

Version 2.6 - July 3, 2000

I updated the copyright and legal information.

Version 2.4 - June 16, 2000

This FAQ is completed (except for Round 2 and some other things). If you're wondering, I won't add information on Round 2.

Version 2.2 - June 11, 2000

I finished all of the Poke Cup section. The Prime Cup section is done, except for the weaknesses, and I added recommended rental teams thanks to the player's guide made by Nintendo. I also fixed a bunch of grammar and spelling errors. This guide should be completed in another update or two.

Version 2.0 - May 28, 2000

I decided on splitting up the Stadium section into 4 different sections. The Pika Cup and Petit Cup sections are already completed.

I also want to make this note again. Whenever you send in information for an ability, make sure the description of the ability is the exact wording from Stadium.

Version 1.8 - May 21, 2000

I finished the Gym Leaders Castle section! Now there's not that much left to complete. I also added some tips/tricks that were sent in and fixed some layout errors. I'm currently working a guide for the Pokemon TCG, and it should be done soon.

Version 1.7 - May 15, 2000

Pikachoo has told me that only the US version of Pokemon Stadium contains the Gallery. So that explains why that question was asked so much. I got the Pokemon TCG for Game Boy, so I'll probably make a guide for it over the summer.

Anyway, I have most of the Gym Leader Castle completed. I only have to finish the Elite Four and Gary part of it. I also made a couple corrections here and there.

Version 1.6 - April 30, 2000

I tried to send the last update in, but my e-mail wouldn't work for some reason. Now it works, and I can update!

I've noticed that a large number of people have been asking me this lately, "Where's the Gallery?" Go to the screen that let's you select between Battle Now!, Pokemon Stadium, Event Battle, and Options. There should be a box labeled "GALLERY" with a picture of a camera. And in case if you have no idea how to use the Gallery, I made a section for it. Besides adding the Gallery section, I made some corrections thanks to contributors.

Version 1.4 - April 17, 2000 (Not Released)

I added information to the Gym Leader Castle section up to Erika and some more questions to the Frequently Asked Questions section.

Version 1.25 - April 9, 2000

Just some minor updates for today. I've been told by Nightwolf that the item with the green center in the Sushi-Go-Round mini-game is actually tea. I added more ability information sent in by Zer0Lit and Xcom50, and another trick sent in by Filpika182. I also added information to the Gym Leader Castle section up to Misty.

Version 1.2 - April 2, 2000

I already received some e-mail about this game, which is very good (I know people are reading it). For now, I'm going to try to add updates on a weekly basis.

David Webb and Filpikal82 have sent me information on some abilities, and a tip/trick correction was made by Robbie Goodman. I also put up four more tips/tricks (one for the mini-games), the rules for the Cups in Stadium, and some information on Gym Leader Castle. Remember when you send me ability info that the description is directly from Stadium, not something you made up.

This is not really important, but I thought I'd make a note of it. I looked at Rareware's site, and it turns out that the Transfer Pak will not use the GB Camera in the multiplayer mode of Perfect Dark. What you could do with that feature was considered to be too controversial.

Version 1.0 - March 26, 2000

This will probably be my final attempt at actually finishing a guide. So I hope I can get this one done! If I can do it, I'll try to make more FAQs during the summer. A couple sections are not yet complete, but they will be soon. If you want to contribute something to this FAQ, go to the "Contact/Other Info" section for a list. Thanks!

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2) N64 TRANSFER PAK
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This section contains information about the Transfer Pak and how to use it.

What is the Transfer Pak?

This neat accessory is used to transfer data from Game Boy cartridges to your N64 console. It can also be used to "emulate" games. For those of you unfamiliar with emulation, it mainly allows you to play games on other systems. So the Transfer Pak allows you to play your Pokemon Game Boy games on Pokemon Stadium. Remember only certain Game Boy and N64 carts let you use that.

How do I use it?

First, make sure that the N64 is not turned on. Then take the Game Boy cartridge and insert it (label facing out) in the slot on the Transfer Pak. Now take the controller you want to put the device in and insert it in the slot where you would normally put the Controller Pak, Rumble Pak, etc. Turn on the console, and you're ready to go!

What games use the Transfer Pak?

The only games I know of that use it are Pokemon Stadium and Mario Golf. Obviously, more games will probably make use of it in the future.

Can I buy the device separately?

Yes. The MSRP (Manufacturer's Suggested Retail Price) is about \$19.95. That's the suggested price, so not every store may have that price. You can probably find the Transfer Pak at any store that sells N64 accessories.

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3) PIKA CUP
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This section provides information about the Pika Cup.

Cup Rules

1. Enter with six Pokemon.

Description: Choose six Pokemon before going to battle. You may not choose more than one of a certain kind of Pokemon.

2. Choose three out of six Pokemon.

Description: Out of the six Pokemon chosen, choose the three that are to be used in battle. Try to choose the three battle Pokemon that have advantages over the likely opponents.

3. Levels 15 to 20.

Description: Almost all Pokemon between levels 15 and 20 may be used. If you don't have six Pokemon, you may add Rental Pokemon.

4. Maximum three-Pokemon level total 50

Description: The combined levels of the three battle Pokemon may not exceed 50.

5. No two Pokemon asleep or frozen: If one Pokemon falls asleep, none of the others can be put to sleep by an opponent. The same goes for freezing. It is possible to have one Pokemon asleep and another frozen.

6. Mew can't attend.

Description: Mew may be used only for the Gym Leader Castle, Prime Cup, and Free Battle.

7. Get a continue for a perfect match.

Description: You earn a continue for every battle won without a fainted Pokemon. If you have a continue, you may try again after losing a battle.

8. No Selfdestruct move with last Pokemon.

Description: If your last remaining Pokemon uses Selfdestruct or Explosion, you lose, even if the opponent's last Pokemon faints.

Rental Team

#026 - Raichu
#062 - Poliwrath
#059 - Arcanine
#103 - Exeggutor
#096 - Drowzee
#147 - Dratini

Battle 1

Trainer - Bug Boy

Pokemon:

#030 - Nidorina (Nidory)
#023 - Ekans (Ekany)
#048 - Venonat (Venomy)
#012 - Butterfree (Buttery)
#014 - Kakuna (Kakuny)
#046 - Paras (Pary)

Recommended Types to Use:

Nidorina - Bug, Ground, & Psychic
Ekans - Bug, Ground, & Psychic
Venonat - Bug, Fire, Flying, Psychic, & Rock
Butterfree - Electric, Fire, Flying, Ice, & Poison
Kakuna - Bug, Fire, Flying, Psychic, & Rock
Paras - Bug, Fire, Flying, Ice, & Poison

Battle 2

Trainer - Lad

Pokemon:

#017 - Pidgeotto (Pidgeotty)
#083 - Farfetch'd (Farfety)
#069 - Bellsprout (Sprouty)
#002 - Ivysaur (Ivysaury)
#041 - Zubat (Zubaty)
#074 - Geodude (Geody)

Recommended Types to Use:

Pidgeotto - Electric, Ice, & Rock
Farfetch'd - Electric, Ice, & Rock
Bellsprout - Bug, Fire, Flying, Ice, & Psychic
Ivysaur - Bug, Fire, Flying, Ice, & Psychic
Zubat - Bug, Electric, & Ice
Geodude - Grass, Ground, Ice, & Water

Battle 3

Trainer - Swimmer

Pokemon:

#061 - Poliwhirl (Polimer)
#008 - Wartortle (Tortmer)
#129 - Magikarp (Magimer)
#079 - Slowpoke (Slowmer)
#120 - Staryu (Staryumer)
#033 - Nidorino (Nidorimer)

Recommended Types to Use:

Poliwhirl - Electric & Grass
Wartortle - Electric & Grass
Magikarp - Electric & Grass
Slowpoke - Bug, Electric, & Grass
Staryu - Electric & Grass
Nidorino - Bug, Ground, & Psychic

Battle 4

Trainer - Burglar

Pokemon:

#038 - Ninetales (Ninelar)
#058 - Growlithe (Growlar)
#027 - Sandshrew (Sandlar)
#096 - Drowzee (Drowlar)
#005 - Charmeleon (Charmelar)

#037 - Vulpix (Vular)

Recommended Types to Use:

Ninetales - Ground, Rock, & Water
Growlithe - Ground, Rock, & Water
Sandshrew - Grass, Ice, & Water
Drowzee - Bug
Charmeleon - Ground, Rock, & Water
Vulpix - Ground, Rock, & Water

Battle 5

Trainer - Mr. Fix

Pokemon:

#100 - Voltorb (Voltician)
#081 - Magnemite (Mitecian)
#137 - Porygon (Porycian)
#056 - Mankey (Mancian)
#099 - Kingler (Glercian)
#026 - Raichu (Raician)

Recommended Types to Use:

Voltorb - Ground
Magnemite - Ground
Porygon - Fighting
Mankey - Flying & Psychic
Kingler - Electric & Grass
Raichu - Ground

Battle 6

Trainer - Hiker

Pokemon:

#111 - Rhyhorn (Hihorn)
#040 - Wigglytuff (Higglytuff)
#064 - Kadabra (Hidabra)
#066 - Machop (Hichop)
#117 - Seadra (Hidra)
#092 - Gastly (Higast)

Recommended Types to Use:

Rhyhorn - Grass, Ground, Ice, & Water
Wigglytuff - Fighting
Kadabra - Bug
Machop - Flying & Psychic
Seadra - Electric & Grass
Gastly - Ground & Psychic

Semifinal

Trainer - Lass

Pokemon:

#130 - Gyarados (Gyaradette)
#122 - Mr. Mime (Mimess)

- #059 - Arcanine (Arcaness)
- #073 - Tentacruel (Cruelette)
- #087 - Dewgong (Dewgette)
- #052 - Meowth (Meowette)

Recommended Types to Use:

- Gyarados - Electric
- Mr. Mime - Bug
- Arcanine - Ground, Rock, & Water
- Tentacruel - Bug, Electric, Ground, & Psychic
- Dewgong - Electric, Fighting, Grass, & Rock
- Meowth - Fighting

Final

Trainer - Fisher

Pokemon:

- #148 - Dragonair (Nairish)
- #080 - Slowbro (Broish)
- #036 - Clefable (Fablsh)
- #072 - Tentacool (Coolish)
- #020 - Raticate (Ticatish)
- #055 - Golduck (Goldish)

Recommended Types to Use:

- Dragonair - Ice
- Slowbro - Bug, Electric, & Grass- Fighting
- Tentacool - Bug, Electric, Ground, & Psychic
- Raticate - Fighting
- Golduck - Electric, Rock, & Grass

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4) PETIT CUP
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This section provides information about the Petit Cup.

Cup Rules

1. Blue Panels (Qualifying Pokemon): 45
Description: Press A when you highlight this rule, and it will bring up a list of Pokemon. Pokemon in blue boxes can be used but ones in red boxes cannot.
2. Enter with six Pokemon.
Description: Choose six Pokemon before going to battle. You may not choose more than one of a certain kind of Pokemon.
3. Choose three out of six Pokemon.
Description: Out of the six Pokemon chosen, choose the three that are to be used in battle. Try to choose the three battle Pokemon that have advantages over the likely opponents.
4. Levels 25 to 30.
Description: Pokemon of levels 25 to 30 may be used. If you don't have six Pokemon, you may add Rental Pokemon.
5. Maximum three-Pokemon level total 80

Description: The combined levels of the three battle Pokemon may not exceed 80.

6. Max. HT 6' 8'' and max. WT 44 lbs.

Description: The height of Pokemon may not exceed 6' 8''. Likewise, the maximum allowable weight is 44 lbs.

7. Un-evolved Pokemon only.

Description: Only un-evolved Pokemon may be used.

8. No two Pokemon asleep or frozen.

Description: If one Pokemon falls asleep, none of the others can be put to sleep by an opponent. The same goes for freezing. It is possible to have one Pokemon asleep and another frozen.

9. Mew can't attend.

Description: Mew may be used only for the Gym Leader Castle, Prime Cup, and Free Battle.

10. Get a continue for a perfect match.

Description: You earn a continue for every battle won without a fainted Pokemon. If you have a continue, you may try again after losing a battle.

11. No Selfdestruct move with last Pokemon.

Description: If your last remaining Pokemon uses Selfdestruct or Explosion, you lose, even if the opponent's last Pokemon faints.

Rental Team

#025 - Pikachu
#001 - Bulbasaur
#116 - Horsea
#027 - Sandshrew
#092 - Gastly
#147 - Dratini

Battle 1

Trainer - Bug Boy

Pokemon:

#010 - Caterpie (Caterpy)
#013 - Weedle (Weedly)
#046 - Paras (Pary)
#043 - Oddish (Oddy)
#069 - Bellsprout (Bellisy)
#102 - Exeggcute (Eggy)

Recommended Types to Use:

Caterpie - Fire, Flying, Poison, & Rock
Weedle - Bug, Fire, Ground, & Psychic
Paras - Bug, Fire, Flying, Ice, & Poison
Oddish - Bug, Fire, Flying, Ice, & Psychic
Bellsprout - Bug, Fire, Flying, Ice, & Psychic
Exeggcute - Bug, Fire, & Flying

Battle 2

Trainer - Lad

Pokemon:

#016 - Pidgey (Piddy)
#019 - Rattata (Ratty)
#132 - Ditto (Ditty)
#001 - Bulbasaur (Bulby)
#023 - Ekans (Ekansy)
#041 - Zubat (Zubaty)

Recommended Types to Use:

Pidgey - Electric, Ice, & Rock
Rattata - Fighting
Ditto - Fighting
Bulbasaur - Bug, Fire, Flying, Ice, & Psychic
Ekans - Bug, Ground, & Psychic
Zubat - Bug, Electric, & Ice

Battle 3

Trainer - Nerd

Pokemon:

#074 - Geodude (Dudegeo)
#092 - Gastly (Lygast)
#100 - Voltorb (Orbvolt)
#090 - Shellder (Dershell)
#109 - Koffing (Fingkof)
#102 - Exeggcute (Cutegg)

Recommended Types to Use:

Geodude - Grass, Ground, Ice, & Water
Gastly - Ground & Psychic
Voltorb - Ground
Shellder - Electric & Grass
Koffing - Bug, Ground, & Psychic
Exeggcute - Bug, Fire, & Flying

Battle 4

Trainer - Sailor

Pokemon:

#098 - Krabby (Krablor)
#116 - Horsea (Sealor)
#129 - Magikarp (Magilor)
#066 - Machop (Choplor)
#118 - Goldeen (Goldor)
#021 - Spearow (Spealor)

Recommended Types to Use:

Krabby - Electric & Grass
Horsea - Electric & Grass
Magikarp - Electric & Grass
Machop - Flying & Psychic
Goldeen - Electric & Grass
Spearow - Electric, Ice, & Rock

Battle 5

Trainer - Jr. (Female)

Pokemon:

#104 - Cubone (Cucu)
#058 - Growlithe (Growlgrowl)
#052 - Meowth (Meowmeow)
#063 - Abra (Abab)
#060 - Poliwhag (Polipoli)
#039 - Jigglypuff (Jiggjig)

Recommended Types to Use:

Cubone - Grass, Ice, & Water
Growlithe - Ground, Rock, & Water
Meowth - Fighting
Abra - Bug
Poliwhag - Electric & Grass- Fighting

Battle 6

Trainer - Jr. (Male)

Pokemon:

#050 - Diglett (Digster)
#081 - Magnemite (Magster)
#083 - Farfetch'd (Fetchant)
#041 - Zubat (Zuster)
#004 - Charmander (Charmant)
#007 - Squirtle (Squirtant)

Recommended Types to Use:

Diglett - Grass, Ice, & Water
Magnemite - Ground
Farfetch'd - Electric, Ice, & Rock
Zubat - Bug, Electric, & Ice
Charmander - Ground, Rock, & Water
Squirtle - Electric & Grass

Semifinal

Trainer - Lass

Pokemon:

#140 - Kabuto (Kabutess)
#025 - Pikachu (Pikette)
#037 - Vulpix (Vulesse)
#035 - Clefairy (Clefairess)
#039 - Jigglypuff (Puffette)
#133 - Eevee (Eevette)

Recommended Types to Use:

Kabuto - Fighting, Grass, & Ground
Pikachu - Ground
Vulpix - Ground, Rock, & Ice
Clefairy - Fighting

Jigglypuff - Fighting
Eevee - Fighting

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5) POKE CUP

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This section provides information about the Poke Cup.

Cup Rules

1. Blue Panels (Qualifying Pokemon): 149

Description: Press A when you highlight this rule, and it will bring up a list of Pokemon. Pokemon in blue boxes can be used but ones in red boxes cannot. Only Mewtwo and Mew are in red.

2. Enter with six Pokemon.

Description: Choose six Pokemon before going to battle. You may not choose more than one of a certain kind of Pokemon.

3. Choose three out of six Pokemon.

Description: Out of the six Pokemon chosen, choose the three that are to be used in battle. Try to choose the three battle Pokemon that have advantages over the likely opponents.

4. Levels 50 to 55.

Description: Pokemon of levels 50 to 55 may be used. If you don't have six Pokemon, you may add Rental Pokemon.

5. Maximum three-Pokemon level total 155

Description: The combined levels of the three battle Pokemon may not exceed 155.

6. No two Pokemon asleep or frozen.

Description: If one Pokemon falls asleep, none of the others can be put to sleep by an opponent. The same goes for freezing. It is possible to have one Pokemon asleep and another frozen.

7. Mew can't attend.

Description: Mew may be used only for the Gym Leader Castle, Prime Cup, and Free Battle.

8. Get a continue for a perfect match.

Description: You earn a continue for every battle won without a fainted Pokemon. If you have a continue, you may try again after losing a battle.

9. No Selfdestruct move with last Pokemon.

Description: If your last remaining Pokemon uses Selfdestruct or Explosion, you lose, even if the opponent's last Pokemon faints.

Poke Ball

Rental Team

#050 - Diglett
#063 - Abra
#120 - Staryu
#124 - Jynx
#126 - Magmar

#135 - Jolteon

Battle 1 - Hiker

Pokemon:

#029 - Nidoran - F (Ran-nido)
#032 - Nidoran - M (Ran-nido)
#023 - Ekans (Kans-e)
#106 - Hitmonlee (Monlee-hit)
#066 - Machop (Chop-ma)
#056 - Mankey (Key-man)

Recommended Types to Use:

Nidoran (F) - Bug, Ground, & Psychic
Nidoran (M) - Bug, Ground, & Psychic
Ekans - Bug, Ground, & Psychic
Hitmonlee - Flying & Psychic
Machop - Flying & Psychic
Mankey - Flying & Psychic

Battle 2 - Rocker

Pokemon:

#100 - Voltorb (Voltace)
#081 - Magnemite (Magnemace)
#025 - Pikachu (Pikace)
#069 - Bellsprout (Sproutace)
#001 - Bulbasaur (Bulbace)
#043 - Oddish (Oddace)

Recommended Types to Use:

Voltorb - Ground
Magnemite - Ground
Pikachu - Ground
Bellsprout - Bug, Fire, Flying, Ice, & Psychic
Bulbasaur - Bug, Fire, Flying, Ice, & Psychic
Oddish - Bug, Fire, Flying, Ice, & Psychic

Battle 3 - Juggler

Pokemon:

#096 - Drowzee (Drow-zee)
#092 - Gastly (Gast-ly)
#107 - Hitmonchan (Hitmo-chan)
#067 - Machoke (Ma-choke)
#074 - Geodude (Geo-dude)
#035 - Clefairy (Cle-fairy)

Recommended Types to Use:

Drowzee - Bug
Gastly - Ground & Psychic
Hitmonchan - Flying & Psychic
Machoke - Flying & Psychic
Geodude - Grass, Ground, Ice, & Water
Clefairy - Fighting

Battle 4 - Beauty

Pokemon:

#116 - Horsea (Horsedy)

#120 - Staryu (Yudy)
#090 - Shellder (Shelldy)
#140 - Kabuto (Kabudy)
#104 - Cubone (Cubody)
#111 - Rhyhorn (Rhydy)

Recommended Types to Use:

Horsea - Electric & Grass
Staryu - Electric & Grass
Shellder - Electric & Grass
Kabuto - Electric, Fighting, Grass, Ground, & Water
Cubone - Grass, Ice, & Water
Rhyhorn - Grass, Ground, Ice, & Water

Battle 5 - Medium

Pokemon:

#092 - Gastly (Gast-ly)
#037 - Vulpix (Vul-pix)
#041 - Zubat (Zu-bat)
#118 - Goldeen (Gol-deen)
#072 - Tentacool (Tenta-cool)
#012 - Butterfree (Butter-free)

Recommended Types to Use:

Gastly - Ground & Psychic
Vulpix - Ground, Rock, & Water
Zubat - Bug, Electric, & Ice
Goldeen - Electric & Grass
Tentacool - Bug, Electric, Ground, & Psychic
Butterfree - Electric, Fire, Flying, Ice, Poison, & Rock

Battle 6 - Tamer

Pokemon:

#019 - Rattata (Tatarat)
#058 - Growlithe (Lithegrowl)
#104 - Cubone (Bonecu)
#027 - Sandshrew (Shrewsand)
#004 - Charmander (Mander-cha)
#007 - Squirtle (Lesquirt)

Recommended Types to Use:

Rattata - Fighting
Growlithe - Ground, Rock, & Water
Cubone - Grass, Ice, & Water
Sandshrew - Grass, Ice, & Water
Charmander - Ground, Rock, & Water
Squirtle - Electric & Grass

Semifinal - Psychic

Pokemon:

#063 - Abra (Abrenza)
#079 - Slowpoke (Slowpenza)
#102 - Exeggcute (Eggcutenza)
#084 - Doduo (Dodenza)
#083 - Farfetch'd (Farfenza)
#017 - Pidgeotto (Geottenza)

Recommended Types to Use:

Abra - Bug
Slowpoke - Bug, Electric, & Grass
Exeggcute - Bug, Fire, & Flying
Doduo - Electric, Ice, & Rock
Farfetch'd - Electric, Ice, & Rock
Pidgeotto - Electric, Ice, & Rock

Final - Old Man

Pokemon:

#147 - Dratini (Drani)
#006 - Seel (Sel)
#132 - Ditto (Dito)
#081 - Magnemite (Magmite)
#015 - Beedrill (Bedrill)
#137 - Porygon (Pogon)

Recommended Types to Use:

Dratini - Ice
Seel - Fighting & Rock
Ditto - Fighting
Magnemite - Ground
Beedrill - Flying, Fire, Ground, & Psychic
Porygon - Fighting

Great Ball

Rental Team

#051 - Dugtrio
#053 - Persian
#063 - Abra
#120 - Staryu
#124 - Jynx
#135 - Jolteon

Battle 1 - Biker

Pokemon:

#030 - Nidorina (Rina-nido)
#033 - Nidorino (Rino-nido)
#088 - Grimer (Er-grim)
#109 - Koffing (Ing-koff)
#067 - Machoke (Choke-ma)
#107 - Hitmonchan (Monchan-hit)

Recommended Types to Use:

Nidorina - Bug, Ground, & Psychic
Nidorino - Bug, Ground, & Psychic
Grimer - Bug, Ground, & Psychic
Koffing - Bug, Ground, & Psychic
Machoke - Flying & Psychic
Hitmonchan - Flying & Psychic

Battle 2 - Rocker

Pokemon:

#082 - Magnetron (Magnetace)

#125 - Electabuzz (Buzzace)
#100 - Voltorb (Voltage)
#070 - Weepinbell (Weepinace)
#002 - Ivysaur (Ivysace)
#044 - Gloom (Gloomace)

Recommended Types to Use:

Magnetron - Ground
Electabuzz - Ground
Voltorb - Ground
Weepinbell - Bug, Fire, Flying, Ice, & Psychic
Ivysaur - Bug, Fire, Flying, Ice, & Psychic
Gloom - Bug, Fire, Flying, Ice, & Psychic

Battle 3 - Juggler

Pokemon:

#096 - Drowzee (Drow-zee)
#093 - Haunter (Haunt-er)
#061 - Poliwhirl (Poli-whirl)
#106 - Hitmonlee (Hitmon-lee)
#036 - Clefable (Cle-fable)
#075 - Graveler (Gravel-er)

Recommended Types to Use:

Drowzee - Bug
Haunter - Psychic
Poliwhirl - Electric & Grass
Hitmonlee - Flying & Psychic
Clefable - Fighting
Graveler - Grass, Ground, Ice, & Water

Battle 4 - Beauty

Pokemon:

#098 - Krabby (Krabdy)
#008 - Wartortle (Wartody)
#138 - Omanyte (Omady)
#117 - Seadra (Drady)
#075 - Graveler (Gravedy) #095 - Onix (Onidy)

Recommended Types to Use:

Krabby - Electric & Grass
Wartortle - Electric & Grass
Omanyte - Electric, Fighting, Grass, Ground, & Water
Seadra - Electric & Grass
Graveler - Grass, Ground, Ice, & Water
Onix - Grass, Ground, Ice, & Water

Battle 5 - Medium

Pokemon:

#093 - Haunter (Haunt-er)
#092 - Gastly (Gast-ly)
#119 - Seaking (Sea-king)
#042 - Golbat (Gol-bat)
#108 - Lickitung (Licki-tung)
#081 - Magnemite (Magne-mite)

Recommended Types to Use:

Haunter - Psychic
Gastly - Psychic
Seaking - Electric & Grass
Golbat - Bug, Electric, & Ice
Lickitung - Fighting
Magnemite - Ground

Battle 6 - Tamer

Pokemon:

#133 - Eevee (Vee)
#077 - Ponyta (Tapony)
#105 - Marowak (Wakmaro)
#050 - Diglett (Lettdig)
#108 - Lickitung (Tunglicki)
#020 - Raticate (Caterati)

Recommended Types to Use:

Eevee - Fighting
Ponyta - Ground, Rock, & Water
Marowak - Grass, Ice, & Water
Diglett - Grass, Ice, & Water
Lickitung - Fighting
Raticate - Fighting

Semifinal - Psychic

Pokemon:

#064 - Kadabra (Dabrenza)
#063 - Abra (Abrenza)
#122 - Mr. Mime (Mimenza)
#124 - Jynx (Jynenza)
#018 - Pidgeot (Pidgenza)
#022 - Fearow (Fearenza)

Recommended Types to Use:

Kadabra - Bug
Abra - Bug
Mr. Mime - Bug
Jynx - Bug, Fire, & Rock
Pidgeot - Electric, Ice, & Rock
Fearow - Electric, Ice, & Rock

Final - Old Man

Pokemon:

#148 - Dragonair (Dragair)
#049 - Venomoth (Venoth)
#040 - Wigglytuff (Wigtuff)
#047 - Parasect (Pasect)
#061 - Poliwhirl (Whirl)
#005 - Charmeleon (Charleon)

Recommended Types to Use:

Dragonair - Ice
Venomoth - Flying, Fire, Ground, & Psychic
Wigglytuff - Fighting
Parasect - Fire, Flying, Poison, & Rock
Poliwhirl - Electric & Grass
Charmeleon - Ground, Rock, & Water

Ultra Ball

Rental Team

#022 - Fearow
#051 - Dugtrio
#064 - Kadabra
#087 - Dewgong
#121 - Starmie
#135 - Jolteon

Battle 1 - Biker

Pokemon:

#024 - Arbok (Bok-ar)
#049 - Venomoth (Oth-venom)
#089 - Muk (K-mu)
#062 - Poliwrath (Rath-poliw)
#067 - Machoke (Choke-ma)
#057 - Primeape (Ape-prime)

Recommended Types to Use:

Arbok - Bug, Ground, & Psychic
Venomoth - Flying, Fire, Ground, & Psychic
Muk - Bug, Ground, & Psychic
Poliwrath - Electric, Flying, Grass, & Psychic
Machoke - Flying & Psychic
Primeape - Flying & Psychic

Battle 2 - Rocker

Pokemon:

#125 - Electabuzz (Buzzace)
#101 - Electrode (Electrace)
#026 - Raichu (Raichace)
#114 - Tangela (Tangelace)
#045 - Vileplume (Vileplace)
#071 - Victreebel (Victrace)

Recommended Types to Use:

Electabuzz - Ground
Electrode - Ground
Raichu - Ground
Tangela - Bug, Fire, Flying, Ice, & Poison
Vileplume - Bug, Fire, Flying, Ice, & Psychic
Victreebel - Bug, Fire, Flying, Ice, & Psychic

Battle 3 - Juggler

Pokemon:

#097 - Hypno (Hyp-no)
#094 - Gengar (Gen-gar)
#057 - Primeape (Prime-ape)
#122 - Mr. Mime (Mr.-Mime)
#076 - Golem (Go-lem)
#113 - Chansey (Chan-sey)

Recommended Types to Use:

Hypno - Bug
Gengar - Psychic
Primeape - Flying & Psychic
Mr. Mime - Bug
Golem - Fighting, Grass, Ground, & Water
Chansey - Fighting

Battle 4 - Beauty

Pokemon:

#141 - Kabutops (Topdy)
#087 - Dewgong (Dewgody)
#009 - Blastoise (Blastody)
#121 - Starmie (Miedy)
#076 - Golem (Goledy)
#051 - Dugtrio (Dugdy)

Recommended Types to Use:

Kabutops - Electric, Fighting, Grass, Ground, & Water
Dewgong - Fighting & Rock
Blastoise - Electric & Grass
Starmie - Bug, Electric, & Grass
Golem - Fighting, Grass, Ground, & Water
Dugtrio - Grass, Ice, & Water

Battle 5 - Medium

Pokemon:

#094 - Gengar (Gen-gar)
#082 - Magnetron (Magne-ton)
#073 - Tentacruel (Tenta-crue)
#126 - Magmar (Mag-mar)
#042 - Golbat (Gol-bat)
#091 - Cloyster (Cloy-ster)

Recommended Types to Use:

Gengar - Psychic
Magnetron - Ground
Tentacruel - Bug, Electric, Ground, & Psychic
Magmar - Ground, Rock, & Water
Golbat - Bug, Electric, & Ice
Cloyster - Fighting & Rock

Battle 6 - Tamer

Pokemon:

#053 - Persian (Seianper)
#028 - Sandslash (Slashesand)
#003 - Venusaur (Saurvenu)
#006 - Charizard (Zardchari)
#057 - Primeape (Apeprime)
#099 - Kingler (Lerking)

Recommended Types to Use:

Persian - Fighting
Sandslash - Grass, Ice, & Water
Venusaur - Bug, Fire, Flying, Ice, & Psychic
Charizard - Electric, Ground, Ice, Rock, & Water
Primeape - Flying & Psychic
Kingler - Electric & Grass

Semifinal - Psychic

Pokemon:

- #065 - Alakazam (Zamenza)
- #097 - Hypno (Hypnenza)
- #080 - Slowbro (Broenza)
- #142 - Aerodactyl (Aerodenza)
- #123 - Scyther (Scythenza)
- #085 - Dodrio (Dodrenza)

Recommended Types to Use:

- Alakazam - Bug
- Hypno - Bug
- Slowbro - Bug, Electric, & Grass
- Aerodactyl - Electric, Ice, Rock, & Water
- Scyther - Electric, Fire, Flying, Ice, Poison, & Rock
- Dodrio - Electric, Ice, & Rock

Final - Old Man

Pokemon:

- #149 - Dragonite (Dragite)
- #127 - Pinsir (Pindir)
- #136 - Flareon (Flaron)
- #034 - Nidoking (Niking)
- #055 - Golduck (Goluck)
- #101 - Electrode (Elerode)

Recommended Types to Use:

- Dragonite - Ice
- Pinsir - Fire, Flying, Poison, & Rock
- Flareon - Ground, Rock, & Water
- Nidoking - Bug, Ground, Ice, Psychic, & Water
- Golduck - Electric & Grass
- Electrode - Ground

Master Ball

Rental Team

- #028 - Sandslash
- #064 - Kadabra
- #094 - Gengar
- #121 - Starmie
- #101 - Electrode
- #144 - Articuno

Battle 1 - Biker

Pokemon:

- #110 - Weezing (Ing-weez)
- #089 - Muk (K-mu)
- #031 - Nidoqueen (Queen-nido)
- #068 - Machop (Champ-ma)
- #057 - Primeape (Ape-prime)
- #062 - Poliwrath (Rath-poliw)

Recommended Types to Use:

Weezing - Bug, Ground, & Psychic
Muk - Bug, Ground, & Psychic
Nidoqueen - Bug, Ground, Ice, Psychic, & Water
Machamp - Flying & Psychic
Primeape - Flying & Psychic
Poliwrath - Electric, Flying, Grass, & Psychic

Battle 2 - Rocker

Pokemon:

#145 - Zapdos (Zapace)
#135 - Jolteon (Joltace)
#101 - Electrode (Electrace)
#103 - Exeggutor (Exeggutace)
#114 - Tangela (Tangelace)
#003 - Venusaur (Venusace)

Recommended Types to Use:

Zapdos - Ice & Rock
Jolteon - Ground
Electrode - Ground
Exeggutor - Bug, Fire, & Flying
Tangela - Bug, Fire, Flying, Ice, & Poison
Venusaur - Bug, Fire, Flying, Ice, & Psychic

Battle 3 - Juggler

Pokemon:

#097 - Hypno (Hyp-no)
#094 - Gengar (Gen-gar)
#126 - Magmar (Mag-mar)
#068 - Machamp (Ma-champ)
#124 - Jynx (Jyn-x)
#143 - Snorlax (Snor-lax)

Recommended Types to Use:

Hypno - Bug
Gengar - Ground & Psychic
Magmar - Ground, Rock, & Water
Machamp - Flying & Psychic
Jynx - Bug, Fire, & Rock
Snorlax - Fighting

Battle 4 - Beauty

Pokemon:

#130 - Gyarados (Gyarady)
#073 - Tentacruel (Crueldy)
#121 - Starmie (Miedy)
#139 - Omastar (Omastady)
#112 - Rhydon (Rhyddy)
#028 - Sandslash (Slady)

Recommended Types to Use:

Gyarados - Electric
Tentacruel - Bug, Electric, Ground, & Psychic
Starmie - Bug, Electric, & Grass
Omastar - Electric, Fighting, Grass, Ground, & Water
Rhydon - Grass, Ground, Ice, & Water
Sandslash - Grass, Ice, & Water

Battle 5 - Medium

Pokemon:

- #094 - Gengar (Gen-gar)
- #093 - Haunter (Haunt-er)
- #091 - Cloyster (Cloy-ster)
- #038 - Ninetales (Nine-tales)
- #142 - Aerodactyl (Aero-dact)
- #131 - Lapras (La-pras)

Recommended Types to Use:

- Gengar - Psychic
- Haunter - Psychic
- Cloyster - Fighting & Rock
- Ninetales - Ground, Rock & Water
- Aerodactyl - Electric, Ice, Rock, & Water
- Lapras - Fighting & Rock

Battle 6 - Tamer

Pokemon:

- #128 - Tauros (Rostau)
- #143 - Snorlax (Laxsnor)
- #078 - Rapidash (Dashrapi)
- #115 - Kangaskhan (Khankangas)
- #059 - Arcanine (Ninearca)
- #134 - Vaporeon (Eonvapor)

Recommended Types to Use:

- Tauros - Fighting
- Snorlax - Fighting
- Rapidash - Ground, Rock, & Water
- Kangaskhan - Fighting
- Arcanine - Ground, Rock & Water
- Vaporeon - Electric & Grass

Semifinal - Psychic

Pokemon:

- #065 - Alakazam (Zamenza)
- #064 - Kadabra (Dabrenza)
- #103 - Exeggutor (Gutorenza)
- #121 - Starmie (Mienza)
- #006 - Charizard (Charienza)
- #145 - Zapdos (Zapenza)

Recommended Types to Use:

- Alakazam - Bug
- Kadabra - Bug
- Exeggutor - Bug, Fire, & Flying
- Starmie - Bug, Electric, & Grass
- Charizard - Electric, Ground, Ice, Rock, & Water
- Zapdos - Ice & Rock

Final - Old Man

Pokemon:

- #149 - Dragonite (Dragite)
- #144 - Articuno (Artuno)

- #146 - Moltres (Mores)
- #135 - Jolteon (Jolon)
- #128 - Tauros (Tas)
- #131 - Lapras (Lapas)

Recommended Types to Use:

- Dragonite - Ice & Rock
- Articuno - Fire & Rock
- Moltres - Electric, Rock, & Water
- Jolteon - Ground
- Tauros - Fighting
- Lapras - Fighting & Rock

=====
6) PRIME CUP
=====

This section provides information about the Prime Cup.

Cup Rules

1. Open to all Pokemon.
Description: All 151 Pokemon may enter.

2. Enter with six Pokemon.
Description: Choose six Pokemon before going to battle. You may not choose more than one of a certain kind of Pokemon.

3. Choose three out of six Pokemon.
Description: Out of the six Pokemon chosen, choose the three that are to be used in battle. Try to choose the three battle Pokemon that have advantages over the likely opponents.

4. No level restrictions.
Description: Any Pokemon up to level 100 may be used. The opposing trainers will all use level 100 Pokemon.

5. No two Pokemon asleep or frozen.
Description: If one Pokemon falls asleep, none of the others can be put to sleep by an opponent. The same goes for freezing. It is possible to have one Pokemon asleep and another frozen.

6. Get a continue for a perfect match.
Description: You earn a continue for every battle won without a fainted Pokemon. If you have a continue, you may try again after losing a battle.

7. No Selfdestruct move with last Pokemon.
Description: If your last remaining Pokemon uses Selfdestruct or Explosion, you lose, even if the opponent's last Pokemon faints.

Poke Ball

Rental Team

- #025 - Pikachu
- #100 - Voltorb
- #050 - Diglett
- #063 - Abra
- #061 - Poliwhirl

#070 - Weepinbell

Battle 1 - Cueball

Pokemon:

#046 - Paras (paras)
#010 - Caterpie (caterpie)
#013 - Weedle (weedle)
#129 - Magikarp (magikarp)
#058 - Growlithe (growlithe)
#004 - Charmander (charmander)

Recommended Types to Use:

Paras - Fire, Flying, Ice, Poison, & Rock
Caterpie - Fire, Flying, Poison, & Rock
Weedle - Flying, Fire, Ground, & Psychic
Magikarp - Electric & Grass
Growlithe - Ground, Rock, & Water
Charmander - Ground, Rock, & Water

Battle 2 - Rocket

Pokemon:

#023 - Ekans (Ekanact1)
#096 - Drowzee (Drowzact2)
#088 - Grimer (Grimact3)
#060 - Poliwhirl (Poliact4)
#138 - Omanyte (Omanact5)
#029 - Nidoran - F (Nidoact6)

Recommended Types to Use:

Ekans - Bug, Ground, & Psychic
Drowzee - Bug
Grimer - Bug, Ground, & Psychic
Poliwhirl - Electric & Grass
Omanyte - Fighting & Ground
Nidoran (F) - Bug, Ground, & Psychic

Battle 3 - Judoboy

Pokemon:

#056 - Mankey (Mank)
#066 - Machop (Chop)
#140 - Kabuto (Kab)
#025 - Pikachu (Pikang)
#019 - Rattata (Attata)
#104 - Cubone (Cubon)

Recommended Types to Use:

Mankey - Flying & Psychic
Machop - Flying & Psychic
Kabuto - Fighting & Ground
Pikachu - Ground
Rattata - Fighting
Cubone - Grass, Ice, & Water

Battle 4 - Gambler

Pokemon:

#074 - Geodude (Dugeo)

#126 - Magmar (Marmag)
#086 - Seel (Else)
#118 - Goldeen (Deengol)
#098 - Krabby (Bykrab)
#032 - Nidoran - M (Rannido)

Recommended Types to Use:

Geodude - Grass, Ground, Ice, & Water
Magmar - Ground, Rock, & Water
Seel - Electric & Grass
Goldeen - Electric & Grass
Krabby - Electric & Grass
Nidoran (M) - Bug, Ground, & Psychic

Battle 5 - Cool (F)

Pokemon:

#043 - Oddish (Oddance)
#001 - Bulbasaur (Bulbance)
#007 - Squirtle (Squirtance)
#054 - Psyduck (Psydance)
#116 - Horsea (Horsance)
#133 - Eevee (Eevance)

Recommended Types to Use:

Oddish - Bug, Fire, Ice, & Psychic
Bulbasaur - Bug, Fire, Ice, & Psychic
Squirtle - Electric & Grass
Psyduck - Electric & Grass
Horsea - Electric & Grass
Eevee - Fighting

Battle 6 - Birdboy

Pokemon:#063 - Abra (Abrash)

#041 - Zubat (Zubash)
#016 - Pidgey (Pidgash)
#021 - Spearow (Spearash)
#084 - Doduo (Duodash)
#092 - Gastly (Gastash)

Recommended Types to Use:

Abra - Bug
Zubat - Bug, Electric, Ground, Ice, & Psychic
Pidgey - Electric, Ice, & Rock
Spearow - Electric, Ice, & Rock
Doduo - Electric, Ice, & Rock
Gastly - Psychic

Semifinal - Lab Man

Pokemon:

#090 - Shellder (Der-shell)
#037 - Vulpix (Pix-vul)
#114 - Tangela (Gela-tan)
#072 - Tentacool (Cool-tenta)
#069 - Bellsprout (Sprout-bel)
#147 - Dratini (Tini-dra)

Recommended Types to Use:

Shellder - Electric & Grass
Vulpix - Ground, Rock, & Water
Tangela - Bug, Fire, Flying, Ice, & Poison
Tentacool - Bug, Electric, Grass, Ground, & Psychic
Bellsprout - Bug, Fire, Ice, & Psychic
Dratini - Ice

Final - Cool (M)

Pokemon:

#136 - Flareon (Flarestor)
#079 - Slowpoke (Slowstor)
#050 - Diglett (Digstor)
#108 - Lickitung (Lickistor)
#052 - Meowth (Meowstor)
#081 - Magnemite (Magnestor)

Recommended Types to Use:

Flareon - Ground, Rock, & Water
Slowpoke - Bug, Electric, & Grass
Diglett - Grass, Ice, & Water
Lickitung - Fighting
Meowth - Fighting
Magnemite - Ground

Great Ball

Rental Team

#125 - Electabuzz
#025 - Pikachu
#064 - Kadabra
#126 - Magmar
#087 - Dewgong
#051 - Dugtrio

Battle 1 - Cueball

Pokemon:

#047 - Parasect (parasect)
#011 - Metapod (metapod)
#014 - Kakuna (kakuna)
#005 - Charmeleon (charmeleon)
#039 - Jigglypuff (jigglypuff)
#048 - Venonat (venonat)

Recommended Types to Use:

Parasect - Fire, Flying, Ice, Poison, & Rock
Metapod - Fire, Flying, Poison, & Rock
Kakuna - Flying, Fire, Ground, & Psychic
Charmeleon - Ground, Rock, & Water
Jigglypuff - Fighting
Venonat - Bug, Fire, Flying, Psychic, & Rock

Battle 2 - Rocket

Pokemon:

#097 - Hypno (Hypnoact1)
#061 - Poliwhirl (Poliact2)

#027 - Sandshrew (Sandact3)
#109 - Koffing (Koffact4)
#030 - Nidorina (Nidoact5)
#089 - Muk (Mukact6)

Recommended Types to Use:

Hypno - Bug
Poliwhirl - Electric & Grass
Sandshrew - Grass, Ice, & Water
Koffing - Bug, Ground, & Psychic
Nidorina - Bug, Ground, & Psychic
Muk - Bug, Ground, & Psychic

Battle 3 - Judoboy

Pokemon:

#100 - Voltorb (Volt)
#057 - Primeape (Prime)
#067 - Machoke (Choke)
#026 - Raichu (Rai)
#106 - Hitmonlee (Hitlee)
#105 - Marowak (Wak)

Recommended Types to Use:

Voltorb - Ground
Primeape - Flying & Psychic
Machoke - Flying & Psychic
Raichu - Ground
Hitmonlee - Flying & Psychic
Marowak - Grass, Ice, & Water

Battle 4 - Gambler

Pokemon:

#075 - Graveler (Lergrave)
#035 - Clefairy (Fairyclef)
#077 - Ponyta (Tapony)
#119 - Seaking (Kingsea)
#099 - Kingler (Glerkin)
#033 - Nidorino (Rinonido)

Recommended Types to Use:

Graveler - Grass, Ground, Ice, & Water
Clefairy - Fighting
Ponyta - Ground, Rock, & Water
Seaking - Electric & Grass
Kingler - Electric & Grass
Nidorino - Bug, Ground, & Psychic

Battle 5 - Cool (F)

Pokemon:

#044 - Gloom (Gloomance)
#070 - Weepinbell (Weepance)
#002 - Ivysaur (Ivance)
#055 - Golduck (Goldance)
#008 - Wartortle (Wartance)
#117 - Seadra (Seadrance)

Recommended Types to Use:

Gloom - Bug, Fire, Ice, & Psychic
Weepinbell - Bug, Fire, Ice, & Psychic
Ivysaur - Bug, Fire, Ice, & Psychic
Golduck - Electric & Grass
Wartortle - Electric & Grass
Seadra - Electric & Grass

Battle 6 - Birdboy

Pokemon:

#083 - Farfetch'd (Farfash)
#130 - Gyarados (Gyaradash)
#017 - Pidgeotto (Pidgeotash)
#022 - Fearow (Fearash)
#015 - Beedrill (Beedrash)
#093 - Haunter (Hauntash)

Recommended Types to Use:

Farfetch'd - Electric, Ice, & Rock
Gyarados - Electric
Pidgeotto - Electric, Ice, & Rock
Fearow - Electric, Ice, & Rock
Beedrill - Flying, Fire, Ground, & Psychic
Haunter - Psychic

Semifinal - Lab Man

Pokemon:

#120 - Staryu (Yu-star)
#064 - Kadabra (Abra-kad)
#137 - Porygon (Gon-pory)
#113 - Chansey (Sey-chan)
#003 - Venusaur (Saur-venus)
#102 - Exeggcute (Cute-exegg)

Recommended Types to Use:

Staryu - Electric & Grass
Kadabra - Bug
Porygon - Fighting
Chansey - Fighting
Venusaur - Bug, Fire, Ice, & Psychic
Exeggcute - Bug, Fire, Flying, Ice, & Poison

Final - Cool (M)

Pokemon:

#111 - Rhyhorn (Rhystor)
#082 - Magnetron (Tonstor)
#146 - Moltres (Moltrestor)
#091 - Cloyster (Cloystor)
#148 - Dragonair (Nairstor)
#115 - Kangaskhan (Kangastor)

Recommended Types to Use:

Rhyhorn - Grass, Ground, Ice, & Water
Magnetron - Ground
Moltres - Electric, Ground, Ice, Rock, & Water
Cloyster - Fighting & Rock
Dragonair - Ice
Kangaskhan - Fighting

Ultra Ball

Rental Team

#006 - Charizard
#051 - Dugtrio
#064 - Kadabra
#087 - Dewgong
#101 - Electrode
#094 - Gengar

Battle 1 - Cueball

Pokemon:

#122 - Mr. Mime (mr. mime)
#012 - Butterfree (butterfree)
#059 - Arcanine (arcanine)
#132 - Ditto (ditto)
#040 - Wigglytuff (wigglytuff)
#049 - Venomoth (venomoth)

Recommended Types to Use:

Mr. Mime - Bug
Butterfree - Electric, Fire, Flying, Poison, & Rock
Arcanine - Ground, Rock, & Water
Ditto - Fighting
Wigglytuff - Fighting
Venomoth - Bug, Fire, Flying, Psychic, & Rock

Battle 2 - Rocket

Pokemon:

#110 - Weezing (Weezact1)
#031 - Nidoqueen (Nidoact2)
#024 - Arbok (Arbact3)
#095 - Onix (Onixact4)
#028 - Sandslash (Slashact5)
#139 - Omastar (Omasact6)

Recommended Types to Use:

Weezing - Bug, Ground, & Psychic
Nidoqueen - Bug, Ground, Ice, Psychic, & Water
Arbok - Bug, Ground, & Psychic
Onix - Grass, Ground, Ice, & Water
Sandslash - Grass, Ice, & Water
Omastar - Fighting & Ground

Battle 3 - Judoboy

Pokemon:

#107 - Hitmonchan (Hitchan)
#068 - Machop (Champ)
#123 - Scyther (Scy)
#101 - Electrode (Rode)
#020 - Raticate (Cate)
#062 - Poliwrath (Wrath)

Recommended Types to Use:

Hitmonchan - Flying & Psychic
Machop - Flying & Psychic
Scyther - Electric, Fire, Flying, Poison, & Rock
Electrode - Ground
Raticate - Fighting
Poliwhirl - Electric, Flying, Grass, & Psychic

Battle 4 - Gambler

Pokemon:

#076 - Golem (Lemgo)
#036 - Clefable (Fablecle)
#087 - Dewgong (Gongdew)
#078 - Rapidash (Pidashra)
#127 - Pinsir (Sirpin)
#034 - Nidoking (Kingnido)

Recommended Types to Use:

Golem - Grass, Ground, Ice, & Water
Clefable - Fighting
Dewgong - Fighting & Rock
Rapidash - Ground, Rock, & Water
Pinsir - Fire, Flying, Poison, & Rock
Nidoking - Bug, Ground, Ice, Psychic, & Water

Battle 5 - Cool (F)

Pokemon:

#045 - Vileplume (Vileplance)
#071 - Victreebel (Victrance)
#112 - Rhydon (Rhydance)
#073 - Tentacruel (Tentcrance)
#009 - Blastoise (Blastance)
#131 - Lapras (Laprance)

Recommended Types to Use:

Vileplume - Bug, Fire, Ice, & Psychic
Victreebel - Bug, Fire, Ice, & Psychic
Rhydon - Grass, Ground, Ice, & Water
Tentacruel - Bug, Electric, Grass, Ground, & Psychic
Blastoise - Electric & Grass
Lapras - Fighting & Rock

Battle 6 - Birdboy

Pokemon:

#085 - Dodrio (Duodash)
#006 - Charizard (Charizash)
#018 - Pidgeot (Pidgeotash)
#042 - Golbat (Golbash)
#145 - Zapdos (Zapdash)
#094 - Gengar (Gengash)

Recommended Types to Use:

Dodrio - Electric, Ice, & Rock
Charizard - Electric, Ground, Ice, Rock, & Water
Pidgeot - Electric, Ice, & Rock
Golbat - Bug, Electric, Ground, Ice, & Psychic
Zapdos - Ice & Rock
Gengar - Psychic

Semifinal - Lab Man

Pokemon:

- #125 - Electabuzz (Buz-electa)
- #134 - Vaporeon (Poreon-va)
- #053 - Persian (An-persi)
- #051 - Dugtrio (Trio-dug)
- #141 - Kabutops (Tops-kabu)
- #103 - Exeggutor (Utor-exegg)

Recommended Types to Use:

- Electabuzz - Ground
- Vaporeon - Electric & Grass
- Persian - Fighting
- Dugtrio - Grass, Ice, & Water
- Kabutops - Fighting & Ground
- Exeggutor - Bug, Fire, Flying, Ice, & Poison

Final - Cool (M)

Pokemon:

- #135 - Jolteon (Joltestor)
- #038 - Ninetales (Talestor)
- #080 - Slowbro (Brostor)
- #149 - Dragonite (Nitestor)
- #142 - Aerodactyl (Dactylstor)
- #143 - Snorlax (Snorstor)

Recommended Types to Use:

- Jolteon - Ground
- Ninetales - Ground, Rock, & Water
- Slowbro - Bug, Electric, & Grass
- Dragonite - Ice
- Aerodactyl - Electric, Ice, Rock, & Water
- Snorlax - Fighting

Master Ball

Rental Team

- #051 - Dugtrio
- #059 - Arcanine
- #064 - Kadabra
- #087 - Dewgong
- #101 - Electrode
- #103 - Exeggutor

Battle 1 - Cueball

Pokemon:

- #127 - Pinsir (pinsir)
- #015 - Beedrill (beedrill)
- #136 - Flareon (flareon)
- #126 - Magmar (magmar)
- #020 - Raticate (raticate)
- #115 - Kangaskhan (kangaskhan)

Recommended Types to Use:

Pinsir - Fire, Flying, Poison, & Rock
Beedrill - Flying, Fire, Ground, & Psychic
Flareon - Ground, Rock, & Water
Magmar - Ground, Rock, & Water
Raticate - Fighting
Kangaskhan - Fighting

Battle 2 - Rocket

Pokemon:

#124 - Jynx (Jynact1)
#076 - Golem (Golemact2)
#042 - Golbat (Golbact3)
#142 - Aerodactyl (Aerodact4)
#053 - Persian (Peract5)
#071 - Victreebel (Victract6)

Recommended Types to Use:

Jynx - Bug, Fire, & Rock
Golem - Grass, Ground, Ice, & Water
Golbat - Bug, Electric, Ground, Ice, & Psychic
Aerodactyl - Electric, Ice, Rock, & Water
Persian - Fighting
Victreebel - Bug, Fire, Ice, & Psychic

Battle 3 - Judoboy

Pokemon:

#068 - Machop (Champ)
#123 - Scyther (Scy)
#106 - Hitmonlee (Hitlee)
#057 - Primeape (Prime)
#034 - Nidoking (Nido)
#135 - Jolteon (Jolt)

Recommended Types to Use:

Machop - Flying & Psychic
Scyther - Electric, Fire, Flying, Poison, & Rock
Hitmonlee - Flying & Psychic
Primeape - Flying & Psychic
Nidoking - Bug, Ground, Ice, Psychic, & Water
Jolteon - Ground

Battle 4 - Gambler

Pokemon:

#128 - Tauros (Urosta)
#080 - Slowbro (Broslow)
#051 - Dugtrio (Triodug)
#009 - Blastoise (Oiseblast)
#024 - Arbok (Bokar)
#149 - Dragonite (Nitedrago)

Recommended Types to Use:

Tauros - Fighting
Slowbro - Bug, Electric, & Grass
Dugtrio - Grass, Ice, & Water
Blastoise - Electric & Grass
Arbok - Bug, Ground, & Psychic
Dragonite - Ice

Battle 5 - Cool (F)

Pokemon:

- #121 - Starmie (Starmance)
- #087 - Dewgong (Dewgance)
- #139 - Omastar (Omastance)
- #062 - Poliwrath (Poliwrance)
- #003 - Venusaur (Venance)
- #103 - Exeggutor (Eggustance)

Recommended Types to Use:

- Starmie - Bug, Electric, & Grass
- Dewgong - Fighting & Rock
- Omastar - Fighting & Ground
- Poliwrath - Electric, Flying, Grass, & Psychic
- Venusaur - Bug, Fire, Ice, & Psychic
- Exeggutor - Bug, Fire, Flying, Ice, & Poison

Battle 6 - Birdboy

Pokemon:

- #144 - Articuno (Articash)
- #146 - Moltres (Moltrash)
- #145 - Zapdos (Zapdash)
- #006 - Charizard (Charizash)
- #018 - Pidgeot (Pidgeotash)
- #022 - Fearow (Fearash)

Recommended Types to Use:

- Articuno - Electric, Fire, & Rock
- Moltres - Electric, Ground, Ice, Rock, & Water
- Zapdos - Ice & Rock
- Charizard - Electric, Ground, Ice, Rock, & Water
- Pidgeot - Electric, Ice, & Rock
- Fearow - Electric, Ice, & Rock

Semifinal - Lab Man

Pokemon:

- #065 - Alakazam (Kazam-ala)
- #132 - Ditto (To-dit)
- #094 - Gengar (Gar-gen)
- #078 - Rapidash (Pidash-ra)
- #131 - Lapras (Pras-la)
- #026 - Raichu (Chu-rai)

Recommended Types to Use:

- Alakazam - Bug
- Ditto - Fighting
- Gengar - Psychic
- Rapidash - Ground, Rock, & Water
- Lapras - Fighting & Rock
- Raichu - Ground

Final - Cool (M)

Pokemon:

- #151 - Mew (Mewstor)
- #101 - Electrode (Rodestor)

- #143 - Snorlax (Snorestor)
- #091 - Cloyster (Cloystor)
- #112 - Rhydon (Donstor)
- #059 - Arcanine (Caninestor)

Recommended Types to Use:

- Mew - Bug
- Electrode - Ground
- Snorlax - Fighting
- Cloyster - Fighting & Rock
- Rhydon - Grass, Ground, Ice, & Water
- Arcanine - Ground, Rock, & Water

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7) GYM LEADER CASTLE

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This section provides information on Gym Leader Castle.

Introduction

In my opinion, this is the best mode in the game. If you have played the Game Boy version of Pokemon, you should remember the eight Gym Leaders. In this mode, you fight the Gym Leaders and their underlings in each of the Gyms.

In each Gym, you have to defeat three Trainers before going up against the leader of that Gym. Once all the eight leaders are down, you can battle the Elite Four and your Rival (Gary). Complete Gym Leader Castle, and you randomly get one of the following Pokemon:

- #001 - Bulbasaur
- #004 - Charmander
- #007 - Squirtle
- #106 - Hitmonlee
- #107 - Hitmonchan
- #133 - Eevee
- #138 - Omanyte
- #140 - Kabuto

Rules

1. Open to all Pokemon.
Description: All 151 Pokemon may enter.
2. Enter with six Pokemon.
Description: Choose six Pokemon before going to battle. You may not choose more than one of a certain kind of Pokemon.
3. Choose three out of six Pokemon.
Description: Out of the six Pokemon chosen, choose the three that are to be used in battle. Try to choose the three battle Pokemon that have advantages over the likely opponents.
4. No level restrictions.
Description: Any Pokemon up to level 100 may be used.
5. Opponents' Pokemon levels.
Description: The Gym Leaders and their underlings will use level 50 Pokemon. However, if you use any Pokemon over level 50, their Pokemon will be of the same level as your highest level Pokemon.

6. No two Pokemon asleep or frozen.

Description: If one Pokemon falls asleep, none of the others can be put to sleep by an opponent. The same goes for freezing. It is possible to have one Pokemon asleep and another frozen.

7. No Selfdestruct move with last Pokemon.

Description: If your last remaining Pokemon uses Selfdestruct or Explosion, you lose, even if the opponent's last Pokemon faints.

Gyms

Here is information about the Gyms and what Pokemon you will fight there.

~~~~~  
PEWTER GYM - BROCK  
~~~~~

Trainer #1 - Bug Boy

- Pokemon:
- #010 - Caterpie (Caterpy)
 - #013 - Weedle (Weedly)
 - #011 - Metapod (Metapy)
 - #014 - Kakuna (Kakuny)
 - #015 - Beedrill (Beedry)
 - #012 - Butterfree (Buttery)

- Recommended Types to Use:
- Caterpie - Fire, Flying, Poison, & Rock
 - Weedle - Flying, Fire, Ground, & Psychic
 - Metapod - Fire, Flying, Poison, & Rock
 - Kakuny - Flying, Fire, Ground, & Psychic
 - Beedrill - Flying, Fire, Ground, & Psychic
 - Butterfree - Electric, Fire, Flying, Poison, & Rock

Trainer #2 - Lad

- Pokemon:
- #001 - Bulbasaur (Bulby)
 - #023 - Ekans (Ekansy)
 - #041 - Zubat (Zubaty)
 - #043 - Oddish (Oddy)
 - #046 - Paras (Parasy)
 - #044 - Gloom (Gloomy)

- Recommended Types to Use:
- Bulbasaur - Bug, Fire, Flying, & Psychic
 - Ekans - Bug, Ground, & Psychic
 - Zubat - Bug, Electric, Ground, Ice, Psychic, & Rock
 - Oddish - Bug, Fire, Flying, & Psychic
 - Paras - Fire, Flying, Poison, & Rock
 - Gloom - Bug, Fire, Flying, & Psychic

Trainer #3 - JR. (Male)

- Pokemon:
- #083 - Farfetch'd (Fetchant)
 - #050 - Diglett (Digster)
 - #016 - Pidgey (Pidgant)

- #051 - Dugtrio (Dugster)
- #027 - Sandshrew (Shrant)
- #074 - Geodude (Geoster)

Recommended Types to Use:

- Farfetch'd - Electric, Ice, & Rock
- Diglett - Grass, Ice, & Water
- Pidgey - Electric, Ice, & Rock
- Dugtrio - Grass, Ice, & Water
- Sandshrew - Grass, Ice, & Water
- Geodude - Fighting, Grass, Ground, & Water

Gym Leader - Brock

Pokemon:

- #095 - Onix
- #075 - Graveler
- #104 - Cubone
- #037 - Vulpix
- #138 - Omanyte
- #140 - Kabuto

Recommended Types to Use:

- Onix - Fighting, Grass, Ground, & Water
- Graveler - Fighting, Grass, Ground, & Water
- Cubone - Grass, Ice, & Water
- Vulpix - Ground, Rock, & Water
- Omanyte - Electric, Fighting, Grass, Ground, & Water
- Kabuto - Electric, Fighting, Grass, Ground, & Water

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CERULEAN GYM - MISTY  
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Trainer #1 - Fisher

Pokemon:

- #007 - Squirtle (Squirtish)
- #060 - Poliwhag (Poliwish)
- #129 - Magikarp (Karpish)
- #008 - Wartortle (Wartortish)
- #119 - Seaking (Seakish)
- #072 - Tentacool (Coolish)

Recommended Types to Use:

- Squirtle - Electric & Grass
- Poliwhag - Electric & Grass
- Magikarp - Electric & Grass
- Wartortle - Electric & Grass
- Seaking - Electric & Grass
- Tentacool - Bug, Electric, Grass, Ground, & Psychic

Trainer #2 - JR. (Female)

Pokemon:

- #016 - Pidgey (PidPidPid)
- #116 - Horsea (SeaSea)
- #064 - Kadabra (KadaKada)
- #100 - Voltorb (VoltVolt)
- #050 - Diglett (DigDig)
- #039 - Jigglypuff (JigJig)

Recommended Types to Use:
Pidgey - Electric, Ice, & Rock
Horsea - Electric & Grass
Kadabra - Bug
Voltorb - Ground
Diglett - Grass, Ice, & Water
Jigglypuff - Fighting

Trainer #3 - Swimmer

Pokemon:
#052 - Meowth (Meowmer)
#118 - Goldeen (Goldmer)
#056 - Mankey (Mankmer)
#138 - Omanyte (Nytemer)
#035 - Clefairy (Fairymmer)
#061 - Poliwhirl (Polimer)

Recommended Types to Use:
Meowth - Fighting
Goldeen - Electric & Grass
Mankey - Flying & Psychic
Omanyte - Electric, Fighting, Grass, Ground, & Water
Clefairy - Fighting
Poliwhirl - Electric & Grass

Gym Leader - Misty

Pokemon:
#121 - Starmie
#116 - Horsea
#054 - Psyduck
#009 - Blastoise
#120 - Staryu
#086 - Seel

Recommended Types to Use:
Starmie - Bug, Electric, & Grass
Horsea - Electric & Grass
Psyduck - Electric & Grass
Blastoise - Electric & Grass
Staryu - Electric & Grass
Seel - Electric & Grass

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VERMILION GYM - SURGE  
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Trainer #1 - Sailor

Pokemon:
#066 - Machop (Choplor)
#021 - Spearow (Spearlor)
#098 - Krabby (Krablor)
#079 - Slowpoke (Pokelorr)
#090 - Shellder (Shellorr)
#055 - Golduck (Ducklor)

Recommended Types to Use:
Machop - Flying & Psychic

Spearow - Electric, Ice, & Rock
Krabby - Electric & Grass
Slowpoke - Bug, Electric, & Grass
Shellder - Electric & Grass
Golduck - Electric & Grass

Trainer #2 - Rocker

Pokemon:

#137 - Porygon (Poryace)
#100 - Voltorb (Voltace)
#101 - Electrode (Electrace)
#025 - Pikachu (Pikace)
#125 - Electabuzz (Buzzace)
#081 - Magnemite (Magnemace)

Recommended Types to Use:

Porygon - Fighting- Ground
Electrode - Ground
Pikachu - Ground
Electabuzz - Ground
Magnemite - Ground

Trainer #3 - Old Man

Pokemon:

#058 - Growlithe (Grothe)
#032 - Nidoran (M) (Niran)
#029 - Nidoran (F) (Nidon)
#077 - Ponyta (Pota)
#005 - Charmeleon (Charleon)
#004 - Charmander (Charder)

Recommended Types to Use:

Growlithe - Ground, Rock, & Water
Nidoran (M) - Bug, Ground, & Psychic
Nidoran (F) - Bug, Ground, & Psychic
Ponyta - Ground, Rock, & Water
Charmeleon - Ground, Rock, & Water
Charmander - Ground, Rock, & Water

Gym Leader - Surge

Pokemon:

#026 - Raichu
#100 - Voltorb
#101 - Electrode
#025 - Pikachu
#081 - Magnemite
#082 - Magnetron

Recommended Types to Use:

Riachu - Ground
Voltorb - Ground
Electrode - Ground
Pikachu - Ground
Magnemite - Ground
Magnetron - Ground

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CELADON GYM - ERIKA

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Trainer #1 - Lass

Pokemon:

- #039 - Jigglypuff (Puffete)
- #040 - Wigglytuff (Tuffete)
- #133 - Eevee (Eevette)
- #104 - Cubone (Cuboness)
- #046 - Paras (Parasess)
- #019 - Rattata (Rattatess)

Recommended Types to Use:

- Jigglypuff - Fighting
- Wigglytuff - Fighting
- Eevee - Fighting
- Cubone - Grass, Ice, & Water
- Paras - Fire, Flying, Ice, Poison, & Rock
- Rattata - Fighting

Trainer #2 - Beauty

Pokemon:

- #120 - Staryu (Yudy)
- #119 - Seaking (Seady)
- #084 - Doduo (Duody)
- #017 - Pidgeotto (Pidgeody)
- #111 - Rhyhorn (Rhydy)
- #147 - Dratini (Tinidy)

Recommended Types to Use:

- Staryu - Electric & Grass
- Seaking - Electric & Grass
- Doduo - Electric, Ice, & Rock
- Pidgeotto - Electric, Ice, & Rock
- Rhyhorn - Fighting, Grass, Ground, & Water
- Dratini - Ice

Trainer #3 - Cool (F)

Pokemon:

- #105 - Marowak (Marowance)
- #113 - Chansey (Chanseance)
- #047 - Parasect (Sectance)
- #030 - Nidorina (Rinarance)
- #033 - Nidorino (Rinorance)
- #108 - Lickitung (Lickitance)

Recommended Types to Use:

- Marowak - Fighting, Grass, Ground, & Water
- Chansey - Fighting
- Parasect - Fire, Flying, Ice, Poison, & Rock
- Nidorina - Bug, Ground, & Psychic
- Nidorino - Bug, Ground, & Psychic
- Lickitung - Fighting

Gym Leader - Erika

Pokemon:

- #044 - Gloom

#071 - Victreebel
#114 - Tangela
#045 - Vileplume
#070 - Weepinbell
#102 - Exeggcute

Recommended Types to Use:

Gloom - Bug, Fire, Flying, & Psychic
Victreebel - Bug, Fire, Flying, & Psychic
Tangela - Bug, Fire, Flying, Ice, & Poison
Vileplume - Bug, Fire, Flying, & Psychic
Weepinbell - Bug, Fire, Flying, & Psychic
Exeggcute - Bug, Fire, & Flying

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FUCHSIA GYM - KOGA  
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Trainer #1 - Biker

Pokemon:

#109 - Koffing (Fing-Kof)
#088 - Grimer (Er-Grim)
#132 - Ditto (Tod-It)
#110 - Weezing (Zing-Wee)
#048 - Venonat (At-Venon)
#072 - Tentacool (Acool-Tent)

Recommended Types to Use:

Koffing - Bug, Ground, & Psychic
Grimer - Bug, Ground, & Psychic
Ditto - Fighting
Weezing - Bug, Ground, & Psychic
Venonat - Bug, Fire, Flying, Psychic, & Rock
Tentacool - Bug, Electric, Ground, & Psychic

Trainer #2 - Tamer

Pokemon:

#099 - Kingler (Lerking)
#028 - Sandslash (Slashsand)
#123 - Scyther (Therscy)
#002 - Ivysaur (Saurivy)
#070 - Weepinbell (Belweepin)
#067 - Machoke (Chokema)

Recommended Types to Use:

Kingler - Electric & Grass
Sandslash - Grass, Ice, & Water
Scyther - Electric, Fire, Ice, Poison, & Rock
Ivysaur - Bug, Fire, Ice, & Psychic
Weepinbell - Bug, Fire, Ice, & Psychic
Machoke - Flying & Psychic

Trainer #3 - Juggler

Pokemon:

#096 - Drowzee (Drow-zee)
#064 - Kadabra (Kad-abra)
#122 - Mr. Mime (Mr.-Mime)
#097 - Hypno (Hyp-no)

#063 - Abra (Ab-ra)
#080 - Slowbro (Slow-bro)

Recommended Types to Use:

Drowzee - Bug
Kadabra - Bug
Mr. Mime - Bug
Hypno - Bug
Abra - Bug
Slowbro - Bug, Electric, & Grass

Gym Leader - Koga

Pokemon:

#049 - Venomoth
#089 - Muk
#110 - Weezing
#048 - Venonat
#030 - Nidorina
#033 - Nidorino

Recommended Types to Use:

Venomoth - Bug, Fire, Flying, Psychic, & Rock
Muk - Psychic
Weezing - Psychic
Venonat - Bug, Fire, Flying, Psychic, & Rock
Nidorina - Psychic
Nidorino - Psychic

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SAFFRON GYM - SABRINA  
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Trainer #1 - Cueball

Pokemon:

#148 - Dragonair (dragonair)
#057 - Primeape (primeape)
#087 - Dewgong (dewgong)
#056 - Mankey (mankey)
#066 - Machop (machop)
#111 - Rhyhorn (rhyhorn)

Recommended Types to Use:

Dragonair - Ice
Primeape - Flying & Psychic
Dewgong - Fighting & Rock
Mankey - Flying & Psychic
Machop - Flying & Psychic
Rhyhorn - Fighting, Rock, & Water

Trainer #2 - Burglar

Pokemon:

#038 - Ninetales (Talar)
#037 - Vulpix (Vular)
#077 - Ponyta (Ponylar)
#058 - Growlithe (Growlar)
#005 - Charmeleon (Charmelar)
#078 - Rapidash (Dashlar)

Recommended Types to Use:

- Ninetales - Ground, Rock, & Water
- Vulpix - Ground, Rock, & Water
- Ponyta - Ground, Rock, & Water
- Growlithe - Ground, Rock, & Water
- Charmeleon - Ground, Rock, & Water
- Rapidash - Ground, Rock, & Water

Trainer #3 - Medium

Pokemon:

- #092 - Gastly (Gast-ly)
- #093 - Haunter (Haunt-er)
- #094 - Gengar (Gen-gar)
- #042 - Golbat (Gol-bat)
- #108 - Lickitung (Licki-tung)
- #073 - Tentacruel (Tent-cruel)

Recommended Types to Use:

- Gastly - Psychic
- Haunter - Psychic
- Gengar - Psychic
- Golbat - Bug, Electric, Ground, Ice, & Psychic
- Lickitung - Fighting
- Tentacruel - Bug, Electric, Grass, Ground, & Psychic

Gym Leader - Sabrina

Pokemon:

- #065 - Alakazam
- #064 - Kadabra
- #122 - Mr. Mime
- #097 - Hypno
- #103 - Exeggutor
- #124 - Jynx

Recommended Types to Use:

- Alakazam - Bug
- Kadabra - Bug
- Mr. Mime - Bug
- Hypno - Bug
- Exeggutor - Bug, Fire, Flying, Ice, & Poison
- Jynx - Bug, Fire, & Rock

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CINNABAR GYM - BLAINE

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Trainer #1 - Judoboy

Pokemon:

- #020 - Raticate (Ticate)
- #057 - Primeape (Prime)
- #067 - Machoke (Choke)
- #034 - Nidoking (Nido)
- #106 - Hitmonlee (Hitlee)
- #068 - Machop (Champ)

Recommended Types to Use:

- Raticate - Fighting
- Primeape - Flying & Psychic

Machoke - Flying & Psychic
Nidoking - Bug, Ground, Ice, Psychic, & Water
Hitmonlee - Flying & Psychic
Machop - Flying & Psychic

Trainer #2 - Psychic

Pokemon:

#080 - Slowbro (Broenza)
#065 - Alakazam (Zamenza)
#062 - Poliwrath (Wrathenza)
#121 - Starmie (Mienza)
#124 - Jynx (Jynenza)
#097 - Hypno (Hypnenza)

Recommended Types to Use:

Slowbro - Bug, Electric, & Grass
Alakazam - Bug
Poliwrath - Electric, Flying, Grass, & Psychic
Starmie - Bug, Electric, & Grass
Jynx - Bug, Fire, & Rock
Hypno - Bug

Trainer #3 - Nerd

Pokemon:

#101 - Electrode (Trodelect)
#143 - Snorlax (Laxsnor)
#076 - Golem (Lemgo)
#103 - Exeggutor (Utorexegg)
#089 - Muk (Umk)
#091 - Cloyster (Stercloy)

Recommended Types to Use:

Electrode - Ground
Snorlax - Fighting
Golem - Grass, Ground, Ice, & Water
Exeggutor - Bug, Fire, Flying, Ice, & Poison
Muk - Bug, Ground, & Psychic
Cloyster - Fighting & Rock

Gym Leader - Blaine

Pokemon:

#006 - Charizard
#059 - Arcanine
#078 - Rapidash
#126 - Magmar
#036 - Clefable
#115 - Kangaskhan

Recommended Types to Use:

Charizard - Electric, Ground, Ice, Rock, & Water
Arcanine - Ground, Rock, & Water
Rapidash - Ground, Rock, & Water
Magmar - Ground, Rock, & Water
Clefable - Fighting
Kangaskhan - Fighting

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VIRIDIAN GYM - GIOVANI

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Trainer #1 - Rocket

Pokemon:

- #042 - Golbat (Golbact1)
- #020 - Raticate (Catact2)
- #053 - Persian (Peract3)
- #146 - Moltres (Moltract4)
- #085 - Dodrio (Drioact5)
- #047 - Parasect (Sectact6)

Recommended Types to Use:

- Golbat - Bug, Electric, Ground, Ice, & Psychic
- Raticate - Fighting
- Persian - Fighting
- Moltres - Electric, Ground, Ice, Rock, & Water
- Dodrio - Electric, Fighting, Ice, & Rock
- Parasect - Fire, Flying, Ice, Poison, & Rock

Trainer #2 - Lab Man

Pokemon:

- #141 - Kabutops (Tops-kabu)
- #082 - Magnetron (Ton-magne)
- #022 - Fearow (Ow-fear)
- #107 - Hitmonchan (Chan-mon)
- #062 - Poliwrath (Wrath-poli)
- #108 - Lickitung (Tung-licki)

Recommended Types to Use:

- Kabutops - Fighting & Ground
- Magnetron - Ground
- Fearow - Electric, Fighting, Ice, & Rock
- Hitmonchan - Flying & Psychic
- Poliwrath - Electric, Flying, Grass, & Psychic
- Lickitung - Fighting

Trainer #3 - Cool (M)

Pokemon:

- #139 - Omastar (Omstor)
- #085 - Dodrio (Driostor)
- #073 - Tentacruel (Cruelstor)
- #036 - Clefable (Fablestor)
- #145 - Zapdos (Zapstor)
- #127 - Pinsir (Pinstor)

Recommended Types to Use:

- Omastar - Fighting & Ground
- Dodrio - Electric, Fighting, Ice, & Rock
- Tentacruel - Bug, Electric, Grass, Ground, & Psychic
- Clefable - Fighting
- Zapdos - Ice & Rock
- Pinsir - Fire, Flying, Poison, & Rock

Gym Leader - Giovanni

Pokemon:

- #053 - Persian

- #051 - Dugtrio
- #031 - Nidoqueen
- #034 - Nidoking
- #112 - Rhydon
- #128 - Tauros

Recommended Types to Use:

- Persian - Fighting
- Dugtrio - Grass, Ice, & Water
- Nidoqueen - Bug, Ground, Ice, Psychic, & Water
- Nidoking - Bug, Ground, Ice, Psychic, & Water
- Rhydon - Grass, Ground, Ice, & Water
- Tauros - Fighting

~~~~~  
ELITE FOUR / RIVAL  
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Lorelei-----

Pokemon:

- #087 - Dewgong
- #091 - Cloyster
- #080 - Slowbro
- #124 - Jynx
- #131 - Lapras
- #144 - Articuno

Recommended Types to Use:

- Dewgong - Fighting & Rock
- Cloyster - Fighting & Rock
- Slowbro - Bug, Electric, & Grass
- Jynx - Bug, Fire, & Rock
- Lapras - Fighting & Rock
- Articuno - Electric, Fire, & Rock

Bruno

Pokemon:

- #095 - Onix
- #107 - Hitmonchan
- #106 - Hitmonlee
- #068 - Machamp
- #076 - Golem
- #112 - Rhydon

Recommended Types to Use:

- Onix - Grass, Ground, Ice, & Water
- Hitmonchan - Flying & Psychic
- Hitmonlee - Flying & Psychic
- Machamp - Flying & Psychic
- Golem - Grass, Ground, Ice, & Water
- Rhydon - Grass, Ground, Ice, & Water

Agatha

Pokemon:

- #093 - Haunter
- #042 - Golbat
- #024 - Arbok
- #089 - Muk
- #003 - Venusaur

#094 - Gengar

Recommended Types to Use:

- Haunter - Psychic
- Golbat - Bug, Electric, & Ice
- Arbok - Bug, Ground, & Psychic
- Muk - Bug, Ground, & Psychic
- Venusaur - Bug, Fire, Ice, & Psychic
- Gengar - Psychic

Lance

Pokemon:

- #130 - Gyarados
- #148 - Dragonair
- #142 - Aerodactyl
- #131 - Lapras
- #006 - Charizard
- #115 - Kangaskhan

Recommended Types to Use:

- Gyarados - Electric
- Dragonair - Ice
- Aerodactyl - Electric, Ice, Rock, & Water
- Lapras - Fighting & Rock
- Charizard - Electric, Ground, Ice, Rock, & Water
- Kangaskhan - Fighting

Rival

What you have to battle against here depends on what version you are using. To find out what types work best, look in "Tips & Techniques" in your Stadium manual for a type chart.

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8) KIDS CLUB

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This section provides information about the Kids Club.

Game Modes

There are two different modes you can play the mini-games on.

Pick a Game: Choose one of the nine games you want to play.

Who's the Best: Here you can set the number of wins to win the match. The first game is chosen randomly. After that, the player that has the fewest points can pick the game.

Mini-Games

This part tells about each of the mini-games and also gives some tips on some of the games.

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#### GAME #1 - MAGIKARP'S SPLASH

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Controls:

[A] - Jump

Description:

Four Magikarps are on the ground, and you are to make your Magikarp jump and hit the counter. Each time you hit the counter, a point is added. To make a quick splash, press A as soon as you touch the ground. The one with the most points wins.

Tips:

- Remember to hold down the A button so that Magikarp actually reaches the counter. Pressing it for a short time only makes a short jump.
- Learn the timing of the quick splashes. You'll have a better chance of winning if you do.

~~~~~

GAME #2 - CLEFAIRY SAYS

~~~~~

Controls:

[Control Pad] - Direction to point fingers

Description:

The Clefairy teacher will write arrows on the chalkboard. Remember them. When the small circles appear above everyone, enter the arrow combination with the Control Pad. Once the timer runs out, the four Clefairies will do their movements. Each time you make an error, you lose some health. The last one standing wins.

Tips:

- The arrows you have to remember are just added to the first pattern. So, just remember when you did last time and add the new arrows.

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GAME #3 - RUN, RATTATA, RUN

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Controls:

[Control Pad - Up] - Jump

[A] - Run

Description:

All four of Rattata have to run to the Goal line. Press A rapidly to make Rattata run faster. Along the way, there will be hurdles. Press Up on the Control Pad to make your Rattata jump over it. The first one to reach the Goal line wins.

Tips:

- Press Up almost as soon as the hurdle appears on your lane to avoid from running into it.

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GAME #4 - SNORE WAR

~~~~~

Controls:

[A] - Use Hypnosis

Description:

The four Drowzees are trying to put each other to sleep with their Hypnosis ability. When the swinging pendulum passes over the red arrow, press A. As the game continues, it will swing faster. The last one awake is the winner.

Tips:

(Submitted By: dturner857)

- Watch the string that is holding up the pendulum and not the pendulum itself.

~~~~~  
GAME #5 - THUNDERING DYNAMO  
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Controls:

- [B] - Charge power
- [A] - Charge power

Description:

You play either as a Pikachu or a Voltorb (it doesn't matter which one you are). Press the B button rapidly when the lamp is green to charge up your electricity, and press A rapidly when it is blue. If you press the wrong button, you lose some power. The first one with a full meter wins.

Tips:

- If didn't know this already, the A and B buttons on the controller have the same colors as the lamp colors. So, press the green button when it's green and the blue one when it's blue.

~~~~~  
GAME #6 - SUSHI-GO-ROUND  
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Controls:

- [Analog Stick] - Move
- [A] - Eat

Description:

Move your Lickitung around and eat the food on the plates. Each food has its own money value. The one that eats the most expensive sushi wins.

Tips:

- Don't get the green tea (or whatever the thing is called)! They make your Lickitung run around out of control for a few seconds.
- Eat the same food item repeatedly in a row to gain more points.

~~~~~  
GAME #7 - EKANS HOOP HURL  
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Controls:

- [Control Pad] - Aim
- [Analog Stick] - Toss

Description:

Your objective is to toss your Ekans onto one of the Digletts to gain points. The farther back you pull the joystick, the farther Ekans will be tossed. The one that gets the most points wins.

Tips:

- Try to aim for Digletts in the back row. Why? There is a "wall" in the back that prevents your snake from going off the screen. So, if you aim correctly and pull the whole way back, you will almost always get the Diglett.
 - Remember that Ekans can bounce. If you're lucky, you might bounce off one Diglett and land on another one.
 - Sometimes a Gold Diglett may appear during the game. If you can land on him, you will get two points instead of one.
- ~~~~~

GAME #8 - ROCK HARDEN

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Controls:

[A] - Harden

Description:

In this game, boulders will come flying at you. Press the A button to use Harden to prevent from being squashed. Getting hit loses health but using Harden also does the same. The last one standing wins.

Tips:

- Harden only works if you're holding the A button.
- The key to winning is to only press the A button for a short time and still avoid getting hit.

~~~~~

GAME #9 - DIG! DIG! DIG!

~~~~~

Controls:

[L] - Dig

[R] - Dig

Description:

Press the L and R buttons back and forth to make your Sandshrew dig underground. If you press the same button two times in a row, Sandshrew will stop digging until you get the pattern right. The first Sandshrew to reach water will win.

Tips:

(Submitted By: Weedle Master)

- Instead of rapidly tapping the L and R buttons, keep a good, steady pace. Even if you may be going slowly, you will go faster downward than someone who just taps the buttons.

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9) GALLERY

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This section tells you about the Gallery and how to use it.

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Introduction

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This mode does pretty much the same thing you could do in Pokemon Snap. Here, you can take pictures of your favorite Pokemon and choose a background for the picture. If you're at a Snap Station, you print out the photos you took as stickers.

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Controls

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Control Pad - Rotate the view.

Control Stick - Zoom in or out.

Start - Go to Film Screen.

A Button - Snap a photo.

B Button - Return to Select Pokemon Screen.

C Buttons - Moves the position of the camera.

Z Button - Change Pokemon information on the bottom.

L Button - Change background.

R Button - Telephoto lens.

-----  
Snap Photo!  
-----

Once you select this, you can choose the Pokemon you want to take pictures of. You can pick them from the Game Boy cartridge (if you have one in the Transfer Pak) or from the Rental Pokemon. You might as well use the Rentals because you can pick almost any Pokemon.

Now that you have the Pokemon, you take pictures! When you first start out, you have the "Free Battle" background on. But if you want to change it, press L and pick another one. The farther you get into the game, the more backgrounds you can choose from!

Once you have the background chosen, it's time to change the view. You can use the Control Pad, Control Stick, and the C buttons to change it around. Pokemon usually do a special animation after about 5 seconds. When you're ready to take a photo, press A. And when you're done, press Start.

At the Film Screen, you can choose what photos to keep in your Album. To see a picture close-up, select it and press C-Down. Highlight a photo you want to keep with the Control Pad, and press A to put a mark on it. When you are done, select "Go To Gallery" in the lower-right corner.

-----  
Move Photo  
-----

This lets you move the photos around in your Album. Press A to select a picture. Then move it over the place you want to put it, and press A again. To enlarge a photo, you can press C-Down.

Want to get rid of some pictures you don't want? Select a photo you don't want anymore with A. Meowth will pop out of the trashcan in lower-left corner of the screen. Place the photo over Meowth, and then press A to delete it.

-----  
Pick Photo  
-----

Here you choose what pictures you want to make stickers out of. Press A to select a photo. Then you can pick where the photo should go when you print out a sticker sheet.

-----  
Stickers  
-----

Does the same thing as the Move Photo thing. This lets you rearrange the photos for the sticker sheet.

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4x4 or 16x1  
-----

There are two different versions of the sticker sheet. You can pick 4x4, which makes 16 stickers of 4 different Pokemon (4 for each Pokemon), or 16x1, which makes 16 stickers of 16 different Pokemon (1 for each Pokemon).

-----  
Print  
-----

Prints out the photo you selected for the sticker sheet. You can ONLY do this at a Snap Station! If you can't find a Snap Station, visit [www.pokemon.com](http://www.pokemon.com) or call 1-800-859-4521 to find some locations.

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10) FREQUENTLY ASKED QUESTIONS  
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This section answers some common questions about Pokemon Stadium.

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Q: Are the Rental Pokemon good to use?

A: Not really. If you train your own Pokemon from the Game Boy, the stats of it should be higher than its rental version. That's why this game encourages you to upload your own creatures. Obviously, if you can't get GB Pokemon, then just stick with rentals.

~~~~~  
Q: What's a good way to make your Pokemon better in battle?

A: There are a couple of methods to improve Pokemon:

1. Try to capture Pokemon at lower levels and train them instead of getting a high-level Pokemon in the wild.
2. Use the Vitamins (Protein, Iron, Carbos, and Calcium), HP Up, and PP Up. Even they might not increase stats by much (Sometimes the increase is only about 5 after using 10 Vitamins!), but it's better than nothing, right?
3. "Upgrade" the Pokemon's attacks. Use TMs/HMs to replace weaker moves (Tackle, Vine Whip, Confusion, etc.) with stronger ones (Body Slam, Solar Beam, Psychic, etc.).

~~~~~  
Q: I want to start a new game on my Game Boy, but I'll lose all of my Pokemon. What do I do?

A: Remember you can store Pokemon in the boxes stored on the Stadium cartridge. Just put what you want on the cart, start your new game, and then send back the Pokemon to your Game Boy. You cannot save your items using this method.

~~~~~  
Q: What happens if you attempt to upload MissingNo. to the game?

A: According to some e-mail I've received, MissingNo. won't damage your game in any way. But you can't use it in battle.

~~~~~  
Q: I'm having trouble against Pokemon with one-hit KO attacks. They hardly ever miss! What can I do?

A: Obviously, those attacks cannot be blocked, so you can't really do a whole lot. Use attacks such as Thunder Wave and Flash to help decrease the chance of the attack ever hitting. Also try using Double Team and Minimize to boost your evasion of attacks.

~~~~~  
Q: This game is too hard!

A: The Pokemon games were considered too easy, and many people complained about it. As you can see, they listened and improved the AI a bit. Look above for an answer on improving your Pokemon for battling. Also use strategy! Check out a type chart and plan out what types you should be using against the opponent.

~~~~~  
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Q: Do Pokemon from the Gold/Silver Versions work on Stadium?

A: They won't work on this game. I've read that a new version of Stadium is going to be made to include those Pokemon from Gold/Silver. I haven't seen a release date for it though.  
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Q: How do you change Pokemon names?

A: I don't know of a way you can do it on Stadium, but it's possible to do it on the Game Boy game. Go to Lavender Town, and in one of the buildings is a man who can change names of some Pokemon you have with you.
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Q: What's a good way to defeat Psychic-type Pokemon?

A: Use Bug-type attacks. If you're going up against Mewtwo or Mew, there might be a problem. Both of them can learn Fire Blast which is super effective if your Pokemon is part Bug. The only Pokemon I know that can learn Bug-type moves and is not part Bug is Jolteon.  
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Q: Where is the 'Gallery'?

A: When you reach the screen that let's you choose between Battle Now!, Pokemon Stadium, Event Battle, and Options, there's a box with a picture of a camera that says Gallery. There it is. If you're using a version of Pokemon Stadium that was not made in the US, then you probably won't have Gallery on your game.
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## 11) ABILITY LIST

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This section contains information about the abilities in the game. Unlike my other lists, this one lists Power, Accuracy, and a description.

Here's how each ability is listed:  
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Ability Name

Type: What Type the ability is.

PP: How many PP this ability starts with.

Power: How effective the ability is.

Accuracy: The chance of the ability working (listed in %).

Description: Other information about the ability.  
-----

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A
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Absorb

Type: Grass

PP: 20

Power: 20

Accuracy: 100%

Description: A Grass-type attack. It adds half the HP it drained from the target to the attacker's HP.

Acid

Type: Poison

PP: 30

Power: 40

Accuracy: 100%

Description: A Poison-type attack. Has a one-in-three chance of lowering the target's Defense.

Acid Armor

Type: Poison

PP: 40

Power: -

Accuracy: 100%

Description: Melts the user's body for protection. A move that sharply raises Defense.

Agility

Type: Psychic

PP: 30

Power: -

Accuracy: 100%

Description: A special technique that greatly boosts the user's Speed. Can normally be used up to three times.

Amnesia

Type: Psychic

PP: 20

Power: -

Accuracy: 100%

Description: Sharply raises the user's Special stat. Also increases protection against special attacks.

Aurora Beam

Type: Ice

PP: 20

Power: 65

Accuracy: 100%

Description: An Ice-type attack. Has a one-in-three chance of reducing the target's Attack power.

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B

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Barrage

Type: Normal

PP: 20

Power: 15

Accuracy: 85%

Description: Several spheres are thrown consecutively at the target to inflict damage.

Barrier

Type: Psychic

PP: 30

Power: -

Accuracy: 100%

Description: Instantly forms a barrier between the user and the opponent.  
Defense is sharply increased.

Bide

Type: Normal

PP: 10

Power: -

Accuracy: 100%

Description: Your Pokemon waits a couple turns. After your opponent attacks your Pokemon for a couple turns, your Pokemon unleashes the move which is twice the damage done by your opponent.

Bind

Type: Normal

PP: 20

Power: 15

Accuracy: 75%

Description: Traps and squeezes the target over several turns. The target cannot move while under attack.

Bite

Type: Normal

PP: 25

Power: 60

Accuracy: 100%

Description: A bite made using sharp fangs. This may cause the opponent to flinch and it might not attack.

Blizzard

Type: Ice

PP: 5

Power: 120

Accuracy: 90%

Description: The strongest Ice-type attack. Has a one-in-ten chance of freezing the target solid.

Body Slam

Type: Normal

PP: 15

Power: 85

Accuracy: 100%

Description: A Normal-type attack. Has a one-in-three chance of paralyzing the target if it connects.

Bone Club

Type: Ground

PP: 20

Power: 65

Accuracy: 85%

Description: A physical attack using a bone as a club. If it connects, it may cause the target to flinch.

Bonemerang

Type: Ground

PP: 10

Power: 50

Accuracy: 90%

Description: A boomerang made of bone is thrown to inflict damage twice -- on the way out and on its return.

Bubble

Type: Water

PP: 30

Power: 20

Accuracy: 100%

Description: A Water-type attack. Has a one-in-three chance of reducing the target's Speed.

Bubblebeam

Type: Water

PP: 20

Power: 65

Accuracy: 100%

Description: A Water-type attack. Has a one-in-three chance of reducing the target's HP.

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C
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Clamp

Type: Water

PP: 10

Power: 30

Accuracy: 70%

Description: A wrapping attack. It attacks the enemy for 2-5 turns.

Comet Punch

Type: Normal

PP: 15

Power: 18

Accuracy: 85%

Description: Although each punch is weak, this attack hits the target two to five times in succession.

Confuse Ray

Type: Ghost

PP: 10

Power: -

Accuracy: 100%

Description: A sinister flash of light makes the target confused. A special Ghost-type technique.

Confusion

Type: Psychic

PP: 25

Power: 50

Accuracy: 100%

Description: A Psychic-type attack. Has a one-in-ten chance of leaving the target confused.

Constrict

Type: Normal

PP: 25

Power: 10

Accuracy: 100%

Description: A Normal-type attack. Has a one-in-three chance of reducing the target's Speed.

Conversion

Type: Normal

PP: 30

Power: -

Accuracy: 100%

Description: A special move that switches the user's elemental type to that of the target.

Counter

Type: Fighting

PP: 20

Power:

Accuracy:

Description: Counter hits opponent twice the damage that was received. It only works with "physical" attacks.

Crabhammer

Type: Water

PP: 10

Power:

Accuracy:

Description: Crabhammer has a chance of hitting the opponent with a critical hit.

Cut

Type: Normal

PP: 30

Power: 50

Accuracy: 95%

Description: A Normal-type attack. Also used for cutting small bushes to open new paths.

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D

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Defense Curl

Type: Normal

PP: 40

Power: -

Accuracy: 100%

Description: Raises the user's Defense. Can normally be used up to six times in a row.

Dig

Type: Ground

PP: 10

Power: 100

Accuracy: 100%

Description: The attacker digs underground in the first turn, then pops up in the next turn to attack.

Disable

Type: Normal

PP: 20

Power: -

Accuracy: 55%

Description: A technique that disables one of the target's moves. The disabled move can't be used until it wears off.

#### Dizzy Punch

Type: Normal

PP: 10

Power: 70

Accuracy: 100%

Description: A Normal-type attack. The punch is relatively strong and highly accurate.

#### Double Kick

Type: Fighting

PP: 30

Power: 30

Accuracy: 100%

Description: A Fighting-type attack. As the name implies, it is actually two quick kicks in succession.

#### Double Team

Type: Normal

PP: 15

Power: -

Accuracy: 100%

Description: Creates illusionary copies of the user. The copies disorient the enemy, reducing its accuracy,

#### Double-Edge

Type: Normal

PP: 15

Power:

Accuracy:

Description: Whatever damage Double-Edge deals to the opponent, your Pokemon will receive 25% of that damage.

#### Doubleslap

Type: Normal

PP: 10

Power: 15

Accuracy: 85%

Description: Although each slap is weak, this attack hits the target two to five times in succession.

#### Dragon Rage

Type: Dragon

PP: 10

Power: -

Accuracy: 100%

Description: A Dragon-type attack. It inflicts a set amount of damage regardless of the target's type.

#### Dream Eater

Type: Psychic

PP: 15

Power: 100

Accuracy: 100%

Description: Works only on sleeping Pokemon. This technique steals the target's HP and adds it to the user's HP.

#### Drill Peck

Type: Flying

PP: 20

Power: 80

Accuracy: 100%

Description: A standard Flying-type attack. It is strong and highly likely to hit the target.

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E
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Earthquake

Type: Ground

PP: 10

Power: 100

Accuracy: 100%

Description: An attack that inflicts damage by shaking the ground. It is useless against Flying-type Pokemon.

Egg Bomb

Type: Normal

PP: 10

Power: 100

Accuracy: 100%

Description: A normal HP-damaging attack.

Ember

Type: Fire

PP: 25

Power: 40

Accuracy: 100%

Description: A Fire-type attack. Has a one-in-ten chance of leaving the target with a damaging burn.

Explosion

Type: Normal

PP: 5

Power: 250

Accuracy: 100%

Description: Your Pokemon sacrifices itself to defeat the opponent's Pokemon.

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Fire Blast

Type: Fire

PP: 5

Power: 120

Accuracy: 85%

Description: The strongest Fire-type attack. Has a one-in-three chance of inflicting a burn on the target.

Fire Punch

Type: Fire

PP: 15

Power:

Accuracy:

Description: A Fire-type attack that has a chance of burning the opponent's Pokemon.

Fire Spin

Type: Fire

PP: 15

Power: 15

Accuracy: 70%

Description: A Fire-type punch that lasts two to five turns. The target cannot move while surrounded by flames.

#### Fissure

Type: Ground

PP: 5

Power: -

Accuracy: 30%

Description: Causes a single-hit knockout if it hits. Useless against Flying-type Pokemon.

#### Flamethrower

Type: Fire

PP: 15

Power: 95

Accuracy: 100%

Description: A powerful Fire-type attack. Has a one-in-ten chance of the target with a damaging burn.

#### Flash

Type: Normal

PP: 20

Power: -

Accuracy: 70%

Description: Creates a brilliant flash of light that blinds the target. This technique reduces the opponent's accuracy.

#### Fly

Type: Flying

PP: 15

Power: 70

Accuracy: 95%

Description: The Pokemon flies high, then strikes the next turn. Used for flying to places already visited.

#### Focus Energy

Type: Normal

PP: 30

Power: -

Accuracy: 100%

Description: Raises the likelihood of nailing the opponent's weak spot for a critical hit.

#### Fury Attack

Type: Normal

PP: 20

Power: 15

Accuracy: 85%

Description: A Normal-type attack. The Pokemon rapidly jabs at its opponent several times.

#### Fury Swipes

Type: Normal

PP: 15

Power: 18

Accuracy: 80%

Description: The target is scratched by sharp claws two to five times in succession.

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G

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Glare

Type: Normal

PP: 30

Power: -

Accuracy: 75%

Description: The target is transfixed with terrifying sharp eyes. The target is frightened into paralysis.

Growl

Type: Normal

PP: 40

Power: -

Accuracy: 100%

Description: A technique that lowers the target's Attack power. Can normally be used up to six times.

Growth

Type: Normal

PP: 40

Power: -

Accuracy: 100%

Description: Raises Special to make special attacks strong and enhance protection against special moves.

Guillotine

Type: Normal

PP: 5

Power: -

Accuracy: 30%

Description: A single-hit knockout attack. Learned only by Pokemon that have large pincers.

Gust

Type: Normal

PP: 35

Power: 40

Accuracy: 100%

Description: A Normal-type attack used by bird Pokemon. A powerful wind is generated by flapping wings.

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H

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Harden

Type: Normal

PP: 30

Power: -

Accuracy: 100%

Description: Raises the user's Defense. Useful when battling physically strong Pokemon.

Haze

Type: Ice

PP: 30

Power: -

Accuracy: 100%

Description: Eliminates all changes affecting status, such as Speed and accuracy, of both Pokemon in battle.

Head Butt

Type: Normal

PP: 15

Power: 70

Accuracy: 100%

Description: A Normal-type attack. Has a one-in-three chance of making the target flinch if it connects.

Hi Jump Kick

Type: Fighting

PP: 20

Power: 85

Accuracy: 90%

Description: Stronger than a Jump Kick. If it misses, the attacker sustains 1/8 the damage it would've caused.

Horn Attack

Type: Normal

PP: 25

Power: 65

Accuracy: 100%

Description: A Normal-type attack. A sharp horn is driven hard into the target to inflict damage.

Horn Drill

Type: Normal

PP: 5

Power: -

Accuracy: 30%

Description: A single-hit knockout attack. Learned only by Pokemon with a horn or horns.

Hydro Pump

Type: Water

PP: 5

Power: 120

Accuracy: 80%

Description: The strongest Water-type attack. However, while it is powerful, it may miss the target.

Hyper Beam

Type: Normal

PP: 5

Power: 150

Accuracy: 90%

Description: An extremely powerful attack. The attacker becomes so tired, it has to rest the next turn.

Hyper Fang

Type: Normal

PP: 15

Power: 80

Accuracy: 90%

Description: A Normal-type attack. Has a one-in-ten chance of making the target flinch.

Hypnosis

Type: Psychic

PP: 20

Power: -

Accuracy: 60%

Description: A special Psychic-type move. The target is hypnotized into a deep sleep.

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Ice Beam

Type: Ice

PP: 10

Power: 95

Accuracy: 100%

Description: An Ice-type attack. Has a one-in-ten chance of freezing the target solid.

Ice Punch

Type: Ice

PP: 15

Power: 75

Accuracy: 100%

Description: A special Ice-type attack. Has a one-in-ten chance of freezing the target.

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Jump Kick

Type: Fighting

PP: 25

Power:

Accuracy:

Description: Your Pokemon will receive 1/8 the damage would have dealt to the opponent's Pokemon if Jump Kick misses.

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K
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Karate Chop

Type: Normal

PP: 25

Power: 50

Accuracy: 100%

Description: A Normal-type attack. Often turns into a critical hit and inflicts double the damage.

Kinesis

Type: Psychic

PP: 15

Power: -

Accuracy: 80%

Description: A special move of bending spoons to confound the enemy. Makes the user harder to hit.

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L
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Leech Life

Type: Bug

PP: 15

Power: 20

Accuracy: 100%

Description: An HP-draining attack. It adds half the HP drained from the target to the attacker's HP.

Leech Seed

Type: Grass

PP: 10

Power: -

Accuracy: 90%

Description: Plants a seed on the target Pokemon. The seed slowly drains the target's HP for the attacker.

Leer

Type: Normal

PP: 30

Power: -

Accuracy: 100%

Description: A technique that lowers the target's Defense. Useful against tough, armored Pokemon.

Lick

Type: Ghost

PP: 30

Power: 20

Accuracy: 100%

Description: A Ghost-type attack. Has a one-in-three chance of leaving the target with paralysis.

Light Screen

Type: Psychic

PP: 30

Power: -

Accuracy: 100%

Description: Reduces damage from special attacks by about half. A special Psychic-type technique.

Lovely Kiss

Type: Normal

PP: 10

Power: -

Accuracy: 75%

Description: A special move that puts the target to sleep with a big kiss. (Actually, the victim passes out.)

Low Kick

Type: Fighting

PP: 20

Power: 50

Accuracy: 90%

Description: A Fighting-type attack. Has a one-in-three chance of making the target flinch if it connects.

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M

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Meditate

Type: Psychic

PP: 40

Power: -

Accuracy: 100%

Description: A special technique that boosts the user's Attack power. Can normally be used up to six times.

#### Mega Drain

Type: Grass

PP: 10

Power: 40

Accuracy: 100%

Description: It adds half the HP it drained from the target to the attacker's HP.

#### Mega Kick

Type: Normal

PP: 5

Power: 120

Accuracy: 75%

Description: A Normal-type attack. Out of all the Pokemon kicking attacks, this is the strongest.

#### Mega Punch

Type: Normal

PP: 20

Power: 80

Accuracy: 85%

Description: A Normal-type attack move. It is highly accurate and relatively powerful.

#### Metronome

Type: Normal

PP: 10

Power: -

Accuracy: 100%

Description: The user waggles a finger, triggering a move. There is no telling what will happen.

#### Mimic

Type: Normal

PP: 10

Power: -

Accuracy: 85%

Description: Your Pokemon learns one of your opponent's attacks, which replaces Mimic for the remainder of the battle.

#### Minimize

Type: Normal

PP: 20

Power: -

Accuracy: 100%

Description: Reduces the user's size and makes it harder to hit. Can normally be used up to six times.

#### Mirror Move

Type: Flying

PP: 20

Power: -

Accuracy: 100%

Description: A move that strikes back with the opponent's last move. This move comes after the enemy's move.

Mist

Type: Ice

PP: 30

Power: -

Accuracy: 100%

Description: Provides full protection against any enemy status attack, such as those that lower Defense.

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N

Night Shade

Type: Ghost

PP: 15

Power: -

Accuracy: 100%

Description: A Ghost-type attack. Highly accurate, it inflicts damage regardless of the target's type. (My Note: The damage done is equal to your Pokemon's current level.)

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\*P\*

Pay Day

Type: Normal

PP: 20

Power: 40

Accuracy: 100%

Description: A move that also nets money at the end of battle. How much depends on the attack frequency and level.

Peck

Type: Flying

PP: 35

Power: 35

Accuracy: 100%

Description: A standard Flying-type attack. It is favored by Pokemon that have beaks and/or horns.

Petal Dance

Type: Grass

PP: 20

Power: 70

Accuracy: 100%

Description: A dance-like attack that lasts two to three turns. Afterwards, the attacker becomes confused.

Pin Missile

Type: Bug

PP: 20

Power: 14

Accuracy: 85%

Description: An attack that fires many needle-like projectiles from the body. Strikes several times.

Poison Gas

Type: Poison

PP: 40

Power: -

Accuracy: 55%

Description: A poisonous cloud of gas is forcefully expelled to poison the target.

Poison Sting

Type: Poison

PP: 35

Power: 15

Accuracy: 100%

Description: A Poison-type attack. Has a one-in-five chance of leaving the target with the lingering effects of poison.

Poison Powder

Type: Poison

PP: 35

Power: -

Accuracy: 75%

Description: A technique that poisons the target. If poisoned, the victim loses HP steadily.

Pound

Type: Normal

PP: 35

Power: 40

Accuracy: 100%

Description: A Normal-type attack. Slightly stronger than Tackle. Many Pokemon know this move.

Psybeam

Type: Psychic

PP: 20

Power: 65

Accuracy: 100%

Description: A Psychic-type attack. Has a one-in-ten chance of making the target confused.

Psychic

Type: Psychic

PP: 10

Power: 90

Accuracy: 100%

Description: A Psychic-type attack. Has a one-in-three chance of lowering the target's Special rating.

Psywave

Type: Psychic

PP: 15

Power: -

Accuracy:

Description: Random damage attack that cannot exceed 1.5 times your Pokemon's level.

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Q

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Quick Attack

Type: Normal

PP: 30

Power: 40

Accuracy: 100%

Description: An attack that always strikes first. If both Pokemon use this,

the one with higher Speed attacks first.

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R
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Rage

Type: Normal

PP: 20

Power: 20

Accuracy: 100%

Description: A non-stop attack move. The user's Attack power increases every time it sustains damage.

Razor Leaf

Type: Grass

PP: 25

Power: 55

Accuracy: 95%

Description: A Grass-type attack that sends sharp-edged leaves at the target. Likely to get a critical hit.

Razor Wind

Type: Normal

PP: 10

Power:

Accuracy:

Description: Your Pokemon will build up power for Razor Wind on the first, and then it will attack on your second turn.

Recover

Type: Normal

PP: 20

Power: -

Accuracy: 100%

Description: Restores HP by 1/2 of the user's maximum HP. Few Pokemon learn this technique on their own.

Reflect

Type: Psychic

PP: 20

Power: -

Accuracy: 100%: Reduces damage from physical attacks by about half. A special Psychic-type technique.

Rest

Type: Psychic

PP: 10

Power: -

Accuracy: 100%

Description: The user takes a nap to full restore its HP and recover from any status ailments.

Roar

Type: Normal

PP: 20

Power: -

Accuracy: 100%

Description: A terrifying roar that drives wild Pokemon away. IT is useful only in the wild.

Rock Slide

Type: Rock

PP: 10

Power: 75

Accuracy: 90%

Description: A Rock-type attack that hits the target with an avalanche of rocks and boulders.

Rock Throw

Type: Rock

PP: 15

Power: 50

Accuracy: 65%

Description: A Rock-type attack. As the name implies, a huge boulder is dropped on the target.

Rolling Kick

Type: Fighting

PP: 15

Power:

Accuracy:

Description: A Fighting-type attack that simply deals damage to the opponent's Pokemon.

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Sand-Attack

Type: Normal

PP: 15

Power: -

Accuracy: 100%

Description: An attack in which sand is used to blind the target and reduce its attack accuracy.

Scratch

Type: Normal

PP: 30

Power: 40

Accuracy: 100%

Description: A Normal-type attack. Sharp claws are used to inflict damage on the target.

Screech

Type: Normal

PP: 40

Power: -

Accuracy: 85%

Description: A move that makes a horrible noise. It sharply reduces the target's Defense.

Seismic Toss

Type: Fighting

PP: 20

Power: -

Accuracy: 100%

Description: A Fighting-type attack. Throws the target with enough force to flip the world upside down. (My Note: The damage done is equal to your Pokemon's current level.)

Self Destruct

Type: Normal

PP: 5

Power: 260

Accuracy: 100%

Description: The user explodes, inflicting damage on the enemy, then faints. Useless against Ghost-type.

Sharpen

Type: Normal

PP: 30

Power: -

Accuracy: 100%

Description: Raises the user's Attack power. The edges of the Pokemon are made harder for more impact.

Sing

Type: Normal

PP: 15

Power: -

Accuracy: 55%

Description: A special Normal-type technique. A soothing melody lulls the target to sleep.

Skull Bash

Type: Normal

PP: 15

Power: 100

Accuracy: 100%

Description: Your Pokemon ducks its head for one turn and attacks on the second.

Sky Attack

Type: Flying

PP: 5

Power: 140

Accuracy: 90%

Description: The strongest Flying-type attack. Energy is stored in the first turn, then fired the next turn.

Slam

Type: Normal

PP: 20

Power: 80

Accuracy: 75%

Description: A Normal-type attack move. The attack uses an appendage (e.g. tail) to slam the target hard.

Slash

Type: Normal

PP: 20

Power: 70

Accuracy: 100%

Description: A Normal-type attack. It has a high probability of a critical hit for inflicting double the damage.

Sleep Powder

Type: Grass

PP: 15

Power: -

Accuracy: 75%

Description: Induces sleep. A Pokemon will stay asleep for several turns if an item isn't used to wake it.

Sludge

Type: Poison

PP: 20

Power: 65

Accuracy: 100%

Description: A Poison-type attack. Has a fifty-fifty chance of poisoning the target.

Smog

Type: Poison

PP: 20

Power: 20

Accuracy: 70%

Description: Smog is spewed as a cloud. Has a fifty-fifty chance of poisoning the target.

Smokescreen

Type: Normal

PP: 20

Power: -

Accuracy: 100%

Description: Creates an obscuring cloud of smoke that reduces the enemy's accuracy.

Softboiled

Type: Normal

PP: 10

Power: -

Accuracy: 100%

Description: Recovers half of Pokemon's HP in battle. May be used out of battle to recover other Pokemon's HP.

Solar Beam

Type: Grass

PP: 10

Power: 120

Accuracy: 100%

Description: The strongest Grass-type attack. Energy is absorbed in the first turn, then fired the next turn.

Sonicboom

Type: Normal

PP: 20

Power: -

Accuracy: 90%: A Normal-type attack. It inflicts a set amount of damage regardless of the target's type.

Spike Cannon

Type: Normal

PP: 15

Power: 20

Accuracy: 100%

Description: A physical attack consisting of two to five consecutive hits. Highly accurate.

Splash

Type: Normal

PP: 40

Power: -

Accuracy: 100%

Description: A move that involves only flopping and splashing around in front of the opponent. It has no effect.

Spore

Type: Grass

PP: 15

Power: -

Accuracy: 100%

Description: Special spores are scattered from mushrooms. If the opponent inhales the spores, it will fall asleep.

Stomp

Type: Normal

PP: 20

Power: 65

Accuracy: 100%

Description: A Normal-type attack. Has a one-in-chance of making the target flinch if it connects.

Strength

Type: Normal

PP: 15

Power: 80

Accuracy: 100%

Description: A very powerful Normal-type attack. also used for moving obstacles like boulders.

String Shot

Type: Bug

PP: 40

Power: -

Accuracy: 95%

Description: Strings are sprayed out and wrapped around the target to reduce its Speed.

Struggle

Type: Normal

PP: 10

Power: -

Accuracy: -

Description: Struggle is only activated when a Pokemon runs out of PP for all of its abilities.

Stun Spore

Type: Grass

PP: 30

Power: -

Accuracy: 75%

Description: A special move that causes paralysis. When paralyzed, the victim has a one-in-four chance of immobility.

Submission

Type: Fighting

PP: 25

Power: 80

Accuracy: 80%

Description: The strongest Fighting attack. One quarter of the damage it inflicts comes back to hurt the attacker.

Substitute

Type: Normal

PP: 10

Power:

Accuracy:

Description: Your Pokemon creates a doll by sacrificing part of its HP. This doll will act as a shield for your Pokemon.

Super Fang

Type: Normal

PP: 10

Power: -

Accuracy: 90%

Description: If it hits, this attack cuts the target's HP in half. Learned by Pokemon with developed fangs.

Supersonic

Type: Normal

PP: 20

Power: -

Accuracy: 55%

Description: A special Normal-type technique. Supersonic sound waves are used to confuse the target.

Surf

Type: Water

PP: 15

Power: 95

Accuracy: 100%

Description: A Water-type attack. The power of this technique is strong and highly accurate.

Swift

Type: Normal

PP: 20

Power: 60

Accuracy: 100%

Description: A Normal-type attack. It is highly accurate, so it can be counted on to inflict damage. (My Note: As far as I know, this attack never misses, even if the target is using Fly or Dig!)

Swords Dance

Type: Normal

PP: 30

Power: -

Accuracy: 100%

Description: A special move that greatly boosts the user's Attack power. Can normally be used up to three times.

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Tackle

Type: Normal

PP: 35

Power: 35

Accuracy: 95%

Description: A Normal-type attack. Many Pokemon know this attack right from the start.

Tail Whip

Type: Normal

PP: 30

Power: -

Accuracy: 100%

Description: A technique that lowers the target's Defense. Useful against tough, armor Pokemon,

Take Down

Type: Normal

PP: 20

Power: 90

Accuracy: 85%

Description: A charging attack. One quarter of the damage it inflicts comes back to hurt the attacker.

Teleport

Type: Psychic

PP: 20

Power: -

Accuracy: 100%

Description: A special technique for instantly escaping from wild Pokemon. Useful in the wild only.

Thrash

Type: Normal

PP: 20

Power:

Accuracy:

Description: Thrash will deal damage, but it will Confuse your Pokemon.

Thunder

Type: Electric

PP: 10

Power: 120

Accuracy: 70%

Description: The strongest of all Electric-type attacks. Has a one-in-ten chance of paralyzing the target.

Thunder Wave

Type: Electric

PP: 20

Power: -

Accuracy: 100%

Description: A special move that causes paralysis. When paralyzed, the victim has a one-in-four chance of immobility.

Thunderbolt

Type: Electric

PP: 15

Power:

Accuracy:

Description: This Electric-type attack is slightly less powerful than Thunderbolt, but it is more accurate. Has a chance of Paralyzing opponent.

Thunderpunch

Type: Electric

PP: 15

Power: 75

Accuracy: 100%

Description: A special Electric-type attack. Has a one-in-ten chance of paralyzing the target.

Thundershock

Type: Electric

PP: 30

Power: 40

Accuracy: 100%

Description: An Electric-type attack. Has a one-in-ten chance of paralyzing the target.

Toxic

Type: Poison

PP: 10

Power: -

Accuracy: 85%

Description: A technique that badly poisons the target. The amount of damage from the poison increases every turn.

Transform

Type: Normal

PP: 10

Power: -

Accuracy: 100%

Description: Transforms the user into a copy of the target, including the type. All moves have only five PP each.

Tri Attack

Type: Normal

PP: 10

Power: 80

Accuracy: 100%

Description: A Normal-type attack. A triangular field of energy is created and launched at the target.

Twineedle

Type: Bug

PP: 20

Power: 25

Accuracy: 100%

Description: An attack that strikes twice. The target may occasionally become poisoned.

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Vicegrip

Type: Normal

PP: 30

Power: 55

Accuracy: 100%

Description: A Normal-type attack used only by Pokemon with pincers. The target is gripped and injured.

Vine Whip

Type: Grass

PP: 10

Power: 35

Accuracy: 100%

Description: A Grass-type attack. The Pokemon uses its cruel whips to strike the opponent.

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Water Gun

Type: Water

PP: 25

Power: 40

Accuracy: 100%

Description: A Water-type attack. Stronger than Bubble. Many Water-type Pokemon learn this move.

Waterfall

Type: Water

PP: 15

Power: 80

Accuracy: 100%

Description: A Water-type attack. The target is hit with a blow packing the power of fish traveling up waterfalls.

Whirlwind

Type: Normal

PP: 20

Power: -

Accuracy: 85%

Description: Generates a powerful wind that blows away wild Pokemon. Useful in the wild only.

Wing Attack

Type: Flying

PP: 35

Power: 35

Accuracy: 100%

Description: A Flying-type attack. The attacking Pokemon spreads its wings and charges at the target.

Withdraw

Type: Water

PP: 40

Power: -

Accuracy: 100%

Description: Used mainly by Pokemon with shells. By withdrawing into the shell, Defense is increased.

Wrap

Type: Normal

PP: 20

Power: 15

Accuracy: 85%

Description: Traps and squeezes the target over two to five turns. The target cannot move while under attack.

=====
12) POKEDEX
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This section gives information about each Pokemon.

NOTE: I don't plan to add locations or what abilities they learn here because that depends on what Game Boy version you're using.

- Name

Type: 1 or 2 of the 15 kinds.

Evolution: What the Pokemon can evolve into.

Height: Pokemon's height.

Weight: Pokemon's weight.

Pokedex: What the Pokedex says about the Pokemon.

#1 - Bulbasaur

Seed

Type: Grass/Poison

Evolution: Ivysaur - L16

Height: 2' 4''

Weight: 15 lbs.

Pokedex: The bulb-like pouch on its back grows larger as it ages. The pouch is filled with numerous seeds.

#2 - Ivysaur

Seed

Type: Grass/Poison

Evolution: Venusaur - L32

Height: 3' 3''

Weight: 29 lbs.

Pokedex: The bud on its back apparently draws energy from its body. The bud is said to open into a large flower when fully grown.

#3 - Venusaur

Seed

Type: Grass/Poison

Evolution: -

Height: 6' 7''

Weight: 221 lbs.

Pokedex: Absorbs solar energy as nutrition. When it is catching the sun's rays, it often remains quiet and still.

#4 - Charmander

Lizard

Type: Fire

Evolution: Charmeleon - L16

Height: 2' 0''

Weight: 19 lbs.

Pokedex: Even the newborns have flaming tails. Unfamiliar with fire, babies are said to accidentally burn themselves.

#5 - Charmeleon

Flame

Type: Fire

Evolution: Charizard - L36

Height: 3' 7''

Weight: 42 lbs.

Pokedex: It appears to be very vicious. It attacks with razor-sharp claws and won't stop until the enemy is defeated.

#6 - Charizard

Flame

Type: Fire/Flying

Evolution: -

Height: 5' 7''

Weight: 200 lbs.

Pokedex: Its fiery breath reaches incredible temperatures. It can quickly melt glaciers weighing 10,000 tons.

#7 - Squirtle

Tinyturtle

Type: Water

Evolution: Wartortle - L16

Height: 1' 8''

Weight: 20 lbs.

Pokedex: It takes for the shell to form and harden after hatching. It sprays foam powerfully from its mouth.

#8 - Wartortle

Turtle

Type: Water

Evolution: Blastoise - L36

Height: 3' 3''

Weight: 50 lbs.

Pokedex: The tail is covered with a rich fur. It stores air in the fur before taking extended dives underwater.

#9 - Blastoise

Shellfish

Type: Water

Evolution: -

Height: 5' 3''

Weight: 189 lbs.

Pokedex: It has spouts extending from its shell at the top. They spray water like cannons, hard enough to pierce concrete walls.

#10 - Caterpie

Worm

Type: Bug

Evolution: Metapod - L7

Height: 1' 0''

Weight: 6 lbs.

Pokedex: It has large, eye-like patterns on its head as protection. They are used to frighten off enemies.

#11 - Metapod

Cocoon

Type: Bug

Evolution: Butterfree - L10

Height: 2' 4''

Weight: 22 lbs.

Pokedex: When it hardens, only the external shell is transformed. The inside remains tender.

#12 - Butterfree

Butterfly

Type: Bug/Flying

Evolution: -

Height: 3' 7''

Weight: 71 lbs.

Pokedex: Its wings are covered with poisonous dust. If you see one flapping its wings, be careful not to inhale the dust.

#13 - Weedle

Hairy Bug

Type: Bug/Poison

Evolution: Kakuna - L7

Height: 1' 0''

Weight: 7 lbs.

Pokedex: A common sight in forests and grassy areas. Has a poison stinger on its head that may be used if you step on it.

#14 - Kakuna

Cocoon

Type: Bug/Poison

Evolution: Beedrill - L10

Height: 2' 0''

Weight: 22 lbs.

Pokedex: Because it is virtually motionless, it may appear dead. Inside, however, a new body is being made.

#15 - Beedrill

Poison Bee

Type: Bug/Poison

Evolution: -

Height: 3' 3''

Weight: 65 lbs.

Pokedex: Flies at high speeds and attacks with three stingers: one on its rear and one on each of its two forelegs. May appear in swarms.

#16 - Pidgey

Tiny Bird

Type: Normal/Flying

Evolution: Pidgeotto - L18

Height: 1' 0''

Weight: 4 lbs.

Pokedex: If at all possible, it will try to avoid battles. Small or weak enemies are blown away by Whirlwind.

#17 - Pidgeotto

Bird

Type: Normal/Flying

Evolution: Pidgeot - L36

Height: 3' 7''

Weight: 66 lbs.

Pokedex: It builds its nest in the center of its large territory. IT uses its powerfully, developed talons to swiftly snatch prey.

#18 - Pidgeot

Bird

Type: Normal/Flying

Evolution: -

Height: 4' 11''

Weight: 87 lbs.

Pokedex: Capable of flying incredibly quickly. In full flight, by the time its flapping is heard, it is long gone.

#19 - Rattata

Rat

Type: Normal

Evolution: Raticate - L20

Height: 1' 0''

Weight: 8 lbs.

Pokedex: Scurries around quickly, searching for hard objects to gnaw. It appears to be jittery and unable to remain still.

#20 - Raticate

Rat

Type: Normal

Evolution: -

Height: 2' 4''

Weight: 41 lbs.

Pokedex: If attacked, it stands up on its hind legs, bares its fangs and shrieks in an intimidating manner at its enemy.

#21 - Spearow

Tiny Bird

Type: Normal/Flying

Evolution: Fearow - L20

Height: 1' 0''

Weight: 4 lbs.

Pokedex: Its wings are short, so it can't fly a long distance. If it's not eating, it darts around in a hurry.

#22 - Fearow

Beak

Type: Normal/Flying

Evolution: -

Height: 3' 11''

Weight: 84 lbs.

Pokedex: A Pokemon that enjoys flying. It uses its broad wings to adroitly catch the wind to soar elegantly into the sky.

#23 - Ekans

Snake

Type: Poison

Evolution: Arbok - L22

Height: 6' 7''

Weight: 15 lbs.

Pokedex: Slithers silently through grass, searching for its favorite food-- Pidgey and Spearow eggs.

#24 - Arbok

Cobra

Type: Poison

Evolution: -

Height: 11' 6''

Weight: 143 lbs.

Pokedex: If it encounters an enemy, it raises its head, intimidating the opponent with the frightening pattern on its body.

#25 - Pikachu

Mouse

Type: Electric

Evolution: Raichu - Thunder Stone

Height: 1' 4''

Weight: 13 lbs.

Pokedex: Lives in forests away from people. It stores electricity in its cheeks for zapping an enemy if it is attacked.

#26 - Raichu

Mouse

Type: Electric

Evolution: -

Height: 2' 7''

Weight: 66 lbs.

Pokedex: Its electrical attacks may reach 10,000 volts. It discharges electricity from its tail, so it is not harmed by its own power.

#27 - Sandshrew

Mouse

Type: Ground

Evolution: Sandslash - L22

Height: 2' 0''

Weight: 26 lbs.

Pokedex: When hunting, it hides at the lip of its burrow. If prey comes close, it lunges out and drags in the prey instantly.

#28 - Sandslash

Mouse

Type: Ground

Evolution: -

Height: 3' 3''

Weight: 65 lbs.

Pokedex: Curls into a ball of sharp spikes and rolls into enemies. It is also adept at slashing with its sharp claws.

#29 - Nidoran (Female)

Poison Pin

Type: Poison

Evolution: Nidorina - L16

Height: 1' 4''

Weight: 15 lbs.

Pokedex: Although small, it should be treated with caution because of its highly toxic thorns. The female has a small horn.

#30 - Nidorina

Poison Pin

Type: Poison

Evolution: Nidoqueen - Moon Stone

Height: 2' 7''

Weight: 44 lbs.

Pokedex: The female is usually docile. However, if it becomes enraged, it will attack wildly with bites and scratches.

#31 - Nidoqueen

Drill

Type: Poison/Ground

Evolution: -

Height: 4' 3''

Weight: 132 lbs.

Pokedex: Its super-hard, needle-like scales stand up when excited. It uses its hefty bulk for performing powerful moves.

#32 - Nidoran (Male)

Poison Pin

Type: Poison

Evolution: Nidorino - L16

Height: 1' 8''

Weight: 20 lbs.

Pokedex: Its large ears sense danger. It extends its toxic spikes when angry. The size of its body thorns indicates its toxicity.

#33 - Nidorino

Poison Pin

Type: Poison

Evolution: Nidoking - Moon Stone

Height: 2' 11''

Weight: 43 lbs.

Pokedex: Its horn is harder than diamond. If it punctures an enemy, it pumps powerful venom into the wound.

#34 - Nidoking

Drill

Type: Poison/Ground

Evolution: -

Height: 4' 7''

Weight: 137 lbs.

Pokedex: Has a rock-hard hide that is worn like armor. The long horn on its head is sharp and highly venomous.

#35 - Clefairy

Fairy

Type: Normal

Evolution: Clefable - Moon Stone

Height: 2' 0''

Weight: 17 lbs.

Pokedex: Because of its adorable nature, it is in high demand as a pet. However, it is rare and found only in limited areas.

#36 - Clefable

Fairy

Type: Normal

Evolution: -

Height: 4' 3''

Weight: 88 lbs.

Pokedex: Its ears are very sensitive, so it does not like loud noises or busy places. Will not come out in front of people.

#37 - Vulpix

Fox

Type: Fire

Evolution: Ninetales - Fire Stone

Height: 2' 0''

Weight: 22 lbs.

Pokedex: A single, white-colored tail splits into six beautiful tails. As it grows older, it grows even more tails.

#38 - Ninetales

Fox

Type: Fire

Evolution: -

Height: 3' 7''

Weight: 44 lbs.

Pokedex: It is extremely vindictive. It is said to lay a 1,000-year long curse if its tail is pulled as a joke.

#39 - Jigglypuff

Balloon

Type: Normal

Evolution: Wigglytuff - Moon Stone

Height: 1' 8''

Weight: 12 lbs.

Pokedex: It mesmerizes with its large, round eyes and sings a soothing melody. Pokemon hearing this song fall asleep.

#40 - Wigglytuff

Balloon: Normal

Evolution: -

Height: 3' 3''

Weight: 26 lbs.

Pokedex: Its soft and supple skin allows it to expand like a balloon. If it gets angry, it inhales and inflates itself steadily.

#41 - Zubat

Bat

Type: Poison/Flying

Evolution: Golbat - L22

Height: 2' 7''

Weight: 17 lbs.

Pokedex: It has neither eyes nor a nose. It emits ultrasonic cries that bounce back to its large ears, enabling it to fly safely.

#42 - Golbat

Bat

Type: Poison/Flying

Evolution: -

Height: 5' 3'': 121 lbs.

Pokedex: Bites its prey and feeds on the victim's energy. Its own blood type changes to that of its victim.

#43 - Oddish

Weed

Type: Grass/Poison

Evolution: Gloom - L21

Height: 1' 8''

Weight: 12 lbs.

Pokedex: Burrows underground in the day, exposing only its leaves. It is said to scream loudly if anyone tried to yank it out.

#44 - Gloom

Weed

Type: Grass/Poison

Evolution: Vileplume - Leaf Stone

Height: 2' 7''

Weight: 19 lbs.

Pokedex: The horrible-smelling pistil of this flower stinks over a mile away. Unwittingly inhaled, it can cause fainting.

#45 - Vileplume

Flower

Type: Grass/Poison

Evolution: -

Height: 3' 11''

Weight: 41 lbs.

Pokedex: Scatters allergy-causing pollen from its broad petals. The larger the petals, the more pollen is scattered.

#46 - Paras

Mushroom

Type: Bug/Grass

Evolution: Parasect - L24

Height: 1' 0''

Weight: 12 lbs.

Pokedex: Grows by sucking nutrients from the roots of trees. The mushrooms on its back grow by drawing extracts from the bug host.

#47 - Parasect

Mushroom

Type: Bug/Grass

Evolution: -

Height: 3' 3''

Weight: 65 lbs.

Pokedex: The bug host is controlled by the mushrooms that scatter poisonous spores. The spores are sometimes used as medicine in China.

#48 - Venonat

Insect

Type: Bug/Poison

Evolution: Venomoth - L31

Height: 3' 3''

Weight: 66 lbs.

Pokedex: Uses its large, radar-like eyes to move around in darkness. It is instinctively attracted to light.

#49 - Venomoth

Poisonmoth

Type: Bug/Poison

Evolution: -

Height: 4' 11''

Weight: 28 lbs.

Pokedex: The powder on its wings is poisonous. It scatters the powder with every flap, so you may be poisoned if you are downwind.

#50 - Diglett

Mole

Type: Ground

Evolution: Dugtrio - L26

Height: 0' 8''

Weight: 2 lbs.

Pokedex: Its head pokes up approximately eight inches out of the ground. However, its real size remains a mystery to this day.

#51 - Dugtrio

Mole

Type: Ground

Evolution: -

Height: 2' 4''

Weight: 72 lbs.

Pokedex: Diglett triplets that always travel together. Known to burrow more than 60 miles underground and trigger quakes.

#52 - Meowth

Scratchcat

Type: Normal

Evolution: Persian - L28

Height: 1' 4''

Weight: 9 lbs.

Pokedex: Sleeps in the daytime. At night, its eyes glow as it happily collects coins, its favorite things.

#53 - Persian

Classy Cat

Type: Normal

Evolution: -

Height: 3' 3''

Weight: 71 lbs.

Pokedex: It is highly regarded as a pet for its beautiful fur. However, it is extremely temperamental and difficult to keep.

#54 - Psyduck

Duck

Type: Water

Evolution: Golduck - L33

Height: 2' 7''

Weight: 43 lbs.

Pokedex: Appears unaware and totally vacant. However, if its chronic headache worsens, it starts to exhibit peculiar powers.

#55 - Golduck

Duck

Type: Water

Evolution: -

Height: 5' 7''

Weight: 169 lbs.

Pokedex: Its webbed hands and feet make it a proficient swimmer. May be seen swimming elegantly at dusk in places like lakes.

#56 - Mankey

Pig Monkey

Type: Fighting

Evolution: Primeape - L28

Height: 1' 8''

Weight: 62 lbs.

Pokedex: Quick to anger, it will begin brawling on the slightest provocation. It is unsafe to approach, as it is very nimble.

#57 - Primeape

Pig Monkey

Type: Fighting

Evolution: -

Height: 3' 3''

Weight: 71 lbs.

Pokedex: When enraged, it gives chase endlessly. Because it is impossible to tell what made it angry, there is no soothing it.

#58 - Growlithe

Puppy

Type: Fire

Evolution: Arcanine - Fire Stone

Height: 2' 4''

Weight: 42 lbs.

Pokedex: Friendly and loyal, but also jealously protective of its territory. Carelessly approaching it may result in a bite.

#59 - Arcanine

Legendary

Type: Fire

Evolution: -

Height: 6' 3''

Weight: 342 lbs.

Pokedex: A Pokemon whose beauty is legendary in China. It is said to run gracefully and lightly, as if it were flying.

#60 - Poliwhag

Tadpole: Water

Evolution: Poliwhirl - L25

Height: 2' 4''

Weight: 27 lbs.

Pokedex: The spiral on its belly is its internal organs seen through its thin skin. It is better at swimming than walking.

#61 - Poliwhirl

Tadpole

Type: Water

Evolution: Poliwrath - Water Stone

Height: 3' 3''

Weight: 44 lbs.

Pokedex: Capable of living on land, but prefers to stay in water. If it's out of water, it sweats to keep its skin moist.

#62 - Poliwrath

Tadpole

Type: Water/Fighting

Evolution: -

Height: 4' 3''

Weight: 119 lbs.

Pokedex: A strong swimmer, it is faster than a human champ in an individual medley. It can go far and fast with minimal breathing.

#63 - Abra

Psi

Type: Psychic

Evolution: Kadabra - L16

Height: 2' 11''

Weight: 43 lbs.

Pokedex: Even while asleep, it can sense enemies approaching. It teleports itself to a distant spot if there is any danger.

#64 - Kadabra

Psi

Type: Psychic

Evolution: Alakazam - Trade To Another Cartridge

Height: 4' 3''

Weight: 125 lbs.

Pokedex: When it uses psychic power, all its brain cells work in unison to generate powerful alpha waves.

#65 - Alakazam

Psi

Type: Psychic

Evolution: -

Height: 4' 11''

Weight: 106 lbs.

Pokedex: A Pokemon that uses psychic power. It is highly intelligent and capable of instantly identifying its foe's weakness.

#66 - Machop

Superpower

Type: Fighting

Evolution: Machoke - L28

Height: 2' 7''

Weight: 43 lbs.

Pokedex: Its whole body is covered with muscles, so it can raise bulges anywhere. It can throw a hundred adults.

#67 - Machoke

Superpower

Type: Fighting

Evolution: Machamp - Trade To Another Cartridge

Height: 4' 11''

Weight: 155 lbs.

Pokedex: Although it is incredibly strong, it is always modest. It restrains its strength with a power-save belt.

#68 - Machamp

Superpower

Type: Fighting

Evolution: -

Height: 5' 3''

Weight: 287 lbs.

Pokedex: Among its fighting moves is a simultaneous volley of an uppercut, hook, straight, and karate chop from its four arms.

#69 - Bellsprout

Flower

Type: Grass/Poison

Evolution: Weepinbell - L21

Height: 2' 4''

Weight: 9 lbs.

Pokedex: A kind of bug-eating plant that hunts small insects. It uses its roots as feet for walking.

#70 - Weepinbell

Flycatcher

Type: Grass/Poison

Evolution: Victreebel - Leaf Stone

Height: 3' 3''

Weight: 14 lbs.

Pokedex: Armed with razor-sharp leaves, it uses toxic pollen to immobilize its enemy and melts the helpless foe with acid.

#71 - Victreebel

Flycatcher

Type: Grass/Poison

Evolution: -

Height: 5' 7''

Weight: 34 lbs.

Pokedex: Attracts prey with sweet-smelling honey. Its prey include bugs, naturally, and even large animals on occasion.

#72 - Tentacool

Jellyfish

Type: Water/Poison

Evolution: Tentacruel - L30

Height: 2' 11''

Weight: 100 lbs.

Pokedex: Fires beams of light from its clear eyes. Floats around in shallow waters and may sting unwary anglers.

#73 - Tentacruel

Jellyfish

Type: Water/Poison

Evolution: -

Height: 5' 3''

Weight: 121 lbs.

Pokedex: It has 80 tentacles. Once they wrap around an enemy, the tentacles will not release, no matter what.

#74 - Geodude

Rock

Type: Rock/Ground

Evolution: Graveler - L25

Height: 1' 4''

Weight: 44 lbs.

Pokedex: When traveling uphill, if it encounters a raised step, it cleverly hoists itself up and over using its two arms.

#75 - Graveler

Rock

Type: Rock/Ground

Evolution: Golem - Trade To Another Cartridge

Height: 3' 3''

Weight: 232 lbs.

Pokedex: Rolls on steep mountainous trails. Its plows through grass, trees and anything else that gets in its way.

#76 - Golem

Megaton

Type: Rock/Ground

Evolution: -

Height: 4' 7''

Weight: 662 lbs.

Pokedex: Its body, which weighs over 660 pounds, is as hard as stone. It grows bigger by shedding its skin once a year.

#77 - Ponyta

Fire Horse

Type: Fire

Evolution: Rapidash - L40

Height: 3' 3''

Weight: 66 lbs.

Pokedex: Capable of jumping over the Eiffel Tower in a single giant leap. Its hooves are ten times harder than diamonds.

#78 - Rapidash

Fire Horse

Type: Fire

Evolution: -

Height: 5' 7''

Weight: 209 lbs.

Pokedex: Unable to restrain itself from running after fast trains or cars. Capable of reaching 150 mph at full speed.

#79 - Slowpoke

Dopey

Type: Water/Psychic

Evolution: Slowbro - L37

Height: 3' 11''

Weight: 79 lbs.

Pokedex: A dopey Pokemon that remains in a daze except when fishing with its tail. Awake or asleep, there is little difference.

#80 - Slowbro

Hermitcrab

Type: Water/Psychic

Evolution: -

Height: 5' 3''

Weight: 173 lbs.

Pokedex: If its tail is bitten by a Shellder, Slowpoke evolves into Slowbro. The Shellder seems to like its crunchy tail.

#81 - Magnemite

Magnet

Type: Electric

Evolution: Magnetron - L30

Height: 1' 0''

Weight: 13 lbs.

Pokedex: Appears as if out of nowhere. It floats using anti-gravity and discharges electricity from two side-mounted units.

#82 - Magnetron

Magnet

Type: Electric

Evolution: -

Height: 3' 3''

Weight: 132 lbs.

Pokedex: Formed by Magnemite that link together when the number of black spots on the sun increases. Fires high-voltage power, etc.

#83 - Farfetch'd

Wild Duck

Type: Normal/Flying

Evolution: -

Height: 2' 7''

Weight: 33 lbs.

Pokedex: Always carries the stalk of an unidentified plant. The stalk is said to be used for making a nest or as a weapon.

#84 - Doduo

Twin Bird

Type: Normal/Flying

Evolution: Dodrio - L31

Height: 4' 7''

Weight: 86 lbs.

Pokedex: A Pokemon with two heads. More skilled at running than flying, it is capable of racing at speeds over 60 mph.

#85 - Dodrio

Triplebird

Type: Normal/Flying

Evolution: -

Height: 5' 11''

Weight: 188 lbs.

Pokedex: The three heads express joy, sorrow, and anger as they plan strategy together. When it sleeps, one head remains awake.

#86 - Seel

Sea Lion

Type: Water

Evolution: Dewgong - L34

Height: 3' 7''

Weight: 198 lbs.

Pokedex: It boasts a thick hide covered with light blue fur. It plows through ice floes in water 40 degrees below 0.

#87 - Dewgong

Sea Lion

Type: Water/Ice

Evolution: -

Height: 5' 7''

Weight: 265 lbs.

Pokedex: It stores thermal energy inside its pure white, fur-covered body. It swims in frigid water at eight knots.

#88 - Grimer

Sludge

Type: Poison

Evolution: Muk - L38

Height: 2' 11''

Weight: 66 lbs.

Pokedex: Sludge that was transformed when exposed to X-rays from the moon. Loves sludge, industrial waste, and other refuse.

#89 - Muk

Sludge

Type: Poison

Evolution: -

Height: 3' 11''

Weight: 66 lbs.

Pokedex: Becomes indistinguishable if it hides in dirt. Touching its sludge-covered body causes horrible poisonings.

#90 - Shellder

Bivalve

Type: Water

Evolution: Cloyster - Water Stone

Height: 1' 0''

Weight: 9 lbs.

Pokedex: Its shell is harder than diamond. It hides in sand on the sea floor and catches prey with its soft tongue.

#91 - Cloyster

Bivalve

Type: Water/Ice

Evolution: -

Height: 4' 11''

Weight: 292 lbs.

Pokedex: Its shell is so hard, it can even withstand a bomb. No one has ever seen what is inside its shell.

#92 - Gastly

Gas

Type: Ghost/Poison

Evolution: Haunter - L25

Height: 4' 3''

Weight: 0.2 lbs.

Pokedex: Made of a thing, gas-like substance that induces fainting if you get enshrouded in it. Will not appear if it is very windy.

#93 - Haunter

Gas

Type: Ghost/Poison

Evolution: Gengar - Trade To Another Cartridge

Height: 5' 3''

Weight: 0.2 lbs.

Pokedex: If you trip and fall for no apparent reason or hear a sound when no one is around, it may be a Haunter.

#94 - Gengar

Shadow

Type: Ghost/Poison

Evolution: -

Height: 4' 11''

Weight: 89 lbs.

Pokedex: Appears to attack people who get lost in the mountains. Said to be the culprit behind shadows that laugh in the moonlight.

#95 - Onix

Rock Snake

Type: Rock/Ground

Evolution: -

Height: 28' 10''

Weight: 463 lbs.

Pokedex: Its large body is over 26 feet long. Despite its size, it can squirm its way through the ground at 50 mph.

#96 - Drowzee

Hypnosis

Type: Psychic

Evolution: Hypno - L26

Height: 3' 3''

Weight: 71 lbs.

Pokedex: It puts its enemy to sleep and eats the victim's dreams. Said to have descended from the legendary beast, Baku.

#97 - Hypno

Hypnosis

Type: Psychic

Evolution: -

Height: 5' 3''

Weight: 167 lbs.

Pokedex: If you lock eyes with it, it will try to hypnotize you. It is best to close your eyes quickly before you get hypnotized.

#98 - Krabby

River Crab

Type: Water

Evolution: Kingler - L28

Height: 1' 4''

Weight: 14 lbs.

Pokedex: Lives on beaches and seashores. If a pincer falls off, a new, stronger pincer grows back in its place.

#99 - Kingler

Pincer

Type: Water

Evolution: -

Height: 4' 3''

Weight: 132 lbs.

Pokedex: Said to be capable of prying open Shellder and Cloyster shells using its 10,000-horsepower pincer.

#100 - Voltorb

Ball

Type: Electric

Evolution: Electrode - L30

Height: 1' 8''

Weight: 23 lbs.

Pokedex: Usually found in power plants. In some instances, they have been seen drawing power from the trolleys of electric trains.

#101 - Electrode

Ball

Type: Electric

Evolution: -

Height: 3' 11''

Weight: 147 lbs.

Pokedex: Stores enormous amounts of electricity within its body and explodes with the slightest provocation. Extremely dangerous.

#102 - Exeggcute

Egg

Type: Grass

Evolution: Exeggutor - Leaf Stone

Height: 1' 4''

Weight: 6 lbs.

Pokedex: A Pokemon that is like the seeds of a plant. If you find one and chase it, other will join without you noticing.

#103 - Exeggutor

Coconut

Type: Grass/Psychic

Evolution: -

Height: 6' 7''

Weight: 265 lbs.

Pokedex: Each of the fruits is an independently-thinking head. It is said that if one drops off, it becomes an Exeggcute.

#104 - Cubone

Lonely

Type: Ground

Evolution: Marowak - L28

Height: 1' 4''

Weight: 14 lbs.

Pokedex: Always wears the skull of its deceased mother on its head and never shows its face. It cries mournfully in the moonlight.

#105 - Marowak

Bonekeeper

Type: Ground

Evolution: -

Height: 3' 3''

Weight: 99 lbs.

Pokedex: Originally a small and weak Pokemon, it became rough and aggressive when it began using bones as weapons.

#106 - Hitmonlee

Kicking

Type: Fighting

Evolution: -

Height: 4' 11''

Weight: 110 lbs.

Pokedex: Repeatedly kicks its enemy with legs that freely stretch and contract. Some people refer to it as the "kicking master."

#107 - Hitmonchan

Punching

Type: Fighting

Evolution: -

Height: 4' 7''

Weight: 111 lbs.

Pokedex: Adept at punching invisibly quick at bullet-train speed. It takes a break every three minutes as it moves around.

#108 - Lickitung

Licking

Type: Normal

Evolution: -

Height: 3' 11''

Weight: 144 lbs.

Pokedex: Its tongue, twice its body's length, moves around freely to catch prey. Its licks cause a tingling sensation.

#109 - Koffing

Poison Gas

Type: Poison

Evolution: Weezing - L35

Height: 2' 0''

Weight: 2 lbs.

Pokedex: A Pokemon that is like a thin-skinned balloon filled with a highly toxic gas. Known to occasionally explode.

#110 - Weezing

Poison Gas

Type: Poison

Evolution: -

Height: 3' 11''

Weight: 21 lbs.

Pokedex: A twinned Koffing that forms on rare occasions where poisonous gases pool. Its two toxic gases appear to be different.

#111 - Rhyhorn

Spikes

Type: Ground/Rock

Evolution: Rhydon - L42

Height: 3' 3''

Weight: 254 lbs.

Pokedex: Its bones are 1,000 times harder than human bones. Using its durability and strength, it can destroy tall buildings.

#112 - Rhydon

Drill

Type: Ground/Rock

Evolution: -

Height: 6' 3''

Weight: 265 lbs.

Pokedex: Protected by an armor-like hide, it can survive in lava over 3,600 degrees. Its horn can bore holes through boulders.

#113 - Chansey

Egg

Type: Normal

Evolution: -

Height: 3' 7''

Weight: 76 lbs.

Pokedex: Lays very succulent eggs every day. If it is treated with love and care, its eggs appear to become even more delicious.

#114 - Tangela

Vine

Type: Grass

Evolution: -

Height: 3' 3''

Weight: 77 lbs.

Pokedex: Its identity is obscured by countless blue vines that are similar to seaweed. Will become entangled with anything.

#115 - Kangaskhan

Parent

Type: Normal

Evolution: -

Height: 7' 3''

Weight: 176 lbs.

Pokedex: The female raises its young in its belly pouch for around three years. The young is taken out once it learns to find food.

#116 - Horsea

Dragon

Type: Water

Evolution: Seadra - L32

Height: 1' 4''

Weight: 18 lbs.

Pokedex: Uses its tail to keep its balance while spraying ink from its mouth. The ink appears to be for shooting down bugs.

#117 - Seadra

Dragon

Type: Water

Evolution: -

Height: 3' 11''

Weight: 55 lbs.

Pokedex: A clever Pokemon that can swim backwards while facing forward. Fainting may result from a jab of its sharp spikes.

#118 - Goldeen

Goldfish

Type: Water

Evolution: Seaking - L33

Height: 2' 0''

Weight: 33 lbs.

Pokedex: Its beautiful tail fin billows and flutters like an elegant dress. Swims at a speed of five knots.

#119 - Seaking

Goldfish

Type: Water

Evolution: -

Height: 4' 3''

Weight: 86 lbs.

Pokedex: In the autumn, they travel up rivers to spawn. In other seasons, they make and live in their own nests.

#120 - Staryu

Starshape

Type: Water

Evolution: Starmie - Water Stone

Height: 2' 7''

Weight: 76 lbs.

Pokedex: It is capable of growing back any portion of its body that is cut off. At night, the center core glows with a red light.

#121 - Starmie

Mysterious

Type: Water/Psychic

Evolution: -

Height: 3' 7''

Weight: 176 lbs.

Pokedex: When away from human eyes, its core is said to glow mysteriously in seven colors. This Pokemon may have come from outer space.

#122 - Mr. Mime

Barrier

Type: Psychic

Evolution: -

Height: 4' 3''

Weight: 120 lbs.

Pokedex: It is an expert at miming and loves to perform. It is said to slap around anyone who disturbs it with its broad hands.

#123 - Scyther

Mantis

Type: Bug/Flying

Evolution: -

Height: 4' 11''

Weight: 123 lbs.

Pokedex: Moves incredibly quickly and shreds its enemy with its razor-sharp scythes. On rare occasions, it flies with its wings.

#124 - Jynx

Humanshape

Type: Ice/Psychic

Evolution: -

Height: 4' 7''

Weight: 90 lbs.

Pokedex: Talks in a strange, incomprehensible language. It is known for its weird wiggling that causes people to dance.

#125 - Electabuzz

Electric

Type: Electric

Evolution: -

Height: 3' 7''

Weight: 66 lbs.

Pokedex: Appears in power plants in search of electricity. They are said to cause major blackouts if they disappear.

#126 - Magmar

Spitfire

Type: Fire

Evolution: -

Height: 4' 3''

Weight: 98 lbs.

Pokedex: With a body temperature of close to 2,200 degrees, its body is always burning with orange flames. Lives near volcanoes.

#127 - Pinsir

Stagbeetle

Type: Bug

Evolution: -

Height: 4' 11''

Weight: 121 lbs.

Pokedex: Grips and tears at its enemy with the two pincers on its head.

Enemies with hard bodies are gripped and tossed.

#128 - Tauros

Wild Bull

Type: Normal

Evolution: -

Height: 4' 7''

Weight: 195 lbs.

Pokedex: Charges while whipping its hefty body with its tails. Although powerful, it can charge only in a straight line.

#129 - Magikarp

Fish

Type: Water

Evolution: Gyarados - L20

Height: 2' 11''

Weight: 22 lbs.

Pokedex: Whoever its opponent, and however horrible the attack it receives, all it does is splash around.

#130 - Gyarados

Atrocious

Type: Water/Flying

Evolution: -

Height: 21' 4''

Weight: 518 lbs.

Pokedex: Extremely vicious and horribly brutal. Has enough destructive power to totally annihilate even a major city.

#131 - Lapras

Transport

Type: Water/Ice

Evolution: -

Height: 8' 2''

Weight: 485 lbs.

Pokedex: Capable of understanding the languages of humans, it enjoys ferrying people on its back. It is on the verge of extinction.

#132 - Ditto

Transform

Type: Normal

Evolution: -

Height: 1' 0''

Weight: 9 lbs.

Pokedex: Capable of reorganizing its cells to transform into an exact duplicate of its enemy. It is usually shapeless blob.

#133 - Eevee

Evolution

Type: Normal

Evolution: Vaporeon, Jolteon, or Flareon (Use Evo. Stones)

Height: 1' 0''

Weight: 14 lbs.

Pokedex: Its genetic code is irregular. It evolves into three kinds of Pokemon when exposed to the radiation of elemental stones.

#134 - Vaporeon

Bubble Jet

Type: Water

Evolution: -

Height: 3' 3''

Weight: 64 lbs.

Pokedex: Found quietly resting by lake shores. Its cell structure is similar to water, so it can invisibly melt into water.

#135 - Jolteon

Lightning

Type: Electric

Evolution: -

Height: 2' 7''

Weight: 54 lbs.

Pokedex: Its weapons are its 10,000-volt electric attacks and its spiky fur. Its sharp hair can pierce enemies when it bristles.

#136 - Flareon

Flame

Type: Fire

Evolution: -

Height: 2' 11''

Weight: 55 lbs.

Pokedex: Its fiery breath reaches close to 3,000 degrees. Its body temperature exceeds 1,650 degrees when storing fire inside.

#137 - Porygon

Virtual

Type: Normal

Evolution: -

Height: 2' 7''

Weight: 80 lbs.

Pokedex: A man-made Pokemon that consists entirely of programming code. It is capable of moving freely in cyberspace.

#138 - Omanyte

Spiral

Type: Rock/Water

Evolution: Omastar - L40

Height: 1' 4''

Weight: 17 lbs.

Pokedex: A prehistoric and long-extinct Pokemon that was resurrected from a fossil. Swims by twisting its 10 tentacles about.

#139 - Omastar

Spiral

Type: Rock/Water

Evolution: -

Height: 3' 3''

Weight: 77 lbs.

Pokedex: Attacks by ensnaring its enemy with its tentacles and biting with sharp fangs. Its overly-large shell makes it sluggish.

#140 - Kabuto

Shellfish

Type: Rock/Water

Evolution: Kabutops - L40

Height: 1' 8''

Weight: 25 lbs.

Pokedex: A Pokemon that resurrected from a fossil found in an ancient seabed.

Unable to right itself if it is flipped over.

#141 - Kabutops

Shellfish

Type: Rock/Water

Evolution: -

Height: 4' 3''

Weight: 89 lbs.

Pokedex: Swims very quickly. It tears at its foe with sickle-like forelegs and drains the foe's body fluids entirely.

#142 - Aerodactyl

Fossil

Type: Rock/Flying

Evolution: -

Height: 5' 11''

Weight: 130 lbs.

Pokedex: A Pokemon that was resurrected from the genes of an ancient dinosaur.

With sharp fangs, it is very vicious.

#143 - Snorlax

Sleeping

Type: Normal

Evolution: -

Height: 6' 11''

Weight: 1014 lbs.

Pokedex: A lazy Pokemon that gets continually fatter by sticking to a cycle of eating and sleeping. Awake only when it eats.

#144 - Articuno

Freeze

Type: Ice/Flying

Evolution: -

Height: 5' 7''

Weight: 122 lbs.

Pokedex: A legendary bird Pokemon with long and distinctive tail feathers.

Said to appear if you are freezing on a snowy mountain.

#145 - Zapdos

Electric

Type: Electric/Flying

Evolution: -

Height: 5' 3''

Weight: 116 lbs.

Pokedex: A legendary bird Pokemon that appears in a gigantic thunder storm. It flies with the buzz and crack of electricity.

#146 - Moltres

Flame

Type: Fire/Flying

Evolution: -

Height: 6' 7''

Weight: 132 lbs.

Pokedex: A legendary bird Pokemon known as the "fire bird." Every time it flaps, its wings flare and burn brightly.

#147 - Dratini

Dragon

Type: Dragon

Evolution: Dragonair

Height: 5' 11''

Weight: 7 lbs.

Pokedex: Even the young are known to exceed 6' 6''. It is rare and was long considered to exist only in myth.

#148 - Dragonair

Dragon

Type: Dragon

Evolution: Dragonite

Height: 13' 1''

Weight: 36 lbs.

Pokedex: Lives in large bodies of water like the sea and lakes. It is said to have the power to change the weather and fly.

#149 - Dragonite

Dragon

Type: Dragon/Flying

Evolution: -

Height: 7' 3''

Weight: 463 lbs.

Pokedex: Has intelligence on par with people. This "sea guardian" is said to be capable of flying around the globe in about 16 hours.

#150 - Mewtwo

Genetic

Type: Psychic

Evolution: -

Height: 6' 7'': 269 lbs.

Pokedex: A vicious psychic Pokemon created by genetic engineering. Its cold, glowing eyes strike fear into its enemy.

#151 - Mew

New Specie

Type: Psychic

Evolution: -

Height: 1' 04''

Weight: 9 lbs.

Pokedex: A mythical Pokemon of South America which had been though extinct. A growing number of people have seen it recently.

=====
13) GAMESHARK CODES
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The following codes are used for the GameShark cheating device.

NOTE: Requires Diddy Kong Racing Keycode to use with GameShark.

(Following Codes Created By: GSCCC)

Misc. Codes

Enable Code (Must Be On) - DE000400 0000
Infinite Health P1 (All Pokemon) - 81285A18 007F
Infinite Health P2 (All Pokemon) - 81286438 007F

Player 1 Codes

First Pokemon Modifier:

Pokemon Modifier - 800AEDDC 00??
Max Health - 810AEDDE 03E7 + 810AEE02 03E7
Max Attack - 810AEE04 03E7
Max Defense - 810AEE06 03E7
Max Speed - 810AEE08 03E7
Max Special - 810AEE0A 03E7
Move Modifier #1 - 800AEDE5 00??
Move Modifier #2 - 800AEDE6 00??
Move Modifier #3 - 800AEDE7 00??
Move Modifier #4 - 800AEDE8 00??
Level 100 - 800AEE00 0064
Max PP: First Move - 800AEDFC 00FF
Max PP: Second Move - 800AEDFD 00FF
Max PP: Third Move - 800AEDFE 00FF
Max PP: Fourth Move - 800AEDFF 00FF
Type Modifier #1 - 800AEDE2 00??
Type Modifier #2 - 800AEDE3 00??

Second Pokemon Modifier:

Pokemon Modifier - 800AEE30 00??
Max Health - 810AEE32 03E7 + 810AEE56 03E7
Max Attack - 810AEE58 03E7
Max Defense - 810AEE5A 03E7
Max Speed - 810AEE5C 03E7
Max Special - 810AEE5E 03E7
Move Modifier #1 - 800AEE39 00??
Move Modifier #2 - 800AEE3A 00??
Move Modifier #3 - 800AEE3B 00??
Move Modifier #4 - 800AEE3C 00??
Level 100 - 800AEE54 0064
Max PP: First Move - 800AEE50 00FF
Max PP: Second Move - 800AEE51 00FF
Max PP: Third Move - 800AEE52 00FF
Max PP: Fourth Move - 800AEE53 00FF
Type Modifier #1 - 800AEE36 00??
Type Modifier #2 - 800AEE37 00??

Third Pokemon Modifier:

Pokemon Modifier - 800AEE84 00??
Max Health - 810AEE86 03E7 + 810AEEAA 03E7
Max Attack - 810AEEAC 03E7
Max Defense - 810AEEAE 03E7
Max Speed - 810AEEB0 03E7
Max Special - 810AEEB2 03E7
Move Modifier #1 - 800AEE8D 00??
Move Modifier #2 - 800AEE8E 00??
Move Modifier #3 - 800AEE8F 00??
Move Modifier #4 - 800AEE90 00??
Level 100 - 800AEEA8 0064
Max PP: First Move - 800AEEA4 00FF

Max PP: Second Move - 800AEEA5 00FF
Max PP: Third Move - 800AEEA6 00FF
Max PP: Fourth Move - 800AEEA7 00FF
Type Modifier #1 - 800AEE8A 00??
Type Modifier #2 - 800AEE8B 00??

Fourth Pokemon Modifier:

Pokemon Modifier - 800AEED8 00??
Max Health - 810AEEDA 03E7 + 810AEFE 03E7
Max Attack - 810AEF00 03E7
Max Defense - 810AEF02 03E7
Max Speed - 810AEF04 03E7
Max Special - 810AEF06 03E7
Move Modifier #1 - 800AEEE1 00??
Move Modifier #2 - 800AEEE2 00??
Move Modifier #3 - 800AEEE3 00??
Move Modifier #4 - 800AEEE4 00??
Level 100 - 800AEEFC 0064
Max PP: First Move - 800AEEF8 00FF
Max PP: Second Move - 800AEEF9 00FF
Max PP: Third Move - 800AEEFA 00FF
Max PP: Fourth Move - 800AEEFB 00FF
Type Modifier #1 800AEEDE 00??
Type Modifier #2 800AEEDF 00??

Fifth Pokemon Modifier:

Pokemon Modifier - 800AEF2C 00??
Max Health - 810AEF2E 03E7 + 810AEF52 03E7
Max Attack - 810AEF54 03E7
Max Defense - 810AEF56 03E7
Max Speed - 810AEF58 03E7
Max Special - 810AEF5A 03E7
Move Modifier #1 - 800AEF35 00??
Move Modifier #2 - 800AEF36 00??
Move Modifier #3 - 800AEF37 00??
Move Modifier #4 - 800AEF38 00??
Level 100 - 800AEF50 0064
Max PP: First Move - 800AEF4C 00FF
Max PP: Second Move - 800AEF4D 00FF
Max PP: Third Move - 800AEF4E 00FF
Max PP: Fourth Move - 800AEF4F 00FF
Type Modifier #1 - 800AEF32 00??
Type Modifier #2 - 800AEF33 00??

Sixth Pokemon Modifier:

Pokemon Modifier - 800AEF80 00??
Max Health - 810AEF82 03E7 + 810AEFA6 03E7
Max Attack - 810AEFA8 03E7
Max Defense - 810AEFAA 03E7
Max Speed - 810AEFAC 03E7
Max Special - 810AEFAE 03E7
Move Modifier #1 - 800AEF89 00??
Move Modifier #2 - 800AEF8A 00??
Move Modifier #3 - 800AEF8B 00??
Move Modifier #4 - 800AEF8C 00??
Level 100 - 800AEFA4 0064
Max PP: First Move - 800AEFA0 00FF
Max PP: Second Move - 800AEFA1 00FF
Max PP: Third Move - 800AEFA2 00FF
Max PP: Fourth Move - 800AEFA3 00FF

Type Modifier #1 - 800AEF86 00??
Type Modifier #2 - 800AEF87 00??

All Pokemon Are Level 100 (GS 3.0 Or Higher Needed!):
50000654 0000 + 800AEE00 0064

All Pokemon Have Max HP (GS 3.0 Or Higher Needed!):
50000654 0000 + 810AEDDE 03E7 + 50000654 0000 + 810AEE02 03E7

All Pokemon Have Max Attack (GS 3.0 Or Higher Needed!):
50000654 0000 + 810AEE04 03E7

All Pokemon Have Max Defense (GS 3.0 Or Higher Needed!):
50000654 0000 + 810AEE06 03E7

All Pokemon Have Max Speed (GS 3.0 Or Higher Needed!):
50000654 0000 + 810AEE08 03E7

All Pokemon Have Max Special (GS 3.0 Or Higher Needed!):
50000654 0000 + 810AEE0A 03E7

Player 2 Codes

First Pokemon Modifier:

Pokemon Modifier - 800AF024 00??
Max Health - 810AF026 03E7 + 810AF04A 03E7
Max Attack - 810AF04C 03E7
Max Defense - 810AF04E 03E7
Max Speed - 810AF050 03E7
Max Special - 810AF052 03E7
Move Modifier #1 - 800AF02D 00??
Move Modifier #2 - 800AF02E 00??
Move Modifier #3 - 800AF02F 00??
Move Modifier #4 - 800AF030 00??
Level 100 - 800AF048 0064
Max PP: First Move - 800AF044 00FF
Max PP: Second Move - 800AF045 00FF
Max PP: Third Move - 800AF046 00FF
Max PP: Fourth Move - 800AF047 00FF
Type Modifier #1 - 800AF02A 00??
Type Modifier #2 - 800AF02B 00??

Second Pokemon Modifier:

Pokemon Modifier - 800AF078 00??
Max Health - 810AF07A 03E7 + 810AF09E 03E7
Max Attack - 810AF0A0 03E7
Max Defense - 810AF0A2 03E7
Max Speed - 810AF0A4 03E7
Max Special - 810AF0A6 03E7
Move Modifier #1 - 800AF081 00??
Move Modifier #2 - 800AF082 00??
Move Modifier #3 - 800AF083 00??
Move Modifier #4 - 800AF084 00??
Level 100 - 800AF09C 0064
Max PP: First Move - 800AF098 00FF
Max PP: Second Move - 800AF099 00FF
Max PP: Third Move - 800AF09A 00FF
Max PP: Fourth Move - 800AF09B 00FF
Type Modifier #1 - 800AF07E 00??

Type Modifier #2 - 800AF07F 00??

Third Pokemon Modifier:

Pokemon Modifier - 800AF0CC 00??

Max Health - 810AF0CE 03E7 + 810AF0F2 03E7

Max Attack - 810AF0F4 03E7

Max Defense - 810AF0F6 03E7

Max Speed - 810AF0F8 03E7

Max Special - 810AF0FA 03E7

Move Modifier #1 - 800AF0D5 00??

Move Modifier #2 - 800AF0D6 00??

Move Modifier #3 - 800AF0D7 00??

Move Modifier #4 - 800AF0D8 00??

Level 100 - 800AF0F0 0064

Max PP: First Move - 800AF0EC 00FF

Max PP: Second Move - 800AF0ED 00FF

Max PP: Third Move - 800AF0EE 00FF

Max PP: Fourth Move - 800AF0EF 00FF

Type Modifier #1 - 800AF0D2 00??

Type Modifier #2 - 800AF0D3 00??

Fourth Pokemon Modifier:

Pokemon Modifier - 800AF120 00??

Max Health - 810AF122 03E7 + 810AF146 03E7

Max Attack - 810AF148 03E7

Max Defense - 810AF14A 03E7

Max Speed - 810AF14C 03E7

Max Special - 810AF14E 03E7

Move Modifier #1 - 800AF129 00??

Move Modifier #2 - 800AF12A 00??

Move Modifier #3 - 800AF12B 00??

Move Modifier #4 - 800AF12C 00??

Level 100 - 800AF144 0064

Max PP: First Move - 800AF140 00FF

Max PP: Second Move - 800AF141 00FF

Max PP: Third Move - 800AF142 00FF

Max PP: Fourth Move - 800AF143 00FF

Type Modifier #1 - 800AF126 00??

Type Modifier #2 - 800AF127 00??

Fifth Pokemon Modifier:

Pokemon Modifier - 800AF174 00??

Max Health - 810AF176 03E7 + 810AF19A 03E7

Max Attack - 810AF19C 03E7

Max Defense - 810AF19E 03E7

Max Speed - 810AF1A0 03E7

Max Special - 810AF1A2 03E7

Move Modifier #1 - 800AF17D 00??

Move Modifier #2 - 800AF17E 00??

Move Modifier #3 - 800AF17F 00??

Move Modifier #4 - 800AF180 00??

Level 100 - 800AF198 0064

Max PP: First Move - 800AF194 00FF

Max PP: Second Move - 800AF195 00FF

Max PP: Third Move - 800AF196 00FF

Max PP: Fourth Move - 800AF197 00FF

Type Modifier #1 800AF17A 00??

Type Modifier #2 800AF17B 00??

Sixth Pokemon Modifier:

Pokemon Modifier - 800AF1C8 00??
Max Health - 810AF1CA 03E7 + 810AF1EE 03E7
Max Attack - 810AF1F0 03E7
Max Defense - 810AF1F2 03E7
Max Speed - 810AF1F4 03E7
Max Special - 810AF1F6 03E7
Move Modifier #1 - 800AF1D1 00??
Move Modifier #2 - 800AF1D2 00??
Move Modifier #3 - 800AF1D3 00??
Move Modifier #4 - 800AF1D4 00??
Level 100 - 800AF1EC 0064
Max PP: First Move - 800AF1E8 00FF
Max PP: Second Move - 800AF1E9 00FF
Max PP: Third Move - 800AF1EA 00FF
Max PP: Fourth Move - 800AF1EB 00FF
Type Modifier #1 - 800AF1CE 00??
Type Modifier #2 - 800AF1CE 00??

All Pokemon Are Level 100 (GS 3.0 Or Higher Needed!):
50000654 0000 + 800AF048 0064

All Pokemon Have Max HP (GS 3.0 Or Higher Needed!):
50000654 0000 + 810AF026 03E7 + 50000654 0000 + 810AF04A 03E7

All Pokemon Have Max Attack (GS 3.0 Or Higher Needed!):
50000654 0000 + 810AF04C 03E7

All Pokemon Have Max Defense (GS 3.0 Or Higher Needed!):
50000654 0000 + 810AF04E 03E7

All Pokemon Have Max Speed (GS 3.0 Or Higher Needed!):
50000654 0000 + 810AF050 03E7

All Pokemon Have Max Special (GS 3.0 Or Higher Needed!):
50000654 0000 + 810AF052 03E7

Digits for Type Modifier Codes

00 - Normal
01 - Fighting
02 - Flying
03 - Poison
04 - Ground
05 - Rock
06 - Flying
07 - Bug
08 - Ghost
09 - Fire
0A - Water
0B - Grass
0C - Electric
0D - Psychic
0E - Ice

Digits for Move Modifier Codes

00 - Nothing
01 - Pound

02 - Karate Chop
03 - Double Slap
04 - Comet Punch
05 - Mega Punch
06 - Pay Day
07 - Fire Punch
08 - Ice Punch
09 - Thunder Punch
0A - Scratch
0B - Vice Grip
0C - Guillotine
0D - Razor Wind
0E - Swords Dance
0F - Cut
10 - Gust
11 - Wing Attack
12 - Whirl Wind
13 - Fly
14 - Bird
15 - Slam
16 - Vine Whip
17 - Stomp
18 - Double Kick
19 - Mega Kick
1A - Jump Kick
1B - Rolling Kick
1C - Sand Attack
1D - Head Butt
1E - Horn Attack
1F - Fury Attack
20 - Horn Drill
21 - Tackle
22 - Body Slam
23 - Wrap
24 - Take Down
25 - Thrash
26 - Double Edge
27 - Tail Whip
28 - Poison Sting
29 - Twineedle
2A - Pin Missile
2B - Leer
2C - Bite
2D - Growl
2E - Roar
2F - Sing
30 - Supersonic
31 - Sonicboom
32 - Disable
33 - Acid
34 - Ember
35 - Flamethrower
36 - Mist
37 - Water Gun
38 - Hydro Pump
39 - Surf
3A - Ice Beam
3B - Blizzard
3C - Psybeam
3D - Bubblebeam

3E - Aurora Beam
3F - Hyper Beam
40 - Peck
41 - Drill Peck
42 - Submission
43 - Low Kick
44 - Counter
45 - Seismic Toss
46 - Strength
47 - Absorb
48 - Mega Drain
49 - Leech Seed
4A - Growth
4B - Razor Leaf
4C - Solar Beam
4D - Poisonpowder
4E - Stun Spore
4F - Sleep Powder
50 - Petal Dance
51 - String Shot
52 - Dragon Rage
53 - Fire Spin
54 - Thundershock
55 - Thunderbolt
56 - Thunder Wave
57 - Thunder
58 - Rock Throw
59 - Earthquake
5A - Fissure
5B - Dig
5C - Toxic
5D - Confusion
5E - Psychic
5F - Hypnosis
60 - Meditate
61 - Agility
62 - Quick Attack
63 - Rage
64 - Teleport
65 - Night Shade
66 - Mimic
67 - Screech
68 - Double Team
69 - Recover
6A - Harden
6B - Minimize
6C - Smoke Screen
6D - Confuse Ray
6E - Withdraw
6F - Defense Curl
70 - Barrier
71 - Light Screen
72 - Haze
73 - Reflect
74 - Focus Energy
75 - Hide
76 - Metronome
77 - Mirror Move
78 - Selfdestruct
79 - Egg Bomb

7A - Lick
7B - Smog
7C - Sludge
7D - Bone Club
7E - Fire Blast
7F - Waterfall
80 - Clamp
81 - Swift
82 - Skull Bash
83 - Spike Cannon
84 - Constrict
85 - Amnesia
86 - Kinesis
87 - Softboiled
88 - Hi Jump Kick
89 - Glare
8A - Dream Eater
8B - Poison Gas
8C - Barrage
8D - Leech Life
8E - Lovely Kiss
8F - Sky Attack
90 - Transform
91 - Bubble
92 - Dizzy Punch
93 - Spore
94 - Flash
95 - Psywave
96 - Splash
97 - Acid Armor
98 - Crabhammer
99 - Explosion
9A - Fury Swipes
9B - Bonemerang
9C - Rest
9D - Rock Slide
9E - Hyper Fang
9F - Sharpen
A0 - Conversion
A1 - Tri Attack
A2 - Super Fang
A3 - Slash
A4 - Substitute
A5 - Struggle

=====
14) TIPS / TRICKS
=====

Here are some tips and tricks for the game.

New Title Screen

By: GameSages

Beat both the Gym Leader Castle and Stadium modes to change the title screen (in addition to the map mode). The new title shows depict Pikachu, Blastoise, Charizard, Venusaur and Mewtwo.

R-2 Mode

By: GameSages

To get the secret R-2 Mode (as well as a brand-new title screen) defeat Mewtwo after you have beaten the Stadium Mode and Gym Leader Castle Mode. You will

now see the final credits sequence, which will unlock the harder R-2 Mode and all new battles. You can toggle between R-2 and Regular Mode at the start-up screen by pressing C-Right.

Hyper CPU (Kids Club)

By: GameSages

To unlock this hidden difficulty setting, select a single-player game against three CPU-controlled opponents. You need to win the "Who's the Best?" challenge five times in a row on HARD difficulty. This will open up the new HYPER difficulty setting for the CPU players.

Alternate Pokemon Colors

By: GameSages

Did you ever notice how some of the Pokemon that appear in Pokemon Stadium have different colors? The secret to the color variations lie in the names you give your Pokemon as well as your trainer ID number (assigned to you in Pokemon Blue, Red or Yellow, whenever you start a new game). While there are a few secret names that change only certain Pokemon's colors, there are a few naming tricks that result in different color variations. For example:

- Use only lower caps (i.e.: poliwhirl)
- Reverse the syllables (i.e.: DRILLBEE)
- Abridge the names (i.e.: Pika)

Emulation Speed Upgrades

By: GameSages

NOTE: I've been told that it doesn't matter which cup you win first to get the Doduo Mode.

There are two secret speed upgrades to the GB Tower Game Boy emulator that let you play Pokemon Red, Blue, and Yellow at much higher speeds:

Doduo Mode: Beat the Poke Cup. Once you have won all the Poke Cup tournaments, the GB Tower changes into Doduo GB Tower and a Doduo sticker appears on the Game Boy. The Doduo upgrade doubles the speed of the game play when playing the Game Boy game on your N64.

Dodrio Mode: Play the Game Boy games at hyper speed with this alternate speed settings. To get it, you need to beat the Prime Cup (after you have already beaten the Poke Cup).

You can switch between the different GB Tower speed settings during gameplay by pressing C-Right.

Rotate Pokemon in Pokedex

When you view a Pokemon entry in the Pokedex, you can use the Control Pad to rotate the Pokemon. Once you stop using the Control Pad, the Pokemon will begin to rotate on its own again.

Are Pokemon Really Asleep?

First, have a Pokemon fall asleep with Hypnosis, Sleep Powder, etc. Now try to switch the Pokemon with another one. Before the sleeping Pokemon leaves, its eyes will be open!

Toxic/Leech Seed Attack

Most people already know this, but I'll mention again. Get a Pokemon that knows Toxic and Leech Seed. When in battle, use Leech Seed and Toxic on the enemy. Now, you will receive more and more HP after each turn!

Train Lower Level Pokemon

Instead of going after that high-level Pokemon, try to catch the same one but at a much lower level. Now train the creature to what level you want it to be. The stats of the trained one will be higher than the high-level wild Pokemon.

Extra Stickers

By: Filpika182

If you beat Mewtwo in Round 2, you'll unlock some rare stickers. Go into the Gallery, then hold down the L and R buttons and move to the cursor to "Print". It'll switch to "Bonus", allowing you to print out the screen backgrounds from the game at a Pokemon Snap Station.

Different Pikachu Animation (Gallery)

By: Shuriken-Zero

If you try to take a picture of the Pikachu you received in the Yellow version, he'll smile and wave at you instead of doing the generic lightning shock animation.

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15) CREDITS
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This section is to recognize sites, people, etc. who have contributed to this FAQ.

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Nightwolf
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Nintendo Player's Guide

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16) CONTACT / LEGAL INFORMATION
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