

Pokémon Fire Red/Leaf Green FAQ/Walkthrough

by V Jasper

Updated to v1.0 on Sep 9, 2004

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/      Pokemon FireRed/LeafGreen  \  
|      Complete Walkthrough      |  
|      Version 1.0                |  
\  
|      By Valt Jasper             |  
/
```

This version is titled 1.0. This is because I completed many sections of this FAQ/Walkthrough before actually writing the Walkthrough (seeing as I didn't have the game at that point) and I have now decided to submit this guide, seeing as I have begun the Walkthrough. Version 1.0 is the release version, however it is far from being the final version.

This document is meant to be viewed in the Courier font. If this document becomes scewed please adjust your browser to display the Courier font.

The Walkthrough will be updated once every week, if not sooner.

Use the code on the left to quickly find each section (press CONTROL + F, or APPLE + F [for PC/Mac]).

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Anyways, on the 7 new islands you can catch a number of Johto pokemon, which you can't get anywhere else.

Another thing to say is that with the combination of pokemon from Ruby Version, Sapphire Version, Pokemon Colosseum (for the Nintendo GameCube), FireRed Version and LeafGreen Version, you can catch every single pokemon except for Mew and Celebi. Mew and Celebi cannot be caught, however it is thought that you will be able to get them during a promotional event that Nintendo will hold in the future.

Anyways, for those of you who don't know, or are wondering, Pokemon FireRed and LeafGreen are out in North America and Japan, and will be coming out in Europe sometime soon. That means that you can go down to your local store and pick up an english translated copy of FireRed or LeafGreen.

Another thing that I'd like to say is that this guide is a walkthrough. Basicly what that means is that it tells you how to beat the game, with detailed information about how to get secret and do special stuff. This guide does contain spoilers, so read at your own risk.

Lastly, I'd like to say that this guide was created while I played through Pokemon LeafGreen (and FireRed, however mainly LeafGreen). That means that there may be some slight differences between what is written here and what is in FireRed. I would also like to say that everything in this guide is from the English version of the game, not the Japanese.

```
_____  
/ ii - New To Pokemon?      \  
|                               |  
\ Begining Section          /  
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```

This chapter is specificaly for people who are new or are not used to the pokemon series. If you have played any of the other games then this section is not for you.

Anyways, hello to all you folks that have just begun your pokemon adventure. To brake it down, Pokemon is a game about capturing small creatures (called pokemon, by the way) and then using them in battle. Your goal is to train your creatures to become powerfull monsters that can completely destroy your opponents.

To do this, you need to level up your pokemon. When you defeat (aka kill, or "faint") other pokemon then your pokemon gets Experiance Points (XP). When your pokemon gets enough then it will grow to it's next level.

When pokemon gain levels their stats go up. A pokemon's stats determine exactly how powerful they are in battle. Every pokemon has six stats.

HP, or Hit Points, are the maximum ammount of health that your pokemon has. When a pokemon's health reaches 0 then that pokemon faints. Higher HP means that your total health

is higher and that you opponent must damage your pokemon more in order to faint it.

Att, or Attack, is how strong your pokemon is at normal (also known as physical) attacks.

Def, or Defense, is how tough your pokemon is. Defense reduces the ammount of damage that you take from normal (also known as physical) attacks.

Spd, or Speed, determines who will attack first in a battle.

Sp. Att, or Special Attack, is basicaly the same as Attack, except it determines the power of your Special attacks, instead of your Physical attacks.

Sp. Def, or Special Defense, is basicaly the same as defense, except it determines you resistance to Special attacks, instead of Physical attacks.

As I mentioned before, there are Physical Attacks and Special Attacks. The difference is the attack type. There are 17 types of pokemon, and also 17 types of attacks. Each type of attack is classified under either Physical or Special.

Physical Attacks:

Normal
Fighting
Poison
Ground
Flying
Bug
Rock
Ghost
Steel

Special Attacks:

Fire
Water
Electric
Grass
Ice
Psychic
Dragon
Dark

When in battle you can attack (using one of your four attacks). You can also try to run away, switch pokemon or use an item. You cannot run away if you are in a trainer] battle, and sometimes running away will not work.

You can only have four attacks for each of your pokemon at one time. If your pokemon tries to learn a new attack then they you will have to delete one of their other attacks in order to make room for their new one.

You can also attatch an item to your pokemon. Items like Leftovers will restore your pokemon's HP by very little every turn, while attatching berries can cure status problem

when they occur (one time only), or restore large amounts of HP if your pokemon's HP is low (only once). These are called Hold Items.

There are also TMs and HMs. A TM is a technical machine. You can use this to teach a move to your pokemon that that pokemon may or may not learn by level. HMs are Hidden Machines, which are technical machines that can be used as many times as you want (TMs can only be used once). There are 50 TMs in all, and 8 HMs in all.

Another really big thing is Pokemon Evolution. When certain requirements are met a pokemon can evolve into a different, and stronger, pokemon. There are a number of ways that you can force a pokemon to do so...

Level Evolution	Some pokemon evolve when they reach a certain level.
Stone Evolution	Some pokemon evolve when you use a specific type of stone on them. The different evolution stones are.... <ul style="list-style-type: none">>Moon Stone>Sun Stone>Water Stone>Fire Stone>Thunder Stone>Leaf Stone
Pure Trade Evolution	Some pokemon evolve when you trade them to another game.
Item Trade Evolution	Some pokemon evolve when you trade them to another game, however they have to be holding a specific item in order to do so. These items are... <ul style="list-style-type: none">>King's Rock>Deep Sea Tooth>Deep Sea Scale>Dragon Scale>Metal Coat>Upgrade
Happiness Evolution	Some pokemon evolve when they grow a level and their happiness is at it's maximum.
Beauty Evolution	There is one pokemon, named Feebas, that evolves when it grows a level and it's beauty level is maxed out. The beauty level of a pokemon, however, is only a feature in Ruby and Sapphire versions, so this doesn't really apply to these

| | games. |
|_____|

/ iii - Version History \
| |
\ Begining Section /

Version 0.6-
Date Started: July 31, 2004
Contents: Began the outline for this guide, so that when I finally got the game I could easily write the rest of the guide.

Version 0.7-
Date Started: August 1, 2004
Contents: I got the Pokemon Pocket Trainer's Guide today. I decided to do a little more work on this in preperation, and I completed the HP and Att EV table in the EV section of the guide. I also added the differences between the two games (including the Deoxys differences) section, the "New To Pokemon?" section, the FAQ/Tips section, and I completed the Type Chart.

Version 0.71
Date Started: August 4, 2004
Contents: I've completed the Defense and Speed EV tables, I've worked on the introduction to pokemon, and I've started and completed the Breeding section.

Version 0.72
Date Started: August 8, 2004
Contents: Special Attack & Special Defense tables are now done, which means all the EV tables are done. Woo-hoo. Anyways, I begun on the Pokemon Locations stuff, and I've currently gotten to #51, Dugtrio (only 335 more to go!).

Version 0.8-
Date Started: August 9, 2004
Contents: Added to the Credits section. Completed the Status Ailments Section. Added to the Terms & Names Section. I've gotten to #112 on the Pokemon Locations chart. Added the section Movesets. Added the Percentages Of Types section.

Version 0.81
Date Started: August 21, 2004
Contents: A minor update. Serebii.net got the names for all seven of the islands, so I updated everything so that I always called the islands by their names.

Version 0.82
Date Started: August 23, 2004
Contents: A really minor update to the Breeding section. I just wanted to make sure that Egg Moves were understandable.

Version 0.83

Date Started: August 25, 2004
Contents: Updated a bunch of stuff.

Version 0.9

Date Started: September 2, 2004

Content: Today I got Prima's strategy guide, which I cannot recommend. I have decided to begin the walkthrough section, even though I cannot go very far with it right now. I am hoping to do much more with it once the game comes out.

Version 1.0

Date Started: September 9, 2004

Content: I finally got the game, and returned from my vacation. The board has changed, however I am still going to continue with this. I have begun the walkthrough section and I will continue with that for a while before doing anything else.

More updates soon!

In The Next Update:

- More Walkthrough
- Maybe More Moves
- Maybe Information On The Wireless Adaptor (If I have time)

/ iv - Legal Information \
| |
\ Begining Section /

This guide is copyright 2004 Valt Jasper. Please do not put this guide on your site unless you email me and I give you permission.

As of now, this guide can only be shown at
<http://www.gamefaqs.com/> .

For my email address please read the Contact Information section. Thank you.

/ v - Terms & Names \
| |
\ Begining Section /

This section is simply an alphabetical list of terms and phrases that you will hear people say on message boards and other places that have to do with pokemon.

Annoyer-

A pokemon that is made to inflict status ailments on another pokemon, lower another pokemon's stats, and/or raise the defense of your pokemon.

Base Stats-

The base stats of a pokemon, that help determine how high each of it's stats are. Base Stats never change.

Bike Road-

A large road connecting Celadon City and Fuchsia City.

-See Celadon City

-See Fuchsia City

Bill's House-

Bill's home, east of Nugget Bridge.

-See Nugget Bridge

Celadon City-

A big city with Kanto's largest PokeMart. East of the Bike Road, and west of Saffron City.

-See Bike Road

-See Saffron City

Cerulean City-

A small city with the second Gym, run by the aquatic Misty.

-See Mt. Moon

-See Unknown Dungeon

-See Nugget Bridge

Cinnabar Island-

A small island located south of Pallet Town. It houses the mysterious Blaine, and the even more mysterious Pokemon Mansion.

-See Pallet Town

-See Pokemon Mansion

Competitive Battling-

A form of battling in which all pokemon are level 100, have great movesets, and are EV trained.

Diglett's Cave-

A tunnel that stretches from south of Pewter City to east of Vermilion City, which was made and houses Diglett's and their evolved form, Dugtrio.

-See Pewter City

-See Vermilion City

DVs-

Means Dynamic Values. Includes everything used to determine a pokemon's stats, with the exception of Base Stats.

FR Deoxys-

Referring to the form that Deoxys has in FireRed Version.

-See LG Deoxys

-See RS Deoxys

Fuchsia City-

A small city, home to the Safari Zone.

-See Safari Zone

-See Bike Road

Hazer-

A fast pokemon that knows Haze.

Hoenn-

The continent to the West of Johto, which appeared in Pokemon Ruby, Sapphire and the new Japanese game Emerald.

-See Johto

HP-

Referring to the move Hidden Power. Usually followed by the type of Hidden Power, which is determined by a Pokemon's IVs. This is not discussed in this guide, so I highly recommend that you look around for a guide on IVs, or Individual Values.

Indigo Plateau-

A large Plateau on the top of a mountain that houses the Elite 4, as well as the Pokemon Champion.

-See Victory Road

Johto-

The continent west of Johto, which appeared in Pokemon Gold, Silver and Crystal versions.

-See Kanto

Kanto-

The continent in which Pokemon FireRed and LeafGreen take place in.

Ky00ber-

A nickname for Kyogre.

Legendary Beasts-

Referring to Raikou, Entei and Suicune.

-See Legendary Cats

-See Legendary Dogs

Legendary Birds-

Referring to Articuno, Zapdos and Moltres.

Legendary Cats-

Referring to Raikou, Entei and Suicune.

-See Legendary Beasts

Legendary Dogs-

Referring to Raikou, Entei and Suicune.

-See Legendary Beasts

LG Deoxys-

Referring to the form that Deoxys has in LeafGreen Version.

-See FR Deoxys

-See RS Deoxys

LTU-

Stands for Long Time User. It is a person who is well known and has been around for AT LEAST 6 months on a GameFAQs Pokemon Board (typically either the Ruby, Sapphire, FireRed or LeafGreen boards).

Mew Trick-

A glitch that occurred in the original Pokemon Red and Blue versions. This glitch is not in Fire Red or Leaf Green,

however many people believe that it is.

Mixed Sweeper-

A pokemon with high Attack and Special Attack stat, with a moveset made up of a mixture of both Physical and Special attacks. These pokemon are designed to deal large amounts of damage via both special and physical attacks, depending on the pokemon they are facing.

-See Sweeper

-See Physical Sweeper

-See Special Sweeper

Mt. Moon-

A large cave located east of Pewter City that has another exit that is west of Cerulean City.

-See Pewter City

-See Cerulean City

Nugget Bridge-

A large bridge north of Cerulean City.

-See Cerulean City

-See Bill's House

Pallet Town-

The town that the main character is from.

Parashuffler-

A Parastaller with Roar, and sometimes Spikes.

-See Parastaller

-See Tank

Parastaller-

A Tank with Thunder Wave or another paralyzing electric type move.

-See Tank

Pewter City-

A small city on the northern side of Viridian Forest. It houses the first gym, with Gym Leader Brock, the master of Rock type Pokemon.

-See Viridian Forest

-See Pewter Museum

-See Diglett's Cave

Pewter Museum-

A museum in Pewter City which studies old pokemon fossils.

-See Pewter City

Physical Sweeper-

A Pokemon with a high Attack stat, with a moveset made up of mostly or entirely physical attacks. These pokemon are designed to deal large amounts of damage via physical attacks.

-See Sweeper

Pocket Monsters-

The original name for Pokemon.

-See Pokemon

Pokemon-

Short for Pocket Monsters.

-See Pocket Monsters

Pokemon Mansion-

A large abandoned mansion on Cinnabar Island.

-See Cinnabar Island

Pokemon Tower-

A large tower used as a burial grounds for pokemon.

Located in Lavender Town.

-See Lavender Town

Power Plant-

A large abandoned power plant on the outside of Rock Tunnel.

-See Rock Tunnel

-See Cerulean City

PvP-

Stands for Peer Vs. Peer. Means a competitive battle.

-See Competitive Battling

Pyroshuffler-

A Pyrostarter with Roar, and sometimes Spikes.

-See Pyrostarter

-See Tank

Pyrostarter-

A Tank with Will-o-wisp.

-See Tank

Quick Dancer-

A normal type pokemon with Sword Dance and Quick Attack.

Regi-Trio-

Referring to Regice, Registeel and Regirock.

Rock Tunnel-

A large tunnel east of Cerulean City that leads to Lavender Town.

-See Cerulean City

-See Lavender Town

RS Deoxys-

Referring to the form that Deoxys has in Ruby and Sapphire Version.

-See FR Deoxys

-See LG Deoxys

Safari Zone-

A large safari like area, located in Fuchsia City.

-See Fuchsia City

Saffron City-

A city with the large Silph CO. building in it's center.

It connects to Cerulean City (to the north), Lavender Town (to the east), Celadon City (to the west), and Vermilion City (to the south).

-See Celadon City

-See Vermilion City

-See Lavender Town
-See Cerulean City

Seafoam Islands-

A series of small islands, southwest of Fuchsia City, and east of Cinnabar Island.

-See Fuchsia City
-See Cinnabar Island

Special Sweeper-

A pokemon with high Special Attack stat, with a moveset made up of mostly or entirely special attacks. These pokemon are designed to deal large amounts of damage via special attacks.

-See Sweeper

Spiker-

A pokemon with Spikes and a move like Roar. Used to spread spikes and then force an opponent over them.

SS Anne-

A large ship in the port of Vermilion City.
-See Vermilion City

STAB-

Stands for Same Type Attack Bonus. Refers to the 1.5x bonus that a pokemon gets if it uses an attack that is the same type as it is.

Sweeper-

A pokemon made for dealing large amount of damage with either physical attacks or special attacks.

-See Physical Sweeper
-See Special Sweeper
-See Mixed Sweeper

Tank-

A pokemon with high defense and special defense, high HP, and usually a defense/special defense boosting move and/or Leftovers. Used to stall for time.

Toxishuffler-

A Toxistaller with Roar, and sometimes Spikes.
-See Toxistaller
-See Tank

Toxistaller-

A Tank with the Toxic move.
-See Tank

Thunderdancer-

A pokemon that knows Thunder and Rain Dance, and uses Rain Dance to boost up it's Thunder Move. Usually an Electric type Pokemon.

Type Advantage-

An advantage gained by one pokemon when their attack does extra damage to another pokemon because of the other pokemon's type and the type of the attack.

Unknown Dungeon-

A large dungeon north west of Cerulean City that houses Mewtwo.

-See Cerulean City

Vermilion City-

A large port city that houses the SS Anne.

-See SS Anne

-See Diglett's Cave

Victory Road-

The road through a mountain that leads to the Indigo Plateau.

-See Indigo Plateau

Viridian City-

The city north of Pallet Town. Home to the eight gym.

-See Pallet Town

Viridian Forest-

The forest north of Viridian City, named after Viridian City.

-See Viridian City

UR-

Stands for Union Room, which is the room that you go into to connect with other pokemon games via the wireless adaptor.

Willard-

A pokemon that has Will-o-wisp, as well as at least one more attack downing move. Used to inflict the burn status (which lower your opponents attack) as well as use it's other attack to lower the attack of the pokemon. Sometimes combined with a Tank.

-See Pyrostarter

-See Tank

/ vi - Percentages Of Types \
| |
\ Walkthrough Section /

This section deals with the percentages of types that appear in the game. It is basically a list of the different types and their percentages.

Format:

Type Name

Total Number: The Total Number of pokemon that have this type.

Total Game Percentage: The percentage of pokemon in the game that have this type as one of their two types (or their only type).

Series 1 Percentage: The percentage of pokemon from this type that were introduced in Red/Blue/Yellow version.

Series 2 Percentage: The percentage of pokemon from this

type that were introduced in Gold/Silver/Crystal version.
Series 3 Percentage: The percentage of pokemon from this
type that were introduced in Ruby/Sapphire version.

Bug

Total Number: 36
Total Game Percentage: 9.3%
Series 1 Percentage: 33.3%
Series 2 Percentage: 27.8%
Series 3 Percentage: 38.9%

Dark

Total Number: 16
Total Game Percentage: 4.1%
Series 1 Percentage: 0.0%
Series 2 Percentage: 37.5%
Series 3 Percentage: 62.5%

Dragon

Total Number: 13
Total Game Percentage: 3.4%
Series 1 Percentage: 23.1%
Series 2 Percentage: 7.7%
Series 3 Percentage: 69.2%

Electric

Total Number: 21
Total Game Percentage: 5.4%
Series 1 Percentage: 42.9%
Series 2 Percentage: 38.1%
Series 3 Percentage: 19.0%

Fighting

Total Number: 18
Total Game Percentage: 4.7%
Series 1 Percentage: 44.4%
Series 2 Percentage: 16.7%
Series 3 Percentage: 38.9%

Fire

Total Number: 28
Total Game Percentage: 7.3%
Series 1 Percentage: 42.9%
Series 2 Percentage: 35.7%
Series 3 Percentage: 21.4%

Flying

Total Number: 50
Total Game Percentage: 13.0%
Series 1 Percentage: 38.0%
Series 2 Percentage: 38.0%
Series 3 Percentage: 24.0%

Ghost

Total Number: 10
Total Game Percentage: 2.6%
Series 1 Percentage: 30.0%
Series 2 Percentage: 10.0%
Series 3 Percentage: 60.0%

Grass

Total Number: 41

Total Game Percentage: 10.6%

Series 1 Percentage: 34.1%

Series 2 Percentage: 24.4%

Series 3 Percentage: 41.5%

Ground

Total Number: 37

Total Game Percentage: 9.6%

Series 1 Percentage: 37.8%

Series 2 Percentage: 27.0%

Series 3 Percentage: 35.1%

Ice

Total Number: 16

Total Game Percentage: 4.1%

Series 1 Percentage: 31.3%

Series 2 Percentage: 31.3%

Series 3 Percentage: 37.4%

Normal

Total Number: 62

Total Game Percentage: 16.1%

Series 1 Percentage: 38.7%

Series 2 Percentage: 32.3%

Series 3 Percentage: 29.0%

Poison

Total Number: 42

Total Game Percentage: 10.9%

Series 1 Percentage: 78.6%

Series 2 Percentage: 9.5%

Series 3 Percentage: 11.9%

Psychic

Total Number: 44

Total Game Percentage: 11.4%

Series 1 Percentage: 31.8%

Series 2 Percentage: 22.7%

Series 3 Percentage: 45.4%

Rock

Total Number: 30

Total Game Percentage: 7.8%

Series 1 Percentage: 36.7%

Series 2 Percentage: 23.3%

Series 3 Percentage: 40.0%

Steel

Total Number: 15

Total Game Percentage: 3.9%

Series 1 Percentage: 13.3%

Series 2 Percentage: 26.7%

Series 3 Percentage: 60.0%

Water

Total Number: 78

Total Game Percentage: 20.2%

Series 1 Percentage: 41.0%

Series 2 Percentage: 23.1%
Series 3 Percentage: 35.9%

Total Pokemon:
20.2% Water
16.1% Normal
13.0% Flying
11.4% Psychic
10.9% Poison
10.6% Grass
9.6% Ground
9.3% Bug
7.8% Rock
7.3% Fire
5.4% Electric
4.7% Fighting
4.1% Ice/Dark
3.9% Steel
3.4% Dragon
2.6% Ghost

```
-----  
/ vii - About The Walkthrough \  
|                               |  
\ Beginning Section           /  
-----
```

This section is used basicaly to explain the walkthrough.

Now, the battle format for the walkthrough is like so....

```
-----  
|.Pokemon.Trainer.Name.Here.....|  
|-----|  
|.First.Pokemon.Name.....|.PKMN.Type.1. |.PKMN.Type.2. |  
|.Pokemon.Level.....|.Experience.....| | | |
|---|---|---|---|---|
|.Attack.1.....|.Type....|.Power...|.Accuracy|.STAB?...|  
|.Attack.2.....|.Type....|.Power...|.Accuracy|.STAB?...|  
|.Attack.3.....|.Type....|.Power...|.Accuracy|.STAB?...|  
|.Attack.4.....|.Type....|.Power...|.Accuracy|.STAB?...|  
|-----|  
|.Second.Pokemon.Name.....|.PKMN.Type.1. |.PKMN.Type.2. |  
|.Pokemon.Level.....|.Experience.....| | | |
|---|---|---|---|---|
|.Attack.1.....|.Type....|.Power...|.Accuracy|.STAB?...|  
|.Attack.2.....|.Type....|.Power...|.Accuracy|.STAB?...|  
|.Attack.3.....|.Type....|.Power...|.Accuracy|.STAB?...|  
|.Attack.4.....|.Type....|.Power...|.Accuracy|.STAB?...|  
|-----|  
|.Third.Pokemon.Name.....|.PKMN.Type.1. |.PKMN.Type.2. |  
|.Pokemon.Level.....|.Experience.....| | | |
|---|---|---|---|---|
|.Attack.1.....|.Type....|.Power...|.Accuracy|.STAB?...|  
|.Attack.2.....|.Type....|.Power...|.Accuracy|.STAB?...|  
|.Attack.3.....|.Type....|.Power...|.Accuracy|.STAB?...|  
|.Attack.4.....|.Type....|.Power...|.Accuracy|.STAB?...|  
|-----|
```

```

|.Fourth.Pokemon.Name.....|.PKMN.Type.1. |.PKMN.Type.2. |
|.Pokemon.Level.....|.Experience..... | | | |
|---|---|---|---|---|
|.Attack.1.....|.Type....|.Power...|.Accuracy|.STAB?... |
|.Attack.2.....|.Type....|.Power...|.Accuracy|.STAB?... |
|.Attack.3.....|.Type....|.Power...|.Accuracy|.STAB?... |
|.Attack.4.....|.Type....|.Power...|.Accuracy|.STAB?... |
|-----|
| Money:                Items:                |
|_____|

```

Pokemon Trainer Name Here:
The name of the pokemon trainer.

First/Second/Third/Fourth Pokemon Name:
The name of the trainer's first/second/third/fourth pokemon.

PKMN Type 1:
The first type of that pokemon.

PKMN Type 2:
The second type of that pokemon.

Pokemon Level:
The level of the pokemon.

Experience:
The experiance that the pokemon gives you.

Attack 1/2/3/4:
The pokemon's first/second/third/fourth attack.

Type:
The type of the attack listed.

Power:
The power of the attack listed.

Accuracy:
The accuracy of the attack listed.

STAB?:
Wether or not that attack gets STAB.

Money:
The ammount of money you earn from defeating that trainer.

Items:
The items that you recieve after beating that trainer.

A block like that will appear everytime there is a trainer.

There are also shop guides, which you will see everytime you enter a town or city. They look like this...

```

| [Town/City Name Here] Shop |

```

Item 1.....	Buying Price	Selling Price
Item 2.....	Buying Price	Selling Price
Item 3.....	Buying Price	Selling Price
Item 4.....	Buying Price	Selling Price
Item 5.....	Buying Price	Selling Price
Item 6.....	Buying Price	Selling Price
Item 7.....	Buying Price	Selling Price
Item 8.....	Buying Price	Selling Price
Item 9.....	Buying Price	Selling Price
Item 10.....	Buying Price	Selling Price
Item 11.....	Buying Price	Selling Price
Item 12.....	Buying Price	Selling Price
Item 13.....	Buying Price	Selling Price
Item 14.....	Buying Price	Selling Price
Item 15.....	Buying Price	Selling Price
Item 16.....	Buying Price	Selling Price

Town/City Name Here:

The name of the Town/City.

Item #:

The first item on the list (referred to by name).

Buying Price:

How much it costs to buy that item.

Selling Price:

How much money you will get if you buy that item.

You will also find Places of interest...

[Town/City Name Here] Places of Interest
~ : PoI 1
~ : PoI 2
~ : PoI 3
~ : PoI 4
1 : PoI 5
2 : PoI 6
3 : PoI 7
4 : PoI 8
5 : PoI 9
6 : PoI 10
7 : PoI 11
8 : PoI 12

Town/City/Route Name Here:

The name of the town/city/route that you are in.

~:

Indicates that this is a place of interest that does not involve the story.

#:

Indicates that this is a place of interest that does involve

the story (listed according to what you should do first).

PoI #:

Stands for Place of Interest.

And, you will also find catching tables...

[Town/City/Route Name Here] Fishing Table			

Pokemon Name.....	Rod Type	FR% / LG%	
Pokemon Name.....	Rod Type	FR% / LG%	
Pokemon Name.....	Rod Type	FR% / LG%	
Pokemon Name.....	Rod Type	FR% / LG%	
Pokemon Name.....	Rod Type	FR% / LG%	
Pokemon Name.....	Rod Type	FR% / LG%	
Pokemon Name.....	Rod Type	FR% / LG%	

Town/City/Route Name Here:

The name of the town/city/route that you are on.

Pokemon Name:

The name of the pokemon that you can catch.

Rod Type:

The type of fishing rod that you have to use.

FR% / LG%:

The percentages of finding these pokemon in FireRed and LeafGreen.

[Route Name Here] Wild Pokemon			

Pokemon Name.....	FR %.....	LG %.....	
Pokemon Name.....	FR %.....	LG %.....	
Pokemon Name.....	FR %.....	LG %.....	
Pokemon Name.....	FR %.....	LG %.....	
Pokemon Name.....	FR %.....	LG %.....	
Pokemon Name.....	FR %.....	LG %.....	
Pokemon Name.....	FR %.....	LG %.....	
Pokemon Name.....	FR %.....	LG %.....	
Pokemon Name.....	FR %.....	LG %.....	
Pokemon Name.....	FR %.....	LG %.....	
Pokemon Name.....	FR %.....	LG %.....	

Route Name Here:

The name of the route that these wild pokemon are found.

Pokemon Name:

The name of the pokemon that can be found there.

FR %/LG %:

The chance (in percentages) of finding this pokemon in FireRed/LeafGreen version.

```
 / 1 - Walkthrough \
 |                                     WALKBG |
 \ Walkthrough Section /
-----
```

```
 |.Pallet.Town.....WKPAL1. |
-----
```

After choosing your gender and name you will begin your journey in your room, in Pallet Town. There are three houses in Pallet Town, your's, Daisy's and Proff. Oaks. Your house in on the left side of town, while Daisy's is on the right, and Oak's Lab in below Daisy's (Oak is Daisy's grandfather).

```
 | Pallet Town Places of Interest |
 |-----|
 | ~ : Your House |
 | ~ : Daisy's House |
 | ~ : Oak's Lab |
 | ~ : South Water |
 | 1 : Tall Grass |
 |-----|
```

Your House:
You begin here. After getting pokemon you can talk to your mom in order to heal them. You can also access your PC from your room. You begin with a Potion in your PC, so you may want to take it out.

Daisy's House:
This is where Daisy, Proff. Oak and your Rival live. After getting your Pokedex (see later on) you can get the Map from Daisy, and after beating the game you can talk to Daisy and she will cuddle with your pokemon, which increases their affection.

Oak's Lab:
This is where Proff. Oak does his research. You can talk to Proff. Oak to get hints after you get your pokedex.

South Water:
After getting the HM Surf (which comes much later) you will be able to surf south of Pallet Town in order to get to Cinnabar Island, which is one of the key points in the game.

1 : Tall Grass:
To begin your adventure head into the tall grass to the north of the town. After going in that directly Proff. Oak will stop you and tell you that wild pokemon live in that grass, and that if you are going to go in there then you need your own pokemon for your protection. He will then give you one of three different pokemon. These are the three.

Bulbasaur, Bulbasaur is a Grass/Poison pokemon. He is good against 4 of the 8 gyms, and he is resistant to 4 of the 8 gyms. He is very good for someone who is just starting the

games, and he is also very good for experienced players, because he has a very good moveset.

Squirtle, This pokemon is a pure Water type pokemon. He is good for players who want a little bit more of a challenge.

Charmander, This pokemon is a pure Fire type that eventually grows into a Fire/Flying type pokemon. He doesn't have that good of a moveset, however he is challenging when it comes to the gyms.

If you pick....	Then your Rival will pick...
Bulbasaur	Charmander
Squirtle	Bulbasaur
Charmander	Squirtle

So, no matter what pokemon you pick your Rival will always have an advantage over you.

Anyways, after picking your pokemon your Rival will challenge you to a battle with your new pokemon.

.Rival.....	.Rival.....	
-----	-----	
.Bulbasaur.....	.Grass.....	.Poison.....
.5.....	.~68.....	
-----	-----	
.Tackle.....	.Normal.. .35.....	.95%..... .NO.....
.Growl.....	.Normal.. .--.....	.100%..... .NO.....
-----	-----	
.Charmander.....	.Fire.....
.5.....	.~68.....	
-----	-----	
.Scratch.....	.Normal.. .40.....	.100%..... .NO.....
.Growl.....	.Normal.. .--.....	.100%..... .NO.....
-----	-----	
.Squirtle.....	.Water.....
.5.....	.~68.....	
-----	-----	
.Tackle.....	.Normal.. .35.....	.95%..... .NO.....
.Tail.Whip.....	.Normal.. .--.....	.100%..... .NO.....
-----	-----	
Money:	Items:	
80	None	

Your rival will only have one of those pokemon, depending on which pokemon you choose (see above for details).

After this head north to Route 1 to continue your quest.

.Route.1.....	.WKR-11..
-----	-----

Route 1 Wild Pokemon	

```
| Rattata.....| FR 60%.....| LG 60%.....|
| Pidgey.....| FR 40%.....| LG 40%.....|
|_____|
```

Continue along the path untill you see a man. Talk to him to receive a Potion, then continue to Viridian City.

```
_____|
|.Viridian.City.....WKVRD1.|
-----|
```

```
_____|
| Viridian City Places of Interest |
|-----|
| ~ : Old Man |
| ~ : Lost Gym |
| ~ : Pokemon Center Upstairs |
| ~ : Hiden Potion |
| 1 : Poke Mart Event |
|_____|
```

Old Man:

If you try to flee the city to the north then an old man will stop you.....simply because he is grouchy and needs his coffee. You'll have to come back later in order to get through.

Lost Gym:

In Viridian City rests the final gym. It's doors are currently locked, so you will have to come back after you have all of the other seven badges.

Pokemon Center Upstairs:

If you go into the upstairs of the pokemon center then you will be greeted by a lady who will tell you a little about the Union Room and linking up via the pokemon center.

Hidden Potion:

There is a potion which you can get by going to the far left side of town and then taking the small path up and then right (don't go too far left or you will enter Route 22).

1 : Poke Mart Event:

To continue with your adventure, head to the Poke Mart. Inside the store owner will give you a package which you will have to deliver to Proff. Oak. Now, head back to Route 1.

```
_____|
|.Route.1.....WKR-12.|
-----|
```

```
_____|
| Route 1 Wild Pokemon |
|-----|
| Rattata.....| FR 60%.....| LG 60%.....|
| Pidgey.....| FR 40%.....| LG 40%.....|
|_____|
```

Now that you're back in Route 1 head down to return to

Pallet Town.

|.Pallet.Town.....WKPAL2. |

| Pallet Town Places of Interest |

| 1 : Proff. Oak's Lab |

| 2 : Daisy's House |

1 : Proff. Oak's Lab:

Now that you have Oak's Parcel head back to his lab. Talk to him to deliver the Parcel, and your Rival will appear. Oak will then give you (and your Rival) a pokedex, which will allow you to log all the pokemon that you catch. He will also hand over five pokeballs. Next, head to Daisy's House.

2 : Daisy's House:

Just talk to Daisy and she will hand over a town map. Then go back to Route 1 and head towards Viridian City...again.

|.Route.1.....WKR-13. |

| Route 1 Wild Pokemon |

| Rattata.....| FR 60%.....| LG 60%.....|

| Pidgey.....| FR 40%.....| LG 40%.....|

Just head up to go back to Viridian City.

|.Viridian.City.....WKVRD2. |

| Viridian City Places of Interest |

| ~ : Old Man |

| ~ : Poke Mart Questionair |

| ~ : Route 22 |

Old Man:

Well, the old man's had his coffee, and is willing to let you pass. However, he will not let you pass without teaching you how to catch a Weedle and giving you a Teachy TV (that is actually what it's called).

Poke Mart Questionair:

Enter the poke mart and press A while looking at the clip board attached to the side of the counter. You can then fill it out. Fill it out like so...

LINK TOGETHER
WITH ALL

By Doing so you can now access the Mystery Gift function
after you save your game.

Route 22:

West of this town is Route 22. You can go there if you want,
or you can skip it and head to Route 2 and Viridian Forest,
however if you skip Route 22's event, then you will miss
your second Rival battle.

```
|.Route 22.....WKR221.|
```

```
| Route 22 Wild Pokemon |
```

```
| Rattata.....| FR 37.5%.....| LG 37.5%.....|
```

```
| Pidgey.....| FR 37.5%.....| LG 37.5%.....|
```

```
| Mankey.....| FR 12.5%.....| LG 12.5%.....|
```

```
| Spearow.....| FR 12.5%.....| LG 12.5%.....|
```

After going past the first patch of grass you will encounter
your Rival. It seems that he has caught a Pidgey. Both of
his pokes are level 9. Your pokemon should be at least level
10 when you fight him.

This is him if you picked Bulbasaur...

```
|.Rival.....|
```

```
|.Pidgey.....|.Normal.....|.Flying.....|
```

```
|.9.....|.105.....|
```

```
|.Tackle.....|.Normal..|.35.....|.95%.....|.YES.....|
```

```
|.Sand.Attack.....|.Normal..|.--.....|.100%.....|.YES.....|
```

```
|.Charmander.....|.Fire.....|.....|
```

```
|.9.....|.~120.....|
```

```
|.Scratch.....|.Normal..|.40.....|.100%.....|.NO.....|
```

```
|.Growl.....|.Normal..|.--.....|.100%.....|.NO.....|
```

```
| Money:                Items: |
```

```
| 144                    None   |
```

This is him if you picked Charmander...

```
|.Rival.....|
```

```
|.Pidgey.....|.Normal.....|.Flying.....|
```

```
|.9.....|.105.....|
```

```
|.Tackle.....|.Normal..|.35.....|.95%.....|.YES.....|
```

```

|.Sand.Attack.....|.Normal..|.--.....|.100%.....|.YES.....|
|-----|
|.Squirtle.....|.Water.....|.....|
|.9.....|.~120.....| | | |
|---|---|---|---|---|
|.Tackle.....|.Normal..|.35.....|.95%.....|.NO.....|
|.Tail.Whip.....|.Normal..|.--.....|.100%.....|.NO.....|
|-----|
| Money:                Items:
| 144                   None
|-----|

```

This is him if you picked Squirtle...

```

|.Rival.....|
|-----|
|.Pidgey.....|.Normal.....|.Flying.....|
|.9.....|.105.....| | | |
|---|---|---|---|---|
|.Tackle.....|.Normal..|.35.....|.95%.....|.YES.....|
|.Sand.Attack.....|.Normal..|.--.....|.100%.....|.YES.....|
|-----|
|.Bulbasaur.....|.Grass.....|.Poison.....|
|.9.....|.~120.....| | | |
|---|---|---|---|---|
|.Tackle.....|.Normal..|.35.....|.95%.....|.NO.....|
|.Growl.....|.Normal..|.--.....|.100%.....|.NO.....|
|-----|
| Money:                Items:
| 144                   None
|-----|

```

Now that you're done with him head back to Viridian City, and then head to the north to enter Route 2!

```

|.Route 2.....WKR-21.
|-----|
| Route 2 Wild Pokemon
|-----|
| Rattata.....| FR 33.3%.....| LG 33.3%.....|
| Pidgey.....| FR 33.3%.....| LG 33.3%.....|
| Weedle.....| FR 22.2%.....| LG 11.2%.....|
| Caterpie.....| FR 11.2%.....| LG 22.2%.....|
|-----|

```

Nothing much to do here. Later, once you get CUT, you can cut down those odd looking bushes to get some items, however right now all you can do is head into Viridian Forest.

```

|.Viridian Forest.....WKVDFR.
|-----|
| Viridian Forest Wild Pokemon
|-----|
| Weedle.....| FR 27.3%.....| LG 18.2%.....|

```

Caterpie.....	FR 18.2%.....	LG 27.3%.....
Kakuna.....	FR 27.3%.....	LG 18.2%.....
Metapod.....	FR 18.2%.....	LG 27.3%.....
Pikachu.....	FR 9%.....	LG 9%.....

Now, Pikachu's are pretty rare, however this is the only place that you can find them, so I reccomend that you catch one or two (if you want to breed them to get a Pichu later).

To start you off, head far left and then go up, and then left again. You should find a PokeBall. Then go back to the entrance and go to your far right. You should come upon a Potion.

Now, to continue you must go through a number of trainers. Here's their specs (in order that you fight them).

.Bug.Catcher.Rick.....					

.Weedle.....	.Bug.....	.Poison.....			
.6.....	.66.....				

.Poison Sting....	.Poison..	.15.....	.100%....	.YES.....	
.String.Shot.....	.Bug.....	--.....	.100%....	.YES.....	

.Caterpie.....	.Bug.....				
.6.....	.67.....				

.Tackle.....	.Normal..	.35.....	.95%....	.NO.....	
.String.Shot.....	.Bug.....	--.....	.100%....	.YES.....	

Money:	Items:				
72	NONE				

.Bug.Catcher.Doug.....					

.Weedle.....	.Bug.....	.Poison.....			
.7.....	.78.....				

.Poison Sting....	.Poison..	.15.....	.100%....	.YES.....	
.String.Shot.....	.Bug.....	--.....	.100%....	.YES.....	

.Weedle.....	.Bug.....	.Poison.....			
.7.....	.78.....				

.Poison Sting....	.Poison..	.15.....	.100%....	.YES.....	
.String.Shot.....	.Bug.....	--.....	.100%....	.YES.....	

.Kakuna.....	.Bug.....	.Poison.....			
.7.....	.106.....				

.Harden.....	.Normal..	--.....	.100%....	.NO.....	

Money:	Items:				
84	NONE				

As you continue along the path you should find an Antidote.

.Bug.Catcher.Anthony.....					

.Caterpie.....	.Bug.....				
.7.....	.79.....				

.Tackle.....	.Normal..	.35.....	.95%.....	.NO.....	
.String.Shot.....	.Bug.....	--.....	.100%.....	.YES.....	

.Caterpie.....	.Bug.....				
.8.....	.90.....				

.Tackle.....	.Normal..	.35.....	.95%.....	.NO.....	
.String.Shot.....	.Bug.....	--.....	.100%.....	.YES.....	

Money:		Items:			
96		NONE			

.Bug.Catcher.Charlie.....					

.Metapod.....	.Bug.....				
.7.....	.108.....				

.Harden.....	.Normal..	--.....	.100%.....	.NO.....	

.Caterpie.....	.Bug.....				
.7.....	.79.....				

.Tackle.....	.Normal..	.35.....	.95%.....	.NO.....	
.String.Shot.....	.Bug.....	--.....	.100%.....	.YES.....	

.Metapod.....	.Bug.....				
.7.....	.108.....				

.Harden.....	.Normal..	--.....	.100%.....	.NO.....	

Money:		Items:			
84		NONE			

As you continue down from where Bug Catcher Charlie was you will notice a small path going to the south-east. Go that way just a little and you will find a Potion.

.Bug.Catcher.Sammy.....					

.Weedle.....	.Bug.....		.Poison.....		
.9.....	.99.....				

.Poison Sting.....	.Poison..	.15.....	.100%.....	.YES.....	
.String.Shot.....	.Bug.....	--.....	.100%.....	.YES.....	

Money:		Items:			
108		NONE			

Stl| |--|--|--| |++| | | | | | |++| | | |--

++ = x2.0 Damage

-- = x0.5 Damage

== = x0.0 Damage

Nrm = Normal (Physical), Fre = Fire (Special), Wtr = Water (Special),
Elt = Electric (Special), Grs = Grass (Special), Ice = Ice (Special),
Fgt = Fighting (Physical), Psn = Poison (Physical), Gnd = Ground (Physical),
Flg = Flying (Physical), Pch = Psychic (Special), Bug = Bug (Physical),
Rck = Rock (Physical), Ght = Ghost (Physical), Drg = Dragon (Special),
Dar = Dark (Special), Stl = Steel (Physical)

/ 4 - Abstract Evolutions \
| |
\ General Section /

There are a number of pokemon that evolve in very bizarre ways, as was shown in the New To Pokemon? section. Below is a list of the different strange ways that a pokemon can evolve, and which pokemon evolve in that way.

Traded With Deep Sea Scale
Clamperl -->Evolves Into--> Gorebyss

Traded With Deep Sea Tooth
Clamperl -->Evolves Into--> Huntail

Traded With Dragon Scale
Seadra -->Evolves Into--> Kingdra

Evolved Through Happiness
Golbat -->Evolves Into--> Crobat
Chansey -->Evolves Into--> Blissey
Eevee -->Evolves Into--> Espeon (Daytime)
Eevee -->Evolves Into--> Umbreon (Nighttime)
Pichu -->Evolves Into--> Pikachu
Cleffa -->Evolves Into--> Clefairy
Igglybuff -->Evolves Into--> Jigglypuff
Togepi -->Evolves Into--> Togetic
Azurill -->Evolves Into--> Marill

Traded With King's Rock

Poliwhirl	-->Evolves Into-->	Politoad	
Slowpoke	-->Evolves Into-->	Slowking	

Traded With Metal Coat			

Onix	-->Evolves Into-->	Steelix	
Scyther	-->Evolves Into-->	Scizor	

Traded With Upgrade			

Porygon	-->Evolves Into-->	Porygon2	

Traded Without A Specific Item			

Kadabra	-->Evolves Into-->	Alakazam	
Machoke	-->Evolves Into-->	Machop	
Graveler	-->Evolves Into-->	Golem	
Haunter	-->Evolves Into-->	Gengar	

Fire Stone Evolutions			

Vulpix	-->Evolves Into-->	Ninetales	
Growlithe	-->Evolves Into-->	Arcanine	
Eevee	-->Evolves Into-->	Flareon	

Leaf Stone Evolutions			

Gloom	-->Evolves Into-->	Vileplume	
Weepinbell	-->Evolves Into-->	Victreebel	
Exeggcute	-->Evolves Into-->	Exeggutor	
Nuzleaf	-->Evolves Into-->	Shiftry	

Thunder Stone Evolutions			

Pikachu	-->Evolves Into-->	Raichu	
Eevee	-->Evolves Into-->	Jolteon	

Water Stone Evolutions			

Poliwhirl	-->Evolves Into-->	Poliwrath	
Shellder	-->Evolves Into-->	Cloyster	
Staryu	-->Evolves Into-->	Starmie	
Eevee	-->Evolves Into-->	Vaporeon	
Lombre	-->Evolves Into-->	Ludicolo	

```
| Sun Stone Evolutions |
|-----|
| Gloom          -->Evolves Into--> Bellossom |
| Sunkern        -->Evolves Into--> Sunflora  |
|
```

```
| Moon Stone Evolutions |
|-----|
| Nidorina       -->Evolves Into--> Nidoqueen |
| Nidorino       -->Evolves Into--> Nidoking  |
| Clefairy       -->Evolves Into--> Clefable  |
| Jigglypuff     -->Evolves Into--> Wigglytuff|
| Skitty         -->Evolves Into--> Delcatty  |
|
```

```
| / 5 - Fr/Lg Pokemon Differences \
| \ General Section /
|-----|
```

Pokemon exclusive to LeafGreen:

Azurill* --> Marill* --> Azumarill*
Bellsprout --> Weepinbell --> Victreebel
Magby --> Magmar
Mantine*
Misdreavus*
Pinsir
Remoraid* --> Octillery*
Sandshrew --> Sandslash
Sneasel*
Slowpoke --> Slowbro --> Slowking
Staryu --> Starmie
Vulpix --> Ninetales

Pokemon exclusive to FireRed:

Delibird*
Ekans --> Arbok
Elekid --> Electabuzz
Growlithe --> Arcanine
Murkrow*
Oddish --> Gloom --> Vileplime --> Bellossom
Psyduck --> Golduck
Qwilfish*
Scyther --> Scizor
Shellder --> Cloyster
Skarmory*
Wooper* --> Quagsire*

* = These pokemon are only found on the Sevii islands.

These pokemon are the only things that separate the two games. Unlike Pokemon Ruby and Sapphire you can get all of the legendaries on one gamepack.

There is one, very small thing that also separates them.

Deoxys. Deoxys is a pokemon who's base stats and appearance change based on which game you have him on. Here are Deoxy's base stats for the two games.

Fire Red Deoxys Stats (Offensive Deoxys).

HP: 50
Att: 180
Def: 20
Spd: 150
Sp. Att: 180
Sp. Def: 20
Total: 600

Leaf Green Deoxys Stats (Defensive Deoxys).

HP: 50
Att: 70
Def: 160
Spd: 90
Sp. Att: 70
Sp. Def: 160
Total: 600

```
-----  
/ 6 - Breeding                               \  
|                                             |  
\ General Section                             /  
-----
```

In Fr/Lg breeding is a big part of the game. One of the main reasons is Ditto. You can breed a Ditto with any kind of Pokemon and the resulting child will be the first stage of whatever the other pokemon was. This is extremely handy because in Pokemon Colosseum there aren't really any young stages of pokemon, therefore you have to breed the older stages in order to get the younger ones.

Now, if you are not using the Ditto technique then you will need to know how to properly breed. Basically, to breed you give two pokemon to the Day Care center and if they are male and female and they are both in the same egg group then they will make an egg. Eventually the egg will hatch into the base stage of whatever type of pokemon the female was.

Now, each pokemon has egg moves. These are moves that it can be born with if the male pokemon knows them. All moves that a pokemon can learn by level or by TM/HM can be passed down by the father (if he knows them) however Egg Moves are moves that a pokemon cannot get by level/TM/HM, and therefore they are in their own category.

Below is a list of the pokemon and the egg groups that they belong to.

Please note that the pokemon listed here are only the fully evolved versions of the pokemon, therefore, if you want to know the egg group that your pokemon is in then find out what it's fully evolved form is and find the egg group that that pokemon is in.

Amorphous:

Muk, Gengar, Weezing, Misdreavus, Wobbuffet, Magcargo,
Gardevoir, Swalot, Castform, Banette, Dusclops, Chimecho

Bug:

Butterfree, Beedrill, Parasect, Venomoth, Pinsir, Ledian,
Ariados, Yanma, Forretress, Gligar, Scizor, Shuckle,
Heracross, Beautifly, Dustox, Masquerain, Ninjask, Volbeat,
Illumise, Flygon

Dragon:

Charizard, Arbok, Gyarados, Dragonite, Kingdra, Sceptile,
Altaria, Seviper, Milotic, Salamence

Fairy:

Raichu, Clefable, Wigglytuff, Togetic, Azumarril, Jumpluff,
Granbull, Breloom, Delcatty, Mawile, Plusle, Minum, Roselia,
Castform, Glalie

Field:

Raticate, Arbok, Raichu, Sandslash, Nidoqueen, Nidoking,
Ninetales, Dugtrio, Persion, Golduck, Primeape, Arcanine,
Rapidash, Farfetch'd, Dewgong, Rhydon, Tauros, Vaporean,
Jolteon, Flareon, Typhlosion, Furret, Ampharos, Aipom,
Quagsire, Girafarig, Dunsparce, Granbull, Sneasel, Ursaring,
Piloswine, Delibird, Houndoom, Donphan, Stantler, Smeargle,
Miltank, Blaziken, Mightyena, Linoone, Shiftry, Slaking,
Exploud, Delcatty, Mawile, Menectric, Wailord, Camerupt,
Torkoal, Grumpig, Spinda, Zangoose, Seviper, Kecleon, Absol,
Walrein

Flying:

Pidgeot, Fearow, Crobat, Farfetch'd, Dodrio, Aerodactyl,
Noctowl, Togetic, Xatu, Murkrow, Skarmory, Swellow,
Pelipper, Altaria

Grass:

Venusaur, Vileplume, Parasect, Victreebel, Exeggutor,
Tangela, Meganium, Jumpluff, Bellossom, Sunflora, Ludicolo,
Shiftry, Breloom, Roselia, Cacturne, Tropius

Human-Like:

Alakazam, Machop, Hypno, Hitmonlee, Hitmonchan, Mr. Mime,
Jynx, Electabuzz, Magmar, Hitmontop, Hariyama, Sableye,
Medicham, Volbeat, Illumise, Spinda, Cacturne

Mineral:

Golem, Sudowoodo, Steelix, Nosepass, Glalie

Monster:

Venusaur, Charizard, Blastoise, Nidoqueen, Nidoking,
Marowak, Lickitung, Rhydon, Kangaskhan, Lapras, Snorlax,
Meganium, Feraligatr, Ampharos, Slowking, Tyranitar,
Sceptile, Swampert, Exploud, Aggron, Tropius

None*:

Starmie, Magnetron, Porygon 2, Electrode, Shedinja, Lunatone,
Solrock, Claydol, Metagross

Water1:

Blastoise, Golduck, Poliwrath, Dewgong, Lapras, Omastar,
Kabutops, Mantine, Politoad, Kingdra, Swampert, Ludicolo,
Pelipper, Masquerain, Milotic, Crawdaunt, Walrein, Huntail,
Gorebyss, Relicanth

Water2:

Seaking, Gyarados, Lanturn, Qwilfish, Octillery, Sharpedo,
Wailord, Whiscash, Relicanth, Luvdisc

Water3:

Tentacruel, Cloyster, Kingler, Omastar, Kabutops, Corsola,
Crawdaunt, Cradily, Armaldo

X**:

Articuno, Zapdos, Moltres, Mewtwo, Mew, Unown, Raikou,
Entei, Suicune, Lugia, Ho-oh, Celebi, Regirock, Regice,
Registeel, Latias, Latios, Kyogre, Groudon, Rayquaza,
Jirachi, Deoxys

* = The None group breeds only with Ditto, and not with
any other pokemon.

** = The X group cannot breed with any pokemon, not even
Ditto. They have been formerly called the No-Eggs group.

```
_____ \|
/ 7 - Status Ailments \|
|                               |
\ General Section           /
-----
```

Real Status Ailments (These effects stay with your Pokemon
even after battle):

Paralyze

-Reduces Speed
-Turn Loss 25%
-Length: Infinite

Sleep

-Turn Loss 100%
-Length: 2 Rounds

Freeze

-Turn Loss 100%
-Length: 4 Rounds

Poison

-Takes Damage Every Turn
-Takes Damage Outside Of Battle
-Length: Infinite

Burn

-Reduces Attack
-Takes Damage Every Turn
-Length: Infinite

Real status ailments increase your chances of catching a pokemon with them.

Steel and Poison types are immune to being Poisoned.

Fire types are immune to being Burned.

Fake Status Ailments (These effects wear off after the battle ends):

Confusion

-Pokemon May Hit Itself 50%

-Length: Random

Curse

-Takes Damage Every Turn

-Length: Infinite

Seeded

-Takes Damage Every Turn

-Gives Health To Person Who Seeded

-Length: Until Person Who Seeded Dies

```
-----
/ 8 - Effort Values \
|                       |
\ General Section     /
-----
```

Effort Values, which I will now simply call EVs, are a way of measuring how your pokemon should grow. Basically, when a pokemon defeats another pokemon they get EVs based on what pokemon they defeated. Therefore, if you defeat a pokemon that is very fast (like, for instance, a Swellow) then you will get speed EVs. Why, you may ask? Well, it's because in order for your pokemon to beat that other pokemon your pokemon had to move quickly, because Swellow is a fast pokemon. Therefore, your pokemon basically trained in Speed, and therefore your pokemon got speed EVs.

EVs greatly affect your pokemon's stats. For every 4 EVs that your pokemon gets it will boost whatever stat it has them in by 1 (keep in mind this is a rough calculation). Usually, however, you need to grow a level in order for this to be noticeable.

Anyways, the EVs have been calculated for every pokemon in the game, and I have decided to list them here. EVs play a huge role in the outcome of your pokemon, and it is important for you to know how to properly train your pokemon.

Format:

```
-----
| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
|-----|-----|-----|-----|-----|-----|-----|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
|-----|-----|-----|-----|-----|-----|-----|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
```

1	2	3	4	5	6	7
1	2	3	4	5	6	7
1	2	3	4	5	6	7
1	2	3	4	5	6	7

- 1 = Pokemon Name
- 2 = HP EVs
- 3 = Attack EVs
- 4 = Defense EVs
- 5 = Speed EVs
- 6 = Special Attack EVs
- 7 = Special Defense EVs

For instance, Arcanine gives you two attack points for defeating it, and Muk gives one HP point and one attack point, therefore it would look like this...

Arcanine	HP.:0	Att:2	Def:0	Spd:0	SpA:0	SpD:0
Muk	HP.:1	Att:1	Def:0	Spd:0	SpA:0	SpD:0

Pokemon With HP Boosting EVs:

Caterpie	HP.:1	Att:0	Def:0	Spd:0	SpA:0	SpD:0
Nidoran Female	HP.:1	Att:0	Def:0	Spd:0	SpA:0	SpD:0
Nidorina	HP.:2	Att:0	Def:0	Spd:0	SpA:0	SpD:0
Nidoqueen	HP.:3	Att:0	Def:0	Spd:0	SpA:0	SpD:0
Clefairy	HP.:2	Att:0	Def:0	Spd:0	SpA:0	SpD:0
Clefable	HP.:3	Att:0	Def:0	Spd:0	SpA:0	SpD:0
Jigglypuff	HP.:2	Att:0	Def:0	Spd:0	SpA:0	SpD:0
Wigglytuff	HP.:3	Att:0	Def:0	Spd:0	SpA:0	SpD:0
Slowpoke	HP.:1	Att:0	Def:0	Spd:0	SpA:0	SpD:0
Grimer	HP.:1	Att:0	Def:0	Spd:0	SpA:0	SpD:0
Muk	HP.:1	Att:1	Def:0	Spd:0	SpA:0	SpD:0
Lickitung	HP.:2	Att:0	Def:0	Spd:0	SpA:0	SpD:0
Chansey	HP.:2	Att:0	Def:0	Spd:0	SpA:0	SpD:0
Kangaskhan	HP.:2	Att:0	Def:0	Spd:0	SpA:0	SpD:0
Lapras	HP.:2	Att:0	Def:0	Spd:0	SpA:0	SpD:0

Ditto	HP.:1 Att:0 Def:0 Spd:0 SpA:0 SpD:0
-----	----- ----- ----- ----- -----
Vaporeon	HP.:2 Att:0 Def:0 Spd:0 SpA:0 SpD:0
-----	----- ----- ----- ----- -----
Snorlax	HP.:2 Att:0 Def:0 Spd:0 SpA:0 SpD:0
-----	----- ----- ----- ----- -----
Mew	HP.:3 Att:0 Def:0 Spd:0 SpA:0 SpD:0
-----	----- ----- ----- ----- -----
Hoothoot	HP.:1 Att:0 Def:0 Spd:0 SpA:0 SpD:0
-----	----- ----- ----- ----- -----
Noctowl	HP.:2 Att:0 Def:0 Spd:0 SpA:0 SpD:0
-----	----- ----- ----- ----- -----
Chinchou	HP.:1 Att:0 Def:0 Spd:0 SpA:0 SpD:0
-----	----- ----- ----- ----- -----
Lanturn	HP.:2 Att:0 Def:0 Spd:0 SpA:0 SpD:0
-----	----- ----- ----- ----- -----
Igglybuff	HP.:1 Att:0 Def:0 Spd:0 SpA:0 SpD:0
-----	----- ----- ----- ----- -----
Marill	HP.:2 Att:0 Def:0 Spd:0 SpA:0 SpD:0
-----	----- ----- ----- ----- -----
Azumarill	HP.:3 Att:0 Def:0 Spd:0 SpA:0 SpD:0
-----	----- ----- ----- ----- -----
Wooper	HP.:1 Att:0 Def:0 Spd:0 SpA:0 SpD:0
-----	----- ----- ----- ----- -----
Quagsire	HP.:2 Att:0 Def:0 Spd:0 SpA:0 SpD:0
-----	----- ----- ----- ----- -----
Wobbuffet	HP.:2 Att:0 Def:0 Spd:0 SpA:0 SpD:0
-----	----- ----- ----- ----- -----
Piloswine	HP.:1 Att:1 Def:0 Spd:0 SpA:0 SpD:0
-----	----- ----- ----- ----- -----
Phanpy	HP.:1 Att:0 Def:0 Spd:0 SpA:0 SpD:0
-----	----- ----- ----- ----- -----
Blissey	HP.:2 Att:0 Def:0 Spd:0 SpA:0 SpD:0
-----	----- ----- ----- ----- -----
Entei	HP.:1 Att:2 Def:0 Spd:0 SpA:0 SpD:0
-----	----- ----- ----- ----- -----
Celebi	HP.:3 Att:0 Def:0 Spd:0 SpA:0 SpD:0
-----	----- ----- ----- ----- -----
Wurmple	HP.:1 Att:0 Def:0 Spd:0 SpA:0 SpD:0
-----	----- ----- ----- ----- -----
Shroomish	HP.:1 Att:0 Def:0 Spd:0 SpA:0 SpD:0
-----	----- ----- ----- ----- -----
Slakoth	HP.:1 Att:0 Def:0 Spd:0 SpA:0 SpD:0
-----	----- ----- ----- ----- -----
Slaking	HP.:3 Att:0 Def:0 Spd:0 SpA:0 SpD:0
-----	----- ----- ----- ----- -----
Shedinja	HP.:2 Att:0 Def:0 Spd:0 SpA:0 SpD:0
-----	----- ----- ----- ----- -----
Whismur	HP.:1 Att:0 Def:0 Spd:0 SpA:0 SpD:0
-----	----- ----- ----- ----- -----
Loudred	HP.:2 Att:0 Def:0 Spd:0 SpA:0 SpD:0
-----	----- ----- ----- ----- -----
Exploud	HP.:3 Att:0 Def:0 Spd:0 SpA:0 SpD:0
-----	----- ----- ----- ----- -----
Makuhita	HP.:1 Att:0 Def:0 Spd:0 SpA:0 SpD:0
-----	----- ----- ----- ----- -----
Hariyama	HP.:2 Att:0 Def:0 Spd:0 SpA:0 SpD:0
-----	----- ----- ----- ----- -----
Azurill	HP.:1 Att:0 Def:0 Spd:0 SpA:0 SpD:0
-----	----- ----- ----- ----- -----

Delcatty	HP.:1	Att:0	Def:0	Spd:1	SpA:0	SpD:0
Gulpin	HP.:1	Att:0	Def:0	Spd:0	SpA:0	SpD:0
Swalot	HP.:2	Att:0	Def:0	Spd:0	SpA:0	SpD:0
Wailmer	HP.:1	Att:0	Def:0	Spd:0	SpA:0	SpD:0
Wailord	HP.:2	Att:0	Def:0	Spd:0	SpA:0	SpD:0
Barboach	HP.:1	Att:0	Def:0	Spd:0	SpA:0	SpD:0
Whiscash	HP.:2	Att:0	Def:0	Spd:0	SpA:0	SpD:0
Castform	HP.:1	Att:0	Def:0	Spd:0	SpA:0	SpD:0
Tropius	HP.:2	Att:0	Def:0	Spd:0	SpA:0	SpD:0
Wynaut	HP.:1	Att:0	Def:0	Spd:0	SpA:0	SpD:0
Snorunt	HP.:1	Att:0	Def:0	Spd:0	SpA:0	SpD:0
Glalie	HP.:2	Att:0	Def:0	Spd:0	SpA:0	SpD:0
Spheal	HP.:1	Att:0	Def:0	Spd:0	SpA:0	SpD:0
Sealeo	HP.:2	Att:0	Def:0	Spd:0	SpA:0	SpD:0
Walrein	HP.:3	Att:0	Def:0	Spd:0	SpA:0	SpD:0
Relicanth	HP.:1	Att:0	Def:1	Spd:0	SpA:0	SpD:0
Jirachi	HP.:3	Att:0	Def:0	Spd:0	SpA:0	SpD:0

Pokemon With Attack Boosting EVs:

Beedrill	HP.:0	Att:2	Def:0	Spd:0	SpA:0	SpD:1
Ekans	HP.:0	Att:1	Def:0	Spd:0	SpA:0	SpD:0
Arbok	HP.:0	Att:2	Def:0	Spd:0	SpA:0	SpD:0
Nidoran Male	HP.:0	Att:1	Def:0	Spd:0	SpA:0	SpD:0
Nidorino	HP.:0	Att:2	Def:0	Spd:0	SpA:0	SpD:0
Nidoking	HP.:0	Att:3	Def:0	Spd:0	SpA:0	SpD:0
Paras	HP.:0	Att:1	Def:0	Spd:0	SpA:0	SpD:0
Parasect	HP.:0	Att:2	Def:1	Spd:0	SpA:0	SpD:0
Mankey	HP.:0	Att:1	Def:0	Spd:0	SpA:0	SpD:0
Primape	HP.:0	Att:2	Def:0	Spd:0	SpA:0	SpD:0
Growlithe	HP.:0	Att:1	Def:0	Spd:0	SpA:0	SpD:0
Arcanine	HP.:0	Att:2	Def:0	Spd:0	SpA:0	SpD:0

Machop	HP.:0	Att:1	Def:0	Spd:0	SpA:0	SpD:0
Machoke	HP.:0	Att:2	Def:0	Spd:0	SpA:0	SpD:0
Machamp	HP.:0	Att:3	Def:0	Spd:0	SpA:0	SpD:0
Bellsprout	HP.:0	Att:1	Def:0	Spd:0	SpA:0	SpD:0
Weepinbell	HP.:0	Att:2	Def:0	Spd:0	SpA:0	SpD:0
Victreebel	HP.:0	Att:3	Def:0	Spd:0	SpA:0	SpD:0
Muk	HP.:1	Att:1	Def:0	Spd:0	SpA:0	SpD:0
Krabby	HP.:0	Att:1	Def:0	Spd:0	SpA:0	SpD:0
Kingler	HP.:0	Att:2	Def:0	Spd:0	SpA:0	SpD:0
Hitmonlee	HP.:0	Att:2	Def:0	Spd:0	SpA:0	SpD:0
Rhydon	HP.:0	Att:2	Def:0	Spd:0	SpA:0	SpD:0
Goldeen	HP.:0	Att:1	Def:0	Spd:0	SpA:0	SpD:0
Seaking	HP.:0	Att:2	Def:0	Spd:0	SpA:0	SpD:0
Scyther	HP.:0	Att:1	Def:0	Spd:0	SpA:0	SpD:0
Pinsir	HP.:0	Att:2	Def:0	Spd:0	SpA:0	SpD:0
Tauros	HP.:0	Att:1	Def:0	Spd:1	SpA:0	SpD:0
Gyarados	HP.:0	Att:2	Def:0	Spd:0	SpA:0	SpD:0
Flareon	HP.:0	Att:2	Def:0	Spd:0	SpA:0	SpD:0
Dratini	HP.:0	Att:1	Def:0	Spd:0	SpA:0	SpD:0
Dragonair	HP.:0	Att:2	Def:0	Spd:0	SpA:0	SpD:0
Dragonite	HP.:0	Att:3	Def:0	Spd:0	SpA:0	SpD:0
Totodile	HP.:0	Att:1	Def:0	Spd:0	SpA:0	SpD:0
Croconaw	HP.:0	Att:1	Def:1	Spd:0	SpA:0	SpD:0
Feraligatr	HP.:0	Att:2	Def:1	Spd:0	SpA:0	SpD:0
Sentret	HP.:0	Att:1	Def:0	Spd:0	SpA:0	SpD:0
Spinarak	HP.:0	Att:1	Def:0	Spd:0	SpA:0	SpD:0
Ariados	HP.:0	Att:2	Def:0	Spd:0	SpA:0	SpD:0
Unown	HP.:0	Att:1	Def:0	Spd:0	SpA:1	SpD:0
Snubull	HP.:0	Att:1	Def:0	Spd:0	SpA:0	SpD:0
Granbull	HP.:0	Att:2	Def:0	Spd:0	SpA:0	SpD:0

Qwilfish	HP.:0	Att:1	Def:0	Spd:0	SpA:0	SpD:0
Scizor	HP.:0	Att:2	Def:0	Spd:0	SpA:0	SpD:0
Heracross	HP.:0	Att:2	Def:0	Spd:0	SpA:0	SpD:0
Teddiursa	HP.:0	Att:1	Def:0	Spd:0	SpA:0	SpD:0
Ursaring	HP.:0	Att:2	Def:0	Spd:0	SpA:0	SpD:0
Swinub	HP.:0	Att:1	Def:0	Spd:0	SpA:0	SpD:0
Piloswine	HP.:1	Att:1	Def:0	Spd:0	SpA:0	SpD:0
Octillery	HP.:0	Att:1	Def:0	Spd:0	SpA:1	SpD:0
Kingdra	HP.:0	Att:1	Def:0	Spd:0	SpA:1	SpD:1
Donphan	HP.:0	Att:1	Def:1	Spd:0	SpA:0	SpD:0
Stantler	HP.:0	Att:1	Def:0	Spd:0	SpA:0	SpD:0
Tyrogue	HP.:0	Att:1	Def:0	Spd:0	SpA:0	SpD:0
Entei	HP.:1	Att:2	Def:0	Spd:0	SpA:0	SpD:0
Larvitar	HP.:0	Att:1	Def:0	Spd:0	SpA:0	SpD:0
Pupitar	HP.:0	Att:2	Def:0	Spd:0	SpA:0	SpD:0
Tyranitar	HP.:0	Att:3	Def:0	Spd:0	SpA:0	SpD:0
Combusken	HP.:0	Att:1	Def:0	Spd:0	SpA:1	SpD:0
Blaziken	HP.:0	Att:3	Def:0	Spd:0	SpA:0	SpD:0
Mudkip	HP.:0	Att:1	Def:0	Spd:0	SpA:0	SpD:0
Marshtop	HP.:0	Att:2	Def:0	Spd:0	SpA:0	SpD:0
Swampert	HP.:0	Att:3	Def:0	Spd:0	SpA:0	SpD:0
Poochyena	HP.:0	Att:1	Def:0	Spd:0	SpA:0	SpD:0
Mightyena	HP.:0	Att:2	Def:0	Spd:0	SpA:0	SpD:0
Nuzleaf	HP.:0	Att:2	Def:0	Spd:0	SpA:0	SpD:0
Shiftry	HP.:0	Att:3	Def:0	Spd:0	SpA:0	SpD:0
Breloom	HP.:0	Att:2	Def:0	Spd:0	SpA:0	SpD:0
Sableye	HP.:0	Att:1	Def:1	Spd:0	SpA:0	SpD:0
Mawile	HP.:0	Att:1	Def:1	Spd:0	SpA:0	SpD:0
Carvanha	HP.:0	Att:1	Def:0	Spd:0	SpA:0	SpD:0
Sharpedo	HP.:0	Att:2	Def:0	Spd:0	SpA:0	SpD:0

-----	-----	-----	-----	-----	-----	-----
Camerupt	HP.:0	Att:1	Def:0	Spd:0	SpA:1	SpD:0
-----	-----	-----	-----	-----	-----	-----
Trapinch	HP.:0	Att:1	Def:0	Spd:0	SpA:0	SpD:0
-----	-----	-----	-----	-----	-----	-----
Vibrava	HP.:0	Att:1	Def:0	Spd:1	SpA:0	SpD:0
-----	-----	-----	-----	-----	-----	-----
Flygon	HP.:0	Att:1	Def:0	Spd:2	SpA:0	SpD:0
-----	-----	-----	-----	-----	-----	-----
Cacturne	HP.:0	Att:1	Def:0	Spd:0	SpA:1	SpD:0
-----	-----	-----	-----	-----	-----	-----
Zangoose	HP.:0	Att:2	Def:0	Spd:0	SpA:0	SpD:0
-----	-----	-----	-----	-----	-----	-----
Seviper	HP.:0	Att:1	Def:0	Spd:0	SpA:1	SpD:0
-----	-----	-----	-----	-----	-----	-----
Solrock	HP.:0	Att:2	Def:0	Spd:0	SpA:0	SpD:0
-----	-----	-----	-----	-----	-----	-----
Corphish	HP.:0	Att:1	Def:0	Spd:0	SpA:0	SpD:0
-----	-----	-----	-----	-----	-----	-----
Crawdaunt	HP.:0	Att:2	Def:0	Spd:0	SpA:0	SpD:0
-----	-----	-----	-----	-----	-----	-----
Anorith	HP.:0	Att:1	Def:0	Spd:0	SpA:0	SpD:0
-----	-----	-----	-----	-----	-----	-----
Armaldo	HP.:0	Att:2	Def:0	Spd:0	SpA:0	SpD:0
-----	-----	-----	-----	-----	-----	-----
Shuppet	HP.:0	Att:1	Def:0	Spd:0	SpA:0	SpD:0
-----	-----	-----	-----	-----	-----	-----
Banette	HP.:0	Att:2	Def:0	Spd:0	SpA:0	SpD:0
-----	-----	-----	-----	-----	-----	-----
Absol	HP.:0	Att:2	Def:0	Spd:0	SpA:0	SpD:0
-----	-----	-----	-----	-----	-----	-----
Huntail	HP.:0	Att:1	Def:1	Spd:0	SpA:0	SpD:0
-----	-----	-----	-----	-----	-----	-----
Bagon	HP.:0	Att:1	Def:0	Spd:0	SpA:0	SpD:0
-----	-----	-----	-----	-----	-----	-----
Salamence	HP.:0	Att:3	Def:0	Spd:0	SpA:0	SpD:0
-----	-----	-----	-----	-----	-----	-----
Groudon	HP.:0	Att:3	Def:0	Spd:0	SpA:0	SpD:0
-----	-----	-----	-----	-----	-----	-----
Rayquaza	HP.:0	Att:2	Def:0	Spd:0	SpA:1	SpD:0
-----	-----	-----	-----	-----	-----	-----
Deoxys	HP.:0	Att:1	Def:0	Spd:1	SpA:1	SpD:0
-----	-----	-----	-----	-----	-----	-----

Pokemon With Defense Boosting EVs:

-----	-----	-----	-----	-----	-----	-----
Squirtle	HP.:0	Att:0	Def:1	Spd:0	SpA:0	SpD:0
-----	-----	-----	-----	-----	-----	-----
Wartortle	HP.:0	Att:0	Def:1	Spd:0	SpA:0	SpD:1
-----	-----	-----	-----	-----	-----	-----
Metapod	HP.:0	Att:0	Def:2	Spd:0	SpA:0	SpD:0
-----	-----	-----	-----	-----	-----	-----
Kakuna	HP.:0	Att:0	Def:2	Spd:0	SpA:0	SpD:0
-----	-----	-----	-----	-----	-----	-----
Sandshrew	HP.:0	Att:0	Def:1	Spd:0	SpA:0	SpD:0
-----	-----	-----	-----	-----	-----	-----
Sandslash	HP.:0	Att:0	Def:2	Spd:0	SpA:0	SpD:0
-----	-----	-----	-----	-----	-----	-----
Parasect	HP.:0	Att:2	Def:1	Spd:0	SpA:0	SpD:0

Poliwrath	HP.:0	Att:0	Def:3	Spd:0	SpA:0	SpD:0
Geodude	HP.:0	Att:0	Def:1	Spd:0	SpA:0	SpD:0
Graveler	HP.:0	Att:0	Def:2	Spd:0	SpA:0	SpD:0
Golem	HP.:0	Att:0	Def:3	Spd:0	SpA:0	SpD:0
Slowbro	HP.:0	Att:0	Def:2	Spd:0	SpA:0	SpD:0
Shellder	HP.:0	Att:0	Def:1	Spd:0	SpA:0	SpD:0
Cloyster	HP.:0	Att:0	Def:2	Spd:0	SpA:0	SpD:0
Onix	HP.:0	Att:0	Def:1	Spd:0	SpA:0	SpD:0
Exeggcute	HP.:0	Att:0	Def:1	Spd:0	SpA:0	SpD:0
Cubone	HP.:0	Att:0	Def:1	Spd:0	SpA:0	SpD:0
Marowak	HP.:0	Att:0	Def:2	Spd:0	SpA:0	SpD:0
Koffing	HP.:0	Att:0	Def:1	Spd:0	SpA:0	SpD:0
Weezing	HP.:0	Att:0	Def:2	Spd:0	SpA:0	SpD:0
Rhyhorn	HP.:0	Att:0	Def:1	Spd:0	SpA:0	SpD:0
Tangela	HP.:0	Att:0	Def:1	Spd:0	SpA:0	SpD:0
Seadra	HP.:0	Att:0	Def:1	Spd:0	SpA:1	SpD:0
Omanyte	HP.:0	Att:0	Def:1	Spd:0	SpA:0	SpD:0
Omastar	HP.:0	Att:0	Def:2	Spd:0	SpA:0	SpD:0
Kabuto	HP.:0	Att:0	Def:1	Spd:0	SpA:0	SpD:0
Kabutops	HP.:0	Att:0	Def:2	Spd:0	SpA:0	SpD:0
Bayleef	HP.:0	Att:0	Def:1	Spd:0	SpA:0	SpD:1
Meganium	HP.:0	Att:0	Def:1	Spd:0	SpA:0	SpD:2
Croconaw	HP.:0	Att:1	Def:1	Spd:0	SpA:0	SpD:0
Feraligatr	HP.:0	Att:2	Def:1	Spd:0	SpA:0	SpD:0
Sudowoodo	HP.:0	Att:0	Def:2	Spd:0	SpA:0	SpD:0
Pineco	HP.:0	Att:0	Def:1	Spd:0	SpA:0	SpD:0
Forretress	HP.:0	Att:0	Def:2	Spd:0	SpA:0	SpD:0
Gligar	HP.:0	Att:0	Def:1	Spd:0	SpA:0	SpD:0
Steelix	HP.:0	Att:0	Def:2	Spd:0	SpA:0	SpD:0
Shuckle	HP.:0	Att:0	Def:1	Spd:0	SpA:0	SpD:1

Magcargo	HP.:0	Att:0	Def:2	Spd:0	SpA:0	SpD:0
Corsola	HP.:0	Att:0	Def:1	Spd:0	SpA:0	SpD:1
Skarmory	HP.:0	Att:0	Def:2	Spd:0	SpA:0	SpD:0
Donphan	HP.:0	Att:1	Def:1	Spd:0	SpA:0	SpD:0
Miltank	HP.:0	Att:0	Def:2	Spd:0	SpA:0	SpD:0
Suicune	HP.:0	Att:0	Def:1	Spd:0	SpA:0	SpD:2
Silcoon	HP.:0	Att:0	Def:2	Spd:0	SpA:0	SpD:0
Cascoon	HP.:0	Att:0	Def:2	Spd:0	SpA:0	SpD:0
Seedot	HP.:0	Att:0	Def:1	Spd:0	SpA:0	SpD:0
Pelipper	HP.:0	Att:0	Def:2	Spd:0	SpA:0	SpD:0
Nincada	HP.:0	Att:0	Def:1	Spd:0	SpA:0	SpD:0
Nosepass	HP.:0	Att:0	Def:1	Spd:0	SpA:0	SpD:0
Sableye	HP.:0	Att:1	Def:1	Spd:0	SpA:0	SpD:0
Mawile	HP.:0	Att:1	Def:1	Spd:0	SpA:0	SpD:0
Aron	HP.:0	Att:0	Def:1	Spd:0	SpA:0	SpD:0
Lairon	HP.:0	Att:0	Def:2	Spd:0	SpA:0	SpD:0
Aggron	HP.:0	Att:0	Def:3	Spd:0	SpA:0	SpD:0
Torkoal	HP.:0	Att:0	Def:2	Spd:0	SpA:0	SpD:0
Duskull	HP.:0	Att:0	Def:1	Spd:0	SpA:0	SpD:0
Dusclops	HP.:0	Att:0	Def:1	Spd:0	SpA:0	SpD:0
Clamperl	HP.:0	Att:0	Def:1	Spd:0	SpA:0	SpD:0
Huntail	HP.:0	Att:1	Def:1	Spd:0	SpA:0	SpD:0
Relicanth	HP.:0	Att:1	Def:1	Spd:0	SpA:0	SpD:0
Shelgon	HP.:0	Att:0	Def:2	Spd:0	SpA:0	SpD:0
Beldum	HP.:0	Att:0	Def:1	Spd:0	SpA:0	SpD:0
Metang	HP.:0	Att:0	Def:2	Spd:0	SpA:0	SpD:0
Metagross	HP.:0	Att:0	Def:3	Spd:0	SpA:0	SpD:0
Regirock	HP.:0	Att:0	Def:3	Spd:0	SpA:0	SpD:0
Registeel	HP.:0	Att:0	Def:2	Spd:0	SpA:0	SpD:1

Pokemon With Speed Boosting EVs:

Charmander	HP.:0	Att:0	Def:0	Spd:1	SpA:0	SpD:0
-----	----	----	----	----	----	----
Charmeleon	HP.:0	Att:0	Def:0	Spd:1	SpA:1	SpD:0
-----	----	----	----	----	----	----
Weedle	HP.:0	Att:0	Def:0	Spd:1	SpA:0	SpD:0
-----	----	----	----	----	----	----
Pidgey	HP.:0	Att:0	Def:0	Spd:1	SpA:0	SpD:0
-----	----	----	----	----	----	----
Pidgeotto	HP.:0	Att:0	Def:0	Spd:2	SpA:0	SpD:0
-----	----	----	----	----	----	----
Pidgeot	HP.:0	Att:0	Def:0	Spd:3	SpA:0	SpD:0
-----	----	----	----	----	----	----
Rattata	HP.:0	Att:0	Def:0	Spd:1	SpA:0	SpD:0
-----	----	----	----	----	----	----
Raticate	HP.:0	Att:0	Def:0	Spd:2	SpA:0	SpD:0
-----	----	----	----	----	----	----
Spearow	HP.:0	Att:0	Def:0	Spd:1	SpA:0	SpD:0
-----	----	----	----	----	----	----
Fearow	HP.:0	Att:0	Def:0	Spd:2	SpA:0	SpD:0
-----	----	----	----	----	----	----
Pikachu	HP.:0	Att:0	Def:0	Spd:2	SpA:0	SpD:0
-----	----	----	----	----	----	----
Raichu	HP.:0	Att:0	Def:0	Spd:3	SpA:0	SpD:0
-----	----	----	----	----	----	----
Vulpix	HP.:0	Att:0	Def:0	Spd:1	SpA:0	SpD:0
-----	----	----	----	----	----	----
Ninetales	HP.:0	Att:0	Def:0	Spd:1	SpA:0	SpD:1
-----	----	----	----	----	----	----
Zubat	HP.:0	Att:0	Def:0	Spd:1	SpA:0	SpD:0
-----	----	----	----	----	----	----
Golbat	HP.:0	Att:0	Def:0	Spd:2	SpA:0	SpD:0
-----	----	----	----	----	----	----
Venomoth	HP.:0	Att:0	Def:0	Spd:1	SpA:1	SpD:0
-----	----	----	----	----	----	----
Diglett	HP.:0	Att:0	Def:0	Spd:1	SpA:0	SpD:0
-----	----	----	----	----	----	----
Dugtrio	HP.:0	Att:0	Def:0	Spd:2	SpA:0	SpD:0
-----	----	----	----	----	----	----
Meowth	HP.:0	Att:0	Def:0	Spd:1	SpA:0	SpD:0
-----	----	----	----	----	----	----
Persian	HP.:0	Att:0	Def:0	Spd:2	SpA:0	SpD:0
-----	----	----	----	----	----	----
Poliwag	HP.:0	Att:0	Def:0	Spd:1	SpA:0	SpD:0
-----	----	----	----	----	----	----
Poliwhirl	HP.:0	Att:0	Def:0	Spd:2	SpA:0	SpD:0
-----	----	----	----	----	----	----
Ponyta	HP.:0	Att:0	Def:0	Spd:1	SpA:0	SpD:0
-----	----	----	----	----	----	----
Rapidash	HP.:0	Att:0	Def:0	Spd:2	SpA:0	SpD:0
-----	----	----	----	----	----	----
Voltorb	HP.:0	Att:0	Def:0	Spd:1	SpA:0	SpD:0
-----	----	----	----	----	----	----
Electrode	HP.:0	Att:0	Def:0	Spd:2	SpA:0	SpD:0
-----	----	----	----	----	----	----
Staryu	HP.:0	Att:0	Def:0	Spd:1	SpA:0	SpD:0
-----	----	----	----	----	----	----
Starmie	HP.:0	Att:0	Def:0	Spd:2	SpA:0	SpD:0

Electabuzz	HP.:0	Att:0	Def:0	Spd:2	SpA:0	SpD:0
Tauros	HP.:0	Att:1	Def:0	Spd:1	SpA:0	SpD:0
Magikarp	HP.:0	Att:0	Def:0	Spd:1	SpA:0	SpD:0
Aerodactyl	HP.:0	Att:0	Def:0	Spd:2	SpA:0	SpD:0
Cyndaquil	HP.:0	Att:0	Def:0	Spd:1	SpA:0	SpD:0
Quilava	HP.:0	Att:0	Def:0	Spd:1	SpA:0	SpD:0
Furret	HP.:0	Att:0	Def:0	Spd:2	SpA:0	SpD:0
Crobat	HP.:0	Att:0	Def:0	Spd:3	SpA:0	SpD:0
Pichu	HP.:0	Att:0	Def:0	Spd:1	SpA:0	SpD:0
Xatu	HP.:0	Att:0	Def:0	Spd:1	SpA:1	SpD:0
Skiploom	HP.:0	Att:0	Def:0	Spd:2	SpA:0	SpD:0
Jumpluff	HP.:0	Att:0	Def:0	Spd:3	SpA:0	SpD:0
Aipom	HP.:0	Att:0	Def:0	Spd:1	SpA:0	SpD:0
Yanma	HP.:0	Att:0	Def:0	Spd:2	SpA:0	SpD:0
Murkrow	HP.:0	Att:0	Def:0	Spd:1	SpA:0	SpD:0
Sneasel	HP.:0	Att:0	Def:0	Spd:1	SpA:0	SpD:0
Delibird	HP.:0	Att:0	Def:0	Spd:1	SpA:0	SpD:0
Smeargle	HP.:0	Att:0	Def:0	Spd:1	SpA:0	SpD:0
Elekid	HP.:0	Att:0	Def:0	Spd:1	SpA:0	SpD:0
Magby	HP.:0	Att:0	Def:0	Spd:1	SpA:0	SpD:0
Raikou	HP.:0	Att:0	Def:0	Spd:2	SpA:1	SpD:0
Treecko	HP.:0	Att:0	Def:0	Spd:1	SpA:0	SpD:0
Grovyle	HP.:0	Att:0	Def:0	Spd:2	SpA:0	SpD:0
Sceptile	HP.:0	Att:0	Def:0	Spd:3	SpA:0	SpD:0
Zigzagoon	HP.:0	Att:0	Def:0	Spd:1	SpA:0	SpD:0
Linoone	HP.:0	Att:0	Def:0	Spd:2	SpA:0	SpD:0
Tailow	HP.:0	Att:0	Def:0	Spd:1	SpA:0	SpD:0
Swellow	HP.:0	Att:0	Def:0	Spd:2	SpA:0	SpD:0
Wingull	HP.:0	Att:0	Def:0	Spd:1	SpA:0	SpD:0
Surskit	HP.:0	Att:0	Def:0	Spd:1	SpA:0	SpD:0

Vigoroth	HP.:0	Att:0	Def:0	Spd:2	SpA:0	SpD:0
Ninjask	HP.:0	Att:0	Def:0	Spd:2	SpA:0	SpD:0
Skitty	HP.:0	Att:0	Def:0	Spd:1	SpA:0	SpD:0
Delcatty	HP.:0	Att:1	Def:0	Spd:1	SpA:0	SpD:0
Meditite	HP.:0	Att:0	Def:0	Spd:1	SpA:0	SpD:0
Medicham	HP.:0	Att:0	Def:0	Spd:2	SpA:0	SpD:0
Electrike	HP.:0	Att:0	Def:0	Spd:1	SpA:0	SpD:0
Manectric	HP.:0	Att:0	Def:0	Spd:2	SpA:0	SpD:0
Plusle	HP.:0	Att:0	Def:0	Spd:1	SpA:0	SpD:0
Minum	HP.:0	Att:0	Def:0	Spd:1	SpA:0	SpD:0
Volbeat	HP.:0	Att:0	Def:0	Spd:1	SpA:0	SpD:0
Illumise	HP.:0	Att:0	Def:0	Spd:1	SpA:0	SpD:0
Vibrava	HP.:0	Att:1	Def:0	Spd:1	SpA:0	SpD:0
Flygon	HP.:0	Att:1	Def:0	Spd:2	SpA:0	SpD:0
Feebas	HP.:0	Att:0	Def:0	Spd:1	SpA:0	SpD:0
Luvdisc	HP.:0	Att:0	Def:0	Spd:1	SpA:0	SpD:0
Deoxys	HP.:0	Att:1	Def:0	Spd:1	SpA:1	SpD:0

Pokemon With Special Attack Boosting EVs:

Bulbasaur	HP.:0	Att:0	Def:0	Spd:0	SpA:1	SpD:0
Ivysaur	HP.:0	Att:0	Def:0	Spd:0	SpA:1	SpD:1
Venusaur	HP.:0	Att:0	Def:0	Spd:0	SpA:2	SpD:1
Charmeleon	HP.:0	Att:0	Def:0	Spd:1	SpA:1	SpD:0
Charizard	HP.:0	Att:0	Def:0	Spd:0	SpA:3	SpD:0
Butterfree	HP.:0	Att:0	Def:0	Spd:0	SpA:2	SpD:1
Oddish	HP.:0	Att:0	Def:0	Spd:0	SpA:1	SpD:0
Gloom	HP.:0	Att:0	Def:0	Spd:0	SpA:2	SpD:0
Vileplume	HP.:0	Att:0	Def:0	Spd:0	SpA:3	SpD:0
Venomoth	HP.:0	Att:0	Def:0	Spd:1	SpA:1	SpD:0
Psyduck	HP.:0	Att:0	Def:0	Spd:0	SpA:1	SpD:0

Golduck	HP.:0	Att:0	Def:0	Spd:0	SpA:2	SpD:0
Abra	HP.:0	Att:0	Def:0	Spd:0	SpA:1	SpD:0
Kadabra	HP.:0	Att:0	Def:0	Spd:0	SpA:2	SpD:0
Alakazam	HP.:0	Att:0	Def:0	Spd:0	SpA:3	SpD:0
Magnemite	HP.:0	Att:0	Def:0	Spd:0	SpA:1	SpD:0
Magneton	HP.:0	Att:0	Def:0	Spd:0	SpA:2	SpD:0
Gastly	HP.:0	Att:0	Def:0	Spd:0	SpA:1	SpD:0
Haunter	HP.:0	Att:0	Def:0	Spd:0	SpA:2	SpD:0
Gengar	HP.:0	Att:0	Def:0	Spd:0	SpA:3	SpD:0
Exeggutor	HP.:0	Att:0	Def:0	Spd:0	SpA:2	SpD:0
Horsea	HP.:0	Att:0	Def:0	Spd:0	SpA:1	SpD:0
Seadra	HP.:0	Att:0	Def:0	Spd:2	SpA:1	SpD:0
Jynx	HP.:0	Att:0	Def:0	Spd:0	SpA:2	SpD:0
Magmar	HP.:0	Att:0	Def:0	Spd:0	SpA:2	SpD:0
Porygon	HP.:0	Att:0	Def:0	Spd:0	SpA:1	SpD:0
Zapdos	HP.:0	Att:0	Def:0	Spd:0	SpA:2	SpD:0
Moltres	HP.:0	Att:0	Def:0	Spd:0	SpA:3	SpD:0
Mewtwo	HP.:0	Att:0	Def:0	Spd:0	SpA:3	SpD:0
Quilava	HP.:0	Att:0	Def:0	Spd:0	SpA:1	SpD:0
Typhlosion	HP.:0	Att:0	Def:0	Spd:0	SpA:3	SpD:0
Natu	HP.:0	Att:0	Def:0	Spd:0	SpA:1	SpD:0
Xatu	HP.:0	Att:0	Def:0	Spd:1	SpA:1	SpD:0
Mareep	HP.:0	Att:0	Def:0	Spd:0	SpA:1	SpD:0
Flaaffy	HP.:0	Att:0	Def:0	Spd:0	SpA:2	SpD:0
Ampharos	HP.:0	Att:0	Def:0	Spd:0	SpA:3	SpD:0
Sunkern	HP.:0	Att:0	Def:0	Spd:0	SpA:1	SpD:0
Sunflora	HP.:0	Att:0	Def:0	Spd:0	SpA:2	SpD:0
Espeon	HP.:0	Att:0	Def:0	Spd:0	SpA:2	SpD:0
Misdreavus	HP.:0	Att:0	Def:0	Spd:0	SpA:1	SpD:1
Unown	HP.:0	Att:0	Def:0	Spd:0	SpA:1	SpD:1

Girafarig	HP.:0	Att:0	Def:0	Spd:0	SpA:2	SpD:0
Slugma	HP.:0	Att:0	Def:0	Spd:0	SpA:1	SpD:0
Remoraid	HP.:0	Att:0	Def:0	Spd:0	SpA:1	SpD:0
Octillery	HP.:0	Att:1	Def:0	Spd:0	SpA:1	SpD:0
Houndour	HP.:0	Att:0	Def:0	Spd:0	SpA:1	SpD:0
Houndoom	HP.:0	Att:0	Def:0	Spd:0	SpA:2	SpD:0
Kingdra	HP.:0	Att:0	Def:0	Spd:1	SpA:1	SpD:0
Porygon 2	HP.:0	Att:0	Def:0	Spd:0	SpA:2	SpD:0
Smoochum	HP.:0	Att:0	Def:0	Spd:0	SpA:1	SpD:0
Raikou	HP.:0	Att:0	Def:0	Spd:2	SpA:1	SpD:0
Torchic	HP.:0	Att:0	Def:0	Spd:0	SpA:1	SpD:0
Combusken	HP.:0	Att:1	Def:0	Spd:0	SpA:1	SpD:0
Beautifly	HP.:0	Att:0	Def:0	Spd:0	SpA:3	SpD:0
Ralts	HP.:0	Att:0	Def:0	Spd:0	SpA:1	SpD:0
Kirlia	HP.:0	Att:0	Def:0	Spd:0	SpA:2	SpD:0
Gardevoir	HP.:0	Att:0	Def:0	Spd:0	SpA:3	SpD:0
Masquerain	HP.:0	Att:0	Def:0	Spd:0	SpA:1	SpD:1
Roselia	HP.:0	Att:0	Def:0	Spd:0	SpA:1	SpD:0
Numel	HP.:0	Att:0	Def:0	Spd:0	SpA:1	SpD:0
Camerupt	HP.:0	Att:0	Def:1	Spd:0	SpA:1	SpD:0
Spinda	HP.:0	Att:0	Def:0	Spd:0	SpA:1	SpD:0
Cacnea	HP.:0	Att:0	Def:0	Spd:0	SpA:1	SpD:0
Cacturne	HP.:0	Att:1	Def:0	Spd:0	SpA:1	SpD:0
Seviper	HP.:0	Att:1	Def:0	Spd:0	SpA:1	SpD:0
Lunatone	HP.:0	Att:0	Def:0	Spd:0	SpA:2	SpD:0
Chimecho	HP.:0	Att:0	Def:0	Spd:0	SpA:1	SpD:1
Gorebyss	HP.:0	Att:0	Def:0	Spd:0	SpA:2	SpD:0
Latios	HP.:0	Att:0	Def:0	Spd:0	SpA:3	SpD:0
Kyogre	HP.:0	Att:0	Def:0	Spd:0	SpA:3	SpD:0
Rayquaza	HP.:0	Att:2	Def:0	Spd:0	SpA:1	SpD:0

```
|-----|-----|-----|-----|-----|-----|-----|
| Deoxys      |HP.:0|Att:1|Def:0|Spd:1|SpA:1|SpD:0|
|-----|-----|-----|-----|-----|-----|-----|
```

Pokemon with Special Defense Boosting EVs:

```
|-----|-----|-----|-----|-----|-----|-----|
| Ivysaur     |HP.:0|Att:0|Def:0|Spd:0|SpA:1|SpD:1|
|-----|-----|-----|-----|-----|-----|-----|
| Venusaur    |HP.:0|Att:0|Def:0|Spd:0|SpA:2|SpD:1|
|-----|-----|-----|-----|-----|-----|-----|
| Wartortle   |HP.:0|Att:0|Def:1|Spd:0|SpA:0|SpD:1|
|-----|-----|-----|-----|-----|-----|-----|
| Blastoise   |HP.:0|Att:0|Def:0|Spd:0|SpA:0|SpD:3|
|-----|-----|-----|-----|-----|-----|-----|
| Butterfree  |HP.:0|Att:0|Def:0|Spd:0|SpA:2|SpD:1|
|-----|-----|-----|-----|-----|-----|-----|
| Beedrill    |HP.:0|Att:2|Def:0|Spd:0|SpA:0|SpD:1|
|-----|-----|-----|-----|-----|-----|-----|
| Ninetales   |HP.:0|Att:0|Def:0|Spd:1|SpA:0|SpD:1|
|-----|-----|-----|-----|-----|-----|-----|
| Venonat     |HP.:0|Att:0|Def:0|Spd:0|SpA:0|SpD:1|
|-----|-----|-----|-----|-----|-----|-----|
| Tentacool   |HP.:0|Att:0|Def:0|Spd:0|SpA:0|SpD:1|
|-----|-----|-----|-----|-----|-----|-----|
| Tentacruel  |HP.:0|Att:0|Def:0|Spd:0|SpA:0|SpD:1|
|-----|-----|-----|-----|-----|-----|-----|
| Drowzee     |HP.:0|Att:0|Def:0|Spd:0|SpA:0|SpD:1|
|-----|-----|-----|-----|-----|-----|-----|
| Hypno       |HP.:0|Att:0|Def:0|Spd:0|SpA:0|SpD:2|
|-----|-----|-----|-----|-----|-----|-----|
| Hitmonchan  |HP.:0|Att:0|Def:0|Spd:0|SpA:0|SpD:2|
|-----|-----|-----|-----|-----|-----|-----|
| Mr. Mime    |HP.:0|Att:0|Def:0|Spd:0|SpA:0|SpD:2|
|-----|-----|-----|-----|-----|-----|-----|
| Eevee       |HP.:0|Att:0|Def:0|Spd:0|SpA:0|SpD:1|
|-----|-----|-----|-----|-----|-----|-----|
| Articuno    |HP.:0|Att:0|Def:0|Spd:0|SpA:0|SpD:3|
|-----|-----|-----|-----|-----|-----|-----|
| Chikorita   |HP.:0|Att:0|Def:0|Spd:0|SpA:0|SpD:1|
|-----|-----|-----|-----|-----|-----|-----|
| Bayleef     |HP.:0|Att:0|Def:1|Spd:0|SpA:0|SpD:1|
|-----|-----|-----|-----|-----|-----|-----|
| Meganium    |HP.:0|Att:0|Def:1|Spd:0|SpA:0|SpD:2|
|-----|-----|-----|-----|-----|-----|-----|
| Ledyba      |HP.:0|Att:0|Def:0|Spd:0|SpA:0|SpD:1|
|-----|-----|-----|-----|-----|-----|-----|
| Ledian      |HP.:0|Att:0|Def:0|Spd:0|SpA:0|SpD:2|
|-----|-----|-----|-----|-----|-----|-----|
| Cleffa      |HP.:0|Att:0|Def:0|Spd:0|SpA:0|SpD:1|
|-----|-----|-----|-----|-----|-----|-----|
| Togepi      |HP.:0|Att:0|Def:0|Spd:0|SpA:0|SpD:1|
|-----|-----|-----|-----|-----|-----|-----|
| Togetic     |HP.:0|Att:0|Def:0|Spd:0|SpA:0|SpD:2|
|-----|-----|-----|-----|-----|-----|-----|
| Bellossom   |HP.:0|Att:0|Def:0|Spd:0|SpA:0|SpD:3|
|-----|-----|-----|-----|-----|-----|-----|
| Politoad    |HP.:0|Att:0|Def:0|Spd:0|SpA:0|SpD:3|
|-----|-----|-----|-----|-----|-----|-----|
| Hoppip      |HP.:0|Att:0|Def:0|Spd:0|SpA:0|SpD:1|
```

Umbreon	HP.:0	Att:0	Def:0	Spd:0	SpA:0	SpD:2
Slowking	HP.:0	Att:0	Def:0	Spd:0	SpA:0	SpD:3
Misdreavus	HP.:0	Att:0	Def:0	Spd:0	SpA:1	SpD:1
Shuckle	HP.:0	Att:0	Def:1	Spd:0	SpA:0	SpD:1
Corsola	HP.:0	Att:0	Def:1	Spd:0	SpA:0	SpD:1
Mantine	HP.:0	Att:0	Def:0	Spd:0	SpA:0	SpD:2
Kingdra	HP.:0	Att:1	Def:0	Spd:0	SpA:1	SpD:1
Hitmontop	HP.:0	Att:0	Def:0	Spd:0	SpA:0	SpD:2
Suicune	HP.:0	Att:0	Def:1	Spd:0	SpA:0	SpD:2
Lugia	HP.:0	Att:0	Def:0	Spd:0	SpA:0	SpD:3
Ho-oh	HP.:0	Att:0	Def:0	Spd:0	SpA:0	SpD:3
Dustox	HP.:0	Att:0	Def:0	Spd:0	SpA:0	SpD:3
Lotad	HP.:0	Att:0	Def:0	Spd:0	SpA:0	SpD:1
Lombre	HP.:0	Att:0	Def:0	Spd:0	SpA:0	SpD:1
Ludicolo	HP.:0	Att:0	Def:0	Spd:0	SpA:0	SpD:3
Masquerain	HP.:0	Att:0	Def:0	Spd:0	SpA:1	SpD:1
Spoink	HP.:0	Att:0	Def:0	Spd:0	SpA:0	SpD:1
Grumpig	HP.:0	Att:0	Def:0	Spd:0	SpA:0	SpD:2
Swablu	HP.:0	Att:0	Def:0	Spd:0	SpA:0	SpD:1
Altaria	HP.:0	Att:0	Def:0	Spd:0	SpA:0	SpD:2
Baltoy	HP.:0	Att:0	Def:0	Spd:0	SpA:0	SpD:1
Claydol	HP.:0	Att:0	Def:0	Spd:0	SpA:0	SpD:1
Lileep	HP.:0	Att:0	Def:0	Spd:0	SpA:0	SpD:1
Cradily	HP.:0	Att:0	Def:0	Spd:0	SpA:0	SpD:2
Milotic	HP.:0	Att:0	Def:0	Spd:0	SpA:0	SpD:2
Kecleon	HP.:0	Att:0	Def:0	Spd:0	SpA:0	SpD:1
Duskull	HP.:0	Att:0	Def:0	Spd:0	SpA:0	SpD:1
Dusclops	HP.:0	Att:0	Def:0	Spd:0	SpA:0	SpD:2
Chimecho	HP.:0	Att:0	Def:0	Spd:0	SpA:1	SpD:1
Regice	HP.:0	Att:0	Def:0	Spd:0	SpA:0	SpD:3

```

|-----|-----|-----|-----|-----|-----|
| Registeel      |HP.:0|Att:0|Def:2|Spd:0|SpA:0|SpD:1|
|-----|-----|-----|-----|-----|-----|
| Latias        |HP.:0|Att:0|Def:0|Spd:0|SpA:0|SpD:3|
|-----|-----|-----|-----|-----|-----|

```

```

-----
/ 9 - Pokemon Locations \
|                          |
\ General Section        /
-----

```

This section is basically a rundown on where to find the pokemon that appear in this game.

Before I continue I should mention that Lugia has been found only on island 8, which we currently do not know how to get to. It is most likely that Nintendo will give out some special E-Card that will let you get to island 8, however we just don't know right now. Also, the only way to get Celebi is with the japanese bonus disk, so we really don't know how to get Celebi in North America, and we also have no idea how to get Mew, because Mew has never been in any special event for Ruby/Sapphire/Colosseum/FireRed/LeafGreen. I will try to keep people posted about how to get Mew/Celebi.

Also, this list includes ONLY the pokemon that you can get in FireRed and LeafGreen. This includes pokemon from the islands, however it does not include pokemon that you can get in Ruby/Sapphire versions, or Pokemon Colosseum. It also does not include Deoxys, Lugia, or Ho-oh. The reason that it does not include those three is because those three are located on Islands 8 and 9, which require the Aurora Ticket and the Mystery Ticket (Aurora for Island 9 and Mystery for Island 8). In japan you would have to bring your pokemon game and your wireless adaptor to a special location, where a machine was set up. You would then have to access the Mystery Event on your game, which would connect with the machine via the wireless adaptor. There are none of these machines in North America (or anywhere else, for that matter) so we do not know how to get the Aurora Ticket or the Mystery Ticket in the english version. Once I find out how I will update this guide with that information.

Also, I will only say that a pokemon evolves from another pokemon if there is no where to catch the evolved form.

Format:

```

-----
| 1          | 2 | 3          |
|-----|-----|-----|
| 1          | 2 | 3          |
|-----|-----|-----|

```

1 = Pokemon Name
2 = Game (FireRed only = Fr, LeafGreen only = Lg, Both = FL)
3 = Location

Bulbasaur	FL	Given by Prf. Oak at start.
Ivysaur	FL	Evolve from Bulbasaur.
Venasaur	FL	Evolve from Ivysaur.
Charmander	FL	Given by Prf. Oak at start.
Charmeleon	FL	Evolve from Charmander.
Charizard	FL	Evolve from Charmeleon.
Squirtle	FL	Given by Prf. Oak at start.
Wartortle	FL	Evolve from Squirtle.
Blastoise	FL	Evolve from Wartortle.
Caterpie	FL	Viridian Forest, Route 25, S6 Forest.
Metapod	FL	Viridian Forest, Route 25, S6 Forest.
Butterfree	FL	Evolve from Metapod.
Weedle	FL	Viridian Forest, Route 25, S6 Forest.
Kakuna	FL	Viridian Forest, Route 25, S6 Forest.
Beedrill	FL	Evolve from Kakuna.
Pidgey	FL	Route 1, Route 2, Viridian Forest, Route 3, Route 5, Route 6, Route 7, Route 8, Route 12, Route 13, Route 14, Route 15, Route 25.
Pidgeoto	FL	Route 13, Route 14, Route 15, Kin Island, Chrono Island.
Pidgeot	FL	Evolve from Pidgeoto.
Rattata	FL	Route 1, Route 2, Route 4, Route 9, Route 17, Route 18, Pokemon Mansion, Route 22.
Raticate	FL	Route 17, Route 18, Pokemon Mansion.
Spearow	FL	Route 3, Route 4, Route 9, Route 10, Route 11, Route 17, Route 18, Route 22, Route 23, Knot Island, Boon Island, Fortune Island, Quest Island.
Fearow	FL	Route 17, Route 18, Route 23, Knot Island, Boon Island.
Ekans	Fr	Route 4, Route 8, Route 9, Route 10, Route 11, Route 22, Route 23.
Arbok	Fr	Route 22, Route 23, Victory Road.

Pikachu	FL	Viridian Forest, Power Plant.
Raichu	FL	Evolve from Pikachu.
Sandshrew	Lg	Route 4, Route 8, Route 9, Route 10, Route 11, Route 23.
Sandslash	Lg	Route 23, Victory Road.
Nidoran (f)	FL	Route 3, Safari Zone.
Nidorina	FL	Safari Zone.
Nidoqueen	FL	Evolve from Nidorina.
Nidoran (m)	FL	Route 3, Safari Zone.
Nidorino	FL	Safari Zone.
Nidoking	FL	Evolve from Nidorino.
Clefairy	FL	Mt. Moon.
Clefable	FL	Evolve from Clefairy.
Vulpix	Lg	Route 7, Route 8, Pokemon Mansion.
Ninetales	Lg	Evolve from Vulpix.
Jigglypuff	FL	Route 3.
Wigglytuff	FL	Evolve from Jigglypuff.
Zubat	FL	Mt. Moon, Rock Tunnel, Ice Cave, Victory Road, S5 Cave, Transformation Cave.
Golbat	FL	Ice Cave, Seafoam Islands, Unknown Dungeon, Victory Road, Chrono Island Cave.
Oddish	Fr	Route 5, Route 6, Route 7, Route 12 Route 13, Route 14, Route 15, Route 24, Boon Island, Kin Island, Fortune Island.
Gloom	Fr	Route 12, Route 13, Route 14, Route 15, Boon Island, Kin Island, Fortune Island.
Vileplume	Fr	Evolves from Gloom.
Paras	FL	Mt. Moon, Safari Zone.
Parasect	FL	Safari Zone, Unknown Dungeon.
Venonat	FL	Route 12, Route 13, Route 14, Route 15, Safari Zone, Kin Island Forest.

Venomoth	FL	Safari Zone, Kin Island Forest.
Diglett	FL	Diglett Cave.
Dugtrio	FL	Diglett Cave.
Meowth	FL	Route 5, Route 6, Route 7, Route 8, Knot Island, Boon Island, Kin Island, Chrono Island, Fortune Island, Quest Island.
Persian	FL	Knot Island, Boon Island, Kin Island, Chrono Island, Fortune Island, Quest Island.
Psyduck	Fr	Nearly Everywhere. (via Fishing)
Golduck	Fr	Seafoam Islands, Unknown Dungeon, Boon Island, Kin Island.
Mankey	FL	Route 3, Route 4, Rock Tunnel, Route 22, Route 23, Victory Road.
Primeape	FL	Route 23, Victory Road, Unknown Dungeon.
Growlithe	Fr	Route 6, Route 8, Pokemon Mansion.
Arcanine	Fr	Evolve from Growlithe.
Poliwag	FL	Nearly Everywhere. (via Fishing)
Poliwhirl	FL	Nearly Everywhere. (via Fishing)
Poliwrath	FL	Evolve from Poliwhirl.
Abra	FL	Route 24, Route 25.
Kadabra	FL	Unknown Dungeon.
Alakazam	FL	Evolve from Kadabra.
Machop	FL	Rock Tunnel, Victory Road, Knot Island.
Machoke	FL	Victory Road, Unknown Dungeon, Knot Island.
Machamp	FL	Evolve from Machoke.
Bellsprout	Lg	Route 5, Route 6, Route 7, Route 12, Route 13, Route 14, Route 15, Boon Island, Kin Island, Kin Island Forest.
Weepinbell	Lg	Route 12, Route 13, Route 14, Route 15, Boon Island, Kin Island, Kin Island Forest, Fortune Island.
Victreebel	Lg	Evolve from Weepinbell.

Tentacool	FL	Nearly Everywhere. (via Fishing)
Tentacruel	FL	Knot Island, Kin Island, Kin Island Forest, Floe Island, Chrono Island, Fortune Island, Quest Island.
Geodude	FL	Mt. Moon, Rock Tunnel, Victory Road, Unknown Dungeon, Knot Island, Quest Island.
Graveler	FL	Rock Tunnel, Unknown Dungeon, Knot Island, Quest Island.
Golem	FL	Evolve from Graveler.
Ponyta	FL	Knot Island.
Rapidash	FL	Knot Island.
Slowpoke	Lg	Nearly Everywhere. (via Fishing)
Slowbro	Lg	Cinnabar Island, Seafoam Islands, Boon Island, Kin Island Forest.
Magnemite	FL	Power Plant.
Magneton	FL	Power Plant, Unknown Dungeon.
Farfetch'd	FL	Trade for Spearow. (Vermilion City)
Doduo	FL	Route 16, Route 17, Route 18, Safari Zone.
Dodrio	FL	Evolve from Doduo.
Seel	FL	Seafoam Islands, Ice Cave.
Dewgong	FL	Seafoam Islands, Ice Cave.
Grimer	FL	Rocket Basement, Pokemon Mansion.
Muk	FL	Pokemon Mansion.
Shellder	Fr	Route 21, Cinnabar Island, Knot Island, Floe Island Cave, Chrono Island.
Cloyster	Fr	Evolve from Shellder.
Gastly	FL	Pokemon Tower, Chrono Island Cave.
Haunter	FL	Pokemon Tower, Chrono Island Cave.
Gengar	FL	Evolve from Haunter.
Onix	FL	Rock Tunnel, Victory Road, Quest Island.
Drowzee	FL	Route 11, Kin Island Forest.

Hypno	FL	Kin Island Forest.
Krabby	FL	Nearly Everywhere. (via Fishing)
Kingler	FL	Route 19, Route 20, Route 21, Knot Island, Kin Island, Floe Island, Chrono Island, Fortune Island, Quest Island.
Voltorb	FL	Route 10, Power Plant.
Electrode	FL	Unknown Dungeon.
Exeggcute	FL	Safari Zone.
Exeggutor	FL	Evolve from Exeggcute.
Cubone	FL	Pokemon Tower, Quest Island.
Marowak	FL	Victory Road, Quest Island.
Hitmonlee	FL	Saffron Dojo. (Only 1 Available)
Hitmonchan	FL	Saffron Dojo. (Only 1 Available)
Lickitung	FL	Trade for Golduck(FR)/Slowbro(LG). (Route 18)
Koffing	Fr	Rocket Basement, Pokemon Mansion.
Weezing	Fr	Pokemon Mansion.
Rhyhorn	FL	Safari Zone.
Rhydon	FL	Evolve from Rhyhorn.
Chansey	FL	Safari Zone.
Tangela	FL	Route 21, Knot Island.
Kangaskahn	FL	Safari Zone.
Horsea	FL	Nearly Everywhere. (via fishing)
Seadra	FL	Route 19, Route 20, Route 21, Knot Island, Kin Island, Floe Island, Chrono Island, Fortune Island, Quest Island.
Goldeen	FL	Nearly Everywhere. (via fishing)
Seaking	FL	Fuchsia City, Safari Zone, Kin Island.
Staryu	Lg	Pallet Town, Cinnabar Island, Vermilion City, Know Island, Floe Island, Chrono Island.
Starmie	Lg	Evolve from Staryu.
Mr. Mime	FL	Trade for Abra. (Route 2)

Scyther	Fr	Safari Zone.
Jynx	FL	Trade for Poliwhirl. (Cerulean City)
Electabuzz	Fr	Power Plant.
Magmar	Lg	Mt. Ember.
Pinsir		
Tauros		
Magikarp		
Gyarados		
Lapras		
Ditto		
Eevee		
Vaporeon		
Jolteon		
Flareon		
Porygon		
Omanyte		
Omastar		
Kabuto		
Kabutops		
Aerodactyl		
Snorlax		
Articuno		
Zapdos		
Moltres		
Dratini		
Dragonair		
Dragonite		
Mewtwo		
Mew		
Sentret		

Furret		
Ledyba		
Ledian		
Spinarak		
Ariados		
Crobat		
Pichu		
Cleffa		
Igglybuff		
Togepi		
Togetic		
Natu		
Xatu		
Bellossom		
Marill		
Azumarill		
Politoad		
Hoppip		
Skiploom		
Jumpluff		
Yanma		
Wooper		
Quagsire		
Murkrow		
Slowking		
Misdreavus		
Unown		
Wobbuffet		
Dunsparce		
Steelix		

Qwilfish		
Scizor		
Heracross		
Sneasel		
Slugma		
Magcargo		
Swinub		
Piloswine		
Remoraid		
Octillery		
Delibird		
Mantine		
Skarmory		
Kingdra		
Phanpy		
Donphan		
Porygon2		
Tyrogue		
Hitmontop		
Smoochum		
Elekid		
Magby		
Blissey		
Raikou		
Entei		
Suicune		
Larvitar		
Pupitar		
Tyranitar		
Lugia		

Ho-oh		
Azurill		
Wynaut		
Deoxys		

Gotten to #126. The rest coming soon.

Pokemon Not Available Between Fr/Lg...

Found In Colosseum:

Chikorita-->Bayleef-->Meganium
 Cyndaquil-->Quilava-->Typhlosion
 Totdile-->Croconaw-->Feraligatr
 Hoothoot-->Noctowl
 Mareep-->Flaafy-->Ampharos
 Sudowoodo
 Aipom
 Sunkern-->Sunflora
 Espeon
 Umbreon
 Girafarig
 Pineco-->Forretress
 Snubbull-->Granbull
 Shuckle
 Teddiursa-->Ursaring
 Houndour-->Houndoom
 Stantler
 Smeargle
 Miltank

Found In Ruby/Sapphire:

Chinchou-->Lanturn
 Corsola
 Treecko-->Grovyale-->Sceptile
 Torchic-->Combusken-->Blaziken
 Mudkip-->Marshtop-->Swampert
 Poochyena-->Mightyena
 Zigzagoon-->Linoone
 Wurmple
 Silcoon-->Beautifly
 Cascoon-->Dustox
 Lotad-->Lombre-->Ludicolo
 Seedot-->Nuzleaf-->Shiftry
 Tailow-->Swellow
 Wingull-->Pelipper
 Ralts-->Kirlia-->Gradevoir
 Surskit-->Masquerain
 Shroomish-->Breloom
 Slakoth-->Vigoroth-->Slaking
 Nincada-->Ninjask
 Shedinja
 Whismur-->Loudred-->Exploud
 Makuhita-->Hariyama
 Nosepass

Skitty-->Delcatty
Sableye
Mawile
Aron-->Lairon-->Aggron
Meditite-->Medicham
Electrike-->Manectric
Plusle
Minum
Volbeat
Illumise
Roselia
Gulpin-->Swalot
Carvanha-->Sharpedo
Wailmer-->Wailord
Numel-->Camurupt
Torkoal
Spoink-->Grumpig
Spinda
Trapinch-->Vibrava-->Flygon
Cacnea-->Cacturne
Swablu-->Altaria
Zangoose
Seviper
Lunatone
Solrock
Barboach-->Whiscash
Corphish-->Crawdaunt
Baltoy-->Claydol
Lileep-->Cradily
Anorith-->Armaldo
Feebas-->Milotic
Castform
Kecleon
Shuppet-->Banette
Duskull-->Dusclops
Tropius
Chimecho
Absol
Snorunt-->Glalie
Spheal-->Seoleo-->Walrein
Clamperl
Huntail
Gorebyss
Relicanth
Luvdisc
Bagon-->Shellgon-->Salamence
Beldum-->Metang-->Metagross
Regirock
Regice
Registeel
Latias
Latos
Kyogre
Groudon
Rayquaza
Jirachi

\ General Section /

Coming Soon!

/ 11 - Teams \
| |
\ General Section /

This section is basically a list of teams submitted random people on the GameFAQs Pokemon Fire Red message board. All credit goes to the respective creators of each team.

Please note that any items that the creators of these teams may have left out are now listed as Lum Berries

Format:

[Pokemon Name] @ [Hold Item]
[First Attack]
[Second Attack]
[Third Attack]
[Fourth Attack]

Also, all of these teams are listed here so that people playing these games can get a good look at some good teams.

-----[Tidus5980]'s Team-----

[Nidoking] @ [Lum Berry]
[Thrash]
[Bite]
[Stomp]
[Horn Attack]

[Charizard] @ [Sitrus Berry]
[Earthquake]
[Blast Burn]
[Slash]
[Dragon Rage]

[Pidgeot] @ [Leftovers]
[Wing Attack]
[Fly]
[Whirlwind]
[Quick Attack]

[Jolteon/Electric] @ [Lum Berry]
[Thundershock]
[Pin Missile]
[Double Kick]
[Quick Attack]

[Lapras/Water-Ice] @ [Lum Berry]
[Ice Beam]
[Sing]
[Body Slam]
[Hydro Pump]

[Primape] @ [Lum Berry]

[Cross Chop]
[Seismic Toss]
[Karate Chop]
[Thrash]

-----[PKMNTrainerHiro]'s Team-----

[Blastoise] @ [Lum Berry]
[Surf]
[Ice Beam]
[Toxic]
[Rest]

[Exeggutor] @ [Lum Berry]
[Solarbeam]
[Sunny Day]
[Light Screen]
[Sleep Powder]

[Gengar] @ [Lum Berry]
[Substitute]
[Focus Punch]
[Thunderbolt]
[Psychic]

[Dragonite] @ [Lum Berry]
[Dragon Claw]
[Aerial Ace]
[Earthquake]
[Agility]

[Houndoom] @ [Lum Berry]
[Sunny Day]
[Solarbeam]
[Flamethrower]
[Crunch]

[Slaking] @ [Lum Berry]
[Hyper Beam]
[Shadow Ball]
[Brick Break]
[Slack Off]

-----[omnivision]'s Team-----

[Venusaur] @ [Leftovers]
[Leech Seed]
[Grasswhistle]
[Solar Beam]
[Sunny Day]

[Charizard] @ [Salac Berry]
[Flamethrower]
[Dragon Claw]
[Hidden Power]
[Sunny Day]

COMMENT: Venusaur and Charizard work well together because they both have Sunny Day, which allows Venusaur to use Solar Beam instantly, and it boosts Charizard's Flamethrower.

[Blastoise] @ [Chesto Berry]
 [Rain Dance]
 [Surf]
 [Rest]
 [Ice Beam]

[Pikachu] @ [Light Ball]
 [Thunder]
 [Surf]
 [Thunderwave]
 [Attract]

COMMENT: Blastoise and Pikachu also work well together,
 because Blastoise' Rain Dance makes Pikachu's Thunder more
 accurate.

[Butterfree] @ [Silverpowder]
 [Sleep Powder]
 [Whirlwind]
 [Dream Eater]
 [Hidden Power]

[Marowak] @ [Thick Club]
 [Substitute]
 [Earthquake]
 [Rock Slide]
 [Belly Drum]

COMMENT: Butterfree works well with Marowak because
 Butterfree is immune to Marowak's Earthquake attack.

```

/ 12 - Pokemon Attacks \
|                               |
\ General Section           /
-----

```

Format:

Name	PP	PWR	ACCR	TM##	HM##
Effect					
Name	PP	PWR	ACCR	TM##	HM##
Effect					
Name	PP	PWR	ACCR	TM##	HM##
Effect					
Name	PP	PWR	ACCR	TM##	HM##
Effect					
Name	PP	PWR	ACCR	TM##	HM##
Effect					

-----Bug Type Pokemon Attacks:-----


```

/-----|-----|-----|-----|-----|-----\
| Knock Off      | 20 | 20. | 100% | TM-- | HM-- |
\ Opponent loses it's hold item for one turn. /
/-----|-----|-----|-----|-----|-----\
| Momento       | 10 | --- | 85%. | TM-- | HM-- |
\ User faints and opponent's attack and special attack /
| are lowered by 2 levels each. |
/-----|-----|-----|-----|-----|-----\
| Pursuit       | 20 | 40. | 100% | TM-- | HM-- |
\ If your opponent switches pokemon when you use this /
| attack then you hit the pokemon that was switched out|
| for double damage. |
/-----|-----|-----|-----|-----|-----\
| Snatch        | 10 | --- | 100% | TM49 | HM-- |
\ This attack always goes first, and if your opponent /
| uses any attacks this round that either effect his |
| stats or effect his current HP then they are applied |
| to you instead. |
/-----|-----|-----|-----|-----|-----\
| Taunt         | 20 | --- | 100% | TM12 | HM-- |
\ For two turns your opponent's attacks only work if they/
| are damaging to your pokemon. |
/-----|-----|-----|-----|-----|-----\
| Thief         | 10 | 40. | 100% | TM46 | HM-- |
\ Steals your opponent's hold item. /
/-----|-----|-----|-----|-----|-----\
| Torment      | 15 | --- | 100% | TM41 | HM-- |
\ Your opponent cannot use the same move two times in a /
| row for the rest of the battle. |
|_____|

```

Types Covered: Bug, Dark.

Types Coming: Dragon, Electric, Fire, Flying, Ghost, Grass, Ground, Ice, Normal, Poison, Psychic, Rock, Steel, Water, and, lastly, ???.

^^^^^

NOTE: The types will be coming in that order.

```

/_____ \
| 13 - Legendaries |
|_____ |
\ General Section |
|_____ |

```

Within these games are a number of pokemon known as "Legendaries". The definition of Legendary is that there is only one. Therefore, if you kill it then you can never catch it, and if you catch it then you can never find it again (so basically you have one chance to do something, ie catch it damnit!). I highly reccomend that you stock up on Ultra Balls and Timer Balls, and ALWAYS save next to them before trying to catch them (killing them isn't worth it, trust me, ALWAYS ALWAYS ALWAYS try to catch them).

The Legendaries in pokemon Fr/Lg are...

Ho-oh

Lugia
Deoxys
Mewtwo
Moltres
Arcticuno
Zapdos
Entei
Raikou
Suicune

Here is how to get each of them.

Name: Ho-oh

Type: Fire/Flying

Location: Ho-oh is found on Island #8, in a cave. It is at level 70. Unfortunately, you cannot get to Island #8 without hacking your game. Therefore, we have to wait until Nintendo will have some promotional event in which we can get to Island #8. One good thing, though, is that you can get Ho-oh in Pokemon Colosseum, so you can trade it over to Fr/Lg.

How to Catch: You'll want to stock up on Ultra Balls and Timer Balls (as usual). Bring a water or fire pokemon (I highly recommend Fire because it is not only partially resistant to Fire, but it is also immune to being burned). Try to whittle down it's health (False Swipe is good) and then throw Ultra Balls. Every 10 rounds for 30 rounds total throw one Timer Ball. After that continue to throw 9 Ultra Balls. After 30 rounds just throw Timer Balls. Eventually one of those should catch it.

Name: Lugia

Type: Psychic/Flying

Location: Lugia is in the same cave that Ho-oh is in, and is at level 70 as well. Also, you cannot get Lugia in Pokemon Colosseum, so we really need Nintendo to do some kind of promotional event.

How to Catch: Basically the same as Ho-oh, except you'll want to bring a Dark type (definitely a Dark type) of roughly the same level. Whittle down Lugia's health and then throw different balls, the same way you threw Ultra Balls.

Name: Deoxys

Type: Psychic

Location: Deoxys is on Island #9, which is also not accessible until Nintendo does a promotional event. It is at level 30.

How to Catch: Whittle down Deoxys health and then send out a Dark type pokemon of roughly level 30. Then throw tons of Ultra Balls at him.

Name: Mewtwo

Type: Psychic

Location: Mewtwo is in the unknown dungeon, next to Cerulean City. You need to have 100 pokemon on your pokedex in order for you to have access to the unknown dungeon. He is at level 70.

How to Catch: Get a pokemon with False Swipe and get another pokemon with a freezing attack. Freeze him and then use False swipe (unless you get him down to 1 HP sooner than that). After 3 tries with false swipe switch back to your Freezing pokemon and let loose another Freezing attack. Repeat until he has 1 HP. Then make sure he's frozen and throw Ultra Balls at him. If you throw 3 and he hasn't been caught then switch back to your freezing pokemon and Freeze him. If the battle lasts for 20 or more rounds then try using Timer Balls instead of Ultra Balls.

Name: Moltres

Type: Fire/Flying

Location: Moltres is located on Sevii island #1, in a large cave. It is at level 50.

How to Catch: Follow the instructions for Ho-oh.

Name: Arcticulo

Type: Ice/Flying

Location: Arcticulo (God, I hate spelling that) is located in the seafoam islands. It is at level 50.

How to Catch: Following the instruction for Ho-oh. Also bring lots of Ice Heals, because you will need them.

Name: Zapdos

Type: Electric/Flying

Location: In the abandon power plant. Zapdos is at level 50.

How to Catch: Follow the instructions for Ho-oh, except use a Ground pokemon. Also, if you need to switch to another pokemon to use false swipe make sure that you bring Paralyze Heals.

Name: Entei*

Type: Fire

Location: After beating the Elite 4 for the first time you Entei will be running around on different routes (after seeing him once you can track him on your pokedex). He will only appear if you chose Bulbasaur as your starting pokemon.

How to Catch: See below.

Name: Raikou*

Type: Electric

Location: Same as Entei except you have to pick Squirtle as your starting pokemon.

How to Catch: See below.

Name: Suicune*

Type: Water

Location: Same as Entei and Raikou, except you have to pick Charmander as your starting pokemon.

How to Catch: See below.

* = Entei, Raikou and Suicune are all level 50. I highly recommend that you use your Master Ball on them, because you will not have enough time to do the Timer Ball trick.

Capturing Entei, Raikou and Suicune:

I highly recommend using your Master Ball for these guys, or trade them from Pokemon Colosseum. They are extremely hard to catch. Basicly, after you see them you can start

trying to catch them. Get a pokemon around level 50 that knows False Swipe and then look in your pokedex. It should show where they are. Get to that location and keep an eye on your pokedex (they will move from route to route). Once you get to the route that their on go into the grass. If you see them use False Swipe on them. Repeat this untill you think that they have only 1 HP left. Then get a pokemon that knows a Freezing move. Find them and use the freezing move on them. Then throw Ultra Balls at them. Throw 3 and then try to freeze them again. Repeat untill caught.

In addition to the legendaries listed here there are also a number of legendaries found throughout the other games. The following is a list of the Legendaries found exclusively in Pokemon Ruby/Sapphire versions (all the legendaries found in Pokemon Colosseum are also found in Ruby/Sapphire/FireRed/LeafGreen, therefore Pokemon Colosseum has no exclusive legendaries).

- Kyogre (Found only in Sapphire)
- Groudon (Found only in Ruby)
- Rayquaza
- Latias (Can only be found in Ruby if you use the Eon Ticket)
- Latios (Can only be found in Sapphire if you use the Eon Ticket)

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_____ \
/ 14 - Tiers |
| |
\ General Section /
-----
```

-----Base Stat Tier List:-----

Tier 1 (Between 680 & 525 Total Base Stats):
Ho-oh, Lugia, Rayquaza, Mewtwo, Kyogre, Groudon, Slaking, Tyranitar, Dragonite, Metagross, Latias, Latios, Salamence, Deoxys (All Forms), Jirachi, Celebi, Mew, Regice, Registeel, Regirock, Articuno, Zapdos, Moltres, Raikou, Suicune, Entei, Arcanine, Milotic, Gyarados, Kingdra, Blissey, Snorlax, Lapras, Crobat, Swampert, Charizard, Typhlosion, Walrein, Aggron, Blastoise, Feraligatr, Blaziken, Sceptile, Umbreon, Cloyster, Venusaur, Meganium, Vaporeon, Jolteon, Flareon, Espeon.

Tier 2 (Between 524 & 470 Total Base Stats):
Starmie, Exeggutor, Flygon, Gardevoir, Porygon2, Tentacruel, Aerodactyle, Steelix, Claydol, Shuckle, Ninetales, Machop, Ampharos, Houndoom, Heracross, Gengar, Ursaring, Golduck, Poliwrath, Politoad, Rapidash, Scizor, Muk, Donphan, Pinsir, Cradily, Armaldo, Wailord, Nidoqueen, Nidoking, Omastar, Kabutops, Magmar, Electabuzz, Slowbro, Slowking, Altaria, Weezing, Kangaskhan, Tauros, Miltank, Alakazam, Huntail, Gorebyss, Relicanth, Golem, Rhydon, Hypno, Shiftry, Ludicolo, Vileplume, Victreebel, Bellossom, Electrode, Octillery, Glalie, Chimecho, Exploud, Torkoal, Dewgong, Kingler, Raichu, Cacturne, Hariteyama, Clefable, Manectric, Grumpig, Xatu.

Tier 3 (Between 469 & 415 Total Base Stats):
 Pidgeot, Crawdaunt, Swalot, Stantler, Mantine, Tropius,
 Skarmory, Absol, Forretress, Magneon, Camerupt, Dodrio,
 Lanturn, Mr. Mime, Dusclops, Breloom, Zangoose, Seviper,
 Banette, Jynx, Sharpedo, Hitmonlee, Hitmonchan, Hitmontop,
 Girafarig, Primeape, Sandslash, Seaking, Ninjask, Jumpluff,
 Piloswine, Venomoth, Granbull, Kecleon, Noctowl, Fearow,
 Lunatone, Solrock, Persian, Whiscash, Arbok, Misdreavus,
 Tangela, Pelipper, Quagsire, Gligar, Qwilfish, Sneasel,
 Swellow, Sunflora, Wigglytuff, Marowak, Mightyena, Castform,
 Linoone, Masquerain, Furret, Dunsparce.

Tier 4 (Between 414 & 360 Total Base Stats):
 Raticate, Medicham, Magcargo, Azumarill, Sudowoodo, Plusle,
 Minum, Wobbuffet, Murkrow, Parasect, Togetic, Dugtrio,
 Volbeat, Illumise, Roselia, Ariados, Ledian, Yanma,
 Beautifly, Dustox, Lickitung, Butterfree, Beedrill,
 Delcatty, Sableye, Mawile, Corsola, Nosepass, Spinda, Aipom.

Tier 5 (Between 359 & 230 Total Base Stats):
 Farfetch'd, Unown, Delibird, Luvdisc, Ditto, Smeargle,
 Shedinja.

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/ 15 - Stat Modification \
|                               |
\ General Section          /
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You have probably seen things in the game that raise or lower your or your opponent's pokemon's stats temporarily. Stat modification is a very simple part of the game. Your pokemon simply has their stats modified. The stats will be modified more or less depending on the level by which they are modified.

There are 6 positive levels, and 6 negative levels, and there is the neutral level. When a pokemon maxes out at one end of the levels then they cannot have their stat raised/lowered (depending) any more.

Levels: -6 -5 -4 -3 -2 -1 0 +1 +2 +3 +4 +5 +6
 Mod.: 1/4 2/7 1/3 2/5 1/2 2/3 1/1 3/2 2/1 5/2 3/1 7/2 4/1

As you can see, the positives are the reverse of the negatives. The positives can easily be translated this way..
 ...

+1	+2	+3	+4	+5	+6
1 & 1/2	2	2 & 1/2	3	3 & 1/2	4

This is the way that your stats (Attack, Defense, Speed, Special Attack, and Special Defense) are modified. Now, there is another big thing that is modified. That is accuracy.

Your chance of hitting your opponent is based off of accuracy. There are three things that determine accuracy. Base accuracy, poke accuracy, and evasion.

Base Accuracy:

The accuracy of your attack (between 10% and 100%).

Poke Accuracy:

The accuracy of your pokemon (is always 1 except when modified, in which case it can be between 3 and 1/3).

Evasion:

The evasion of the pokemon you are trying to hit (is always 1 except when modified, in which case it can be between 1/3 and 3).

Those three things are multiplied together to determine your chance of hitting another pokemon with an attack. Here are the modification tables for Poke Accuracy and Evasion.

Poke Accuracy:

Levels: -6 -5 -4 -3 -2 -1 0 +1 +2 +3 +4 +5 +6
Mod.: 1/3 3/8 3/7 1/2 3/5 3/4 1 4/3 5/3 2/1 7/3 8/3 3/1

Evasion:

Levels: -6 -5 -4 -3 -2 -1 0 +1 +2 +3 +4 +5 +6
Mod.: 3/1 8/3 7/3 2/1 5/3 4/3 1 3/4 3/5 1/2 3/7 3/8 1/3

The higher your evasion, the lower the mod. Here is an example of how the calculation would work...

Sandshrew Vs. Medicham

Sandshrew Uses Sand Attack

Medicham's Accuracy is reduced by 1 level (-1).

Trainer uses X-Accuracy on Medicham (0).

Sandshrew uses Double Team

Sandshrew's Evasion is increased by 1 level (+1).

Trainer uses X-Accuracy on Medicham (+1).

Sandshrew Uses Double Team

Sandshrew's Evasion is increased by 1 level (+2).

Trainer uses X-Accuracy on Medicham (+2).

Sandshrew uses Sand Attack

Medicham's Accuracy is reduced by 1 level (+1).

Medicham attacks!

Okay, so now Medicham has +1 Accuracy and Sandshrew has +1 evasion. That means that if Medicham attacks with an attack that has 85% Base Accuracy, then the things would calculate like this....

85/100 * 4/3 * 3/5
Base Accuracy Poke Accuracy Sandshrew's Evasion

The total chances of hitting him are about 68%.

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/ 16 - Personalities/Natures \
|                               |
\ General Section              /
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There are a total of 25 different personalities that a pokemon can have. Each of these personalities takes two of the pokemon's stats. One of them it takes and adds 10%, and then it takes another stat and subtracts 10%. These are the natures.

Nature	Att	Def	Spd	SpA	SpD
Lonely.....	+10%	-10%	----	----	----
Brave.....	+10%	----	-10%	----	----
Adamant.....	+10%	----	----	-10%	----
Naughty.....	+10%	----	----	----	-10%
Bold.....	-10%	+10%	----	----	----
Relaxed.....	----	+10%	-10%	----	----
Impish.....	----	+10%	----	-10%	----
Lax.....	----	+10%	----	----	-10%
Timid.....	-10%	----	+10%	----	----
Hasty.....	----	-10%	+10%	----	----
Jolly.....	----	----	+10%	-10%	----
Naive.....	----	----	+10%	----	-10%
Modest.....	-10%	----	----	+10%	----
Mild.....	----	-10%	----	+10%	----
Quiet.....	----	----	-10%	+10%	----
Rash.....	----	----	----	+10%	-10%
Calm.....	-10%	----	----	----	+10%
Gentle.....	----	-10%	----	----	+10%
Sassy.....	----	----	-10%	----	+10%
Careful.....	----	----	----	-10%	+10%
-----	-----	-----	-----	-----	-----
Neutral Natures	Att	Def	Spd	SpA	SpD
-----	-----	-----	-----	-----	-----
Hardy.....	----	----	----	----	----
Docile.....	----	----	----	----	----
Serious.....	----	----	----	----	----
Bashful.....	----	----	----	----	----
Quirky.....	----	----	----	----	----

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/ 17 - Contact Information \
|                               |
\ Ending Section              /
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You can contact me at valt_jasper@earthlink.net . Please do not email me unless you want to use this guide on your site. I will not, I repeat, WILL NOT answer any questions about the game. If you have a usefull piece of info about the game you can email me, and I will put you in the credits (if I use the information), however NO QUESTIONS!

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_____  
/ 18 - Credits \  
| |  
\ Ending Section /  
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- I'd like to thank CJayC for keeping GameFAQs up and running.
- I'd like to thank the Pokemon Company, for making such a great game.
- I'd like to thank Nintendo for creating the Pokemon Company.
- I'd like to thank Serebii for making the best damn Pokemon site under the sun (<http://www.serebii.net/>). Without your site I wouldn't even have half of what is in this guide today. Thanks again.
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- I'd like to especially thank ceo, for giving me the most input of anybody that replied to my "What do you guys want in a guide?" topic.

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_____  
/ 19 - Printing \  
| |  
\ Ending Section /  
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Please do not print this document out. The reason being that this thing is so huge that printing it out would take up a very large ammount of 1) Printer Paper and 2) Ink. This would cost you a lot of money in order to print the entire thing out, so if you need a piece of information from this guide then please copy and paste it into another document and print it out (so that you only print out the parts you need). This is better for the enviroment, but most importantly it is better for you since ink and printer paper cost a lot these days.

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