-Slap (31), Double Team (32), Ice Punch (33), Swagger (34), Sleep Talk (35), Swift (39), Defense Curl (40), Thunderpunch (41), Dream Eater (42), Detect (43), Rest (44), Attract (45), Thief (46), Fire Punch (48), Fury Cutter (49), Nightmare (50), Cut (H1), Strength (H4)

Breeding: Agility, Spite, Pursuit, Doubleslap, Counter, Slam, Beat Up, Screech

Crystal Move Tutor: Thunderbolt

Maximum Stats: L50: 130 HP, 90 Attack, 75 Defense, 105 Speed, 60 Special Attack, 75 Special Defense
L100: 313 HP (T117), 238 Attack (T99), 208 Defense (T117), 268 Speed (T48), 178 Special Attack (T123), 208 Special Defense (T124)

Recommended Movesets:

Rest, Curse, Return, Counter *Mint Berry*
Rest, Curse, Agility, Baton Pass *Mint Berry*

209-210: Snubbull/Granbull (Normal)

Description: One of a select group known as Heal Bellers, Granbull is a very useful Pokemon when you're using Rest a lot. Me also likes the Attack rating and move variety on this Pokemon.

Natural Moves:

Tackle (start)
Scary Face (start)
Tail Whip (L4 Snubbull)
Charm (L8 Snubbull)
Bite (L13 Snubbull)
Lick (L18 Snubbull)
Roar (L26 Snubbull, L28 Granbull)
Rage (L34 Snubbull, L38 Granbull)
Take Down (L43 Snubbull, L51 Granbull)

TM/HM: Dynamicpunch (1), Headbutt (2), Curse (3), Roar (5), Toxic (6), Zap Cannon (7), Rock Smash (8), Hidden Power (10), Sunny Day (11), Snore (13), Hyper Beam (15, Granbull), Protect (17), Rain Dance (18), Endure (20), Frustration (21), Thunder (25), Return (27), Shadow Ball (30), Mud-Slap (31), Double Team (32), Ice Punch (33), Swagger (34), Sleep Talk (35), Sludge Bomb (36), Defense Curl (40), Thunderpunch (41), Detect (43), Rest (44), Attract (45), Thief (46), Fire Punch (48), Strength (H4)

Breeding: Heal Bell, Reflect, Crunch, Faint Attack, Lick, Metronome, Leer, Present

Crystal Move Tutor: Thunderbolt

Maximum Stats: L50: 165 HP, 140 Attack, 95 Defense, 65 Speed, 80 Special Attack, 80 Special Defense
L100: 383 HP (T32), 338 Attack (T13), 248 Defense (T70), 188 Speed (T116), 218 Special Attack (T94), 218 Special Defense (T116)

Recommended Movesets:

Curse, Rest, Shadow Ball, Return *Leftovers*
Heal Bell, Roar, Shadow Ball, Return *Leftovers*

37-38: Vulpix/Ninetales (Fire)

Description: This was a very popular Pokemon in RBY, because it had a similar Special rating and more Speed than Arcanine, plus Confuse Ray. Now, its Special Attack has gone down ~40 points, ruining it even with Sunny Day. Still decent, but there are better ones out there.

Natural Moves:

Ember (start)
Tail Whip (start)
Quick Attack (L7 Vulpix)
Roar (L13 Vulpix)
Confuse Ray (L19 Vulpix)
Safeguard (L25 Vulpix)
Flamethrower (L31 Vulpix)
Fire Spin (L37 Vulpix)

TM/HM: Headbutt (2), Curse (3), Roar (5, Ninetales), Toxic (6), Hidden Power (10), Sunny Day (11), Snore (13), Hyper Beam (15, Ninetales), Protect (17), Endure (20), Frustration (21), Iron Tail (23), Return (27), Dig (28), Double Team (32), Swagger (34), Sleep Talk (35), Fire Blast (38), Swift (39), Rest (44), Attract (45)

RBY TMs: Body Slam, Take Down, Double-Edge, Rage, Mimic, Reflect, Bide, Skull Bash, Substitute

Breeding: Hypnosis, Faint Attack, Flail, Disable, Spite

Crystal Move Tutor: Flamethrower

Maximum Stats: L50: 148 HP, 96 Attack, 95 Defense, 120 Speed, 101 Special Attack, 120 Special Defense
L100: 349 HP (T47), 250 Attack (T86), 248 Defense (T70), 298 Speed (T19), 260 Special Attack (61), 298 Special Defense (T21)

Recommended Movesets:

Sunny Day, Flamethrower/Fire Blast, Reflect, Confuse Ray *Miracle Berry*
Fire Blast, Reflect, Confuse Ray, Attract *Leftovers*

58-59: Growlithe/Arcanine (Fire)

Description: Usually considered the second best Fire Pokemon among non-Legends, trailing only Houndoom. Has a very high Attack, and if you're willing to sacrifice Speed, you can add Curse and make his trademark move (Extremespeed) better. Also decent with Special moves.

Natural Moves:

Bite (start)
Roar (start)
Ember (L9 Growlithe)

Leer (L18 Growlithe)
Take Down (L26 Growlithe)
Flame Wheel (L34 Growlithe)
Agility (L42 Growlithe)
Flamethrower (L50 Growlithe)
Extremespeed (L50 Arcanine)

TM/HM: Headbutt (2), Curse (3), Roar (5), Toxic (6), Rock Smash (8), Hidden Power (10), Sunny Day (11), Snore (13), Hyper Beam (15, Arcanine), Protect (17), Endure (20), Frustration (21), Iron Tail (23), Dragonbreath (24), Return (27), Dig (28), Double Team (32), Swagger (34), Sleep Talk (35), Fire Blast (38), Swift (39), Rest (44), Attract (45)

RBV TMs: Double-Edge, Rage, Dragon Rage, Teleport (Arcanine), Mimic, Reflect, Bide, Skull Bash, Substitute

Breeding: Crunch, Body Slam, Safeguard, Thrash, Fire Spin

Crystal Move Tutor: Flamethrower

Maximum Stats: L50: 165 HP, 130 Attack, 100 Defense, 115 Speed, 120 Special Attack, 100 Special Defense

L100: 383 HP (T32), 318 Attack (T18), 258 Defense (T54), 288 Speed (T32), 298 Special Attack (T22), 258 Special Defense (T63)

Recommended Movesets:

Fire Blast, Sunny Day, Return, Crunch *Leftovers*

Fire Blast, Curse, Rest, Extremespeed *Mint Berry*

Fire Blast, Attract, Body Slam, Substitute *Leftovers* <--- Best for female Arcanine (the name I have for this set can't be printed)

234: Stantler (Normal)

Description: Highly underused, but still decent. Confuse Ray is always nice, and it learns one of the best physical attacks in the game (Earthquake). Choose a move to psuedo-pass with and you'll be dancing.

Natural Moves:

Tackle (start)

Leer (L8 Stantler)

Hypnosis (L15 Stantler)

Stomp (L23 Stantler)

Sand-Attack (L31 Stantler)

Take Down (L40 Stantler)

Confuse Ray (L49 Stantler)

TM/HM: Headbutt (2), Curse (3), Roar (5), Toxic (6), Psych Up (9), Hidden Power (10), Sunny Day (11), Snore (13), Protect (17), Rain Dance (18), Endure (20), Frustration (21), Earthquake (26), Return (27), Psychic (29), Mud-Slap (31), Double Team (32), Swagger (34), Sleep Talk (35), Swift (39), Dream Eater (42), Detect (43), Rest (44), Attract (45), Thief (46), Nightmare (50), Flash (H5)

Breeding: Reflect, Light Screen, Bite, Disable, Spite

Crystal Move Tutor: None

Maximum Stats: L50: 148 HP, 115 Attack, 82 Defense, 105 Speed, 105 Special Attack, 85 Special Defense

L100: 349 HP (T77), 288 Attack (T38), 222 Defense (102), 268 Speed (T48),

268 Special Attack (T50), 228 Special Defense (T104)

Recommended Movesets:

Return, Earthquake, Confuse Ray, Light Screen *Leftovers*
Curse, Swagger, Return, Earthquake *Leftovers*

183-184: Marill/Azumarill (Water)

Description: Gobs of HP, but poor otherwise. It can do a modified Perish Trap with Whirlpool, but Whirlpool's variable time length and bad accuracy throw that out the window. Instead, plug away and pick on weaknesses.

Natural Moves:

Tackle (start)
Defense Curl (L3 Marill)
Tail Whip (L6 Marill)
Water Gun (L10 Marill)
Rollout (L15 Marill)
Bubblebeam (L21 Marill, L25 Azumarill)
Double-Edge (L28 Marill, L36 Azumarill)
Rain Dance (L36 Marill, L48 Azumarill)

TM/HM: Dynamicpunch (1), Headbutt (2), Curse (3), Rollout (4), Toxic (6), Rock Smash (8, Azumarill), Hidden Power (10), Snore (13), Blizzard (14), Hyper Beam (15, Azumarill), Icy Wind (16), Protect (17), Rain Dance (18), Endure (20), Frustration (21), Iron Tail (23), Return (27), Mud-Slap (31), Double Team (32), Ice Punch (33), Swagger (34), Sleep Talk (35), Swift (39), Defense Curl (40), Rest (44), Attract (45), Surf (H3), Strength (H4, Azumarill), Whirlpool (H6), Waterfall (H7)

Breeding: Amnesia, Belly Drum, Light Screen, Perish Song, Future Sight, Present, Foresight, Supersonic

Crystal Move Tutor: Ice Beam

Maximum Stats: L50: 175 HP, 70 Attack, 100 Defense, 70 Speed, 70 Special Attack, 100 Special Defense
L100: 403 HP (T15), 198 Attack (T123), 258 Defense (T54), 198 Speed (T108), 198 Special Attack (T113), 258 Special Defense (T63)

Recommended Movesets:

Surf, Future Sight, Ice Beam(Crystal)/Icy Wind, Double-Edge *Leftovers*
Light Screen, Future Sight, Surf, Ice Beam *Leftovers*

50-51: Diglett/Dugtrio (Ground)

Description: Lightning quick, faster than a speeding Alakazam. (Well, they're tied, but work with me.) Also gets type bonus on the incredibly powerful Earthquake. The problem is, Duggy's all Speed, with no other really good stat. Nice for a suprise, but Dugtrio is NOT a sweeper.

Natural Moves:

Scratch (start)
Tri-Attack (Crystal: capture a Dugtrio and it will have this)
Growl (L5 Diglett)
Magnitude (L9 Diglett)
Dig (L17 Diglett)
Sand-Attack (L25 Diglett)
Slash (L33 Diglett, L37 Dugtrio)
Earthquake (L41 Diglett, L49 Dugtrio)

Fissure (L49 Diglett, L61 Dugtrio)

TM/HM: Curse (3), Toxic (6), Rock Smash (8), Hidden Power (10), Sunny Day (11), Snore (13), Hyper Beam (15, Dugtrio), Protect (17), Endure (20), Frustration (21), Earthquake (26), Return (27), Dig (28), Mud-Slap (31), Double Team (32), Swagger (34), Sleep Talk (35), Sludge Bomb (36), Rest (44), Attract (45), Thief (46), Cut (H1)

RBV TMs: Body Slam, Take Down, Double-Edge, Rage, Mimic, Bide, Rock Slide, Substitute

Breeding: Screech, Pursuit, Ancient Power, Faint Attack, Beat Up

Crystal Move Tutor: None

Maximum Stats: L50: 110 HP, 100 Attack, 70 Defense, 140 Speed, 70 Special Attack, 90 Special Defense

L100: 273 HP (137), 258 Attack (T76), 198 Defense (T123), 338 Speed (T6), 198 Special Attack (T113), 238 Special Defense (T91)

Recommended Movesets:

Earthquake, Rock Slide, Sludge Bomb, Screech *Bright Powder*

Earthquake, Rock Slide, Substitute, Fissure *Leftovers*

56-57: Mankey/Primeape (Fighting)

Description: Very good Fighting Pokemon. It's got the always-powerful Cross Chop, which will kill Tyranitar in one hit. Also, you can breed it for Rock Slide (try breeding your Primeape with a Rock Slide Dugtrio). Throw in the classic Swagger/Psych Up combo, and there could be a rout.

Natural Moves:

Scratch (start)

Leer (start)

Low Kick (L9 Mankey)

Karate Chop (L15 Mankey)

Fury Swipes (L21 Mankey)

Focus Energy (L27 Mankey)

Rage (L28 Primeape)

Seismic Toss (L33 Mankey, L36 Primeape)

Cross Chop (L39 Mankey, L45 Primeape)

Screech (L45 Mankey, L54 Primeape)

Thrash (L51 Mankey, L63 Primeape)

TM/HM: Dynamicpunch (1), Headbutt (2), Curse (3), Toxic (6), Rock Smash (8), Psych Up (9), Hidden Power (10), Sunny Day (11), Snore (13), Hyper Beam (15, Primeape), Protect (17), Endure (20), Frustration (21), Iron Tail (23), Thunder (25), Return (27), Dig (28), Mud-Slap (31), Double Team (32), Ice Punch (33), Swagger (34), Sleep Talk (35), Swift (39), Defense Curl (40), Thunderpunch (41), Detect (43), Rest (44), Attract (45), Thief (46), Fire Punch (48), Strength (H4)

RBV TMs: Mega Punch, Mega Kick, Body Slam, Take Down, Double-Edge, Pay Day, Submission, Rage, Thunderbolt, Mimic, Bide, Metronome, Skull Bash, Substitute

Breeding: Rock Slide, Reversal, Foresight, Counter, Meditate, Beat Up

Crystal Move Tutor: Thunderbolt

Maximum Stats: L50: 140 HP, 125 Attack, 80 Defense, 115 Speed, 80 Special Attack, 90 Special Defense

L100: 333 HP (T85), 308 Attack (T23), 218 Defense (T103), 288 Speed (T32), 218 Special Attack (T94), 238 Special Defense (T91)

Recommended Movesets:

Cross Chop, Rock Slide, Swagger, Psych Up *Miracle Berry*

Cross Chop, Psych Up, Counter, Body Slam *Leftovers*

52-53: Meowth/Persian (Normal)

Description: <sic> Do you liek teh kitties?!?!11?? </sic> Persian was no pussycat in RBY, not with Slash criticalling left, right, and center. However, Slash has been reduced to a shadow of its former self, so I opted for Return and its 102 max power.

Natural Moves:

Scratch (start)

Growl (start)

Bite (L11 Meowth)

Pay Day (L20 Meowth)

Faint Attack (L28 Meowth, L29 Persian)

Screech (L35 Meowth, L38 Persian)

Fury Swipes (L41 Meowth, L46 Persian)

Slash (L46 Meowth, L53 Persian)

TM/HM: Headbutt (2), Curse (3), Roar (5, Persian) Toxic (6), Zap Cannon (7), Psych Up (9), Hidden Power (10), Sunny Day (11), Snore (13), Hyper Beam (15, Persian), Icy Wind (16), Protect (17), Endure (20), Frustration (21), Iron Tail (23), Thunder (25), Return (27), Shadow Ball (30), Mud-Slap (31), Double Team (32), Swagger (34), Sleep Talk (35), Swift (39), Defense Curl (40), Dream Eater (42), Detect (43), Rest (44), Attract (45), Thief (46), Nightmare (50)

RBY TMs: Body Slam, Take Down, Double-Edge, Bubblebeam, Water Gun, Rage, Thunderbolt, Mimic, Bide, Skull Bash, Substitute

Breeding: Amnesia, Spite, Hypnosis, Charm

Crystal Move Tutor: Thunderbolt

Maximum Stats: L50: 140 HP, 90 Attack, 80 Defense, 135 Speed, 85 Special Attack, 85 Special Defense

L100: 333 HP (T85), 238 Attack (T99), 218 Defense (T103), 328 Speed (T8), 228 Special Attack (T82), 228 Special Defense (T104)

Recommended Movesets:

Return, Shadow Ball, Swagger, Psych Up *Spell Tag*

Amnesia, Return, Thunderbolt, Spite *Leftovers*

54-55: Psyduck/Golduck (Water)

Evaluation: The should-be-a-Psychic-but-isn't Golduck has picked up a nice Special Attack boost from the originals. However, don't think that you'll finally be able to get Amnesia + Psychic on a Golduck... it's impossible.

Natural Moves:

Scratch (start)

Tail Whip (L5 Psyduck)

Disable (L10 Psyduck)

Confusion (L16 Psyduck)
Screech (L23 Psyduck)
Psych Up (L31 Psyduck)
Fury Swipes (L40 Psyduck, L44 Golduck)
Hydro Pump (L50 Psyduck, L58 Golduck)

TM/HM: Dynamicpunch (1), Headbutt (2), Curse (3), Toxic (6), Rock Smash (8), Psych Up (9), Hidden Power (10), Snore (13), Blizzard (14), Hyper Beam (15, Golduck), Icy Wind (16), Protect (17), Rain Dance (18), Endure (20), Frustration (21), Iron Tail (23), Return (27), Dig (28), Mud-Slap (31), Double Team (32), Ice Punch (33), Swagger (34), Sleep Talk (35), Swift (39), Rest (44), Attract (45), Fury Cutter (49, Golduck), Surf (H3), Strength (H4), Flash (H5), Whirlpool (H6), Waterfall (H7)

RBV TMs: Mega Punch, Mega Kick, Body Slam, Take Down, Double-Edge, Bubblebeam, Water Gun, Pay Day, Submission, Counter, Seismic Toss, Rage, Mimic, Bide, Skull Bash, Substitute, Amnesia (not a TM, Amnesia Psyduck can be imported).

Breeding: Psychic, Ice Beam, Psybeam, Light Screen, Foresight, Hypnosis, Future Sight, Cross Chop (Crystal)

Crystal Move Tutor: Ice Beam

Maximum Stats: L50: 155 HP, 102 Attack, 98 Defense, 105 Speed, 115 Special Attack, 100 Special Defense
L100: 363 HP (T54), 262 Attack (T61), 254 Defense (T66), 268 Speed (T48), 288 Special Attack (T35), 258 Special Defense (T63)

Recommended Movesets:

Surf, Ice Beam, Psychic, Light Screen *Leftovers*
Cross Chop, Light Screen, Surf, Rest *Mint Berry*

66-67-68: Machop/Machoke/Machamp (Fighting)

Description: Evil. The three main attacks Machamp uses (you've seen them on all the teams I made for the cups) combine for _12_ type advantages. One of my greatest joys was making a team that didn't have anyone with a Machamp weakness.

Natural Moves:

Low Kick (start)
Leer (start)
Focus Energy (L7 Machop)
Karate Chop (L13 Machop)
Seismic Toss (L19 Machop)
Foresight (L25 Machop)
Vital Throw (L31 Machop, L34 Machoke/Machamp)
Cross Chop (L37 Machop, L43 Machoke/Machamp)
Scary Face (L43 Machop, L52 Machoke/Machamp)
Submission (L49 Machop, L61 Machoke/Machamp)

TM/HM: Dynamicpunch (1), Headbutt (2), Curse (3), Toxic (6), Rock Smash (8), Hidden Power (10), Sunny Day (11), Snore (13), Hyper Beam (15, Machamp), Protect (17), Endure (20), Frustration (21), Earthquake (26), Return (27), Dig (28), Mud-Slap (31), Double Team (32), Ice Punch (33), Swagger (34), Sleep Talk (35), Fire Blast (38), Thunderpunch (41), Detect (43), Rest (44), Attract (45), Thief (46), Fire Punch (48), Strength (H4)

RBV TMs: Mega Punch, Mega Kick, Body Slam, Take Down, Double-Edge, Counter,

Rage, Fissure, Mimic, Bide, Metronome, Skull Bash, Rock Slide, Substitute

Breeding: Light Screen, Rolling Kick, Meditate, Encore

Crystal Move Tutor: Flamethrower

Maximum Stats: L50: 165 HP, 150 Attack, 100 Defense, 75 Speed, 85 Special Attack, 105 Special Defense

L100: 383 HP (T32), 358 Attack (T3), 258 Defense (T54), 208 Speed (T102), 228 Special Attack (T82), 268 Special Defense (T49)

Recommended Movesets:

Cross Chop, Earthquake, Rock Slide, Light Screen *Blackbelt*

Cross Chop, Earthquake, Counter, Light Screen *Leftovers*

Curse, Rest, Vital Throw, Rock Slide *Leftovers*

Cross Chop, Encore, Hidden Power ^Bug^, Earthquake *Leftovers*

236-106: Tyroque/Hitmonlee (Fighting)

Description: Although Hitmonlee doesn't have the sweep potential that a Machop has, it's the better pure Fighter. Hi Jump Kick is more accurate and just a little less damaging than Cross Chop, and 'Lee has great physical strength. Also, it defends Special attacks incredibly well when compared to his RBY counterpart.

Natural Moves:

Tackle (Tyroque starts with this)

Double Kick (Hitmonlee starts with this)

Meditate (L6 Hitmonlee)

Rolling Kick (L11 Hitmonlee)

Jump Kick (L16 Hitmonlee)

Focus Energy (L21 Hitmonlee)

Hi Jump Kick (L26 Hitmonlee)

Mind Reader (L31 Hitmonlee)

Foresight (L36 Hitmonlee)

Endure (L41 Hitmonlee)

Mega Kick (L46 Hitmonlee)

Reversal (L51 Hitmonlee)

TM/HM: Dynamicpunch (1, Hitmonlee), Headbutt (2), Curse (3), Toxic (6), Rock Smash (8), Hidden Power (10), Sunny Day (11), Snore (13), Hyper Beam (15, Hitmonlee), Protect (17), Endure (20), Frustration (21), Return (27), Mud-Slap (31), Double Team (32), Swagger (34), Sleep Talk (35), Swift (39), Detect (43), Rest (44), Attract (45), Thief (46), Strength (H4)

RBY TMs: Mega Punch, Body Slam, Take Down, Double-Edge, Submission, Counter, Seismic Toss, Rage, Mimic, Bide, Metronome, Skull Bash, Substitute

Breeding: Hi Jump Kick, Mind Reader, Mach Punch, Rapid Spin, Dizzy Punch (Crystal)

Crystal Move Tutor: None

Maximum Stats: L50: 125 HP, 140 Attack, 73 Defense, 107 Speed, 55 Special Attack, 130 Special Defense

L100: 303 HP (T127), 338 Attack (T13), 204 Defense (122), 272 Speed (47), 168 Special Attack (T130), 318 Special Defense (T12)

Recommended Movesets:

Hi Jump Kick, Return, Hidden Power ^Ghost^, Rest *Mint Berry*

Curse, Mach Punch, Hidden Power ^Ghost^, Return *Leftovers*

236-107: Tyroque/Hitmonchan (Fighting)

Description: Hitmonchan learns all three elemental punches (at the same time, no less!), but has no Special Attack to use them with. There are two schools of thought concerning Hitmonchan: One suggests using the same moveset Hitmonlee uses, the other suggests a Curse/Mach Punch combo. Either works.

Natural Moves:

Tackle (Tyroque starts with this)
Comet Punch (Hitmonchan starts with this)
Agility (L7 Hitmonchan)
Pursuit (L13 Hitmonchan)
Thunderpunch \
Ice Punch----- (L26 Hitmonchan)
Fire Punch /
Mach Punch (L32 Hitmonchan)
Mega Punch (L38 Hitmonchan)
Detect (L44 Hitmonchan)
Counter (L50 Hitmonchan)

TM/HM: Dynamicpunch (1, Hitmonchan), Headbutt (2), Curse (3), Toxic (6), Rock Smash (8), Hidden Power (10), Sunny Day (11), Snore (13), Hyper Beam (15, Hitmonchan), Protect (17), Endure (20), Frustration (21), Return (27), Mud-Slap (31), Double Team (32), Ice Punch (33, Hitmonchan), Swagger (34), Sleep Talk (35), Swift (39), Thunderpunch (41, Hitmonchan), Rest (44), Attract (45), Thief (46), Strength (H4)

RBV TMs: Mega Kick, Body Slam, Take Down, Double-Edge, Submission, Seismic Toss, Rage, Mimic, Bide, Metronome, Skull Bash, Substitute

Breeding: Hi Jump Kick, Mind Reader, Mach Punch, Rapid Spin, Dizzy Punch (Crystal)

Crystal Move Tutor: None

Maximum Stats: L50: 125 HP, 125 Attack, 99 Defense, 96 Speed, 55 Special Attack, 130 Special Defense
L100: 303 HP (T127), 308 Attack (T23), 256 Defense (T64), 250 Speed (T70), 168 Special Attack (T130), 318 Special Defense (T12)

Recommended Movesets:

See Hitmonlee

236-237: Tyroque/Hitmontop (Fighting)

Description: Of the three Hitmons, Hitmontop is certainly the most balanced. Even though the Special Attack is still crappy, the rest of the stats are above average. Either the Hitmonlee set or the Curse/Mach Punch combo can be put to great use.

Natural Moves:

Tackle (Tyroque starts with this)
Rolling Kick (Hitmontop starts with this)
Focus Energy (L7 Hitmontop)
Pursuit (L13 Hitmontop)
Quick Attack (L19 Hitmontop)
Rapid Spin (L25 Hitmontop)

Counter (L31 Hitmontop)
Detect (L37 Hitmontop)
Agility (L43 Hitmontop)
Triple Kick (L49 Hitmontop)

TM/HM: Headbutt (2), Curse (3), Toxic (6), Rock Smash (8), Hidden Power (10), Snore (13), Protect (17), Endure (20), Frustration (21), Return (27), Dig (28, Hitmontop), Mud-Slap (31), Double Team (32), Swagger (34), Sleep Talk (35), Swift (39), Detect (43), Rest (44), Attract (45), Thief (46), Strength (H4)

Breeding: Hi Jump Kick, Mind Reader, Mach Punch, Rapid Spin, Dizzy Punch (Crystal)

Maximum Stats: L50: 125 HP, 115 Attack, 115 Defense, 90 Speed, 55 Special Attack, 130 Special Defense
L100: 303 HP (T127), 288 Attack (T38), 288 Defense (T33), 238 Speed (T76), 168 Special Attack (T130), 318 Special Defense (T12)

Recommended Movesets: See Hitmonchan

203: Girafarig (Normal/Psychic)

Description: The GSC palindrome (RBY has Eevee), it's got an interesting type combination which gives Fighting resistance and Ghost immunity. A common tactic for new players is to give Girafarig Curse, Agility, Amnesia, and Baton Pass, then pass the baton to something and expect it to sweep. That will not happen in most cases, because Girafarig's a little brittle for a BPer.

Natural Moves:

Tackle (start)
Growl (start)
Confusion (L7 Girafarig)
Stomp (L13 Girafarig)
Agility (L20 Girafarig)
Baton Pass (L30 Girafarig)
Psybeam (L41 Girafarig)
Crunch (L54 Girafarig)

TM/HM: Headbutt (2), Curse (3), Toxic (6), Zap Cannon (7), Rock Smash (8), Psych Up (9), Hidden Power (10), Sunny Day (11), Snore (13), Protect (17), Endure (20), Frustration (21), Iron Tail (23), Thunder (25), Earthquake (26), Return (27), Psychic (29), Shadow Ball (30), Mud-Slap (31), Double Team (32), Swagger (34), Sleep Talk (35), Swift (39), Dream Eater (42), Rest (44), Attract (45), Thief (46), Nightmare (50), Strength (H4)

Breeding: Amnesia, Beat Up, Foresight, Future Sight, Take Down

Crystal Move Tutor: Thunderbolt

Maximum Stats: L50: 145 HP, 100 Attack, 85 Defense, 105 Speed, 110 Special Attack, 85 Special Defense
L100: 343 HP (T79), 258 Attack (T76), 228 Defense (T93), 268 Speed (T48), 278 Special Attack (T42), 228 Special Defense (T104)

Recommended Movesets:

Agility, Baton Pass, Earthquake, Crunch *Leftovers*
Psychic, Return, Double Team, Baton Pass *Leftovers*

128: Tauros (Normal)

Description: RBY players will be displeased when they learn that Tauros' Special Attack went down 60 points in the GSC universe. Plus, Blizzard sucks anyway, so... no more Blizzard. If you use the recommended set against another person, wear plenty of protection, as they'll probably want to kill you after it hits four or five times... o_O...

Natural Moves:

Tackle (start)
Tail Whip (L4 Tauros)
Rage (L8 Tauros)
Horn Attack (L13 Tauros)
Scary Face (L19 Tauros)
Pursuit (L26 Tauros)
Rest (L34 Tauros)
Thrash (L43 Tauros)
Take Down (L53 Tauros)

TM/HM: Headbutt (2), Curse (3), Toxic (6), Zap Cannon (7), Rock Smash (8), Hidden Power (10), Sunny Day (11), Snore (13), Blizzard (14), Hyper Beam (15), Icy Wind (16), Protect (17), Endure (20), Frustration (21), Iron Tail (23), Thunder (25), Earthquake (26), Return (27), Double Team (32), Swagger (34), Sleep Talk (35), Fire Blast (38), Rest (44), Attract (45), Surf (H3), Strength (H4)

RBY TMs: Horn Drill, Body Slam, Double-Edge, Ice Beam, Rage, Thunderbolt, Fissure, Mimic, Bide, Skull Bash, Substitute, Stomp (import a Tauros with Stomp).

Breeding: None

Crystal Move Tutor: Thunderbolt, Ice Beam, Flamethrower

Maximum Stats: L50: 150 HP, 120 Attack, 115 Defense, 130 Speed, 60 Special Attack, 90 Special Defense

L100: 353 HP (T66), 298 Attack (T30), 288 Defense (T33), 318 Speed (T12), 178 Special Attack (T123), 238 Special Defense (T91)

Recommended Movesets:

Horn Drill, Fissure, Rest, Sleep Talk *Leftovers*
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Double-Edge, Earthquake, Rest, Sleep Talk *Leftovers*

241: Miltank (Normal)

Description: Miltank is the source of all Heal Bells used by Normal Pokemon. Stick with the original, as 'Tank has a great attack, an exclusive healing move, and sweet Defense and Speed.

Natural Moves:

Tackle (start)
Growl (L4 Miltank)
Defense Curl (L8 Miltank)
Stomp (L13 Miltank)
Milk Drink (L19 Miltank)
Bide (L26 Miltank)
Rollout (L34 Miltank)
Body Slam (L43 Miltank)

Heal Bell (L53 Miltank)

TM/HM: Dynamicpunch (1), Headbutt (2), Curse (3), Rollout (4), Toxic (6), Zap Cannon (7), Rock Smash (8), Psych Up (9), Hidden Power (10), Sunny Day (11), Sweet Scent (12), Snore (13), Blizzard (14), Hyper Beam (15), Icy Wind (16), Protect (17), Rain Dance (18), Endure (20), Frustration (21), Iron Tail (23), Thunder (25), Earthquake (26), Return (27), Shadow Ball (30), Mud-Slap (31), Double Team (32), Ice Punch (33), Swagger (34), Sleep Talk (35), Sandstorm (37), Defense Curl (40), Thunderpunch (41), Rest (44), Attract (45), Fire Punch (48), Surf (H3), Strength (H4)

Breeding: Seismic Toss, Reversal, Present

Crystal Move Tutor: Thunderbolt, Ice Beam

Maximum Stats: L50: 170 HP, 100 Attack, 125 Defense, 120 Speed, 60 Special Attack, 90 Special Defense

L100: 393 HP (T23), 258 Attack (T76), 308 Defense (T22), 298 Speed (T19), 178 Special Attack (T123), 238 Special Defense (T91)

Recommended Movesets:

Earthquake, Milk Drink, Heal Bell, Return/Body Slam *Miracle Berry*
Attract, Body Slam, Milk Drink, Heal Bell *Miracle Berry*

240-126: Magby/Magmar (Fire)

Description: I fell in love with Magmar the day I found out it could learn Thunderpunch. Then I found out Typhlosion could learn it and had a better Special Attack, so... yes, I am a Fire Pokemon pimp. Magmar's Special Attack and ability to Barrier are hard to turn down, though.

Natural Moves:

Ember (start)
Leer (L7 Magby/Magmar)
Smog (L13 Magby/Magmar)
Fire Punch (L19 Magby/Magmar, captured Magmar start with this)
Smokescreen (L25 Magby/Magmar)
Sunny Day (L31 Magby, L33 Magmar)
Flamethrower (L37 Magby, L41 Magmar)
Confuse Ray (L43 Magby, L49 Magmar)
Fire Blast (L49 Magby, L57 Fire Blast)

TM/HM: Dynamicpunch (1), Headbutt (2), Curse (3), Toxic (6), Rock Smash (8, Magmar), Hidden Power (10), Sunny Day (11), Snore (13), Hyper Beam (15, Magmar), Protect (17), Endure (20), Frustration (21), Iron Tail (23), Return (27), Psychic (29), Mud-Slap (31), Double Team (32), Swagger (34), Sleep Talk (35), Fire Blast (38), Thunderpunch (41), Detect (43), Rest (44), Attract (45), Thief (46), Fire Punch (48), Strength (H4, Magmar)

RBY TMs: Mega Kick, Body Slam, Take Down, Double-Edge, Submission, Counter, Seismic Toss, Rage, Teleport, Mimic, Bide, Metronome, Skull Bash, Psywave, Substitute

Breeding: Barrier, Karate Chop, Screech, Mega Punch, Cross Chop (Crystal), Dizzy Punch (Crystal)

Crystal Move Tutor: Flamethrower

Maximum Stats: L50: 140 HP, 115 Attack, 77 Defense, 113 Speed, 120 Special Attack, 105 Special Defense

L100: 333 HP (T85), 288 Attack (T38), 212 Defense (T115), 284 Speed (T38), 298 Special Attack (T22), 268 Special Defense (T49)

Recommended Movesets:

Flamethrower/Fire Blast, Thunderpunch, Confuse Ray, Barrier *Miracle Berry*
Cross Chop, Flamethrower, Thunderpunch, Reflect *Leftovers*

238-124: Smoochum/Jynx (Ice/Psychic)

Description: Don't mess with the "business lady". She'll lock you in, kiss you down, then suck you dry. She holds the best Dream Eater in the game (great Special Attack AND type bonus, plus a good Sleep move and Speed). Very powerful if set up, but defenses are a problem.

Pound (start)

Lick (start)

Sweet Kiss (L9 Smoochum)

Lovely Kiss (L9 Jynx)

Powder Snow (L13 Smoochum/Jynx)

Confusion (L21 Smoochum)

Doubleslap (L21 Jynx)

Sing (L25 Smoochum)

Ice Punch (L25 Smoochum)

Mean Look (L33 Smoochum, L35 Jynx)

Psychic (L37 Smoochum)

Body Slam (L41 Smoochum)

Perish Song (L45 Smoochum, L51 Jynx)

Blizzard (L49 Smoochum, L57 Jynx)

TM/HM: Dynamicpunch (1), Headbutt (2, Jynx), Curse (3), Toxic (6), Psych Up (9), Hidden Power (10), Sweet Scent (12), Snore (13), Blizzard (14), Hyper Beam (15, Electabuzz), Icy Wind (16), Protect (17), Rain Dance (18), Endure (20), Frustration (21), Return (27), Psychic (29), Shadow Ball (30), Mud-Slap (31), Double Team (32), Ice Punch (33), Swagger (34), Sleep Talk (35), Dream Eater (42), Rest (44), Attract (45), Thief (46), Nightmare (50)

RBV TMs: Mega Punch, Mega Kick, Take Down, Double-Edge, Bubblebeam, Water Gun, Ice Beam, Submission, Counter, Seismic Toss, Rage, Teleport, Mimic, Reflect, Bide, Metronome, Skull Bash, Psywave, Substitute

Breeding: Meditate, Dizzy Punch (Crystal), Metronome (Pokecenter)

Crystal Move Tutor: Ice Beam

Maximum Stats: L50: 140 HP, 70 Attack, 55 Defense, 115 Speed, 135 Special Attack, 115 Special Defense

L100: 333 HP (T85), 198 Attack (T123), 168 Defense (T136), 288 Speed (T32), 328 Special Attack (T8), 288 Special Defense (T34)

Recommended Movesets:

Mean Look, Lovely Kiss, Dream Eater/Psychic, Ice Beam *Miracle Berry*
Mean Look, Perish Song, Lovely Kiss, Dream Eater *Leftovers*

239-125: Elekid/Electabuzz (Electric)

Description: Another Pokemon I fell in love with early, because of Ice Punch and Barrier (my thinking: Could we have a Ground-beating Electric that doesn't need Stadium1 or mucking around with Hidden Power?) Well, I can tell you that the answer is "Maybe". One of the better Electrics.

Natural Moves:

Quick Attack (start)
Leer (start)
Thunderpunch (L9 Elekid/Electabuzz)
Light Screen (L17 Elekid/Electabuzz)
Swift (L25 Elekid/Electabuzz)
Screech (L33 Elekid, L36 Electabuzz)
Thunderbolt (L41 Elekid, L47 Electabuzz)
Thunder (L49 Elekid, L58 Electabuzz)

TM/HM: Dynamicpunch (1), Headbutt (2), Curse (3), Toxic (6), Zap Cannon (7), Rock Smash (8, Electabuzz), Hidden Power (10), Snore (13), Hyper Beam (15, Electabuzz), Protect (17), Rain Dance (18), Endure (20), Frustration (21), Iron Tail (23, Electabuzz), Thunder (25), Return (27), Psychic (29), Mud-Slap (31), Double Team (32), Ice Punch (33), Swagger (34), Sleep Talk (35), Swift (39), Thunderpunch (41), Detect (43), Rest (44), Attract (45), Thief (46), Fire Punch (48), Strength (H4, Electabuzz), Flash (H5)

RBV TMs: Mega Punch, Mega Kick, Body Slam, Take Down, Double-Edge, Submission, Counter, Seismic Toss, Rage, Teleport, Mimic, Reflect, Bide, Metronome, Skull Bash, Thunder Wave, Psywave, Substitute

Breeding: Barrier, Rolling Kick, Karate Chop, Meditate, Cross Chop (Crystal), Dizzy Punch (Crystal)

Crystal Move Tutor: Thunderbolt

Maximum Stats: L50: 140 HP, 103 Attack, 77 Defense, 125 Speed, 115 Special Attack, 105 Special Defense
L100: 333 HP (T85), 264 Attack (T69), 212 Defense (T115), 308 Speed (T17), 288 Special Attack (T35), 268 Special Defense (T49)

Recommended Movesets:

Barrier, Ice Punch, Thunderbolt, Thunder Wave *Focus Band*
Psychic, Ice Punch, Cross Chop, Thunderbolt *Leftovers*

122: Mr. Mime

Description: If this sucker had more HP, it'd be up near Alakazam on the Psychic depth chart. Instead, it's fighting with Hypno. It's got good Special Attack and very high Special Defense, in addition to good Speed and a type that lends itself to power.

Natural Moves:

Barrier (start)
Confusion (L6 Mr. Mime)
Substitute (L11 Mr. Mime)
Meditate (L16 Mr. Mime)
Doubleslap (L21 Mr. Mime)
Reflect (L26 Mr. Mime)
Light Screen (L26 Mr. Mime)
Encore (L31 Mr. Mime)
Psybeam (L36 Mr. Mime)
Baton Pass (L41 Mr. Mime)
Safeguard (L46 Mr. Mime)

TM/HM: Dynamicpunch (1), Headbutt (2), Curse (3), Toxic (6), Zap Cannon (7), Psych Up (9), Hidden Power (10), Sunny Day (11), Snore (13), Hyper Beam (15), Protect (17), Endure (20), Frustration (21), Solarbeam (22), Thunder (25), Return (27), Psychic (29), Shadow Ball (30), Mud-Slap (31), Double

Team (32), Ice Punch (33), Swagger (34), Sleep Talk (35), Thunderpunch (41), Dream Eater (42), Rest (44), Attract (45), Thief (46), Fire Punch (48), Nightmare (50), Flash (H5)

RBY TMs: Mega Punch, Mega Kick, Body Slam, Take Down, Double-Edge, Submission, Counter, Seismic Toss, Rage, Thunderbolt, Teleport, Reflect, Bide, Metronome, Skull Bash, Thunder Wave, Psywave, Substitute

Breeding: Mimic, Hypnosis, Future Sight

Maximum Stats: L50: 115 HP, 65 Attack, 85 Defense, 110 Speed, 120 Special Attack, 140 Special Defense
L100: 283 HP (136), 188 Attack (T130), 228 Defense (T93), 278 Speed (T41), 298 Special Attack (T22), 338 Special Defense (9)

Recommended Movesets:

Psychic, Barrier, Thunder Wave, Swagger/elemental punch *Bright Powder*
Psychic, Attract, Thunder Wave, Swagger *Leftovers*

235: Smeargle (Normal)

Description: Although Smeargle can legally learn almost every move in the game, it's got NO ATTACK POWER. Use Smeargle as a support Pokemon, or to set up BP chains. (To get BP, use Mystery Gift with someone who's only packing one Pokemon and that Pokemon knows Baton Pass only. Ledian will work well for that. Then, go to the Trainer House in Viridian and battle. Smeargle can Sketch BP from there. When you take it into Stadium, ignore the fact that it will be marked as an illegal move.)

Natural Moves:

Sketch (start)
Sketch (L11 Smeargle, and every 10 levels after that)

TM/HM: None

Breeding: None

Crystal Move Tutor: None

Maximum Stats: L50: 130 HP, 40 Attack, 55 Defense, 95 Speed, 40 Special Attack, 65 Special Defense
L100: 313 HP (T117), 138 Attack (T136), 168 Defense (T136), 248 Speed (T72), 138 Special Attack (137), 188 Special Defense (T132)

Recommended Movesets:

Spore, Spider Web, Super Fang, Seismic Toss *Leftovers*
Heal Bell, Confuse Ray, Minimize, Baton Pass *Leftovers*

83: Farfetch'd (Normal/Flying)

Description: This particular Pokemon can get a lot of critical hits. That's a good thing, as he needs them. Its stats are below average in all categories. It can pick up Baton Pass if you beat R1 of this game, which can help if you want to set up Marowak, but Scizor does it better.

Natural Moves:

Peck (start)
Sand-Attack (L7 Farfetch'd)
Leer (L13 Farfetch'd)
Fury Attack (L19 Farfetch'd)

Swords' Dance (L25 Farfetch'd)
Agility (L31 Farfetch'd)
Slash (L37 Farfetch'd)
False Swipe (L44 Farfetch'd)

TM/HM: Headbutt (2), Curse (3), Toxic (6), Psych Up (9), Hidden Power (10), Sunny Day (11), Snore (13), Protect (17), Endure (20), Frustration (21), Iron Tail (23), Return (27), Mud-Slap (31), Double Team (32), Swagger (34), Sleep Talk (35), Swift (39), Detect (43), Rest (44), Attract (45), Thief (46), Steel Wing (47), Cut (H1), Fly (H2)

RBV TMs: Razor Wind, Whirlwind, Body Slam, Take Down, Double-Edge, Rage, Mimic, Reflect, Bide, Skull Bash, Substitute

Breeding: Mirror Move, Gust, Steel Wing (Gold/Silver only), Foresight, Flail, Quick Attack

Crystal Move Tutor: None

Other: Baton Pass (Pokemon Stadium 2)

Maximum Stats: L50: 127 HP, 85 Attack, 75 Defense, 80 Speed, 78 Special Attack, 82 Special Defense
L100: 307 HP (126), 228 Attack (T106), 208 Defense (T117), 218 Speed (T96), 214 Special Attack (105), 222 Special Defense (114)

Recommended Movesets:

Swords Dance, Agility, Return, Baton Pass *Stick*

Swords Dance, Return, Hidden Power ^Ground^, Steel Wing *Leftovers*

177-178: Natu/Xatu (Psychic/Flying)

Description: As a Psychic/Flying, Lugia's got it beat in all categories. However, it's actually pretty good. It's got a great moveset (though that requires plenty of breeding), and pretty good Speed and Special Attack.

Natural Moves:

Peck (start)

Leer (start)

Night Shade (L10 Natu)

Teleport (L20 Natu)

Future Sight (L30 Natu, L35 Xatu)

Confuse Ray (L40 Natu, L50 Xatu)

Psychic (L50 Natu, L65 Xatu)

TM/HM: Curse (3), Toxic (6), Psych Up (9), Hidden Power (10), Sunny Day (11), Snore (13), Hyper Beam (15, Xatu), Protect (17), Giga Drain (19), Endure (20), Frustration (21), Solarbeam (22), Return (27), Psychic (29), Double Team (32), Swagger (34), Sleep Talk (35), Swift (39), Dream Eater (42), Detect (43), Rest (44), Attract (45), Thief (46), Nightmare (50), Fly (H2, Xatu), Flash (H5)

Breeding: Haze, Drill Peck, Steel Wing, Faint Attack, Quick Attack

Crystal Move Tutor: None

Maximum Stats: L50: 140 HP, 95 Attack, 90 Defense, 115 Speed, 115 Special Attack, 90 Special Defense
L100: 333 HP (T85), 248 Attack (T88), 238 Defense (T83), 288 Speed (T32), 288 Special Attack (T35), 238 Special Defense (T91)

Recommended Movesets:

Drill Peck, Haze, Psychic, Confuse Ray *Miracle Berry*
Fly, Future Sight, Haze, Protect *Leftovers*

211: Qwilfish (Water/Poison)

Description: Those of us who get Crystal will be pleased to discover that Qwilfish can use Spikes. However, Qwilfish doesn't have the stats to do much after that, and it can't explode (an advantage other Spike-layers have). Tentacruel's the best Water/Poison in the game, so go with it.

Natural Moves:

Spikes (Crystal: Start)
Tackle (start)
Poison Sting (start)
Harden (L10 Qwilfish)
Minimize (L10 Qwilfish)
Water Gun (L19 Qwilfish)
Pin Missile (L28 Qwilfish)
Take Down (L37 Qwilfish)
Hydro Pump (L46 Qwilfish)

TM/HM: Headbutt (2), Curse (3), Rollout (4), Toxic (6), Hidden Power (10), Snore (13), Blizzard (14), Icy Wind (16), Protect (17), Rain Dance (18), Endure (20), Frustration (21), Return (27), Double Team (32), Swagger (34), Sleep Talk (35), Sludge Bomb (36), Swift (39), Defense Curl (40), Rest (44), Attract (45), Surf (H3), Whirlpool (H6), Waterfall (H7)

Breeding: Haze, Bubblebeam, Flail, Supersonic

Crystal Move Tutor: Ice Beam

Maximum Stats: L50: 140 HP, 115 Attack, 95 Defense, 105 Speed, 75 Special Attack, 75 Special Defense

L100: 333 HP (T85), 288 Attack (T38), 248 Defense (T70), 268 Speed (T48), 208 Special Attack (T106), 208 Special Defense (T124)

Recommended Movesets:

Spikes (Crystal)/Return, Sludge Bomb, Surf, Haze *Leftovers*
Rain Dance, Surf, Attract, Spikes *Leftovers*

72-73: Tentacool/Tentacruel (Water/Poison)

Description: A flippin' tank. 338 Special Defense allows it to Mirror Coat back any nasty Psychics or Thunderbolts the enemy throws at you. Add in Barrier, and they've got to hit you with Special moves, opening the door for some Coating. Very nice Pokemon overall.

Natural Moves:

Poison Sting (start)
Supersonic (L6 Tentacool)
Constrict (L12 Tentacool)
Acid (L19 Tentacool)
Bubblebeam (L25 Tentacool)
Wrap (L30 Tentacool)
Barrier (L36 Tentacool, L38 Tentacruel)
Screech (L43 Tentacool, L47 Tentacruel)
Hydro Pump (L49 Tentacool, L55 Tentacruel)

TM/HM: Curse (3), Toxic (6), Hidden Power (10), Snore (13), Blizzard (14), Hyper Beam (15, Tentacruel), Icy Wind (16), Protect (17), Rain Dance (18), Giga Drain (19), Endure (20), Frustration (21), Return (27), Double Team (32), Swagger (34), Sleep Talk (35), Sludge Bomb (36), Rest (44), Attract (45), Cut (H1), Surf (H3), Whirlpool (H6)

RBV TMs: Swords Dance, Take Down, Double-Edge, Water Gun, Ice Beam, Rage, Mega Drain, Mimic, Reflect, Bide, Skull Bash, Substitute

Breeding: Haze, Mirror Coat, Aurora Beam, Rapid Spin, Safeguard

Crystal Move Tutor: Ice Beam

Maximum Stats: L50: 155 HP, 90 Attack, 85 Defense, 120 Speed, 100 Special Attack, 140 Special Defense

L100: 363 HP (T54), 238 Attack (T99), 228 Defense (T93), 298 Speed (T19), 258 Special Attack (T52), 338 Special Defense (8)

Recommended Movesets:

Surf, Rest, Barrier, Mirror Coat *Mint Berry*

Haze, Rest, Surf, Ice Beam *Leftovers*

98-99: Krabby/Kingler (Water)

Description: Blah. Kingler has a huge physical attack rating, but lacks the balance needed to use them effectively. Hidden Power Ground will really help against Electrics, but switch against Grass. Good for those sneaky players, but avoid for serious teams.

Natural Moves:

Bubble (start)

Leer (start)

Vicegrip (L12 Krabby)

Harden (L16 Krabby)

Stomp (L23 Krabby)

Guillotine (L27 Krabby)

Protect (L34 Krabby, L38 Kingler)

Crabhammer (L38 Krabby, L49 Kingler)

TM/HM: Curse (3), Toxic (6), Rock Smash (8), Hidden Power (10), Snore (13), Blizzard (14), Hyper Beam (15, Kingler), Icy Wind (16), Protect (17), Rain Dance (18), Endure (20), Frustration (21), Return (27), Mud-Slap (31), Double Team (32), Swagger (34), Sleep Talk (35), Rest (44), Attract (45), Thief (46), Fury Cutter (49), Cut (H1), Surf (H3), Strength (H4), Whirlpool (H6)

RBV TMs: Swords Dance, Body Slam, Take Down, Double-Edge, Bubblebeam, Water Gun, Ice Beam, Rage, Mimic, Bide, Substitute

Breeding: Haze, Amnesia, Dig, Flail, Slam, Cross Chop (Pokecenter)

Crystal Move Tutor: Ice Beam

Maximum Stats: L50: 130 HP, 150 Attack, 135 Defense, 95 Speed, 70 Special Attack, 70 Special Defense

L100: 313 HP (T117), 358 Attack (T3), 328 Defense (T13), 248 Speed (T72), 198 Special Attack (T113), 198 Special Defense (T128)

Recommended Movesets:

Swords Dance, Body Slam, Hidden Power ^Ground^, Surf *Mystic Water*

Rain Dance, Swords Dance, Return, Surf *Leftovers*

213: Shuckle (Bug/Rock)

Description: Despite the incredible defensive stats, Shuckle is very limited. Mainly because his Attack reeks... Often used as an addition to STS teams due to Rock typing and Wrap move.

Natural Moves:

Constrict (start)

Withdraw (start)

Wrap (L9 Shuckle)

Encore (L14 Shuckle)

Safeguard (L23 Shuckle)

Bide (L28 Shuckle)

Rest (L37 Shuckle)

TM/HM: Headbutt (2), Curse (3), Rollout (4), Toxic (6), Rock Smash (8), Hidden Power (10), Sunny Day (11), Snore (13), Protect (17), Endure (20), Frustration (21), Earthquake (26), Return (27), Dig (28), Mud-Slap (31), Double Team (32), Swagger (34), Sleep Talk (35), Sludge Bomb (36), Sandstorm (37), Defense Curl (40), Rest (44), Attract (45), Strength (H4), Flash (H5)

Breeding: Sweet Scent

Crystal Move Tutor: None

Maximum Stats: L50: 95 HP, 30 Attack, 250 Defense, 25 Speed, 30 Special Attack, 250 Special Defense

L100: 243 HP (138), 118 Attack (T138), 558 Defense (1), 108 Speed (138), 118 Special Attack (138), 558 Special Defense (1)

Recommended Movesets:

Wrap, Toxic, Sandstorm, Rest *Quick Claw*

Encore, Bide, Rest, Safeguard *Leftovers*

120-121: Staryu/Starmie (Water/Psychic)

Description: Everybody's favorite Water type, Starmie is the best Parafuse Pokemon in the game. The moves that Parafuse Starmie uses (Thunder Wave and Confuse Ray) are extremely accurate, and you can Surf out the Ground Pokemon that are immune to Electric. Plus, it's very quick.

Natural Moves:

Tackle (start)

Harden (start)

Water Gun (L7 Staryu)

Rapid Spin (L13 Staryu)

Recover (L19 Staryu)

Swift (L25 Staryu)

Bubblebeam (L31 Staryu, L23 Starmie)

Minimize (L37 Staryu)

Confuse Ray (L37 Starmie)

Light Screen (L43 Staryu)

Hydro Pump (L50 Staryu)

TM/HM: Curse (3), Toxic (6), Zap Cannon (7), Psych Up (9), Hidden Power (10), Snore (13), Blizzard (14), Hyper Beam (15), Icy Wind (16), Protect (17), Rain Dance (18), Endure (20), Frustration (21), Thunder (25), Return (27), Psychic (29), Double Team (32), Swagger (34), Sleep Talk (35), Swift (39),

Dream Eater (42), Rest (44), Attract (45), Nightmare (50), Surf (H3), Flash (H5), Whirlpool (H6), Waterfall (H7)

RBV TMs: Take Down, Double-Edge, Ice Beam, Rage, Thunderbolt, Teleport, Mimic, Reflect, Bide, Skull Bash, Thunder Wave, Psywave, Tri Attack, Substitute

Breeding: None (genderless Pokemon)

Crystal Move Tutor: Thunderbolt, Ice Beam

Maximum Stats: L50: 135 HP, 95 Attack, 105 Defense, 135 Speed, 120 Special Attack, 105 Special Defense

L100: 323 HP (T105), 248 Attack (T88), 268 Defense (T44), 328 Speed (T8), 298 Special Attack (T22), 268 Special Defense (T49)

Recommended Movesets:

Either the Death Star (Surf/Thunder Wave/Confuse Ray/Recover *King's Rock*) or the X-Wing (Surf/Thunder Wave/Thunderbolt/Recover *Miracle Berry*)

90-91: Shellder/Cloyster (Water, Water/Ice)

Description: Originally, Cloyster was a tank because of its good Special Defense and game-leading Defense. Well, its Special Defense has been shot to hell, and its Defense is no longer #1. However, people planning to get Crystal take note... Cloyster picks up Spikes in that game.

Natural Moves:

Tackle (start)

Withdraw (start)

Supersonic (L9 Shellder)

Aurora Beam (L17 Shellder)

Protect (L25 Shellder)

Leer (L33 Shellder)

Spikes (Crystal: L33 Cloyster)

Clamp (L41 Shellder)

Spike Cannon (L41 Cloyster)

Ice Beam (L49 Shellder)

TM/HM: Curse (3), Toxic (6), Hidden Power (10), Snore (13), Blizzard (14), Hyper Beam (15, Cloyster), Icy Wind (16), Protect (17), Rain Dance (18), Endure (20), Frustration (21), Return (27), Double Team (32), Swagger (34), Sleep Talk (35), Swift (39), Rest (44), Attract (45), Surf (H3), Whirlpool (H6)

RBV TMs: Double-Edge, Bubblebeam, Water Gun, Rage, Teleport, Mimic, Reflect, Bide, Selfdestruct, Explosion, Tri Attack, Substitute

Breeding: Barrier, Rapid Spin, Bubblebeam, Screech, Take Down

Crystal Move Tutor: Ice Beam

Maximum Stats: L50: 125 HP, 115 Attack, 200 Defense, 90 Speed, 105 Special Attack, 65 Special Defense

L100: 303 HP (T127), 288 Attack (T38), 458 Defense (3), 238 Speed (T76), 268 Special Attack (T50), 188 Special Defense (T132)

Recommended Movesets:

Surf, Ice Beam, Spikes(Crystal)/Protect, Explosion *Quick Claw*

Ice Beam, Explosion, Toxic, Clamp *Leftovers*

222: Corsola (Water/Rock)

Description: Move supplier to the world (you would not believe how many Pokemon get Mirror Coat or Ancientpower, all thanks to this guy), which is the extent of its usefulness. If AP boosts, you're in business, but the Grass Pokemon would probably shred Corsola before it happens.

Natural Moves:

Tackle (start)
Harden (L7 Corsola)
Bubble (L13 Corsola)
Recover (L19 Corsola)
Bubblebeam (L25 Corsola)
Spike Cannon (L31 Corsola)
Mirror Coat (L37 Corsola)
Ancientpower (L43 Corsola)

TM/HM: Headbutt (2), Curse (3), Rollout (4), Toxic (6), Rock Smash (8), Hidden Power (10), Sunny Day (11), Snore (13), Protect (17), Rain Dance (18), Endure (20), Frustration (21), Earthquake (26), Return (27), Psychic (29), Mud-Slap (31), Double Team (32), Swagger (34), Sleep Talk (35), Sandstorm (37), Defense Curl (40), Rest (44), Attract (45), Surf (H3), Strength (H4), Whirlpool (H6)

Breeding: Amnesia, Safeguard, Rock Slide, Screech, Mist

Crystal Move Tutor: Ice Beam

Maximum Stats: L50: 130 HP, 75 Attack, 105 Defense, 55 Speed, 85 Special Attack, 105 Special Defense
L100: 313 HP (T117), 208 Attack (T118), 268 Defense (T44), 168 Speed (T126), 228 Special Attack (T82), 268 Special Defense (T49)

Recommended Movesets:

Surf, Ancientpower, Mirror Coat, Recover *Focus Band*
Surf, Rain Dance, Ice Beam, Recover *Leftovers*

223-224: Remoraid/Octillery (Water)

Description: Octillery rules. Don't tell me otherwise, 'cause he'll kick your butt. Great Attack stats make his Surf/Ice Beam/Return a potent combination, and the only reason I'm getting Crystal is to put Flamethrower on it and make the Dontillery.

Natural Moves:

Water Gun (start)
Lock-On (L11 Remoraid)
Bubblebeam \
Psybeam----- (L22 Remoraid)
Aurora Beam /
Octazooka (L25 Octillery)
Focus Energy (L33 Remoraid, L38 Octillery)
Ice Beam (L44 Remoraid, L54 Octillery)
Hyper Beam (L55 Remoraid, L70 Octillery)

TM/HM: Curse (3), Toxic (6), Hidden Power (10), Snore (13), Hyper Beam (15), Protect (17), Rain Dance (18), Endure (20), Frustration (21), Return (27), Mud-Slap (31), Double Team (32), Swagger (34), Sleep Talk (35), Swift (39), Defense Curl (40), Rest (44), Attract (45), Thief (46), Surf (H3), Whirlpool

(H6)

Breeding: Haze, Aurora Beam, Octazooka, Screech, Supersonic

Crystal Move Tutor: Ice Beam, Flamethrower

Maximum Stats: L50: 150 HP, 125 Attack, 95 Defense, 65 Speed, 125 Special Attack, 95 Special Defense

L100: 353 HP (T66), 308 Attack (T23), 248 Defense (T70), 188 Speed (T116), 308 Special Attack (T19), 248 Special Defense (T82)

Recommended Movesets:

The Dontillery- Surf, Haze, Return, Flamethrower *Quick Claw*

Double Team, Rest, Return, Surf *Leftovers*

170-171: Chinchou/Lanturn (Water/Electric)

Description: Water/Electric? What the heck? Feh... Lanturn's one of the best Rain Dance Pokemon, plus it learns Thunder Wave and Confuse Ray. (The only reason I said Starmie is the best Parafuser is 'cause he's faster). Plus, 450+ HP is always nice.

Natural Moves:

Bubble (start)

Thunder Wave (start)

Supersonic (L5 Chinchou)

Flail (L13 Chinchou)

Water Gun (L17 Chinchou)

Spark (L25 Chinchou)

Confuse Ray (L29 Chinchou, L33 Lanturn)

Take Down (L37 Chinchou, L43 Lanturn)

Hydro Pump (L41 Chinchou, L53 Lanturn)

TM/HM: Curse (3), Toxic (6), Zap Cannon (7), Hidden Power (10), Snore (13), Hyper Beam (15, Lanturn), Protect (17), Rain Dance (18), Endure (20), Frustration (21), Thunder (25), Return (27), Double Team (32), Swagger (34), Sleep Talk (35), Rest (44), Attract (45), Surf (H3), Flash (H5), Whirlpool (H6), Waterfall (H7)

Breeding: Screech, Flail, Supersonic

Crystal Move Tutor: Thunderbolt, Ice Beam

Maximum Stats: L50: 200 HP, 78 Attack, 78 Defense, 87 Speed, 96 Special Attack, 96 Special Defense

L100: 453 HP (7), 214 Attack (117), 214 Defense (T113), 232 Speed (T88), 250 Special Attack (T70), 250 Special Defense (81)

Recommended Movesets:

Surf, Rain Dance, Thunder, Thunder Wave *Leftovers*

Ice Beam, Thunderbolt, Thunder Wave, Confuse Ray *Leftovers*

86-87: Seel/Dewgong (Water, Water/Ice)

Description: Not good at all. Dewgong has serious problems with its Attack stats, and isn't all that great defensively. You can try Perish Trapping with it, but Whirlpool is the only trapping move it learns, and the accuracy on it is not great.

Natural Moves:

Headbutt (start)
Growl (start)
Aurora Beam (L16 Seel)
Rest (L21 Seel)
Take Down (L32 Seel)
Ice Beam (L37 Seel, L43 Dewgong)
Safeguard (L48 Seel, L60 Dewgong)

TM/HM: Headbutt (2), Curse (3), Toxic (6), Hidden Power (10), Snore (13), Blizzard (14), Hyper Beam (15, Dewgong), Icy Wind (16), Protect (17), Rain Dance (18), Endure (20), Frustration (21), Return (27), Double Team (32), Swagger (34), Sleep Talk (35), Rest (44), Attract (45), Surf (H3), Whirlpool (H6), Waterfall (H7)

RBV TMs: Horn Drill, Body Slam, Double-Edge, Bubblebeam, Water Gun, Pay Day, Rage, Mimic, Bide, Skull Bash, Substitute

Breeding: Perish Song, Lick, Slam, Peck, Disable, Encore

Crystal Move Tutor: Ice Beam

Maximum Stats: L50: 165 HP, 90 Attack, 100 Defense, 90 Speed, 90 Special Attack, 115 Special Defense
L100: 383 HP (T32), 238 Attack (T99), 258 Defense (T54), 238 Speed (T76), 238 Special Attack (T78), 288 Special Defense (T34)

Recommended Movesets:

Whirlpool, Perish Song, Ice Beam, Rest *Mint Berry*
Ice Beam, Surf, Horn Drill, Encore *Leftovers*

108: Lickitung (Normal)

Description: Fairly decent. Has nice HP and Defenses, but has attack problems. But that's where Belly Drum comes in... use it, then Rest for a 999 Attack and full HP. Only Pokemon that cause problems with the recommended set are Aerodactyl and Skarmory.

Natural Moves:

Lick (start)
Supersonic (L7 Lickitung)
Defense Curl (L13 Lickitung)
Stomp (L19 Lickitung)
Wrap (L25 Lickitung)
Disable (L31 Lickitung)
Slam (L37 Lickitung)
Screech (L43 Lickitung)

TM/HM: Dynamicpunch (1), Headbutt (2), Curse (3), Rollout (4), Toxic (6), Rock Smash (8), Psych Up (9), Hidden Power (10), Sunny Day (11), Snore (13), Blizzard (14), Hyper Beam (15), Icy Wind (16), Protect (17), Rain Dance (18), Endure (20), Frustration (21), Iron Tail (23), Thunder (25), Earthquake (26), Return (27), Shadow Ball (30), Mud-Slap (31), Double Team (32), Ice Punch (33), Swagger (34), Sleep Talk (35), Sandstorm (37), Fire Blast (38), Defense Curl (40), Thunderpunch (41), Dream Eater (42), Rest (44), Attract (45), Thief (46), Fire Punch (48), Nightmare (50), Cut (H1), Surf (H3), Strength (H4)

RBV TMs: Mega Punch, Swords Dance, Mega Kick, Take Down, Double-Edge, Bubblebeam, Water Gun, Ice Beam, Submission, Counter, Seismic Toss, Rage, Thunderbolt, Earthquake, Fissure, Mimic, Bide, Skull Bash, Substitute

Breeding: Belly Drum, Body Slam, Magnitude

Crystal Move Tutor: Thunderbolt, Ice Beam, Flamethrower

Maximum Stats: L50: 165 HP, 75 Attack, 95 Defense, 50 Speed, 80 Special
Attack, 95 Special Defense
L100: 383 HP (T32), 208 Attack (T118), 248 Defense (T70), 158 Speed (T129),
218 Special Attack (T94), 248 Special Defense (T82)

Recommended Movesets:

Belly Drum, Rest, Return, Earthquake *Mint Berry*
Substitute, Swords Dance, Return, Attract *Leftovers*

114: Tangela (Grass)

Description: When GS was released, Tangela inherited a gold mine... it got the shaft. </bad joke> Its Special Defense dropped over 100 points, and when you have two Special weaknesses that are very popular, it's a recipe for disaster. Amnesia helps in that regard.

Natural Moves:

Constrict (start)
Sleep Powder (L4 Tangela)
Absorb (L10 Tangela)
Poison Powder (L13 Tangela)
Vine Whip (L19 Tangela)
Bind (L25 Tangela)
Mega Drain (L31 Tangela)
Stun Spore (L34 Tangela)
Slam (L40 Tangela)
Growth (L46 Tangela)

TM/HM: Headbutt (2), Curse (3), Toxic (6), Psych Up (9), Hidden Power (10), Sunny Day (11), Sweet Scent (12), Snore (13), Hyper Beam (15), Protect (17), Giga Drain (19), Endure (20), Frustration (21), Solarbeam (22), Return (27), Double Team (32), Swagger (34), Sleep Talk (35), Sludge Bomb (36), Rest (44), Attract (45), Thief (46), Cut (H1), Flash (H5)

RBV TMs: Swords Dance, Body Slam, Take Down, Double-Edge, Rage, Mimic, Bide, Substitute

Breeding: Amnesia, Reflect, Confusion, Mega Drain, Flail

Crystal Move Tutor: None

Maximum Stats: L50: 140 HP, 75 Attack, 135 Defense, 80 Speed, 120 Special
Attack, 60 Special Defense
L100: 333 HP (T85), 208 Attack (T118), 328 Defense (T13), 218 Speed (T96),
298 Special Attack (T22), 178 Special Defense (138)

Recommended Movesets:

Growth, Amnesia, Giga Drain, Stun Spore *Miracle Seed*
Amnesia, Sleep Powder, Stun Spore, Mega Drain *Leftovers*

133-134: Eevee/Vaporeon (Normal, Water)

Description: Excellent Water-type. Huge HP score, plus powerful Special moves running off its 318 Special Attack make Vap hard to beat. And guess what... all Eeveelutions can Baton Pass in the Crystal universe, making

Vap a great Substitute/BP Pokemon. (You'll be passing a Sub that has 230 HP.)

Natural Moves:

Tackle (start)
Tail Whip (start)
Sand-Attack (L8 Eevee/Vaporeon)
Growl (L16 Eevee)
Water Gun (L16 Vaporeon)
Quick Attack (L23 Eevee/Vaporeon)
Bite (L30 Eevee/Vaporeon)
Focus Energy (L36 Eevee)
Baton Pass (Crystal: L36 Eevee)
Aurora Beam (L36 Vaporeon)
Take Down (L42 Eevee)
Haze (L42 Vaporeon)
Acid Armor (L47 Vaporeon)
Hydro Pump (L52 Vaporeon)

TM/HM: Headbutt (2), Curse (3), Roar (5, Vaporeon), Toxic (6), Hidden Power (10), Sunny Day (11), Snore (13), Blizzard (14, Vaporeon), Hyper Beam (15, Vaporeon), Icy Wind (16, Vaporeon), Protect (17), Rain Dance (18, Vaporeon), Endure (20), Frustration (21), Iron Tail (23), Return (27), Shadow Ball (30), Mud-Slap (31), Double Team (32), Swagger (34), Sleep Talk (35), Swift (39), Detect (43), Rest (44), Attract (45), Surf (H3, Vaporeon), Whirlpool (H6, Vaporeon), Waterfall (H7, Vaporeon)

RBV TMs: Body Slam, Take Down, Double-Edge, Bubblebeam (Vaporeon), Water Gun (Vaporeon), Ice Beam (Vaporeon), Rage, Mimic, Reflect, Bide, Skull Bash, Substitute

Breeding: Flail, Charm, Roar (Pokecenter)

Crystal Move Tutor: Ice Beam

Maximum Stats: L50: 205 HP, 85 Attack, 80 Defense, 85 Speed, 130 Special Attack, 115 Special Defense
L100: 463 HP (T5), 228 Attack (T106), 218 Defense (T103), 228 Speed (T90), 318 Special Attack (T13), 288 Special Defense (T34)

Recommended Movesets:

Surf, Ice Beam, Haze, Acid Armor *Leftovers*
Surf, Ice Beam, Substitute, Baton Pass (Crystal) *Leftovers*
Surf, Ice Beam, Hidden Power ^Electric^, Haze *Leftovers*

133-135: Eevee/Jolteon (Normal, Electric)

Description: Very popular lead Pokemon due to high Special Attack, Thunder Wave, and the fact that it's faster than Death Starmies. Doesn't take physical hits very well, so watch out against Ground-types. For some reason, Substitute/Attract Jolteons have been in vogue lately... *shrugs*

Natural Moves:

Tackle (start)
Tail Whip (start)
Sand-Attack (L8 Eevee/Jolteon)
Growl (L16 Eevee)
Thundershock (L16 Jolteon)
Quick Attack (L23 Eevee/Jolteon)
Bite (L30 Eevee)

Double Kick (L30 Jolteon)
Focus Energy (L36 Eevee)
Baton Pass (Crystal: L36 Eevee)
Pin Missile (L36 Jolteon)
Take Down (L42 Eevee)
Thunder Wave (L42 Jolteon)
Agility (L47 Jolteon)
Thunder (L52 Jolteon)

TM/HM: Headbutt (2), Curse (3), Roar (5, Jolteon), Toxic (6), Zap Cannon (7, Jolteon), Hidden Power (10), Sunny Day (11), Snore (13), Hyper Beam (15, Jolteon), Protect (17), Rain Dance (18, Jolteon), Endure (20), Frustration (21), Iron Tail (23), Thunder (25, Jolteon) Return (27), Shadow Ball (30), Mud-Slap (31), Double Team (32), Swagger (34), Sleep Talk (35), Swift (39), Detect (43), Rest (44), Attract (45), Flash (H5, Jolteon)

RBY TMs: Body Slam, Take Down, Double-Edge, Rage, Thunderbolt, Mimic, Reflect, Bide, Skull Bash, Substitute

Breeding: Flail, Charm, Roar (Pokecenter)

Crystal Move Tutor: Thunderbolt

Maximum Stats: L50: 140 HP, 85 Attack, 80 Defense, 150 Speed, 130 Special Attack, 115 Special Defense
L100: 333 HP (T85), 228 Attack (T106), 218 Defense (T103), 358 Speed (T2), 318 Special Attack (T13), 288 Special Defense (T34)

Recommended Movesets:

Thunder Wave, Thunderbolt, Hidden Power ^Ice^, Reflect *Miracle Berry*,
Thunder Wave, Thunderbolt, Substitute, Attract *Leftovers*

133-136: Eevee/Flareon (Normal, Fire)

Description: Flareon is a attacking MACHINE. 350+ Attack and STAB Fire moves running off a near-300 Spec. Attack make Flareon potent. However, it does need some physical protection, and some Speed. Try to avoid Rock-types when possible.

Natural Moves:

Tackle (start)
Tail Whip (start)
Sand-Attack (L8 Eevee/Flareon)
Growl (L16 Eevee)
Ember (L16 Flareon)
Quick Attack (L23 Eevee/Flareon)
Bite (L30 Eevee/Flareon)
Focus Energy (L36 Eevee)
Baton Pass (Crystal: L36 Eevee)
Fire Spin (L36 Flareon)
Take Down (L42 Eevee)
Smog (L42 Flareon)
Leer (L47 Flareon)
Flamethrower (L52 Flareon)

TM/HM: Headbutt (2), Curse (3), Roar (5, Flareon), Toxic (6), Zap Cannon (7, Flareon), Hidden Power (10), Sunny Day (11), Snore (13), Hyper Beam (15, Flareon), Protect (17), Rain Dance (18, Flareon), Endure (20), Frustration (21), Iron Tail (23), Return (27), Shadow Ball (30), Mud-Slap (31), Double Team (32), Swagger (34), Sleep Talk (35), Fire Blast (38), Swift (39),

Detect (43), Rest (44), Attract (45)

RBV TMs: Body Slam, Take Down, Double-Edge, Rage, Mimic, Reflect, Bide, Skull Bash, Substitute

Breeding: Flail, Charm, Roar (Pokecenter)

Crystal Move Tutor: Flamethrower

Maximum Stats: L50: 140 HP, 150 Attack, 80 Defense, 85 Speed, 115 Special Attack, 130 Special Defense

L100: 333 HP (T85), 358 Attack (T3), 218 Defense (T103), 228 Speed (T90), 288 Special Attack (T35), 318 Special Defense (T12)

Recommended Movesets:

Sunny Day/Reflect, Fire Blast, Return, Shadow Ball *Miracle Berry*
Double Team, Rest, Flamethrower, Baton Pass *Leftovers*

133-196: Eevee/Espeon (Normal, Psychic)

Description: I'm not sure which is the better Psychic, Alakazam or Espeon. I do know that Espeon can take 'Kazam one-on-one with Bite, thanks to a beefy Special Attack. Does not deal with physical attacks well, so be careful. Espeon's the only Pokemon to learn Morning Sun... nice.

Natural Moves:

Tackle (start)

Tail Whip (start)

Sand-Attack (L8 Eevee/Espeon)

Growl (L16 Eevee)

Confusion (L16 Espeon)

Quick Attack (L23 Eevee/Espeon)

Bite (L30 Eevee)

Swift (L30 Espeon)

Focus Energy (L36 Eevee)

Baton Pass (Crystal: L36 Eevee)

Psybeam (L36 Espeon)

Take Down (L42 Eevee)

Psych Up (L42 Espeon)

Psychic (L47 Espeon)

Morning Sun (L52 Espeon)

TM/HM: Headbutt (2), Curse (3), Toxic (6), Zap Cannon (7, Espeon), Psych Up (9, Espeon), Hidden Power (10), Sunny Day (11), Snore (13), Hyper Beam (15, Espeon), Protect (17), Rain Dance (18, Espeon), Endure (20), Frustration (21), Iron Tail (23), Return (27), Psychic (29, Espeon), Shadow Ball (30), Mud-Slap (31), Double Team (32), Swagger (34), Sleep Talk (35), Swift (39), Dream Eater (42, Espeon), Detect (43), Rest (44), Attract (45), Nightmare (50, Espeon), Cut (H1, Espeon), Strength (H4, Espeon)

RBV TMs: Body Slam, Take Down, Double-Edge, Rage, Mimic, Reflect, Bide, Skull Bash, Substitute

Breeding: Flail, Charm, Roar (Pokecenter)

Crystal Move Tutor: None

Maximum Stats: L50: 140 HP, 85 Attack, 80 Defense, 130 Speed, 150 Special Attack, 115 Special Defense

L100: 333 HP (T85), 228 Attack (T106), 218 Defense (T103), 318 Speed (T12),

358 Special Attack (T3), 288 Special Defense (T34)

Recommended Movesets:

Psychic, Bite, Reflect, Morning Sun *Miracle Berry*
Psychic, Zap Cannon, Psych Up, Morning Sun *Leftovers*

133-197: Eevee/Umbreon (Normal, Dark)

Description: Oh baby... Umbreon can't attack normally, but when you've got near-400 HP and 300+ Defense/Special Defense, it's irrelevant. Umbry can also Mean Look someone and then Baton Pass to the appropriate victim. Eeeevil... indeed.

Natural Moves:

Tackle (start)
Tail Whip (start)
Sand-Attack (L8 Eevee/Umbreon)
Growl (L16 Eevee)
Pursuit (L16 Umbreon)
Quick Attack (L23 Eevee/Umbreon)
Bite (L30 Eevee)
Confuse Ray (L30 Umbreon)
Focus Energy (L36 Eevee)
Baton Pass (Crystal: L36 Eevee)
Faint Attack (L36 Umbreon)
Take Down (L42 Eevee)
Mean Look (L42 Umbreon)
Screech (L47 Umbreon)
Moonlight (L52 Umbreon)

TM/HM: Headbutt (2), Curse (3), Toxic (6), Zap Cannon (7, Umbreon), Psych Up (9, Umbreon), Hidden Power (10), Sunny Day (11), Snore (13), Hyper Beam (15, Umbreon), Protect (17), Rain Dance (18, Umbreon), Endure (20), Frustration (21), Iron Tail (23), Return (27), Psychic (29, Umbreon), Shadow Ball (30), Mud-Slap (31), Double Team (32), Swagger (34), Sleep Talk (35), Swift (39), Dream Eater (42, Umbreon), Detect (43), Rest (44), Attract (45), Nightmare (50, Umbreon), Cut (H1, Umbreon), Flash (H5, Umbreon)

RBV TMs: Body Slam, Take Down, Double-Edge, Rage, Mimic, Reflect, Bide, Skull Bash, Substitute

Breeding: Flail, Charm, Roar (Pokecenter)

Crystal Move Tutor: None

Maximum Stats: L50: 170 HP, 85 Attack, 130 Defense, 85 Speed, 80 Special Attack, 150 Special Defense
L100: 393 HP (T23), 228 Attack (T106), 318 Defense (T17), 228 Speed (T90), 218 Special Attack (T94), 358 Special Defense (T6)

Recommended Movesets:

Mean Look, Confuse Ray, Rest/Moonlight, Toxic/Screech/Baton Pass (Crystal)
Leftovers
Curse, Moonlight, Shadow Ball, Double-Edge *Leftovers*
Double Team, Faint Attack, Moonlight, Baton Pass *Leftovers*

116-117-230: Horsea/Seadra/Kingdra (Water, Water, Water/Dragon)

Description: I'm thinking of adding a Kingdra to my team simply because I don't usually carry a Dragon move on my team and this is such a hard

Pokemon to take down. One weakness (and it's a rare one), gives Kingdra a 9 on my annoyance scale. Oh, and it's a great Special attacker.

Natural Moves:

Bubble (start)
Smokescreen (L8 Horsea)
Leer (L15 Horsea)
Water Gun (L22 Horsea)
Twister (L29 Horsea)
Agility (L36 Horsea, L40 Seadra/Kingdra)
Hydro Pump (L43 Horsea, L51 Seadra/Kingdra)

TM/HM: Headbutt (2), Curse (3), Toxic (6), Hidden Power (10), Snore (13), Blizzard (14), Hyper Beam (15, not Horsea), Icy Wind (16), Protect (17), Rain Dance (18), Endure (20), Frustration (21), Dragonbreath (24), Return (27), Double Team (32), Swagger (34), Sleep Talk (35), Swift (39), Rest (44), Attract (45), Surf (H3), Whirlpool (H6), Waterfall (H7)

RBV TMs: Take Down, Double-Edge, Bubblebeam, Ice Beam, Rage, Mimic, Bide, Skull Bash, Substitute

Breeding: Aurora Beam, Octazooka, Flail, Dragon Rage, Disable, Splash

Crystal Move Tutor: Ice Beam

Maximum Stats: L50: 150 HP, 115 Attack, 115 Defense, 105 Speed, 115 Special Attack, 115 Special Defense
L100: 353 HP (T66), 288 Attack (T38), 288 Defense (T33), 268 Speed (T48), 288 Special Attack (T35), 288 Special Defense (T34)

Recommended Movesets:

Surf, Dragonbreath, Double Team, Rest *Mint Berry*
Surf, Attract, Ice Beam, Dragonbreath *Leftovers*

207: Gligar (Ground/Flying)

Description: If you get the EQ Gligar (good luck getting past R2), try raising it up. It also comes with a nice STAB move (Wing Attack) and can really harass Electrics. "Heh... it's a flyer. I'll just bring out Jolteon. Thunderbolt didn't work? WTF... Earthquake! Oh ****! You *****er!" Just hope that the Jolty doesn't have HP Ice... Ice moves tear Gligar a new one in an instant.

Natural Moves:

Poison Sting (start)
Sand-Attack (L6 Gligar)
Harden (L13 Gligar)
Quick Attack (L20 Gligar)
Faint Attack (L28 Gligar)
Slash (L36 Gligar)
Screech (L44 Gligar)
Guillotine (L54 Gligar)

TM/HM: Headbutt (2), Curse (3), Toxic (6), Rock Smash (8), Hidden Power (10), Sunny Day (11), Snore (13), Protect (17), Endure (20), Frustration (21), Iron Tail (23), Return (27), Double Team (32), Swagger (34), Sleep Talk (35), Sludge Bomb (36), Sandstorm (37), Swift (39), Detect (43), Rest (44), Attract (45), Thief (46), Fury Cutter (49), Cut (H1), Strength (H4)

Breeding: Wing Attack, Metal Claw, Razor Wind, Counter

Crystal Move Tutor: None

Other: Earthquake (Pokemon Stadium 2)

Maximum Stats: L50: 140 HP, 95 Attack, 125 Defense, 105 Speed, 55 Special Attack, 85 Special Defense

L100: 333 HP (T85), 248 Attack (T88), 308 Defense (T22), 268 Speed (T48), 168 Special Attack (T130), 228 Special Defense (T104)

Recommended Movesets:

Earthquake, Wing Attack, Screech, Sandstorm *Miracle Berry*

Earthquake, Wing Attack, Swagger, Counter *Leftovers*

225: Delibird (Ice/Flying)

Description: I once got a Delibird in Challenge Cup... After two rounds, I realized one thing: It sucks. Delibird's only asset is its decent Speed, the rest of the stats are below-average. Among Ice/Flyers, I'll take Articuno any day.

Natural Move:

Present (start)

TM/HM: Headbutt (2), Curse (3), Toxic (6), Hidden Power (10), Snore (13), Blizzard (14), Icy Wind (16), Protect (17), Rain Dance (18), Endure (20), Frustration (21), Return (27), Mud-Slap (31), Double Team (32), Swagger (34), Sleep Talk (35), Swift (39), Detect (43), Rest (44), Attract (45), Thief (46), Fly (H2)

Breeding: Aurora Beam, Future Sight, Rapid Spin, Quick Attack, Splash

Crystal Move Tutor: Ice Beam

Maximum Stats: L50: 120 HP, 75 Attack, 65 Defense, 95 Speed, 85 Special Attack, 65 Special Defense

L100: 293 HP (135), 208 Attack (T118), 188 Defense (T130), 248 Speed (T72), 228 Special Attack (T82), 188 Special Defense (T132)

Recommended Movesets:

Icy Wind, Fly, Future Sight, Return *Miracle Berry*

Ice Beam, Fly, Protect, Rapid Spin *Leftovers*

220-221: Swinub/Pilowswine (Ice/Ground)

Description: Interesting type combination, but Pilowswine lacks the Spec. Attack needed to launch good Ice moves. Physical attacks are its forte. Fairly good defensively, but its weaknesses are quite common.

Natural Moves:

Tackle (start)

Powder Snow (L10 Swinub)

Endure (L19 Swinub)

Take Down (L28 Swinub)

Fury Attack (L33 Pilowswine)

Mist (L37 Swinub, L42 Pilowswine)

Blizzard (L46 Swinub, L56 Pilowswine)

Amnesia (Crystal: L55 Swinub, L70 Pilowswine)

TM/HM: Headbutt (2), Curse (3), Roar (5), Toxic (6), Rock Smash (8), Hidden

Power (1), Snore (13), Blizzard (14), Hyper Beam (15, Pilowswine), Icy Wind (16), Protect (17), Rain Dance (18), Endure (20), Frustration (21), Earthquake (26), Return (27), Mud-Slap (31), Double Team (32), Swagger (34), Defense Curl (40), Detect (43), Rest (44), Attract (45), Strength (H4)

Breeding: Rock Slide, Body Slam, Ancient Power, Bite, Take Down

Crystal Move Tutor: Ice Beam

Maximum Stats: L50: 175 HP, 120 Attack, 100 Defense, 70 Speed, 80 Special Attack, 80 Special Defense
L100: 403 HP (T15), 298 Attack (T30), 258 Defense (T54), 198 Speed (T108), 218 Special Attack (T94), 218 Special Defense (T116)

Recommended Movesets:

Earthquake, Rock Slide, Body Slam, Swagger *Leftovers*
Earthquake, Rock Slide, Curse, Rest *Leftovers*

216-217: Teddiursa/Ursaring (Normal)

Description: The big grizzly has great attacking abilities. Also, pure-Normal is a great type with only one weakness (Fighting). It doesn't have the best speed, so you might want to make it into a Cursaring.

Natural Moves:

Scratch (start)
Leer (start)
Lick (L8 Teddiursa)
Fury Swipes (L15 Teddiursa)
Faint Attack (L22 Teddiursa)
Rest (L29 Teddiursa)
Slash (L36 Teddiursa, L39 Ursaring)
Snore (L43 Teddiursa, L49 Ursaring)
Thrash (L50 Teddiursa, L59 Ursaring)

TM/HM: Dynamicpunch (1), Headbutt (2), Curse (3), Rollout (4), Roar (5), Toxic (6), Zap Cannon (7), Rock Smash (8), Hidden Power (10), Sunny Day (11), Snore (13), Hyper Beam (15, Ursaring), Protect (17), Endure (20), Frustration (21), Earthquake (26), Return (27), Dig (28), Mud-Slap (31), Double Team (32), Ice Punch (33), Swagger (34), Sleep Talk (35), Swift (39), Defense Curl (40), Thunderpunch (41), Rest (44), Attract (45), Thief (46), Fire Punch (48), Fury Cutter (49), Cut (H1), Strength (H4)

Breeding: Crunch, Seismic Toss, Focus Energy, Counter, Take Down, Metal Claw (Crystal)

Crystal Move Tutor: None

Maximum Stats: L50: 165 HP, 150 Attack, 95 Defense, 75 Speed, 95 Special Attack, 95 Special Defense
L100: 383 HP (T32), 358 Attack (T3), 248 Defense (T70), 208 Speed (T102), 248 Special Attack (T72), 248 Special Defense (T82)

Recommended Movesets:

Rest, Curse, Return, Earthquake *Mint Berry*
Curse, Counter, Earthquake, Return *Leftovers*

231-232: Phanpy/Donphan (Ground)

Description: Pretty average. Donphan is a prototypical Ground type, with

good Attack abilities but lacking in Special abilities. Example: Its Attack is 120 points higher than its Special Attack. An AP boost would cause most Pokemon serious trouble.

Natural Moves:

Tackle (start)
Growl (start)
Defense Curl (L9 Phanpy)
Flail (L17 Phanpy)
Take Down (L25 Phanpy)
Fury Attack (L25 Donphan)
Rollout (L33 Phanpy/Donphan)
Endure (L41 Phanpy)
Rapid Spin (L41 Donphan)
Double-Edge (L49 Phanpy)
Earthquake (L49 Donphan)

TM/HM: Headbutt (2), Curse (3), Rollout (4), Roar (5), Toxic (6), Rock Smash (8), Hidden Power (10), Sunny Day (11), Snore (13), Hyper Beam (15, Donphan), Protect (17), Endure (20), Frustration (21), Earthquake (26), Return (27), Mud-Slap (31), Double Team (32), Swagger (34), Sleep Talk (35), Sandstorm (37), Defense Curl (40), Rest (44), Attract (45), Strength (H4)

Breeding: Ancient Power, Body Slam, Focus Energy, Water Gun (Crystal, but why?), Encore (Pokecenter)

Crystal Move Tutor: None

Maximum Stats: L50: 165 HP, 140 Attack, 140 Defense, 70 Speed, 80 Special Attack, 80 Special Defense
L100: 383 HP (T32), 338 Attack (T13), 338 Defense (T9), 198 Speed (T108), 218 Special Attack (T94), 218 Special Defense (T116)

Recommended Movesets:

Swagger, Return, Earthquake, Ancientpower *Mysteryberry*
Curse, Hidden Power ^Rock^, Earthquake, Attract *Leftovers*

226: Mantine (Water/Flying)

Description: Good thing Mantine's Special Defense is sky-high: It's got a massive Electric weakness and bad Speed. Mantine can't really attack well unless you go for power and STAB. If you even think they've got an Electric, switch or (probably) die.

Natural Moves:

Tackle (start)
Bubble (start)
Supersonic (L10 Mantine)
Bubblebeam (L18 Mantine)
Take Down (L25 Mantine)
Agility (L32 Mantine)
Wing Attack (L40 Mantine)
Confuse Ray (L49 Mantine)

TM/HM: Headbutt (2), Curse (3), Toxic (6), Hidden Power (10), Snore (13), Blizzard (14), Icy Wind (16), Protect (17), Rain Dance (18), Endure (20), Frustration (21), Return (27), Mud-Slap (31), Double Team (32), Swagger (34), Sleep Talk (35), Swift (39), Rest (44), Attract (45), Surf (H3), Whirlpool (H6), Waterfall (H7)

Breeding: Haze, Twister, Hydro Pump, Slam

Crystal Move Tutor: Ice Beam

Maximum Stats: L50: 140 HP, 60 Attack, 90 Defense, 90 Speed, 100 Special Attack, 160 Special Defense
L100: 333 HP (T85), 178 Attack (T132), 238 Defense (T83), 238 Speed (T76), 258 Special Attack (T62), 378 Special Defense (4)

Recommended Movesets:

Surf, Haze, Confuse Ray, Ice Beam (Crystal)/Wing Attack *Miracle Berry*
Rest, Sleep Talk, Surf, Ice Beam *Leftovers*

227: Skarmory (Steel/Flying)

Description: Capable of messing up more movesets than anyone in the game. It works well with Marowak, as Skarmory's weaknesses are easily taken out by Earthquake. Should be able to turn back physical attacks with a 378 Defense and Steel-typing... extremely nice.

Natural Moves:

Leer (start)
Peck (start)
Sand-Attack (L13 Skarmory)
Swift (L19 Skarmory)
Agility (L25 Skarmory)
Fury Attack (L37 Skarmory)
Steel Wing (L49 Skarmory)

TM/HM: Curse (3), Toxic (6), Hidden Power (10), Sunny Day (11), Snore (13), Protect (17), Endure (20), Frustration (21), Return (27), Mud-Slap (31), Double Team (32), Swagger (34), Sleep Talk (35), Sandstorm (37), Swift (39), Detect (43), Rest (44), Attract (45), Steel Wing (47), Cut (H1), Fly (H2)

Breeding: Drill Peck, Whirlwind, Pursuit, Sky Attack (Crystal)

Crystal Move Tutor: None

Maximum Stats: L50: 140 HP, 100 Attack, 160 Defense, 90 Speed, 60 Special Attack, 90 Special Defense
L100: 333 HP (T85), 258 Attack (T76), 378 Defense (T4), 238 Speed (T76), 178 Special Attack (T123), 238 Special Defense (T91)

Recommended Movesets:

Rest, Curse, Drill Peck, Whirlwind *Mint Berry*
-Perfect Curselax counter
Thief, Curse, Drill Peck, Steel Wing *no item* <--- Takes Leftovers, mostly

84-85: Doduo/Dodrio (Normal/Flying)

Description: Dodrio owns. Has the highest attack of any Flying type not named Dragonite, and has excellent speed. Only complaint is that it's rather weak defensively, so hit-and-run with it. Also use it when you see a long BP chain... Dodrio learns Haze.

Natural Moves:

Peck (start)
Growl (start)
Pursuit (L9 Doduo)
Fury Attack (L13 Doduo)

Tri Attack (L21 Doduo)
Rage (L25 Doduo)
Drill Peck (L33 Doduo, L38 Dodrio)
Agility (L37 Doduo, L47 Dodrio)

TM/HM: Curse (3), Toxic (6), Hidden Power (10), Sunny Day (11), Snore (13),
Hyper Beam (15, Dodrio), Protect (17), Endure (20), Frustration (21),
Solarbeam (22, Dodrio), Return (27), Mud-Slap (31), Double Team (32),
Swagger (34), Sleep Talk (35), Swift (39), Rest (44), Attract (45), Thief
(46), Steel Wing (47), Fly (H2)

RBV TMs: Whirlwind, Body Slam, Take Down, Double-Edge, Rage, Mimic, Reflect,
Bide, Skull Bash, Sky Attack, Substitute

Breeding: Haze, Supersonic, Flail, Faint Attack, Quick Attack

Crystal Move Tutor: None

Maximum Stats: L50: 135 HP, 130 Attack, 90 Defense, 120 Speed, 80 Special
Attack, 80 Special Defense
L100: 323 HP (T105), 318 Attack (T18), 238 Defense (T83), 298 Speed (T19),
218 Special Attack (T94), 218 Special Defense (T116)

Recommended Movesets:

Haze, Body Slam/Return, Drill Peck, Steel Wing *Miracle Berry*
Endure, Flail, Drill Peck, Haze *Focus Band*

77-78: Ponyta/Rapidash (Fire)

Description: I would've ranked Rapidash 6th out of 7 Fire types in the
original, as it didn't learn Flamethrower. (Moltres was 7th, as it was
also part-Flying.) Rapidash users will be able to add Flamethrower in
Crystal, but its only other selling points are high Speed and a decent
Attack.

Natural Moves:

Tackle (start)
Growl (L4 Ponyta)
Tail Whip (L8 Ponyta)
Ember (L13 Ponyta)
Stomp (L19 Ponyta)
Fire Spin (L26 Ponyta)
Take Down (L34 Ponyta)
Fury Attack (L40 Rapidash)
Agility (L43 Ponyta, L47 Rapidash)
Fire Blast (L53 Ponyta, L61 Rapidash)

TM/HM: Headbutt (2), Curse (3), Toxic (6), Hidden Power (10), Sunny Day
(11), Snore (13), Hyper Beam (15, Rapidash), Protect (17), Endure (20),
Frustration (21), Iron Tail (23), Return (27), Double Team (32), Swagger
(34), Sleep Talk (35), Fire Blast (38), Swift (39), Rest (44), Attract (45)

RBV TMs: Horn Drill, Body Slam, Double-Edge, Rage, Mimic, Reflect, Bide,
Skull Bash, Substitute

Breeding: Thrash, Charm, Flame Wheel, Hypnosis, Quick Attack, Double Kick

Crystal Move Tutor: Flamethrower

Maximum Stats: L50: 140 HP, 120 Attack, 90 Defense, 125 Speed, 100 Special

Attack, 100 Special Defense

L100: 333 HP (T85), 298 Attack (T30), 238 Defense (T83), 308 Speed (T17),
258 Special Attack (T62), 258 Special Defense (T63)

Recommended Movesets:

Sunny Day, Fire Blast, Body Slam, Reflect *Miracle Berry*
Horn Drill, Fire Blast, Body Slam, Attract *Leftovers*

104-105: Cubone/Marowak (Ground)

Description: The greatest thing to happen to Marowak was GS. Not only does it now have an item that DOUBLES his Attack, it can finally learn Rock Slide! (The RBY Marowaks weren't that lucky.) With the Recommended Movesets, (base 70 on the HP), a Swords Dance and two Agilities, Marowak can OHKO all but twenty-two final-form Pokemon. That is simply frightening.

Natural Moves:

Growl (start)
Tail Whip (L5 Cubone)
Bone Club (L9 Cubone)
Headbutt (L13 Cubone)
Leer (L17 Cubone)
Focus Energy (L21 Cubone)
Bonemerang (L25 Cubone)
Rage (L29 Cubone, L32 Marowak)
False Swipe (L33 Cubone, L39 Marowak)
Thrash (L37 Cubone, L46 Marowak)
Bone Rush (L41 Cubone, L53 Marowak)

TM/HM: Dynamicpunch (1), Headbutt (2), Curse (3), Toxic (6), Rock Smash (8), Hidden Power (10), Sunny Day (11), Snore (13), Blizzard (14), Hyper Beam (15, Marowak), Icy Wind (16), Protect (17), Endure (20), Frustration (21), Iron Tail (23), Earthquake (26), Return (27), Dig (28), Mud-Slap (31), Double Team (32), Ice Punch (33), Swagger (34), Sleep Talk (35), Sandstorm (37), Fire Blast (38), Thunderpunch (41), Detect (43), Rest (44), Attract (45), Thief (46), Fire Punch (48), Strength (H4)

RBY TMs: Mega Punch, Mega Kick, Body Slam, Take Down, Double-Edge, Bubblebeam, Water Gun, Ice Beam, Submission, Counter, Seismic Toss, Rage, Fissure, Mimic, Bide, Skull Bash, Substitute

Breeding: Rock Slide, Screech, Ancient Power, Skull Bash, Belly Drum, Perish Song, Swords Dance (Crystal)

Crystal Move Tutor: Ice Beam, Flamethrower

Maximum Stats: L50: 135 HP, 100 Attack, 130 Defense, 65 Speed, 70 Special Attack, 100 Special Defense
L100: 323 HP (T105), 258 Attack* (T76), 318 Defense (T17), 188 Speed (T116), 198 Special Attack (T113), 258 Special Defense (T63)

*This increases to 516 if Marowak is holding the Thick Club

Recommended Movesets:

Earthquake, Rock Slide, Hidden Power ^Bug^, Substitute *Thick Club* aka the NickWak, after its designer Nick Moore.

-Throw Marowak two Agilities and a Swords Dance with Scizor, then turn out the lights. Substitute to prevent Haze from messing it all up, then attack appropriately. Evil.

Earthquake, Rock Slide, Sunny Day, Fire Blast *Thick Club*

115: Kangaskhan (Normal)

Description: Aw, crikey! The Kangaskhan is a voracious Normal type with great physical strength. It's gotta protect the young from its natural enemy, the Snorlax. So, it Curses a lot, then Roars the big lugs away! Let's get a closer look... oh, it bit me arm off! </Crocodile Hunter parody>

Natural Moves:

Comet Punch (start)

Leer (L7 Kangaskhan)

Bite (L13 Kangaskhan)

Tail Whip (L19 Kangaskhan)

Mega Punch (L25 Kangaskhan)

Rage (L31 Kangaskhan)

Endure (L37 Kangaskhan)

Dizzy Punch (L43 Kangaskhan)

Reversal (L49 Kangaskhan)

TM/HM: Dynamicpunch (1), Headbutt (2), Curse (3), Roar (5), Toxic (6), Zap Cannon (7), Rock Smash (8), Hidden Power (10), Sunny Day (11), Snore (13), Blizzard (14), Hyper Beam (15), Icy Wind (16), Protect (17), Rain Dance (18), Endure (20), Frustration (21), Iron Tail (23), Thunder (25), Earthquake (26), Return (27), Shadow Ball (30), Mud-Slap (31), Double Team (32), Ice Punch (33), Swagger (34), Sleep Talk (35), Sandstorm (37), Fire Blast (38), Thunderpunch (41), Rest (44), Attract (45), Fire Punch (48), Fury Cutter (49), Surf (H3), Strength (H4)

RBV TMs: Mega Kick, Body Slam, Take Down, Double-Edge, Bubblebeam, Water Gun, Ice Beam, Submission, Counter, Seismic Toss, Thunderbolt, Fissure, Mimic, Bide, Skull Bash, Rock Slide, Substitute

Breeding: Safeguard, Focus Energy, Foresight, Stomp, Disable

Crystal Move Tutor: Thunderbolt, Ice Beam, Flamethrower

Maximum Stats: L50: 180 HP, 115 Attack, 100 Defense, 110 Speed, 60 Special Attack, 100 Special Defense

L100: 413 HP (T12), 288 Attack (T38), 258 Defense (T54), 278 Speed (T41), 178 Special Attack (T123), 258 Special Defense (T63)

Recommended Movesets:

Curse, Rest, Roar, Double-Edge *Mint Berry*

Body Slam, Dizzy Punch, Earthquake, Rest *Mint Berry* <--- Breaks the two STAB moves rule, but it's a Parafuse set.

111-112: Rhyhorn/Rhydon (Ground/Rock)

Description: If you're fighting a Rhydon, the last thing you should do is switch. That gives Rhydon time to Sub up, then unleash 358 Attack + STAB Earthquakes or Rock Slides. It's very hard to exploit Rhydon's weaknesses, as he'll waste you given half a chance.

Natural Moves:

Horn Attack (start)

Tail Whip (start)

Stomp (L13 Rhyhorn)

Fury Attack (L19 Rhyhorn)

Scary Face (L31 Rhyhorn)

Horn Drill (L37 Rhyhorn)
Take Down (L49 Rhyhorn, L54 Rhydon)
Earthquake (L55 Rhyhorn, L65 Rhydon)

TM/HM: Dynamicpunch (1, Rhydon), Headbutt (2), Curse (3), Rollout (4), Roar (5), Toxic (6), Zap Cannon (7), Rock Smash (8), Hidden Power (10), Sunny Day (11), Snore (13), Blizzard (14), Hyper Beam (15, Rhydon), Icy Wind (16), Protect (17), Endure (20), Frustration (21), Iron Tail (23), Thunder (25), Earthquake (26), Return (27), Dig (28), Mud-Slap (31), Double Team (32), Swagger (34), Sleep Talk (35), Sandstorm (37), Fire Blast (38), Thunder Punch (41, Rhydon), Rest (44), Attract (45), Fire Punch (48, Rhydon), Fury Cutter (49, Rhydon), Surf (H3, Rhydon), Strength (H4)

RBV TMs: Mega Punch (Rhydon), Mega Kick (Rhydon), Body Slam, Double-Edge, Bubblebeam (Rhydon), Water Gun (Rhydon), Ice Beam (Rhydon), Pay Day (Rhydon), Submission (Rhydon), Seismic Toss (Rhydon), Rage, Thunderbolt, Fissure, Mimic, Double Team, Bide, Skull Bash, Substitute

Breeding: Rock Slide, Magnitude, Reversal, Thrash, Counter, Crunch, Pursuit

Crystal Move Tutor: Thunderbolt, Ice Beam, Flamethrower

Maximum Stats: L50: 180 HP, 150 Attack, 140 Defense, 60 Speed, 65 Special Attack, 65 Special Defense
L100: 413 HP (T12), 358 Attack (T3), 338 Defense (T9), 178 Speed (T122), 188 Special Attack (T119), 188 Special Defense (T132)

Recommended Movesets:

Earthquake, Rock Slide, Substitute, Rest *Mint Berry/Leftovers*

-An old RBV standard made better with an item.

Earthquake, Rock Slide, Curse, Body Slam *Leftovers*

198: Murkrow (Dark/Flying)

Description: If the movelists were 5 moves instead of 4, I'd have a Murkrow on my team. It's got a decent attack and learns powerful moves, but could use an attack boost. It's a nice way to eliminate those who boost their attack (Snorlax/Kangaskhan/Skarmory), but is only useful in those situations.

Natural Moves:

Peck (start)

Pursuit (L11 Murkrow)

Haze (L16 Murkrow)

Night Shade (L26 Murkrow)

Faint Attack (L31 Murkrow)

Mean Look (L41 Murkrow)

TM/HM: Curse (3), Toxic (6), Psych Up (9), Hidden Power (10), Sunny Day (11), Snore (13), Icy Wind (16), Protect (17), Endure (20), Frustration (21), Return (27), Shadow Ball (30), Mud-Slap (31), Double Team (32), Swagger (34), Sleep Talk (35), Swift (39), Dream Eater (42), Detect (43), Rest (44), Attract (45), Thief (46), Steel Wing (47), Nightmare (50), Fly (H2)

Breeding: Drill Peck, Wing Attack, Whirlwind, Quick Attack, Mirror Move, Sky Attack (Crystal)

Crystal Move Tutor: None

Maximum Stats: L50: 135 HP, 105 Attack, 62 Defense, 111 Speed, 105 Special

Attack, 62 Special Defense

L100: 323 HP (T105), 268 Attack (T59), 182 Defense (T134), 280 Speed (T30),
268 Special Attack (T50), 182 Special Defense (137)

Recommended Movesets:

Swagger/Whirlwind, Psych Up, Shadow Ball, Drill Peck *Miracle Berry*
Drill Peck, Haze, Shadow Ball, Return *Leftovers*

228-229: Houndour/Houndoom (Dark/Fire)

Description: The first Dark Pokemon players fell in love with. And for good reason: Houndoom is quick and learns very powerful Fire and Dark moves. Also, it's one of what I call the "Solarbeam Trio"- the three Fire Pokemon that use Solarbeam. Give it Sunny Day, and you'll be able to lick most Ground/Rock Pokemon.

Natural Moves:

Leer (start)
Ember (start)
Roar (L7 Houndour)
Smog (L13 Houndour)
Bite (L20 Houndour)
Faint Attack (L27 Houndour, L30 Houndoom)
Flamethrower (L35 Houndour, L41 Houndoom)
Crunch (L43 Houndour, L52 Houndoom)

TM/HM: Headbutt (2), Curse (3), Roar (5), Toxic (6), Rock Smash (8), Hidden Power (10), Sunny Day (11), Snore (13), Hyper Beam (15), Protect (17), Endure (20), Frustration (21), Solarbeam (22), Iron Tail (23), Return (27), Shadow Ball (30), Mud-Slap (31), Double Team (32), Swagger (34), Sleep Talk (35), Sludge Bomb (36), Fire Blast (38), Swift (39), Dream Eater (42), Detect (43), Rest (44), Attract (45), Thief (46), Nightmare (50), Strength (H4, Houndoom)

Breeding: Counter, Pursuit, Reversal, Rage, Spite, Beat Up, Fire Spin

Crystal Move Tutor: Flamethrower

Maximum Stats: L50: 150 HP, 110 Attack, 70 Defense, 115 Speed, 130 Special Attack, 100 Special Defense

L100: 353 HP (T66), 278 Attack (T50), 198 Defense (T123), 288 Speed (T32),
318 Special Attack (T13), 258 Special Defense (T63)

Recommended Movesets:

Sunny Day, Solarbeam, Crunch, Flamethrower *Miracle Berry*
Flamethrower, Pursuit, Counter, Curse *Leftovers* <--- Pursuit power is doubled on the switch, so you can nail the Psychic instead of Machop with an 80 power Dark. Curse + Counter for Champs.

218-219: Slugma/Magcargo (Fire, Fire/Rock)

Description: Bleh. Magcargo has two VERY common 4x weaknesses (Water and Ground), which cause plenty of problems. It makes a good staller, but if he gets CHed once, it's lights out. Not recommended.

Natural Moves:

Smog (start)
Ember (L8 Slugma)
Rock Throw (L15 Slugma)
Harden (L22 Slugma)

Amnesia (L29 Slugma)
Flamethrower (L36 Slugma)
Rock Slide (L43 Slugma, L48 Magcargo)
Body Slam (L48 Slugma, L60 Magcargo)

TM/HM: Curse (3), Rollout (4), Toxic (6), Rock Smash (8), Hidden Power (10), Sunny Day (11), Snore (13), Hyper Beam (15, Magcargo), Protect (17), Endure (20), Frustration (21), Earthquake (26, Magcargo), Return (27), Mud-Slap (31), Double Team (32), Swagger (34), Sleep Talk (35), Fire Blast (38), Defense Curl (40), Rest (44), Attract (45), Strength (H4)

Breeding: Acid Armor

Crystal Move Tutor: Flamethrower

Maximum Stats: L50: 125 HP, 70 Attack, 140 Defense, 50 Speed, 100 Special Attack, 100 Special Defense
L100: 303 HP (T127), 198 Attack (T123), 338 Defense (T9), 158 Speed (T129), 258 Special Attack (T62), 258 Special Defense (T63)

Recommended Movesets:

Flamethrower, Acid Armor, Amnesia, Rest *Mint Berry*
Sunny Day, Fire Blast, Curse, Earthquake *Leftovers*

215: Sneasel (Dark/Ice)

Description: Some say that Sneasel is to GSC what Scyther was to RBY. The difference is, Sneasel can't do much with his STAB attacks, whereas Scyther learned Swords Dance and had physical types. Play Sneasel with caution, as one Cross Chop kills it.

Natural Moves:

Scratch (start)
Leer (start)
Quick Attack (L9 Sneasel)
Screech (L17 Sneasel)
Faint Attack (L25 Sneasel)
Fury Swipes (L33 Sneasel)
Agility (L41 Sneasel)
Slash (L49 Sneasel)
Beat Up (L57 Sneasel)
Metal Claw (Crystal: L65 Sneasel)

TM/HM: Dynamicpunch (1), Headbutt (2), Curse (3), Toxic (6), Rock Smash (8), Psych Up (9), Hidden Power (10), Snore (13), Blizzard (14), Icy Wind (16), Protect (17), Rain Dance (18), Endure (20), Frustration (21), Iron Tail (23), Return (27), Dig (28), Shadow Ball (30), Mud-Slap (31), Double Team (32), Ice Punch (33), Swagger (34), Sleep Talk (35), Swift (39), Defense Curl (40), Dream Eater (42), Detect (43), Rest (44), Attract (45), Thief (46), Fury Cutter (49), Nightmare (50), Cut (H1), Surf (H3), Strength (H4)

Breeding: Reflect, Foresight, Counter, Bite, Spite

Crystal Move Tutor: Ice Beam

Maximum Stats: L50: 130 HP, 115 Attack, 75 Defense, 135 Speed, 55 Special Attack, 95 Special Defense
L100: 313 HP (T117), 288 Attack (T38), 208 Defense (T117), 328 Speed (T8), 168 Special Attack (T130), 248 Special Defense (T82)

Recommended Movesets:

Screech, Reflect, Shadow Ball, Return *Miracle Berry*
Curse, Counter, Return, Shadow Ball *Leftovers*

200: Misdreavus (Ghost)

Description: Doesn't attack very well, but is one of the better Perish Trappers in the game. Mean Look + Perish Song + Destiny Bond = death (the set that I recommend took 5 out of 6 Pokemon in one match), and you can use some defensive move or Pain Split to wreak havoc.

Natural Moves:

Growl (start)
Psywave (start)
Spite (L6 Misdreavus)
Confuse Ray (L12 Misdreavus)
Mean Look (L19 Misdreavus)
Psybeam (L27 Misdreavus)
Pain Split (L36 Misdreavus)
Perish Song (L46 Misdreavus)

TM/HM: Headbutt (2), Curse (3), Toxic (6), Zap Cannon (7), Psych Up (9), Hidden Power (10), Sunny Day (11), Snore (13), Protect (17), Rain Dance (18), Endure (20), Frustration (21), Thunder (25), Return (27), Psychic (29), Shadow Ball (30), Double Team (32), Swagger (34), Sleep Talk (35), Swift (39), Defense Curl (40), Dream Eater (42), Rest (44), Attract (45), Thief (46), Nightmare (50), Flash (H5)

Breeding: Destiny Bond, Screech

Crystal Move Tutor: Thunderbolt

Maximum Stats: L50: 135 HP, 80 Attack, 80 Defense, 105 Speed, 105 Special Attack, 105 Special Defense
L100: 323 HP (T105), 218 Attack (T114), 218 Defense (T103), 268 Speed (T48), 268 Special Attack (T50), 268 Special Defense (T49)

Recommended Movesets:

Mean Look, Perish Song, Destiny Bond, Pain Split *Leftovers*
Mean Look, Curse, Pain Split, Protect *Leftovers*

137-233: Porygon/Porygon2 (Normal)

Description: The oddball of Normal types, it's got the greatest Special Attack among Normals. Porygon2 also has decent HP and makes up for its Speed issues with Thunder Wave. Still, you can do just about anything with it.

Natural Moves:

Conversion (start)
Tackle (start)
Conversion2 (start)
Agility (L9 Porygon/Porygon2)
Psybeam (L12 Porygon/Porygon2)
Recover (L20 Porygon/Porygon2)
Sharpen (L24 Porygon)
Defense Curl (L24 Porygon2)
Lock-On (L32 Porygon/Porygon2)
Tri Attack (L36 Porygon/Porygon2)
Zap Cannon (L44 Porygon/Porygon2)

TM/HM: Curse (3), Toxic (6), Zap Cannon (7), Psych Up (9), Hidden Power (10), Sunny Day (11), Snore (13), Blizzard (14), Hyper Beam (15), Icy Wind (16), Protect (17), Rain Dance (18), Endure (20), Frustration (21), Iron Tail (23), Thunder (25), Return (27), Psychic (29), Double Team (32), Swagger (34), Sleep Talk (35), Swift (39), Defense Curl (40), Porygon2, Dream Eater (42), Rest (44), Thief (46), Nightmare (50), Flash (H5)

RBY TMs: Take Down, Double-Edge, Ice Beam, Rage, Thunderbolt, Mimic, Reflect, Bide, Skull Bash, Thunder Wave, Psywave, Substitute

Breeding: None (genderless Pokemon)

Crystal Move Tutor: Ice Beam, Thunderbolt

Maximum Stats: L50: 160 HP, 100 Attack, 110 Defense, 80 Speed, 125 Special Attack, 115 Special Defense

L100: 373 HP (T47), 258 Attack (T76), 278 Defense (T39), 218 Speed (T96), 308 Special Attack (T19), 288 Special Defense (T34)

Recommended Movesets:

Thunder Wave, Ice Beam, Recover, Double-Edge *Leftovers*

-Use as a lead. Don't worry about Fighting leads, those are incredibly rare.

Psych Up, Agility, Return, Recover *Leftovers* <--- I hate Curselax so badly that I try to devise sets so EVERY Pokemon can whup it.

113-242: Chansey/Blissey (Normal)

Description: Remember the old days, when you could make Chansey elemental and kick butt with it? Well, that's not going to happen now... 248 Special Attack = down 90 points. You have two choices: Make a tank with Curse (which gives the added advantage of Heal Bell) or an annoying Countering Pokemon. Don't forget Softboiled.

Natural Moves:

Pound (start)

Growl (L5 Chansey)

Tail Whip (L9 Chansey, L7 Blissey)

Softboiled (L13 Chansey, L10 Blissey)

Doubleslap (L17 Chansey, L13 Blissey)

Minimize (L23 Chansey, L18 Blissey)

Sing (L29 Chansey, L23 Blissey)

Egg Bomb (L35 Chansey, L28 Blissey)

Defense Curl (L41 Chansey, L33 Blissey)

Light Screen (L49 Chansey, L40 Blissey)

Double-Edge (L57 Chansey, L47 Blissey)

TM/HM: Dynamicpunch (1), Headbutt (2), Curse (3), Rollout (4), Toxic (6), Zap Cannon (7), Rock Smash (8), Psych Up (9), Hidden Power (10), Sunny Day (11), Snore (13), Blizzard (14), Hyper Beam (15), Icy Wind (16), Protect (17), Rain Dance (18), Endure (20), Frustration (21), Solarbeam (22), Iron Tail (23), Thunder (25), Return (27), Psychic (29), Shadow Ball (30), Mud-Slap (31), Double Team (32), Swagger (34), Sleep Talk (35), Sandstorm (37), Fire Blast (38), Defense Curl (40), Dream Eater (42), Rest (44), Attract (45), Strength (H4), Flash (H5)

RBY TMs: Mega Punch, Mega Kick, Body Slam, Take Down, Double-Edge, Bubblebeam, Water Gun, Ice Beam, Submission, Counter, Seismic Toss, Rage, Thunderbolt, Teleport, Mimic, Reflect, Bide, Skull Bash, Thunder Wave, Psywave, Tri Attack, Substitute

Breeding: Heal Bell, Metronome, Present

Crystal Move Tutor: Thunderbolt, Ice Beam, Flamethrower

Maximum Stats: L50: 330 HP, 30 Attack, 30 Defense, 75 Speed, 95 Special Attack, 155 Special Defense
L100: 713 HP (1), 118 Attack (T138), 118 Defense (138), 208 Speed (T102), 248 Special Attack (T72), 368 Special Defense (5)

Recommended Movesets:

Curse, Rest, Double-Edge, Heal Bell *Leftovers* or
Thunder Wave, Seismic Toss, Softboiled, Counter *Leftovers*
-These cannot be mixed. Heal Bell can't be sent to RBY.

131: Lapras (Water/Ice)

Description: Ahhh... Lapras. 400+ HP and 250+ Defenses make a Pokemon that's awfully hard to beat down. Also, it uses its myriad of Special Attacks quite well. Lapras has a lot of options, but I found the set below to work very well.

Natural Moves:

Water Gun (start)
Growl (start)
Sing (start)
Mist (L8 Lapras)
Body Slam (L15 Lapras)
Confuse Ray (L22 Lapras)
Perish Song (L29 Lapras)
Ice Beam (L36 Lapras)
Rain Dance (L43 Lapras)
Safeguard (L50 Lapras)
Hydro Pump (L57 Lapras)

TM/HM: Headbutt (2), Curse (3), Toxic (6), Zap Cannon (7), Rock Smash (8), Hidden Power (10), Snore (13), Blizzard (14), Hyper Beam (15), Icy Wind (16), Protect (17), Rain Dance (18), Endure (20), Frustration (21), Iron Tail (23), Dragonbreath (24), Thunder (25), Return (27), Psychic (29), Double Team (32), Swagger (34), Sleep Talk (35), Dream Eater (42), Rest (44), Attract (45), Nightmare (50), Surf (H3), Strength (H4), Whirlpool (H6)

RBY TMs: Horn Drill, Body Slam, Take Down, Double-Edge, Bubblebeam, Rage, Solarbeam, Dragon Rage, Thunderbolt, Mimic, Reflect, Bide, Skull Bash, Psywave, Substitute

Breeding: Aurora Beam, Foresight

Crystal Move Tutor: Thunderbolt, Ice Beam

Maximum Stats: L50: 205 HP, 105 Attack, 100 Defense, 80 Speed, 105 Special Attack, 115 Special Defense
L100: 463 HP (T5), 268 Attack (T59), 258 Defense (T54), 218 Speed (T96), 268 Special Attack (T50), 288 Special Defense (T34)

Recommended Movesets:

Surf, Rain Dance, Thunder, Ice Beam *Leftovers*
Confuse Ray, Psychic, Ice Beam, Thunderbolt *Leftovers*

138-139: Omanyte/Omastar (Water/Rock)

Description: Highest Special Attack among Water types makes Omastar a nice attacking Pokemon. Also has very high Defense, typical of Rock Pokemon. Use a lot of Special Attacks, and try to avoid Hazing away AP boosts.

Natural Moves:

Constrict (start)
Withdraw (start)
Bite (L13 Omanyte)
Water Gun (L19 Omanyte)
Leer (L31 Omanyte)
Protect (L37 Omanyte)
Spike Cannon (L40 Omastar)
Ancient Power (L49 Omanyte, L54 Omastar)
Hydro Pump (L55 Omanyte, L65 Omastar)

TM/HM: Headbutt (2), Curse (3), Rollout (4), Toxic (6), Rock Smash (8), Hidden Power (10), Snore (13), Blizzard (14), Hyper Beam (15, Omastar), Icy Wind (16), Protect (17), Rain Dance (18), Endure (20), Frustration (21), Return (27), Double Team (32), Swagger (34), Sleep Talk (35), Sandstorm (37), Rest (44), Attract (45), Thief (46), Surf (H3), Whirlpool (H6)

RBV TMs: Horn Drill (Omastar), Body Slam, Take Down, Double-Edge, Ice Beam, Submission (Omastar), Seismic Toss (Omastar), Rage, Mimic, Reflect, Bide, Skull Bash (Omastar), Substitute

Breeding: Haze, Aurora Beam, Bubblebeam, Slam, Supersonic

Crystal Move Tutor: Ice Beam

Maximum Stats: L50: 145 HP, 80 Attack, 145 Defense, 75 Speed, 135 Special Attack, 90 Special Defense
L100: 343 HP (T79), 218 Attack (T114), 348 Defense (8), 208 Speed (T102), 328 Special Attack (T8), 238 Special Defense (T91)

Recommended Movesets:

Haze, Surf, Ice Beam, Ancientpower *Mysteryberry*
Reflect, Surf, Haze, Horn Drill *Leftovers*

140-141: Kabuto/Kabutops (Water/Rock)

Description: Unlike Omastar, Kabutops is more of an attacking Pokemon. Doesn't really have Defense or Speed, which can pose problems. I thought of a Cursetops, but I need the item as a Mysteryberry to "ensure" an AP boost.

Natural Moves:

Scratch (start)
Harden (start)
Absorb (L10 Kabuto)
Leer (L19 Kabuto)
Sand-Attack (L28 Kabuto)
Endure (L37 Kabuto)
Slash (L40 Kabutops)
Mega Drain (L46 Kabuto, L55 Kabutops)
Ancient Power (L55 Kabuto, L65 Kabutops)

TM/HM: Headbutt (2, Kabutops), Curse (3), Rollout (4), Toxic (6), Rock Smash (8), Hidden Power (10), Snore (13), Blizzard (14), Hyper Beam (15, Kabutops), Icy Wind (16), Protect (17), Rain Dance (18), Giga Drain (19),

Endure (20), Frustration (21), Return (27), Double Team (32), Swagger (34), Sleep Talk (35), Sandstorm (37), Rest (44), Attract (45), Thief (46), Fury Cutter (49, Kabutops), Cut (H1, Kabutops), Surf (H3, Kabutops), Whirlpool (H6, Kabutops)

RBV TMs: Razor Wind (Yellow), Swords Dance (Yellow), Mega Kick (Yellow), Body Slam, Take Down, Double-Edge, Water Gun, Ice Beam, Submission (Yellow), Submission (Yellow), Seismic Toss (Yellow), Rage, Mimic, Reflect, Bide, Skull Bash (Yellow), Substitute

Breeding: Dig, Aurora Beam, Bubblebeam, Flail, Rapid Spin

Crystal Move Tutor: Ice Beam

Maximum Stats: L50: 135 HP, 135 Attack, 125 Defense, 100 Speed, 85 Special Attack, 90 Special Defense

L100: 323 HP (T105), 328 Attack (T16), 308 Defense (T22), 258 Speed (T63), 228 Special Attack (T82), 238 Special Defense (T91)

Recommended Movesets:

Ancientpower, Body Slam, Surf, Substitute *Leftovers*

Submission, Hidden Power ^Rock^, Swords Dance, Rest *Mint Berry*

142: Aerodactyl (Rock/Flying)

Description: Despite what you think about the Rock Sliding Aero Lance had in the Gameboy games, Aerodactyl can't learn Rock Slide. Good thing too... or Aero would be flinching things left and right with 300+ Speed and Attack. Very powerful Pokemon.

Natural Moves:

Wing Attack (start)

Agility (L8 Aerodactyl)

Bite (L15 Aerodactyl)

Supersonic (L22 Aerodactyl)

Ancient Power (L29 Aerodactyl)

Scary Face (L36 Aerodactyl)

Take Down (L43 Aerodactyl)

Hyper Beam (L50 Aerodactyl)

TM/HM: Headbutt (2), Curse (3), Roar (5), Toxic (6), Rock Smash (8), Hidden Power (10), Snore (13), Hyper Beam (15), Protect (17), Rain Dance (18), Endure (20), Frustration (21), Iron Tail (23), Dragonbreath (24), Earthquake (26), Return (27), Double Team (32), Swagger (34), Sleep Talk (35), Sandstorm (37), Fire Blast (38), Swift (39), Detect (43), Rest (44), Attract (45), Thief (46), Steel Wing (47), Fly (H2)

RBV TMs: Razor Wind, Take Down, Double-Edge, Rage, Dragon Rage, Mimic, Reflect, Bide, Sky Attack, Substitute

Breeding: Steel Wing, Whirlwind, Foresight, Pursuit

Crystal Move Tutor: Flamethrower

Maximum Stats: L50: 155 HP, 125 Attack, 85 Defense, 150 Speed, 80 Special Attack, 95 Special Defense

L100: 363 HP (T54), 308 Attack (T23), 228 Defense (T93), 358 Speed (T2), 218 Special Attack (T94), 248 Special Defense (T82)

Recommended Movesets:

Ancientpower, Earthquake, Wing Attack, Reflect *Miracle Berry* -
-Never let a Pokemon with 358 Speed get paralyzed
Earthquake, Wing Attack, Substitute, Sandstorm *Leftovers*

143: Snorlax (Normal)

Description: The first time I ever fought Curselax (the accepted standard), I was cursing afterward. Heck, Skarmory's on my team for the express purpose of Whirlwinding this sucker out. People realize that, and have tried a new Snorlax that acts as a starter. Ouch.

Natural Moves:

Tackle (start)
Amnesia (L8 Snorlax)
Defense Curl (L15 Snorlax)
Belly Drum (L22 Snorlax)
Headbutt (L29 Snorlax)
Snore (L36 Snorlax)
Rest (L36 Snorlax)
Body Slam (L43 Snorlax)
Rollout (L50 Snorlax)
Hyper Beam (L57 Snorlax)

TM/HM: Dynamicpunch (1), Headbutt (2), Curse (3), Rollout (4), Toxic (6), Zap Cannon (7), Rock Smash (8), Psych Up (9), Hidden Power (10), Sunny Day (11), Snore (13), Blizzard (14), Hyper Beam (15), Icy Wind (16), Protect (17), Rain Dance (18), Endure (20), Frustration (21), Solarbeam (22), Thunder (25), Earthquake (26), Return (27), Psychic (29), Shadow Ball (30), Mud-Slap (31), Double Team (32), Ice Punch (33), Swagger (34), Sleep Talk (35), Sandstorm (37), Fire Blast (38), Defense Curl (40), Thunderpunch (41), Rest (44), Attract (45), Fire Punch (48), Surf (H3), Strength (H4)

RBV TMs: Mega Punch, Mega Kick, Take Down, Double-Edge, Bubblebeam, Water Gun, Ice Beam, Pay Day, Submission, Counter, Seismic Toss, Rage, Thunderbolt, Fissure, Mimic, Reflect, Bide, Metronome, Selfdestruct, Skull Bash, Psywave, Rock Slide, Substitute

Breeding: Charm, Lick

Crystal Move Tutor: Thunderbolt, Ice Beam, Flamethrower

Maximum Stats: L50: 235 HP, 130 Attack, 85 Defense, 50 Speed, 85 Special Attack, 130 Special Defense
L100: 523 HP (3), 318 Attack (T18), 228 Defense (T93), 158 Speed (T129), 228 Special Attack (T82), 318 Special Defense (T12)

Recommended Movesets:

Curselax- Rest, Curse, Earthquake, Double-Edge *Leftovers*
StarterLax- Body Slam, Fire Blast, Earthquake, Self-Destruct *Pink Bow*
The StarterLax has Body Slam for potential paralysis, Fire Blast for the opening Scizor/Forretress and as a Skarmory counter, Earthquake for Electrics, and Self-Destruct + Pink Bow for masive damage when Snorlax gets low on life.

1-2-3: Bulbasaur/Ivysaur/Venusaur (Grass/Poison)

Description: Was taken down a couple of notches in GSC. Razor Leaf (its best move in the originals) doesn't CH like mad anymore, and it doesn't learn Ancientpower like its fellow Grass starter Meganium. I had trouble coming up with a 'set for Venusaur until I tried Parafuse.

Natural Moves:

Tackle (start)
Growl (L4 Bulbasaur)
Leech Seed (L7 Bulbasaur)
Vine Whip (L10 Bulbasaur)
Poison Powder (L15 Bulbasaur)
Sleep Powder (L15 Bulbasaur)
Razor Leaf (L20 Bulbasaur, L22 Ivysaur)
Sweet Scent (L25 Bulbasaur, L29 Ivysaur)
Growth (L32 Bulbasaur, L38 Ivysaur, L41 Venusaur)
Synthesis (L39 Bulbasaur, L47 Ivysaur, L53 Venusaur)
Solarbeam (L46 Bulbasaur, L56 Ivysaur, L65 Venusaur)

TM/HM: Headbutt (2), Curse (3), Toxic (6), Hidden Power (10), Sunny Day (11), Sweet Scent (12), Snore (13), Hyper Beam (15, Venusaur only) Protect (17), Giga Drain (19), Endure (20), Frustration (21), Solarbeam (22), Return (27), Mud-Slap (31), Double Team (32), Swagger (34), Sleep Talk (35), Defense Curl (40), Rest (44), Attract (45), Cut (H1), Flash (H5)

RBV TMs: Swords Dance, Body Slam, Take Down, Double-Edge, Rage, Mega Drain, Mimic, Reflect, Bide, Substitute

Breed: Razor Wind, Petal Dance, Skull Bash, Light Screen, Safeguard, Charm, Ancientpower (Pokecenter)

Crystal Move Tutor: None

Maximum Stats: L50: 155 HP, 102 Attack, 103 Defense, 100 Speed, 120 Special Attack, 120 Special Defense
L100: 363 HP (T54), 262 Attack (T71), 264 Defense (53), 258 Speed (T63), 298 Special Attack (T22), 298 Special Defense (T21)

Recommended Movesets:

Body Slam, Swagger, Reflect, Giga Drain *Leftovers*
Razor Leaf, Swords Dance, Return, Light Screen *Leftovers*

4-5-6: Charmander/Charmeleon/Charizard (Fire, Fire, Fire/Flying)

Description: Still has a massive Rock weakness, but it doesn't take 2x damage from Ice anymore (Fire resists Ice). Needs Earthquake for Electrics and a potential kill on Rocks, while Sunny Day/Fire Blast puts a serious dent in the hopes of Water Pokemon.

Natural Moves:

Scratch (start)
Growl (start)
Ember (L7 Charmander)
Smokescreen (L13 Charmander)
Rage (L20 Charmeleon)
Scary Face (L25 Charmander, L27 Charmeleon)
Flamethrower (L31 Charmander, L34 Charmeleon)
Wing Attack (L36 Charizard)
Slash (L37 Charmander, L41 Charmeleon, L44 Charizard)
Dragon Rage (L43 Charmander, L48 Charmeleon, L54 Charizard)
Fire Spin (L49 Charmander, L55 Charmeleon, L64 Charizard)

TM/HM: Dynamicpunch (1), Headbutt (2), Curse (3), Roar (5, Charizard), Toxic (6), Rock Smash (8), Hidden Power (10), Sunny Day (11), Snore (13), Hyper Beam (15, Charizard), Protect (17), Endure (20), Frustration (21),

Iron Tail (23), Dragonbreath (24), Earthquake (26, Charizard), Return (27), Dig (28), Mud-Slap (31), Double Team (32), Swagger (34), Sleep Talk (35), Sandstorm (37, Charizard), Fire Blast (38), Swift (39), Defense Curl (40), Rest (44), Attract (45), Steel Wing (47, Charizard), Fire Punch (48), Fury Cutter (49), Cut (H1), Fly (H2, Charizard), Strength (H4)

RBV TMs: Mega Punch, Swords Dance, Mega Kick, Body Slam, Take Down, Double-Edge, Submission, Counter, Seismic Toss, Fissure (Charizard), Mimic, Reflect, Bide, Skull Bash, Substitute

Breeding: Rock Slide, Beat Up, Ancient Power, Outrage, Bite, Belly Drum, Crunch (Pokecenter)

Crystal Move Tutor: Flamethrower

Maximum Stats: L50: 153 HP, 104 Attack, 98 Defense, 120 Speed, 129 Special Attack, 105 Special Defense

L100: 359 HP (T60), 266 Attack (T67), 254 Defense (T66), 298 Speed (T19), 316 Special Attack (T17), 268 Special Defense (T49)

Recommended Movesets:

Sunny Day, Fire Blast, Earthquake, Swords Dance *Miracle Berry*
Belly Drum, Earthquake, Flamethrower, Reflect *Leftovers* <--- It goes without saying that you better Drum on a switch and hope that the opponent's slower.

7-8-9: Squirtle/Wartortle/Blastoise (Water)

Recommended: Blastoise actually has appeal in this game, with his good Defenses and HP. Also, it uses Mirror Coat and Minty Rest well, as it can survive anything it's weak to other than Exeggutor's Solarbeam and Zapdos' Thunder. Very powerful overall.

Natural Moves:

Tackle (start)

Tail Whip (L4 Squirtle)

Bubble (L7 Squirtle)

Withdraw (L10 Squirtle)

Water Gun (L13 Squirtle)

Bite (L18 Squirtle, L19 Wartortle)

Rapid Spin (L23 Squirtle, L25 Wartortle)

Protect (L28 Squirtle, L31 Wartortle)

Rain Dance (L33 Squirtle, L37 Wartortle, L42 Blastoise)

Skull Bash (L40 Squirtle, L45 Wartortle, L55 Blastoise)

Hydro Pump (L47 Squirtle, L53 Wartortle, L68 Blastoise)

TM/HM: Dynamicpunch (1), Headbutt (2), Curse (3), Rollout (4), Roar (5, Blastoise), Toxic (6), Rock Smash (8), Hidden Power (10), Snore (13), Blizzard (14), Hyper Beam (15, Blastoise), Icy Wind (16), Protect (17), Rain Dance (18), Endure (20), Frustration (21), Iron Tail (23), Earthquake (26, Blastoise), Return (27), Dig (28), Mud-Slap (31), Double Team (32), Ice Punch (33), Swagger (34), Sleep Talk (35), Defense Curl (40), Rest (44), Attract (45), Surf (H3), Strength (H4), Whirlpool (H6), Waterfall (H7)

RBV TMs: Mega Punch, Mega Kick, Body Slam, Take Down, Double-Edge, Bubblebeam, Ice Beam, Submission, Counter, Seismic Toss, Rage, Fissure (Blastoise), Mimic, Reflect, Bide, Substitute

Breeding: Haze, Mirror Coat, Flail, Confusion, Foresight, Mist, Zap Cannon (Pokecenter)

Crystal Move Tutor: Ice Beam

Maximum Stats: L50: 154 HP, 103 Attack, 120 Defense, 98 Speed, 105 Special Attack, 125 Special Defense

L100: 361 HP (63), 264 Attack (T64), 298 Defense (T25), 254 Speed (T68), 268 Special Attack (T50), 308 Special Defense (T19)

Recommended Movesets:

Rain Dance, Surf, Mirror Coat, Rest *Mint Berry*
Haze, Surf, Earthquake, Ice Beam *Leftovers*

144: Articuno (Ice/Flying)

Description: Articuno really needed a filler move, as in the originals, it was using Ice Beam and Blizzard. It came in the form of Rain Dance. Now, its Bubblebeam attack will help against Fire Pokemon, and Reflect helps with the physical weaknesses.

Natural Moves:

Gust (start)
Powder Snow (start)
Mist (L13 Articuno)
Agility (L25 Articuno)
Mind Reader (L37 Articuno)
Ice Beam (L49 Articuno)
Reflect (L61 Articuno)
Blizzard (L73 Articuno)

TM/HM: Curse (3), Roar (5), Toxic (6), Hidden Power (10), Sunny Day (11), Snore (13), Blizzard (14), Hyper Beam (15), Icy Wind (16), Protect (17), Rain Dance (18), Endure (20), Frustration (21), Return (27), Mud-Slap (31), Double Team (32), Swagger (34), Sleep Talk (35), Sandstorm (37), Swift (39), Detect (43), Rest (44), Steel Wing (47), Fly (H2)

RBV TMs: Razor Wind, Whirlwind, Take Down, Double-Edge, Bubblebeam, Water Gun, Rage, Mimic, Reflect, Bide, Sky Attack, Substitute

Breeding: None (mystical, can't breed)

Crystal Move Tutor: Ice Beam

Maximum Stats: L50: 165 HP, 105 Attack, 120 Defense, 105 Speed, 115 Special Attack, 145 Special Defense

L100: 383 HP (T32), 268 Attack (T59), 298 Defense (T25), 268 Speed (T48), 288 Special Attack (T35), 348 Special Defense (T7)

Recommended Movesets:

Ice Beam, Rain Dance, Bubblebeam, Reflect *Leftovers*
Ice Beam, Double Team, Substitute, Rest *Leftovers* <--- I had to fight FOUR of these in a RBV fight once. Needless to say, I lost. And this was in a tournament that only enforced Species Clause AFTER I was knocked out.

145: Zapdos (Electric/Flying)

Description: Wow. 348 Special Attack, near 300 speed, and a ton of HP make this one tough hombre to take down. Do not use Ice-types against Zappy (unless it's a Pilowswine): Its Thunderbolt is THAT powerful.

Natural Moves:

Peck (start)
Thundershock (start)
Thunder Wave (L13 Zapdos)
Agility (L25 Zapdos)
Detect (L37 Zapdos)
Drill Peck (L49 Zapdos)
Light Screen (L61 Zapdos)
Thunder (L73 Zapdos)

TM/HM: Curse (3), Roar (5), Toxic (6), Zap Cannon (7), Rock Smash (8),
Hidden Power (10), Sunny Day (11), Snore (13), Hyper Beam (15), Protect (17),
Rain Dance (18), Endure (20), Frustration (21), Thunder (25), Return (27),
Mud-Slap (31), Double Team (32), Swagger (34), Sleep Talk (35), Sandstorm
(37), Swift (39), Detect (43), Rest (44), Steel Wing (47), Fly (H2), Flash
(H5)

RBY TMs: Razor Wind, Whirlwind, Take Down, Double-Edge, Rage, Thunderbolt,
Mimic, Reflect, Bide, Sky Attack, Substitute

Breeding: None (mystical, can't breed)

Crystal Move Tutor: Thunderbolt

Maximum Stats: L50: 165 HP, 110 Attack, 105 Defense, 120 Speed, 145 Special
Attack, 110 Special Defense
L100: 383 HP (T32), 278 Attack (T50), 268 Defense (T44), 298 Speed (T19),
348 Special Attack (T5), 278 Special Defense (T43)

Recommended Movesets:

Thunder Wave, Thunderbolt, Hidden Power ^Grass/Ice^, Drill Peck *Leftovers*
Thunderbolt, Drill Peck, Reflect, Whirlwind *Leftovers*

146: Moltres (Fire/Flying)

Description: This guy is capable of the most powerful Special Attack
in the game (Sunny Day + Fire Blast w/348 Special Attack and STAB). After
that, it's pretty limited. Wing Attack is always an option, as it has
a nice Attack rating.

Natural Moves:

Wing Attack (start)
Ember (start)
Fire Spin (L13 Moltres)
Agility (L25 Moltres)
Endure (L37 Moltres)
Flamethrower (L49 Moltres)
Safeguard (L61 Moltres)
Sky Attack (L73 Moltres)

TM/HM: Curse (3), Roar (5), Toxic (6), Rock Smash (8), Hidden Power (10),
Sunny Day (11), Snore (13), Hyper Beam (15), Protect (17), Endure (20),
Frustration (21), Return (27), Mud-Slap (31), Double Team (32), Swagger (34),
Sleep Talk (35), Sandstorm (37), Fire Blast (38), Swift (39), Detect (43),
Rest (44), Steel Wing (47), Fly (H2)

RBY TMs: Razor Wind, Whirlwind, Toxic, Take Down, Double-Edge, Rage,
Mimic, Reflect, Bide, Substitute

Breeding: None (mystical, can't breed)

Crystal Move Tutor: Flamethrower

Maximum Stats: L50: 165 HP, 120 Attack, 110 Defense, 110 Speed, 145 Special Attack, 105 Special Defense

L100: 383 HP (T32), 298 Attack (T30), 278 Defense (T39), 278 Speed (T41), 348 Special Attack (T5), 268 Special Defense (T49)

Recommended Movesets:

Wing Attack, Sunny Day, Fire Blast, Steel Wing/Reflect *Leftovers*

Sunny Day, Fire Blast, Hidden Power ^Electric^, Return *Leftovers*

243: Raikou (Electric)

Description: What good is an Electric without Thunder Wave? If Raikou had that (he gets Thunderbolt in Crystal), he'd be more used than he is now. Doesn't learn very many good moves, but has a nice Crunch attack.

Natural Moves:

Bite (start)

Leer (start)

Thundershock (L11 Raikou)

Roar (L21 Raikou)

Quick Attack (L31 Raikou)

Spark (L41 Raikou)

Reflect (L51 Raikou)

Crunch (L61 Raikou)

Thunder (L71 Raikou)

TM/HM: Headbutt (2), Curse (3), Roar (5), Toxic (6), Zap Cannon (7), Rock Smash (8), Psych Up (9), Hidden Power (10), Sunny Day (11), Snore (13), Hyper Beam (15), Protect (17), Rain Dance (18), Endure (20), Frustration (21), Iron Tail (23), Thunder (25), Return (27), Dig (28), Mud-Slap (31), Double Team (32), Swagger (34), Sleep Talk (35), Sandstorm (37), Swift (39), Detect (43), Rest (44), Cut (H1), Strength (H4), Flash (H5)

Breeding: None (mystical, can't breed)

Crystal Move Tutor: Thunderbolt

Maximum Stats: L50: 165 HP, 105 Attack, 95 Defense, 135 Speed, 135 Special Attack, 120 Special Defense

L100: 383 HP (T32), 268 Attack (T59), 248 Defense (T70), 328 Speed (T8), 328 Special Attack (T8), 298 Special Defense (T21)

Recommended Movesets:

Rain Dance, Thunder, Hidden Power ^Water^, Reflect/Crunch *Miracle Berry*

Thunderbolt, Reflect, Crunch, Return *Leftovers*

244: Entei (Fire)

Description: The second member of the Solarbeam Trio, Entei has a big physical attack rating to go with it. Doesn't use Special moves as well as I'd like, but that's the pits. Also the only Trio member who covers all of his weaknesses with SunnyBeam.

Natural Moves:

Bite (start)

Leer (start)

Ember (L11 Entei)

Roar (L21 Entei)
Fire Spin (L31 Entei)
Stomp (L41 Entei)
Flamethrower (L51 Entei)
Swagger (L61 Entei)
Fire Blast (L71 Entei)

TM/HM: Headbutt (2), Curse (3), Roar (5), Toxic (6), Rock Smash (8), Psych Up (9), Hidden Power (10), Sunny Day (11), Snore (13), Hyper Beam (15), Protect (17), Rain Dance (18), Endure (20), Frustration (21), Solarbeam (22), Iron Tail (23), Return (27), Dig (28), Mud-Slap (31), Double Team (32), Swagger (34), Sleep Talk (35), Sandstorm (37), Fire Blast (38), Swift (39), Detect (43), Rest (44), Cut (H1), Strength (H4), Flash (H5)

Breeding: None (mystical, can't breed)

Crystal Move Tutor: Flamethrower

Maximum Stats: L50: 190 HP, 135 Attack, 105 Defense, 120 Speed, 110 Special Attack, 95 Special Defense
L100: 433 HP (8), 328 Attack (T16), 268 Defense (T44), 298 Speed (T19), 278 Special Attack (T42), 248 Special Defense (T82)

Recommended Movesets:

Return, Sunny Day, Solarbeam, Fire Blast *Leftovers*
Flamethrower, Return, Swagger, Psych Up *Leftovers*

245: Suicune (Water)

Description: Fairly good Water Pokemon. Doesn't learn Ice Beam until Crystal, but can make up for that with Roar and Minty Rest. Has gobs of HP and a very high Special Defense. Also learns a completely new move-set in Crystal, due to a new home (Tin Tower).

Natural Moves:

Bite (start)
Leer (start)
Water Gun (L11 Suicune)
Roar (L21 Suicune)
Rain Dance (Crystal: L21 Suicune)
Gust (L31 Suicune)
Bubblebeam (L41 Suicune (GS), L11 Suicune (Crystal))
Aurora Beam (Crystal: L41 Suicune)
Mist (L51 Suicune)
Mirror Coat (L61 Suicune)
Hydro Pump (L71 Suicune)

TM/HM: Headbutt (2), Curse (3), Roar (5), Toxic (6), Rock Smash (8), Psych Up (9), Hidden Power (10), Sunny Day (11), Snore (13), Blizzard (14), Hyper Beam (15), Icy Wind (16), Protect (17), Rain Dance (18), Endure (20), Frustration (21), Iron Tail (23), Return (27), Dig (28), Mud-Slap (31), Double Team (32), Swagger (34), Sleep Talk (35), Sandstorm (37), Swift (39), Detect (43), Rest (44), Cut (H1), Surf (H3), Whirlpool (H6), Waterfall (H7)

Breeding: None (mystical, can't breed)

Crystal Move Tutor: Ice Beam

Maximum Stats: L50: 175 HP, 95 Attack, 135 Defense, 105 Speed, 110 Special Attack, 135 Special Defense

L100: 403 HP (T15), 248 Attack (T88), 328 Defense (T13), 268 Speed (T48), 278 Special Attack (T42), 328 Special Defense (T10)

Recommended Movesets:

Surf, Rest, Roar, Mirror Coat *Mint Berry*
Curse, Rest, Mirror Coat, Return *Mint Berry*

147-148-149: Dratini/Dragonair/Dragonite (Dragon, Dragon, Dragon/Flying)

Description: Finally, Dragonite learns decent STAB attacks. Also, Dragonite's become a great Hazer, a Safeguarder, can still whack Pokemon with elemental moves, can pick up Extremspeed in Crystal... so many moves, but I've got to pick four.

Natural Moves:

Wrap (start)
Leer (start)
Thunder Wave (L8 Dratini)
Twister (L15 Dratini)
Extremspeed (Crystal Dratini may start with this)*
Dragon Rage (L22 Dratini)
Slam (L29 Dratini)
Agility (L36 Dratini, L38 Dragonair)
Safeguard (L43 Dratini, L48 Dragonair)
Wing Attack (L55 Dragonite)
Outrage (L50 Dratini, L56 Dragonair, L61 Dragonite)
Hyper Beam (L57 Dratini, L65 Dragonair, L75 Dragonite)

TM/HM: Dynamicpunch (1, Dragonite), Headbutt (2), Curse (3), Toxic (6), Zap Cannon (7), Rock Smash (8), Hidden Power (10), Snore (13), Blizzard (14), Hyper Beam (15, Dragonite), Icy Wind (16), Protect (17), Rain Dance (18), Endure (20), Frustration (21), Iron Tail (23), Dragonbreath (24), Thunder (25), Return (27), Mud-Slap (31, Dragonite), Double Team (32), Ice Punch (33, Dragonite), Swagger (34), Sleep Talk (35), Sandstorm (37, Dragonite), Fire Blast (38), Swift (39), Thunderpunch (41, Dragonite), Detect (43), Rest (44), Attract (45), Steel Wing (47, Dragonite), Fire Punch (48, Dragonite), Fury Cutter (49, Dragonite), Fly (H2, Dragonite), Surf (H3), Strength (H4, Dragonite), Whirlpool (H6, Dragonite), Waterfall (H7)

RBV TMs: Razor Wind (Dragonite), Horn Drill, Body Slam, Take Down, Double-Edge, Bubblebeam, Water Gun, Ice Beam, Rage, Thunderbolt, Mimic, Reflect, Bide, Skull Bash, Thunder Wave, Substitute

Breeding: Haze, Light Screen, Mist, Supersonic

Crystal Move Tutor: Thunderbolt, Ice Beam, Flamethrower

Maximum Stats: L50: 136 HP, 104 Attack, 85 Defense, 90 Speed, 90 Special Attack, 90 Special Defense**

L100: 385 HP (31), 366 Attack (T1), 288 Defense (T33), 258 Speed (T63), 298 Special Attack (T22), 298 Special Defense (T21)

Recommended Movesets:

Wing Attack, Haze, Thunderbolt, Thunder Wave *Leftovers*
Surf, Curse, Extremspeed, Rest *Mint Berry*

*In Crystal, there's a test you can take in the Dragon's Den. If you answer well enough, you'll get an Extremspeed Dratini.

**Dragonite's L50 stats are actually those of Dragonair, as it is legally impossible to get a L50 Dragonite.

246-247-248: Larvitar/Pupitar/Tyranitar (Ground/Rock, Ground/Rock, Rock/Dark)

Description: T-Tar has a very common 4x weakness (Machop is all the rage these days), so switch against Fighters. It's got the best Attack in the game (tied with Dragonite, see above), and a great Defense. Also gets a STAB Ancientpower, which can waste teams if you get the boost.

Natural Moves:

Bite (start)

Leer (start)

Sandstorm (L8 Larvitar)

Screech (L15 Larvitar)

Rock Slide (L22 Larvitar)

Thrash (L29 Larvitar)

Scary Face (L36 Larvitar, L38 Pupitar)

Crunch (L43 Larvitar, L47 Pupitar)

Earthquake (L50 Larvitar, L56 Pupitar, L61 Tyranitar)

Hyper Beam (L57 Larvitar, L65 Pupitar, L75 Tyranitar)

TM/HM: Dynamicpunch (1, Tyranitar), Headbutt (2), Curse (3), Roar (5, Tyranitar), Toxic (6), Rock Smash (8, Tyranitar), Hidden Power (10), Sunny Day (11), Snore (13), Hyper Beam (15), Protect (17), Rain Dance (18), Endure (20), Frustration (21), Iron Tail (23, Tyranitar), Dragonbreath (24, Tyranitar), Earthquake (26), Return (27), Dig (28), Mud-Slap (31), Double Team (32), Swagger (34), Sleep Talk (35), Sandstorm (37), Fire Blast (38, Tyranitar), Detect (43), Rest (44), Attract (45), Fire Punch (48, Tyranitar), Fury Cutter (49, Tyranitar), Nightmare (50, Tyranitar), Cut (H1, Tyranitar), Surf (H3, Tyranitar), Strength (H4, Tyranitar)

Breeding: Outrage, Stomp, Focus Energy, Ancientpower, Pursuit

Crystal Move Tutor: Thunderbolt, Ice Beam, Flamethrower (all three are Tyranitar only)

Maximum Stats: L50: 145 HP, 104 Attack, 90 Defense, 71 Speed, 85 Special Attack, 90 Special Defense*

L100: 403 HP (T15), 366 Attack (T1), 318 Defense (T17), 220 Speed (95), 288 Special Attack (T35), 298 Special Defense (T21)

*As with Dragonair/Dragonite, the L50 stats for Tyranitar are those for Pupitar.

Recommended Movesets:

Ancientpower, Earthquake, Fire Blast, Crunch *Mysteryberry*

Rock Slide, Earthquake, Thunderbolt, Crunch *Leftovers*

249: Lugia (Psychic/Flying)

Description: The best natural tank in the game (Shuckle doesn't have the HP). Makes a nice Safeguarder, and can Aeroblast/Earthquake for huge damage. If you're in Gold, get this sucker through the Move Rememberer ASAP.

Natural Moves:

Aeroblast (start)

Safeguard (L11 Lugia)

Gust (L22 Lugia)

Recover (L33 Lugia)

Hydro Pump (L44 Lugia)

Rain Dance (L55 Lugia)
Swift (L66 Lugia)
Whirlwind (L77 Lugia)
Ancientpower (L88 Lugia)
Future Sight (L99 Lugia)

TM/HM: Headbutt (2), Curse (3), Roar (5), Toxic (6), Zap Cannon (7), Rock Smash (8), Psych Up (9), Hidden Power (10), Sunny Day (11), Snore (13), Blizzard (14), Hyper Beam (15), Icy Wind (16), Protect (17), Rain Dance (18), Giga Drain (19), Endure (20), Frustration (21), Iron Tail (23), Dragonbreath (24), Thunder (25), Earthquake (26), Return (27), Psychic (29), Shadow Ball (30), Mud-Slap (31), Double Team (32), Swagger (34), Sleep Talk (35), Sandstorm (37), Swift (39), Dream Eater (42), Detect (43), Rest (44), Steel Wing (47), Nightmare (50), Fly (H2), Surf (H3), Strength (H4), Whirlpool (H6), Waterfall (H7)

Breeding: None (mystical, can't breed)

Crystal Move Tutor: Thunderbolt, Ice Beam

Maximum Stats: L50: 181 HP, 110 Attack, 150 Defense, 130 Speed, 110 Special Attack, 174 Special Defense
L100: 415 HP (T9), 278 Attack (T50), 358 Defense (T6), 318 Speed (T12), 278 Special Attack (T42), 406 Special Defense (T2)

Recommended Movesets:

Aeroblast, Earthquake, Safeguard, Recover *Leftovers*
Curse, Recover, Aeroblast, Earthquake *Leftovers*

250: Ho-oh (Fire/Flying)

Description: The final member of the Solarbeam Trio, Ho-oh has very good stats and a powerful exclusive move (Sacred Fire). Also has a great physical strength, and can send Electrics a message with its Earthquake. If the rules allow it, let him in.

Natural Moves:

Sacred Fire (start)
Safeguard (L11 Ho-oh)
Gust (L22 Ho-oh)
Recover (L33 Ho-oh)
Fire Blast (L44 Ho-oh)
Sunny Day (L55 Ho-oh)
Swift (L66 Ho-oh)
Whirlwind (L77 Ho-oh)
Ancientpower (L88 Ho-oh)
Future Sight (L99 Ho-oh)

TM/HM: Curse (3), Roar (5), Toxic (6), Zap Cannon (7), Rock Smash (8), Psych Up (9), Hidden Power (10), Sunny Day (11), Snore (13), Hyper Beam (15), Protect (17), Rain Dance (18), Giga Drain (19), Endure (20), Frustration (21), Solarbeam (22), Dragonbreath (24), Thunder (25), Earthquake (26), Return (27), Psychic (29), Shadow Ball (30), Mud-Slap (31), Double Team (32), Swagger (34), Sleep Talk (35), Sandstorm (37), Fire Blast (38), Swift (39), Dream Eater (42), Detect (43), Rest (44), Steel Wing (47), Nightmare (50), Fly (H2), Strength (H4), Flash (H5)

Breeding: None (mystical, can't breed)

Crystal Move Tutor: Thunderbolt, Flamethrower

Maximum Stats: L50: 181 HP, 150 Attack, 110 Defense, 110 Speed, 130 Special Attack, 174 Special Defense

L100: 415 HP (T9), 358 Attack (T3), 278 Defense (T39), 278 Speed (T41), 318 Special Attack (T13), 406 Special Defense (T2)

Recommended Movesets:

Sacred Fire, Sunny Day, Solarbeam, Recover *Leftovers*,
Sacred Fire, Earthquake, Safeguard, Recover *Miracle Berry*,
Sacred Fire, Thunderbolt, Earthquake, Recover *Leftovers*

150: Mewtwo (Psychic)

Description: It's El Grand Cheapo! Well, not anymore. Mewtwo was shredded by the Special split, losing 130 points off his Special Defense, while Amnesia's main benefit (Special Attack up) also disappeared. Can actually be beaten without a Tobybro in this game. Darks really aren't much trouble, as Submission should KO the main Dark attackers (T-Tar and Houndoom) in two hits.

Natural Moves:

Confusion (start)
Disable (start)
Barrier (L11 Mewtwo)
Swift (L22 Mewtwo)
Psych Up (L33 Mewtwo)
Future Sight (L44 Mewtwo)
Mist (L55 Mewtwo)
Psychic (L66 Mewtwo)
Amnesia (L77 Mewtwo)
Recover (L88 Mewtwo)
Safeguard (L99 Mewtwo)

TM/HM: Dynamicpunch (1), Headbutt (2), Curse (3), Toxic (6), Zap Cannon (7), Rock Smash (8), Psych Up (9), Hidden Power (10), Sunny Day (11), Snore (13), Blizzard (14), Hyper Beam (15), Icy Wind (16), Protect (17), Rain Dance (18), Endure (20), Frustration (21), Solarbeam (22), Iron Tail (23), Thunder (25), Return (27), Psychic (29), Shadow Ball (30), Mud-Slap (31), Double Team (32), Ice Punch (33), Swagger (34), Sleep Talk (35), Fire Blast (38), Swift (39), Thunderpunch (41), Dream Eater (42), Detect (43), Rest (44), Fire Punch (48), Nightmare (50), Strength (H4), Flash (H5)

R/B/Y TMs: Mega Punch, Mega Kick, Body Slam, Take Down, Double-Edge, Bubblebeam, Water Gun, Ice Beam, Pay Day (R/B only), Submission, Counter, Seismic Toss, Rage, Thunderbolt, Teleport, Mimic, Reflect, Bide, Selfdestruct, Skull Bash, Psywave, Tri Attack, Substitute

Breeding: None (mystical, can't breed)

Crystal Move Tutor: Thunderbolt, Ice Beam, Flamethrower

Maximum Stats: 415 HP (T9), 318 Attack (T18), 278 Defense (T39), 358 Speed (T2), 406 Special Attack (1), 278 Special Defense (T42)*

Recommended Movesets:

Psychic, Recover, Submission, special attack or Safeguard *Miracle Berry*
Psychic, Flamethrower, Ice Beam, Thunderbolt *Leftovers*

*Mewtwo doesn't have L50 stats because the lowest level Mewtwo legally allowed is 70.

151: Mew (Psychic)

Description: Mew can learn every TM in both games, making it a formidable opponent unless you know what's coming. The recommended set is one of many ways to play the little Psychic.

Natural Moves:

Pound (start)
Transform (L10 Mew)
Mega Punch (L20 Mew)
Metronome (L30 Mew)
Psychic (L40 Mew)
Ancientpower (L50 Mew)

TM/HM: All of them

RBV TMs: All of them

Breeding: None (mystical, can't breed)

Crystal Move Tutor: Thunderbolt, Ice Beam, Flamethrower

Maximum Stats: L50: 175 HP, 120 Attack, 120 Defense, 120 Speed, 120 Special Attack, 120 Special Defense
L100: 403 HP (T15), 298 Attack (T30), 298 Defense (T25), 298 Speed (T19), 298 Special Attack (T22), 298 Special Defense (T21)

Recommended Movesets:

Ice Beam, Earthquake, Ancientpower, Psychic *Miracle Berry*
Whirlpool, Sweet Scent, Softboiled, Horn Drill *Leftovers*

251: Celebi (Psychic/Grass)

Description: Nintendo has a lot of explaining to do in regards to this Pokemon (see Pokemon Rants). The reason why the alien's so anticipated is the fact that it learns Heal Bell... the only non-Normal to do so. Also, it's got balanced stats and a decent moveset.

Natural Moves:

Leech Seed (start)
Confusion (start)
Recover (start)
Heal Bell (start)
Safeguard (L10 Celebi)
Ancientpower (L20 Celebi)
Future Sight (L30 Celebi)
Baton Pass (L40 Celebi)
Perish Song (L50 Celebi)

TM/HM: Curse (3), Toxic (6), Psych Up (9), Hidden Power (10), Sunny Day (11), Sweet Scent (12), Snore (13), Hyper Beam (15), Protect (17), Rain Dance (18), Giga Drain (19), Endure (20), Frustration (21), Solarbeam (22), Return (27), Psychic (29), Shadow Ball (30), Mud-Slap (31), Double Team (32), Swagger (34), Sleep Talk (35), Sandstorm (37), Swift (39), Defense Curl (40), Detect (43), Rest (44), Nightmare (50), Flash (H5)

Breeding: None (mystical, can't breed)

Crystal Move Tutor: None

Maximum Stats: L50: 175 HP, 120 Attack, 120 Defense, 120 Speed, 120 Special Attack, 120 Special Defense

L100: 403 HP (T15), 298 Attack (T30), 298 Defense (T25), 298 Speed (T19), 298 Special Attack (T22), 298 Special Defense (T21)

Recommended Movesets:

Leech Seed, Psychic, Recover, Heal Bell *Miracle Berry*

Ancientpower, Giga Drain, Recover, Heal Bell *Leftovers*

8) Secrets and Other Stuff

This is all the fun stuff you can do with PS2.

GSC Info in the Library

Contributed by: Donald

Normally, the Library doesn't have information on the Gold/Silver/Crystal Pokemon. In order to unlock it, get the Raichu medal (beat the Elite 4 level) in the Academy.

Baton Passing Farfetch'd

Contributed by: Donald

If you beat the Rival in R1, you'll get a Farfetch'd that knows Baton Pass.

Earthquake Gligar

Contributed by: Donald

Beat the Rival in R2 (good luck), and you'll get a Gligar that knows Earthquake! Finally, Gligar can shaft Electrics with a super-effective move. Also, it knows Wing Attack and Counter.

Three Title Screens

Contributed by: Donald

There are three different title screens for PS2:

-One with baby Pokemon on a clear day. This lasts until you beat the R1 Rival, then you get...

-One with fully-evolved Pokemon fighting at night. You'll have this screen until you beat the Rival in R2.

-Finally, you'll get a screen with Lugia and Ho-oh facing off when you beat the R2 Rival.

Doduo and Dodrio (2-4x speed for GB tower) modes

Contributed by: Donald

The best part of PS1 was that you could use Dodrio mode and potentially beat the GB game in a day. It's back for PS2, with a few modifications.

-To unlock Doduo (double-speed) mode for RBY, beat all the cups in the Stadium in R1, or beat both Gym Leader Castles.

-To unlock Dodrio (quad-speed) mode for RBY, complete the other requirement for Doduo mode. (Example: If you beat the Stadium, go whup the Gym Leaders.)

-To unlock Doduo mode for GSC, beat the R2 Stadium or Gym Leader Castle.

-To unlock Dodrio (note: this is only 3x speed) for GSC, complete the other requirement.

Move Returner

Contributed by: Donald

If you beat the Johto Gym Leader Castle with your own Pokemon (not registered), Lance will give you the opportunity to give your Pokemon a chance to relearn a NATURAL (no Egg moves) move that had been forgotten previously.

This trick can be used to give your Lugia Aeroblast (for the Gold players) or a Ho-oh Sacred Fire (Silver players).

If you'll allow me, I'd like to give some random musings about PS2.

-It's too bad Doduo and Dodrio modes for GSC don't allow full color gaming. Heck, Dodrio mode doesn't even have a border.

-Also, why can't people who haven't beat the unElite 4 in GSC use Doduo/Dodrio mode? It'll make the process a lot quicker.

-Another GS complaint: Why can't you transfer Pokemon in the lab from one game to another through the N64 PC? (You can, but the receiving game requires 150 Pokemon.) I wanted to start my game over recently, and blew all my early cash on Poke Balls to pull a series of trades.

-The Rival in R2 is actually worse than the R2 Mewtwo in PS1. The Rival can switch his Pokemon around, Mewtwo has to sit there and take the punishment. *remembers the time he killed the R2 Mewtwo with Toxic and Leech Seed from his Exeggutor*

-More proof that Crystal can be used with PS2: There's a female trainer in the end credits, and one of the features of Crystal is a female trainer.

-Earl looks fat enough to be Mario with a haircut.

-Why must the rental Mew and Celebi suck so much? The stats for it are over 60 points off the max... and the movesets aren't that hot either.

9) Pokemon Rants

Oh no, I'm not done ranting yet.

a) Nintendo's Marketing

Pokemon must be a great game to survive the fools that run it.

Since the game was first released in 1998 (Red/Blue for the old Game Boy), Nintendo has dropped the ball with:

-The anime

-Previous games that really were dumb ideas (Pokemon Snap, Hey You Pikachu!, etc.)

-The poorly-planned tours and Mew

-The 2000 World Pokemon Championships (specially, the US qualifying)

-Celebi

The anime is argument #1 for people who slam the game. The problem is, the anime actually debuted BEFORE the games, leaving a lot of people with bad impressions of the game. As such, they slammed it as being "too kiddy". When in reality, there's a lot of complicated things in Pokemon when you get down to it. Complicated things include the calculation of statistics, the creation of a "perfect team" (doesn't exist), and the design of movesets.

Future games (such as the pinball game, Snap, and Hey You Pikachu!) didn't help. Pokemon Pinball really is an okay pinball game, but the fact that there's Pokemon involved pulled a lot of people away from it. Pokemon Snap was far too short (my brother, an experienced player, beat the game in

two HOURS, and we had all the Pokemon in two days), and the concept of getting high scores didn't give the game enough replay value. And Hey You Pikachu! was not a good use of voice-recognition. Why not put it in a football game, where you can literally "call the plays" in one-player mode? Or in an RPG (not Pokemon) where you can make important decisions vocally?

When the RPGs began to fly off the shelves, Nintendo began to form tours to publicize the RPGs and the card game. However, a good majority of the Pokemon populace didn't get a chance to attend the tours due to our location. The main reason a lot of us wanted to go to the tours in the first place was to get the 151st Pokemon, Mew. Why wasn't it just put in the game as a reward for "catching 'em all"? That was the main selling point for the games, and all that the player gets is a diploma. Granted, that was what people got in Japan (thanks to Meowth346 for doing the research on that), unlike later when Celebi would appear. Still, Nintendo plugged on with the tours.

The high point of a lot of Pokemon tours was the concept of people having link battles and testing out the fruits of their labor. This led to the search for a "World Pokemon Champion", which was held in 2000. Most of the national championships were well done (England's especially, despite the GameShark paranoia of a couple of reps, which may have cost one player a trip to the worlds). However, the United States only allowed 128 people to attempt to represent their country, of which 64 were from the same time zone. Also, why were qualification tourneys only held at Wizards of the Coast stores? Nintendo's had success with holding events at Wal-Mart, which is in almost every city and town in North America. I'm not slamming the success of Ian "EeveeTrainer" Garvey, the US champ. Or Kurt "Sonuis" Handley, who made the US nationals. It's just that the competition would've been a lot fiercer if other cities were included.

On the World level, why wasn't Canada, home to some of the best trainers around, not invited? Australia was included for a darn good reason: The World Championships were in Sydney, and not inviting an Aussie wouldn't have been proper. But Canada (similar population to Australia, about 3x the size), wasn't included. I, for one, would've liked a chance to compete. Maybe another tournament, this one for GSC, is in the works for Salt Lake City (2002 Winter Olympics) or Tokyo/Seoul (2002 World Cup of Soccer), so they can correct that. If not, there's going to be problems.

(Want to help get a championship? Sign the petition started by my colleague Nick Moore at:

<http://www.petitiononline.com/petitions/nickwhiz1.html>)

The last straw came this past month, when Celebi (#251) wasn't included in Pokemon Crystal. WHY? It was in the original Japanese version of the game: You used the Mobile Adapter, got the GS Ball, then after getting 16 badges, went to Kurt. The next day, he took you to the shrine in Azalea, and you fought a L30 Celebi. The Mobile Adapter support was taken out of Crystal, so that option wouldn't have been available. But still, it could have been programmed so that the GS Ball was given to you by Prof. Oak, or that one of the PS2 gift Pokemon came with it attached. Nope, they just plum took it out. There was a contest to give 251 people Celebi, but that leaves how many people scrambling for a GameShark? There's another tour coming, so look for a Celebi machine. That is, if you can get to a Six Flags theme park.

Still, Pokemon will survive. For the past 34 months, it's fallen victim

to some of the dumbest ideas in video game history. And it's survived.
That's why it's a good bet.

-Donald Theriault, Dartmouth NS, July 31, 2001

b) The Clause Rant

"It's pretty sad when a Pokemon battle has more clauses than the US Constitution" -PikaCharma, Azure Heights

"People use clauses to cover what their playing ability can't" -Mu, Azure Heights

"Clausewhore" -The Great Dreamer

But what are these clauses? And do they really belong in the usual spectre of gameplay? For this little rant, I use the three Rs: Rule, Rationale, and Reaction.

Sleep Clause

Rule: Only one Pokemon can be put to sleep by the opponent at one time (using Rest does not affect this)

Rationale: Since a Pokemon is essentially defenseless while asleep, it prevents people on a hot streak from sweeping the battle

Reaction: I have been on the bad end of a Sleep sweep back in my n00b days, when my friend's Gengar nailed 6 Hypnosis in a row and proceeded to Dream Eater me to death. But that's a rare case. In Stadium, however, the sleep count is usually cut in half of what it would be in a Game Boy link battle, plus the moves Sleep Talk (allowing you to attack while sleeping) and Heal Bell really weaken the effectiveness. Need I also mention the Mint Berry? And if you really want to ruin Sleepers, just Fire Blast them... the only Sleep moves worth using are Lovely Kiss, Sleep Powder, and Spore. All of the Pokemon that use it are Fire-weak (except Smeargle). Conclusion: It's really not needed.

Freeze Clause

Rule: No more than one Pokemon may be frozen at a time

Rationale: An Ice-type on a hot streak could conceivably freeze an entire team solid, preventing it from doing anything.

Reaction: If you clause Freeze, you essentially clause luck. There's no move that offers Freeze as its sole purpose, and the attacks that do inflict Freeze only do so 1 out of every ten shots. Plus, Pokemon can now defrost (9.7% chance), and there are moves designed to help frozen Pokemon (Sacred Fire and Flame Wheel). Or, if you suspect a Fire move coming, switch a frozen Pokemon in and they'll defrost that way. Or Heal Bell, or Burnt Berry... etc. Conclusion: Not needed. (NOTE: Stadium 2 automatically enforces this clause).

Item Clause

Rule: The same item can't be held by two Pokemon

Rationale: Does everyone have the same luck of getting Miracleberries? Or Leftovers?

Reaction: HELL YEAH! Getting more Leftovers is as easy as grabbing a RBY

game and yanking them off Snorlax. Miracleberries are usually held to one a team anyway, so that's not a factor. This clause was probably thrown into Stadium 2 so Nintendo could test your mad item juggling skillz. Conclusion: Not needed.

Evade Clause

Rule: You can't use Double Team or Minimize at all/only on Pokemon that naturally learn it/can use, but only on one Pokemon (all three variations seen)

Rationale: Evading makes battles last too long.

Reaction: Would it kill you to bring a bloody Hazer? Good lord... This is known around the Internet as "Cat-Gonk clause" in deference to Kingdra fan and Double Team (ab)user Ancient Egyptian Cat-Gonk. As mentioned, Haze is an easy counter to the evading, and there's a number of excellent Pokemon that can learn it. Conclusion: Not needed. (This clause not enforced in Stadium 2, I just felt like ranting about it).

OHKO Clause

Rule: Same as Evade Clause, only with Horn Drill/Fissure/Guillotine

Rationale: OHKOs have no real defense, and hit more than the 29.6% accuracy would indicate.

Reaction: The prevalence of OHKO moves and the fact that they were changed from speed dependant to level dependant has made them popular. Another reason? Curselax and its swearing bretheren. Still, a simple remedy to this is allowing the use of Evasion, or using Flying/Ghost Pokemon. And if OHKOs have 60% accuracy for you, I pity your luck. Conclusion: Drop it. (This also isn't enforced in Stadium 2).

00ber-Legendary Clause

Rule: Mewtwo, Mew, Lugia, Ho-oh, and Celebi can't be used in battle

Rationale: Those 5 Pokemon completely unbalance the game. If you try to counter them, you end up having nothing left for the other 246.

Reaction: Funny, my Tyranitar and Jolteon seem to have no problem at all countering those 5... But this is one of the clauses I do support. There is something completely unbalancing about them:

-Mewtwo's got the monster Special Attack, Speed, and can learn Submission to beat its one true weakness (Dark).

-Mew learns everything, so it's practically impossible to plan for.

-Lugia and Ho-oh have monster Defenses. Should birds be able to survive 2 Zapdos Thunderbolts without fainting? They can. Also, unless you give Tyranitar a Hard Stone, his Ancientpower will NOT faint Ho-oh, despite a 4x weakness! If you do give T-Tar a Hard Stone, he has about a 55% chance of pulling it off.

-Celebi with Leech Seed and Recover + Leftovers is very difficult to take out as well

I'm kinda leaning toward Celebi being legal (7 weaknesses, basically dead to the first Curser or Steel-type that it sees), but the 00ber-ban will remain for a long time. Conclusion: Keep it.

Other clauses I've seen called in battle: Paralyze Clause, Recovery Clause, and even THUNDERBOLT Clause (don't make a team with a 5-way Electric weakness, or you'd be calling that too). Why? Just stick with what we've got, pack a Heal Beller and a Hazer, don't forget your Leftovers, and enjoy.

-Donald Theriault, October 20, 2001

10) Conclusion:

Yes, you've reached the end. But before you go, take a time out to thank the people/companies who helped this guide along.

NOA/Creatures/GameFreak: For releasing the game and being the official caretakers of Pokemon. Now, let's have a GSC World Championships, huh? I want to school some people... and make sure you include Canada this time.

Nintendo Power: Their Pokemon Stadium 2 Player's Guide is where I got all the movesets for this guide.

Brady Games: I got the Challenge Cup themes from their guide.

Lickitung: For the heads up on Mew and Celebi in the R2 Prime Cup.

White Cat: His Pokedex was used to grab the Crystal moves.
(<http://www.white-cat.net/files/gsdex.txt>)

Meowth346: His Pokemon Forever site is the source for most of the Crystal info, and the true story behind Mew. Great job, Meowth!!

All the guys on the GameFAQs and Azure Heights boards for rating my teams and letting me be a part of the most eclectic group on the Interent.

GameFAQs.com: For hosting this guide and my many... okay, three others.

Machop, Marowak, Starmie, Skarmory, Celebi, and Scizor: My current Silver team.

You: For reading the guide. Thanks a lot!

Other FAQs/Walkthroughs by this author:

Earthbound (SNES)
Mega Man 4 (NES)
Pokemon Gold/Silver (GBC)

Coming soon:

Pokemon Crystal (GBC)
Pokemon Yellow (originally MetroidMoo's) (GB)
You Don't Know Jack Movies (PC)
You Don't Know Jack Sports (PC)

Potential Guides:

Super Smash Brothers: Melee (GameCube)
Pokemon Advance (GBA)

fin.

