

Pokémon FireRed /Leaf Green FAQ/Walkthrough

by CAHowell

Updated to v1.6 on Oct 8, 2006

This walkthrough was originally written for Pokémon FireRed on the GBA, but the walkthrough is still applicable to the GBA version of the game.

```
PPPPP OOOOOO K K EEEEE M M OOOOOO N N
P P O O K K E MM MM O O NN N
P P O O KK EEEEE M M M M O O N N N
PPPPP O O K K E M M M O O N N N
P O O K K E M M O O N NN
P OOOOOO K K EEEEE M M OOOOOO N N
```

F I R E R E D & L E A F G R E E N G U I D E

VERSION 1.6

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/Code: 0001 |

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name to be taken to that section.

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/Code: 0002 |

=====
Version History
=====

JANUARY 24, 2004: Started to begin on the guide. Added Table of Contents, Version History, Legal Info, and the Walkthrough up to the Pewter City Gym.

JANUARY 25, 2004: Added quite a bit today.

-Added the Route up to Mt. Moon and the Mt. Moon section

-Added the Cerulean City, up to route's 24 and 25, and the Cerulean City Gym

-Added Pokemon leveling and various catching info.

JANUARY 26, 2004: Well. few new things

-www.pokemonelite2000.com has given me Permission to use the content of his Move List for the guide.

-A complete version of the ABC Item guide has been put up. Item Location and classification based on effect will come soon.

-All the moves that have the Letter A have been posted

-Currently working on the Vermilion City section

JANUARY 27, 2004: Well, I upgraded the Guide into FR and LG standards, and I am sorry to anyone who was looking for new info. Big updates in the next week, including a look into the differences and more info.

JANUARY 28, 2004: Whoo!!! Lazy Jason finally updated. Updates include

-Changes Section

-Up to Vermillion (No Pokemon list, though, need to gather more info before I can write it)

-Island Guide with Island's 8 and 9 (Other Islands coming soon.)

And thats about it...

FEBRUARY 1, 2004: First Update of the new month...Anyways, here is the current status:

-Added a basic rundown of the evolution types in the

basic's guide.

-Added up to the Celadon City Gym

-Added Move list for Letters B-E

(Please note: To all that are angry that I have not been adding the lesser enemies and items in, I plan to do that once I get a good majority of the foundation done. I WILL be adding it in, I just want to get the main frame of the guide done. I will, though, put the major items and enemies in.)

FEBRUARY 2, 2004: First update of the day comes at night. Here are the changes, for now:

-Added Move List F-L

FEBRUARY 4, 2004: Small update today:

-Finished up the move list with moves M-Z

FEBRUARY 5, 2004: Not much again, mainly trying to get the misc. info part of the guide done.

-Added Natures List (Minus the Poke Blocks)

I didn't add the Pokeblock part, since Pokeblocks are not available in FR and LG. Look for more updates this weekend.

FEBRUARY 15, 2004: Been awhile since I last updated. Here's whats been added:

-Rocket's Hideout
-Pokemon Tower
-Fuchia City
-Fuchia City Gym

Since I have tomorrow off, I plan on working on it tomorrow, and hopefully, finishing it.

FEBRUARY 16, 2004: Rather big update today:

-Added Safari Zone
-Added Sliph co
-Added Fighting Dojo
-Added Saffron Gym
-Added Cinnibar Island
-Added the Mansion
-Added Islands 1-3
-Added the Viridian Gym

With only the Elite 4 to go, it shouldn't take too long to wrap up.

**Updated: Well, I finally finished the elite 4, meaning the main part of the guide is officially done. Only need to add the trainers, items, pokemon, and anything

else I missed. Should be adding the side parts of the game later.

MAJOR UPDATE: After months of searching, I have finally found mew!
No joke people. Details are below

April 11, 2004: Sorry people for the Joke. Mew has NOT been found.
Next update should be the pokedex...which should be in September

September 5, 2004: Overhall update today. Since FR & LG was released early, we have been able to get some early info on it. While I will be adding some basic info, I won't fully be able to add all that will be found in the next few weeks to the guide until I get a new computer. However, in this update, I will be adding a few things I missed the first time. Expect Pokedex, Move Tutors, and other Misc. Changes in the following weeks.

September 6, 2004: Major update today. Includes:

- All the new key items from the Remake Version.
- The main island quest after the Elite 4.
- The Unknown Dungeon.

I also broke up a few of the sections so it would be easier to navigate. More info, as well as maps and a Pokedex should be up within the next few weeks.

September 7, 2004: I know that I have been getting quite a few emails about the guide. There are some things I need to fix, but there is a few parts I want to get finished before others. Here is the update for today:

- TM's List
- HM's List
- Tutors List

Tomorrow, I will try to create a complete list on all items. That will be a pain in the ass...

July 30, 2006: This is the first update in a good long while, and it is a biggun:

- Pokedex up to Feraligatr
- Pokemon catchable in each version
- Egg Group list

Next update should be several of the GSC era Pokemon.

October 8, 2006: Well, with Diamond and Pearl released, I decided to pull out my 'ol version of FireRed and breed me a Chansey. Then, I realised I never posted a breeding guide, so this is what this update is about: A breeding guide (Now with a bunch of stupid times on which route is faster to breed!).

I also decided on this: While I do plan on doing a D/P guide and porting some of the Data from

this guide (Which is whenever I finish the Generation 3 Pokedex), I will keep all D/P info exclusive to that guide and not post any here, since you can't transfer those Pokemon back, anyways.

Next update should be...whenever (Hey, now I am like 3D relams and Duke Nukem Forever!). Pokedex, most likely.

-----|
/Code: 0003 |

=====
Kanto Walkthrough
=====

As you begin, you will be given the option to name both your rival and yourself. Once you begin, you will be in your house in pallet town.

=====
Pallet Town
=====

Ah, the good 'ol days, nothing has changed...

As you begin your journey, you will be in your house. Go to your PC and take the potion out (it is useless now, but will come in handy later. Once that is done, go down stairs and exit your house to wind up in Pallet Town.

Go north and walk in the grass area to start a cutscene with professor oak. He will then guide you to his lab and be given the choice of three starting Pokemon: Bulbasaur (A Grass and Poison Pokemon), Charmander (A single fire type, and Squirtle (A water type). The difficulty of your journey will differ, depending on who you choose.

**Note: Here is a rundown on all the starters. Bulbasaur is the best for beginners. Not only does he have strengths against the first, second, and Eighth gyms, but he has somewhat of a resistance against the third, fourth, and six gym, and only has weakness to the fifth and seventh gym.

Squirtle is the intermidiant Pokemon. He has strengths against the first, seventh, and eighth gyms, but has weaknesses to all but the fifth gym. Still, he can get you to the point where you can catch some decent pokemon for the gyms.

Charmander is the difficult Pokemon to use. Because he is hard to use in the first Gym battle, it will be hard to progress early in the game. He only has strengths against the forth gym, and has weakness to the First, Second, and Eighth gyms.

Once you choose your starter, your rival will choose the stronger of your Pokemon, and you will have your first battle.

/-----\
Boss: Rival Money Won: 175
Pokemon: Bulbasaur, Lv. 5 (Grass/Poison) *If you choose Squirtle

```

| Charmander, Lv. 5 (Fire) *If you choose Bulbasaur |
| Squirtle, Lv. 5 (Water) * If you choose Charmander |
|-----|
|Info: Not much to say here. You have two attacks to choose from, a |
| damaging attack, and a status raising or lowering attack. For this |
| battle, though, you want to use your damaging attack each turn. If |
| you run low on HP, use the Potion I said to get earlier on your |
| Pokemon. If you beat your Rival, your Pokemon's level will go up |
| to 6 and you will gain some cash. If you loose, your pokemon's |
| level will stay the same, and you will not gain any cash, but you |
| won't lose any, either. |
|-----|

```

Once that is done, go outside and go north, back to the grass area you were at a little while ago, and you will find that you will be able to finally be able to go on the route.

```

=====
Route 1
=====

```

```

/-----\
|Pokemon Name |Fire Red   |Leaf Green |
|-----|
|Pidgey       |Many       |Many       |
|Rattata      |Many       |Many       |
\-----/

```

```

/-----\
|Items         |How to Get |
|-----|
|Potion        |Talk to the first man on the route, to the left of the |
|              |first sign. |
\-----/

```

Not much to do on Route 1. You can get a Potion that can help you in a later battle, and you cannot catch wild Pokemon yet, so you may want to battle for EXP only. Head completely north to reach Viridian City.

**Note: You can use the brown looking fence things to reach Pallet Town easier on your way back. Unfortunately, it only works if you use it from the top part of the fence.

```

=====
Viridian City
=====

```

Poke Mart Prices:

```

/-----\
|Item          |Price |
|-----|
|Poke Ball *   |200   |
|Antidote      |100   |
|Paralyse Heal |200   |
|Burn Heal     |250   |
\-----/

```

*: Not available until you complete Prof. Oaks errand.

There really isn't much you can do at this point. Route 22 (West part) doesn't have anything interesting at this point, and a old man is blocking your exit to route 2. Before you may want to continue, you may want to go to the Pokemon Center (Buliding Labeled "Poke") to heal your Pokemon, and to continue, you will have to go to the Poke Mart (Labeled "Shop". Also, the Gym in the upper right part of town is closed until the very end of the game.

**Note: Here is some info on the Pokemon Center. The front desk in the upper left of the buliding is where you can heal your pokemon. Not only does it replenish your pokemon's HP and PP, but it is free.

The Upper Right area is the Cable Club. That is where you can trade Pokemon to other versions and Battle other People. Unfortunately, you will need another Pokemon before you can Battle.

In the up most part of the upper right corner is the PC. It is where you can store items, Pokemon, and contact Oak about your Pokedex.

To continue, you must go to the Shop in the Right part of Town. The clerk inside will give you a Parcel that you must give to Oak. Head back north via Route 1 until you reach Pallet Town again.

=====
Pallet Town
=====

Items	How To Get
World Map	After getting the Pokedex, visit Gary/Green/Shigeru/ Whatever the hell you called him's (Your Rival) Sister's house to the right of your own to get the world map.
Pokedex	After getting Oak's Parcel and giving it to him, he will automatically give it to you.

Not much to do in Pallet Town right now. Head to Oak's lab and talk to Prof. Oak to get the Pokedex and 5 Pokeballs. If you want, head to your Rival's House and get the World Map (Somewhat useless....) Anyways, continue back to Viridian.

=====
Viridian City
=====

You definatly want to buy some Poke Balls from the Poke Mary and catch a few Pokemon (You may want to catch a Pidgey early, since it's evolutions are pretty useful, and one of the Nidoran on Route 22. Anyways, here's some info on early Route 22.

=====
Route 22
=====

```

/-----\
|Pokemon Name   |Fire Red   |Leaf Green |
|-----|
|Rattata       |Many       |Many       |
|Spearow       |Few        |Few        |
|Mankey        |Few        |Few        |
\-----/

```

```

Item Name           |Location
-----
Potion              |Hidden Item. Go to tree in the upper right part of the
                   |Route and Press A.
-----

```

Not much to do. You can go up to the tree on Route 22 and get a potion from the tree. There are a few rare pokemon of interest, namely the Mankey and Spearow. More importantly, once you get the Pokedex, you can challenge your rival again, though this is for a limited amount of time (Until the first Gym battle). Oh yea, this is the first major difference in the game

```

/-----\
|Boss: Rival                               Money: 280
|-----|
|Pokemon: Pidgey, Level 9 (Normal/Flying)
|         Starter, Level 9 (Either Grass/Poison, Fire, or Water)
|-----|
|Info: A bit harder this time. Your rival now has a Pidgey, and although
|       it is at a lower level, it is still somewhat hard. You may want to
|       go to Viridian Forest and catch a Pikachu before attempting this
|       battle. Although your rival's Starter is at a higher level, and
|       has one new move, do what you did last time and stay on the
|       defensive. Unlike the other battle, you can actually lose 1/2 of
|       your money, so be careful.
\-----/

```

Another note is this Rival boss is completely optional. Once you capture a Mankey, continue back to Viridian, Heal, and head to Route 2.

```

=====
Route 2
=====

```

```

/-----\
|Pokemon Name   |Fire Red   |Leaf Green |
|-----|
|Rattata       |Many       |Many       |
|Pidgey        |Many       |Many       |
|Weedle        |Few        |Few        |
|Caterpie      |Few        |Few        |
\-----/

```

Not much of interest on Route 2. Although there are Caterpie and Weedle, you can catch both in the viridian forest, and they are much easier to find there.

Also, you will see a few Pokeball-Like items in a area unaccessable at this time. You cannot get these Items for a little while, so disregard them and continue.

Once you reach the gatehouse at the end of the route, enter it and continue to Viridian Forest.

```
=====
                        Viridian Forest
=====
```

```
/-----\
|Pokemon Name      |Fire Red      |Leaf Green    |
|-----|
|Caterpie          |Few           |Many          |
|Metapod           |Few           |Many          |
|Weedle            |Many          |Few           |
|Kakuna            |Many          |Few           |
|Pikachu           |Few           |Few           |
\-----/
```

```
/-----\
|Item Name         |Location      |
|-----|
|Poke Ball         |From the beginning, go left, up and left again. |
|-----|
|Antidote          |From the 2nd Trainer, go Left and up.           |
|-----|
|Potion            |From the 3rd trainer, go down, right, and down. |
\-----/
```

Your first Pseudo-Dungeon of the game. Fortunately, it isn't hard to navigate, and the trainers are low level enough for you. If you want the path out, here is the directions you need to go: From the beginning, go right, up right, up, left, up, left, down, left, up, left, down, left, and up.

There are a total of 3 Trainers in the Red and Blue versions, and you can avoid two of them by either staying in the grass, or walking around them (Although I recommend challenging them for EXP). The 3rd and last trainer, though, cannot be avoided, and he can be somewhat hard if your pokemon are only in the low 4s and 5s.

It is also somewhat important that you capture a few pokemon, based on what starter you have. If you choose either Charmander or Squirtle, you may want to capture a Pikachu for the second gym. If you choose charmander, you may want to capture a few pokemon, such as a Caterpie.

Another thing is, if you want a Beedrill (Final Evolution for Weedle) or a Butterfree (Final Evolution for a Caterpie), catch there basic forms, as in Weedle and Caterpie, and not their second evolutions, as in Kakuna and Metapod. The wild second evolutions only come with one move, and that is Harden, while Evolved Weedles and Caterpies keep their Tackle and Poison Sting moves.

Here are my personal recommendations for a Starter's team at this point:

```
=====
Bulbasaur Line:
```

- Butterfree, At least Level 10-12
- Pikachu, At least level 6-8
- Nidoran (Male or Female), At least Level 6-8
- Pidgey, At least Level 6-8 (OR Rattata)
- Bulbasaur, At least Level 9-12

=====
Squirtle Line:

Butterfree, At least Level 10-12
Pikachu, At least level 8-10
Nidoran (Male or Female), At least level 6-8
Pidgey, At least level 6-8 (OR Rattata)
Squirtle, At least level 9-12
=====

Charmander Line:

Butterfree (A must at this point), At least level 10-14
Pikachu, At least Level 8-10
Nidoran (Male or Female), At least level 6-8
Pidgey, At least level 6-8 (OR Rattata)
Charmander/Charmeleon (Level must be high to proceed easier), At least
Level 14/16
=====

But anyways, that is just a example of what you should have at this point.
Once you are ready, exit Viridian Forest and onto route 2 (Which is the
same as before viridian) and continue on to Pewter City.

=====
Pewter City
=====

Pokemart Prices:

```
/-----\  
|Item          |Price |  
|-----|  
|Poke Ball    |200  |  
|Potion       |300  |  
|Escape Rope  |550  |  
|Antidote     |100  |  
|Burn Heal   |250  |  
|Awakening    |200  |  
|Paralyz Heal |200  |  
\-----/
```

Not much to do in Pewter City. You can go to the Museum in the upper part
of town, but there really isn't much of interest at this point (Until you
get HM 01, which is cut, Fly, and the Thunder Badge). Anyways, heal at the
Pokemon center if you haven't already, and save. Once you are ready, head
to the Pewter City Gym in the Middle Right of the town.

=====
Pewter City Gym
=====

Compared to some of the other Gym's, Pewter City's Gym is rather simple.
If you want, you can skip the single Jr. Trainer (Male) by going around
him, and battling Brock head on.

```
/-----\  
|Gym Leader: Brock                      Money: 1386 |  
|-----|  
|Pokemon: Geodude, Lv. 12 (Rock/Ground) |  
|      Onix, Lv. 14 (Rock Ground)      |  
|-----|
```

Info: Although Brock's Gym is suppose to be the Rock Gym, it is more of a ground Gym, but there really isn't much of a difference. Like I said earlier, the difficulty of brock ranges from the starter you choose. If you choose Squirtle or Bulbasaur, both of Brock's Pokemon will go down quick with either Vine Whip or Bubble (It does X4 the damage because of both the Rock and Ground types being weak to Water and Grass types.)

Unfortunately, if you choose Charmander, it will either have to be at a high level or a other pokemon to take brock on. Although Butterfree has no special advantages over the two Pokemon, It's Confusion is one of the only Non-Starter moves that can decently damage Brock's Pokemon, while, a High Level Charmander, or Charmeleon can do as much damage. One note, though. Since Charmander can learn Metal Claw, the remake version is much easier this time around.

Now, onto Brock's Pokemon. Geodude mainly uses Defence Curl, a attack that can Raise a Pokemon's defence up to 5 times in a battle. For a physical attack, it uses the simple Tackle attack to damage you. Onix has Tackle, Screech (A move that greatly lowers defence), and Rock Tomb.

Once you defeat Brock, you will get the TM for Rock Tomb, and the badge, the boulder badge

Once that is done, you can finally leave Pewter City. Go heal at the Pokemon Center and continue east to Route 3. As you exit, you will be given the Running Shoe's by Prof. Oak's Assistent.

Route 3

Pokemon Name	Red Version	Leaf Green
Pidgey	Many	Many
Spearow	Many	Many
Nidoran (Male)	Some	-
Nidoran (Female)	-	Some
Mankey	Some	Some
Jigglypuff	Few	Few

Quite a few trainers on Route 3, many of them have high level Pokemon. If you are running low on health, go back to Pewter city and Heal (Although there is a Pokemon Center at the end). You may want to catch a Spearow for later, and a Jigglypuff if you want a decent normal type for now.

At the end of the route is a Pokemon Center, and the enterance to Mt. Moon. Go heal at the center. Once you are ready (You want all your Pokemon to be at least in the 10s), continue to Mt. Moon.

**Note: For a more interesting note, there is a man at the Pokemon Center on route 3 selling a Magikarp. For all you newbies, Magikarp is the most useless pokemon to use in combat, but there is a good use for one at this point. Although it will be a dead weight right

now, Magikarp's evolution, Gyarados, is one one of the best pokemon in the game, and since you can't catch them wild, and you can't catch a Magikarp until the third gym, you may want to buy it and level it up early, so you can have one by the 3rd gym, and at 500 bucks, it's a pretty good deal.

=====
 Mt. Moon
 =====

Pokemon on 1F:

```

/-----\
|Pokemon Name      |Red Version      |Leaf Version     |
|-----|
|Zubat             |Many             |Many             |
|Geodude           |Few              |Few              |
|Paras             |Few              |Few              |
|Cleffairy         |Few              |Few              |
|-----|
  
```

Pokemon on B1:

```

/-----|
|Pokemon Name      |Red Version      |Leaf Version     |
|-----|
|Paras             |All              |All              |
|-----|
  
```

Pokemon on B2:

```

/-----|
|Pokemon Name      |Red Version      |Leaf Version     |
|-----|
|Zubat             |Many             |Many             |
|Geodude           |Some             |Some             |
|Paras             |Few              |Few              |
|Cleffairy         |Few              |Few              |
\-----/
  
```

Items on 1F:

```

/-----\
|Item Name          |Location         |
|-----|
|Potion #1          |From the TM, go up and then left. |
|-----|
|Potion #2          |From the beginning (And until you reach |
|                   |a opening as described), go Up, right |
|                   |Up, right, down, and left until you find |
|                   |a item ball. |
|-----|
|Rare Candy         |From the second potion, go right and up |
|-----|
|Escape Rope       |From the Rare Candy, go up |
|-----|
|Moon Stone        |From the ladder to the second area, go |
|                   |up and left, in the upper left corner |
|-----|
  
```

Items On B2:

```

/-----|
|Item Name          |Location         |
|-----|
|HP Up             |From the first trainer, go right, up and |
  
```

```
|                                     |right until you find a ladder to a small |
|                                     |cavern. Same as TM 01.                    |
\-----/
```

Your first major dungeon. Mt. Moon is a rather hard area that has many passages and trainers, many of them ranging from level 10 to 16. Make sure your pokemon are in the 10's and, at least level 14 for your starter.

Unfortunately, all of the starters don't have much of a advantage, nor do they have a disadvantage. The cave is a mixture of rock, normal, grass, electirc, bug, and poison pokemon, meaning Fire will have somewhat of a easier time, along with water, while grass pokemon (Hint: Bulbasaur) will have some trouble.

In terms of catchable Pokemon, there are two pokemon you may want to catch. Geodude, while weak at this point, evolve into the strong Gravler, and trade evolve into Golem, so you may want to catch one if you have a buddy to trade with. Clefairy are pretty exclusive here, and although they are pretty useless, they are rare, so you want to catch one if you see it.

In terns if navigation, for the first floor:

Go up, right, up, right, up, left, down, left, up, left.

and it's pretty straightforward for the second floor. Beware though, the second floor has a rocket member that has a Pre-Evolved Raticate, and it's extremely strong, so avoid if possible. It also may be a good idea to buy some Escape Ropes (Although it's a bit too late for that), in case your Pokemon's HP run's low.

Once you get to the last stretch of the final floor, you will have to face a psudo-boss (and it's forced to continue...anyways).

```
/-----\
|Trainer: Super Nerd                    Money: 300                    |
|-----|
|Pokemon: Grimer, Level 12 (Poison)    |
|      Voltorb, Level 12 (Electric)    |
|      Koffing, Level 12 (Poison)      |
|-----|
|Info: Nothing you really haven't faced before. The Grimer and Koffing are|
|      poison types, and since you don't have any moves or pokemon that |
|      can counter that type at this point, use pure physical attacks. |
|      The voltorb is a electric type, so it may be good to use a Geodude |
|      or even Nidoking/Queen (if you Nidoran evolved and you rushed to |
|      use the Moon Stone...) Defeat him to proceed.                    |
\-----/
```

Once you defeat him, you will have your choice between the Dome fossil (For Kabuto) and Helix fossil (Omanyte). If you ask me, get the Helix fossil, but it won't make much of a difference until the end of the game.

Once you choosen, continue onward until you reach a ladder. Go down to the next level, and continue down the path until you are on route 4.

****MAJOR NOTE:** If you want to do anything in the first part of the region. as in captureing certain pokemon, do it now. Once you go to the longer part of route 4, you won't be comming back for a while. Make sure you capture any Nidoran or Pikachu before

you continue to the 4th town.

=====
Route 4
=====

```
/-----\  
|Pokemon Name      |Red Version      |Leaf Version     |  
|-----|  
|Rattata           |Many             |Many             |  
|Spearow           |Many             |Many             |  
|Sandshrew         |-                |Some             |  
|Ekans             |Few              |-                |  
\-----/
```

Pretty much empty on Route 4. Once you are ready to continue, jump past the fence area and into the grass part to continue to Cerulean city.

In terms of Pokemon on this route, there is a difference between the two versions. Blue trainers get the somewhat useful Sandshrew, which is useful for the later battles, and red players get the somewhat useless Ekans.

There is a trainer on this route, but she can't be challenged until you get surf and the sixth badge, so ignore her.

=====
Cerulean City
=====

Poke Mart Prices:

```
/-----\  
|Item Name         |Price           |  
|-----|  
|Poke Ball         |200             |  
|Potion            |300             |  
|Repel             |550             |  
|Antidote          |250             |  
|Burn Heal         |200             |  
|Awakening         |200             |  
|Paralyz Heal     |200             |  
\-----/
```

The first REAL city of the game. Cerulean has a few things to do. You can challenge the Gym Leader, Misty, right away, but unless you have a Bulbasaur/Ivysaur or a high level Pikachu, you are in bad shape, and should continue to Route 24 and the Nugget Bridge.

In other side quest, there is a old man next to the Pokemon Center who wants a Poliwhirl for a Trade Only Jynx (Well, at least for the Red and blue versions..) Since you cannot get a Poliwhirl yet, ignore his house. There is a bike shop south of the old mans house that is selling bikes for 1,000,000, but since your counter only goes up to 999,999 for money, you will need another method of getting a bike.

Once you are done site-seeing, go to the Poke Center, heal, go by some potions from the 'mart, and continue up north to Route 24.

=====

The Nugget Bridge: Pre - Route 24

```
=====
/-----\
|Item Name          |Location          |
|-----|-----|
|Nugget            |Beat all six of the nugget bride's gang |
|                  |to get the nugget from the last guy.  |
\-----/
```

Although it is a part of Route 24, the Nugget Bridge is somewhat different from the rest of the route. Only a few steps in, and you will have to challenge your Rival, for the Second or Third time.

```
-----\
|Boss: Rival              Money: ???      |
|-----|-----|
|Pokemon: Pidgeotto, Level 17 (Flying/Normal) |
|      Rattata: Level 15 (Normal)           |
|      Abra: Level 15 (Psychic)            |
|      Starter: Level 17 (Grass/Poison, Water, or Fire) |
|-----|-----|
|Info: Well, your rival is a bit harder this time. Pidgeotto is a real |
|      pain in the ass, although you can take it down with Electric |
|      attacks (Pikachu), and Rock attacks (Geodude). The Rattata is just |
|      like every other rattata you faced, so deal with it the same way. |
|      Abra is the easiest, since he cannot attack and can only use a wild|
|      pokemon-only move called Teleport, which does nothing in human |
|      battle. His starter is rather strong, but still, pretty much the |
|      same from your second fight with him. Deal with it the same way |
|      back then, and with cold, hard, attack power. But anyways, if he |
|      has a Bulbasaur, use flying moves. If he has a Squirtle, use |
|      Electric moves. If he has charmander, use Water Gun (From Mt. Moon) |
|      or Gyrados if you have it. |
\-----/
```

Once you beat your rival, he will give you The trainers voice itemhe head back to town and save. Head back to the nugget bridge and face all 6 of the trainers. Once you beat the last one, you will get a useless, but nice Nugget that you can sell for 5,000. Once that is done, continue on to the rest of route 24 and 25.

```
=====
Route 24
=====
```

```
-----\
|Pokemon Name      |Red Version      |Leaf Version     |
|-----|-----|
|Weedle           |Many            |-                |
|Kakuna           |Many            |-                |
|Pidgey           |Many            |Many            |
|Oddish           |Many            |-                |
|Bellsprout       |-                |Many            |
|Caterpie         |-                |Many            |
|Metapod          |-                |Many            |
|Abra             |Few             |Few             |
\-----/
```

Although you really can't tell the difference, past Nugget Bridge to the

right is Route 25. Only one non-Nugget Bridge trainer to battle, and he is in the grass area.

More importantly, the pokemon. It is very important for players who don't have a grass or strong electric pokemon (Namely people who choose Squirtle and charmander) to catch a grass type. Red gets the somewhat weak Oddish, while Blue gets the OK Bellsprout (Although Blue players have a easier time, Bellsprout has the better moveset). And if you are able to, go catch a abra. Although it is weak in it's current form, it can learn TM's and evolve into the strong Kadabra, and Link Evolve into Alakazam.

Once your done raising your pokemon (Try to aim for the 14s and 16s), continue to Route 25.

```
=====  
Route 25  
=====
```

```
/-----\  
|Pokemon Name      |Red Version      |Leaf Version     |  
|-----|  
|Weedle            |Many             |Few              |  
|Kakuna            |Many             |Few              |  
|Pidgey            |Few              |Few              |  
|Oddish            |Many             |-                |  
|Bellsprout        |-                |Many             |  
|Caterpie          |Few              |Many             |  
|Metapod           |Few              |Many             |  
|Abra              |Few              |Few              |  
\-----/
```

Shitload of trainers on this route. Same pokemon as Route 24, so not much use to go into detail. Your new objective, now, is to head to the house at the end of the route. Once inside, talk to the monster to find out he is a human named bill, turned horribly wrong by some machine.

Once he is inside the machine, go to his computer and press A. he will come out and give you a Ticket to the S.S. Anne in Vermillion City. Once that is done, head back to Cerulean, save, and head to the gym, next of the Pokemon Center.

```
=====  
Cerulean City Gym  
=====
```

Unlike Brock's Gym, you cannot avoid all the trainers. You can avoid the Male Jr. Trainer in the beginning by going around the other side, but you are forced to battle the Female Jr. Trainer with the Goldeen. Talk to Misty to start your next battle.

```
/-----\  
|Gym Leader: Misty                               Money: 2079      |  
|-----|  
|Pokemon: Staryu, Level 18 (Water)                |  
|           Starmie, Level 21 (Water/Psycic)      |  
|-----|  
|Info: Like Brock, Misty can be a complete bitch if you are low leveled or |  
|       have a bad line up. Misty will start off with the weaker Staryu,  |  
|       and move on to Starmie once you kill it. Now, lets go over teams. |  
|
```


Once again, starters are a key factor for this battle. If you choose Bulbasaur, you will have a extremely easy time. Make sure he is at least level 16-18, meaning he should be a Ivysaur at this point. Squirtle and Charmander choosers will be left out in the dust. It is key for those who did to have a Pikachu (if you took my advice earlier), or a grass pokemon (Oddish or Bellsprout, although Bellsprout is much better). Also, Butterfree can be useful IF it is at a high level.

Very different method from the original, but still easy. Both of them now have Water Pulse, and Starmie uses Swift alot more. Beat Misty to get the Cascade badge and the TM for Water Pulse

Once you have all that completed (Not in that order, you can tackle the gym at any time), head to the upper right of Cerulean City where the police man was guarding. Go inside and into the back yard to start a fight with a Team Rocket Member.

```

/-----\
|Trainer: Rocket                      Money: 510                      |
|-----|
|Pokemon: Machop, Level 17 (Fighting) |
|           Drowzee, Level 17 (Psychic) |
|-----|
|Info: Your first real fight against a variety of types besides Bug, |
|       Normal, and so on. Machop goes down easy with Flying (Gust, Pidgey |
|       Pidgeotto), or Psychic (Kadabra). For Drowzee, use any Pokemon that |
|       has bite (Gyrados, if Magikarp evolved, and if you even bought |
|       one...). Once that is done, you will get the TM for Dig. |
|-----|

```

Once that is done, continue down to Route 5 and 6.

=====
Route 5
=====

Not much on Route 5. The Daycare is still there, along with some wild Pokemon. The road to Saffron is still blocked, so you will have to wait until you get to Celadon. The only thing else to do is go down the Underground Route to Route 6.

=====
Route 6
=====

Bunch of Trainers on the route, although you only need to defeat one to get into Vermillion City. Head north to reach Vermillion City

=====
Vermillion City
=====

```

/-----\
|Item Name          |Price          |
|-----|-----|
|Poke Ball          |200            |
|Super Potion       |700            |
|Ice Heal           |250            |
|Awakening          |200            |
|Paralyz Heal       |200            |

```

Ah...old Vermillion. Anyways, there is quite a bit to do. You can get a old rod from the man in the house next to the Pokecenter, but it only catches Magikarp. You can get the Bike Voucher from the Pokemon Fanclub President if you talk to him in the house directly north of the Gym. You can also Trade a Spearow for a Farfech'd in a house next to the fanclub.

The main attractions in Vermillion are the S.S. Anne, Gym, and Diglett's cave and Route 11. Before continueing, head to Route 11 and Diglett's cave for some adventureing.

=====
Diglett's Cave
=====

A straightforward path to head back to Route 2. If you have cut, you can go farther and get a few item's and head back to the beginning part of the game. Once you exit the cave, you will find a house with a kid inside looking to trade a Mr. Mime for Abra, and the Prof. Oak Assistent, (You need cut to reach the gatehouse with him) who will give you the useless TM 05 (Flash), if you have 10 Pokemon. Once that is done, head back though Diggle's cave and back to Vermillion.

**Warning: The diglett in the cave sometimes have a move that do not allow you to escape, or change Pokemon. If you find one of these, you will either have to catch it or defeat it to continue.

Once you catch a Diglett, or the rare Dugthio, head to the S.S. Anne in the port part of Vermillion (To the south)

=====
S.S. Anne
=====

The one and only area of the game that you can only go to once, so make sure you do and get everything before continueing on. The actual ship is split into 3 main sections, and many smaller rooms. The smaller rooms mostly have trainers and items in them. Fortunately, you only need to do one quick thing to continue, but you will be required to fight at least once. Here is a strategy for people who want to do it both the quick way and the short way:

::Short Way::

From the beginning, go to the left, and continue until you find a staircase to the upper level. continue down the hall and keep on going on the path until you run into your rival, and start the next battle....

/-----\
Boss: Rival Money: ???
Pokemon: Pidgeotto, Level 19 (Flying/Normal)
Raticate: Level 16 (Normal)
Kadabra: Level 15 (Psycic)
Starter First Evolved Form: Level 20 (Grass/Poison, Water, or
Fire)

Info: It seems that all of Gary's Pokemon have evolved, so the fight is
much tougher this time, but so are you. Kill Pidgeotto the same way
you did last time (Electric/Rock/Ice, etc). Raticate is pretty much
a stronger rattata, so do the same thing you did on him (Fighting/

| etc). Kadabra is very different this time, now with GOOD attacks, |
| such as Confusion. For Kadabra, use a combination of Dark (Bite) |
| and any Ghost, if you have any. Finally, the starter is much |
| stronger this time, so use whatever time is the stroner (You should |
know by now...)

Once you have delt with your rival, continue on to the captains room. Talk to him and cure him of his seasickness (Only need to talk to him) to get HM 01 (Cut). Once you do that, MAKE SURE YOU HAVE DONE EVERYTHING YOU WANT TO DO ON THE SHIP. And once THAT is done, exit the ship to see it sail off to the unknown. On to the Vermillion City Gym!

=====
Vermillion City Gym
=====

Ah...the TRUE electric gym. There are about 3 trainers here (and may I note that they are in different locations..). Anyways, to reach Surge, you will have to find 2 switches in the trash cans, but the problem is, if you find one switch, and then not find the other in another one, the other one will

reset and change to a random trash can.

Small tip: Once you find one switch, click on the trashcan that is either above, below, or to either side of it, since the next switch is ALWAYS in one of those. Once you get both, the door to Lt. Surge will open, and the Gym Battle will begin!

/-----\
Gym Leader: Lt. Surge Money: 2367

|Pokemon: Voltorb, Level 21 (Electric) |
| Pikachu, Level 18 (Electric) |
Raichu, Level 24 (Electirc)

|Info: Surge has actually changed very little from the old days, only |
| offering the new Shock Wave move in his Pokemon's movesets. All 3 |
| of his Pokemon are Electric, so Pokemon that are Ground Type's will |
| have a easy time (Namely Diglett/Dugtrio, but Sandshrew and Geodude |
| will do). It is HIGHLY recomended that you use Diglett in this |
| battle, since his new move Magnitutde will work wonders in this |
| battle. |

| In terms of his Pokemon, Voltorb is EXTREMELY fast, and will |
| usually try to use either Shock Wave or Sonic Boom (Deals 20 DMG). |
| Pikachu and Raichu are also similar (Besides Sonic Boom) and will |
| usually try to Paralyze you before attacking. Once you beat surge, |
you will get the Thunder Badge, and the TM containing Shock Wave

Now that Vermillion is done, it is time to head Back to Cerulean.

=====
Route 5
=====

Go back to the area near the burgarlised house until you find a tree that can be cut. Use it to continue on to Routes 9 and 10

=====
Route 9
=====

=====
Quite a few Pokemon on the route, along with a few items. There are around 9 trainers here, so make sure you are on your toes. Get to the end to reach Route 10.
=====

=====
Route 10
=====

Only a single trainer here, a few Pokemon, A pokemon center, and the surf route to the Power Plant (Ignore it for now). Make sure you have a Pokemon that can use flash, and continue on to the Rock Tunnel.

**Tip: Make sure you bring all the revives, potions, and Escape Ropes you can. Rock Tunnel has over 15 trainers here, and most of them are in the low 20's. It is also recommended that all your Pokemon are in the high 10's, and low 20's before you continue on.

=====
Rock Tunnel
=====

Shitload of trainers here, along with a rather long pathway. It is very hard to navigate unless you have Flash, so make good use of it.

For a easy path from the beginning, head down, right, down, right, and up until you find a ladder. For the second area, go down, left, up, left, up right, up, right, up, right, up, left, and up until you find the ladder.

For the next area, go Down, Right, up and right until you find a ladder. Once again, go left, down, left, up, left, up, and left until you find the ladder.

For the final area, go left, down, right, down, left, up, left, down and left until you find a ladder to the rest of route 10.

=====
Route 10
=====

Nothing but trainers here, continue down to Lavender town.

=====
Lavender Town
=====

Pokemart:

Item Name	Price
Great Ball	600
Super Potion	700
Revive	1500
Escape Rope	550
Super Repel	500
Antidote	100
Burn Heal	250
Ice Heal	250
Paralyz Heal	200

Similar to Pallet Town, Lavender is rather small, but has quite a few thrills. The Pokemon center is to the left of the enterance, the Pokemon

Shop is below Pokemon Tower, The Name Creator will create nicknames for your Non-Traded Pokemon, and Mr. Fuji's house is above that (Although it isn't important).

The main attraction, though, is Pokemon Tower, which is to the right of the towns entrance. Although you can do little at this point, you may want to go for a quick battle with your rival.

=====
Pokemon Tower
=====

Not much to do in Pokemon Tower until you go to Celadon, but there is a good reason to go if your levels are in the mid 20's, your rival on the first floor, and he is now in the middle of creating his team.

```
/-----\  
|Boss: Rival                      Money: ???                      |  
|-----|  
|Team 1: Pidgeotto, Lv 25 (Normal/Flying) |  
|      Kadabra, Lv 20 (Psychic)          |  
|      Gyrados, 23 (Flying/Water)        |  
|      Exeggcute, 22 (Psychic/Grass)     |  
|      Charmeleon, 25 (Fire)             |  
|-----|  
|Team 1: Pidgeotto, Lv 25 (Normal/Flying) |  
|      Kadabra, Lv 20 (Psychic)          |  
|      Growlithe, 23 (Fire)              |  
|      Exeggcute, 22 (Psychic/Grass)     |  
|      Wartortle, 25 (Water)             |  
|-----|  
|Team 1: Pidgeotto, Lv 25 (Normal/Flying) |  
|      Kadabra, Lv 20 (Psychic)          |  
|      Gyrados, 22 (Flying/Water)        |  
|      Growlithe, 23 (Fire)              |  
|      Ivysaur, 25 (Grass/Poison)        |  
|-----|  
|Info: As you can see from the chart, the choice you made in the beginning |  
|      has greatly effected his outcome (and I am sorry if any of the         |  
|      levels are off). Instead of going though though team by team, I      |  
|      will just tell you the strategy for each Pokemon.                     |  
|  
|      Pidgeotto, in all teams, is the same, and really hasn't changed      |  
|      much. Try to use a mixture of electric (Pikachu/Raichu), Rock         |  
|      (Onix), or ice, if you have any. Kadabra isn't too different, so     |  
|      use dark pokemon (Gyrados with bite). Gyrados is actually somewhat   |  
|      tough, since he has a few moves that he can't learn until later, so  |  
|      A pokemon with Shock Wave or a Electric Pokemon will make quick      |  
|      work of him.                                                           |  
|  
|      Growlithe isn't too tough, and will usually go down with water and   |  
|      ground moves. Exeggcute uses a mixture of Hypnosis and grass moves,  |  
|      so you may want to beat him quick (Fire, Ice, Poison, and Dark work  |  
|      well with him.                                                         |  
|  
|      Finally, your rival's starter is pretty much the same from the last  |  
|      time. If you gotten this far, you should know it's weakness by now.  |  
\-----/
```

Once you beat Gary, you will be able to move further into the tower. Unless you have a Poke Dall (HIGHLY unlikely), or the Silph Scope (Not yet...), you cannot proceed any further. Exit the tower, and head right to routes

7 and 8.

=====
Route 7
=====

Buch of trainers and Pokemon. Can't enter Saffron yet, so continue west until you reach the underground path, and enter. Once you are on the other side, you will be on Route 8.

=====
Route 8
=====

Nothing but a gate to Saffron, and Some wild Pokemon. Continue on to Celadon.

=====
Celadon City
=====

A large city with lots to do. Head to the Pokemon center and get your Pokemon healed, since there is lots of battling to be done. If you want to gamble a little, ead to the lower part of Safron, and go into the house that is the third from the left. Talk to the man at the last table to get The Coin case. Once that is done, head back to the Pokemon center and head up the path to the right of it until you find a enterance to the Gamefreak Building. Keep on heading up until you find a isolate building with a Pokeball with a Eevee inside.

Since there is so much to do, I will break it up into the most important to the least important, starting with the gym.

**Note: To all that are trying to get into Saffron, there is a new Key item you must give to the guards before entering. Go talk to the Old Woman on the first floor of the Gamefreak buliding (The Large building in the middle of the upper part of town), to get the Tea. Give it to any of the guards to gain access to the town.

=====
Celadon City Gym
=====

Quite a few trainers here, and you are guranteed to at least battle 3 or more of the trainers. You will need a Pokemon with cut, so come prepared. Erica is the 2nd one in the back of the enclosed space. Walk up to her and press A to start the battle.

```
/-----\  
|Gym Leader: Erica                               Money: 2871      |  
|-----|  
|Pokemon: Victreebell, Lv 29 (Grass/Poison)      |  
|          Tangela, Lv 24 (Grass)                |  
|          Vileplume, Lv 29 (Grass/Poison)       |  
|-----|  
|Info: With a stronger line-up, Erica is very  deadly now. Armed with Giga |  
|          Drain, her attacks are more powerful, so you will need to act fast |  
|          All three of them have Giga Drain, but two of them also have some |  
|          thing else the other doesn't: A weakness to Psychic and Ground  |  
|          Moves. It would be a good idea to use Fire/Ice/Ground/and Psychic |  
|          moves on Victreebell and Vileplume, and use Fire/Ice/and Poison on |  
|          Tangela. Once you beat Erica, you will get the Rainbow badge, and |  
|          the TM for Giga Drain.              |  
|-----|
```

Once you are done with the Gym, head to the Gamecorner in the middle part of town.

=====
Game Corner
=====

There is a few things you can do before continueing. Before you can play the slots, or collect coins, you will need to get a coin case. Go to the first house in the lower part of town and talk to the man in the back to get the case. Once you do that, head to the Game Corner and either play the slots for coins, or buy them from the second lady at the counter.

**Note: The Rocket's base is a completely optional side quest. You can easily buy a Pokemon Doll at the Celedon Department Store and use that to destract the Marowak, but if you want to get some EXP and complete your Pokedex, you will need to continue.

Once you are ready, talk to the rocket in the back of the Game Corner to start a battle.

/-----\
Trainer: Rocket Money: 190
Pokemon: Raticate, Level 20 (Normal)
Zubat, Level 20 (Poison/Flying)

Info: Very easy. Raticate mainly uses Hyper Fang, and Zubat is, well,
Zubat. Use Fighting moves on Raticate, and Ice/Psycic/Electric
moves on Zubat.
\-----/

Once you beat him, go to the poster he was in front of and press "A" to open the path to the Rocket's Hideout.

=====
Rocket's Hideout
=====

A rather small dungeon that can be cleared quickly, but is filled with Trainers everywhere. My advice is to bring a pokemon that knows fighting/dark/psycic/ and water moves. Several good Pokemon include Kadabra/Alakazam (Psycic), Gyrados (Dark and Water), and Hitmonlee/Hitmonchan (Fighting).

Here is a quick layout of the building: Floor 1 only has a few items, 5 trainers (2 you can battle now, and a few others later). Floor 2 is unimportant right now, so head down to 3. Once there, head to the left, and follow the arrow maze:

Right, Stop, down, stop, left, down, and stop

Once you do that, you will be near a rocket, and the path to the 4th floor. Go to the rocket and beat him in a battle and take the lift Key and go back to the second basement floor. From there, go in these directions:

Bottom Force Pad, Down and First Force Pad, right, left, right and down first force pad, down and to the elevator. Go to the Control pannel and choose the 4th Basement to continue.

There, you will have to fight two rocket members to continue. Once you

do that, you will have to fight Giovanni for the Sliph Scope

```

/-----\
|Boss: Giovanni                      Money: 2871                      |
|-----|
|Pokemon: Onix, Level 25 (Rock/Ground)                                |
|           Rhyhorn, Level 24 (Rock/Ground)                          |
|           Kangaskhan, Level 29 (Normal)                             |
|-----|
|Info: With two Rock/Ground Pokemon and a Normal Pokemon, this fight is |
|       rather easy. Onix and Rhyhorn are both 4X weak against Grass, Water|
|       Ice, and 2X to Ground and fighting, so they should go down with a |
|       Water Pulse or a Vine Whip/Razor Leaf. Kangaskhan, however, is very|
|       strong, and will usually use a move called dizzy punch. Use      |
|       fighting moves against it.                                     |
\-----/

```

Once you beat Giovanni, he will leave a Pokeball with the Sliph Scope in it. Take it, and while you are in Celadon, get the Tea from the old lady I was telling you about earlier, and head back to Pokemon Tower in Lavander town.

=====
Pokemon Tower
=====

Pokemon tower is broken up in 7 floors, 3 of which are without Pokemon, and one that you will need a item to proceed. Since the whole point is to get to the other side of the room and continue, I will not elaborate on it too much. The first floor does not have any trainers or Pokemon, so continue on. The second floor has your rival (If you didn't beat him earlier), but holds no Pokemon. Floors 3-4 hold both Pokemon and Trainers (and if you don't have the sliph scope, the wild Pokemon will only appear as a Nameless Ghost. It's only attack is to prevent your Pokemon from attacking, and you cannot catch it). Floor 5 holds the same as always, but has a white magic healing area in the middle of it.

Floor six is normal until you get to the staircase. There, you will have to battle a Ghost of a Marowak that you cannot catch, and must defeat to continue. One note, though, is you cannot continue without a Pokedoll from the department store, or the Sliph Scope you got from Giovanni. After you defeat it, continue up the the 7th and final floor, where there is no Pokemon, but only Mr. Fuji. Defeat all 3 rockets and talk to him to head back to his house. Once you are in Fuji's house, talk to him to get the Pokeflute, a item that can awaken Snorlax on the field, and awaken sleeping Pokemon in battle.

Once you are done with that, you have 3 options: you can either go on route 12 to Fuchia, route 16 to Fuchia, or go to the Guarded Saffron and free it from Team Rocket's control. Since it will be a pain in the ass right now (And your Pokemon should only be in the high 20's, low 30's) head to Fuchia for now.

=====
The Path to Fuchia
=====

In all, there are two ways to go to Fuchia City to the south (I will elaborate more on it in a later update). Both are blocked by Snorlax, so you will need the Pokemon flute if you havn't gotten it yet (Read Above). Each of the two available snorlax's in the game are at level 30, and come equipped with Rest, Body Slam, Yawn, and something else...Anyways, you

may want to defeat one of the Snorlax's, go to Fuchia and get the Ultra ball's, and go catch a Snorlax that way.

In terms of the routes, Route 16 and Cycling Road is the quickest and most trainer free of the two available routes. Although there are a few bikers and cueballs with Poison and Fighting Pokemon, they are pretty easy to take care of. Route 12 is the longer, and more trainer filled of the two, but the best for beginners that need the EXP. Either way, both lead straight to Fuchia City.

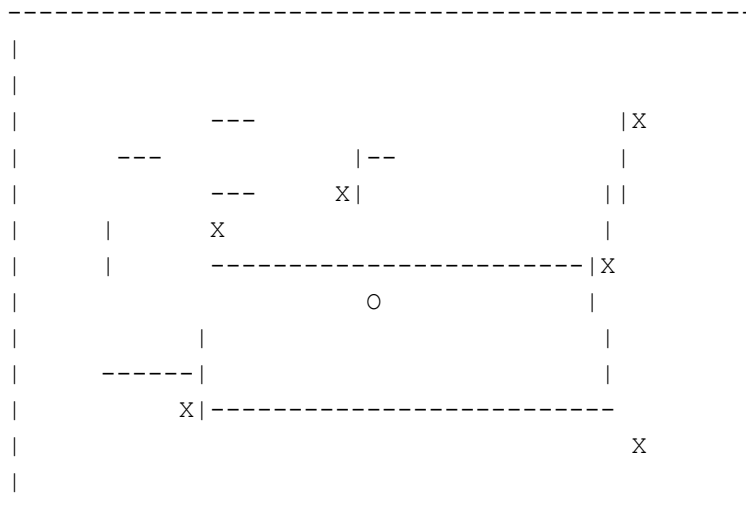
=====
Fuchia City
=====

Although not as busy as Safron and Celadon, Fuchia has 5 points of Interest: Safari Zone, Pokemon Center, Gym, Warden's house, and Fisherman's house. The Gym, located in the lower left of Fuchia (One house from the Pokemon Center, thank god), is home to Poison pokemon. The Safari Zone is required stop, since you need to get both Surf and the Gold Teeth from it to move further in the game. The Pokemon mart is a must, since it now sells the Ultra Ball's needed to catch the bigger, stronger, and Legendary Pokemon. The warden's house is where you will trade the Gold Teeth for the HM for Strength (HM 04), and the Fisherman's house (Both the Wardens's house and the fisherman's house is next to each other in the lower right part of Fuchia), is home to the Super Rod, the best of all 3 of the rods.

The main thing we will worry about, though, is the Fuchia City Gym.

=====
Fuchia City Gym
=====

Home to Koga, future Member of the Elite 4, and Poison Pokemon. The Gym's layout itself seem's empty, but actually has a inviable wall. Here is a small map of it



X: Trainer
- or |: Invisible Wall
O: Koga (Gym Leader)

Yea, it's a crappy map, but it will do. Talk to Koga to start your 5th (or Sixth) gym battle.

```
/-----\  
|Gym Leader: Koga                               Money 4257  |  
|-----|  
|Pokemon: Koffing, Level 37 (Poison)           |
```

Muk, Level 39 (Poison)
Koffing, Level 37 (Poison)
Weezing, Level 43 (Poison)

|Info: Poor Koga, he sucked back in RBGY, and was actually quite strong in
| GSC, but revert's back to his own crapulence, and even easier this
| time. All of his Pokemon are Poison types, meaning they are weak
| against Psychic and Ground, while Steel Pokemon have complete
| resistance againt them. Although there are very few steel types,
| there are Magnamite/Ton that are now Steel/Electric, so they will
| be useful. All of his Pokemon use a move called toxic, a Poison
| move that does no damage, but deals 2X each turn in Poison Damage.
| If your Pokemon get poisoned, switch out to null it. The 2 Koffings
| and Weezing will also use a strong move called Selfdestruct, a
| move that instantly kills the user, but deals severe damage to
| the opponent. Make sure you have a team of Pokemon that has at
| least two psychic types, and one ground type for a easy win. Once
you beat him, you will get the Soul Badge, and the TM for Toxic.
\-----/

=====
Safari Zone
=====

A nessasary stop before you can continue. Your goal is to get both the
gold teeth and the HM for Surf before you step 500 times. Along the way,
you will encounter Pokemon in a different fasion from what you are used to.
You cannot use Pokemon to catch them, and only have the weak safari balls
to catch them with. Here are your options

SAFARI BALL	BAIT
ROCK	RUN

Safari ball will attempt to catch them, and may lower there trust with
you. Bait will keep them around, but cause them to be harder to catch.
Rock's will make them easier to catch, but harder to keep around, and
run will do the same as it always has. You have unlimited Rock's and
Bait, but only 30 Safari Balls. Also, you can tell there trust in you
by the way they sway after each turn. If it's side to side, they are
caucious of you, but if it's up and down, they trust you, and will stick
around.

To get the Warden's Golden Teeth and the HM for surf, from the beginning,
go right, and up until you see a enterance to another area. From the
next area, go right until you see a opening, up, and right until you
see a ladder to a platform. From there, go left, down, left, up, right
up the platform, right, down, right, up, left, down, and right.

From the third area, go left to the second platform, up left, down
left, up, right, up, lrft, and down to area 4. In area for, go straight
until you get the Gold Teeth, and from there, go right and up to the
surf house to get the HM for surf. Wait until your time runs out,
and head to the wardens house in the south eastern part of Fuchia
city and talk to the warden to get the HM for Strength. Now that you
have some EXP in, let's go to Saffron City and Liberate it from
Team Rocket's control.

=====
Saffron City
=====

Before we continue, there is a few things you can and must do before you

can continue. Before you can enter the Sliph Building (Or Saffron for that matter):

-You have gotten the Key Item "Tea" from the old lady on the first floor of the Gamefreak building in Celadon

-You already got the Pokemon Flute from Pokemon Tower.

Now that you are in, here's what you can do:

-Go to the house to the far right of the Pokemon Center and get the TM for the powerful move, Psychic

-Go to the Pokemon Shop and Pokemon Center

-Go to the Fighting Dojo.

Personally, I recommend going to the Dojo First.

=====
The Fighting Dojo
=====

Although it is shaped like a miniature Gym it is quite different. You must battle 2 Blackbelt trainers at a time, for a total of 4, and then you must battle the Karate Master himself. Your reward? Your choice between Hitmonchan or Hitmonlee, but you can get the other later by breeding, so choose the one you like the most. Personally, I would choose Hitmonlee because of his better status over the chan and superior fighting moves.

```
/-----\
|Boss: Karate Master           Money: 925      |
|-----|
|Pokemon: Hitmonchan, Level 37 (Fighting)     |
|           Hitmonlee, Level 37 (Fighting)    |
|-----|
|Info: Fortunately, both pokemon are single  |
|       fighting types, which means         |
|       they are weak against Flying and    |
|       Psychic moves, while not being able |
|       to hit Ghost Pokemon with fightin  |
|       g and Normal Type moves. A        |
|       Exeggcute, Kadabra, Pidgeotto,    |
|       and Haunter/Gengar will make quick |
|       work of them, even Pokemon that   |
|       knows one Psychic move will do    |
|       well.                              |
\-----/
```

Once you beat him, you will be able to choose between the two. Now that that's out of the way, it's time to liberate Sliph Co, and Saffron for that matter, from Team Rocket.

=====
Sliph Co
=====

Before we begin, let's talk about the building design itself. Sliph co. is broken up into 11 floors, only the first floor is free of trainers, and there is around 30 Trainers to battle, and your rival and Giovanni. The Pokemon's level's vary from level 25 to 41, so it may be wise to have your Pokemon in the mid to high 30's before tackling it. Also, the types that are the most common include Poison, Fighting, Normal, Ground, Steel and Electric. Also, once you beat Giovanni, you will be unable to battle these trainers again, so make sure you do it the first time.

In reality, though, you only have to battle about 5-10 trainers to get to Giovanni, and here is the quick and easy way: First go to the elevator

and choose level 5. Go to the left, on to the warp tile, warp back, beat the rocket, go right, and get the Keycard item. Then, head back down to Level 3, go down, battle the rocket, unlock the left door, and go on the warp pad. Beware, in the next area, you will be required to battle your rival.

```
/-----\  
|Boss: Rival                               Money: ???                       |  
|-----|  
|Team 1: Pidgeot, Lv 37 (Normal/Flying)   |  
|      Alakazam, Lv 35 (Psychic)          |  
|      Gyrados, 37 (Flying/Water)         |  
|      Exeggcute, 35 (Psychic/Grass)      |  
|      Charizard, 40 (Fire/Flying)        |  
|-----|  
|Team 2: Pidgeot, Lv 37 (Normal/Flying)   |  
|      Alakazam, Lv 35 (Psychic)          |  
|      Growlithe, 37 (Fire)               |  
|      Exeggcute, 35 (Psychic/Grass)      |  
|      Blastoise, 40 (Water)              |  
|-----|  
|Team 3: Pidgeot, Lv 37 (Normal/Flying)   |  
|      Alakazam, Lv 35 (Psychic)          |  
|      Gyrados, 35 (Flying/Water)         |  
|      Growlithe, 37 (Fire)               |  
|      Venusaur, 40 (Grass/Poison)        |  
|-----|  
|Info: Your rival is seriously starting to beef up. Fortunately, it will |  
|      be a little while before you battle him again, but here is a small |  
|      suggestion: Get a Zapados from the Power Plant near the Rock |  
|      Tunnel Pokemon Center. Although it is hard to catch, it can easily |  
|      take out most of the Pokemon on his team in a heartbeat. Saying |  
|      that, on to the Pokemon. |  
| |  
|      For Pidgeot, use Ice and Electric, Namely Pika/Raichu, Mageton, |  
|      Zapdos, etc. For Alakazam, a dark move such as Bite, or a few |  
|      drill Pecks will take care of him. For Growlithe, use water/ground |  
|      attacks. For Gyrados, use Electirc attacks for 4X damage. For |  
|      Exeggcute, use Fire/Ice/Dark moves. Finally, the starters are a |  
|      little different, since they have fully evolved. Use Electric/Ice |  
|      and water moves on Charizard, Psycic/Fire/Ice moves on Venusaur, |  
|      and Electric and Grass moves on Blastoise. |  
|-----\  
\-----/
```

After you get your rival out of the way, talk to the man on the same floor to get a level 25 Lapras, a Ice/Water Pokemon that has high HP and is quite good if you don't have a water Pokemon at this point. Continue to the next Warp tile to land on Floor 11. There, you will have to battle one more rocket to reach Giovanni. Once he is out of the way, open the door and talk to him to start the battle

```
/-----\  
|Boss: Giovanni                             Money: 4059                       |  
|-----|  
|Pokemon: Nidorino, Level 37 (Poison)     |  
|      Kangaskhan, Level 35 (Normal)      |  
|      Rhyhorn, Level 37 (Rock/Ground)    |  
|      Nidoqueen, Level 41 (Poison/Ground)|  
|-----|  
|Info: Giovanni is a bit more equipped this time, now with Poison, Ground |
```

| Rock, and Normal Pokemon. Nidorino goes down with Psychic and ground
| moves, Kangaskhan goes down with Fighting Moves (AKA: Hitmonchan
| and Hitmonlee). Ryhorn goes down with 4X from Water and Grass, and
| Nidoqueen goes down with Ground, Ice, Water, and Psychic Moves. Not
| much of a challenge...
|-----/

Once you defeat Giovanni, he will call off all his men and leave, leaving Saffron free of Team Rocket's control. Go talk to the President to get a Master Ball, a Pokeball that can catch a pokemon 100% of the time. Now that this is over, it is now time to go to the Saffron city gym.

=====
Saffron City Gym
=====

A wierd warping Gym, you must use the warp blocks to reach the Gym Leader in the middle of the Gym. If you don't want to battle any of the trainers, just go to the block above or below the one you are currently in to avoid them, although it takes longer. If you want to do it the fast way, from the first 4 way room, go to the one in the upper left, then to the one in the lower left, and go down from that to end up in the gym leaders room.

/-----\
Gym Leader: Sabrina Money: 4257
Pokemon: Kadabra, Level 38 (Psychic)
Mr. Mime, level 37 (Psychic)
Venomoth, Level 28 (Poison/Bug)
Alakazam, Level 43 (Psychic)

Info: With one of the toughest types downgraded from there RBY days,
Sabrina's team is easier than ever to defeat. Kadabra, Mr. Mime,
and Alakazam are all pure Psychic, meaning they fall prey to Dark
(Bite, etc) and Ghost moves. Venomoth falls with Psychic and Fire
moves. A good team to bring along is Gyrados with Bite, Zapados
with Drill Peck and Thunderbolt, and any fire Pokemon for Venomoth.
-----/

Now that Sabrina's out of the way, it's time to get the other two badges...

=====
Cinnibar Island
=====

There are two ways you can reach Cinnibar, either via Route 21, or the Seafoam Island's path from Fuchia. Unfortunatly, there is very little to do on Cinnibar, but there is a few interesting things you can do. If you have one of the fossils and the Old Amber from the Pewter Museum, you can get either a Kabuto (Dome Fossil), Omanyte (Helix Fossil) and a Aerodactyl (Old Amber). Unfortunatly, instead of being level 30, they are now downgraded to level 5 for all, meaning it will be tougher to level them up. Before you can do anything else, though, you will have to go to the Abandon Mansion and get the Gym Key

=====
The Mansion
=====

Filled with clues to the secret 151st Pokemon, the mansion is a rotting house that requires you to pull a few switches to get though. There are also a few various rare Pokemon, including Koffing, Grimer, Magmar, and

some lesser pokemon (Mainly Rattata and Cate). It may be wise to use some Pokemon Repel the first time you go though.

To get to the Key, go up the stairs on the first floor. Then, head right and up until you reach another pair of stairs. Take it to reach the 3F. Go right, and down until you see a switch. Pull it, continue, and head to the first drop off to reach the 1st floor again. While there, go down and right to another pair of stairs that leads you to the basement, where the Key is. Go to the right, in the small room, flip the switch, continue right, up, flip the switch, continue left, down, and get the key. Go back and flip the switch, continue back to the first floor, and exit the mansion. Now to the Gym.

=====
Cinnibar Island Gym
=====

A rather unorthodox gym. You can either fight the trainers, or answer the questions in the quiz machines near them. If you want to know, the answers are YES, NO, NO, YES, NO (If someone can confirm this, this was taken out of the Gameboy version). Once you are at the end, talk to Blaine to start the battle.

```
/-----\  
|Gym Leader: Blaine                               Money: 4653      |  
|-----|  
|Pokemon: Growlithe, Level 42 (Fire)              |  
|          Ponyta, Level 50 (Fire)                 |  
|          Rapidash, Level 42 (Fire)               |  
|          Arcanine, Level 47 (Fire)               |  
|-----|  
|Info: Poor Blaine, his team has always sucked, and still does. With all |  
| his Pokemon weak to Water and Ground, it will be a easy battle.      |  
| Unfortunately, to combat his sucky-ness, Gamefreak downgraded the    |  
| Fossil Pokemon to Level 5, making it harder to kill him, but with    |  
| that, they upgraded Lapras to level 25, meaning he will do a good    |  
| ammount of damage with Surf. If you have a Blastoise, Gyrados,      |  
| or Graveler/Golem, you will make quick work of Blaine.              |  
\-----/
```

After that, when you exit the Gym, Bill will come up and offer you a ride to the Sevii Islands. Go ahead and accept, since it will be good EXP for all your Pokemon, and since it is a quick quest.

**Note: If you refused, you can go to the Vermilion City docks and travel there.

=====
Knot Island
=====

A completely optional Island, you will begin your quest in a larger Pokemon center, with Bill talking to his friend about a machine that can allow you to trade between Colosseum and R/S. Since you can do little to help with them right now, you are free to choose your path. You can either:

- A. Go Capture Moltres to the North
- OR
- B. Go to island 2 and Continue your quest.

The first option allows you to get a little more EXP, and the second allows you to continue without all the fights. Since we are on a quest, I will go

with B and talk about A at a later time. Go back to the boat and choose Island 2 from the list.

=====
Boon Island
=====

There is very little you can do here, since there is very few wild Pokemon and trainers. Go to the main part of town and go to the right until you reach a Breeding center shaped building. Go inside and talk to the man to find out that his daughter is missing somewhere on island 3. Once that is done, go north to find a house with a lady inside that will teach your starter a move that is like a Elemental Hyper Beam. Once that is done, go back to the boat and head to island 3.

=====
Kin Island
=====

Go heal at the Pokemon center first. Once that is done, go north to face around 5 bikers at one time. Once you beat them, continue onward and past the bridge to a forest area. Make sure you have a Pokemon that can surf, since it is required to continue. Once you are at the end, talk to the little girl only to be attacked by a wild level 30 Hypno. Catch it or defeat it, and the little girl will take you back to the second island. Talk to her father, then go on the boat back to the first island. Talk to Bill to get the Tri Island pass, a ticket that will allow you to reach Islands 1-3. Now that this is out of the way, fly to Viridian. If you have the 7 other badges, you will be able to enter the final Gym.

=====
Viridian City Gym
=====

Using the same movement tiles from the first Rockets hideout, Navigating the gym can be a major pain in the ass. Fortunately, you only have to battle 2 underlings to reach the Gym Leader. From the enterance, go right until you reach the tiles. Stop, then head up. Go right, up, face the trainer, right, face the trainer. Once you face the second trainer, you will have to exit the gym and go in the same direction to continue. Once you are past the second trainer, go left, down, and right to find...Giovanni. The final Gym Battle Awaits.

```
/-----\  
|Gym Leader: Giovanni                               Money: 4950      |  
|-----|  
|Pokemon: Ryhorn, Level 45 (Rock/Ground)           |  
|           Dugtrio, level 42 (Ground)             |  
|           Nidoqueen, Level 43 (Poison/Ground)    |  
|           Nidoking, Level 45 (Poison/Ground)     |  
|           Rhydon, Level 50 (Rock/Ground)         |  
|-----|  
|Info: The final Gym battle....is a joke. All of Giovanni's pokemon are |  
|      part ground, meaning Water/Ice/Ground/and Grass pokemon will mop  |  
|      him up within 2 hits. Ryhorn, Rhydon, and Dugthrio all go down with|  
|      water/grass/ice, and Nidoqueen and King go down with Psycic/Water |  
|      and Ice. Once you beat Giovanni, he will give you the TM for      |  
|      Earthquake, and the Earth Badge.          |  
\-----/
```

Now, all that stands in your way is your rival...Head back to Route 22 23 (Left of Viridian), to face your rival again.

```

/-----\
|Boss: Rival                               Money: ???
|-----\
|Team 1: Pidgeot, Lv 47 (Normal/Flying)
|       Alakazam, Lv 50 (Psychic)
|       Rhyhorn, Lv 45 (Rock/Ground)
|       Gyrados, 45 (Flying/Water)
|       Exeggcute, 47 (Psychic/Grass)
|       Charizard, 53 (Fire/Flying)
|-----\
|Team 2: Pidgeot, Lv 47 (Normal/Flying)
|       Alakazam, Lv 50 (Psychic)
|       Rhyhorn, Lv 45 (Rock/Ground)
|       Growlithe, 45 (Fire)
|       Exeggcute, 47 (Psychic/Grass)
|       Blastoise, 53 (Water)
|-----\
|Team 3: Pidgeot, Lv 47 (Normal/Flying)
|       Alakazam, Lv 50 (Psychic)
|       Rhyhorn, Lv 45 (Rock/Ground)
|       Gyrados, 45 (Flying/Water)
|       Growlithe, 47 (Fire)
|       Venusaur, 53 (Grass/Poison)
|-----\
|Info: Your rival's team is now very close to being complete, mainly in
|       it's final planning stages. This is pretty much a repeat of the
|       sliph co. fight, only with a Rhyhorn added to the mix. Pidgeot can
|       be taken out with Electric and Ice, Alakazam with Dark and Ghost,
|       Rhyhorn with Grass/Water/Ice, Growlithe with Ground/Water, Gyrados
|       with electric, Exeggcute with Dark/Ghost/Fire/Ice, Charizard with
|       Water/electric, Blastoise with Electric/Ice, and Venusaur with
|       Fire/Ice/Psychic/Ground. Pretty easy fight.
\-----/

```

Now that he is out of the way, it is time to go onto 23, and Victory road.

```

=====
                        Route 23
=====

```

Before you walk onto route 23, make sure you have these items and Pokemon

- A Pokemon that can use surf
- A Pokemon that can use Strength
- 5 Revives
- 10 Hyper Potions
- 10 Max Repels
- A pokemon that can use fly

The first 4 guards are on dry land, while the next two are on the water. Once you are land, go on the left path to reach the enterance to Victory Road, the last required dungeon.

```

=====
                        Victory Road
=====

```

Filled with high ranking trainers and Pokemon, Victory road is a brief, but long path to the final area, the Indigo Plateau. Make sure all your pokemon are healed, since many of the battles here are long and tough, within the 40s and 50s. It's also recommended that you only train when you actually get to the Indigo Plateau Pokemon center and have the ability to heal.

To get through the cave, you must have a pokemon that can use strength. In the first area, push the boulder down, then right, then up, then right, then up until you have one square to walk with, then right, then down to open the path. Once that is done, go on the platform and stick to the left until you reach the entrance to the next area.

On the second floor, go down to the boulder and press it left once, then down, and then left until it is on the pressure plate. Once that is done, go on the platform, go down in the next area, and go right, up, left, and up until you reach the ladder to the next area.

In the final part, go up to the boulder and press it up once, and then left all the way, then down once, then left, then down, then right onto the pressure plate. After that, go onto the platform and head down to the next area. From there, go right until you find the next boulder and push it down the hole. Once it is down on the second floor, jump down the same hole and press the boulder to the left onto the pressure plate. Go on the platform and follow the chain of ladders out of the cave, and into the final area.

=====
The Pokemon League
=====

With a combined Pokemon mart and pokecenter, it would be wise to heal your pokemon and create your final team. Here is a small example of what I used to defeat the Elite 4:

Zapdos, Level 61

- Drill Peck
- Thunderbolt
- Agility
- Thunder Wave

Exeggutor, Level 42

- Psychic
- Giga Drain
- Egg Bomb
- ???

Articuno, Level 52

- Ice Beam
- Fly
- Mist
- Mind Reader

Moltres, Level 52

- Flamethrower
- Fly
- ???
- ???

Gyrados, Level 42

- Surf
- Hydro Pump
- Bite
- Water Pulse

Charizard, Level 50

- Blast Burn
- Fly

|Pokemon: Gengar (Ghost/Poison)
| Golbat (Poison/Flying)
| Haunter (Poison/Ghost)
| Arbok (Poison)
| Gengar (Poison/Ghost)

|-----|
|Info: Finally, a worthwhile challenge. Agatha uses the rarely used Ghost
| type, but her problem is, all her Pokemon are part Poison, making
| every one of them weak to Psychic. If you have a non psychic Pokemon
| that knows a Psychic move, use it. Even better if it is a Normal
| Type. The hauntings and Gengars will try to poison/sleep/confuse
| you, so make sure you take care of them quick, usually one or two
| hit's from Zapdos Thunderbolt will kill them. Golbat will try to
| confuse you as well, so use ice/psychic/electric moves on it. Arbok
| will try to use Glare, a move that tries to stun you, so be careful
of it, and hit it with ground/psychic moves.

Forth Elite 4 Member:

/-----\
|Elite 4: Lance Money: 6138

|-----|
|Pokemon: Gyrados (Water/Flying)
| Aerodactyl (Flying/Rock)
| Dragonair (Dragon)
| Dragonair (Dragon)
| Dragonite (Dragon/Flying)

|-----|
|Info: Lance uses the rare dragon type, which is a first for you, unless
| you caught a Dratini. Gyrados goes down with Electric moves, and
| Aerodactyl goes down with Ice/Electric moves (Zapdos is good for
| both of them. Then, the dragon Pokemon are your problem. Use
| Articuno's Ice Beam on them, since it does 2X damage, and 4X to
Dragonite. Only one more battle to go...

The Champion:

/-----\
|FINAL BATTLE: Rival Money: 6435

|-----|
|Team 1: Pidgeot, Lv 61 (Normal/Flying)
| Alakazam, Lv 59 (Psychic)
| Rhydon, Lv 61 (Rock/Ground)
| Gyrados, 63 (Flying/Water)
| Exeggutor, 61 (Psychic/Grass)
| Charizard, 65 (Fire/Flying)

|-----|
|Team 2: Pidgeot, Lv 61 (Normal/Flying)
| Alakazam, Lv 59 (Psychic)
| Rhydon, Lv 61 (Rock/Ground)
| Arcanine, 61 (Fire)
| Exeggutor, 63 (Psychic/Grass)
| Blastoise, 65 (Water)

|-----|
|Team 3: Pidgeot, Lv 61 (Normal/Flying)
| Alakazam, Lv 59 (Psychic)
| Rhydon, Lv 61 (Rock/Ground)
| Gyrados, 61 (Flying/Water)
| Arcanine, 63 (Fire)
| Venusaur, 65 (Grass/Poison)

-----|
|Info: Surprise, Surprise, your rival is the champion. Fortunatly, his |
| team is little changed from the last time you battled him, and the |
| only thing that would be hard for you is the damage you took from |
| the other Elite 4 Members. Pidgeot goes down with Ice/Electric, |
| Alakazam goes down with dark attacks and Drill Peck, Rhydon goes |
| down with Ice/Grass/Water moves, Arcanine goes down with Ground and|
| and water moves, Exeggutor goes down with Ice/Fire/Flying moves, |
| Gyrados goes down with Electric, and his evolved starter goes down |
| the exact same way from your last two battles. Zapdos can takw down|
| Pidgeot, Alakazam, Exeggutor, Gyrados, Venusaur, Charizard, and |
| Blastoise, while articuno can take care of Rhydon, Exeggutor, and |
| Venusaur. Once you beat him, you have completed the main part of |
| the game! |
\-----/

Once you beat your Rival, Prof. Oak will come in and register your pokemon in the hall of fame. Your rival will run off, and you will go after him thus showing the credits. Congradulations! You spent 10 hours of your life on a game! Don't you feel proud?

-----|
/Code: 003A |

=====
Island Walkthroughs
=====

(Thanks to Serebii for finding these)

=====
Knot Island
=====

Once you have beaten the game, head back to Knot Island via the Vermilion Harbor, and head back to the volcano section. Once there, go to the right to find two rockets. Beat them, and continue into the cave. There are a few boulder puzzles, but most of them involve moving them out of the way (Once I get a sorce, I will fill this section in). Eventually, you will wind up in a room full of tablets. Remember those, since that is the english alphabet in Bralle. Once done, go down the ladder (or hole, been a while..), and get the ruby plate.

If you didn't catch Moltres, this will be the time to do it. To do so, you will need strength on one of your Pokemon. Head back, and go down the left path of the volcano to get to Moltres.

Once that is done, head back to the Pokemon center and talk to Bill's friend. He will tell you to get the Sapphire plate. Once that is done, he will also give you the Rainbow pass. Once that is done, hop back on the boat and head to Island 4: Kin Island.

=====
Floe Island
=====

Not much to do here. You will run into Gary, and he will talk about a egg he recieved. It's good to also note that there is a breeder couple here, meaning you can breed and recieve eggs here. Head to the right of the island to find a surf path to a cave. Once inside, surf to the enterance on the left. Once inside, head to the right to find a iced hole, similar to the 8th Gym in R/S. Go over it to find a square formation of ice holes. Once

there, go to the bottom right one and go up, then over to the left twice to make it across.

You will now see two holes. Go to the top one and go over it until you fall down to the bottom section. Once there, go up the ladder to be in the right part of the section you were just in (Yeah, it's confusing). You will now be in the middle of the ice. From here, slide to the right, down, left, and down to make it to the ladder. Once there, go up the ladder to the next section. You will then see a item ball. Take it, since it is HM 07, Waterfall. Teach it to a Pokemon, and head back to the waterfall section of the cave. Head up the waterfall, and head down the ladder to be in the final part of the cave, where you will see Lorelei. Once the convo is over, you will battle a easy Rocket member. Once that is done, the rocket member will give a password to their warehouse on Island 5. Once that is done, head to Island 6: Fortune Island.

=====
Fortune Island
=====

Fortune Island, for the most part, is split up into two sections: The north and south sections. For now, all you need to be concerned with is the south section. The south section is basically some ruins, grass with a few G/S Pokemon, and boulder puzzles. Once again I will leave that up to you (Yeah Yeah...once I get my sorce, I will put some more info in). Once you are at a ruins, have a Pokemon cut the door and go inside. Once inside, you will see a hole. Jump into it to be taken to a puzzle.

If I remember correctly, the order was up, left, right, down (may be wrong). Once at the bottom, you will find the Sapphire plate. Unfortunately, a scientist will steal it. Now that this is out of the way, head to Island 5: Chrono Island.

=====
Chrono Island
=====

This time, the island is split into 3 parts: North, South, Eastern parts. For now, just concentrate on the east parts. Head on the grassy parts to the right of you to reach a path. You will know you are on the right path if there are rockets scattered around. Eventually, you will reach the warehouse. If you did all that I said to do previously, and have both codes, you will be able to enter it. Once again, I do not remember the hideouts layout (Yeah, some help I am...), but I should have a map of it sometime later in September. Anyways, once you figure it out, you will have to face 3 rockets. Once you beat the first one, she will redirect the tiles so you can enter and leave as you please. Once you beat the other two, you will recieve the Sapphire plate.

Fly back to Island 1 and give the Sapphire plate to Bill's friend to complete the main quest of the Islands. Once that is done, a few new things will open up. You will now have the ability to trade and battle back and forth between Ruby, Sapphire, and Colosseum, as well as reopen up the elite 4 for challenges. However, there is still one major dungeon left.

=====
Other Islands
=====

*Note: All Codes are for the VBA (Virtual Boy Advance, meaning the ROM version. Also, it is only for the Japanese version. Warp codes for the English Versions will eventually come)

=====

Navel Cavern

=====

At this point, Island 8 can only be accessed by VBA code 02031CF0:7B01. Once it is entered, enter a building to wind up on Island 8. Turn it off so you can continue. Once inside, you will go through a long hall with several turns and dead ends, until you reach two paths. The right path leads to a flight of ladders down to a Level 70 Lugia (With Aeroblast), and the left leads to Ho-Oh (With Sacred Fire, but no Sacred Ash). No wild Pokemon besides those two can be found.

=====

Birth Island

=====

At this point, Island 8 can only be accessed by VBA code 02031CF0:3a02. Once it is entered, enter a building to wind up on Island 9. Turn it off so you can continue. The island itself only contains a Single Triangle Puzzle. To beat it, you must walk up to the front and press A. Once you do that, it will move down, and you must reach it in the least amount of steps possible. Once you complete, it will break, and a Level 30 Deoxys will appear.

MORE COMING SOON.

-----|
/Code: 003B |

=====

After the Islands: Kanto and the Sevii Islands Misc. Quest

=====

Kanto:

=====

Unknown Dungeon

=====

Once you have both beaten the Elite 4, and have gotten both plates, the Unknown dungeon will become accessible in Cerulean. To reach it, head past the Nugget Bridge and surf down and to the left to reach the entrance. If you do not see a guy standing over the entrance, that means you will be able to do this side quest. Once you get inside, you will notice that it is different from the R/B/Y days. Why? Well, the design of the dungeon is taken from the original Japanese version of Red and Green, and the NOA must have decided to keep that in. Anyways, here is the path to Mewtwo:

- F1: From the entrance, surf all the way around to the right and go on the bottom platform. From there, go down, then right, then up, then right, then up, then left, then down, then right, and then up to the ladder.
- B1: From the ladder, head left to the first turn, then down, then right, then down. When you see a fork, go to the right. From there, take the path to the next ladder.
- F1: From here, just head to the ladder below.
- B2: From here, you can just take the direct path to Mewtwo.

Remember that if you see breakable rocks on the path in B1, you are on the wrong path. Once you are in battle Mewtwo, make sure you use the Master Ball. If you don't want to waste it on him, or have already used it, just try to get him down to as low as you can without killing him, paralyze him, and throw Ultra Balls. Should take around 20-50, so come prepared if you don't have/don't want to use the master ball.

-----|
/Code: 0A01 |

=====
Pokedex: 001-151
=====

Current Status:
=====

Version 1.0: Bulbasaur-Sandslash Pokedex
Version 1.1: Nidoran Female-Golbat
Version 1.2: Finished with Barebones of the FR/LG Pokemon

Key:
=====

Number before name: Current Pokedex number of Pokemon

Pokemon Name: Name of the Pokemon

Type: Element Type of that Pokemon

Location: Where you can find it

Evolution Line: List of Evolutions for that Pokemon Type

Move List Key:
=====

Name: Name of Attack

Type: Type of Attack

#1: Level the first form learns it at

#2: Level of the Second form it learns it at

#3L level the third form learns it at

Pre: Baby Pokemon that learns the move

Sta: Pokemon knows that move from the start

-: That type of Pokemon cannot learn that particular attack

Ability: Ability the Pokemon may have when you get it. If it had one ability, then it will always have that ability. If it has two, there is a split chance that your Pokemon may have that move with you catch/hatch it. If your Pokemon has a different ability when it evolves, it will overwrite the previous one.

Egg Group: Egg Groups are a hidden value that shows which Pokemon can Breed with what. Please note that the names are not show, and I will use the Nintendo Power Guide's names (Since it is the closest thing to being official that there is)

Moves: Note that these moves only apply to FR/LG. Because it was

released later than R/S, some of the level moves may be different from raising those Pokemon in those version due to balancing issues.

Lost Moves: These are moves a Pokemon once learned in a previous Generation, but lost when it came to another generation. The current list only applies to moves that were lost via leveling up, and not TM's. Note that some of these may be learned via R/S/E/Col/XD, since I have not checked the move list for those versions yet.

=====

#1 Bulbasaur/#2 Ivysaur/#3 Venusaur

Type: Grass/Poison

Ability: Overgrow

Egg Group: Monster/Grass

Location: Starter

Evolution Line: Bulbasaur Lv 16
 Ivysaur Lv 32
 Venusaur Final

Move List:

```
/-----\  
|Name          |Type      |#1|#2|#3|  
|-----|-----|---|---|---|  
|Tackle        |Normal    |Sta|Sta|Sta|  
|Growl         |Normal    |4  |4  |4  |  
|Leech Seed    |Grass     |7  |7  |7  |  
|Vine Whip     |Grass     |10 |10 |10 |  
|Poison Powder |Poison    |15 |15 |15 |  
|Sleep Powder  |Grass     |15 |15 |15 |  
|Razor Leaf    |Grass     |27 |30 |30 |  
|Sweet Scent   |Normal    |25 |29 |29 |  
|Growth        |Normal    |34 |38 |41 |  
|Synthesis     |Grass     |39 |47 |53 |  
|Solar Beam    |Grass     |46 |56 |65 |  
\-----/
```

Egg Move List:

```
/-----\  
|Name          |Type      |  
|-----|-----|  
|Light Screen  |Psychic   |  
|Skull Bash    |Normal    |  
|Safeguard     |Normal    |  
|Charm         |Normal    |  
|Petal Dance   |Grass     |  
|Magical Leaf  |Grass     |  
|Grasswhistle  |Grass     |  
|Curse        |???      |  
\-----/
```

TM and HM List:

```
/-----\  
|TM  |Name          |Notes  |  
|-----|-----|-----|
```


TM 05	Roar	Venusaur Only
TM 06	Toxic	
TM 09	Bullet Seed	
TM 10	Hidden Power	
TM 11	Sunny Day	
TM 15	Hyper Beam	Venusaur Only
TM 17	Protect	
TM 19	Giga Drain	
TM 21	Frustration	
TM 22	Solar Beam	
TM 26	Earthquake	Venusaur Only
TM 27	Return	
TM 32	Double Team	
TM 36	Sluge Bomb	
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 45	Attract	

HM 01	Cut	
HM 04	Strength	
HM 05	Flash	
HM 06	Rock Smash	

Move Tutors List:

/-----\	
Move Name:	Notes:

Body Slam	
Double Edge	
Mimic	
Substitute	
Sword Dance	
Frenzy Plant	Venusaur Only

=====
#4 Charmander/#5 Charmeleon/#6 Charizard

Type: Charmander/Charmeleon: Fire
Charizard: Fire/Flying

Ability: Blaze

Egg Group: Monster/Dragon

Location: Starter

Evolution Line: Charmander Lv 16
Charmeleon Lv 36
Charizard Final

Move List:

/-----\					
Name	Type	#1	#2	#3	

Scratch	Normal	Sta	Sta	Sta	
Growl	Normal	Sta	Sta	Sta	
Ember	Fire	7	7	7	
Metal Claw	Steel	13	13	13	

Scary Face	Normal	25	27	27	
Flamethrower	Fire	31	34	34	
Wing Attack	Flying	-	-	36	
Slash	Normal	37	41	44	
Dragon Rage	Dragon	43	48	54	
Fire Spin	Fire	49	55	64	

\-----/

Egg Move List:

Name	Type	
Belly Drum	Normal	
Ancientpower	Rock	
Rock Slide	Rock	
Bite	Dark	
Outrage	Dragon	
Beat Up	Dark	
Swords Dance	Normal	
Dragon Dance	Dragon	

\-----/

TM and HM List:

TM	Name	Notes	
TM 01	Focus Punch		
TM 02	Dragon Claw		
TM 05	Roar	Charizard only	
TM 06	Toxic		
TM 10	Hidden Power		
TM 11	Sunny Day		
TM 15	Hyper Beam	Charizard only	
TM 17	Protect		
TM 21	Frustration		
TM 23	Iron Tail		
TM 26	Earthquake	Charizard only	
TM 27	Return		
TM 28	Dig		
TM 31	Brick Break		
TM 32	Double Team		
TM 35	Flamethrower		
TM 38	Fire Blast		
TM 40	Aerial Ace		
TM 42	Facade		
TM 43	Secret Power		
TM 44	Rest		
TM 45	Attract		
TM 47	Steel Wing	Charizard only	
TM 50	Overheat		
HM 01	Cut		
HM 02	Fly	Charizard only	
HM 04	Strength		
HM 06	Rock Smash		

\-----/

Move Tutors List:

Move Name:	Notes:
Mega Punch	
Swords Dance	
Mega Kick	
Body Slam	
Double-Edge	
Counter	
Seismic Toss	
Mimic	
Rock Slide	
Substitute	
Blast Burn	Charizard Only

Lost Moves:

Name	Type
Leer	Normal
Rage	Normal

=====
#7 Squirtle/#8 Wartortle/#9 Blastoise

Type: Water

Ability: Torment

Egg Group: Monster/Water 1

Location: Starter

Evolution Line: Squirle Lv 16
Wartortle Lv 36
Blastoise Final

Move List:

Name	Type	#1	#2	#3
Tackle	Normal	Sta	Sta	Sta
Tail Whip	Normal	4	4	4
Bubble	Water	7	7	7
Withdraw	Water	10	10	10
Water Gun	Water	13	13	13
Bite	Dark	18	19	19
Rapid Spin	Normal	23	25	25
Protect	Normal	28	31	31
Rain Dance	Water	33	37	42
Skull Bash	Normal	40	45	55
Hydro Pump	Water	47	53	68

Egg Move List:

Name	Type
Foresight	Normal

Flail	Normal
Refresh	Normal
Mud Sport	Ground
Yawn	Normal

TM and HM List:

TM	Name	Notes
TM 01	Focus Punch	
TM 03	Water Pulse	
TM 05	Roar	Blastoise Only
TM 06	Toxic	
TM 07	Hail	
TM 10	Hidden Power	
TM 13	Ice Beam	
TM 14	Blizzard	
TM 15	Hyper Beam	Blastoise Only
TM 17	Protect	
TM 18	Rain Dance	
TM 23	Iron Tail	
TM 26	Earthquake	Blastoise Only
TM 27	Return	
TM 28	Dig	
TM 31	Brick Break	
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 45	Attract	
HM 03	Surf	
HM 04	Strength	
HM 06	Rock Smash	
HM 07	Waterfall	

Move Tutors List:

Move Name:	Notes:
Mega Punch	
Mega Kick	
Body Slam	
Double-Edge	
Counter	
Seismic Toss	
Mimic	
Substitute	
Hydro Cannon	Blastoise Only

#10 Caterpie/#11 Metapod/#12 Butterfree

Type: Caterpie/Metapod: Bug
 Butterfree: Bug/Flying

Ability: Shield Dust (Caterpie)
 Shed Skin (Metapod)

Compoundeyes (Butterfree)

Egg Group: Bug

Location: Caterpie: Route 2, 24, 25, Six Island, Viridian Forrest

Metapod: Routes 24, 25, Viridian Forest, Six Island

Butterfree: Evolved from Metapod

Evolution Line: Caterpie Lv 7

Metapod Lv 10

Butterfree Final

Move List:

```

/-----\
|Name          |Type      |#1|#2|#3|
|-----|-----|---|---|---|
|Tackle        |Normal    |Sta|-|Sta|
|String Shot   |Bug       |Sta|-|Sta|
|Harden        |Normal    |-|7|-|
|Confusion     |Psychic   |-|-|10|
|Poison Powder|Poison    |-|-|13|
|Stun Spore    |Grass     |-|-|14|
|Sleep Powder  |Grass     |-|-|15|
|Supersonic    |Normal    |-|-|18|
|Whirlwind     |Normal    |-|-|23|
|Gust          |Flying    |-|-|28|
|Psybeam       |Psychic   |-|-|34|
|Safeguard     |Normal    |-|-|40|
|Silver Wind   |Bug       |-|-|47|
\-----/
    
```

Egg Move List:

```

/-----\
|Name          |Type      |
|-----|-----|
|None          |          |
\-----/
    
```

TM and HM List: *Note: Only Butterfree can learn TM's and HM's

```

/-----\
|TM  |Name          |Notes|
|----|-----|-----|
|TM 06|Toxic         |     |
|TM 10|Hidden Power  |     |
|TM 11|Sunny Day     |     |
|TM 15|Hyper Beam    |     |
|TM 17|Protect       |     |
|TM 18|Rain Dance    |     |
|TM 19|Giga Drain    |     |
|TM 20|Safeguard     |     |
|TM 21|Frustration   |     |
|TM 22|Solar Beam    |     |
|TM 27|Return        |     |
|TM 29|Psychic       |     |
|TM 30|Shadow Ball   |     |
|TM 32|Double Team   |     |
|TM 40|Aerial Ace    |     |
|TM 42|Facade        |     |
|TM 43|Secret Power  |     |
|TM 44|Rest          |     |
|TM 45|Attract       |     |
    
```

```

|TM 46|Thief      |      |
|TM 48|Skill Swap  |      |
|-----|-----|-----|
|HM 05|Flash          |      |
\-----/

```

Move Tutors List:

```

/-----\
|Move Name:      |Notes:      |
|-----|-----|
|Double-Edge     |Butterfree Only |
|Mimic           |Butterfree Only |
|Dream Eater     |Butterfree Only |
|Substitute      |Butterfree Only |
\-----/

```

=====
#13 Weedle/#14 Kakuna/#15 Beedrill

Type: Bug/Poison

Location: Weedle: Route 2, 24, 25, Six Island, Viridian Forest
Kakuna: Route 24, 25, Six Island, Viridian Forest
Beedrill: Evolves from Kakuna

Ability: Shield Dust (Weedle)
Shed Skin (Kakuna)
Swarm (Beedrill)

Egg Group: Bug

Evolution Line: Weedle Lv 7
Kakuna Lv 10
Beedrill Final

Move List:

```

/-----\
|Name              |Type      |#1|#2|#3|
|-----|-----|---|---|---|
|Poison Sting     |Poison    |Sta|-|Sta|
|String Shot      |Bug       |Sta|-|Sta|
|Harden           |Normal    |-|7|-|
|Fury Attack      |Normal    |-|-|10|
|Focus Energy     |Normal    |-|-|15|
|Twin Needle      |Bug       |-| |20|
|Rage             |Normal    |-|-|25|
|Pursuit          |Dark      |-|-|30|
|Pin Missile      |Bug       |-|-|35|
|Agility          |Psychic   |-|-|40|
|Endeavor         |Normal    |-|-|45|
\-----/

```

Egg Move List:

```

/-----\
|Name              |Type      |
|-----|-----|
|None              |           |
\-----/

```

TM and HM List: *Note: Only Beedrill can learn TM's and HM's

TM	Name	Notes
TM 06	Toxic	
TM 10	Hidden Power	
TM 11	Sunny Day	
TM 15	Hyper Beam	
TM 16	Light Screen	
TM 17	Protect	
TM 19	Giga Drain	
TM 21	Frustration	
TM 22	Solar Beam	
TM 27	Return	
TM 31	Brick Break	
TM 32	Double Team	
TM 36	Sluge Bomb	
TM 40	Aerial Ace	
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 45	Attract	
TM 46	Thief	
HM 01	Cut	
HM 06	Rock Smash	

Move Tutors List:

Move Name:	Notes:
Swords Dance	Beedrill only
Double Edge	Beedrill only
Mimic	Beedrill only
Substitute	Beedrill only

#16 Pidgey/#17 Pidgeotto/#18 Pidgeot

Type: Normal/Flying

Ability: Keen Eye

Egg Group: Flying

Location: Pidgey: Nearly everywhere

Pidgeotto: 13, 15, Three Island, Five Island Meadow

Pidgeot: Evolves from Pidgeotto

Evolution Line: Pidgey Lv 18

Pidgeotto Lv 36

Pidgeot Final

Move List:

Name	Type	#1	#2	#3
Tackle	Normal	Sta	Sta	Sta
Sand Attack	Normal	5	5	5

Gust	Flying	9	9	9	
Quick Attack	Normal	13	13	13	
Whirlwind	Normal	19	20	20	
Wing Attack	Flying	25	27	27	
Featherdance	Flying	31	34	34	
Agility	Psycic	39	43	48	
Mirror Move	Flying	47	52	62	

\-----/

Egg Move List:

Name	Type	
Pursuit	Dark	
Faint Attack	Dark	
Forsight	Normal	
Steel Wing	Steel	
Air Cutter	Flying	

\-----/

TM and HM List:

TM	Name	Notes	
TM 06	Toxic		
TM 10	Hidden Power		
TM 11	Sunny Day		
TM 15	Hyper Beam	Pidgeot Only	
TM 17	Protect		
TM 18	Rain Dance		
TM 21	Frustration		
TM 27	Return		
TM 32	Double Team		
TM 40	Aerial Ace		
TM 42	Facade		
TM 43	Secret Power		
TM 44	Rest		
TM 45	Attract		
TM 46	Thief		
TM 47	Steel Wing		
HM 02	Fly		

\-----/

Move Tutors List:

Move Name:	Notes:	
Double-Edge		
Mimic		
Substitute		

\-----/

=====
#19 Rattata/#20 Raticate

Type: Normal

Ability: Run Away
Guts

Egg Group: Field

Location: Rattata: Routes 17, 18, 16, 1, 2, 4, 9, 22, Pokemon Mansion
Raticate: Route 16, 17, 18, Pokemon Mansion

Evolution Line: Rattata: Lv 20
Raticate: Final

Move List:

```
/-----\  
|Name                |Type      |#1|#2|  
|-----|-----|---|---|  
|Tackle              |Normal    |Sta|Sta|  
|Tail Whip           |Normal    |Sta|Sta|  
|Quick Attack        |Normal    |7 |7 |  
|Hyper Fang          |Normal    |13|13|  
|Focus Energy        |Normal    |20|- |  
|Scary Face          |Normal    |- |20|  
|Pursuit             |Dark      |27|30|  
|Super Fang          |Normal    |34|40|  
|Endeavor            |Normal    |41|50|  
\-----/
```

Egg Move List:

```
/-----\  
|Name                |Type      |  
|-----|-----|  
|Screech             |Normal    |  
|Flame Wheel         |Fire      |  
|Fury Swipes         |Normal    |  
|Bite                 |Dark      |  
|Counter              |Fighting  |  
|Reversal             |Fighting  |  
|Uproar               |Normal    |  
|Swagger              |Normal    |  
|Body Slam           |Normal    |  
\-----/
```

TM and HM List:

```
/-----\  
|TM  |Name          |Notes          |  
|-----|-----|-----|  
|TM 05|Roar          |Raticate only |  
|TM 06|Toxic         |                |  
|TM 10|Hidden Power  |                |  
|TM 11|Sunny Day     |                |  
|TM 12|Taunt         |                |  
|TM 13|Ice Beam      |                |  
|TM 14|Blizzard      |                |  
|TM 15|Hyper Beam    |Raticate Only |  
|TM 17|Protect       |                |  
|TM 18|Rain Dance    |                |  
|TM 21|Frustration   |                |  
|TM 23|Iron Tail     |                |  
|TM 24|Thunderbolt   |                |  
|TM 25|Thunder       |                |  
|TM 27|Return        |                |  
|TM 28|Dig           |                |
```

```

|TM 30|Shadow Ball |
|TM 32|Double Team |
|TM 34|Shock Wave |
|TM 42|Facade |
|TM 43|Secret Power |
|TM 44|Rest |
|TM 45|Attract |
|TM 46|Thief |
|-----|-----|-----|
|HM 01|Cut |
|HM 04|Strength |Raticate only
|HM 06|Rock Smash |
\-----/

```

Move Tutors List:

```

/-----\
|Move Name: |Notes: |
|-----|-----|
|Body Slam |
|Double-Edge |
|Counter |
|Mimic |
|Thunder Wave |
|Substitute |
\-----/

```

=====

#21 Spearow/#22 Fearow

Type: Normal/Flying

Ability: Keen Eye

Egg Group: Flying

Location: Spearow: Routes 16, 17, 18, 22, 23, 2, 3, 9, 10, 11, One Island,
Two Island, Six Island, Seven Island
Fearow: 17, 18, 23 One Island, Two Island, Six Island, Seven
Island

Evolution Line: Spearow Lv 20
Fearow Final

Move List:

```

/-----\
|Name |Type |#1|#2|
|-----|-----|---|---|
|Peck |Flying |Sta|Sta|
|Growl |Normal |Sta|Sta|
|Leer |Normal |7 |7 |
|Fury Attack |Normal |13|13|
|Pursuit |Dark |19|26|
|Aerial Ace |Flying |25|- |
|Mirror Move |Flying |31|32|
|Drill Peck |Flying |37|40|
|Agility |Psychic |43|47|
\-----/

```

Egg Move List:

```

/-----\

```

Name	Type
False Swipe	Normal
Scary Face	Normal
Quick Attack	Normal
Tri Attack	Normal
Astonish	Ghost
Sky Attack	Fly

TM and HM List:

TM	Name	Notes
TM 06	Toxic	
TM 10	Hidden Power	
TM 11	Sunny Day	
TM 15	Hyper Beam	Fearow only
TM 17	Protect	
TM 18	Rain Dance	
TM 21	Frustration	
TM 27	Return	
TM 32	Double Team	
TM 40	Aerial Ace	
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 45	Attract	
TM 46	Thief	
TM 47	Steel Wing	
HM 02	Fly	

Move Tutors List:

Move Name:	Notes:
Double-Edge	
Mimic	
Substitute	

#23 Ekans/#24 Arbok

Type: Poison

Ability: Intimidate
Shed Skin

Egg Group: Field/Dragon

Location: Ekans: Routes 4, 8, 9, 10, 11, 23 (FireRed only)
Arbok: Route 23, Victory Road

Evolution Line: Ekans Lv 22
Arbok Final

Move List:

```

/-----\
|Name          |Type      |#1|#2|
|-----|-----|---|---|
|Wrap          |Normal    |Sta|Sta|
|Leer          |Normal    |Sta|Sta|
|Poison Sting  |Poison    |8  |8  |
|Bite          |Dark      |13 |13 |
|Glare         |Normal    |20 |20 |
|Screech       |Normal    |25 |28 |
|Acid          |Poison    |32 |38 |
|Stockpile     |Normal    |37 |46 |
|Swallow       |Normal    |37 |46 |
|Spit Up       |Normal    |37 |46 |
|Haze          |Ice       |44 |56 |
\-----/

```

Egg Move List:

```

/-----\
|Name          |Type      |
|-----|-----|
|Slam          |Normal    |
|Spite         |Ghost     |
|Beat Up       |Dark      |
|Poison Fang   |Poison    |
\-----/

```

TM and HM List:

```

/-----\
|TM  |Name          |Notes          |
|----|-----|-----|
|TM 06|Toxic         |               |
|TM 10|Hidden Power  |               |
|TM 11|Sunny Day     |               |
|TM 15|Hyper Beam    |Arbok only    |
|TM 17|Protect       |               |
|TM 18|Rain Dance    |               |
|TM 19|Giga Drain    |               |
|TM 21|Frustration   |               |
|TM 23|Iron Tail     |               |
|TM 26|Earthquake    |               |
|TM 27|Return        |               |
|TM 28|Dig           |               |
|TM 32|Double Team   |               |
|TM 36|Sluge Bomb    |               |
|TM 41|Torment       |               |
|TM 42|Facade        |               |
|TM 43|Secret Power  |               |
|TM 44|Rest          |               |
|TM 45|Attract       |               |
|TM 46|Thief         |               |
|TM 49|Snatch        |               |
|----|-----|-----|
|HM 04|Strength      |               |
\-----/

```

Move Tutors List:

```

/-----\
|Move Name:    |Notes:        |
|-----|-----|
|Body Slam     |               |

```

```

|Double-Edge      |
|Mimic            |
|Rock Slide      |
|Substitute      |
\-----/

```

```

=====
#172 Pichu/#25 Pikachu/#26 Raichu

```

Type: Electric

Ability: Static

Egg Group: Field/Fairy

Location: Pikachu: Viridian Forest, Power Plant
Raichu: Evolves from Raichu

Evolution Line:

```

      Pichu      Friendship Evoluion
      Pikachu   Thunder Stone
      Raichu     Final

```

Move List:

```

/-----\
|Name          |Type      |Pre|#1|#2|
|-----|-----|---|---|---|
|Thundershock  |Electric  |Sta|Sta|Sta|
|Charm         |Normal    |Sta|-|-|
|Growl         |Normal    |-|Sta|Sta|
|Tail Whip     |Normal    |6|6|-|
|Thunder Wave  |Electric  |8|8|-|
|Sweet Kiss    |Normal    |11|-|-|
|Quick Attack  |Normal    |-|11|-|
|Double Team   |Normal    |-|15|-|
|Slam          |Normal    |-|20|-|
|Thunderbolt   |Electric  |-|26|-|
|Agility       |Psychic   |-|33|-|
|Thunder       |Electric  |-|41|-|
|Light Screen  |Psychic   |-|50|-|
\-----/

```

Egg Move List:

```

/-----\
|Name          |Type      |
|-----|-----|
|Reversal      |Fighting  |
|Bide          |Normal    |
|Present       |Normal    |
|Encore        |Normal    |
|Doubleslap    |Normal    |
|Wish          |Normal    |
|Charge        |Electric  |
\-----/

```

TM and HM List:

TM	Name	Notes
TM 01	Focus Punch	
TM 06	Toxic	
TM 10	Hidden Power	
TM 15	Hyper Beam	Raichu only
TM 16	Light Screen	
TM 17	Protect	
TM 18	Rain Dance	
TM 21	Frustration	
TM 23	Iron Tail	
TM 24	Thunderbolt	
TM 25	Thunder	
TM 27	Return	
TM 28	Dig	
TM 31	Brick Break	
TM 32	Double Team	
TM 34	Shock Wave	
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 45	Attract	
TM 46	Thief	Raichu only
HM 04	Strength	
HM 05	Flash	
HM 06	Rock Smash	

Move Tutors List:

Move Name:	Notes:
Mega Punch	
Mega Kick	
Body Slam	
Double-Edge	
Counter	
Seismic Toss	
Mimic	
Thunder Wave	
Substitute	

Lost Moves:

Name	Type
Swift	Normal

=====
#27 Sandshrew/#28 Sandslash

Type: Ground

Ability: Sand Veil

Egg Group: Field

Location: Sandshrew: 4, 8, 9, 10, 23 (LeafGreen Only)
Sandslash: Route 23, Victory Road (LeafGreen only)

Evolution Line: Sandshrew Lv 22
Sandslash Final

Move List:

```
/-----\  
|Name          |Type      |#1|#2|  
|-----|-----|---|---|  
|Scratch       |Normal    |Sta|Sta|  
|Defence Curl  |Normal    |6  |6  |  
|Sand Attack   |Normal    |11 |11 |  
|Poison Sting  |Poison    |17 |17 |  
|Slash         |Normal    |23 |24 |  
|Swift         |Normal    |30 |33 |  
|Fury Swipes   |Normal    |37 |42 |  
|Sand Tomb     |Ground    |45 |52 |  
|Sandstorm     |Rock      |53 |62 |  
\-----/
```

Egg Move List:

```
/-----\  
|Name          |Type      |  
|-----|-----|  
|Flail         |Normal    |  
|Safeguard     |Normal    |  
|Counter       |Fighting  |  
|Rapid Spin    |Normal    |  
|Rock Slide    |Rock      |  
|Metal Claw    |Metal     |  
|Swords Dance  |Normal    |  
|Crush Claw    |Normal    |  
\-----/
```

TM and HM List:

```
/-----\  
|TM  |Name          |Notes          |  
|----|-----|-----|  
|TM 01|Focus Punch  |              |  
|TM 06|Toxic        |              |  
|TM 10|Hidden Power |              |  
|TM 11|Sunny Day    |              |  
|TM 15|Hyper Beam   |Sandslash only|  
|TM 17|Protect      |              |  
|TM 21|Frustration  |              |  
|TM 23|Iron Tail    |              |  
|TM 26|Earthquake   |              |  
|TM 27|Return       |              |  
|TM 28|Dig          |              |  
|TM 31|Brick Break  |              |  
|TM 32|Double Team  |              |  
|TM 37|Sandstorm    |              |  
|TM 39|Rock Tomb    |              |  
|TM 40|Aerial Ace   |              |  
|TM 42|Facade       |              |  
|TM 43|Secret Power |              |  
|TM 44|Rest         |              |
```

```

|TM 45|Attract      |      |
|TM 46|Thief        |      |
|-----|-----|-----|
|HM 01|Cut              |      |
|HM 04|Strength         |      |
|HM 06|Rock Smash       |      |
\-----/

```

Move Tutors List:

```

/-----\
|Move Name:      |Notes:      |
|-----|-----|
|Swords Dance   |            |
|Body Slam      |            |
|Double-Edge    |            |
|Counter        |            |
|Seismic Toss   |            |
|Mimic          |            |
|Rock Slide     |            |
|Substitute     |            |
\-----/

```

=====

#29 Nidoran Female/#30 Nidorina/#31 Nidoqueen

Type: Nidoran/Nidorina: Poison
Nidoqueen: Poison/Ground

Ability: Poison Point

Egg Group: Nidoran: Monster/Field

Nidorina/Nidoqueen: None, has to breed with Ditto.

Location: Nidoran: Routes 3, Safari Zone
Nidorina: Safari Zone
Nidoqueen: Evolves from Nidorina

Evolution Line: Nidoran Lv 16
Nidorina Moon Stone
Nidoqueen Final

Move List:

```

/-----\
|Name              |Type        |#1|#2|#3|
|-----|-----|---|---|---|
|Growl             |Normal     |Sta|Sta|Sta|
|Scratch           |Normal     |Sta|Sta|Sta|
|Tail Whip        |Normal     |8 |8 |8 |
|Double Kick      |Fighting  |12|12|- |
|Poison Sting     |Poison     |17|18|- |
|Bite              |Dark       |20|22|- |
|Body Slam        |Normal     |- |-|22|
|Helping Hand     |Normal     |23|26|- |
|Fury Swipes      |Normal     |30|34|- |
|Flatter          |Dark       |38|43|- |
|Superpower       |Fighting  |- |-|43|
|Crunch           |Dark       |47|53|- |
\-----/

```


Egg Move List:

```

/-----\
|Name           |Type   |
|-----|-----|
|Supersonic     |Normal |
|Disable        |Normal |
|Take Down      |Normal |
|Focus Energy   |Normal |
|Charm          |Normal |
|Counter        |Fighting|
|Beat Up        |Dark   |
\-----/

```

TM and HM List:

```

/-----\
|TM  |Name           |Notes           |
|----|-----|-----|
|TM 01|Focus Punch   |Nidoqueen only|
|TM 03|Water Pulse   |                |
|TM 05|Roar          |Nidoqueen only|
|TM 06|Toxic         |                |
|TM 10|Hidden Power  |                |
|TM 11|Sunny Day     |                |
|TM 12|Taunt         |Nidoqueen only|
|TM 13|Ice Beam      |                |
|TM 14|Blizzard      |                |
|TM 15|Hyper Beam    |Nidoqueen only|
|TM 17|Protect       |                |
|TM 18|Rain Dance    |                |
|TM 21|Frustration   |                |
|TM 23|Iron Tail     |                |
|TM 24|Thunderbolt   |                |
|TM 25|Thunder       |                |
|TM 26|Earthquake    |Nidoqueen only|
|TM 27|Return        |                |
|TM 28|Dig           |                |
|TM 30|Shadow Ball   |Nidoqueen only|
|TM 31|Brick Break   |Nidoqueen only|
|TM 32|Double Team   |                |
|TM 34|Shock Wave    |                |
|TM 35|Flamethrower |Nidoqueen only|
|TM 36|Sluge Bomb    |                |
|TM 37|Sandstorm     |Nidoqueen only|
|TM 38|Fire Blast    |Nidoqueen only|
|TM 39|Rock Tomb     |Nidoqueen only|
|TM 40|Aerial Ace    |                |
|TM 41|Torment       |Nidoqueen only|
|TM 42|Facade        |                |
|TM 43|Secret Power  |                |
|TM 44|Rest          |                |
|TM 45|Attract       |                |
|TM 46|Thief         |                |
|----|-----|-----|
|HM 01|Cut           |                |
|HM 03|Surf          |Nidoqueen only|
|HM 04|Strength      |                |
|HM 06|Rock Smash    |                |
\-----/

```

Move Tutors List:

```

/-----\
|Move Name:   |Notes:       |
|-----|-----|
|Mega Punch   |Nidoqueen only|
|Mega Kick    |Nidoqueen only|
|Body Slam    |              |
|Double-Edge  |              |
|Counter      |              |
|Seismic Toss |Nidoqueen only|
|Mimic        |              |
|Rock Slide   |Nidoqueen only|
|Substitute   |              |
\-----/

```

Lost Moves:

```

/-----\
|Name          |Type         |
|-----|-----|
|Tackle        |Normal       |
\-----/

```

=====

#32 Nidoran Male/#33 Nidorino/#34 Nidoking

Type: Nidoran Male/Nidorino: Poison
 Nidoking: Poison/Ground

Ability: Poison Point

Egg Group: Monster/Field

Location: Nidoran Male: Route 3, Safari Zone
 Nidorino: Safari Zone
 Nidoking: Evolves from Nidorino

Evolution Line: Nidoran Male Lv 16
 Nidorino Moon Stone
 Nidoking Final

Move List:

```

/-----\
|Name          |Type         |#1|#2|#3|
|-----|-----|---|---|---|
|Leer          |Normal       |Sta|Sta|Sta|
|Peck          |Flying       |Sta|Sta|Sta|
|Focus Energy  |Normal       |8 |8 |- |
|Double Kick   |Fighting    |12|12|- |
|Poison Sting  |Poison       |17|18|- |
|Horn Attack   |Normal       |20|22|- |
|Thrash        |Normal       |- |-|22|
|Helping Hand  |Normal       |23|26|- |
|Fury Attack   |Normal       |30|34|- |
|Flatter       |Dark         |38|43|- |
|Megahorn      |Bug          |- |-|43|
|Horn Drill    |Normal       |47|53|- |
\-----/

```

Egg Move List:

Name	Type
Counter	Fighting
Disable	Normal
Supersonic	Normal
Take Down	Normal
Amnesia	Psycic
Confusion	Psycic
Beat Up	Dark

TM and HM List:

TM	Name	Notes
TM 01	Focus Punch	Nidoking only
TM 03	Water Pulse	
TM 05	Roar	Nidoking only
TM 06	Toxic	
TM 10	Hidden Power	
TM 11	Sunny Day	
TM 12	Taunt	Nidoking only
TM 13	Ice Beam	
TM 14	Blizzard	
TM 15	Hyper Beam	Nidoking only
TM 17	Protect	
TM 18	Rain Dance	
TM 21	Frustration	
TM 23	Iron Tail	
TM 24	Thunderbolt	
TM 25	Thunder	
TM 26	Earthquake	Nidoking only
TM 27	Return	
TM 28	Dig	
TM 30	Shadow Ball	Nidoking only
TM 31	Brick Break	Nidoking only
TM 32	Double Team	
TM 34	Shock Wave	
TM 35	Flamethrower	
TM 36	Sluge Bomb	
TM 37	Sandstorm	
TM 38	Fire Blast	Nidoking only
TM 39	Rock Tomb	Nidoking only
TM 40	Aerial Ace	Nidoking only
TM 41	Torment	Nidoking only
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 45	Attract	
TM 46	Thief	
HM 01	Cut	
HM 03	Surf	Nidoking only
HM 04	Strength	
HM 06	Rock Smash	

Move Tutors List:

Move Name:	Notes:
Mega Punch	Nidoking only
Mega Kick	Nidoking only
Body Slam	
Double-Edge	
Counter	
Seismic Toss	Nidoking only
Mimic	
Rock Slide	Nidoking only
Substitute	

Lost Moves:

Name	Type
Tackle	Normal

=====
#35 Clefairy/#36 Clefable

Type: Normal

Ability: Cute Charm

Egg Group: Fairy

Location: Clefairy: Mt. Moon
Clefable: Evolve from Clefairy

Evolution Line: Clefairy Moon Stone
Clefable Final

Move List:

Name	Type	#1	#2
Pound	Normal	Sta	Sta
Growl	Normal	Sta	Sta
Sing	Normal	9	-
Double Slap	Normal	13	-
Minimize	Normal	21	-
Defence Curl	Normal	25	-
Metronome	Normal	29	-
Cosmic Power	Psychic	33	-
Moonlight	Normal	37	-
Light Screen	Psychic	41	-
Meteor Mash	Steel	45	-

Egg Move List:

Name	Type
------	------

TM and HM List:

TM	Name	Notes
TM 01	Focus Punch	
TM 03	Water Pulse	
TM 04	Calm Mind	
TM 06	Toxic	
TM 10	Hidden Power	
TM 11	Sunny Day	
TM 12	Taunt	
TM 13	Ice Beam	
TM 14	Blizzard	
TM 15	Hyper Beam	Clefable only
TM 16	Light Screen	
TM 17	Protect	
TM 18	Rain Dance	
TM 20	Safeguard	
TM 21	Frustration	
TM 22	Solar Beam	
TM 23	Iron Tail	
TM 24	Thunderbolt	
TM 25	Thunder	
TM 27	Return	
TM 28	Dig	
TM 29	Psycic	
TM 30	Shadow Ball	
TM 31	Brick Break	
TM 32	Double Team	
TM 33	Reflect	
TM 34	Shock Wave	
TM 35	Flamethrower	
TM 38	Fire Blast	
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 49	Snatch	
HM	Name	Notes
HM 01	Cut	
HM 02	Fly	
HM 03	Surf	
HM 04	Strength	
HM 05	Flash	
HM 06	Rock Smash	
HM 07	Waterfall	

Move Tutors List:

Move Name:	Notes:
Mega Punch	
Mega Kick	
Body Slam	
Double Edge	
Counter	
Seismic Toss	
Mimic	
Metronome	
Softboiled	
Dream Eater	

```
|Thunder Wave |
|Substitute |
\-----/
```

=====
#37 Vulpix/#38 Ninetales

Type: Fire

Ability: Flash Fire

Egg Group: Field

Location: Vulpix: Route 7, 8, Pokemon Mansion (LeafGreen Only)
Ninetales: Evolve from Vulpix

Evolution Line: Vulpix Fire Stone
 Ninetales Final

Move List:

```
/-----\  
|Name                   |Type      |#1|#2|  
|-----|-----|---|---|  
|Ember                   |Fire      |Sta|Sta|  
|Tail Whip               |Normal    |5  |-  |  
|Roar                    |Normal    |9  |-  |  
|Quick Attack            |Normal    |13 |-  |  
|Will-O-Wisp             |Fire      |17 |-  |  
|Confuse Ray             |Ghost     |21 |-  |  
|Flamethrower            |Fire      |29 |-  |  
|Safeguard               |Normal    |33 |-  |  
|Grudge                  |Ghost     |37 |-  |  
|Fire Spin               |Fire      |42 |45 |  
\-----/
```

Egg Move List:

```
/-----\  
|Name                   |Type      |  
|-----|-----|  
|Flail                  |Normal    |  
|Spite                  |Ghost     |  
|Disable                |Normal    |  
|Howl                   |Normal    |  
|Psych Up               |Normal    |  
|Heat Wave               |Fire      |  
\-----/
```

TM and HM List:

```
/-----\  
|TM  |Name           |Notes           |  
|----|-----|-----|  
|TM 05|Roar           |                |  
|TM 06|Toxic          |                |  
|TM 10|Hidden Power   |                |  
|TM 11|Sunny Day      |                |  
|TM 15|Hyper Beam     |Ninetales only  |  
|TM 17|Protect        |                |  
|TM 20|Safeguard      |                |  
|TM 21|Frustration   |                |
```

TM 23	Iron Tail		
TM 27	Return		
TM 28	Dig		
TM 32	Double Team		
TM 35	Flamethrower		
TM 38	Fire Blast		
TM 42	Facade		
TM 43	Secret Power		
TM 44	Rest		
TM 45	Attract		
TM 50	Overheat		

\-----/

Move Tutors List:

/-----\		
Move Name:	Notes:	

Body Slam		
Double-Edge		
Mimic		
Substitute		
\-----/		

=====

#39 Jigglypuff/#40 Wigglytuff

Type: Normal

Ability: Cute Charm

Egg Group: Fairy

Location: Jigglypuff: Route 3
Wigglytuff: Evolves from Jigglypuff

Evolution Line: Jigglypuff Moon stone
Wigglytuff Final

Move List:

/-----\				
Name	Type	#1	#2	

Sing	Normal	Sta	Sta	
Defense Curl	Normal	4	-	
Pound	Normal	9	-	
Disable	Psychic	14	-	
Rollout	Rock	19	-	
Double Slap	Nomal	24	-	
Rest	Psychic	29	-	
Body Slam	Normal	34	-	
Mimic	Normal	39	-	
Hyper Voice	Normal	44	-	
Double Edge	Normal	49	-	
\-----/				

Egg Move List:

/-----\		
Name	Type	

\-----/		

TM and HM List:

```

/-----\
|TM   |Name           |Notes           |
|-----|-----|-----|
|TM 01|Focus Punch   |                |
|TM 03|Water Pulse   |                |
|TM 06|Toxic         |                |
|TM 10|Hidden Power  |                |
|TM 11|Sunny Day     |                |
|TM 13|Ice Beam      |                |
|TM 14|Blizzard      |                |
|TM 15|Hyper Beam    |Wigglytuff only|
|TM 16|Light Screen  |                |
|TM 17|Protect       |                |
|TM 18|Rain Dance    |                |
|TM 20|Safeguard     |                |
|TM 21|Frustration  |                |
|TM 22|Solar Beam    |                |
|TM 24|Thunderbolt   |                |
|TM 25|Thunder       |                |
|TM 27|Return        |                |
|TM 28|Dig           |                |
|TM 29|Psycic       |                |
|TM 30|Shadow Ball   |                |
|TM 31|Brick Break   |                |
|TM 32|Double Team   |                |
|TM 33|Reflect       |                |
|TM 34|Shock Wave    |                |
|TM 35|Flamethrower |                |
|TM 38|Fire Blast    |                |
|TM 42|Facade        |                |
|TM 43|Secret Power  |                |
|TM 44|Rest          |                |
|TM 45|Attract       |                |
|TM 49|Snatch        |                |
|-----|-----|-----|
|HM 04|Strength      |                |
|HM 05|Flash         |                |
\-----/

```

Move Tutors List:

```

/-----\
|Move Name: |Notes:         |
|-----|-----|
|Mega Punch |                |
|Mega Kick  |                |
|Body Slam  |                |
|Double-Edge|                |
|Counter    |                |
|Seismic Toss|                |
|Mimic      |                |
|Dream Eater|                |
|Thunder Wave|                |
|Substitute |                |
\-----/

```


Type: Poison

Ability: Inner Focus

Egg Group: Flying

Location: Zubat: Mt. Moon, Rock Tunnel, Seafoms Island, Victory Road,
Four Island, Five Island, Altering Cave.

Golbat: Seafoam Island, Four Island, Five Island, Cerulean
Cave, Victory Road.

Crobat: Evolves from Golbat after getting the Nationaldex

Evolution Line: Zubat Lv 22
Golbat Friendly Evolution
Crobat Final

Move List:

```
/-----\  
|Name                |Type      |#1|#2|  
|-----|-----|---|---|  
|Leech Life          |Bug       |Sta|Sta|  
|Screech             |Normal    |-  |Sta|  
|Astonish            |Ghost     |6  |6  |  
|Supersonic          |Normal    |11 |11 |  
|Bite                |Dark      |16 |16 |  
|Wing Attack         |Flying    |21 |21 |  
|Confuse Ray         |Ghost     |26 |28 |  
|Air Cutter          |Fly       |31 |35 |  
|Mean Look           |Normal    |36 |42 |  
|Poison Fang         |Poison    |41 |49 |  
|Haze                |Ice       |46 |56 |  
\-----/
```

Egg Move List:

```
/-----\  
|Name                |Type      |  
|-----|-----|  
|Quick Attack        |Normal    |  
|Pursuit             |Dark      |  
|Faint Attack        |Dark      |  
|Gust                |Fly       |  
|Whirlwind           |Normal    |  
|Curse               |???       |  
|Double-Edge         |Normal    |  
\-----/
```

TM and HM List:

```
/-----\  
|TM  |Name          |Notes      |  
|----|-----|-----|  
|TM 06|Toxic         |           |  
|TM 10|Hidden Power  |           |  
|TM 11|Sunny Day     |           |  
|TM 12|Taunt         |           |  
|TM 15|Hyper Beam    |Golbat and Crobat only|  
|TM 17|Protect       |           |  
|TM 18|Rain Dance    |           |  
|TM 19|Giga Drain    |           |  
\-----/
```

```

|TM 21|Frustration |
|TM 27|Return      |
|TM 30|Shadow Ball |
|TM 32|Double Team  |
|TM 36|Sluge Bomb   |
|TM 40|Aerial Ace   |
|TM 41|Torment      |
|TM 42|Facade        |
|TM 43|Secret Power  |
|TM 44|Rest           |
|TM 45|Attract       |
|TM 46|Thief          |
|TM 47|Steel Wing    |
|TM 49|Snatch         |
\-----/

```

Move Tutors List:

```

/-----\
|Move Name:   |Notes:      |
|-----|-----|
|Double-Edge |           |
|Mimic        |           |
|Substitute   |           |
\-----/

```

=====
#43 Oddish/#44 Gloom/#45 Vileplume

Type: Grass/Poison

Ability: Chlorophyll

Egg Group: Grass

Location: Oddish: Routes 5, 6, 7, 24, 25, 12, 13, 14, 15, Two Island, Three Island, Six Island (FireRed only)

Gloom: Routes 12, 13, 14, 15, Two Island, Three Island, Six Island. (FireRed only)

Vileplume: Evolves from Gloom.

Evolution Line: Oddish Lv 21
 Gloom Leaf Stone
 Vileplume Final

Move List:

```

/-----\
|Name           |Type      |#1|#2|#3|
|-----|-----|---|---|---|
|Absorb         |Grass     |Sta|Sta|Sta|
|Sweet Scent    |Normal    |7  |7  |-  |
|Poison Powder  |Poison    |14 |14 |-  |
|Stun Spore     |Grass     |16 |16 |-  |
|Sleep Powder   |Grass     |18 |18 |-  |
|Acid           |Poison    |23 |24 |-  |
|Moonlight      |Normal    |32 |35 |-  |
|Petal Dance    |Grass     |39 |44 |44 |

```

Egg Move List:

```
-----\
|Name                |Type      |
|-----|-----|
|Swords Dance       |Normal    |
|Razor Leaf         |Grass     |
|Flail              |Normal    |
|Synthesis          |Grass     |
|Charm              |Normal    |
|Ingrain            |Grass     |
\-----/
```

TM and HM List:

```
-----\
|TM  |Name                |Notes      |
|----|-----|-----|
|TM 06|Toxic              |           |
|TM 09|Bullet Seed       |           |
|TM 10|Hidden Power      |           |
|TM 11|Sunny Day         |           |
|TM 15|Hyper Beam        |Vileplume only|
|TM 17|Protect           |           |
|TM 19|Giga Drain        |           |
|TM 21|Frustration       |           |
|TM 22|Solar Beam        |           |
|TM 27|Return            |           |
|TM 32|Double Team       |           |
|TM 36|Sluge Bomb        |           |
|TM 42|Facade            |           |
|TM 43|Secret Power      |           |
|TM 44|Rest              |           |
|TM 45|Attract           |           |
|----|-----|-----|
|HM 01|Cut               |           |
|HM 05|Flash             |           |
\-----/
```

Move Tutors List:

```
-----\
|Move Name:         |Notes:     |
|-----|-----|
|Swords Dance      |           |
|Body Slam         |Vileplume only|
|Double-Edge       |           |
|Mimic             |           |
|Substitute        |           |
\-----/
```

=====
#46 Paras/#47 Parasect

Type: Bug/Grass

Ability: Effect Spore

Egg Group: Bug/Grass

Location: Paras: Mt. Moon and the Safari Zone

Parasect: Safari Zone, Cerulean Cave

Evolution Line: Paras Lv 24
 Parasect Final

Move List:

```

/-----\
|Name          |Type      |#1|#2|
|-----|-----|---|---|
|Scratch       |Normal    |Sta|Sta|
|Stun Spore    |Grass     |7 |7 |
|Poisonpowder  |Poison    |13|13|
|Leech Life    |Bug       |19|19|
|Spore         |Grass     |25|27|
|Slash         |Normal    |31|35|
|Growth        |Normal    |37|43|
|Giga Drain    |Grass     |43|51|
|Aromatherapy  |Grass     |49|59|
\-----/
    
```

Egg Move List:

```

/-----\
|Name          |Type      |
|-----|-----|
|False Swipe   |Normal    |
|Screech       |Normal    |
|Counter       |Fighting  |
|Psybeam       |Psychic   |
|Flail         |Normal    |
|Sweet Scent   |Normal    |
|Light Screen  |Psychic   |
|Pursuit       |Dark      |
\-----/
    
```

TM and HM List:

```

/-----\
|TM  |Name          |Notes          |
|----|-----|-----|
|TM 06|Toxic         |               |
|TM 09|Bullet Seed   |               |
|TM 10|Hidden Power  |               |
|TM 11|Sunny Day     |               |
|TM 15|Hyper Beam    |Parasect only |
|TM 17|Protect       |               |
|TM 19|Giga Drain    |               |
|TM 21|Frustration   |               |
|TM 22|Solar Beam    |               |
|TM 27|Return        |               |
|TM 28|Dig           |               |
|TM 32|Double Team   |               |
|TM 36|Sluge Bomb    |               |
|TM 40|Aerial Ace    |               |
|TM 42|Facade        |               |
|TM 43|Secret Power  |               |
|TM 44|Rest          |               |
|TM 45|Attract       |               |
|TM 46|Thief         |               |
|----|-----|-----|
|HM 01|Cut           |               |
    
```

```
|HM 05|Flash      |      |
|HM 06|Rock Smash |      |
\-----/
```

Move Tutors List:

```
/-----\
|Move Name:      |Notes:      |
|-----|-----|
|Swords Dance   |            |
|Body Slam      |            |
|Double-Edge    |            |
|Counter        |            |
|Mimic          |            |
|Substitute     |            |
\-----/
```

=====

#48 Venonat/#49 Venomoth

Type: Bug/Poison

Ability: Compoundeyes (Venonat)
Shield Dust (Venomoth)

Egg Group: Bug

Location: Venonat: Routes 12, 13, 14, 15, Safari Zone, Three Island
Venomoth: Safari Zone, Three Island

Evolution Line: Venonat Lv 31
Venomoth Final

Move List:

```
/-----\
|Name              |Type      |#1|#2|
|-----|-----|---|---|
|Tackle            |Normal    |Sta|Sta|
|Disable          |Psychic   |Sta|Sta|
|Foresight        |Normal    |Sta|Sta|
|Supersonic       |Normal    |9  |9  |
|Confusion        |Psychic   |17 |17 |
|Poison Powder    |Poison    |20 |20 |
|Leech Life       |Grass     |25 |25 |
|Stun Spore       |Grass     |28 |28 |
|Gust             |Flying    |-  |31 |
|Psybeam          |Psychic   |33 |36 |
|Sleep Powder     |Grass     |36 |42 |
|Psychic          |Psychic   |41 |52 |
\-----/
```

Egg Move List:

```
/-----\
|Name              |Type      |
|-----|-----|
|Baton Pass       |Normal    |
|Screech          |Normal    |
|Giga Drain       |Grass     |
|Signal Beam      |Bug       |
\-----/
```

TM and HM List:

```

/-----\
|TM   |Name           |Notes           |
|-----|-----|-----|
|TM 06|Toxic           |                |
|TM 10|Hidden Power   |                |
|TM 11|Sunny Day      |                |
|TM 15|Hyper Beam     |Venomoth only  |
|TM 17|Protect        |                |
|TM 19|Giga Drain     |                |
|TM 21|Frustration    |                |
|TM 22|Solar Beam     |                |
|TM 27|Return         |                |
|TM 29|Psycic        |                |
|TM 32|Double Team    |                |
|TM 36|Sluge Bomb     |                |
|TM 40|Aerial Ace     |Venomoth only  |
|TM 42|Facade         |                |
|TM 43|Secret Power   |                |
|TM 44|Rest           |                |
|TM 45|Attract       |                |
|TM 46|Thief          |                |
|TM 48|Skill Swap     |                |
|-----|-----|-----|
|HM 05|Flash         |                |
\-----/

```

Move Tutors List:

```

/-----\
|Move Name:  |Notes:         |
|-----|-----|
|Double-Edge |                |
|Mimic       |                |
|Substitute  |                |
\-----/

```

=====

#50 Diglett/#51 Dugtrio

Type: Ground

Ability: Sand Veil
 Arena Trap

Egg Group: Field

Location: Both: Diglett's Cave

Evolution Line: Diglett Lv 26
 Dugtrio Final

Move List:

```

/-----\
|Name           |Type   |#1|#2|
|-----|-----|---|---|
|Scratch        |Normal |Sta|Sta|
|Sand Attack    |Normal |Sta|Sta|
|Tri Attack     |Normal |-  |Sta|

```

Growl	Normal	5	5	
Dig	Ground	17	17	
Fury Swipes	Normal	21	21	
Mud-Slap	Ground	25	25	
Sand Tomb	Ground	-	26	
Slash	Normal	33	38	
Eathquake	Ground	41	51	
Fissure	Ground	49	64	

Egg Move List:

Name	Type	
Faint Attack	Dark	
Screech	Normal	
Ancientpower	Rock	
Pursuit	Dark	
Beat Up	Dark	
Uproar	Normal	
Rock Slide	Rock	

TM and HM List:

TM	Name	Notes	
TM 06	Toxic		
TM 10	Hidden Power		
TM 11	Sunny Day		
TM 15	Hyper Beam	Dugtrio only	
TM 17	Protect		
TM 21	Frustration		
TM 26	Earthquake		
TM 27	Return		
TM 28	Dig		
TM 32	Double Team		
TM 36	Sluge Bomb		
TM 39	Rock Tomb		
TM 40	Aerial Ace		
TM 42	Facade		
TM 43	Secret Power		
TM 44	Rest		
TM 45	Attract		
TM 46	Thief		
HM 01	Cut		
HM 06	Rock Smash		

Move Tutors List:

Move Name:	Notes:	
Body Slam		
Double-Edge		
Mimic		
Rock Slide		
Substitute		

=====

#52 Meowth/#53 Persian

Type: Normal

Ability: Pickup (Meowth)
Limber (Persian)

Egg Group: Field

Location: Meowth: Routes 5, 6, 7, 8, One Island, Two Island, Three Island,
Five Island.

Persian: One Island, Two Island, Three Island, Five Island,
Six Island.

Evolution Line: Meowth Lv 28
Persian Final

Move List:

```
/-----\  
|Name          |Type      |#1|#2|  
|-----|-----|---|---|  
|Scratch       |Normal    |Sta|Sta|  
|Growl         |Normal    |Sta|Sta|  
|Bite          |Dark      |10 |10 |  
|Pay Day       |Normal    |18 |18 |  
|Faint Attack  |Dark      |25 |25 |  
|Screech       |Normal    |31 |34 |  
|Fury Swipes   |Normal    |36 |42 |  
|Slash         |Normal    |40 |49 |  
|Fake Out      |Normal    |43 |55 |  
|Swagger       |Normal    |45 |61 |  
\-----/
```

Egg Move List:

```
/-----\  
|Name          |Type      |  
|-----|-----|  
|Spite         |Ghost     |  
|Charm         |Normal    |  
|Hypnosis      |Psychic   |  
|Amnesia       |Psychic   |  
|Psych Up      |Normal    |  
|Assist        |Normal    |  
\-----/
```

TM and HM List:

```
/-----\  
|TM  |Name          |Notes          |  
|----|-----|-----|  
|TM 03|Water Pulse  |               |  
|TM 05|Roar         |Persian only  |  
|TM 06|Toxic        |               |  
|TM 10|Hidden Power |               |  
|TM 11|Sunny Day    |               |  
|TM 12|Taunt        |               |  
|TM 15|Hyper Beam   |Persian only  |  
\-----/
```


TM 17	Protect	
TM 18	Rain Dance	
TM 21	Frustration	
TM 23	Iron Tail	
TM 24	Thunderbolt	
TM 25	Thunder	
TM 27	Return	
TM 28	Dig	
TM 30	Shadow Ball	
TM 32	Double Team	
TM 34	Shock Wave	
TM 40	Aerial Ace	
TM 41	Torment	
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 45	Attract	
TM 46	Thief	
TM 49	Snatch	
----- ----- -----		
HM 01	Cut	
HM 05	Flash	
\-----/		

Move Tutors List:

/-----\	
Move Name:	Notes:

Body Slam	
Double-Edge	
Mimic	
Dream Eater	
Substitute	
\-----/	

=====

#54 Psyduck/#55 Golduck

Type: Water

Ability: Damp
Cloud Nine

Egg Group: Water 1/Field

Location: Psyduck: Super Rod pretty much anywhere (HINT: If you cannot find one, fish at Pallet town. They are pretty much in every water patch you can find) (FireRed only)

Golduck: Seafoam Island, Two Island, Three Island, Cerulean Cave (FireRed only)

Evolution Line: Psyduck Lv 33
Golduck Final

Move List:

/-----\				
Name	Type	#1	#2	
----- ----- -----				

Water Sport	Water	Sta Sta
Scratch	Normal	Sta Sta
Tail Whip	Normal	5 5
Disable	Psycic	10 10
Confusion	Psycic	16 16
Screech	Normal	23 23
Psych Up	Normal	31 31
Fury Swipes	Normal	40 44
Hydrpump	Water	50 58

\-----/

Egg Move List:

Name	Type	
Hypnosis	Psycic	
Psybeam	Psycic	
Foresight	Normal	
Light Screen	Psycic	
Future Sight	Psycic	
Psycic	Psycic	
Cross Chop	Fighting	
Refresh	Normal	

\-----/

TM and HM List:

TM	Name	Notes	
TM 01	Focus Punch		
TM 03	Water Pulse		
TM 04	Calm Mind		
TM 06	Toxic		
TM 07	Hail		
TM 10	Hidden Power		
TM 13	Ice Beam		
TM 14	Blizzard		
TM 15	Hyper Beam	Golduck only	
TM 17	Protect		
TM 18	Rain Dance		
TM 21	Frustration		
TM 23	Iron Tail		
TM 27	Return		
TM 28	Dig		
TM 31	Brick Break		
TM 32	Double Team		
TM 40	Aerial Ace		
TM 42	Facade		
TM 43	Secret Power		
TM 44	Rest		
TM 45	Attract		
HM 03	Surf		
HM 04	Strength		
HM 05	Flash		
HM 06	Rock Smash		
HM 07	Waterfall		
HM 08	Dive		

\-----/

Move Tutors List:

```

/-----\
|Move Name:   |Notes:      |
|-----|-----|
|Mega Punch   |            |
|Mega Kick    |            |
|Body Slam    |            |
|Double-Edge  |            |
|Counter      |            |
|Seismic Toss |            |
|Mimic        |            |
|Substitute   |            |
\-----/
    
```

=====

#56 Mankey/#57 Primeape

Type: Fighting

Ability: Vital Spirit

Egg Group: Field

Location: Mankey: Routes 4, 3, 22, 23, Rock Tunnel
 Primeape: Route 23, Victory Road, Cerulean Cave

Evolution Line: Mankey Level 28
 Primeape Final

Move List:

```

/-----\
|Name           |Type      |#1|#2|
|-----|-----|---|---|
|Scratch        |Normal    |Sta|Sta|
|Leer           |Normal    |Sta|Sta|
|Low Kick       |Fighting  |6  |6  |
|Karate Chop    |Fighting  |11 |11 |
|Fury Swipes    |Normal    |16 |16 |
|Focus Energy   |Normal    |21 |21 |
|Seismic Toss   |Fighting  |26 |26 |
|Rage           |Normal    |-  |28 |
|Cross Chop     |Fighting  |31 |35 |
|Swagger        |Normal    |41 |44 |
|Screech        |Normal    |41 |53 |
|Trash          |Normal    |46 |62 |
\-----/
    
```

Egg Move List:

```

/-----\
|Name           |Type      |
|-----|-----|
|Rock Slide     |Rock      |
|Foresight      |Normal    |
|Meditate       |Normal    |
|Counter        |Fighting  |
|Reversal       |Fighting  |
|Beat Up        |Dark      |
|Revenge        |Fighting  |
|Smellingsalt   |Normal    |
    
```

\-----/

TM and HM List:

```
/-----\  
|TM   |Name           |Notes   |  
|----|-----|-----|  
|TM 01|Focus Punch   |         |  
|TM 06|Toxic          |         |  
|TM 08|Bulk Up        |         |  
|TM 10|Hidden Power   |         |  
|TM 11|Sunny Day      |         |  
|TM 12|Taunt          |         |  
|TM 15|Hyper Beam     |Primeape only|  
|TM 17|Protect        |         |  
|TM 18|Rain Dance     |         |  
|TM 21|Frustration    |         |  
|TM 23|Iron Tail      |         |  
|TM 24|Thunderbolt    |         |  
|TM 25|Thunder        |         |  
|TM 26|Earthquake     |         |  
|TM 27|Return         |         |  
|TM 28|Dig            |         |  
|TM 31|Brick Break    |         |  
|TM 32|Double Team    |         |  
|TM 39|Rock Tomb      |         |  
|TM 40|Aerial Ace     |         |  
|TM 42|Facade         |         |  
|TM 43|Secret Power   |         |  
|TM 44|Rest           |         |  
|TM 45|Attract        |         |  
|TM 46|Thief          |         |  
|TM 50|Overheat       |         |  
|----|-----|-----|  
|HM 04|Strength       |         |  
|HM 06|Rock Smash     |         |  
\-----/
```

Move Tutors List:

```
/-----\  
|Move Name:  |Notes:  |  
|-----|-----|  
|Mega Punch  |         |  
|Mega Kick   |         |  
|Body Slam   |         |  
|Double-Edge |         |  
|Counter     |         |  
|Seismic Toss|         |  
|Mimic       |         |  
|Metronome   |         |  
|Rock Slide  |         |  
|Substitute  |         |  
\-----/
```

Lost Moves:

```
/-----\  
|Name           |Type     |  
|-----|-----|  
|Fury Attack    |Normal   |  
\-----/
```

=====

#58 Growlithe/#59 Arcanine

Type: Fire

Ability: Intimidate
Flash Fire

Egg Group: Field

Location: Growlithe: Pokemon mansion (FireRed only)
Arcanine: Evolves from Growlithe

Evolution Line: Growlithe Fire Stone
 Arcanine Final

Move List:

```
/-----\  
|Name                |Type      |#1|#2|  
|-----|-----|---|---|  
|Bite                |Normal    |Sta|Sta|  
|Roar                |Normal    |Sta|Sta|  
|Ember               |Fire      |7  |- |  
|Leer               |Normal    |13 |- |  
|Odor Sleuth        |Normal    |19 |- |  
|Take Down          |Normal    |25 |- |  
|Flame Wheel        |Fire      |31 |- |  
|Helping Hand       |Normal    |47 |- |  
|Agility            |Psychic   |43 |- |  
|Flamethrower       |Fire      |49 |- |  
|Extremespeed       |Normal    |-  |49 |  
\-----/
```

Egg Move List:

```
/-----\  
|Name                |Type      |  
|-----|-----|  
|Body Slam          |Normal    |  
|Safeguard          |Normal    |  
|Crunch             |Dark      |  
|Thrash             |Normal    |  
|Fire Spin          |Fire      |  
|Howl               |Normal    |  
|Heat Wave          |Fire      |  
\-----/
```

TM and HM List:

```
/-----\  
|TM  |Name          |Notes      |  
|----|-----|-----|  
|TM 05|Roar          |           |  
|TM 06|Toxic         |           |  
|TM 10|Hidden Power  |           |  
|TM 11|Sunny Day     |           |  
|TM 15|Hyper Beam   |Arcanine only|  
|TM 17|Protect       |           |  
|TM 21|Frustration   |           |  
|TM 23|Iron Tail     |           |  
|TM 27|Return        |           |  
\-----/
```

```

|TM 28|Dig          |          |
|TM 32|Double Team  |          |
|TM 35|Flamethrower  |          |
|TM 38|Fire Blast     |          |
|TM 40|Aerial Ace     |          |
|TM 42|Facade         |          |
|TM 43|Secret Power    |          |
|TM 44|Rest           |          |
|TM 45|Attract        |          |
|TM 46|Thief          |          |
|TM 50|Overheat       |          |
|-----|-----|-----|
|HM 04|Strength       |          |
|HM 06|Rock Smash     |          |
\-----/

```

Move Tutors List:

```

/-----\
|Move Name:      |Notes:      |
|-----|-----|
|Body Slam      |            |
|Double-Edge    |            |
|Mimic          |            |
|Substitute     |            |
\-----/

```

=====
#60 Poliwhirl/#61 Poliwhirl/#62 Poliwrath

Type: Water (Poliwhirl and Poliwhirl), Water/Fighting (Poliwrath)

Ability: Water Absorb
Damp

Egg Group: Water 1

Location: Poliwhirl: Fuchsia, Viridian Cities, Routes 6, 22, 23, 25, Safari Zone, Two Island, Three Island, Six Island, Cerulean cave (All fishing with either the Good or Super Rod)

Poliwhirl: Viridian City, Routes 6, 22, 23, 25, Two Island, Four Island, Six Island, Cerulean cave.

Poliwrath: Evolves from Poliwhirl

Evolution Line: Poliwhirl Lv 25
Poliwhirl Water Stone (Poliwrath), Trade with King's Rock (Poliwhirl)
Poliwrath Final
Poliwhirl Final

Move List:

```

/-----\
|Name              |Type        |#1|#2|#3|
|-----|-----|---|---|---|
|Bubble           |Water       |Sta|Sta|Sta|
|Hypnosis         |Psychic     |7  |7  |-  |
|Water Gun        |Water       |13 |13 |-  |
|Double Slap      |Normal      |19 |19 |-  |

```

Rain Dance	Water	25	27	-	
Body Slam	Normal	31	35	-	
Submission	Fighting	-	-		35
Belly Drum	Normal	37	43	-	
Hydro Pump	Water	43	51	-	
Mind Reader	Normal	-	-		51

Egg Move List:

Name	Type
Mist	Ice
Bounce	Fly
Bubblebeam	Water
Haze	Ice
Mind Reader	Normal
Water Sport	Water
Ice Ball	Ice

TM and HM List:

TM	Name	Notes
TM 01	Focus Punch	Poliwhirl and Wrath only
TM 03	Water Pulse	
TM 05	Roar	
TM 06	Toxic	
TM 07	Hail	
TM 08	Bulk Up	Poliwrath only
TM 10	Hidden Power	
TM 13	Ice Beam	
TM 14	Blizzard	
TM 15	Hyper Beam	Poliwrath only
TM 17	Protect	
TM 18	Rain Dance	
TM 21	Frustration	
TM 26	Earthquake	Poliwhirl and Wrath only
TM 27	Return	
TM 28	Dig	
TM 29	Psycic	
TM 31	Brick Break	Poliwhirl and Wrath only
TM 32	Double Team	
TM 39	Rock Tomb	Poliwrath only
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 45	Attract	
TM 46	Thief	
HM 04	Strength	Poliwhirl and Wrath only
HM 06	Rock Smash	Poliwhirl and Wrath only
HM 07	Waterfall	
HM 08	Dive	

Move Tutors List:

Move Name:	Notes:
------------	--------

Mega Punch	Poliwhirl and Wrath only
Mega Kick	Poliwhirl and Wrath only
Body Slam	
Double-Edge	
Counter	Poliwhirl and Wrath only
Seismic Toss	Poliwhirl and Wrath only
Mimic	
Metronome	Poliwhirl and Wrath only
Substitute	

Lost Moves:

Name	Type
Amnesia	Psychic

#63 Abra/#64 Kadabra/#65 Alakazam

Type: Psychic

Ability: Synchronize
Inner Focus

Egg Group: Human-like

Location: Abra: Routes 24, 25, Celedon Casino
Kadabra: Cerulean Cave

Evolution Line: Abra Lv 16
Kadabra Link Trade
Alakasam Final

Move List:

Name	Type	#1	#2	#3
Teleport	Psychic	Sta	Sta	Sta
Confusion	Psychic	-	16	16
Disable	Psychic	-	18	18
Psybeam	Psychic	-	21	21
Reflect	Psychic	-	23	23
Recover	Normal	-	25	25
Future Sight	Psychic	-	30	30
Role Play	Psychic	-	33	-
Calm Mind	Psychic	-	-	33
Psychic	Psychic	-	36	36
Trick	Psychic	-	43	43

Egg Move List:

Name	Type
Encore	Normal
Barrier	Psychic

Knock Off	Dark	
Fire Punch	Fire	
Ice Punch	Ice	
Thunderpunch	Electric	

\-----/

TM and HM List:

TM	Name	Notes
TM 01	Focus Punch	
TM 04	Calm Mind	
TM 06	Toxic	
TM 10	Hidden Power	
TM 11	Sunny Day	
TM 12	Taunt	
TM 15	Hyper Beam	Alakazam only
TM 16	Light Screen	
TM 17	Protect	
TM 18	Rain Dance	
TM 20	Safeguard	
TM 21	Frustration	
TM 23	Iron Tail	
TM 27	Return	
TM 29	Psycic	
TM 30	Shadow Ball	
TM 32	Double Team	
TM 33	Reflect	
TM 34	Shock Wave	
TM 41	Torment	
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 45	Attract	
TM 46	Thief	
TM 48	Skill Swap	
TM 49	Snatch	
HM 05	Flash	

Move Tutors List:

Move Name:	Notes:
Mega Punch	
Mega Kick	
Body Slam	
Double-Edge	
Counter	
Seismic Toss	
Mimic	
Metronome	
Dream Eater	
Thunder Wave	
Substitute	

Type: Fighting

Ability: Guts

Egg Group: Human-Like

Location: Machop: Rock Tunnel, One Island, Victory Road
Machoke: Victory Road, One Island, Cerulean Cave
Machamp: Evolves from Machoke

Evolution Line: Machop Lv 28
Machoke Link Trade
Machamp Final

Move List:

```
/-----\  
|Name                |Type      |#1|#2|#3|  
|-----|-----|---|---|---|  
|Low Kick            |Fighting  |Sta|Sta|Sta|  
|Leer                |Normal    |Sta|Sta|Sta|  
|Focus Energy        |Normal    |7 |7 |7 |  
|Karate Chop         |Fighting  |13|13|13|  
|Seismic Toss        |Fighting  |19|19|19|  
|Foresight           |Normal    |22|22|22|  
|Revenge             |Fighting  |25|25|25|  
|Vital Throw         |Fighting  |31|33|33|  
|Submission          |Fighting  |37|41|41|  
|Cross Chop          |Fighting  |40|46|46|  
|Scary Face          |Normal    |43|51|51|  
|Dynamicpunch        |Fighting  |49|59|59|  
\-----/
```

Egg Move List:

```
/-----\  
|Name                |Type      |  
|-----|-----|  
|Light Screen        |Psychic   |  
|Meditate            |Psychic   |  
|Rolling Kick        |Fighting  |  
|Encore              |Normal    |  
|Smellingsalt        |Normal    |  
|Counter             |Fighting  |  
|Rock Slide          |Rock      |  
\-----/
```

TM and HM List:

```
/-----\  
|TM  |Name          |Notes  |  
|----|-----|-----|  
|TM 01|Focus Punch  |       |  
|TM 06|Toxic        |       |  
|TM 08|Bulk Up      |       |  
|TM 10|Hidden Power |       |  
|TM 11|Sunny Day    |       |  
|TM 15|Hyper Beam   |Machamp only|  
|TM 17|Protect      |       |  
|TM 18|Rain Dance   |       |  
|TM 21|Frustration  |       |  
\-----/
```

TM 26	Earthquake		
TM 27	Return		
TM 28	Dig		
TM 31	Brick Break		
TM 32	Double Team		
TM 35	Flamethrower		
TM 38	Fire Blast		
TM 39	Rock Tomb		
TM 42	Facade		
TM 43	Secret Power		
TM 44	Rest		
TM 45	Attract		
TM 46	Thief		

HM 04	Strength		
HM 06	Rock Smash		

Move Tutors List:

Move Name:	Notes:
Mega Punch	
Mega Kick	
Body Slam	
Double-Edge	
Counter	
Seismic Toss	
Mimic	
Metronome	
Rock Slide	
Substitute	

=====
#69 Bellsprout/#70 Weepingbell/#71 Victreebel

Type: Grass/Poison

Ability: Chlorophyll

Egg Group: Grass

Location: Bellsprout: Routes 5, 6, 7, 24, 25, 12, 13, 14, 15 (LeafGreen)

Weepingbell: 12, 13, 14, 15, Two Island, Three Island, Six Island (Leafgreen only)

Victreebel: Evolves from Weepingbell

Evolution Line: Bellsprout Lv 21
Weepingbell Leaf Stone
Victreebel Final

Move List:

Name	Type	#1	#2	#3
Vine Whip	Grass	Sta	Sta	Sta

Growth	Normal	6	6	-	
Wrap	Normal	11	11	-	
Sleep Powder	Grass	15	15	-	
Poison Powder	Poison	17	17	-	
Stun Spore	Grass	19	19	-	
Acid	Poison	23	24	-	
Sweet Scent	Normal	30	33	-	
Razor Leaf	Grass	37	42	-	
Slam	Normal	45	54	-	

\-----/

Egg Move List:

Name	Type	
Swords Dance	Normal	
Encore	Normal	
Reflect	Psychic	
Synthesis	Grass	
Leech Life	Bug	
Ingrain	Grass	
Magical Leaf	Grass	

\-----/

TM and HM List:

TM	Name	Notes	
TM 06	Toxic		
TM 09	Bullet Seed		
TM 10	Hidden Power		
TM 11	Sunny Day		
TM 15	Hyper Beam	Victreebel Only	
TM 17	Protect		
TM 19	Giga Drain		
TM 21	Frustration		
TM 22	Solar Beam		
TM 27	Return		
TM 32	Double Team		
TM 36	Sluge Bomb		
TM 42	Facade		
TM 43	Secret Power		
TM 44	Rest		
TM 45	Attract		
TM 46	Thief		
HM 01	Cut		
HM 05	Flash		

\-----/

Move Tutors List:

Move Name:	Notes:	
Swords Dance		
Body Slam	Victreebel only	
Double-Edge		
Mimic		
Substitute		

\-----/

=====

#72 Tentacool/#73 Tentacruel

Type: Water/Poison

Ability: Clear Body
Liquid Ooze

Egg Group: Water 3

Location: Tentacool: Pretty much surf in any body of water on a route. You should find one in no time.

Tentacruel: One Island, Three Island, Four Island, Five Island, Six Island

Evolution Line: Tentacool Lv 30
Tentacruel Final

Move List:

```
/-----\  
|Name          |Type      |#1|#2|  
|-----|-----|---|---|  
|Poison Sting  |Poison    |Sta|Sta|  
|Supersonic    |Normal    |6 |6 |  
|Constrict     |Normal    |12|12|  
|Acid          |Poison    |19|19|  
|Bubblebeam    |Water     |25|25|  
|Wrap          |Normal    |30|30|  
|Barrier        |Psycic   |36|38|  
|Screech       |Normal    |43|47|  
|Hydro Pump    |Water     |49|55|  
\-----/
```

Egg Move List:

```
/-----\  
|Name          |Type      |  
|-----|-----|  
|Aurora Beam   |Ice       |  
|Mirror Coat   |Psycic   |  
|Rapid Spin    |Normal    |  
|Haze          |Ice       |  
|Safeguard     |Normal    |  
|Confuse Ray   |Ghost     |  
\-----/
```

TM and HM List:

```
/-----\  
|TM  |Name          |Notes  |  
|----|-----|-----|  
|TM 03|Water Pulse  |       |  
|TM 06|Toxic        |       |  
|TM 07|Hail         |       |  
|TM 10|Hidden Power |       |  
|TM 13|Ice Beam     |       |  
|TM 14|Blizzard     |       |  
|TM 15|Hyper Beam   |Tentacruel only|  
\-----/
```

TM 17	Protect	
TM 18	Rain Dance	
TM 19	Giga Drain	
TM 21	Frustration	
TM 27	Return	
TM 32	Double Team	
TM 36	Sluge Bomb	
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 45	Attract	
TM 46	Thief	

HM 01	Cut	
HM 03	Surf	
HM 07	Waterfall	
HM 08	Dive	

\-----/

Move Tutors List:

Move Name:	Notes:
Swords Dance	
Double-Edge	
Mimic	
Substitute	

\-----/

Lost Moves:

Name	Type
Water Gun	Water

\-----/

=====
#74 Geodude/#75 Graveler/#76 Golem

Type: Rock/Ground

Ability: Rock Head
Sturdy

Egg Group: Mineral

Location: Geodude: Mt. Moon, Rock Tunnel, Victory Road, One Island,
Cerulean Cave Via Rock Smash.

Graveler: Cerulean Cave Via Rock Smash.

Golem: Evolves from Graveler.

Evolution Line: Geodude Lv 25
Graveler Link Trade
Golem Final

Move List:

/-----\

Name	Type	#1	#2	#3
Tackle	Normal	Sta	Sta	Sta
Defence Curl	Normal	Sta	Sta	Sta
Mud Sport	Ground	6	6	6
Rock Throw	Rock	11	11	11
Magnitude	Ground	16	16	16
Self Destruct	Normal	21	21	21
Rollout	Normal	26	29	29
Rock Blast	Rock	31	37	37
Earthquake	Ground	36	45	45
Explosion	Normal	41	53	53
Double-Edge	Normal	46	62	62

Egg Move List:

Name	Type
Mega Punch	Normal
Rock Slide	Rock
Block	Normal

TM and HM List:

TM	Name	Notes
TM 01	Focus Punch	
TM 05	Roar	Golem only
TM 06	Toxic	
TM 10	Hidden Power	
TM 11	Sunny Day	
TM 15	Hyper Beam	Golem only
TM 17	Protect	
TM 21	Frustration	
TM 26	Earthquake	
TM 27	Return	
TM 28	Dig	
TM 31	Brick Break	
TM 32	Double Team	
TM 35	Flamethrower	
TM 37	Sandstorm	
TM 38	Fire Blast	
TM 39	Rock Tomb	
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 45	Attract	
HM 04	Strength	
HM 06	Rock Smash	

Move Tutors List:

Move Name:	Notes:
Mega Punch	
Mega Kick	Golem only

Body Slam		
Double-Edge		
Counter		
Seismic Toss		
Mimic		
Metronome		
Explosion		
Rock Slide		
Substitute		

\-----/

Lost Moves:

Name	Type	
----- -----		
Harden	Normal	

\-----/

=====
#77 Ponyta/#78 Rapidash

Type: Fire

Ability: Run Away
Flash Fire

Egg Group: Field

Location: Ponyta: One Island
Rapidash: One Island

Evolution Line: Ponyta Lv 40
Rapidash Final

Move List:

Name	Type	#1	#2	
----- ----- ---		---	---	
Quick Attack	Normal	Sta	Sta	
Growl	Normal	5	5	
Tail Whip	Normal	9	9	
Ember	Fire	14	14	
Stomp	Normal	19	19	
Fire Spin	Fire	25	25	
Take Down	Normal	31	31	
Agility	Psychic	38	38	
Fury Attack	Normal	-	40	
Bounce	Normal	45	50	
Fire Blast	Fire	53	63	

\-----/

Egg Move List:

Name	Type	
----- -----		
Thrash	Normal	
Double Kick	Fighting	
Hypnosis	Psychic	
Charm	Normal	

Move List:

```

/-----\
|Name          |Type      |#1|#2|
|-----|-----|---|---|
|Curse        |???      |Sta|Sta|
|Yawn          |Normal   |Sta|Sta|
|Tackle        |Normal   |Sta|Sta|
|Growl         |Normal   |6  |6  |
|Water Gun     |Water    |13 |13 |
|Confusion     |Psychic  |17 |17 |
|Disable       |Normal   |24 |24 |
|Head Butt     |Normal   |29 |29 |
|Amnesia       |Psychic  |36 |36 |
|Withdraw      |Water    |-  |37 |
|Psychic       |Psychic  |40 |44 |
|Psych Up      |Normal   |47 |55 |
\-----/

```

Egg Move List:

```

/-----\
|Name          |Type      |
|-----|-----|
|Safeguard     |Normal   |
|Belly Drum    |Normal   |
|Future Sight  |Psychic  |
|Stomp         |Normal   |
|Mud Sport     |Ground   |
|Sleep Talk    |Normal   |
|Snore         |Normal   |
\-----/

```

TM and HM List:

```

/-----\
|TM  |Name          |Notes          |
|----|-----|-----|
|TM 01|Focus Punch  |Slowbro only  |
|TM 03|Water Pulse  |               |
|TM 04|Calm Mind    |               |
|TM 06|Toxic        |               |
|TM 07|Hail         |               |
|TM 10|Hidden Power |               |
|TM 11|Sunny Day    |               |
|TM 13|Ice Beam     |               |
|TM 14|Blizzard     |               |
|TM 15|Hyper Beam   |Slowbro only  |
|TM 17|Protect      |               |
|TM 18|Rain Dance   |               |
|TM 20|Safeguard    |               |
|TM 21|Frustration  |               |
|TM 23|Iron Tail    |               |
|TM 26|Earthquake   |               |
|TM 27|Return       |               |
|TM 28|Dig          |               |
|TM 29|Psychic      |               |
|TM 30|Shadow Ball  |               |
|TM 31|Brick Break  |Slowbro only  |
|TM 32|Double Team  |               |
|TM 35|Flamethrower|               |
|TM 38|Fire Blast   |               |

```

```

|TM 42|Facade      |          |
|TM 43|Secret Power|          |
|TM 44|Rest         |          |
|TM 45|Attract     |          |
|TM 48|Skill Swap    |          |
|-----|-----|-----|
|HM 03|Surf          |          |
|HM 04|Strength      |          |
|HM 05|Flash         |          |
|HM 06|Rock Smash   |Slowbro only|
|HM 08|Dive         |          |
\-----/

```

Move Tutors List:

```

/-----\
|Move Name:      |Notes:      |
|-----|-----|
|Mega Punch     |Slowbro only|
|Mega Kick      |Slowbro only|
|Body Slam      |            |
|Double-Edge    |            |
|Counter        |Slowbro only|
|Seismic Toss   |Slowbro only|
|Mimic          |            |
|Dream Eater    |            |
|Thunder Wave   |            |
|Substitute     |            |
\-----/

```

=====

#81 Magnemite/#82 Magneton

Type: Electric/Steel

Ability: Magnet Pull
Sturdy

Egg Group: None, has to breed with Ditto

Location: Magnemite: Power Plant
Magneton: Power Plant

Evolution Line: Magnemite Lv 30
Magneton Final

Move List:

```

/-----\
|Name              |Type      |#1|#2|
|-----|-----|---|---|
|Metal Sound      |Steel     |Sta|Sta|
|Tackle           |Normal    |Sta|Sta|
|Thundershock     |Electric  |6  |6  |
|Supersonic       |Normal    |11 |11 |
|Sonic Boom       |Normal    |16 |16 |
|Thunder Wave     |Electric  |21 |21 |
|Spark            |Electric  |26 |26 |
|Lock-On          |Normal    |32 |35 |
|Swift            |Normal    |38 |-  |
|Tri-Attack       |Normal    |-  |44 |

```

Screech	Normal	44	53	
Zap Cannon	Electric	50	62	

\-----/

Egg Move List:

/-----\	
Name	Type
-----	-----
None	
\-----/	

TM and HM List:

/-----\		
TM	Name	Notes
-----	-----	-----
TM 06	Toxic	
TM 10	Hidden Power	
TM 11	Sunny Day	
TM 15	Hyper Beam	Magneton only
TM 17	Protect	
TM 18	Rain Dance	
TM 21	Frustration	
TM 24	Thunderbolt	
TM 25	Thunder	
TM 27	Return	
TM 32	Double Team	
TM 33	Reflect	
TM 34	Shock Wave	
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
-----	-----	-----
HM 05	Flash	
\-----/		

Move Tutors List:

/-----\	
Move Name:	Notes:
-----	-----
Double-Edge	
Mimic	
Thunder Wave	
Substitute	
\-----/	

=====

#83 Farfetch'd

Type: Normal/Flying

Ability: Keen Eye
 Inner Focus

Egg Group: Flying/Field

Location: Get in a trade with a man in Vermilion city (Spearow for it)

Evolution Line: None

Move List:

```

/-----\
|Name          |Type   |#1 |
|-----|-----|---|
|Peck          |Normal |Sta|
|Sand Attack   |Normal |6  |
|Leer          |Normal |11 |
|Fury Attack   |Normal |16 |
|Knock Off     |Dark   |21 |
|Fury Cutter   |Bug    |26 |
|Swords Dance  |Normal |31 |
|Agility       |Psycic|36 |
|Slash         |Normal |41 |
|False Swipe   |Normal |46 |
\-----/

```

Egg Move List:

```

/-----\
|Name          |Type   |
|-----|-----|
|Steel Wing    |Steel  |
|Foresight     |Normal |
|Mirror Move   |Flying |
|Whirlwind     |Flying |
|Quick Attack  |Normal |
|Flail         |Normal |
|Featherdance  |Flying |
|Curse        |???   |
\-----/

```

TM and HM List:

```

/-----\
|TM  |Name          |Notes |
|----|-----|-----|
|TM 06|Toxic         |      |
|TM 10|Hidden Power  |      |
|TM 11|Sunny Day     |      |
|TM 17|Protect       |      |
|TM 21|Frustration   |      |
|TM 23|Iron Tail     |      |
|TM 27|Return        |      |
|TM 32|Double Team   |      |
|TM 40|Aerial Ace    |      |
|TM 42|Facade        |      |
|TM 43|Secret Power  |      |
|TM 44|Rest          |      |
|TM 45|Attract       |      |
|TM 46|Thief         |      |
|TM 47|Steel Wing    |      |
|----|-----|-----|
|HM 01|Cut           |      |
|HM 02|Fly           |      |
\-----/

```

Move Tutors List:

```

/-----\
|Move Name:    |Notes: |
|-----|-----|
|Swords Dance |      |
|Body Slam    |      |

```

```

|Double-Edge      |
|Mimic            |
|Substitute      |
\-----/

```

=====
#84 Doduo/#85 Dodrio

Type: Normal/Flying

Ability: Run Away
 Early Bird

Egg Group: Flying

Location: Routes Doduo: Routes 16, 17, 18, Safari Zone
 Dodrio: Evolve Doduo to get

Evolution Line: Doduo Lv 31
 Dodrio Final

Move List:

```

/-----\
|Name           |Type      |#1|#2|
|-----|-----|---|---|
|Peck           |Normal    |Sta|Sta|
|Growl         |Normal    |Sta|Sta|
|Pursuit       |Fark      |9  |9  |
|Fury Attack   |Normal    |13 |13 |
|Tri Attack    |Normal    |21 |21 |
|Rage          |Normal    |25 |25 |
|Uproar        |Normal    |33 |38 |
|Drill Peck    |Flying    |37 |47 |
|Agility       |Psycic   |45 |60 |
\-----/

```

Egg Move List:

```

/-----\
|Name           |Type      |
|-----|-----|
|Quick Attack   |Normal    |
|Supersonic     |Normal    |
|Haze           |Ice       |
|Faint Attack   |Dark      |
|Flail          |Normal    |
|Endeavor       |Normal    |
\-----/

```

TM and HM List:

```

/-----\
|TM  |Name           |Notes      |
|----|-----|-----|
|TM 06|Toxic          |           |
|TM 10|Hidden Power   |           |
|TM 11|Sunny Day      |           |
|TM 12|Taunt          |Dodrio only|
|TM 15|Hyper Beam     |Dodrio only|
|TM 17|Protect        |           |
|TM 21|Frustration    |           |

```

TM 27	Return	
TM 32	Double Team	
TM 40	Aerial Ace	
TM 41	Torment	Dodrio only
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 45	Attract	
TM 46	Thief	
TM 47	Steel Wing	

HM 02	Fly	

Move Tutors List:

Move Name:	Notes:
Body Slam	
Double-Edge	
Mimic	
Substitute	

=====

#86 Seel/#87 Dewgong

Type: Water (Seel)
 Water/Ice (Dewgong)

Ability: Thick Fat

Egg Group: Water 1/Field

Location: Seel: Seafoam Island, Four Island
 Dewgong: Seafoam Island, Four Island

Evolution Line: Seel Lv 36
 Dewgong Final

Move List:

Name	Type	#1	#2
Head Butt	Normal	Sta	Sta
Growl	Normal	9	9
Icy Wind	Ice	17	17
Auroara Beam	Ice	21	21
Rest	Psychic	29	29
Sheer Cold	Ice	-	34
Take Down	Normal	37	42
Ice Beam	Ice	41	51
Safeguard	Normal	49	64

Egg Move List:

Name	Type

Lick	Ghost
Perish Song	Normal
Disable	Normal
Horn Drill	Normal
Slam	Normal
Encore	Normal
Fake Out	Normal
Icicle Spear	Ice

\-----/

TM and HM List:

TM	Name	Notes
TM 03	Water Pulse	
TM 06	Toxic	
TM 07	Hail	
TM 10	Hidden Power	
TM 13	Ice Beam	
TM 14	Blizzard	
TM 15	Hyper Beam	Dewgong only
TM 17	Protect	
TM 18	Rain Dance	
TM 20	Safeguard	
TM 21	Frustration	
TM 27	Return	
TM 32	Double Team	
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 45	Attract	
TM 46	Thief	
HM 03	Surf	
HM 07	Waterfall	
HM 08	Dive	

\-----/

Move Tutors List:

Move Name:	Notes:
Body Slam	
Double-Edge	
Mimic	
Substitute	

\-----/

=====
#88 Grimer/#89 Muk

Type: Poison

Ability: Stench
Sticky Hold

Egg Group: Amorphous

Location: Grimer: Celadon City via Super Rod, Pokemon Mansion
Muk: Pokemon Mansion

Evolution Line: Grimer Lv 38
Muk Final

Move List:

```
/-----\  
|Name          |Type      |#1|#2|  
|-----|-----|---|---|  
|Poison Gas    |Poison    |Sta|Sta|  
|Pound         |Normal    |Sta|Sta|  
|Harden        |Normal    |4  |4  |  
|Disable       |Normal    |8  |8  |  
|Sludge        |Poison    |13 |13 |  
|Minimize      |Normal    |19 |19 |  
|Screech       |Normal    |26 |26 |  
|Acid Armor    |Poison    |34 |34 |  
|Sludge Bomb   |Poison    |43 |47 |  
|Memento       |Normal    |53 |61 |  
\-----/
```

Egg Move List:

```
/-----\  
|Name          |Type      |  
|-----|-----|  
|Haze          |Ice       |  
|Mean Look     |Normal    |  
|Lick          |Ghost     |  
|Imprison     |Psychic   |  
|Curse        |???       |  
|Shadow Punch  |Ghost     |  
|Explosion     |Normal    |  
\-----/
```

TM and HM List:

```
/-----\  
|TM  |Name          |Notes          |  
|----|-----|-----|  
|TM 01|Focus Punch  |Muk only      |  
|TM 06|Toxic        |               |  
|TM 10|Hidden Power |               |  
|TM 11|Sunny Day    |               |  
|TM 12|Taunt        |               |  
|TM 15|Hyper Beam   |Muk only      |  
|TM 17|Protect      |               |  
|TM 18|Rain Dance   |               |  
|TM 19|Giga Drain   |               |  
|TM 21|Frustration  |               |  
|TM 24|Thunderbolt  |               |  
|TM 25|Thunder      |               |  
|TM 27|Return       |               |  
|TM 28|Dig          |               |  
|TM 31|Brick Break  |Muk only      |  
|TM 32|Double Team  |               |  
|TM 34|Shock Wave   |               |  
|TM 35|Flamethrower|               |  
|TM 36|Sluge Bomb   |               |  
|TM 38|Fire Blast   |               |  
|TM 39|Rock Tomb    |               |  
|TM 41|Torment      |               |
```

```

|TM 42|Facade      |      |
|TM 43|Secret Power|      |
|TM 44|Rest         |      |
|TM 45|Attract      |      |
|TM 46|Thief         |      |
|-----|-----|-----|
|HM 04|Strength      |Muk only|
|HM 06|Rock Smash    |Muk only|
\-----/

```

Move Tutors List:

```

/-----\
|Move Name:   |Notes:   |
|-----|-----|
|Body Slam   |         |
|Mimic       |         |
|Explosion    |         |
|Substitute  |         |
\-----/

```

=====

#90 Shellder/#91 Cloyster

Type: Water (Shellder)
Water/Ice (Cloyster)

Ability: Shell Armor

Egg Group: Water 3

Location: Shellder: Pallet Town, Vermillion City, Cinibar Island, One
Island, Four Island, Five Island (Via Fishing with the
Super Rod) (FireRed only)

Cloyster: Evolves from Shellder

Evolution Line: Shellder Water Stone
 Cloyster Final

Move List:

```

/-----\
|Name           |Type     |#1|#2|
|-----|-----|---|---|
|Tackle         |Normal   |Sta|Sta|
|Withdrawl     |Water    |Sta|Sta|
|Icicle Spear  |Ice      |8  |-  |
|Supersonic    |Normal   |15 |-  |
|Aurora Beam   |Ice      |22 |-  |
|Protect       |Normal   |29 |-  |
|Leer          |Normal   |36 |-  |
|Spikes        |Ground   |-  |36 |
|Clamp         |Water    |43 |-  |
|Spike Cannon  |Normal   |-  |43 |
|Ice Beam      |Ice      |50 |-  |
\-----/

```

Egg Move List:

```

/-----\
|Name           |Type     |

```

```

|-----|-----|
|Rapid Spin      |Normal  |
|Bubblebeam     |Water   |
|Barrier         |Psychic |
|Screech        |Normal  |
|Icicle Spear   |Ice     |
\-----/

```

TM and HM List:

```

/-----\
|TM  |Name          |Notes  |
|----|-----|-----|
|TM 03|Water Pulse  |        |
|TM 06|Toxic        |        |
|TM 07|Hail         |        |
|TM 10|Hidden Power |        |
|TM 13|Ice Beam     |        |
|TM 14|Blizzard     |        |
|TM 15|Hyper Beam   |Cloyster only|
|TM 17|Protect      |        |
|TM 18|Rain Dance   |        |
|TM 21|Frustration |        |
|TM 27|Return       |        |
|TM 32|Double Team  |        |
|TM 41|Torment      |Cloyster only|
|TM 42|Facade       |        |
|TM 43|Secret Power |        |
|TM 44|Rest         |        |
|TM 45|Attract      |        |
|----|-----|-----|
|HM 03|Surf         |        |
|HM 08|Dive         |        |
\-----/

```

Move Tutors List:

```

/-----\
|Move Name:      |Notes:  |
|-----|-----|
|Double-Edge     |        |
|Mimic           |        |
|Explosion       |        |
|Substitute      |        |
\-----/

```

=====

#92 Gastly/#93 Haunter/#94 Gengar

Type: Ghost/Poison

Ability: Levitate

Egg Group: Amorphous

Location: Gastly: Pokemon Tower
 Haunter: Pokemon Tower

Egg Group: Amorphous

Evolution Line: Gastly Lv 28
 Haunter Link Trade

Move List:

```

/-----\
|Name          |Type      |#1|#2|#3|
|-----|-----|---|---|---|
|Lick          |Ghost     |Sta|Sta|Sta|
|Hypnosis      |Psychic   |Sta|Sta|Sta|
|Spite         |Ghost     |8 |8 |8 |
|Curse        |???      |13|13|13|
|Night Shade   |Ghost     |16|16|16|
|Confuse Ray   |Ghost     |21|21|21|
|Shadow Punch  |Ghost     |- |25|25|
|Dream Eater   |Psychic   |28|31|31|
|Destiny Bond  |Ghost     |33|39|39|
|Shadow Ball   |Ghost     |36|45|45|
|Nightmare     |Ghost     |41|53|53|
|Mean Look     |Normal    |48|64|64|
\-----/

```

Egg Move List:

```

/-----\
|Name          |Type      |
|-----|-----|
|Psywave       |Psychic   |
|Perish Song   |Normal    |
|Haze          |Ice       |
|Astonish      |Dark      |
|Will-O-Wisp   |Fire      |
|Grudge        |Ghost     |
|Explosion     |Normal    |
\-----/

```

TM and HM List:

```

/-----\
|TM  |Name          |Notes          |
|----|-----|-----|
|TM 01|Focus Punch  |Gengar only   |
|TM 06|Toxic        |               |
|TM 10|Hidden Power |               |
|TM 11|Sunny Day    |               |
|TM 12|Taunt        |               |
|TM 15|Hyper Beam   |Gengar only   |
|TM 17|Protect      |               |
|TM 18|Rain Dance   |               |
|TM 19|Giga Drain   |               |
|TM 21|Frustration |               |
|TM 24|Thunderbolt  |               |
|TM 25|Thunder      |Gengar only   |
|TM 27|Return       |               |
|TM 29|Psychic      |               |
|TM 30|Shadow Ball  |               |
|TM 31|Brick Break  |Gengar only   |
|TM 32|Double Team  |               |
|TM 36|Sluge Bomb   |               |
|TM 41|Torment      |               |
|TM 42|Facade       |               |
|TM 43|Secret Power |               |
|TM 44|Rest         |               |

```

TM 45	Attract	
TM 46	Thief	
TM 48	Skill Swap	
TM 49	Snatch	

HM 04	Strength	Gengar only
HM 06	Rock Smash	Gengar only

Move Tutors List:

Move Name:	Notes:
Mega Punch	Gengar only
Mega Kick	Gengar only
Body Slam	Gengar only
Double-Edge	Gengar only
Counter	Gengar only
Seismic Toss	Gengar only
Mimic	
Metronome	Gengar only
Dream Eater	
Explosion	
Substitute	

=====

#95 Onix

Type: Rock/Ground

Ability: Rock Head
Sturdy

Egg Group: Mineral

Location: Onix: Rock Tunnel, Victory Road, Seven Island

Steelix: Evolve from Onix

Evolution Line: Onix Trade with Steel Coat
 Steelix Final

Move List:

Name	Type	#1
Tackle	Normal	Sta
Screech	Normal	Sta
Bind	Normal	8
Rock Throw	Rock	12
Harden	Normal	19
Rage	Normal	23
Dragobbreath	Dragon	30
Sandstorm	Rock	34
Slam	Normal	41
Iron Tail	Steel	45
Sand Tomb	Ground	52
Doubel Edge	Normal	56

\-----/
Egg Move List:

```
/-----\  
|Name                |Type      |  
|-----|-----|  
|Rock Slide          |Rock      |  
|Flail               |Normal    |  
|Explosion            |Normal    |  
|Block               |Normal    |  
\-----/
```

TM and HM List:

```
/-----\  
|TM  |Name                |Notes      |  
|----|-----|-----|  
|TM 05|Roar                 |           |  
|TM 06|Toxic                |           |  
|TM 10|Hidden Power        |           |  
|TM 11|Sunny Day           |           |  
|TM 12|Taunt               |           |  
|TM 15|Hyper Beam          |           |  
|TM 17|Protect             |           |  
|TM 21|Frustration         |           |  
|TM 23|Iron Tail           |           |  
|TM 26|Earthquake          |           |  
|TM 27|Return              |           |  
|TM 28|Dig                 |           |  
|TM 32|Double Team         |           |  
|TM 37|Sandstorm           |           |  
|TM 39|Rock Tomb           |           |  
|TM 41|Torment             |           |  
|TM 42|Facade              |           |  
|TM 43|Secret Power        |           |  
|TM 44|Rest                |           |  
|TM 45|Attract             |           |  
|----|-----|-----|  
|HM 04|Strength            |           |  
|HM 06|Rock Smash          |           |  
\-----/
```

Move Tutors List:

```
/-----\  
|Move Name:         |Notes:     |  
|-----|-----|  
|Body Slam          |           |  
|Double-Edge        |           |  
|Mimic              |           |  
|Explosion           |           |  
|Rock Slide         |           |  
|Substitute         |           |  
\-----/
```

=====
#96 Drowzee/#97 Hypno

Type: Psychic

Ability: Insomnia

Egg Group: Human-Like

Location: Drowzee: Route 11, Three Island

Hypno: Three Island

Evolution Line: Drowzee Lv 26
Hypno Final

Move List:

```
/-----\  
|Name          |Type      |#1|#2|  
|-----|-----|---|---|  
|Pound         |Normal    |Sta|Sta|  
|Hypnosis      |Psychic   |Sta|Sta|  
|Nightmare     |Ghost     |-  |Sta|  
|Disable       |Normal    |7  |7  |  
|Confusion     |Psychic   |11 |11 |  
|Headbutt      |Normal    |17 |17 |  
|Poison Gas    |Poison    |21 |21 |  
|Meditate      |Psychic   |27 |29 |  
|Psychic       |Psychic   |31 |35 |  
|Psych Up      |Normal    |37 |43 |  
|Swagger       |Normal    |41 |49 |  
|Future Sight  |Psychic   |47 |57 |  
\-----/
```

Egg Move List:

```
/-----\  
|Name          |Type      |  
|-----|-----|  
|Barrier       |Psychic   |  
|Assist        |Normal    |  
|Role Play     |Psychic   |  
|Fire Punch    |Fire      |  
|Thunderpunch  |Electric  |  
|Ice Punch     |ICe       |  
\-----/
```

TM and HM List:

```
/-----\  
|TM  |Name          |Notes  |  
|----|-----|-----|  
|TM 01|Focus Punch  |        |  
|TM 04|Calm Mind    |        |  
|TM 06|Toxic        |        |  
|TM 10|Hidden Power |        |  
|TM 11|Sunny Day    |        |  
|TM 12|Taunt        |        |  
|TM 15|Hyper Beam   |Hypno only|  
|TM 16|Light Screen |        |  
|TM 17|Protect      |        |  
|TM 18|Rain Dance   |        |  
|TM 20|Safeguard    |        |  
|TM 21|Frustration  |        |  
|TM 27|Return       |        |  
|TM 29|Psychic      |        |  
|TM 30|Shadow Ball  |        |  
|TM 31|Brick Break  |        |
```

TM 32	Double Team	
TM 33	Reflect	
TM 41	Torment	
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 45	Attract	
TM 46	Thief	
TM 48	Skill Swap	
TM 49	Snatch	

HM 05	Flash	
\-----/		

Move Tutors List:

Move Name:	Notes:
Mega Punch	
Mega Kick	
Body Slam	
Double-Edge	
Counter	
Seismic Toss	
Mimic	
Metronome	
Dream Eater	
Thunder Wave	
Substitute	

=====

#98 Krabby/#99 Kingler

Type: Water

Ability: Hyper Cutter
Shell Armor

Egg Group: Water 3

Location: Krabby: Fish at various places with the Super Rod (Krabby is different with apperances in each version. If you have FireRed, Krabby will be less common, but in Leafgreen, he will be more common. Fish at Pallet town with the super rod for the easiest way to find him. Note that there is a variety of other places you can fish for him)

Kingler: Pallet Town, Routes 19, 20, 21, One Island, Three Island, Four Siland, Five Island (Via Super Rod)

Evolution Line: Krabby Lv 28
Kingler Final

Move List:

Name	Type	#1	#2
------	------	----	----

Bubble	Water	Sta	Sta
Metal Claw	Metal	Sta	-
Leer	Normal	5	5
Vice Grip	Normal	12	12
Harden	Normal	16	16
Mud Shot	Ground	23	23
Stomp	Normal	27	27
Guillotine	Normal	34	38
Crab Hammer	Water	45	57
Flail	Normal	49	65

Egg Move List:

Name	Type
Dig	Ground
Haze	Ice
Amnesia	Psychic
Flail	Normal
Slam	Normal
Knock Off	Dark
Swords Dance	Normal

TM and HM List:

TM	Name	Notes
TM 03	Water Pulse	
TM 06	Toxic	
TM 07	Hail	
TM 10	Hidden Power	
TM 13	Ice Beam	
TM 14	Blizzard	
TM 15	Hyper Beam	Hypno only
TM 17	Protect	
TM 18	Rain Dance	
TM 21	Frustration	
TM 27	Return	
TM 28	Dig	
TM 32	Double Team	
TM 39	Rock Tomb	
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 45	Attract	
TM 46	Thief	
HM 01	Cut	
HM 03	Surf	
HM 04	Strength	
HM 06	Rock Smash	
HM 08	Dive	

Move Tutors List:

Move Name:	Notes:
------------	--------

```

|-----|-----|
|Swords Dance |      |
|Body Slam    |      |
|Double-Edge  |      |
|Mimic        |      |
|Substitute   |      |
\-----/

```

=====

#100 Votorb/# 101 Electrode

Type: Electric

Ability: Soundproof
Static

Egg Group: None, needs to breed with Ditto

Location: Votorb: Route 19, Power Plant
Electrode: Cerulean Cave

Evolution Line: Votorb Lv 30
 Electrode Final

Move List:

```

/-----\
|Name           |Type      |#1|#2|
|-----|-----|---|---|
|Charge         |Electric  |Sta|Sta|
|Tackle         |Normal    |Sta|Sta|
|Screech        |Normal    |8  |8  |
|Sonic Boom     |Normal    |15 |15 |
|Spark          |Electric  |21 |21 |
|Self-Destruct  |Normal    |27 |27 |
|Rollout        |Rock      |32 |34 |
|Light Screen   |Psychic   |37 |41 |
|Swift          |Normal    |42 |48 |
|Explosion      |Normal    |46 |54 |
|Mirror Coat    |Psychic   |49 |59 |
\-----/

```

Egg Move List:

```

/-----\
|Name           |Type      |
|-----|-----|
|None           |          |
\-----/

```

TM and HM List:

```

/-----\
|TM  |Name           |Notes      |
|----|-----|-----|
|TM 06|Toxic          |           |
|TM 10|Hidden Power   |           |
|TM 12|Taunt          |           |
|TM 15|Hyper Beam     |Electrode only|
|TM 16|Light Screen   |           |
|TM 17|Protect        |           |
|TM 18|Rain Dance     |           |

```

```

|TM 21|Frustration |
|TM 24|Thunderbolt |
|TM 25|Thunder |
|TM 27|Return |
|TM 32|Double Team |
|TM 34|Shock Wave |
|TM 41|Torment |
|TM 42|Facade |
|TM 43|Secret Power |
|TM 44|Rest |
|TM 46|Thief |
|-----|-----|-----|
|HM 05|Flash |
\-----/

```

Move Tutors List:

```

/-----\
|Move Name: |Notes: |
|-----|-----|
|Mimic |
|Thunder Wave |
|Explosion |
|Substitute |
\-----/

```

=====

#102 Exeggcute/#103 Exeggutor

Type: Psychic/Grass

Ability: Chlorophyll

Egg Group: Grass

Location: Exeggcute: Safari Zone
Exeggutor: Evolves from Exeggcute

Evolution Line: Exeggcute Leaf Stone
Exeggutor Final

Move List:

```

/-----\
|Name |Type |#1|#2|
|-----|-----|---|---|
|Barrage |Normal |Sta|Sta|
|Hypnosis |Psychic |Sta|Sta|
|Uproar |Normal |Sta|Sta|
|Reflect |Psychic |7 |- |
|Leech Seed |Grass |13 |- |
|Confusion |Psychic |19 |- |
|Stomp |Normal |- |19 |
|Stun Spore |Grass |25 |- |
|Poisonpowder |Poison |31 |- |
|Egg Bomb |Normal |- |31 |
|Sleep Powder |Grass |37 |- |
|Solarbeam |Grass |43 |- |
\-----/

```

Egg Move List:

```

/-----\
|Name           |Type   |
|-----|-----|
|Synthesis      |Grass  |
|Moonlight      |Normal |
|Reflect        |Psychic|
|Ancientpower   |Rock   |
|Psych Up       |Normal |
|Ingrain        |Grass  |
|Curse         |???    |
\-----/

```

TM and HM List:

```

/-----\
|TM  |Name           |Notes   |
|----|-----|-----|
|TM 06|Toxic          |         |
|TM 09|Bullet Seed    |         |
|TM 10|Hidden Power   |         |
|TM 11|Sunny Day      |         |
|TM 15|Hyper Beam     |Exeggutor only|
|TM 16|Light Screen   |         |
|TM 17|Protect        |         |
|TM 19|Giga Drain     |         |
|TM 21|Frustration    |         |
|TM 22|Solar Beam     |         |
|TM 27|Return         |         |
|TM 29|Psychic        |         |
|TM 32|Double Team    |         |
|TM 33|Reflect        |         |
|TM 36|Sluge Bomb     |         |
|TM 42|Facade         |         |
|TM 43|Secret Power   |         |
|TM 44|Rest           |         |
|TM 45|Attract        |         |
|TM 46|Thief          |         |
|TM 48|Skill Swap     |         |
|----|-----|-----|
|HM 04|Strength       |         |
|HM 05|Flash          |         |
\-----/

```

Move Tutors List:

```

/-----\
|Move Name:     |Notes:   |
|-----|-----|
|Double-Edge    |         |
|Mimic          |         |
|Dream Eater    |         |
|Explosion      |         |
|Substitute     |         |
\-----/

```

=====

#104 Cubone/#105 Marowak

Type: Ground

Ability: Rock Head
Lightningrod

Egg Group: Monster

Location: Cubone: Pokemon Tower, Seven Island
Marowak: Victory Road, Seven Island

Evolution Line: Cubone Lv 28
Marowak Final

Move List:

```
/-----\  
|Name                |Type      |#1|#2|  
|-----|-----|---|---|  
|Growl               |Normal    |Sta|Sta|  
|Tail Whip           |Normal    |5  |5  |  
|Bone Club           |Ground    |9  |9  |  
|Headbutt            |Normal    |13 |13 |  
|Leer                |Normal    |17 |17 |  
|Focus Energy        |Normal    |21 |21 |  
|Bonemerang          |Ground    |25 |25 |  
|Rage                 |Normal    |29 |32 |  
|False Swipe         |Normal    |33 |39 |  
|Thrash              |Normal    |37 |46 |  
|Bone Rush           |Ground    |41 |53 |  
|Double-Edge         |Normal    |45 |61 |  
\-----/
```

Egg Move List:

```
/-----\  
|Name                |Type      |  
|-----|-----|  
|Rock Slide          |Rock      |  
|Ancientpower        |Rock      |  
|Belly Drum          |Normal    |  
|Screech             |Normal    |  
|Skull Bash          |Normal    |  
|Perish Song         |Normal    |  
|Swords Dance        |Normal    |  
\-----/
```

TM and HM List:

```
/-----\  
|TM  |Name          |Notes      |  
|----|-----|-----|  
|TM 01|Focus Punch  |           |  
|TM 06|Toxic        |           |  
|TM 10|Hidden Power |           |  
|TM 11|Sunny Day    |           |  
|TM 13|Ice Beam     |           |  
|TM 14|Blizzard     |           |  
|TM 15|Hyper Beam   |Marowak only|  
|TM 17|Protect      |           |  
|TM 18|Rain Dance   |           |  
|TM 21|Frustration  |           |  
|TM 23|Iron Tail    |           |  
|TM 26|Earthquake   |           |  
|TM 28|Dig          |           |  
|TM 31|Brick Break  |           |  
|TM 32|Double Team  |           |  
\-----/
```

```

|TM 35|Flamethrower |
|TM 37|Sandstorm   |
|TM 38|Fire Blast  |
|TM 39|Rock Tomb   |
|TM 40|Aerial Ace  |
|TM 42|Facade      |
|TM 43|Secret Power |
|TM 44|Rest         |
|TM 45|Attract     |
|TM 46|Thief        |
|-----|-----|-----|
|HM 04|Strength        |
|HM 06|Rock Smash     |
\-----/

```

Move Tutors List:

```

/-----\
|Move Name:   |Notes:      |
|-----|-----|
|Mega Punch   |            |
|Swords Dance |            |
|Mega Kick    |            |
|Body Slam    |            |
|Double-Edge  |            |
|Counter      |            |
|Seismic Toss |            |
|Mimic        |            |
|Rock Slide   |            |
|Substitute   |            |
\-----/

```

=====

#106 Hitmonlee

Type: Fighting

Ability: Limber

Egg Group: Human-Like

Location: Fighting Dojo in Saffron (Event Pokemon)

Evolution Line: Tyrogue Lv 20 when Attack is higher then Defense
 Hitmonlee Final

Move List:

```

/-----\
|Name           |Type      |#1 |
|-----|-----|---|
|Revenge        |Fighting |Sta|
|Double Kick    |Fighting |Sta|
|Meditate       |Psycic   |6  |
|Rolling Kick   |Fighting |11 |
|Jump Kick      |Fighting |16 |
|Brick Break    |Fighting |20 |
|Focus Energy   |Normal   |21 |
|High Jump Kick |Fighting |26 |
|Mind Reader    |Normal   |31 |
|Foresight      |Normal   |36 |
|Endure         |Normal   |41 |

```

```

|Mega Kick          |Normal  |46 |
|Reversal          |Fighting|51 |
\-----/

```

Egg Move List:

```

/-----\
|Name          |Type    |
|-----|-----|
|None         |        |
\-----/

```

TM and HM List:

```

/-----\
|TM  |Name          |Notes |
|----|-----|-----|
|TM 01|Focus Punch  |      |
|TM 06|Toxic        |      |
|TM 08|Bulk Up      |      |
|TM 10|Hidden Power |      |
|TM 11|Sunny Day    |      |
|TM 17|Protect      |      |
|TM 18|Rain Dance   |      |
|TM 21|Frustration |      |
|TM 26|Earthquake   |      |
|TM 27|Return       |      |
|TM 31|Brick Break  |      |
|TM 32|Double Team  |      |
|TM 39|Rock Tomb    |      |
|TM 42|Facade       |      |
|TM 43|Secret Power |      |
|TM 44|Rest         |      |
|TM 45|Attract      |      |
|TM 46|Thief        |      |
|----|-----|-----|
|HM 04|Strength     |      |
|HM 06|Rock Smash   |      |
\-----/

```

Move Tutors List:

```

/-----\
|Move Name:    |Notes:  |
|-----|-----|
|Mega Punch    |        |
|Mega Kick     |        |
|Body Slam     |        |
|Double Edge   |        |
|Counter       |        |
|Seismic Toss  |        |
|Mimic         |        |
|Metronome     |        |
|Rock Slide    |        |
|Substitute    |        |
\-----/

```

=====

#107 Hitmonchan

Type: Fighting

Ability: Keen Eye

Egg Group: Human-Like

Location: Fighting Dojo in Saffron City (Event Pokemon)

Evolution Line: Tyogre LV 20 when Defense is higher
 Hitmonchan Final

Move List:

```
/-----\  
|Name                |Type      |#1 |  
|-----|-----|---|  
|Revenge             |Fighting |Sta|  
|Comet Punch         |Normal   |Sta|  
|Agility             |Psychic  |7  |  
|Pursuit             |Dark     |13 |  
|Mach Punch          |Fighting |20 |  
|Fire Punch          |Fire     |26 |  
|Ice Punch           |Ice      |26 |  
|Thunder Punch       |Electric |26 |  
|Sky Uppercut        |Fighting |32 |  
|Mega Punch          |Normal   |38 |  
|Detect              |Fighting |44 |  
|Counter             |Fighting |50 |  
\-----/
```

Egg Move List:

```
/-----\  
|Name                |Type      |  
|-----|-----|  
|None                |          |  
\-----/
```

TM and HM List:

```
/-----\  
|TM  |Name          |Notes |  
|----|-----|-----|  
|TM 01|Focus Punch  |      |  
|TM 06|Toxic        |      |  
|TM 08|Bulk Up      |      |  
|TM 10|Hidden Power |      |  
|TM 11|Sunny Day    |      |  
|TM 17|Protect      |      |  
|TM 18|Rain Dance   |      |  
|TM 21|Frustration  |      |  
|TM 26|Earthquake   |      |  
|TM 27|Return       |      |  
|TM 31|Brick Break  |      |  
|TM 32|Double Team  |      |  
|TM 39|Rock Tomb    |      |  
|TM 42|Facade       |      |  
|TM 43|Secret Power |      |  
|TM 44|Rest         |      |  
|TM 45|Attract      |      |  
|TM 46|Thief        |      |  
|----|-----|-----|  
|HM 04|Strength     |      |  
|HM 06|Rock Smash   |      |  
\-----/
```


Move Tutors List:

```

/-----\
|Move Name:   |Notes:      |
|-----|-----|
|Mega Punch   |             |
|Mega Kick    |             |
|Body Slam    |             |
|Double Edge  |             |
|Counter      |             |
|Seismic Toss |             |
|Mimic        |             |
|Metronome    |             |
|Rock Slide   |             |
|Substitute   |             |
\-----/

```

=====

#108 Lickitung

Type: Normal

Ability: Own Tempo
Oblivious

Egg Group: Monster

Location: Trade Pokeon on Route 18 (Slowbro in LG for Lickitung, Golduck in FR for Lickitung)

Evolution Line: None

Move List:

```

/-----\
|Name          |Type      |#1 |
|-----|-----|---|
|Lick          |Ghost     |Sta|
|Supersonic    |Normal    |7  |
|Defense Curl  |Normal    |12 |
|Knock Off     |Dark      |18 |
|Stomp         |Normal    |23 |
|Wrap          |Normal    |29 |
|Disable       |Normal    |34 |
|Slam          |Normal    |40 |
|Screech       |Normal    |45 |
|Refresh       |Normal    |51 |
\-----/

```

Egg Move List:

```

/-----\
|Name          |Type      |
|-----|-----|
|Belly Drum    |Normal    |
|Magnitude     |Ground    |
|Body Slam     |Normal    |
|Curse        |???       |
|Smellingsalt  |Normal    |
|Sleep Talk    |Normal    |
|Snore         |Normal    |

```

|Substitute |Normal |
|-----|

TM and HM List:

TM	Name	Notes
TM 01	Focus Punch	
TM 03	Water Pulse	
TM 06	Toxic	
TM 10	Hidden Power	
TM 11	Sunny Day	
TM 12	Taunt	
TM 13	Ice Beam	
TM 14	Blizzard	
TM 15	Hyper Beam	
TM 17	Protect	
TM 18	Rain Dance	
TM 21	Frustration	
TM 22	Solar Beam	
TM 23	Iron Tail	
TM 24	Thunderbolt	
TM 25	Thunder	
TM 26	Earthquake	
TM 27	Return	
TM 28	Dig	
TM 30	Shadow Ball	
TM 31	Brick Break	
TM 32	Double Team	
TM 34	Shock Wave	
TM 35	Flamethrower	
TM 37	Sandstorm	
TM 38	Fire Blast	
TM 39	Rock Tomb	
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 45	Attract	
TM 46	Thief	
HM 01	Cut	
HM 03	Surf	
HM 04	Strength	
HM 06	Rock Smash	

Move Tutors List:

Move Name:	Notes:
Mega Punch	
Mega Kick	
Body Slam	
Double-Edge	
Counter	
Seismic Toss	
Mimic	
Dream Eater	
Rock Slide	
Substitute	

=====

#109 Koffing/#110 Weezing

Type: Poison

Ability: Levitate

Egg Group: Amorphous

Location: Koffing: Celadon City (I'm guessing surfing near the pond),
Pokemon Mansion

Weezing: Pokemon Mansion

Evolution Line: Koffing Lv 35
Weezing Final

Move List:

```
-----\
|Name                |Type      |#1|#2|
|-----|-----|---|---|
|Poison Gas          |Poison    |Sta|Sta|
|Tackle              |Normal    |Sta|Sta|
|Smog                |Poison    |9 |9 |
|Self Destruct       |Normal    |17|17|
|Sludge              |Poison    |21|21|
|Smoke Screen        |Normal    |25|25|
|Haze                 |Ice       |33|33|
|Explosion            |Normal    |41|44|
|Destiny Bond        |Ghost     |45|51|
|Memento              |Dark      |49|58|
\-----/
```

Egg Move List:

```
-----\
|Name                |Type      |
|-----|-----|
|Screech             |Normal    |
|Psywave             |Psychic   |
|Psybeam             |Psychic   |
|Destiny Bond        |Ghost     |
|Pain Split          |Normal    |
|Will-O-Wisp         |Fire      |
\-----/
```

TM and HM List:

```
-----\
|TM  |Name          |Notes      |
|----|-----|-----|
|TM 06|Toxic         |           |
|TM 10|Hidden Power  |           |
|TM 11|Sunny Day     |           |
|TM 12|Taunt         |           |
|TM 15|Hyper Beam    |Weezing only|
|TM 17|Protect       |           |
|TM 18|Rain Dance    |           |
|TM 21|Frustration   |           |
\-----/
```

```

|TM 24|Thunderbolt | |
|TM 25|Thunder | |
|TM 27|Return | |
|TM 30|Shadow Ball | |
|TM 32|Double Team | |
|TM 34|Shock Wave | |
|TM 35|Flamethrower | |
|TM 36|Sluge Bomb | |
|TM 38|Fire Blast | |
|TM 41|Torment | |
|TM 42|Facade | |
|TM 43|Secret Power | |
|TM 44|Rest | |
|TM 45|Attract | |
|TM 46|Thief | |
|-----|-----|-----|
|HM 05|Flash | |
\-----/

```

Move Tutors List:

```

/-----\
|Move Name: |Notes: |
|-----|-----|
|Mimic | |
|Explosion | |
|Substitute | |
\-----/

```

=====
#111 Rhyhorn/#112 Rhydon

Type: Ground/Rock

Ability: Lightningrod
Rock Head

Egg Group: Monster/Field

Location: Rhyhorn: Safari Zone
Rhydon: Evolves from Rhyhorn

Evolution Line: Rhyhorn Lv 42
Rhydon Final

Move List:

```

/-----\
|Name |Type |#1|#2|
|-----|-----|---|---|
|Horn Attack |Normal |Sta|Sta|
|Tail Whip |Normal |Sta|Sta|
|Stomp |Normal |10|10|
|Fury Attack |Normal |15|15|
|Scary Face |Normal |24|24|
|Rock Blast |Rock |29|29|
|Horn Drill |Normal |38|38|
|Take Down |Normal |43|46|
|Earthquake |Ground |52|58|
|Megahorn |Bug |57|66|
\-----/

```

Egg Move List:

```

/-----\
|Name           |Type   |
|-----|-----|
|Crunch         |Dark   |
|Reversal       |Fighting|
|Rock Slide     |Rock   |
|Counter        |Fighting|
|Magnitude     |Ground |
|Swords Dance   |Normal |
|Curse         |???    |
|Crush Claw     |Normal |
\-----/

```

TM and HM List:

```

/-----\
|TM  |Name           |Notes   |
|----|-----|-----|
|TM 01|Focus Punch   |Rhydon only|
|TM 05|Roar          |         |
|TM 06|Toxic         |         |
|TM 10|Hidden Power  |         |
|TM 11|Sunny Day     |         |
|TM 13|Ice Beam      |         |
|TM 14|Blizzard      |         |
|TM 15|Hyper Beam    |Rhydon only|
|TM 17|Protect       |         |
|TM 18|Rain Dance    |         |
|TM 21|Frustration   |         |
|TM 23|Iron Tail     |         |
|TM 24|Thunderbolt   |         |
|TM 25|Thunder       |         |
|TM 26|Earthquake    |         |
|TM 27|Return        |         |
|TM 28|Dig           |         |
|TM 31|Brick Break   |Rhydon only|
|TM 32|Double Team   |         |
|TM 34|Shock Wave    |         |
|TM 35|Flamethrower |         |
|TM 37|Sandstorm     |         |
|TM 38|Fire Blast    |         |
|TM 39|Rock Tomb     |         |
|TM 42|Facade        |         |
|TM 43|Secret Power  |         |
|TM 44|Rest          |         |
|TM 45|Attract       |         |
|TM 46|Thief         |         |
|----|-----|-----|
|HM 01|Cut           |Rhydon only|
|HM 03|Surf          |Rhydon only|
|HM 04|Strength      |         |
|HM 06|Rock Smash    |         |
\-----/

```

Move Tutors List:

```

/-----\
|Move Name:     |Notes:   |
|-----|-----|
|Mega Punch     |Rhydon only|

```

Mega Kick	Rhydon only
Body Slam	
Double-Edge	
Counter	
Seismic Toss	Rhydon only
Mimic	
Rock Slide	
Substitute	

\-----/

Lost Moves:

Name	Type
Leer	Normal

\-----/

=====
#113 Chansey

Type: Normal

Ability: Natural Cure
Serene Grace

Egg Group: Fairy

Location: Chansey: Safari Zone
Bilssey: Evolves from Chansey

Evolution Line: Chansey Friendly Evolution
Blissey Final

Move List:

Name	Type	#1	#2
Pound	Normal	Sta	
Growl	Normal	Sta	
Tail Whip	Normal	5	
Refresh	Normal	9	
Double Slap	Normal	17	
Minimize	Normal	23	
Sing	Normal	29	
Egg Bomb	Normal	35	
Defense Curl	Normal	41	
Light Screen	Psychic	49	
Double Edge	Normal	57	

\-----/

Egg Move List:

Name	Type
Present	Normal
Metronome	Normal
Heal Bell	Normal
Aromatherapy	Grass

|Substitute |Normal |
|-----|

TM and HM List:

TM	Name	Notes
TM 01	Focus Punch	
TM 03	Water Pulse	
TM 04	Calm Mind	
TM 06	Toxic	
TM 07	Hail	
TM 10	Hidden Power	
TM 11	Sunny Day	
TM 13	Ice Beam	
TM 14	Blizzard	
TM 15	Hyper Beam	
TM 16	Light Screen	
TM 17	Protect	
TM 18	Rain Dance	
TM 20	Safeguard	
TM 21	Frustration	
TM 22	Solar Beam	
TM 23	Iron Tail	
TM 24	Thunderbolt	
TM 25	Thunder	
TM 26	Earthquake	
TM 27	Return	
TM 29	Psycic	
TM 30	Shadow Ball	
TM 31	Brick Break	
TM 32	Double Team	
TM 34	Shock Wave	
TM 35	Flamethrower	
TM 37	Sandstorm	
TM 38	Fire Blast	
TM 39	Rock Tomb	
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 45	Attract	
TM 48	Skill Swap	
TM 49	Snatch	
HM 04	Strength	
HM 05	Flash	
HM 06	Rock Smash	

Move Tutors List:

Move Name:	Notes:
Mega Punch	
Mega Kick	
Body Slam	
Double-Edge	
Counter	
Seismic Toss	
Mimic	

```

|Metronome      |
|Softboiled     |
|Dream Eater   |
|Thunder Wave  |
|Substitute     |
\-----/

```

=====

#114 Tangela

Type: Grass

Ability: Chlorophyll

Egg Group: Grass

Location: Tangela: Route 21, Trade on Cinnibar Island with Electrode, One Island

Evolution Line: None

Move List:

```

/-----\
|Name          |Type   |#1 |
|-----|-----|---|
|Ingrain       |Grass  |Sta|
|Constrict     |Normal |Sta|
|Sleep Powder  |Grass  |4  |
|Absorb        |Grass  |10 |
|Growth        |Normal |13 |
|Poison Powder |Poison |19 |
|Vine Whip     |Grass  |22 |
|Bind          |Normal |28 |
|Mega Drain    |Grass  |31 |
|Stun Spore    |Grass  |37 |
|Slam          |Normal |40 |
|Tickle        |Normal |46 |
\-----/

```

Egg Move List:

```

/-----\
|Name          |Type   |
|-----|-----|
|Flail         |Normal |
|Confusion     |Psycic |
|Mega Drain    |Grass  |
|Reflect       |Psycic |
|Amnesia       |Psycic |
|Leech Seed    |Grass  |
|Nature Power  |Normal |
\-----/

```

TM and HM List:

```

/-----\
|TM  |Name          |Notes |
|----|-----|-----|
|TM 06|Toxic         |      |
|TM 09|Bullet Seed   |      |
|TM 10|Hidden Power  |      |

```


TM 11	Sunny Day	
TM 15	Hyper Beam	
TM 17	Protect	
TM 19	Giga Drain	
TM 21	Frustration	
TM 22	Solar Beam	
TM 27	Return	
TM 32	Double Team	
TM 36	Sluge Bomb	
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 45	Attract	
TM 46	Thief	

HM 01	Cut	
HM 05	Flash	
HM 06	Rock Smash	

\-----/

Move Tutors List:

Move Name:	Notes:
Swords Dance	
Body Slam	
Double-Edge	
Mimic	
Substitute	

\-----/

=====

#115 Kangaskhan

Type: Normal

Ability: Early Bird

Egg Group: Monster

Location: Kangaskhan: Safari Zone

Evolution Line: None

Move List:

Name	Type	#1
Comet Punch	Normal	Sta
Leer	Normal	Sta
Bite	Dark	7
Tail Whip	Normal	13
Fake Out	Normal	19
Mega Punch	Normal	25
Rage	Normal	31
Endure	Normal	37
Dizzy Punch	Normal	43
Reversal	Fighting	49

\-----/

Egg Move List:

Name	Type
Stomp	Normal
Foresight	Normal
Focus Energy	Normal
Safeguard	Normal
Disable	Normal
Counter	Fighting
Crush Claw	Normal
Substitute	Normal

TM and HM List:

TM	Name	Notes
TM 01	Focus Punch	
TM 03	Water Pulse	
TM 05	Roar	
TM 06	Toxic	
TM 07	Hail	
TM 10	Hidden Power	
TM 11	Sunny Day	
TM 13	Ice Beam	
TM 14	Blizzard	
TM 15	Hyper Beam	
TM 17	Protect	
TM 18	Rain Dance	
TM 21	Frustration	
TM 22	Solar Beam	
TM 23	Iron Tail	
TM 24	Thunderbolt	
TM 25	Thunder	
TM 26	Earthquake	
TM 27	Return	
TM 28	Dig	
TM 30	Shadow Ball	
TM 31	Brick Break	
TM 32	Double Team	
TM 34	Shock Wave	
TM 35	Flamethrower	
TM 37	Sandstorm	
TM 38	Fire Blast	
TM 39	Rock Tomb	
TM 40	Aerial Ace	
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 45	Attract	
TM 46	Thief	
HM 01	Cut	
HM 03	Surf	
HM 04	Strength	
HM 06	Rock Smash	

Move Tutors List:

```

/-----\
|Move Name:   |Notes:       |
|-----|-----|
|Mega Punch   |              |
|Mega Kick    |              |
|Body Slam    |              |
|Double-Edge  |              |
|Counter      |              |
|Seismic Toss |              |
|Mimic        |              |
|Rock Slide   |              |
|Substitute   |              |
\-----/

```

=====

#116 Horsea/#117 Seadra

Type: Water (Horsea and Seadra)
 Water/Dragon (Kingdra)

Ability: Swift Swim (Horsea)
 Poison Point (Seadra)

Egg Group: Water 1/Dragon

Location: Horsea: Various locations via fishing (Like Krabby, Horsea differs in each version. Pallet Town would once again be a good place to fish with the Super Rod, but FR has more Horsea, while LG has them more rare).

Seadra: Pallet Town, Cinnibar, Routes 19, 20, 21, One Island, Three Island, Four Island, Five Island, Six Island (All via Fishing with the Super Rod)

Kingdra: Evolves from Seadra

Evolution Line: Horsea Lv 32
 Seadra Trade with a Dragon Scale attached to Evolve
 Kingdra Final

Move List:

```

/-----\
|Name           |Type      |#1|#2|#3|
|-----|-----|---|---|---|
|Bubble         |Water     |Sta|Sta|Sta|
|Smoke Screen   |Normal    |8 |8 | |
|Leer           |Normal    |15|15| |
|Water Gun      |Water     |22|22| |
|Twister        |Dragon    |29|29| |
|Agility        |Psycic   |36|40| |
|Hydro Pump     |Water     |43|51| |
|Dragon Dance   |Dragon    |50|62| |
\-----/

```

Egg Move List:

```

/-----\
|Name           |Type      |
|-----|-----|

```

Flail	Normal	
Aurora Beam	Ice	
Octazooka	Water	
Disable	Normal	
Bounce	Fly	
Dragon Rage	Dragon	
Dragonbreath	Dragon	

\-----/

TM and HM List:

TM	Name	Notes	
TM 03	Water Pulse		
TM 06	Toxic		
TM 07	Hail		
TM 10	Hidden Power		
TM 13	Ice Beam		
TM 14	Blizzard		
TM 15	Hyper Beam	Sea and Kingdra only	
TM 17	Protect		
TM 18	Rain Dance		
TM 21	Frustration		
TM 27	Return		
TM 32	Double Team		
TM 42	Facade		
TM 43	Secret Power		
TM 44	Rest		
TM 45	Attract		
HM 03	Surf		
HM 07	Waterfall		
HM 08	Dive		

\-----/

Move Tutors List:

Move Name:	Notes:	
Double-Edge		
Mimic		
Substitute		

\-----/

=====
#118 Goldeen/#119 Seaking

Type: Water

Ability: Swift Swim
Water Veil

Egg Group: Water 2

Location: Goldeen: Viridian City, Cerulean Cave, Safari Zone, Two Island,
Three Island, Four Island, Six Island (Via fishing
with the Good Rod)

Seaking: Fuchia City, Safari Zone, Three Island (All with the
Super Rod)

Evolution Line: Goldeen Lv 33
Seaking Final

Move List:

```
/-----\  
|Name          |Type      |#1|#2|  
|-----|-----|---|---|  
|Peck          |Flying    |Sta|Sta|  
|Tail Whip     |Normal    |Sta|Sta|  
|Water Sport   |Water     |Sta|Sta|  
|Supersonic    |Normal    |10 |10 |  
|Horn Attack   |Normal    |15 |15 |  
|Flail         |Normal    |24 |24 |  
|Fury Attack   |Normal    |29 |29 |  
|Waterfall     |Water     |38 |41 |  
|Horn Drill    |Normal    |43 |49 |  
|Agility       |Psychic   |52 |61 |  
|Megahorn      |Bug       |57 |69 |  
\-----/
```

Egg Move List:

```
/-----\  
|Name          |Type      |  
|-----|-----|  
|Psybeam       |Psychic   |  
|Haze          |Ice       |  
|Hydro Pump    |Water     |  
|Sleep Talk    |Normal    |  
|Mud Sport     |Ground    |  
\-----/
```

TM and HM List:

```
/-----\  
|TM  |Name          |Notes          |  
|----|-----|-----|  
|TM 03|Water Pulse  |              |  
|TM 06|Toxic        |              |  
|TM 07|Hail         |              |  
|TM 10|Hidden Power |              |  
|TM 13|Ice Beam     |              |  
|TM 14|Blizzard     |              |  
|TM 15|Hyper Beam   |Seaking only |  
|TM 17|Protect      |              |  
|TM 18|Rain Dance   |              |  
|TM 21|Frustration  |              |  
|TM 27|Return       |              |  
|TM 32|Double Team  |              |  
|TM 42|Facade       |              |  
|TM 43|Secret Power |              |  
|TM 44|Rest         |              |  
|TM 45|Attract      |              |  
|----|-----|-----|  
|HM 03|Surf         |              |  
|HM 07|Waterfall    |              |  
|HM 08|Dive         |              |  
\-----/
```

Move Tutors List:

```

/-----\
|Move Name:   |Notes:      |
|-----|-----|
|Double-Edge |            |
|Mimic        |            |
|Substitute   |            |
\-----/

```

=====

#120 Staryu/#121 Starmie

Type: Water (Staryu)
Water/ Psychic (Starmie)

Ability: Illuminate
Natural Cure

Egg Group: None, needs to breed with Ditto.

Location: Staryu: Pallet Town, Vermillion, Cinnibar, One Island, Four
Island, Five Island (Super Rod) (Only in LeafGreen)

Starmie: Evolves from Staryu

Evolution Line: Staryu Water Stone
Starmie Final

Move List:

```

/-----\
|Name                |Type      |#1|#2|
|-----|-----|---|---|
|Tackle              |Normal    |Sta|-|
|Harden              |Normal    |Sta|-|
|Water Gun           |Water     |6  |-|
|Rapid Spin         |Normal    |10 |-|
|Recover             |Normal    |15 |-|
|Camouflage         |Normal    |19 |-|
|Swift               |Normal    |24 |-|
|Bubblebeam         |Water     |28 |-|
|Minimize           |Normal    |33 |-|
|Confuse Ray        |Ghost     |-  |33|
|Light Screen       |Psychic   |37 |-|
|Cosmic Power       |Psychic   |42 |-|
|Hydro Pump         |Water     |46 |-|
\-----/

```

Egg Move List:

```

/-----\
|Name                |Type      |
|-----|-----|
|None                |           |
\-----/

```

TM and HM List:

```

/-----\
|TM  |Name          |Notes      |
|----|-----|-----|
|TM 03|Water Pulse  |           |
|TM 06|Toxic        |           |

```

TM 07	Hail	
TM 10	Hidden Power	
TM 13	Ice Beam	
TM 14	Blizzard	
TM 15	Hyper Beam	Starmie only
TM 16	Light Screen	
TM 17	Protect	
TM 18	Rain Dance	
TM 21	Frustration	
TM 24	Thunderbolt	
TM 25	Thunder	
TM 27	Return	
TM 29	Psycic	
TM 32	Double Team	
TM 33	Reflect	
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 48	Skill Swap	Starmie only
----- ----- -----		
HM 03	Surf	
HM 05	Flash	
HM 07	Waterfall	
HM 08	Dive	
\-----/		

Move Tutors List:

/-----\	
Move Name:	Notes:

Double-Edge	
Mimic	
Dream Eater	Starmie only
Thunder Wave	
Substitute	
\-----/	

=====

#122 Mr. Mime

Type: Psycic

Ability: Soundproof

Egg Group: Human-Like

Location: Trade for on Route 2 (Abra for Mr. Mime)

Evolution Line: None

Move List:

/-----\		
Name	Type	#1

Barrier	Psycic	Sta
Confusion	Psycic	5
Substitute	Normal	8
Meditate	Psycic	12
Double Slap	Normal	15

Light Screen	Psychic	19	
Reflect	Psychic	19	
Magical Leaf	Grass	22	
Encore	Normal	26	
Psybeam	Psychic	29	
Recycle	Normal	33	
Trick	Psychic	36	
Role Play	Psychic	40	
Psychic	Psychic	43	
Baton Pass	Normal	47	
Safeguard	Normal	50	

\-----/

Egg Move List:

Name	Type	
----- -----	-----	
Future Sight	Psychic	
Hypnosis	Psychic	
Mimic	Normal	
Psych Up	Normal	
Fake Out	Normal	
Trick	Psychic	

\-----/

TM and HM List:

TM	Name	Notes	
----- ----- -----			
TM 01	Focus Punch		
TM 04	Calm Mind		
TM 06	Toxic		
TM 10	Hidden Power		
TM 11	Sunny Day		
TM 12	Taunt		
TM 15	Hyper Beam		
TM 16	Light Screen		
TM 17	Protect		
TM 18	Rain Dance		
TM 20	Safeguard		
TM 21	Frustration		
TM 22	Solar Beam		
TM 24	Thunderbolt		
TM 25	Thunder		
TM 27	Return		
TM 29	Psychic		
TM 30	Shadow Ball		
TM 31	Brick Break		
TM 32	Double Team		
TM 33	Reflect		
TM 34	Shock Wave		
TM 41	Torment		
TM 42	Facade		
TM 43	Secret Power		
TM 44	Rest		
TM 45	Attract		
TM 46	Thief		
TM 48	Skill Swap		
TM 49	Snatch		
----- ----- -----			

|HM 05|Flash | |
|-----|

Move Tutors List:

Move Name:	Notes:
Mega Punch	
Mega Kick	
Body Slam	
Double-Edge	
Counter	
Seismic Toss	
Mimic	
Metronome	
Dream Eater	
Thunder Wave	
Substitute	

=====

#123 Scyther

Type: Bug/Flying (Scyther)
Bug/Steel (Scizor)

Ability: Swarm

Egg Group: Bug

Location: Scyther: Can be bought at Celedon game corner and caught in the Safari Zone (FireRed only)

Scizor: Evolves from Scyther

Evolution Line: Scyther Trade with Metal Coat
Scizor Final

Move List:

Name	Type	#1
Quick Attack	Normal	Sta
Leer	Normal	Sta
Focus Energy	Normal	6
Pursuit	Dark	11
False Swipe	Normal	16
Agility	Psychic	21
Wing Attack	Flying	26
Slash	Normal	31
Swords Dance	Normal	35
Double Team	Normal	41
Fury Cutter	Bug	46

Egg Move List:

Name	Type
------	------

Counter	Fighting
Safeguard	Normal
Baton Pass	Normal
Reversal	Fighting
Light Screen	Psychic
Endure	Normal
Silver Wind	Bug

TM and HM List:

TM	Name	Notes
TM 06	Toxic	
TM 10	Hidden Power	
TM 11	Sunny Day	
TM 15	Hyper Beam	
TM 17	Protect	
TM 18	Rain Dance	
TM 21	Frustration	
TM 27	Return	
TM 32	Double Team	
TM 40	Aerial Ace	
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 45	Attract	
TM 46	Thief	
TM 47	Steel Wing	
HM 01	Cut	
HM 06	Rock Smash	

Move Tutors List:

Move Name:	Notes:
Swords Dance	
Double-Edge	
Counter	
Mimic	
Substitute	

#124 Jynx

Type: Ice/Psychic

Ability: Oblivious

Egg Group: Human-Like

Location: Smoochum: Breed a Jynx with another Pokemon
 Jynx: Trade for in Cerulean City (Poliwhirl for Jynx)

Evolution Line: Smoochum Lv 30
 Jynx Final

Move List:

```

/-----\
|Name          |Type      |#1 |
|-----|-----|---|
|Pound         |Normal    |Sta|
|Lick          |Ghost     |Sta|
|Lovely Kiss   |Normal    |9  |
|Powder Snow   |Ice       |13 |
|Double Slap   |Normal    |21 |
|Ice Punch     |Ice       |25 |
|Mean Look     |Normal    |35 |
|Fake Tears    |Dark      |41 |
|Body Slam     |Normal    |51 |
|Perish Song   |Normal    |57 |
|Blizzard      |Ice       |58 |
\-----/

```

Egg Move List:

```

/-----\
|Name          |Type      |
|-----|-----|
\-----/

```

TM and HM List:

```

/-----\
|TM  |Name          |Notes |
|----|-----|-----|
|TM 01|Focus Punch  |      |
|TM 03|Water Pulse  |      |
|TM 04|Calm Mind    |      |
|TM 06|Toxic        |      |
|TM 07|Hail         |      |
|TM 10|Hidden Power |      |
|TM 12|Taunt        |      |
|TM 13|Ice Beam     |      |
|TM 14|Blizzard     |      |
|TM 15|Hyper Beam   |      |
|TM 16|Light Screen |      |
|TM 17|Protect      |      |
|TM 18|Rain Dance   |      |
|TM 21|Frustration  |      |
|TM 27|Return       |      |
|TM 29|Psycic      |      |
|TM 30|Shadow Ball  |      |
|TM 31|Brick Break  |      |
|TM 32|Double Team  |      |
|TM 33|Reflect      |      |
|TM 41|Torment      |      |
|TM 42|Facade       |      |
|TM 43|Secret Power |      |
|TM 44|Rest         |      |
|TM 45|Attract      |      |
|TM 46|Thief        |      |
|TM 48|Skill Swap   |      |
|----|-----|-----|
|HM 01|Cut          |      |
|HM 02|Fly          |      |
|HM 03|Surf         |      |
|HM 04|Strength     |      |

```

```

|HM 05|Flash      |
|HM 06|Rock Smash |
|HM 07|Waterfall  |
\-----/

```

Move Tutors List:

```

/-----\
|Move Name:   |Notes:      |
|-----|-----|
|Mega Punch   |             |
|Mega Kick    |             |
|Body Slam    |             |
|Double-Edge  |             |
|Counter      |             |
|Seismic Toss |             |
|Mimic        |             |
|Metronome    |             |
|Dream Eater  |             |
|Substitute   |             |
\-----/

```

Lost Moves:

```

/-----\
|Ability      |Type       |
|-----|-----|
|Thrash       |Normal     |
\-----/

```

=====
#125 Electabuzz

Type: Electric

Ability: Static

Egg Group: Human-Like

Location: Elekid: Breed a female Electabuzz with another Pokemon
Electabuzz: Power Plant (FireRed only)

Evolution Line: Elekid Lv 30
 Electabuzz Final

Move List:

```

/-----\
|Name          |Type       |#1 |
|-----|-----|---|
|Quick Attack  |Normal     |Sta|
|Leer          |Normal     |Sta|
|Thunder Punch |Electric   |9  |
|Light Screen  |Psychic    |17 |
|Swift        |Normal     |25 |
|Screech       |Normal     |36 |
|Thunderbolt   |Electric   |47 |
|Thunder       |Electric   |58 |
\-----/

```

Egg Move List:

```

/-----\

```

Name	Type
-----	-----
-----	-----

TM and HM List:

TM	Name	Notes
TM 01	Focus Punch	
TM 06	Toxic	
TM 10	Hidden Power	
TM 15	Hyper Beam	
TM 16	Light Screen	
TM 17	Protect	
TM 18	Rain Dance	
TM 21	Frustration	
TM 23	Iron Tail	
TM 24	Thunderbolt	
TM 25	Thunder	
TM 27	Return	
TM 29	Psycic	
TM 31	Brick Break	
TM 32	Double Team	
TM 34	Shock Wave	
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 45	Attract	
TM 46	Thief	
HM 04	Strength	
HM 05	Flash	
HM 06	Rock Smash	

Move Tutors List:

Move Name:	Notes:
Mega Punch	
Mega Kick	
Body Slam	
Double-Edge	
Counter	
Seismic Toss	
Mimic	
Thunder Wave	
Substitute	

Lost moves:

Ability	Type
Thundershock	Electric

Type: Fire

Ability: Flame Body

Egg Group: Human-Like

Location: Magby: Breed a Female Magmar with another Pokemon
Magmar: One Island

Evolution Line: Magby Lv 30
Magmar Final

Move List:

```

/-----\
|Name          |Type      |#1 |
|-----|-----|---|
|Ember         |Fire      |Sta|
|Leer         |Normal    |7  |
|Smog         |Poison    |13 |
|Fire Punch   |Fire      |19 |
|Smoke Screen |Normal    |25 |
|Sunny Day    |Fire      |33 |
|Flamethrower|Fire      |41 |
|Confuse Ray  |Ghost     |49 |
|Fire Blast   |Fire      |57 |
\-----/

```

Egg Move List:

```

/-----\
|Name          |Type      |
|-----|-----|
\-----/

```

TM and HM List:

```

/-----\
|TM  |Name          |Notes |
|----|-----|-----|
|TM 01|Focus Punch  |      |
|TM 06|Toxic        |      |
|TM 10|Hidden Power |      |
|TM 11|Sunny Day    |      |
|TM 15|Hyper Beam   |      |
|TM 17|Protect      |      |
|TM 21|Frustration  |      |
|TM 23|Iron Tail    |      |
|TM 27|Return       |      |
|TM 29|Psycic      |      |
|TM 31|Brick Break  |      |
|TM 32|Double Team  |      |
|TM 35|Flamethrower|      |
|TM 38|Fire Blast   |      |
|TM 42|Facade       |      |
|TM 43|Secret Power |      |
|TM 44|Rest         |      |
|TM 45|Attract     |      |
|TM 46|Thief        |      |
|----|-----|-----|
|HM 04|Strength     |      |

```

|HM 06|Rock Smash | |
|-----|

Move Tutors List:

Move Name:	Notes:
Mega Punch	
Mega Kick	
Body Slam	
Double-Edge	
Counter	
Seismic Toss	
Mimic	
Substitute	

=====
#127 Pinsir

Type: Bug

Ability: Hyper Cutter

Egg Group: Bug

Location: Pinsir: Caught in the Safari Zone or Bought at the Celadon Game Corner (LeafGreen only)

Evolution Line: None

Move List:

Name	Type	#1
Vice Grip	Normal	Sta
Focus Energy	Normal	Sta
Bind	Normal	7
Seismic Toss	Fighting	13
Harden	Normal	19
Revenge	Fighting	25
Birck Break	Fighting	31
Guillotine	Normal	37
Submission	Fighting	43
Swords Dance	Normal	49

Egg Move List:

Name	Type
Fury Attack	Normal
Flail	Normal
False Swipe	Normal
Faint Attack	Dark

TM and HM List:

TM	Name	Notes
TM 01	Focus Punch	
TM 06	Toxic	
TM 08	Bulk Up	
TM 10	Hidden Power	
TM 11	Sunny Day	
TM 15	Hyper Beam	
TM 17	Protect	
TM 18	Rain Dance	
TM 21	Frustration	
TM 26	Earthquake	
TM 27	Return	
TM 28	Dig	
TM 31	Brick Break	
TM 32	Double Team	
TM 39	Rock Tomb	
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 45	Attract	
TM 46	Thief	
HM 01	Cut	
HM 04	Strength	
HM 06	Rock Smash	

Move Tutors List:

Move Name:	Notes:
Swords Dance	
Body Slam	
Double-Edge	
Seismic Toss	
Mimic	
Rock Slide	
Substitute	

Lost Moves:

Name	Type
Slash	Normal

#128 Tauros

Type: Normal

Ability: Intimidate

Egg Group: Field

Location: Tauros: Safari Zone

Evolution Line: None

Move List:

```
-----\
|Name          |Type      |#1 |
|-----|-----|---|
|Tackle        |Normal    |Sta|
|Tail Whip     |Normal    |Sta|
|Rage          |Normal    |4  |
|Horn Attack   |Normal    |8  |
|Scary Face    |Normal    |13 |
|Pursuit       |Dark      |19 |
|Swagger       |Normal    |26 |
|Rest          |Psychic   |34 |
|Thrash        |Normal    |43 |
|Take Down     |Normal    |53 |
\-----/
```

Egg Move List:

```
-----\
|Name          |Type      |
|-----|-----|
|None          |          |
\-----/
```

TM and HM List:

```
-----\
|TM  |Name          |Notes |
|----|-----|-----|
|TM 03|Water Pulse  |      |
|TM 06|Toxic        |      |
|TM 10|Hidden Power |      |
|TM 11|Sunny Day    |      |
|TM 13|Ice Beam     |      |
|TM 14|Blizzard     |      |
|TM 15|Hyper Beam   |      |
|TM 17|Protect      |      |
|TM 18|Rain Dance   |      |
|TM 21|Frustration |      |
|TM 22|Solar Beam   |      |
|TM 23|Iron Tail    |      |
|TM 24|Thunderbolt  |      |
|TM 25|Thunder      |      |
|TM 26|Earthquake   |      |
|TM 27|Return       |      |
|TM 32|Double Team  |      |
|TM 34|Shock Wave   |      |
|TM 35|Flamethrower|      |
|TM 37|Sandstorm    |      |
|TM 38|Fire Blast   |      |
|TM 39|Rock Tomb    |      |
|TM 42|Facade       |      |
|TM 43|Secret Power |      |
|TM 44|Rest         |      |
|TM 45|Attract      |      |
|----|-----|-----|
|HM 03|Surf         |      |
|HM 04|Strength     |      |
|HM 06|Rock Smash   |      |
```

```

\-----/

Move Tutors List:
/-----\
|Move Name:   |Notes:      |
|-----|-----|
|Body Slam   |             |
|Double-Edge |             |
|Mimic        |             |
|Substitute  |             |
\-----/

```

```

Lost Moves:
/-----\
|Name          |Type        |
|-----|-----|
|Stomp         |Normal      |
|Leer         |Normal      |
\-----/

```

=====

#129 Magikarp/#130 Gyrados

Type: Water (Magikarp)
Water/Flying (Gyrados)

Ability: Swift Swim (Magikarp)
Intimidate (Gyrados)

Egg Group: Water 2/Dragon

Location: Magikarp: Bought at Mt. Moon Pokecenter or always caught with the Old Rod.

Gyrados: Fish at various places (They are all somewhat rare in all versions. Pallet Town is one of the places you can fish among others, but you need the Super Rod for that.)

Evolution Line: Magikarp Lv 20
Gyrados Final

```

Move List:
/-----\
|Name          |Type        |#1|#2|
|-----|-----|---|---|
|Splash        |Normal      |Sta|Sta|
|Tackle        |Normal      |15 |Sta|
|Flail         |Normal      |30 |- |
|Bite          |Dark        |- |20 |
|Dragon Rage   |Dragon      |- |25 |
|Leer          |Normal      |- |30 |
|Twister       |Dragon      |- |35 |
|Hydro Pump    |Water       |- |40 |
|Rain Dance    |Water       |- |45 |
|Dragon Dance  |Dragon      |- |50 |
|Hyper Beam    |Normal      |- |55 |
\-----/

```

Egg Move List:

```

/-----\
|Name           |Type   |
|-----|-----|
|None           |       |
\-----/
  
```

TM and HM List: *Note: Magikarp cannot learn TM's or HM's

```

/-----\
|TM  |Name           |Notes |
|----|-----|-----|
|TM 03|Water Pulse   |      |
|TM 05|Roar           |      |
|TM 06|Toxic          |      |
|TM 07|Hail           |      |
|TM 10|Hidden Power   |      |
|TM 12|Taunt          |      |
|TM 13|Ice Beam       |      |
|TM 14|Blizzard       |      |
|TM 15|Hyper Beam     |      |
|TM 17|Protect        |      |
|TM 18|Rain Dance     |      |
|TM 21|Frustration    |      |
|TM 24|Thunderbolt    |      |
|TM 25|Thunder        |      |
|TM 26|Earthquake     |      |
|TM 27|Return         |      |
|TM 32|Double Team    |      |
|TM 35|Flamethrower  |      |
|TM 37|Sandstorm      |      |
|TM 38|Fire Blast     |      |
|TM 41|Torment        |      |
|TM 42|Facade         |      |
|TM 43|Secret Power   |      |
|TM 44|Rest           |      |
|TM 45|Attract        |      |
|----|-----|-----|
|HM 03|Surf           |      |
|HM 04|Strength       |      |
|HM 06|Rock Smash     |      |
|HM 07|Waterfall      |      |
|HM 08|Dive           |      |
\-----/
  
```

Move Tutors List: *Note: Magikarp cannot learn moves from tutors

```

/-----\
|Move Name:     |Notes: |
|-----|-----|
|Body Slam      |        |
|Double-Edge    |        |
|Mimic          |        |
|Thunder Wave   |        |
|Substitute     |        |
\-----/
  
```

=====
#131 Lapras

Type: Water/Ice

Ability: Water Absorb
Shell Armor

Egg Group: Monster/Water 1

Location: Lapras: Given to you by a man in the Silph Co. Building (Same room you fought your rival in), or can be caught on Island 4.

Evolution Line: None

Move List:

```
/-----\  
|Name          |Type   |#1 |  
|-----|-----|---|  
|Water Gun     |Water  |Sta|  
|Growl         |Normal |Sta|  
|Sing          |Normal |Sta|  
|Mist          |Ice    |7  |  
|Body Slam     |Normal |13 |  
|Confuse Ray   |Ghost  |19 |  
|Perish Song   |Normal |25 |  
|Ice Beam      |Ice    |31 |  
|Rain Dance    |Water  |37 |  
|Safeguard     |Normal |43 |  
|Hydro Pump    |Water  |49 |  
|Sheer Cold    |Ice    |55 |  
\-----/
```

Egg Move List:

```
/-----\  
|Name          |Type   | |  
|-----|-----| |  
|Foresight     |Normal | |  
|Substitute    |Normal | |  
|Tickle        |Normal | |  
|Refresh       |Normal | |  
|Dragon Dance  |Dragon | |  
|Curse        |???   | |  
|Sleep Talk    |Normal | |  
|Horn Drill    |Normal | |  
\-----/
```

TM and HM List:

```
/-----\  
|TM  |Name          |Notes | |  
|----|-----|-----| |  
|TM 03|Water Pulse  |      | |  
|TM 05|Roar         |      | |  
|TM 06|Toxic        |      | |  
|TM 07|Hail         |      | |  
|TM 10|Hidden Power |      | |  
|TM 13|Ice Beam     |      | |  
|TM 14|Blizzard     |      | |  
|TM 15|Hyper Beam   |      | |  
|TM 17|Protect      |      | |  
|TM 18|Rain Dance   |      | |  
|TM 20|Safeguard    |      | |  
|TM 21|Frustration  |      | |
```

TM 23	Iron Tail	
TM 24	Thunderbolt	
TM 25	Thunder	
TM 27	Return	
TM 29	Psycic	
TM 32	Double Team	
TM 34	Shock Wave	
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 45	Attract	
----- ----- -----		
HM 03	Surf	
HM 04	Strength	
HM 06	Rock Smash	
HM 07	Waterfall	
HM 08	Dive	
\-----/		

Move Tutors List:

/-----\	
Move Name:	Notes:

Body Slam	
Double Edge	
Mimic	
Dream Eater	
Substitute	
\-----/	

=====

#132 Ditto

Type: Normal

Ability: Limber

Egg Group: Ditto can breed with any non-legendary Pokemon of any gender.

Location: Ditto: Routes 13, 14, 15, Pokemon Mansion, Cerulean Cave

Evolution Line: None

Move List:

/-----\		
Name	Type	#1

Transform	Normal	Sta
\-----/		

Egg Move List:

/-----\	
Name	Type

None	
\-----/	

TM and HM list:

/-----\

TM	Name	Notes
None		

Move Tutors List:

Move Name:	Notes:
None	

=====
#133 Eevee

Type: Normal

Ability: Run Away

Egg Group: Field

Location: The top floor of the Celadon Mansion (You have to go through the back entrance)

Evolution Line: Eevee Thunder Stone (Jolteon)
 Water Stone (Vaporeon)
 Fire Stone (Flareon)
 Friendly Evolution at Night (Umbreon)*
 Friendly Evolution in the Morning or
 Mid Day (Espeon)*

*Can only evolve in R/S/E

Jolteon	Final
Flareon	Final
Vaporeon	Final
Umbreon	Final
Espeon	Final

Move List: (Note: This only applies to Eevee)

Name	Type	#1
Tackle	Normal	Sta
Tail Whip	Normal	Sta
Helping Hand	Normal	Sta
Sand Attack	Normal	8
Growl	Normal	16
Quick Attack	Normal	23
Bite	Dark	30
Baton Pass	Fighting	36
Take Down	Normal	42

Egg Move List:

Name	Type
Charm	Normal

Flail	Normal
Endure	Normal
Curse	???
Tickle	Normal
Wish	Normal

TM and HM List:

TM	Name	Notes
TM 06	Toxic	
TM 10	Hidden Power	
TM 11	Sunny Day	
TM 17	Protect	
TM 18	Rain Dance	
TM 21	Frustration	
TM 23	Iron Tail	
TM 27	Return	
TM 28	Dig	
TM 30	Shadow Ball	
TM 32	Double Team	
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 45	Attract	

Move Tutors List:

Move Name:	Notes:
Body Slam	
Double-Edge	
Mimic	
Substitute	

#134 Vaporeon

Type: Water

Ability: Water Absorb

Egg Group: Field

Location: Evolved from Eevee via Water Stone

Evolution Line: Eevee Water Stone
 Vaporeon Final

Move List: (Note: This only applies to Vaporeon)

Name	Type	#1
Tackle	Normal	Sta
Tail Whip	Normal	Sta
Helping Hand	Normal	Sta

Sand Attack	Normal	8	
Water Gun	Water	16	
Quick Attack	Normal	23	
Bite	Normal	30	
Aurora Beam	Ice	36	
Haze	Ice	42	
Acid Armor	Poison	47	
Hydro Pump	Water	52	

Egg Move List:

Name	Type	
None (Eevee)		

TM and HM List:

TM	Name	Notes	
TM 03	Water Pulse		
TM 05	Roar		
TM 06	Toxic		
TM 07	Hail		
TM 10	Hidden Power		
TM 11	Sunny Day		
TM 13	Ice Beam		
TM 14	Blizzard		
TM 15	Hyper Beam		
TM 17	Protect		
TM 18	Rain Dance		
TM 21	Frustration		
TM 23	Iron Tail		
TM 27	Return		
TM 28	Dig		
TM 30	Shadow Ball		
TM 32	Double Team		
TM 42	Facade		
TM 43	Secret Power		
TM 44	Rest		
TM 45	Attract		
HM 03	Surf		
HM 07	Waterfall		
HM 08	Dive		

Move Tutors List:

Move Name:	Notes:	
Body Slam		
Double-Edge		
Mimic		
Substitute		

Lost Moves:

--	--	--

Name	Type
Mist	Ice

#135 Jolteon

Type: Electric

Ability: Volt Absorb

Egg Group: Field

Location: Evolved from Eevee via Thunder Stone

Evolution Line: Eevee Thunder Stone
 Jolteon Final

Move List: (Note: This only applies to Jolteon)

Name	Type	#1
Tackle	Normal	Sta
Tail Whip	Normal	Sta
Helping Hand	Normal	Sta
Sand Attack	Normal	8
Thundershock	Electric	16
Quick Attack	Normal	23
Double Kick	Fighting	30
Pin Missile	Bug	36
Thunder Wave	Electric	42
Agility	Psycic	47
Thunder	Electric	52

Egg Move List:

Name	Type
None (Eevee)	

TM and HM List:

TM	Name	Notes
TM 05	Roar	
TM 06	Toxic	
TM 10	Hidden Power	
TM 11	Sunny Day	
TM 15	Hyper Beam	
TM 17	Protect	
TM 18	Rain Dance	
TM 21	Frustration	
TM 23	Iron Tail	
TM 24	Thunderbolt	
TM 25	Thunder	
TM 27	Return	

TM 28	Dig	
TM 30	Shadow Ball	
TM 32	Double Team	
TM 34	Shock Wave	
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 45	Attract	
-----	-----	-----
HM 05	Flash	

\-----/

Move Tutors List:

Move Name:	Notes:	
-----	-----	-----
Body Slam		
Double-Edge		
Mimic		
Thunder Wave		
Substitute		

\-----/

=====

#136 Flareon

Type: Fire

Ability: Flash Fire

Egg Group: Field

Location: Evolved from Eevee via Fire Stone

Evolution Line: Eevee Fire Stone
 Vaporeon Final

Move List: (Note: This only applies to Flareon)

Name	Type	#1	
-----	-----	---	---
Tackle	Normal	Sta	
Tail Whip	Normal	Sta	
Helping Hand	Normal	Sta	
Sand Attack	Normal	8	
Ember	Fire	16	
Quick Attack	Normal	23	
Bite	Normal	30	
Fire Spin	Fire	36	
Smog	Poison	42	
Leer	Normal	47	
Flamethrower	Fire	52	

\-----/

Egg Move List:

Name	Type	
-----	-----	-----
None (Eevee)		

\-----/

TM and HM List:

TM	Name	Notes
TM 05	Roar	
TM 06	Toxic	
TM 10	Hidden Power	
TM 11	Sunny Day	
TM 15	Hyper Beam	
TM 17	Protect	
TM 18	Rain Dance	
TM 21	Frustration	
TM 23	Iron Tail	
TM 27	Return	
TM 28	Dig	
TM 30	Shadow Ball	
TM 32	Double Team	
TM 35	Flamethrower	
TM 38	Fire Blast	
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 45	Attract	
TM 50	Overheat	

Move Tutors List:

Move Name:	Notes:
Body Slam	
Double-Edge	
Mimic	
Substitute	

Lost Moves:

Name	Type
Rage	Normal

=====
 #137 Porygon

Type: Normal

Ability: Trace

Egg Group: None, must breed with Ditto.

Location: Porygon: Bought at Celadon Game Corner

Porygon2: Evolves from Porygon

Evolution Line: Porygon Traded while holding the Up-Grade item

Move List:

```

/-----\
|Name           |Type      |#1 |
|-----|-----|---|
|Tackle         |Normal    |Sta|
|Conversion 2   |Normal    |Sta|
|Conversion      |Normal    |Sta|
|Agility        |Psychic   |9  |
|Psybeam        |Psychic   |12 |
|Recover        |Normal    |30 |
|Sharpen        |Normal    |24 |
|Lock-On        |Normal    |32 |
|Tri Attack     |Normal    |36 |
|Recycle        |Normal    |44 |
|Zap Cannon     |Electric  |48 |
\-----/
    
```

Egg Move List:

```

/-----\
|Name           |Type      |
|-----|-----|
|None           |          |
\-----/
    
```

TM and HM List:

```

/-----\
|TM  |Name           |Notes |
|----|-----|-----|
|TM 06|Toxic          |      |
|TM 10|Hidden Power   |      |
|TM 11|Sunny Day      |      |
|TM 13|Ice Beam       |      |
|TM 14|Blizzard       |      |
|TM 15|Hyper Beam     |      |
|TM 17|Protect        |      |
|TM 18|Rain Dance     |      |
|TM 21|Frustration    |      |
|TM 22|Solar Beam     |      |
|TM 23|Iron Tail      |      |
|TM 24|Thunderbolt    |      |
|TM 25|Thunder        |      |
|TM 27|Return         |      |
|TM 29|Psychic        |      |
|TM 30|Shadow Ball    |      |
|TM 32|Double Team    |      |
|TM 34|Shock Wave     |      |
|TM 40|Aerial Ace     |      |
|TM 42|Facade         |      |
|TM 43|Secret Power   |      |
|TM 44|Rest           |      |
|TM 46|Thief          |      |
|----|-----|-----|
|HM 05|Flash          |      |
\-----/
    
```

Move Tutors List:

```

/-----\
    
```

Move Name:	Notes:
Double-Edge	
Mimic	
Dream Eater	
Thunder Wave	
Substitue	

Lost Moves:

Name	Type
Harden	Normal

=====
 #138 Omanyte/#139 Omastar

Type: Rock/Water

Ability: Swift Swim
 Shell Armor

Egg Group: Water 1/Water 3

Location: Revive via Helix Fossil in Lab on Cinnibar

Evolution Line: Omanyte Lv 40
 Omastar Final

Move List:

Name	Type	#1	#2
Constrict	Normal	Sta	Sta
Withdraw	Water	Sta	Sta
Bite	Dark	13	13
Water Gun	Water	19	19
Mud Shot	Ground	25	25
Leer	Normal	31	31
Protect	Normal	37	37
Spike Cannon	Normal	-	40
Tickle	Normal	43	46
Ancientpower	Rock	49	55
Hydro Pump	Water	55	65

Egg Move List:

Name	Type
Bubblebeam	Water
Aurora Beam	Ice
Slam	Normal
Supersonic	Normal
Haze	Ice
Rock Slide	Rock
Spikes	Ground

\-----/

TM and HM List:

```
/-----\  
|TM   |Name           |Notes   |  
|----|-----|-----|  
|TM 03|Water Pulse   |         |  
|TM 06|Toxic         |         |  
|TM 07|Hail          |         |  
|TM 10|Hidden Power  |         |  
|TM 13|Ice Beam     |         |  
|TM 14|Blizzard     |         |  
|TM 15|Hyper Beam   |Omastar only|  
|TM 17|Protect      |         |  
|TM 18|Rain Dance   |         |  
|TM 21|Frustration  |         |  
|TM 27|Return       |         |  
|TM 32|Double Team  |         |  
|TM 37|Sandstorm    |         |  
|TM 39|Rock Tomb    |         |  
|TM 42|Facade       |         |  
|TM 43|Secret Power |         |  
|TM 44|Rest         |         |  
|TM 45|Attract      |         |  
|TM 46|Thief        |         |  
|----|-----|-----|  
|HM 03|Surf         |         |  
|HM 06|Rock Smash   |         |  
|HM 07|Waterfall    |         |  
|HM 08|Dive         |         |  
\-----/
```

Move Tutors List:

```
/-----\  
|Move Name:  |Notes:      |  
|-----|-----|  
|Body Slam   |           |  
|Seismic Toss|Omastar only|  
|Double Edge |           |  
|Mimic       |           |  
|Rock Slide  |           |  
|Substitute  |           |  
\-----/
```

Lost Moves:

```
/-----\  
|Name           |Type      |  
|-----|-----|  
|Horn Attack    |Normal    |  
\-----/
```

=====

#140 Kabuto/#141 Kabutops

Type: Rock/Water

Ability: Swift Swim
Battle Armor

Egg Group: Water 1/Water 3

Location: Revive via Dome Fossil in Lab on Cinnibar

Evolution Line: Kabuto Lv 40
 Kabutops Final

Move List:

```
/-----\  
|Name           |Type      |#1|#2|  
|-----|-----|---|---|  
|Scratch        |Normal    |Sta|Sta|  
|Harden         |Normal    |Sta|Sta|  
|Absorb         |Grass     |13 |13 |  
|Leer           |Normal    |19 |19 |  
|Mud Shot       |Ground    |25 |25 |  
|Sand-Attack    |Ground    |31 |31 |  
|Endure         |Normal    |37 |37 |  
|Slash          |Normal    |-  |40 |  
|Metal Sound    |Steel     |43 |46 |  
|Mega Drain     |Grass     |49 |55 |  
|Hydro Pump     |Water     |55 |65 |  
\-----/
```

Egg Move List:

```
/-----\  
|Name           |Type      |  
|-----|-----|  
|Bubblebeam     |Water     |  
|Aurora Beam    |Ice       |  
|Rapid Spin     |Normal    |  
|Dig            |Ground    |  
|Flail          |Normal    |  
|Knock Off      |Dark      |  
|Confuse Ray    |Ghost     |  
\-----/
```

TM and HM List:

```
/-----\  
|TM  |Name           |Notes      |  
|----|-----|-----|  
|TM 03|Water Pulse   |           |  
|TM 06|Toxic         |           |  
|TM 07|Hail          |           |  
|TM 10|Hidden Power  |           |  
|TM 13|Ice Beam      |           |  
|TM 14|Blizzard      |           |  
|TM 15|Hyper Beam    |Kabutops only|  
|TM 17|Protect       |           |  
|TM 18|Rain Dance    |           |  
|TM 19|Giga Drain    |           |  
|TM 21|Frustration   |           |  
|TM 27|Return        |           |  
|TM 28|Dig           |           |  
|TM 31|Brick Break   |Kabutops only|  
|TM 32|Double Team   |           |  
|TM 37|Sandstorm     |           |  
|TM 39|Rock Tomb     |           |  
|TM 40|Aerial Ace    |           |  
|TM 42|Facade        |           |
```

TM 43	Secret Power	
TM 44	Rest	
TM 45	Attract	
TM 46	Thief	

HM 01	Cut	Kabutops only
HM 03	Surf	
HM 06	Rock Smash	
HM 07	Waterfall	
HM 08	Dive	

\-----/

Move Tutors List:

/-----\	
Move Name:	Notes:

Swords Dance	Kabutops only
Mega Kick	Kabutops only
Body Slam	
Double Edge	
Seismic-Toss	Kabutops only
Mimic	
Rock Slide	
Substitute	
\-----/	

=====

#142 Aerodactyl

Type: Flying/Rock

Ability: Rock Head
Pressure

Egg Group: Flying

Location: Revive via Old Amber on Cinnibar Island

Evolution Line: None

Move List:

/-----\		
Name	Type	#1

Wing Attack	Flying	Sta
Agility	Psycic	8
Bite	Normal	15
Supersonic	Normal	22
Ancientpower	Rock	29
Scary Face	Normal	36
Take Down	Normal	43
Hyper Beam	Normal	50
\-----/		

Egg Move List:

/-----\	
Name	Type

Whirlwind	Flying

Pursuit	Dark
Foresight	Normal
Steel Wing	Steel
Dragonbreath	Dragon
Curse	???

\-----/

TM and HM List:

TM	Name	Notes
TM 02	Dragon Claw	
TM 05	Roar	
TM 06	Toxic	
TM 10	Hidden Power	
TM 11	Sunny Day	
TM 12	Taunt	
TM 15	Hyper Beam	
TM 17	Protect	
TM 18	Rain Dance	
TM 21	Frustration	
TM 23	Iron Tail	
TM 26	Earthquake	
TM 27	Return	
TM 32	Double Team	
TM 35	Flamethrower	
TM 37	Sandstorm	
TM 38	Fire Blast	
TM 39	Rock Tomb	
TM 40	Aerial Ace	
TM 41	Torment	
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 45	Attract	
TM 46	Thief	
TM 47	Steel Wing	
HM 02	Fly	
HM 04	Strength	
HM 06	Rock Smash	

\-----/

Move Tutors List:

Move Name:	Notes:
Double-Edge	
Mimic	
Rock Slide	
Substitute	

\-----/

=====

#143 Snorlax

Type: Normal

Ability: Immunity
Thick Fat

Egg Group: Monster

Location: Routes 12 and 16 as a event Pokemon. Use Pokeflute to wake up.

Evolution Line: None

Move List:

```
/-----\  
|Name          |Type      |#1 |  
|-----|-----|---|  
|Tackle        |Normal    |Sta|  
|Amnesia       |Psychic   |5  |  
|Defense Curl  |Normal    |9  |  
|Belly Drum    |Normal    |13 |  
|Headbutt      |Normal    |17 |  
|Yawn          |Normal    |21 |  
|Rest          |Psychic   |25 |  
|Snore         |Normal    |29 |  
|Body Slam     |Normal    |33 |  
|Sleep Talk    |Normal    |37 |  
|Block         |Normal    |41 |  
|Covet         |Normal    |45 |  
|Rollout       |Rock      |49 |  
|Hyper Beam    |Normal    |53 |  
\-----/
```

Egg Move List:

```
/-----\  
|Name          |Type      |  
|-----|-----|  
|Lick          |Ghost     |  
|Charm         |Normal    |  
|Double-Edge   |Normal    |  
|Curse        |???      |  
|Fissure       |Ground    |  
|Substitute    |Normal    |  
\-----/
```

TM and HM List:

```
/-----\  
|TM  |Name          |Notes |  
|----|-----|-----|  
|TM 01|Focus Punch  |      |  
|TM 03|Water Pulse  |      |  
|TM 06|Toxic        |      |  
|TM 10|Hidden Power |      |  
|TM 11|Sunny Day    |      |  
|TM 13|Ice Beam     |      |  
|TM 14|Blizzard     |      |  
|TM 15|Hyper Beam   |      |  
|TM 17|Protect      |      |  
|TM 18|Rain Dance   |      |  
|TM 21|Frustration  |      |  
|TM 22|Solar Beam   |      |  
|TM 24|Thunderbolt  |      |  
|TM 25|Thunder      |      |  
|TM 26|Earthquake   |      |  
|TM 27|Return       |      |  
\-----/
```

TM 29	Psychic	
TM 30	Shadow Ball	
TM 31	Brick Break	
TM 32	Double Team	
TM 34	Shock Wave	
TM 35	Flamethrower	
TM 37	Sandstorm	
TM 38	Fire Blast	
TM 39	Rock Tomb	
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 45	Attract	

HM 03	Surf	
HM 04	Strength	

Move Tutors List:

Move Name:	Notes:
Mega Punch	
Mega Kick	
Body Slam	
Double-Edge	
Counter	
Seismic Toss	
Mimic	
Metronome	
Rock Slide	
Substitute	

Lost Moves:

Name	Type
Harden	Normal

=====

#144 Articuno

Type: Ice/Flying

Ability: Pressure

Egg Group: Legendary, cannot breed

Location: Event Pokemon at Seafoam Island

Evolution Line: None

Move List:

Name	Type	#1
------	------	----

Gust	FLying	Sta
Powder Snow	Ice	Sta
Mist	Ice	13
Agility	Psycic	25
Ice Beam	Ice	49
Reflect	Psycic	61
Blizzard	Ice	73
Sheer Cold	Ice	85

Egg Move List:

Name	Type
None	

TM and HM List:

TM	Name	Notes
TM 03	Water Pulse	
TM 05	Roar	
TM 06	Toxic	
TM 07	Hail	
TM 10	Hidden Power	
TM 11	Sunny Day	
TM 13	Ice Beam	
TM 14	Blizzard	
TM 15	Hyper Beam	
TM 17	Protect	
TM 18	Rain Dance	
TM 21	Frustration	
TM 27	Return	
TM 32	Double Team	
TM 37	Sandstorm	
TM 40	Aerial Ace	
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 47	Steel Wing	
HM 02	Fly	
HM 06	Rock Smash	

Move Tutors List:

Move Name:	Notes:
Double-Edge	
Mimic	
Substitute	

Lost Moves:

Name	Type
Peck	Flying

\-----/

=====
#145 Zapdos

Type: Electric/Flying

Ability: Pressure

Egg Group: Legendary, cannot breed

Location: Event Pokemon in the Power Plant

Evolution Line: None

Move List:

/-----\
Name	Type	#1
Peck	Flying	Sta
Thundershock	Electric	Sta
Thunder Wave	Electric	13
Agility	Psycic	25
Detect	Fighting	37
Drill Peck	Flying	49
Charge	Electric	61
Light Screen	Psycic	73
Thunder	Electric	85
\-----/

Egg Move List:

/-----\
Name	Type
None	
\-----/

TM and HM List:

/-----\
TM	Name	Notes
TM 05	Roar	
TM 06	Toxic	
TM 10	Hidden Power	
TM 11	Sunny Day	
TM 15	Hyper Beam	
TM 16	Light Screen	
TM 17	Protect	
TM 18	Rain Dance	
TM 21	Frustration	
TM 24	Thunderbolt	
TM 25	Thunder	
TM 27	Return	
TM 32	Double Team	
TM 34	Shock Wave	
TM 37	Sandstorm	
TM 40	Aerial Ace	
TM 42	Facade	
TM 43	Secret Power	
\-----/

TM 44	Rest	
TM 47	Steel Wing	
-----	-----	-----
HM 02	Fly	
HM 05	Flash	
HM 06	Rock Smash	

Move Tutors List:

Move Name:	Notes:
Double-Edge	
Mimic	
Thunder Wave	
Substitute	

=====
#146 Moltres

Type: Fire/Flying

Ability: Pressure

Egg Group: Legendary, cannot breed

Location: Event Pokemon on the top of the first Island. Have to beat the Cinnibar Gym before you can go there.

Evolution Line: None

Move List:

Name	Type	#1
Wing Attack	Flying	Sta
Ember	Fire	Sta
Fire Spin	Fire	13
Agility	Psycic	25
Endure	Normal	37
Flamethrower	Fire	49
Safeguard	Normal	61
Heat Wave	Fire	73
Sky Attack	Flying	85

Egg Move List:

Name	Type
None	

TM and HM List:

TM	Name	Notes
TM 05	Roar	

TM 06	Toxic		
TM 10	Hidden Power		
TM 11	Sunny Day		
TM 15	Hyper Beam		
TM 17	Protect		
TM 18	Rain Dance		
TM 20	Safeguard		
TM 21	Frustration		
TM 27	Return		
TM 32	Double Team		
TM 35	Flamethrower		
TM 37	Sandstorm		
TM 38	Fire Blast		
TM 40	Aerial Ace		
TM 42	Facade		
TM 43	Secret Power		
TM 44	Rest		
TM 46	Thief		
TM 47	Steel Wing		
TM 50	Overheat		
-----	-----		
HM 02	Fly		
HM 06	Rock Smash		
\-----/			

Move Tutors List:

/-----\			
Move Name:	Notes:		
-----	-----		
Double-Edge			
Mimic			
Substitute			
\-----/			

Lost Moves:

/-----\			
Name	Type		
-----	-----		
Peck	Flying		
Leer	Normal		
\-----/			

=====
#147 Dratini/#148 Dragonair/#149 Dragonite

Type: Flying/Dragon

Ability: Shed Skin (Dratini and Dragonair)
Inner Focus (Dragonite)

Egg Group: Water 1/Dragon

Location: Dratini: Get at the Celadon Game Corner, or fish for at the Safari Zone.

Dragonair: Safari Zone via fishing with the Super Rod

Dragonite: Evolves from Dragonair

Evolution Line: Dratini Lv 30
 Dragonair Lv 55
 Dragonite Final

Move List:

```

/-----\
|Name          |Type      |#1|#2|#3|
|-----|-----|---|---|---|
|Wrap          |Normal    |Sta|Sta|Sta|
|Leer         |Normal    |Sta|Sta|Sta|
|Thunder Wave  |Thunder   |8  |8  |8  |
|Twister       |Dragon    |15 |15 |15 |
|Dragon Rage   |Dragon    |22 |22 |22 |
|Slam          |Normal    |29 |29 |29 |
|Agility       |Psychic   |36 |38 |38 |
|Safeguard     |Normal    |43 |47 |47 |
|Wing Attack   |Flying    |-  |-  |55 |
|Outrage       |Dragon    |50 |56 |61 |
|Hyper Beam    |Normal    |57 |65 |75 |
\-----/
  
```

Egg Move List:

```

/-----\
|Name          |Type      |
|-----|-----|
|Light Screen  |Psychic   |
|Mist          |Ice       |
|Haze          |Ice       |
|Supersonic    |Normal    |
|Dragonbreath  |Dragon    |
|Dragon Dance  |Dragon    |
\-----/
  
```

TM and HM List:

```

/-----\
|TM  |Name          |Notes          |
|----|-----|-----|
|TM 01|Focus Punch  |Dragonite only|
|TM 02|Dragon Claw  |Dragonite only|
|TM 03|Water Pulse  |               |
|TM 05|Roar         |Dragonite only|
|TM 06|Toxic        |               |
|TM 07|Hail         |               |
|TM 10|Hidden Power |               |
|TM 11|Sunny Day    |               |
|TM 13|Ice Beam     |               |
|TM 14|Blizzard     |               |
|TM 15|Hyper Beam   |               |
|TM 17|Protect      |               |
|TM 18|Rain Dance   |               |
|TM 20|Safeguard    |               |
|TM 21|Frustration  |               |
|TM 23|Iron Tail    |               |
|TM 24|Thunderbolt  |               |
|TM 25|Thunder      |               |
|TM 26|Earthquake   |Dragonite only|
|TM 27|Return       |               |
|TM 31|Brick Break  |Dragonite only|
  
```


TM 32	Double Team	
TM 34	Shock Wave	
TM 35	Flamethrower	
TM 37	Sandstorm	Dragonite only
TM 38	Fire Blast	
TM 39	Rock Tomb	Dragonite only
TM 40	Aerial Ace	Dragonite only
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 45	Attract	
TM 47	Steel Wing	Dragonite only

HM 01	Cut	Dragonite only
HM 02	Fly	Dragonite only
HM 03	Surf	
HM 04	Strength	Dragonite only
HM 06	Rock Smash	Dragonite only
HM 07	Waterfall	
HM 08	Dive	Dragonite only

Move Tutors List:

Move Name:	Notes:
Body Slam	
Double-Edge	
Mimic	
Thunder Wave	
Substitute	

#150 Mewtwo

Type: Psychic

Ability: Pressure

Egg Group: Legendary, cannot breed.

Location: Event Pokemon at the Cerulean Cave

Evolution Line: None

Move List:

Name	Type	#1
Confusion	Psychic	Sta
Disable	Normal	Sta
Barrier	Psychic	11
Mist	Ice	22
Swift	Normal	33
Recover	Normal	44
Safeguard	Normal	55
Psychic	Psychic	66
Psych Up	Normal	77

Future Sight	Psychic	88
Amnesia	Psychic	99

\-----/

Egg Move List:

Name	Type
None	

\-----/

TM and HM List:

TM	Name	Notes
TM 01	Focus Punch	
TM 03	Water Pulse	
TM 04	Calm Mind	
TM 06	Toxic	
TM 07	Hail	
TM 08	Bulk Up	
TM 10	Hidden Power	
TM 11	Sunny Day	
TM 12	Taunt	
TM 13	Ice Beam	
TM 14	Blizzard	
TM 15	Hyper Beam	
TM 16	Light Screen	
TM 17	Protect	
TM 18	Rain Dance	
TM 20	Safeguard	
TM 21	Frustration	
TM 22	Solar Beam	
TM 23	Iron Tail	
TM 24	Thunderbolt	
TM 25	Thunder	
TM 26	Earthquake	
TM 27	Return	
TM 29	Psychic	
TM 30	Shadow Ball	
TM 31	Brick Break	
TM 32	Double Team	
TM 33	Reflect	
TM 34	Shock Wave	
TM 35	Flamethrower	
TM 37	Sandstorm	
TM 38	Fire Blast	
TM 39	Rock Tomb	
TM 40	Aerial Ace	
TM 41	Torment	
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 48	Skill Swap	
TM 49	Snatch	
HM 04	Strength	
HM 05	Flash	
HM 06	Rock Smash	

\-----/

Move Tutors List:

```

/-----\
|Move Name:   |Notes:      |
|-----|-----|
|Mega Punch   |             |
|Mega Kick    |             |
|Body Slam    |             |
|Double-Edge  |             |
|Counter      |             |
|Seismic Toss |             |
|Mimic        |             |
|Metronome    |             |
|Dream Eater  |             |
|Thunder Wave |             |
|Substitute   |             |
\-----/

```

=====
#151 Mew

Type: Psychic

Ability: Synchronize

Egg Group: Legendary, cannot breed.

Location: Special event pokemon. Located on a island in Emerald, need a special event item to get to it.

Evolution Line: None

Move List:

```

/-----\
|Name          |Type      |#1 |
|-----|-----|---|
|Pound         |Normal    |Sta|
|Transform     |Normal    |10 |
|Mega Punch    |Normal    |20 |
|Metronome     |Normal    |30 |
|Psychic       |Psychic   |40 |
|Ancientpower  |Rock      |50 |
\-----/

```

Egg Move List:

```

/-----\
|Name          |Type      |
|-----|-----|
|None          |           |
\-----/

```

TM and HM List:

```

/-----\
|TM  |Name          |Notes      |
|----|-----|-----|
|TM 01|Focus Punch  |           |
|TM 02|Dragon Claw  |           |
|TM 03|Water Pulse  |           |
|TM 04|Calm Mind    |           |

```

TM 05	Roar	
TM 06	Toxic	
TM 07	Hail	
TM 08	Bulk Up	
TM 09	Bullet Seed	
TM 10	Hidden Power	
TM 11	Sunny Day	
TM 12	Taunt	
TM 13	Ice Beam	
TM 14	Blizzard	
TM 15	Hyper Beam	
TM 16	Light Screen	
TM 17	Protect	
TM 18	Rain Dance	
TM 19	Giga Drain	
TM 20	Safeguard	
TM 21	Frustration	
TM 22	Solar Beam	
TM 23	Iron Tail	
TM 24	Thunderbolt	
TM 25	Thunder	
TM 26	Earthquake	
TM 27	Return	
TM 28	Dig	
TM 29	Psycic	
TM 30	Shadow Ball	
TM 31	Brick Break	
TM 32	Double Team	
TM 33	Reflect	
TM 34	Shock Wave	
TM 35	Flamethrower	
TM 36	Sluge Bomb	
TM 37	Sandstorm	
TM 38	Fire Blast	
TM 39	Rock Tomb	
TM 40	Aerial Ace	
TM 41	Torment	
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 45	Attract	
TM 46	Thief	
TM 47	Steel Wing	
TM 48	Skill Swap	
TM 49	Snatch	
TM 50	Overheat	
----- ----- -----		
HM 01	Cut	
HM 02	Fly	
HM 03	Surf	
HM 04	Strength	
HM 05	Flash	
HM 06	Rock Smash	
HM 07	Waterfall	
\-----/		

Move Tutors List:

/-----\	
Move Name:	Notes:

```

|Body Slam      |
|Counter       |
|Double Edge   |
|Dream Eater   |
|Explosion      |
|Mega Kick     |
|Mega Punch    |
|Metronome     |
|Mimic         |
|Rock Slide    |
|Seismic Toss  |
|Softboiled    |
|Substitute    |
|Sword Dance   |
|Thunder Wave  |
\-----/

```

```
=====
```

```

-----|
/Code: 0A02 |

```

```
=====
```

Pokedex: 152-251

```
=====
```

#152 Chikorita/#153 Bayleef/#154 Meganium

Type: Grass

Ability: Overgrow

Egg Group: Monster/Grass

Location: Shadow Pokemon in Colosseum, gift Pokemon in Emerald and XD

Evolution Line: Chikorita Lv 16
 Bayleef Lv 32
 Meganium Final

Move List:

```

/-----\
|Name          |Type      |#1|#2|#3|
|-----|-----|---|---|---|
|Tackle        |Normal    |Sta|Sta|Sta|
|Growl         |Normal    |Sta|Sta|Sta|
|Razor Leaf    |Grass     |8 |8 |8 |
|Reflect       |Psychic   |12|12|12|
|Poisonpowder  |Poison    |15|15|15|
|Synthesis     |Grass     |22|23|23|
|Body Slam     |Normal    |29|31|31|
|Light Screen  |Psychic   |36|39|41|
|Safeguard     |Normal    |43|47|51|
|Solarbeam     |Grass     |50|55|61|
\-----/

```

Egg Move List:

```

/-----\
|Name           |Type   |
|-----|-----|
|Vine Whip     |Grass  |
|Leech Seed    |Grass  |
|Counter       |Fighting|
|Ancientpower  |Rock   |
|Flail         |Normal |
|Nature Power  |Normal |
|Ingrain       |Grass  |
|Grasswhistle  |Grass  |
\-----/

```

TM and HM List:

```

/-----\
|TM  |Name           |Notes   |
|----|-----|-----|
|TM 06|Toxic         |         |
|TM 09|Bullet Seed   |         |
|TM 10|Hidden Power  |         |
|TM 11|Sunny Day     |         |
|TM 15|Hyper Beam    |Meganium only|
|TM 16|Light Screen  |         |
|TM 17|Protect       |         |
|TM 19|Giga Drain    |         |
|TM 20|Safeguard     |         |
|TM 21|Frustration  |         |
|TM 22|Solar Beam    |         |
|TM 23|Iron Tail     |         |
|TM 26|Earthquake    |Meganium only|
|TM 27|Return        |         |
|TM 32|Double Team   |         |
|TM 33|Reflect       |         |
|TM 42|Facade        |         |
|TM 43|Secret Power  |         |
|TM 44|Rest          |         |
|TM 45|Attract       |         |
|----|-----|-----|
|HM 01|Cut           |         |
|HM 04|Strength      |         |
|HM 05|Flash         |         |
|HM 06|Rock Smash    |Bayleef and Meganium|
\-----/

```

Move Tutors List:

```

/-----\
|Move Name:    |Notes:   |
|-----|-----|
|Swords Dance |         |
|Body Slam    |         |
|Double-Edge  |         |
|Counter      |         |
|Mimic        |         |
|Substitute   |         |
\-----/

```

Type: Fire

Ability: Blaze

Egg Group: Field

Location: Shadow Pokemon in Colosseum, event Pokemon in Emerald and XD

Evolution Line: Cyndaquil Lv 16
Quilava Lv 36
Typhlosion Final

Move List:

```
/-----\  
|Name          |Type      |#1|#2|#3|  
|-----|-----|---|---|---|  
|Tackle        |Normal    |Sta|Sta|Sta|  
|Leer          |Normal    |Sta|Sta|Sta|  
|Smokescreen   |Normal    |6  |6  |6  |  
|Ember         |Fire      |12 |12 |12 |  
|Quick Attack  |Normal    |19 |21 |21 |  
|Flame Wheel   |Fire      |27 |31 |31 |  
|Swift         |Normal    |36 |42 |45 |  
|Flamethrower |Fire      |46 |54 |60 |  
\-----/
```

Egg Move List:

```
/-----\  
|Name          |Type      |  
|-----|-----|  
|Fury Swipes   |Normal    |  
|Quick Attack  |Normal    |  
|Reversal      |Fighting  |  
|Thrash        |Normal    |  
|Forsight      |Normal    |  
|Covet         |Normal    |  
|Howl          |Normal    |  
|Crush Claw    |Normal    |  
\-----/
```

TM and HM List:

```
/-----\  
|TM  |Name          |Notes          |  
|----|-----|-----|  
|TM 01|Focus Punch  |Quilava and Typhlosion |  
|TM 05|Roar         |Quilava and Typhlosion |  
|TM 06|Toxic        |                  |  
|TM 10|Hidden Power |                  |  
|TM 11|Sunny Day    |                  |  
|TM 15|Hyper Beam   |Typhlosion only  |  
|TM 17|Protect      |                  |  
|TM 21|Frustration  |                  |  
|TM 26|Earthquake   |                  |  
|TM 27|Return       |                  |  
|TM 28|Dig          |                  |  
|TM 31|Brick Break  |Quilava and Typhlosion |  
|TM 32|Double Team  |                  |  
|TM 35|Flamethrower|                  |  
|TM 38|Fire Blast   |                  |  
\-----/
```

```

|TM 40|Aerial Ace      |
|TM 42|Facade          |
|TM 43|Secret Power    |
|TM 44|Rest            |
|TM 45|Attract         |
|TM 50|Overheat        | |
|---|---|---|
|HM 01|Cut              |
|HM 04|Strength          |Quilava and Typhlosion |
|HM 06|Rock Smash         |Quilava and Typhlosion |
\-----/

```

Move Tutors List:

```

/-----\
|Move Name:      |Notes:          |
|-----|-----|
|Mega Punch      |Typhlosion only |
|Mega Kick       |Typhlosion only |
|Body Slam       |                 |
|Double-Edge     |                 |
|Counter         |Typhlosion only |
|Seismic Toss    |Typhlosion only |
|Mimic           |                 |
|Rock Slide      |Typhlosion only |
|Substitute      |                 |
\-----/

```

=====
#158 Totodile/#159 Croconaw/#160 Feraligatr

Type: Water

Ability: Torrent

Egg Group: Monster/Water 1

Location: Shadow Pokemon in Colosseum, event Pokemon in Emerald XD

Evolution Line: Totodile Lv 16
 Croconaw Lv 30
 Feraligatr Final

Move List:

```

/-----\
|Name              |Type           |#1 |#2 |#3 |
|-----|-----|---|---|---|
|Scratch           |Normal         |Sta|Sta|Sta|
|Leer              |Normal         |Sta|Sta|Sta|
|Rage              |Normal         |7  |7  |7  |
|Water Gun         |Water          |13 |13 |13 |
|Bite              |Dark           |20 |21 |21 |
|Scary Face        |Normal         |27 |28 |28 |
|Slash             |Normal         |35 |37 |37 |
|Screech           |Normal         |43 |45 |45 |
|Hydro Pump        |Water          |52 |55 |58 |
\-----/

```

Egg Move List:

```

/-----\

```


Name	Type
Crunch	Dark
Thrash	Normal
Hydro Pump	Water
Ancientpower	Rock
Rock Slide	Rock
Mud Sport	Ground
Water Sport	Water
Dragon Claw	Dragon

TM and HM List:

TM	Name	Notes
TM 01	Focus Punch	
TM 02	Dragon Claw	Feraligatr only
TM 03	Water Pulse	
TM 05	Roar	Croconaw and Feraligatr
TM 06	Toxic	
TM 07	Hail	
TM 10	Hidden Power	
TM 13	Ice Beam	
TM 14	Blizzard	
TM 15	Hyper Beam	Feraligatr only
TM 17	Protect	
TM 18	Rain Dance	
TM 21	Frustration	
TM 23	Iron Tail	
TM 26	Earthquake	Feraligatr only
TM 28	Dig	
TM 31	Brick Break	
TM 32	Double Team	
TM 40	Aerial Ace	
TM 42	Facade	
TM 43	Secret Power	
TM 44	Rest	
TM 45	Attract	
HM 01	Cut	
HM 03	Surf	
HM 04	Strength	Croconaw and Feraligatr
HM 06	Rock Smash	Croconaw and Feraligatr
HM 07	Waterfall	
HM 08	Dive	

Move Tutors List:

Move Name:	Notes:
Mega Punch	
Mega Kick	
Swords Dance	
Body Slam	
Double-Edge	
Counter	
Seismic Toss	
Mimic	

```
|Rock Slide      |
|Substitute     |
\-----/
```

```
-----|
/Code: 0004 |
```

Items List

Old Items:

```
/-----\
|Antidote      | 100 | 50|Cures Poison Condition |
|-----|-----|-----|-----|
|Awakening     | 250 | 125|Awakens Sleeping Pokemon |
|-----|-----|-----|-----|
|Bicycle       | - | -|Doubles Speed |
|-----|-----|-----|-----|
|Bike Voucher  | - | -|Used to get a Bicycle |
|-----|-----|-----|-----|
|Burn Heal     | 250 | 125|Heals Burned Pokemon |
|-----|-----|-----|-----|
|Calcium       | 9800 | 4900|Up's Special |
|-----|-----|-----|-----|
|Carbos        | 9800 | 4900|Up's Speed |
|-----|-----|-----|-----|
|Card Key      | - | -|Unlocks Sliph Co.'s locked doors |
|-----|-----|-----|-----|
|Coin Case     | - | -|Holds a maximum of 9,999 coins |
|-----|-----|-----|-----|
|Dire Hit      | 650 | 375|Up's chance of a Critical Hit |
|-----|-----|-----|-----|
|Dome Fossil   | - | -|Used to get a Kabuto |
|-----|-----|-----|-----|
|Elixir        | - | -|Restores 10 PP to all moves |
|-----|-----|-----|-----|
|Escape Rope   | 550 | 275|Returns to Enterance of Dungeon or |
|              |      |      |Pokemon Center on field. |
|-----|-----|-----|-----|
|EXP. All      | - | -|Split's EXP in battle among party |
|-----|-----|-----|-----|
|Fire Stone    | 2100 | 1050|Evolves certain Fire Pokemon (See |
|              |      |      |List) |
|-----|-----|-----|-----|
|Fresh Water   | 200 | 100|Recovers 50 HP |
|-----|-----|-----|-----|
|Full Heal     | 600 | 300|Cures All status ailments besides |
|              |      |      |Faint. |
|-----|-----|-----|-----|
|Full Restore  | 3000 | 1500|Recovers all HP on non-fainted |
|              |      |      |Pokemon and cures all status effects |
|-----|-----|-----|-----|
|Gold Teeth    | - | -|Used to get HM 04 (Strength) |
|-----|-----|-----|-----|
```

Good Rod	-	-	Catches a variety of Pokemon
Great Ball	600	300	Catches Pokemon at 1.5 Accuracy
Guard Spec.	700	350	Up's chance at blocking special attacks
Helix Fossil	-	-	Used to get a Kabuto
HP Up	9800	4900	Up's HP
Hyper Potion	1500	750	Restores 200 HP
Ice Heal	250	125	Cures Freezing Status Effect
Iron	9800	4900	Up's Defence
Item Finder	-	-	Emit's beeping noise when a hidden item is near
Leaf Stone	2100	1050	Used to Evolve certain Grass pokemon (See List)
Lemonade	350	175	Recovers 80 HP
Lift Key	-	-	Key Item in Team Rocket's Hideout
Master Ball	-	-	100% Accuracy when catching Pokemon
Max Elixir	-	-	Restores all PP
Max Ether	-	-	Restores all PP to one Technique
Max Potion	2500	1250	Restores all HP
Max Repel	700	350	Lower level Wild Pokemon than your front Pokemon will not attack for 250 steps
Max Revive	-	2000	Revives a Pokemon at Full HP
Moon Stone	-	-	Evolves a certain list of Pokemon (See List)
Nugget	-	5000	Used to sell for money
Oak's Parcel	-	-	Give to Prof. Oak for Pokedex
Old Amber	-	-	Used to Revive Aerodactyl
Old Rod	-	-	Always Catches Magikarp
Paralyse Heal	200	100	Cures Paralyse Condition
Poke Ball	200	100	Catches Pokemon at 1.0 accuracy
Poke Doll	1000	500	Used to escape battle
Poke Flute	-	-	Used to wake up Snorlax, cures Pokemon of Sleep Ailment, can be

			used multiple times.
Potion	300	150	Cures 20 HP
PP Up	-	-	Boost one Move's PP by 20%
Protein	9800	4900	Up's attack
Rare Candy	-	2400	Up's a Pokemon's current level
Repel	350	175	Lower level Wild Pokemon then your front Pokemon will not attack for 100 steps
Revive	1500	750	Revives Pokemon at 1/2 their current Max HP
S.S. Ticket	-	-	Allows enterance to the S.S. Anne
Safari Ball	-	-	Used only in the Safari zone. Works at 1.0 accuracy of other Pokeballs
Secret Key	-	-	Unlocks Cinibar Island Gym
Sliph Scope	-	-	Enables People to see Ghost Pokemon
Soda Pop	300	150	Recovers 60 HP
Super Potion	700	350	Recovers 70 HP
Super Repel	500	250	Lower level Wild Pokemon then your front Pokemon will not attack for 200 steps
Super Rod	-	-	Captures all types of Water Pokemon
Thunder Stone	100	1050	Evolves certain Pokemon (See List)
Town Map	-	-	Show's World Map
Ultra Ball	200	600	Captures Pokemon at 2.0 Accuracy
Water Stone	100	1050	Evolves certain Pokemon (See List)
X Accuracy	950	475	Up's Accuracy in Battle
X Attack	500	250	Up's Attack in battle
X Defend	550	275	Up's Defence in Battle
X Special	350	175	Up's Special in Battle
X Speed	350	175	Up's Speed in Battle

New Items: (Key Items)

Berry Pouch	-	-	Automaticly recieved when you get a berry. Holds all berries.
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Fame Checker	-	-	Given to you by Gary in Cerulean. Records Data on important people you meet.
Powder Jar	-	-	Given by the old man in the house above the pokemon center in vermillion. Used to make Berry powder at certain locations.
Rainbow Pass	-	-	Given to you after you get the Ruby Plate. Used to travel to Islands 4,5,6, and 7.
Tea	-	-	Given to you by a woman on the first floor of Gamefreak building in Celadon. Used to get past the guards and get to Saffron city.
Teachy TV	-	-	Given to you by the old man in Viridian. Teaches you about combat, and catching Pokemon
TM Case	-	-	Automaticly recieved when you get your first TM. Holds all TM's and HM's in the Key Pocket.
Tri Pass	-	-	Given to you when you travel to the first island. Used to get to Islands 1, 2, and 3.
VS Seeker	-	-	Given to you by a girl at the Pokemon Center in Vermilion. After X ammount of steps, it allows you to rechallenge people on Routes. Not effective indoors.

/Code: 004A

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Move List
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Move List: Letter A

Name	Type	AP	Acc	PP	Info
Absorb	Grass	20	100%	20	User recovers half damage dealt.
Acid	Poison	40	100%	30	May lower oppnent's DEFENSE ability down one stage.
Acid Armor	Poison	--	---	40	Raises user's DEFENSE ability up two stages.
Aerial Ace	Flying	60	---	20	If oppnent is on screen, hits without fail.
Aeroblast	Flying	100	95%	5	Has a high critical hit rate.
Agility	Psychic	---	---	30	Raises user's SPEED ability up two stages.
Air Cutter	Flying	55	95%	25	Has a high critical hit rate.

Amnesia	Psychic	---	---	20	Raises user's SPECIAL DEFENSE ability up two stages.
Ancientpower	Rock	60	100%	5	May raise all of user's abilities up one stage.
Arm Thrust	Fighting	15	100%	20	Attacks 2-5 times. Has a 37.5% chance each of hitting 2 or 3 times and a 12.5% chance each of hitting 4 or 5 times.
Aromatherapy	Grass	---	---	5	Party recovers from all status ailments.
Assist	Normal	---	100%	20	An attack chosen in random from the other Pokemon in your team.
Astonish	Ghost	30	100%	15	May cause opponent to FLINCH.
Attract	Normal	---	100%	15	Induces opponent with ATTRACT condition.
Aurora Beam	Ice	65	100%	20	May lower opponent's ATTACK ability down one stage.

B Name Moves:

Barrage	Normal	15	85%	20	Attacks 2-5 times. Has a 37.5% chance each of hitting 2 or 3 times and a 12.5% chance each of hitting 4 or 5 times.
Barrier	Psychic	---	---	30	Raises user's DEFENSE ability up two stages.
Baton Pass	Normal	---	---	40	Allows you to switch Pokemon during battle, new Pokemon retains any stat changes the previous Pokemon had.
Beat Up	Dark	10	100%	10	Your Pokemon attacks as many times as the number of Pokemon you are currently carrying, afflicted (poison, sleep, etc) Pokemon don't count.
Belly Drum	Normal	---	---	10	Raises user's ATTACK ability up very high. Will consume half of the user's maximum HP is available.
Bide	Normal	---	100%	10	Withstands attacks for 2, 3 turns, then deals back double the damage.
Bind	Normal	15	75%	20	Traps opponent for 2-5 turns. Deals 1/16 HP of damage each turn.
Bite	Dark	60	100%	25	May cause opponent to FLINCH.
Blast Burn	Fire	150	90%	5	Attacks in two turns. The second turn, user does not attack.

Blaze Kick	Fire	85	90%	10	May induce opponent with BURN status. Has a high critical hit ratio.
Blizzard	Ice	120	70%	5	May induce opponent with FREEZE status.
Block	Normal	---	100%	5	Opponent cannot escape as long as user remains in battle.
Body Slam	Normal	85	100%	15	May induce opponent with PARALYSIS status.
Bone Club	Ground	65	85%	20	May cause opponent to FLINCH.
Bone Rush	Ground	25	80%	10	Attacks 2-5 times. Has a 37.5% chance each of hitting 2 or 3 times and a 12.5% chance each of hitting 4 or 5 times.
Bonemerang	Ground	50	90%	10	Attacks twice.
Bounce	Flying	85	85%	5	Attacks in two turns. The first turn, user does not take damage.
Brick Break	Fighting	75	100%	15	The effects of Reflect and Light Screen are removed.
Bubble	Water	20	100%	30	May lower opponent's SPEED ability down one stage.
Bubblebeam	Water	65	100%	20	May lower opponent's SPEED ability down one stage.
Bulk Up	Fighting	---	---	20	Raises user's ATTACK and DEFENSE abilities each up one stage.
Bullet Seed	Grass	10	100%	30	Attacks 2-5 times. Has a 37.5% chance each of hitting 2 or 3 times and a 12.5% chance each of hitting 4 or 5 times.

C Move List:

Calm Mind	Psychic	---	---	20	Raises user's SPECIAL ATTACK and SPECIAL DEFENSE abilities each up one stage.
Camouflage	Normal	---	100%	20	Type changes based on surroundings. On land and under water, changes to Water type. In caves and on rocks, changes to Rock type. Elsewhere, changes to Normal type.
Charge	Electric	---	100%	20	Stores electricity to increase the power of the next electric attack.
Charm	Normal	---	100%	20	Lowers opponent's ATTACK ability down two stages.
Clamp	Water	35	75%	10	Traps opponent for 2-5 turns. Deals

					1/16 HP of damage each turn.
Comet Punch	Normal	18	85%	15	Attacks 2-5 times. Has a 37.5% chance each of hitting 2 or 3 times and a 12.5% chance each of hitting 4 or 5 times.
Confuse Ray	Ghost	---	100%	10	Induces opponent with CONFUSION condition.
Confusion	Psychic	50	100%	25	May induce opponent with CONFUSION condition.
Constrict	Normal	10	100%	35	May lower opponent's SPEED ability down one stage.
Conversion	Normal	---	---	30	User's Type becomes the same as the Type of one of its moves.
Conversion 2	Normal	---	100%	30	User becomes a Type resistant to last attack's Type.
Cosmic Power	Psychic	---	---	20	Raises user's DEFENSE and SPECIAL DEFENSE abilities each up one stage.
Cotton Spore	Grass	---	85%	40	Lowers opponent's SPEED ability down two stages.
Counter	Fighting	---	100%	20	If hit by a physical attack, deals back double the damage.
Covet	Normal	40	100%	40	If user is not holding an item, user takes opponent's item.
Crabhammer	Water	90	85%	10	Has a high critical hit rate.
Cross Chop	Fighting	100	80%	5	Has a high critical hit rate.
Crunch	Dark	80	100%	15	May lower opponent's SPECIAL DEFENSE ability down one stage.
Crush Claw	Normal	75	95%	10	May lower opponent's DEFENSE ability down one stage.
Curse	???	---	---	10	Raises user's ATTACK and DEFENSE abilities each up one stage. Lowers user's SPEED ability down one stage.
Cut	Normal	50	95%	30	No effect.

D Move List:

Defense Curl	Normal	---	---	40	Raises Defense up one stage. Damage from Rollout will increase.
Destiny Bond	Ghost	---	---	5	If user is knocked out by opponent's next move, then opponent is also knocked out.

Detect	Fighting	---	---	5	Takes no damage from opponent's attack. May fail if used more than once in a row.
Dig	Ground	60	100%	10	Attacks in two turns. The first turn, user does not take damage.
Disable	Normal	---	55%	20	Disables an opponent's move for a short amount of time.
Dive	Water	60	100%	10	Attacks in two turns. The first turn, user does not take damage.
Dizzy Punch	Normal	70	100%	10	May induce opponent with CONFUSION condition.
Doom Desire	Steel	120	85%	5	No effect.
Double Kick	Fighting	30	100%	30	Attacks twice.
Double Team	Normal	---	---	15	Raises user's Evasion ability up one stage.
Double-Edge	Normal	120	100%	15	User is dealt recoil damage equal to 1/3 damage dealt to opponent.
Doubleslap	Normal	15	85%	10	Attacks 2-5 times. Has a 37.5% chance each of hitting 2 or 3 times and a 12.5% chance each of hitting 4 or 5 times.
Dragon Claw	Dragon	80	100%	15	No effect.
Dragon Dance	Dragon	---	---	20	Raises user's ATTACK and SPEED abilities each up one stage.
Dragon Rage	Dragon	---	100%	10	Always deals 40 HP of damage.
Dragonbreath	Dragon	60	100%	20	May induce opponent with PARALYSIS status.
Dream Eater	Psychic	100	100%	15	Only works when opponent is SLEEP condition. User recovers HP based on damage to opponent.
Drill Peck	Flying	80	100%	20	No effect.
Dynamicpunch	Fighting	100	50%	5	May induce opponent with CONFUSION condition.

E Move List:

Earthquake	Ground	100	100%	10	Hits all opponents.
Egg Bomb	Normal	100	75%	10	No effect.
Ember	Fire	40	100%	25	May induce opponent with BURN status.
Encore	Normal	---	100%	5	Makes opponent repeat its last attack

					for 2 to 6 turns.
Endeavor	Normal	---	100%	5	Damage is equal to opponent's current HP minus user's current HP.
Endure	Normal	---	0%	10	Ensures that opponent's next attack will leave user with at least 1 HP.
Eruption	Fire	150	100%	5	Power decreases as user's HP lowers.
Explosion	Normal	250	100%	5	Attack deals double damage. User faints.
Extrasensory	Psychic	80	100%	30	May cause opponent to FLINCH.
Extremespeed	Normal	80	100%	5	Always attacks first.

F Move List:

Facade	Normal	70	100%	20	Attack power is double if user is inflicted with POISON, PARALYZE, or BURN.
Faint Attack	Dark	60	---	20	If opponent is on screen, hits without fail.
Fake Out	Normal	40	100%	10	Hits only on the first turn, will cause FLINCH.
Fake Tears	Dark	---	100%	20	Lowers opponent's SPECIAL DEFENSE ability down two stages.
False Swipe	Normal	40	100%	40	Always leaves opponent with at least 1 HP.
Featherdance	Flying	---	100%	15	Lowers opponent's ATTACK ability down two stages.
Fire Blast	Fire	120	85%	5	May induce opponent with BURN status.
Fire Punch	Fire	75	100%	15	May induce opponent with BURN status.
Fire Spin	Fire	15	70%	15	Traps opponent for 2-5 turns. Deals 1/16 HP of damage each turn.
Fissure	Ground	---	30%	5	Knocks out opponent in one hit. Accuracy increases by an amount equal to the difference between user and enemy's experience levels, then divided by 128.
Flail	Normal	---	100%	15	The less HP user has, the higher the attack power. When HP is very low, attack power is 200. When HP is highest, attack power is 20.
Flame Wheel	Fire	60	100%	25	May induce opponent with BURN status.

					Can remove FREEZE status from user.
Flamethrower	Fire	95	100%	15	May induce opponent with BURN status.
Flash	Normal	---	70%	20	Lowers opponent's Hit Ratio ability down one stage.
Flatter	Dark	---	100%	15	Raises opponent's SPECIAL ATTACK ability up two stages, then induces opponent with CONFUSION condition.
Fly	Flying	70	95%	15	Attacks in two turns. The first turn, user does not take damage.
Focus Energy	Normal	---	---	30	Increases user's critical hit rate.
Focus Punch	Fighting	150	100%	20	No effect.
Follow Me	Normal	---	100%	20	User takes all hits from opponents' attacks. Best used in 2VS2 battles.
Foresight	Normal	---	100%	40	After use, opponent's raised evasion will be ignored.
Frenzy Plant	Grass	150	90%	5	Attacks in two turns. The second turn, user does not attack.
Frustration	Normal	---	100%	20	Power is greater when Pok <small>モ</small> on is not happy.
Fury Attack	Normal	15	85%	20	Attacks 2-5 times. Has a 37.5% chance each of hitting 2 or 3 times and a 12.5% chance each of hitting 4 or 5 times.
Fury Cutter	Bug	10	95%	20	Move's power becomes stronger if it hits.
Fury Swipes	Normal	18	80%	15	Attacks 2-5 times. Has a 37.5% chance each of hitting 2 or 3 times and a 12.5% chance each of hitting 4 or 5 times.
Future Sight	Psychic	80	90%	15	Attack hits 2 turns later.

G Move List:

Giga Drain	Grass	60	100%	5	User recovers half damage dealt.
Glare	Normal	---	75%	30	Induces opponent with PARALYSIS status
Grasswhistle	Grass	---	55%	15	May induce opponent with SLEEP status.
Growl	Normal	---	100%	40	Lowers opponent's ATTACK ability down one stage.
Growth	Normal	---	---	40	Raises user's SPECIAL ATTACK ability

					up one stage.
Grudge	Ghost	---	100%	5	If user is fainted by opponent's next move, then that move's PP drops to 0.
Guillotine	Normal	---	30%	5	Knocks out opponent in one hit. Accuracy increases by an amount equal to the difference between user and enemy's experience levels, then divided by 128.
Gust	Flying	40	100%	35	Forces opponent to switch. Also hits while opponent is using Fly.

H Move List:

Hail	Ice	---	---	10	Causes hailstorm for 5 turns.
Harden	Normal	---	---	30	Raises user's DEFENSE ability up one stage.
Haze	Ice	---	---	30	Resets all ability stages.
Headbutt	Normal	70	100%	15	May cause opponent to FLINCH.
Heal Bell	Normal	---	---	5	Party recovers from all status ailments.
Heat Wave	Fire	100	90%	10	May induce opponent with BURN status.
Helping Hand	Normal	---	100%	20	During a 2VS2 battle, the partner's attacks are 1.5x attack power. Best used in 2VS2 battles.
Hi Jump Kick	Fighting	85	90%	20	If attack misses, user takes 1/8 HP of damage.
Hidden Power	Normal	---	100%	15	Power and type varies from Pok ^騫 on to Pok ^騫 on.
Horn Attack	Normal	65	100%	25	No effect.
Horn Drill	Normal	---	30%	5	Knocks out opponent in one hit. Accuracy increases by an amount equal to the difference between user and enemy's experience levels, then divided by 128.
Howl	Normal	---	---	40	Raises user's ATTACK ability up one stage.
Hydro Cannon	Water	150	90%	5	Attacks in two turns. The second turn, user does not attack.
Hydro Pump	Water	120	80%	5	No effect.
Hyper Beam	Normal	150	90%	5	Attacks in two turns. The second turn, user does not attack.

Hyper Fang	Normal	80	90%	15	May cause opponent to FLINCH.
Hyper Voice	Normal	90	100%	10	No effect.
Hypnosis	Psychic	---	60%	20	May induce opponent with SLEEP status.

I Move List:

Ice Ball	Ice	30	90%	20	Attacks for 5 turns.
Ice Beam	Ice	95	100%	10	May induce opponent with FREEZE status
Ice Punch	Ice	75	100%	15	May induce opponent with FREEZE status
Icicle Spear	Ice	10	100%	30	Attacks 2-5 times. Has a 37.5% chance each of hitting 2 or 3 times and a 12.5% chance each of hitting 4 or 5 times.
Icy Wind	Ice	55	95%	15	May lower opponent's SPEED ability down one stage.
Imprison	Psychic	---	100%	10	Opponent cannot use any move that user knows.
Ingrain	Grass	---	100%	20	HP is recovered every turn. However, the user cannot switch.
Iron Defense	Steel	---	---	15	Raises user's DEFENSE ability up two stages.
Iron Tail	Steel	100	75%	15	May lower opponent's DEFENSE ability down one stage.

J Move List:

Jump Kick	Fighting	70	95%	25	If attack misses, user takes 1/8 HP of damage.
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K Move List:

Karate Chop	Fighting	50	100%	25	Has a high critical hit rate.
Kinesis	Psychic	---	80%	15	Lowers opponent's Hit Ratio ability down one stage.
Knock Off	Dark	20	100%	20	No effect.

L Move List:

Leaf Blade	Grass	70	100%	15	Has a high critical hit rate.
Leech Life	Bug	20	100%	15	User recovers half damage dealt.

Leech Seed	Grass	---	90%	10	Absorbs a small amount of HP from the opponent every turn.
Leer	Normal	---	100%	30	Lowers opponent's DEFENSE ability down one stage.
Lick	Ghost	20	100%	30	May induce opponent with PARALYSIS status.
Light Screen	Psychic	---	---	30	Special type moves deal half damage to user for five turns.
Lock-On	Normal	---	100%	5	Ensures that user's next attack will hit without fail.
Lovely Kiss	Normal	---	75%	10	May induce opponent with SLEEP status.
Low Kick	Fighting	---	100%	20	Power depends on the user's weight.
Luster Purge	Psychic	70	100%	5	May lower opponent's SPECIAL DEFENSE ability down one stage.

M Move List:

Mach Punch	Fighting	40	100%	30	Always attacks first.
Magic Coat	Psychic	---	100%	15	The effect of any SPECIAL move will rebound and return to opponent.
Magical Leaf	Grass	60	---	20	If opponent is on screen, hits without fail.
Magnitude	Ground	---	100%	30	Attack power is randomly 10, 30, 50, 70, 90, 110, or 150, based on the magnitude of the attack (4 through 20 respectively).
Mean Look	Normal	---	100%	5	Opponent cannot escape as long as user remains in battle.
Meditate	Psychic	---	---	40	Raises user's ATTACK ability up one stage.
Mega Drain	Grass	40	100%	10	User recovers half damage dealt.
Mega Kick	Normal	120	75%	5	No effect.
Mega Punch	Normal	80	85%	20	No effect.
Megahorn	Bug	120	85%	10	No effect.
Memento	Dark	---	100%	10	User faints and opponent's abilities lower.
Metal Claw	Steel	50	95%	35	May raise user's ATTACK ability up one stage.
Metal Sound	Steel	---	85%	40	Lowers opponent's SPECIAL DEFENSE ability down two stages.

Meteor Mash	Steel	100	85%	10	May raise user's ATTACK ability up one stage.
Metronome	Normal	---	---	10	Randomly uses almost any attack.
Milk Drink	Normal	---	---	10	User recovers half maximum HP.
Mimic	Normal	---	100%	10	Copies move used by opponent.
Mind Reader	Normal	---	100%	5	Ensures that user's next attack will hit without fail.
Minimize	Normal	---	---	20	Raises user's Evasion ability up one stage. STOMP deals double damage to user as long as user remains in battle.
Mirror Coat	Psychic	---	100%	20	If hit by a special attack, deals back double the damage.
Mirror Move	Flying	---	---	20	Move is replaced by the last move used by opponent.
Mist	Ice	---	---	30	Prevents user's abilities from being lowered.
Mist Ball	Psychic	70	100%	5	May lower opponent's SPECIAL ATTACK ability down one stage.
Moonlight	Normal	---	---	5	Restores HP, amount restored is based on time, most effective during the night.
Morning Sun	Normal	---	---	5	Restores HP, amount restored is based on time, most effective during the day time.
Mud Shot	Ground	55	95%	15	May lower opponent's SPEED ability down one stage.
Mud Sport	Ground	---	100%	15	As long as user remains in battle, Electric type moves deal less damage to user and opponent.
Muddy Water	Water	95	85%	10	May lower opponent's Hit Ratio ability down one stage.
Mud-Slap	Ground	20	100%	10	May lower opponent's Hit Ratio ability down one stage.

N Move List:

Nature Power	Normal	---	95%	20	Move used depends on battle location.
Needle Arm	Grass	60	100%	15	May cause opponent to FLINCH.
Night Shade	Ghost	---	100%	15	Deals HP of damage equal to user's level.

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|-----|-----|---|----|--|-----|
|Nightmare |Ghost |---|100%|15| Inflicts 1/4 damage every turn. Only |
|          |      |   |    |  | works if opponent is induced with |
|          |      |   |    |  | SLEEP condition. |
|-----|-----|-----|

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O Move List:

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/-----\
|Octazooka |Water | 65|85% |10| May lower opponent's Hit Ratio ability |
|          |      |   |    |  | down one stage. |
|-----|-----|-----|
|Odor Sleuth|Normal |---|100%|40| After use, opponent's raised evasion |
|          |      |   |    |  | will be ignored. |
|-----|-----|-----|
|Outrage    |Dragon | 90|100%|15| Attacks 2, 3 turns, then induces user |
|          |      |   |    |  | with CONFUSION condition. |
|-----|-----|-----|
|Overheat   |Fire   |140|90% | 5| Lowers user's SPECIAL ATTACK ability |
|          |      |   |    |  | down two stages. |
|-----|-----|-----|

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P Move List:

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|Pain Split |Normal |---|100%|20| Evenly divides HP so that both user |
|          |      |   |    |  | and opponent have half of their |
|          |      |   |    |  | combined remaining HP. |
|-----|-----|-----|
|Pay Day    |Normal | 40|100%|20| User gains money after battle. |
|-----|-----|-----|
|Peck       |Flying | 35|100%|35| No effect. |
|-----|-----|-----|
|Perish Song|Normal |---|--- | 5| All Pokemon will faint after three |
|          |      |   |    |  | turns. Switching a Pokemon out of |
|          |      |   |    |  | battle prevents its fainting. |
|-----|-----|-----|
|Petal Dance|Grass  | 70|100%|20| Attacks 2, 3 turns, then induces user |
|          |      |   |    |  | with CONFUSION condition. |
|-----|-----|-----|
|Pin Missile|Bug    | 14|85% |20| Attacks 2-5 times. Has a 37.5% chance |
|          |      |   |    |  | each of hitting 2 or 3 times and a |
|          |      |   |    |  | 12.5% chance each of hitting 4 or 5 |
|          |      |   |    |  | times. |
|-----|-----|-----|
|Poison Fang|Poison | 50|100%|15| May induce opponent with TOXIC status. |
|-----|-----|-----|
|Poison Gas |Poison |---|55% |40| Induces opponent with POISON status. |
|-----|-----|-----|
|Poison Sting|Poison | 15|100%|35| May induce opponent with POISON status |
|-----|-----|-----|
|Poison Tail|Poison | 50|100%|25| May induce opponent with POISON status |
|          |      |   |    |  | Has a high critical hit ratio. |
|-----|-----|-----|
|Poisonpowder|Poison |---|75% |35| Induces opponent with POISON status. |
|-----|-----|-----|
|Pound      |Normal | 40|100%|35| No effect. |
|-----|-----|-----|
|Powder Snow|Ice    | 40|100%|25| May induce opponent with FREEZE status |
|-----|-----|-----|

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Present	Normal	---	90%	15	Random effect, either does 40, 80, or 120 damage or restores your opponent's HP by 80.
Protect	Normal	---	---	10	Takes no damage from opponent's attack. May fail if used more than once in a row.
Psybeam	Psychic	65	100%	20	May induce opponent with CONFUSION condition.
Psych Up	Normal	---	---	10	Your Pokemon receives the same temporary special effects that your opponent received from one of its moves (such as from Amnesia).
Psychic	Psychic	90	100%	10	May lower opponent's SPECIAL DEFENSE ability down one stage.
Psycho Boost	Psychic	140	90%	5	Lowers user's SPECIAL ATTACK ability down two stages.
Psywave	Psychic	---	80%	15	Deals HP of damage equal to 1 to 1.5 x user's level.
Pursuit	Dark	40	100%	20	Opponent's Pokemon receives double damage if the trainer tries to switch Pokemon the turn this attack is used.

Q Move List:

Quick Attack	Normal	40	100%	30	Always attacks first.
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R Move List:

Rage	Normal	20	100%	20	User's Attack raises when damaged by opponent.
Rain Dance	Water	---	---	5	Causes "Big Rain" weather for five turns.
Rapid Spin	Normal	20	100%	40	Deals damage and frees Pokemon from multi-round attacks like Wrap and Leech Seed.
Razor Leaf	Grass	55	95%	25	Has a high critical hit rate.
Razor Wind	Normal	80	100%	10	Attacks in two turns. Has a high critical hit ratio.
Recover	Normal	---	---	20	Restores half of user's maximum HP.
Recycle	Normal	---	100%	10	User's disposable held item returns.
Reflect	Psychic	---	---	20	Physical type moves deal half damage to user for five turns.

Refresh	Normal	---	100%	20	User recovers from BURN, FREEZE, or PARALYSIS status.
Rest	Psychic	---	---	10	User restores all HP and is induced with SLEEP condition for two turns.
Return	Normal	---	100%	20	Power is greater when Pok <small>モ</small> on is happy
Revenge	Fighting	60	100%	10	If the user is damaged before it attacks, the attack power is double.
Reversal	Fighting	---	100%	15	The less HP user has, the higher the attack power. When HP is very low, attack power is 200. When HP is highest, attack power is 20.
Roar	Normal	---	100%	20	Escape from a wild battle. Switch opponent's Pok <small>モ</small> on in a link battle.
Rock Blast	Rock	25	80%	10	Attacks 2-5 times. Has a 37.5% chance each of hitting 2 or 3 times and a 12.5% chance each of hitting 4 or 5 times.
Rock Slide	Rock	75	90%	10	May cause opponent to FLINCH.
Rock Smash	Fighting	20	100%	15	May lower opponent's DEFENSE ability down one stage.
Rock Throw	Rock	50	90%	15	No effect.
Rock Tomb	Rock	50	80%	10	May lower opponent's SPEED ability down one stage.
Role Play	Psychic	---	100%	10	User's characteristic changes to opponent's characteristic.
Rolling Kick	Fighting	60	85%	15	May cause opponent to FLINCH.
Rollout	Rock	30	90%	20	Attacks for 5 turns.

S Move List:

Sacred Fire	Fire	100	95%	5	May induce opponent with BURN status. Can remove FREEZE status from user.
Safeguard	Normal	---	---	25	Protects your Pokemon from special effects like PARALYSIS and SLEEP, this effect lasts temporary.
Sand Tomb	Ground	15	70%	15	Traps opponent for 2-5 turns. Deals 1/16 HP of damage each turn.
Sand-Attack	Ground	---	100%	15	Lowers opponent's Hit Ratio ability down one stage.
Sandstorm	Rock	---	---	10	Causes sandstorm weather for five turns.

Scary Face	Normal	---	90%	10	Lowers opponent's SPEED ability down two stages.
Scratch	Normal	40	100%	35	No effect.
Screech	Normal	---	85%	40	Lowers opponent's DEFENSE ability down two stages.
Secret Power	Normal	70	100%	20	Effect depends on surroundings. In grass, effect is POISON. In tall grass, effect is SLEEP. On the ocean, ATTACK lowers one stage. Underwater, DEFENSE lowers one stage. In a pond, SPEED lowers one stage. In sand, accuracy lowers one stage. In a cave, effect is FLINCH. On rocks, effect is CONFUSION. Elsewhere, effect is PARALYZE.
Seismic Toss	Fighting	---	100%	20	Deals HP of damage equal to user's level.
Selfdestruct	Normal	200	100%	5	Attack deals double damage. User faints.
Shadow Ball	Ghost	80	100%	15	May lower opponent's SPECIAL DEFENSE ability down one stage.
Shadow Punch	Ghost	60	---	20	If opponent is on screen, hits without fail.
Sharpen	Normal	---	---	30	Raises user's ATTACK ability up one stage.
Sheer Cold	Ice	---	30%	5	Knocks out opponent in one hit. Accuracy increases by an amount equal to the difference between user and enemy's experience levels, then divided by 128.
Shock Wave	Electric	60	0%	20	If opponent is on screen, hits without fail.
Signal Beam	Bug	75	100%	15	May induce opponent with CONFUSION condition.
Silver Wind	Bug	60	100%	5	May raise all of user's abilities up one stage.
Sing	Normal	---	55%	15	May induce opponent with SLEEP status.
Sketch	Normal	---	---	1	Permanently copies opponent's last move.
Skill Swap	Psychic	---	100%	10	Swap characteristics with opponent.
Skull Bash	Normal	100	100%	15	Raises Defense up one stage first turn, then attacks second turn.

Sky Attack	Flying	140	90%	5	Attacks in two turns. May cause opponent to FLINCH.
Sky Uppercut	Fighting	85	90%	15	Can hit opponent during FLY.
Slack Off	Normal	---	100%	10	Restores half of user's maximum HP.
Slam	Normal	80	75%	20	No effect.
Slash	Normal	70	100%	20	Has a high critical hit rate.
Sleep Powder	Grass	---	75%	15	May induce opponent with SLEEP status.
Sleep Talk	Normal	---	---	10	Pokemon attacks with one of the opponent's attacks, only used when asleep.
Sludge	Poison	65	100%	20	May induce opponent with POISON status
Sludge Bomb	Poison	90	100%	10	May induce opponent with POISON status
SmellingSalt	Normal	60	100%	10	If the opponent is induced with PARALYZE status, attack power is double. Opponent recovers from PARALYZE status.
Smog	Poison	20	70%	20	May induce opponent with POISON status
Smokescreen	Normal	---	100%	20	Lowers opponent's Hit Ratio ability down one stage.
Snatch	Dark	---	100%	10	Unknown?
Snore	Normal	40	100%	15	Can only be used when user is induced with SLEEP.
Softboiled	Normal	---	100%	10	User recovers half maximum HP.
Solarbeam	Grass	120	100%	10	Attacks in two turns. The first turn, user does not attack. Attacks in one turn during Clear Skies weather.
Sonicboom	Normal	---	90%	20	Always deals 20 HP of damage.
Spark	Electric	65	100%	20	May induce opponent with PARALYSIS status.
Spider Web	Bug	---	100%	10	Opponent cannot escape as long as user remains in battle.
Spike Cannon	Normal	20	100%	15	Attacks 2-5 times. Has a 37.5% chance each of hitting 2 or 3 times and a 12.5% chance each of hitting 4 or 5 times.
Spikes	Ground	---	---	20	Sets spikes down. Opponent takes damage upon switch.
Spit Up	Normal	100	100%	10	Deals damage depending on how much energy is stored.

Spite	Ghost	---	100%	10	Opponent's last move used loses 2 to 5 PP.
Splash	Normal	---	---	40	Does nothing.
Spore	Grass	---	100%	15	May induce opponent with SLEEP status.
Steel Wing	Steel	70	90%	25	Deals damage and may raise your defense by 1 level temporarily.
Stockpile	Normal	---	---	10	Stores energy. May be used up to three times.
Stomp	Normal	65	100%	20	May cause opponent to FLINCH.
Strength	Normal	80	100%	15	No effect.
String Shot	Bug	---	95%	40	Lowers opponent's SPEED ability down one stage.
Struggle	Normal	50	100%	--	Used when user runs out of PP. User is dealt recoil damage equal to 1/4 damage dealt to opponent.
Stun Spore	Grass	---	75%	30	Induces opponent with PARALYSIS status
Submission	Fighting	80	80%	25	Used when user runs out of PP. User is dealt recoil damage equal to 1/4 damage dealt to opponent.
Substitute	Normal	---	---	10	Uses 1/4 of the user's HP to make a decoy. Decoy takes damage from opponent's attacks until it breaks.
Sunny Day	Fire	---	---	5	Causes "Clear Skies" weather for five turns.
Super Fang	Normal	---	90%	10	Deals damage equal to half opponent's current HP.
Superpower	Fighting	120	100%	5	Lowers user's ATTACK and DEFENSE abilities each down one stage.
Supersonic	Normal	---	55%	20	Induces opponent with CONFUSION condition.
Surf	Water	95	100%	15	No effect.
Swagger	Normal	---	90%	15	Raises opponent's ATTACK ability up two stages, then induces opponent with CONFUSION condition.
Swallow	Normal	---	---	10	Recovers HP depending on how much energy is stored.
Sweet Kiss	Normal	---	75%	10	Induces opponent with CONFUSION condition.
Sweet Scent	Normal	---	100%	20	Lowers opponent's Evasion ability down

					one stage.
Swift	Normal	60	---	20	If opponent is on screen, hits without fail.
Swords Dance	Normal	---	---	30	Raises user's ATTACK ability up two stages.
Synthesis	Grass	---	---	5	Restores HP, amount of HP restored depends on time of day.

T Move List:

Tackle	Normal	35	95%	35	No effect.
Tail Glow	Bug	---	100%	20	Raises user's SPECIAL ATTACK ability up two stages.
Tail Whip	Normal	---	100%	30	Lowers opponent's DEFENSE ability down one stage.
Take Down	Normal	90	85%	20	Used when user runs out of PP. User is dealt recoil damage equal to 1/4 damage dealt to opponent.
Taunt	Dark	---	100%	20	Unknown?
Teeter Dance	Normal	---	100%	20	All Pok <small>モ</small> on except user become induced with CONFUSION.
Teleport	Psychic	---	---	20	Flees from battle. Does not work in Trainer Battles.
Thief	Dark	40	100%	10	If user is not holding an item, user takes opponent's item.
Thrash	Normal	90	100%	20	Attacks 2, 3 turns, then induces user with CONFUSION condition.
Thunder	Electric	120	70%	10	May induce opponent with PARALYSIS. Has 100% accuracy during Big Rain weather.
Thunder Wave	Electric	---	100%	20	Induces opponent with PARALYSIS status
Thunderbolt	Electric	95	100%	15	May induce opponent with PARALYSIS status.
Thunderpunch	Electric	75	100%	15	May induce opponent with PARALYSIS status.
Thundershock	Electric	40	100%	30	May induce opponent with PARALYSIS status.
Tickle	Normal	---	100%	20	Lowers opponent's ATTACK and DEFENSE abilities each down one stage.
Torment	Dark	---	100%	15	The same move cannot be used twice in

					a row.
Toxic	Poison	---	85%	10	Induces opponent with TOXIC status.
Transform	Normal	---	---	10	User's abilities (except for HP) become that of opponent. User's ability changes and status inducement also become that of opponent. Users moves become those of opponent, but only have 5 PP each.
Tri Attack	Normal	80	100%	10	May induce opponent with either BURN, FREEZE, or PARALYSIS.
Trick	Psychic	---	100%	10	User and opponent exchange held items.
Triple Kick	Fighting	10	90%	10	Attacks 1 to 3 times.
Twineedle	Bug	25	100%	20	Attacks 2 times. May induce opponent with POISON condition.
Twister	Dragon	40	100%	20	No effect.

U Move List:

Uproar	Normal	50	100%	10	Cannot sleep for 2 to 5 turns.
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V Move List:

Vicegrip	Normal	55	100%	30	No effect.
Vine Whip	Grass	35	100%	10	No effect.
Vital Throw	Fighting	70	100%	10	Hits opponent without fail. Always goes last.
Volt Tackle	Electric	120	100%	15	User is dealt recoil damage equal to 1/3 damage dealt to opponent.

W Move List:

Water Gun	Water	40	100%	25	No effect.
Water Pulse	Water	60	100%	20	May induce opponent with CONFUSION condition.
Water Sport	Water	---	100%	15	As long as user remains in battle, Fire type moves deal less damage to user and opponent.
Water Spout	Water	150	100%	5	Power decreases as user's HP lowers.
Waterfall	Water	80	100%	15	No effect.
Weather Ball	Normal	50	100%	10	Attack power doubles during weather. Type changes based on weather. Becomes

					Fire type in "Clear Skies". Becomes
					Water type in "Big Rain". Becomes Ice
					type in hailstorm. Becomes Rock type
					in sandstorm.

Whirlpool	Water	15	70%	15	Traps opponent for 2-5 turns. Deals
					1/16 HP of damage each turn.

Whirlwind	Normal	---	100%	20	Escape from a wild battle. Switch
					opponent's Pokemon in a link battle.

Will-O-Wisp	Fire	---	75%	15	Induces opponent with BURN status.

Wing Attack	Flying	60	100%	35	No effect.

Wish	Normal	---	100%	10	Half maximum HP is recovered at the
					end of the next turn. Still recovers,
					even if user switches.

Withdraw	Water	---	---	40	Raises user's DEFENSE ability up one
					stage.

Wrap	Normal	15	85%	20	Traps opponent for 2-5 turns. Deals
					1/16 HP of damage each turn.

Y Move List:

Yawn	Normal	---	100%	10	If the opponent remains in battle,
					it will be induced with SLEEP on the
					following turn.

Z Move List:

Zap Cannon	Electric	100	50%	5	May induce opponent with PARALYSIS
					status.

/Code: 004B |

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Ability/Natures List
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Name:	Effect:

Air Lock	voids weather moves (Ex: Sandstorm, Hail, etc)

Arena Trap	Prevents Non Flying and pokemon with Levitate from
	fleeing

Battle Armor	More Resistance against Critical Hits

Blaze	Added 1.5 of fire type attacks when HP drops below 1/3

Chlorophyll	Doubles speed when Sunny Day or Drought is used

Clear Body	Voids Status moves (EX: Sand Attack, etc)
Cloud Nine	Voids weather effects for all pokemon
Color Change	Changes Type based on the type of move your opponent uses
Compoundeyes	Accuracy + 30%
Cute Charm	Attracts Pokemon of opposite gender 30% when attacked
Damp	Voids Pokemon using Selfdestruct and Explosion
Drizzle	Always uses Rain Dance automaticly every turn
Drought	Always uses Sunny Day automaticly every turn
Early Bird	Fast Awakening when asleep
Effect Spore	Adds poison, Paralyse, or Sleeping power 10% when attacking
Flame Body	Adds Burn condition 30% when attacking
Flash Fire	Voids fire damage from opponent and Up's fire type attacks
Forecast	Changes type based on field weather conditions
Guts	Add's 1.5 when affected with a status condition
Huge Power	Up's attack, but dropped by 1/2 when Skill Swap is used
Hustle	Up's attack power by 1.5, but drops hit ratio to 80%
Hyper Cutter	Voids attacks that lower attack power
Illuminate	Increases wild pokemon appearance when in the 1st slot
Immunity	Voids Poison effect
Inner Focus	Voids Flinching effect
Insomnia	Voids sleep effect
Intimidate	Lowers attack power
Keen Eye	Voids Accuracy down attacks
Levitate	Voids all Ground attack damage
Lightningrod	Pokemon with ability takes electric attacks in 2 on 2
Liquid Ooze	Damages opponent when HP is drained by opponents attack
Magma Armor	Voids Ice Effect
Magnet Pull	Prevents steel pokemon from fleeing
Marvel Scale	Up's defence by 1.5 with a status condition

Minus	Up's Special attack by 1.5 when Plusle is in battle
Poison Point	Add's poison effect 30% when attacking
Pressure	Reduces opponents PP by 2 when attacked
Pure Power	Same as Huge Power
Rain Dish	Recovers HP when it's raining on the field
Rock Head	Voids recoil damage
Rough Skin	Damages pokemon when attacked
Run Away	Always flee's from wild pokemon when run is selected
Sand Stream	Always uses sandstorm every turn
Sand Veil	Up's evasion during sandstorms
Shadow Tag	Dosn't allow opponent to flee or change pokemon
Shed Skin	30% Chance of curing a status effect every turn
Shell Armor	Voids Critical Hits
Shield Dust	Voids addition effects of moves
Soundproof	Voids moves that have do do with sound
Speed Boost	Up's speed every turn
Static	Add's Paralyse 30% when attacking
Stench	Decreases pokemon encounter ratio when in front slot
Sticky Hold	Voids effects of the move thief and Knock Off
Sturdy	Voids One hit-KO attacks
Suction Cups	Prevents change when opponent uses Roar or Whirlwind
Swarm	Up's Bug Type attacks by 1.5 when HP is at 1/3 of max
Swift Swim	Up's speed by 1/2 when raining
Synchronize	If attacked with Poison, Paralyse, or burn attack, opponent get's the same condition
Thick Fat	Reduces damage of Fire or Ice attacks by 1/2
Torrent	Up's water attacks by 1.5 when HP reaches 1/3 of max
Trace	Recieves same ability as the opponent has
Truant	Pokemon can only attack every other turn
Vital Spirit	Voids sleep condition

Volt Absorb	Restores HP when attacked with a electric attack
Water Veil	VOIDS burn condition
White Smoke	VOIDS lowering pokemons status by opponents attacks
Wonder Guard	VOIDS all damage except field and critical hit damage

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/Code: 004C |

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Nature List
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Name	Status	Ata	Def	S. Ata	S. Def	Spe
Adamant	Up			Down		
Bashful						
Bold	Down	Up				
Brave	Up					Down
Calm	Down				Up	
Careful				Down	Up	
Gentle			Down		Up	
Hardy						Up
Hasty			Down			Up
Impish			Up	Down		Up
Jolly				Down		Up
Lax			Up		Down	
Lonely	Up		Down			
Mild			Down	Up		
Modest	Down			Up		
Naive					Down	Up
Naughty	Up				Down	
Quiet				Up		Down
Quirky						

Rash			Up		Up
Relaxed		Up			Down
Sassy				Up	Down
Serious					
Timid	Down				Up

Key:

Ata = Attack

Def = Defence

Spe = Speed

S. Ata = Special Attack

S. Def = Special Defence

Up = Status goes up more when leveling up

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

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/Code: 004D |

TM/HM/Move Tutor List

TM Location List:

TM #	Move	Location
01	Focus Punch	Fifth Floor of Sliph Co. Behind the shutters in the southwest part.
02	Dragon Claw	First floor of Victory Road. Go to the northeast corner to find a boulder puzzle. Push it to the left.
03	Water Pulse	Given to you when you beat Misty at the Cerulean Gym.
04	Calm Mind	Given to you when you beat Sabrina at the Saffron Gym.
05	Roar	Found on Route 4. Can also be bought at the Celadon Department Store.
06	Toxic	Given to you when you beat Koga at the Fushia Gym.
07	Hail	Second floor of Victory Road. Head to the Northeastern part of the cave to find a trainer. Beat him, and take the Pokeball to the right of him.

08	Bulk Up	Seventh floor of Sliph Co. After the shutter near the stairs.
09	Bullet Seed	First floor of Mt. Moon. Right after the entrance, go to the right until you find a entrance to a small area of the cave. It is in that area.
10	Hidden Power	Can only be gotten by the Pickup Ability.
11	Sunny Day	Found in Area 1 of the Safari Zone (Second area past the entrance). In some grass near the water. Near the middle.
12	Taunt	Found in the B2F floor of the Rocket's Hideout in Celadon. To get to it, take the bottom spinner near where the moonstone is, and take the right spinner right after the moonstone. Back up to the left, and you will see a Pokeball with Taunt in it.
13	Ice Beam	Bought for 4000 Coins at the Rocket Game corner.
14	Blizzard	Found in the B1F floor of the Pokemon Mansion on Cinibar Island. In the north part in the middle room before the Secret Key.
15	Hyper Beam	Can be bought at the Celadon Department Store.
16	Light Screen	Given to you by the girl on the Celadon Department store's roof. Give her one of the drinks from the Vending Machine, and she will give it to you when you get the right drink.
17	Protect	Found in the Eastern part of the Power Plant. To reach it: From the entrance, go up, left, up, right, up, right, down, and right. When you do that, you will be in the middle room. The TM is at the end of the room.
18	Rain Dance	Found on Route 15. Fastest way to reach it is to head from the Fushia gatehouse, and head all the way to the right until you find a cuttable tree. Cut it down, and head to the end to get Rain Dance.
19	Giga Drain	Given to you when you beat Erika of the Celadon Gym.
20	Safeguard	Given to you by a girl on the Celadon Department Store Roof when you give her the right drink from the Vending Machine.
21	Frustration	Found in the B3F floor of the Rocket's Hideout in Celadon. After the stairs, head to the right to find a entrance to a room.

		Fight the Rocket, then continue to the left. Once in the room, you will see a Machine, and the Pokeball with Frustration in it.
22	Solar Beam	Found in the B3f floor of the Rocket's Hideout in Celadon. In the room right below the Secret Key.
23	Iron Tail	Can be bought at the Rocket's Game Corner for 3,500 Coins.
24	Thunderbolt	Can be bought at the Rocket's Game Corner for 4,000 Coins.
25	Thunder	Found in the Southeastern part of the Power plant. To get there: From the entrance, go Up, left, up, right, up, right, down, left down, right, down, and right until you are in a small hall. Keep going to the right until you find a entrance near the end. Go inside and go to the right to find a Pokeball with the Thunder TM inside.
26	Earthquake	Given to you when you beat Giovanni of the Viridian Gym.
27	Return	Given to you by a girl in the gatehouse on route 12.
28	Dig	Given to you when you beat a rocket outside the house that was broken into. Can also be bought at the Celadon Department Store.
29	Psycic	Given to you by a guy in a house in the Southeastern Part of Saffron City.
30	Shadow Ball	Can be bought at the Rocket's Game Corner for 4,000 coints (I think...)
31	Brick Break	Gotten in the third cabin on the S.S. Anne in the first area. Can also be bought at the Celadon Department Store.
32	Double Team	Found near the Surf House in Area 3 (Last area in the Safari Zone). To the south of the Surf House.
33	Reflect	Given to you by a girl on the Celadon Department Store Roof when you give her the right drink from the machine.
34	Shock Wave	Given to you when you beat Lt. Surge of the Vermilion Gym.
35	Flamethrower	Can be bought at the Rockets Game Corner for 4,000 Coins.
36	Sluge Bomb	Found in the upper section of the Rocket's Warehouse on Island 6.

37	Sandstorm	Found in the Second Floor of Victory Road. In a corner above the second pressure plate.
38	Fire Blast	Given to you when you beat Blaine of the Cinnabar Gym.
39	Rock Tomb	Given to you when you beat Blane of the Pewter Gym.
40	Aerial Ace	Found on Route 9. From Cerulean, head right and then hop down the ledge to the Pokeball.
41	Torment	Fourth Floor of Sliph Co. In the Southeasten part. On a table in a single room.
42	Facade	Given to you by a boy on Island 5, near the Onix mermorial to the South. Bring a Lemonade to the mermorial to get the TM.
43	Secret Power	Near the middle of Route 25. Either Drag the trainer out by walking a few squares below him, or come back with a Pokemon who knows Cut. Can also be bought at the Celadon Department Store.
44	Rest	Gotten in the 9th Cabin on the S.S. Anne in the section to the right of the first area.
45	Attract	Found in a fence area of Route 24, above the Nugget Bridge above Cerulean. Can also be bought at the Celadon Department Store.
46	Thief	Found on a platform after a path in Mt. Moon. To get to it, head to the northwest section of the first area and head down the ladder before the ladder to the next area. Go down the small path to be in a new part of Mt. Moon. Face the rocket, and beat him. Then, head up the platform in that area to find a Pokeball.
47	Steel Wing	In the Northern part of Area 2 of the Safari Zone (3rd area after the enterance). Near a tree to the left of the clubhouse in that area.
48	Skill Swap	From the Lavender route, head past the gate house until you see a very small island with a Pokeball on it. Swim across to get it.
49	Snatch	Found in the B4F section of the Rocket's Hideout in Celadon. After taking the stairs from B3F to the room with the rocket with the Lift Key, go up, and when you see a enterance, go left. The Pokeball in the Southwest corner of the room with the Rocket in it.

50	Overheat	Found in the Third Floor of Victory Road.
		In a crack to the right of the first
		pressure plate found on that floor.

HM Location List:

HM #	Move	Location
01	Cut	Found on the S.S. Anne. After beating your Rival, head up the stairs and talk to the captain to get the Cut HM.
02	Fly	From the west exit from Celadon, look for a cutable tree, and use cut. Head to the secret entrance in the back to a house, and talk to the girl inside to get the Fly HM.
03	Surf	Head to the very last section of the safari Zone (it's pretty straightforward, so don't worry about the step limit), and talk to the guy in the house at the end to get the Surf HM.
04	Strength	While in the last section of the Safari Zone look for a key item called the Gold Teeth. Once you exit the Safari Zone, head to the first house in the Southeastern house in Fushia and talk to the warden inside to get the Strength HM.
05	Flash	Once you have gotten 10 Pokemon in the Pokedex, and have a pokemon that can use cut, head to Diglett's cave in Vermilion and head all the way across to the other side. Exit the cave, and use the Pokemon who knows cut to chop down the tree, and continue to the gatehouse. Talk to Oak's Aid inside, and he will give you the Flash HM.
06	Rock Smash	On Island 1, go to the right side of the island and surf up a little to find another part of the island. Continue up until you find a cave. Enter it, and go up the stairs to find a old man at the end. Talk to him to get the Rock Smash HM.
07	Waterfall	Found in the Icefall have on the Forth Island. Read the Island Walkthrough above to find out how to get it.
08	Dive	In actuality, a Hidden HM. You cannot get it in FR/LG without cheating, but you can still get it, none the less. Doesn't do anything, though, since there are no dive spots.

Move Name:	Location:
Body Slam	Taught by a fat man in a house on Island 4.
Counter	Taught by a lady behind a counter in the Celadon department store.
Double Edge	Taught by a trainer near the exit to the Pokemon league.
Dream Eater	Taught by a sleeping man hidden in Viridian. Either surf to get to him, or use a Pokemon who knows cut.
Explosion	Taught by a Hiker after the enterance to Mt. Ember.
Mega Kick	Taught by a Martual Artist after Mt. Moon. On the left.
Mega Punch	Taught my a Martual Artist after Mt. Moon. On the right.
Metronome	Taught by a scientist in the third room in the Lab on Cinnibar Island.
Mimic	After you get a Poke' Doll, go talk to the Mimic girl in Saffron (To the west, in a two story house) Give her the doll and she will teach you.
Rock Slide	Taught by a boy in Rock Tunnel, on the Second Floor He is near the final ladder to Lavender town (South of that ladder, actually).
Seismic Toss	Taught by a scientist at the back section of the Pewter Museum.
Softboiled	Taught by a old man across a small pond in Celadon.
Substitute	Taught by a lady outside the Pokemone exhibits outside the Safari Zone.
Sword Dance	Taught by a man on a bridge on Island 7.
Thunder Wave	Taught by a lady in the Second Floor of the Sliph Building in Saffron. You need the Card Key to get to her.
Blast Burn, Frenzy Plant, and Hydro Cannon.	Taught by a lady in a house in the Northern Part of Island 2. It can only be taught to the starters, and they must have a high friendship with you.

/Code: 004E

Key:

FR: Available in FireRed
 LG: Available in LeafGreen
 R: Available in Ruby
 S: Available in Sapphire
 E: Available in Emerald. Sometimes spelled out
 Col: Available in Colosseum
 XD: Available in XD

[]: Beginning check. If you print this part out, you can check off the Pokemon evolution line you caught. Remember: in each version, you can get the beginning form then level it up to get its Pokedex info if you breed it. Ditto is a must, but is unavailable in Ruby and Sapphire.

*: Choice Pokemon. You can only get one of the 2 or 3 options per game, so you have to play the game multiple times and trade the other one to another carriage to get all of them.

** : Uses a evolution item/stone that may be limited per game. May need to find another stone/item in other versions to evolve it.

***: Link trade Pokemon. Need either two GBA games or a GBA and GCN game to trade it to evolve.

****: One-Chance Pokemon. They always appear in the same spot, and will be gone if you run or knock them out (Or they knock you out). Save before, or else they will be gone forever unless you get a trade or restart your game.

*****: Espion and Umbreon evolve from eevee, but they cannot be evolved in FR/LG due to a lack of clock. As for Feebas and Milotic, they cannot evolve in FR/LG if you trade a Feebas over due to a lack of Pokeblocks.

*X6: These are running pokemon. They run across the land until you catch them. You can run from them and damage them, but they will be gone if you knock them out. One chance Pokemon, too.

*X7: Promotional Pokemon. Cannot catch without something. Usually a one chance Pokemon.

*Note: Any one chance Pokemon in XD and Colosseum can be re-caught later, so don't worry if you have those versions and you knock one of the legendaries out.

Ch	Base Pokemon and Evolution line	Versions Available in
[]	Bulbasaur/Ivysaur/Venusaur	FR/LG *
[]	Charmander/Charmelion/Charizard	FR/LG *
[]	Squirtle/Wartortle/Blastoise	FR/LG *
[]	Caterpie/Metapod/Butterfree	FR/LG, XD
[]	Weedle/Kakuna/Beedrill	FR/LG, XD
[]	Pidgey/Pidgeotto/Pidgeot	FR/LG, XD

[] Rattata/Raticate	FR/LG, XD	
[] Spearow/Fearow	FR/LG, XD	
[] Ekans/Arbok	FR, XD	
[] Pichu/Pikachu/Raichu	FR/LG, R/S/E	
[] Sandsshew	LG, R/S/E	
[] Nidoran (Fe)/Nidorina/Nidoqueen	FR/LG	
[] Nidoran (Ma)/Nidorino/Nidoking	FR/LG	
[] Cleffa/Clefairy/Clefable	FR/LG	
[] Vulpix/Ninetales	LG, R/S/E, XD	
[] Igglybuff/Jigglypuff/Wigglytuff	FR/LG, R/S/E	
[] Zubat/Golbat/Crobat	FR/LG, R/S/E	
[] Oddish/Gloom/Vileplume/Bellosom	FR, R/S/E **	
[] Paras/Parasect	FR/LG, XD	
[] Venonat/Venomoth	FR/LG, XD	
[] Diglett/Dugtrio	FR/LG, XD	
[] Meowth/Persian	FR/LG, E, XD	
[] Psyduck/Golduck	FR, R/S/E, XD	
[] Mankey/Primeape	FR/LG, XD	
[] Growlithe/Arcanine	FR, XD	
[] Poliwhg/whirl/wrath/toad	FR/LG, XD **	
[] Abra/Kadabra/Alakazam	FR/LG, R/S/E ***	
[] Machop/Machoke/Machop	FR/LG, R/S/E ***	
[] Bellsprout/Weepingbell/Victreebel	LG, XD	
[] Tentacool/Tentacruel	FR/LG, R/S/E	
[] Geodude/Gravler/Golem	FR/LG, R/S/E ***	
[] Ponyta/Rapidash	FR/LG, XD	
[] Slowpoke/Slowbro/Slowking	LG	
[] Magnemite/Magneton	FR/LG, R/S/E, XD	
[] Farfetch'D	FR/LG, XD	
[] Doduo/Dodrio	FR/LH, R/S/E, XD	
[] Seel/Dewgong	FR/LG, XD	
[] Grimer/Muk	FR/LG, R/S/E, XD	
[] Shellder/Cloyster	FR, XD	
[] Gastly/Haunter/Gengar	FR/LG ***	
[] Onix/Steelix	FR/LG **	
[] Drowzee/Hypno	FR/LG, XD	
[] Krabby/Kingler	FR/LG	
[] Voltorb/Electrode	FR/LG, R/S/E, XD	
[] Exeggcute/Exeggutor	FR/LG, XD	
[] Cubone/Marowak	FR/LG, XD	
[] Tyogre/Hitmonlee/Chan/Top	FR/LG, Col, XD	
[] Lickitung	FR/LG, XD	
[] Koffing/Weezing	FR/LG, R/S/E	
[] Rhyhorn/Rhydon	FR/LG, R/S/E, XD	
[] Chansey/Blissey	FR/LG, XD	
[] Tangela	FR/LG, XD	
[] Kangaskhan	FR/LG, XD	
[] Horsea/Seadra/Kingdra	FR/LG, R/S/E	
[] Goldeen/Seaking	FR/LG, R/S/E	
[] Staryu/Starmie	LG, R/S/E, XD	
[] Mr. Mime	FR/LG, XD	
[] Scyther/Scizor	FR, XD **	
[] Smoochum/Jynx	FR/LG	
[] Elekid/Electabuzz	FR, XD	
[] Magby/Magmar	LG, XD	
[] Pinsir	LG, XD	
[] Tauros	FR/LG, XD	
[] Magikarp/Gyrados	FR/LG	
[] Lapras	FR/LG, XD	
[] Ditto	FR/LG, E	

[[] Eevee/Flar/Jolt/Vapor	FR/LG, XD, Col	
[[] Porygon/Porygon2	FR/LG	
[[] Omanyte/Omastar	FR/LG *	
[[] Kabuto/Kabutops	FR/LG *	
[[] Aerodactyl	FR/LG	
[[] Snorlax	FR/LG, XD ****	
[[] Articuno	FR/LG, XD ****	
[[] Zapdos	FR/LG, XD ****	
[[] Moltres	FR/LG, XD ****	
[[] Dratini/Dragonair/Dragonite	FR/LG, XD	
[[] Mewtwo	FR/LG ****	
[[] Mew	Emerald *X7	
[[] Chikorita/Bayleef/Meganium	Col, XD, E *	
[[] Cyndaquil/Quilava/Typhlosion	Col, XD, E *	
[[] Totodile/Croconaw/Feraligatr	Col, XD, E *	
[[] Sentret/Furret	FR/LG, Col	
[[] Hoothoot/Noctowl	E, Col	
[[] Ledyba/Ledian	E, Col, XD	
[[] Spinarak/Ariados	FR/LG, E, XD, Col	
[[] Chinchou/Lanturn	R/S/E	
[[] Togepi/Togetic	FR/LG, Col, XD	
[[] Natu/Xatu	FR/LG, R/S/E, XD	
[[] Mareep/Flaafy/Ampharos	E, XD, Col	
[[] Azurill/Marill/Azimarill	FR/LG, R/S/E	
[[] Sudowoodo	E, Col *	
[[] Hoppip/Skiploom/Jumpluff	FR/LG, Col	
[[] Aipom	E, Col	
[[] Sunkern/Sunflora	E, Col	
[[] Yanma	FR/LG, Col	
[[] Wooper/Quagsire	FR, E, Col, XD	
[[] Espeon/Umbreon	Col, XD *****	
[[] Murkrow	FR, Col	
[[] Misdreavus	LG, Col	
[[] Unknown	FR/LG	
[[] Wynaut/Wobbuffet	FR/LG, R/S/E	
[[] Girafarig	R/S/E	
[[] Pineco/Forretress	E, XD, Col	
[[] Dunsparce	FR/LG, Col	
[[] Gligar	E, XD, Col	
[[] Snubbull/Granbull	E, Col	
[[] Qwilfish	FR, Col	
[[] Shuckle	FR/LG, E, Col, XD	
[[] Heracross	FR/LG R/S/E, Col, XD	
[[] Sneasel	LG, Col	
[[] Teddiursa/Ursaring	E, Col, XD	
[[] Slugma/Macargo	FR/LG, R/S/E, Col, XD	
[[] Swinub/Piloswine	FR/LG, XD, Col	
[[] Corsola	R/S/E	
[[] Remoraidd/Octillery	LG, E, Col	
[[] Delibird	FR, Col	
[[] Mantine	LG, Col	
[[] Skarmory	FR/LG, R/S/E, Col	
[[] Houndour/Houndoom	E, Col, XD	
[[] Phanpy/Donphan	R/S/E, FR/LG, XD	
[[] Stantler	E, Col	
[[] Smeargle	E, Col	
[[] Miltank	E, Col	
[[] Raikou	FR/LG, Col *X6	
[[] Entei	FR/LG, Col *X6	
[[] Suicune	FR/LG, Col *X6	

[] Larvitar/Pupitar/Tyranitar	FR/LG, Col	
[] Lugia	FR/LG, E, XD ****	
[] Ho-Oh	FR/LG, E, XD ****	
[] Celebi	Colosseum Promotion Disk *X7	
[] Treecko/Grovyle/Sceptile	R/S/E *	
[] Torchic/Combusken/Blaziken	R/S/E *	
[] Mudkip/Marshtomp/Swampert	R/S/E *	
[] Poochyena/Mightyena	R/S/E, XD	
[] Zigzagoon/Lioone	R/S/E	
[] Wurmple/Silcoon/Cast/Dustox/Beau	R/S/E	
[] Lotad/Lombre/Ludicolo	S/E	
[] Seedot/Nuzleaf/Shiftry	R/E, XD	
[] Tailow/Swellow	R/S/E, XD	
[] Wingull/Pelipper	R/S/E	
[] Ralts/Kirlia/Gardevoir	R/S/E, XD	
[] Surskit/Masquerain	R/S	
[] Shroomish/Breloom	R/S/E, XD	
[] Slakoth/Vigoroth/Slaking	R/S/E	
[] Nincada/Ninjask/Shednja	R/S/E	
[] Whismur/Loudred/Exploud	R/S/E	
[] Makuhita/Hariyama	R/S/E, Col, XD	
[] Nosepass	R/S/E, XD	
[] Skitty/Delcatty	R/S/E, XD	
[] Sableye	S/E, XD	
[] Mawile	R/E, XD	
[] Aron/Larion/Aggron	R/S/E	
[] Meditite/Medicham	R/S, Col	
[] Electrike/Manectric	R/S/E, XD	
[] Plusle	R/S/E, Col	
[] Minun	R/S/E	
[] Volbeat	R/S/E	
[] Illumise	R/S/E	
[] Roselia	R/S, XD	
[] Gulpin/Swalot	R/S/E, XD	
[] Carvanha/Sharpedo	R/S/E, XD	
[] Wailmer/Wailord	R/S/E	
[] Numel/Camerupt	R/S/E, XD	
[] Torokoal	R/S/E	
[] Spoink/Grumpig	R/S/E	
[] Spinda	R/S/E	
[] Trapinch/Vibrava/Flygon	R/S/E, Col	
[] Cacnea/Cacturne	R/S/E	
[] Swablu/Altaria	R/S/E, Col, XD	
[] Zangoose	R, XD	
[] Seviper	S/E	
[] Lunatone	S, XD	
[] Solrock	R/E, XD	
[] Barboach/Whiscash	R/S/E	
[] Corphish/Crawdaunt	R/S/E	
[] Baltoy/Claydol	R/S/E, XD	
[] Lileep/Cradily	R/S/E	
[] Anorith/Armaldo	R/S/E	
[] Feebas/Milotic	R/S/E *****	
[] Castform	R/S/E	
[] Kecleon	R/S/E	
[] Shuppet/Banette	R/S/E, XD	
[] Duskuill/Dusclops	R/S/E, XD	
[] Tropius	R/S/E, Col	
[] Chimecho	R/S/E	
[] Absol	R/S/E, Col	

[] Snorunt/Glalie	R/S/E, XD	
[] Spheal/Sealeo/Walrein	R/S/E, XD	
[] Clamperl/Huntail/Gorebyss	R/S/E **	
[] Relicanth	R/S/E	
[] Bagon/Shelgon/Salamence	R/S/E, XD	
[] Beldum/Metang/Metagross	R/S/E, Col	
[] Regirock	R/S/E ****	
[] Regice	R/S/E ****	
[] Registeel	R/S/E ****	
[] Latias	R/S/E *X6	
[] Latios	R/S/E *X6	
[] Kyogre	S/E ****	
[] Groudon	R/E ****	
[] Rayquaza	R/S/E ****	
[] Jirachi	Col Bonus Disc, Pokemon Channel*X7	
[] Deoxys	FR/LG, E *X7	

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What you will need to catch all the Pokemon available (The Minimum)

GBA:

- Pokemon Emerald
- Pokemon LeafGreen
- Pokemon Ruby or Sapphire
- A GBA or GBASP (Cannot be a DS or DS Lite, due to a lack of trading)

GCN:

- Pokemon XD: Gale of Darkness
- Pokemon Colosseum
- Pokemon Colosseum Bonus Disc
- Pokemon Channel (PAL aeas)
- A GBA to GCN link cable
- A Gamecube

Optional:

- Pokemon FireRed
- Pokemon Box

How to get all version exclusive Pokemon (HARD WAY)

-Depending on how much money you have, you can either take longer and save money, or buy the other versions and save money. For the harder way (With only two GBA versions), you will need to beat the following in order:

*Beat Pokemon Colosseum and/or XD one time. This opens up links to Ruby and Sapphire, and opens the door for cleared LeafGreen and Emerald. Capture all Shadow Pokemon so you have them ready in the future.

(Note: In the end, you will need to beat both. Once in XD to get Lugia, and once in Colosseum with the Battle mode to the top to get Ho-Oh).

- *Beat Emerald once with the Treecko line and transfer him and any possible hard-to-get Pokemon over to the finished XD or Colosseum file. Start over once transferred.

- *Beat Emerald once with the Torchic line and also get Latias (The red one). Transfer him and any possible hard-to-get Pokemon over to the finished XD or Colosseum file. Start over once both are transferred.

- *Beat Emerald once with the Mudkip line and transfer him and any possible hard-to-get Pokemon over to the finished XD or Colosseum file. Keep this file and capture all Pokemon available in Emerald that do not require link evolution. Also, choose Latios at the end (Blue one).

- *Start up a LeafGreen file and get the Bulbasaur line. Start up the machine on the Sevii islands and transfer him and any rare Pokemon over to XD and Colosseum. Start over.

- *Start up a LeafGreen file and get the Charmander line, as well as getting the Helix fossil in Mt. Moon so you can get Omanyte. Start up the machine on the Sevii islands and transfer him, Omanyte and any rare Pokemon over to XD and Colosseum. Start over.

- *Start up a LeafGreen file and get the Squirtle line, and make sure you get the Dome Fossil at Mt. Moon so you can get Kabuto. Start up the machine on the Sevii islands and transfer him and any rare Pokemon over to XD and Colosseum. Keep this file and capture all LeafGreen Pokemon available.

- *Start up Ruby or Sapphire and get to the point where you can get Surskit (Routes 102, 111, 114, 117, and 120). Transfer it over to Emerald.

- *Catch a bunch of throwaway Pokemon in Emerald, then transfer all the Pokemon caught in XD and Colosseum (Including the Hoenn and Kanto starters, and Lati@s). Breed them with Ditto to get a perfect Hoenn Pokedex. Transfer them over to Pokemon LeafGreen and Ruby or Sapphire to get a perfect Hoenn Pokedex as well.

- *Now, for the hard part. Jirachi will require a US Pokemon Colosseum bonus disc (For US Residence) or Pokemon Channel (PAL area residence) to get him (As well as a GCN, GBA/SP, a GCN to GBA cable, and one of the Pokemon GBA games).

- *At this time, you should have all but 3 Pokemon: Celebi, Deoxys, and Mew legitly.

-Celebi is a Japan exclusive via a special Japanese only Pokemon Colosseum bonus disc (You can get him, but you would need more stuff: Action Replay cheat device to play import games, a Japanese version of Ruby, Sapphire, or Emerald, the Japanese Colosseum game that has already been beaten and all Pokemon purified, and two GBAs to transfer from the Japanese to the US version).

-Deoxys and Mew are event exclusive, so those will be the missing links in your collection until you are able to get the key items needed to head to their islands in FR/LG and Emerald respectively.

-Similar to above, but you will need FR/LG, a version of Ruby or Sapphire, Emerald, two GBAs, a GBA link cable (Or a GBA, a link cable and a Gameboy player) XD and Colosseum and do all the above minus starting new files. With these alternate versions, you can easily transfer the starters (Bulbasaur, Squirtle, Charmander, Treecko, Torchic, and Mudkip) to their respective versions and then start over early

(For example, the easiest way is to make LeafGreen and Emerald your main versions, and use FireRed and Ruby or Sapphire your start over versions. Start a new game in Ruby or Sapphire, transfer the starter you don't have, then repeat and get the other one and a Surskit and transfer those over. Then, make LeafGreen your main and get the starter you didn't get in that version in FR and transfer that over, then restart and get the other one). Do the steps that involve linking XD and Colosseum (and beating them and getting Ho-Oh and Lugia) and viola, you will have all but 3 of the Pokemon!

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Breeding Guide

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One big feature that has been in every game since Gold and Silver is Breeding, the ability to create a new Pokemon with two other Pokemon with two different genders and share a egg group. Although it has been around for awhile, there are some who still do not know the basics of it. This part of the guide will explain a few of the obvious and not so obvious steps in breeding a Pokemon.

THE BASICS:

The first step in breeding is to get to a point where you can breed. In Ruby, Sapphire, and Emerald the breeding center is on the route to the right of Mauville. In FireRed and LeafGreen, you need to beat the Elite 4 first, then get the boat pass to Island 4, which has a breeding center in the upper left corner.

So, which version should you use for breeding? Unfortunately, FireRed and LeafGreen are the worst versions to breed in: Not only do you need to beat the Elite 4 and get to Island 4 to even do it, but you also need to go back to Kanto just to have decent enough space to walk around in, so it isn't recommended. You cannot breed in Colosseum or XD, so that is out of the question. Ruby and Sapphire are OK places to breed, but there is one version that beats them all: Emerald.

Why? Well, not only can you do it when you get to Mauville, but there is a special ability several pokemon have called Flame Body. While there are only 4 Pokemon that can learn it (Slugma, Marcargo, Magby, and Magmar), you can easily catch a Slugma on the path to the north of Mauville. What Flame Body does is reduce the amount of steps needed to hatch a egg, so you can cut down the time used in hatching a Pokemon once you do get a egg.

Another thing to know beforehand is which abilities a Pokemon can learn, what Nature you want them to be at, and what Gender (If it isn't a Pokemon that will always have a certain Gender). This will throw in a new problem: Getting the nature you want, as well as

the abilities you want at the same time. Abilities aren't too bad, since there doesn't seem to be a percentage on which Pokemon can get which ability (50/50, basically). Gender depends on the Pokemon: Genderless or Pokemon who have the same gender every time are not too much of a problem, while Pokemon who do have different genders have a certain percentage of how often it will be a male/female, so it can be very hard to get a certain gender many times.

Natures, however, can be a big pain in the ass. Not only do they affect certain stats, but they affect which Pokeblocks a Pokemon would like (Which makes a difference in contests and Feebass, mostly). So, you pretty much are going to have to figure out your Pokemon's strong and weak points in their stats. For example: Chansey pretty much is used as a wall in multiplayer matches, so a Rash ability would not benefit it. However, for Chansey, a Hardy, Docile, Timid, Jolly, Naive, Bashful, and Quirky Nature would either not hurt its stats, or give it a boost in Speed: one of the few stats that mean something for a wall that does not rely on Attack, Defence, or the two specials.

So, what is the big problem? Natures, Abilities, and Gender are pre-determined once you do get the egg, so you cannot save before it hatches and go back before it does hatch. The best way to counter this is to keep one strong Pokemon (If it is Emerald, carry a Slugma/Marcargo), and carry 5 Pokemon eggs at once. If none of them have the natures/abilities/gender you want, release them and try again.

THE PROCESS: CHAIN BREEDING AND FIGURING EVERYTHING OUT

The next step is to figure out which Pokemon you want breed, and for what reason. Do you want a Pokemon for its stats, or to chain breed with another Pokemon for a specific move? Chain-Breeding is a process in which you transfer a move from one Pokemon that has a move over to one that can learn it either via a TM or via its egg move capabilities (Refer to the Pokedex for a list of moves a Pokemon can learn via breeding). This, sometimes, may require several Pokemon just to get to the Pokemon you want to have the move. Here is a small example:

```
/-----\  
|THE POKEON:                                     |  
|-----|  
|Pokemon 1: Has move you want                    |  
|Pokemon 2: Female                              |  
|Pokemon 3: Offspring of Pokemon 1 and 2 and Carrier of move from Pokemon |  
|      1.                                       |  
|Main Pokemon: Female and type of Pokemon that you want to give the move |  
|      to.                                       |  
|Main offspring: Pokemon with desired move.     |  
|-----|  
|Pokemon 1 has a move you want for another Pokemon, but you cannot breed |  
|Main pokemon for it. Pokemon 1 is male        |  
|  
|Pokemon 2 has the capability of learning that move, and can breed with  |  
|Pokemon 1 and your Main Pokemon. Pokemon 2 is female |  
|  
|Main Pokemon has the capability of learning that move either as         |  
|a egg or TM learned move. Main Pokemon is female. |  
|  
|Pokemon 1 and 2 will breed, and produce a egg with Pokemon 3. Pokemon 3 |  
|will need to be male so it can breed with Main Pokemon, so you will need |
```

|to breed until you get a Male Pokemon 3. Then, breed Male Pokemon 3 with |
|Main Pokemon (Unless it is a baby Pokemon, in which you will need to |
|level it up). Then, hatch it and see if you got the Pokemon you want |
|with the right move/gender/ability/nature. If not, re breed Pokemon 3 |
|and Main Pokemon until you get the desired Pokemon with the right |
specs.

Sounds like a giant process for chain breeding, no? Basically, you will need to map out everything about a certain Pokemon to get one that is "perfect", or so you think.

So, what about those who could care less about moves and the various other hassles of breeding? Well, the minimum you will need to breed two Pokemon is a Pokemon that is female, one that is male, and they both need to be in the same Egg Group (refer to the next section, 004F, for details on egg groups). If they are in the same egg group, then take them down to the breeding center and drop them off. Depending on if they are a traded Pokemon and various other things, it may take longer or shorter to produce a egg. Talk to the man outside to see if the two Pokemon have produced a egg yet. Once they do, take it.

THE HATCHING PROCESS

Now, the boring part. Once you have your egg, you will need to keep it in one of your slots in your party for it to gain steps to hatch. Basically, every type of Pokemon has a amount of steps it needs in order to hatch. For example, all the starters in FR/LG need 5,120 steps to hatch, while a Pokemon such as Dratini needs 10,240 steps to hatch. As you can see, you can half the amount of steps to 2,560 and 5120 respectively in Emerald if you have a Slugma, so keep that in mind.

So, what are the best places to walk in FR/LG? Route 5 (The route below Cerulean with the non-breeding daycare center), is about 95 steps around if you go in a straight line all around on a bike. From the Pokemon Center in Celadon to the Bike Path and down to the gatehouse at the bottom is about 300 steps. Running around on Island 4 from the daycare man, around the Pokemon center, then to and around the pokemon mart, then back to the daycare man is only about 60 steps. Finally, going around Kanto from Pallet Town all the way through (Using the Bike Route) and back should be around 2,500-4,000 steps either way, if you don't stop anywhere and just keep going in a straight line (Also depending on if you go into caves and optional areas.

So, which one is faster? Staying on Island 4 and doing that will only lose you 35 steps from Route 5, but those add up in time: Going around 10 times would be losing 350 steps total: About 5 trips around Island 4 as it is. The Bike route gives you 300 steps, but you have to watch for obstacles, and either fly or go back to the top and do it over (Which going back up takes quite a bit of time). Going around Kanto actually may be a good choice if you want to capture some Pokemon along the way, but if you don't need to, then it would take far too long. Just to give you the benefit of data, here is some times in how fast it will take each one:

Island 4 path: About 12 seconds per go around

Route 5 path: About 18 seconds per go around

Bike Path path (Without going back up): About 28-34 seconds per round

Bike path path (With going back up): About 2 minutes, 1:20 of that just going back up

Quick Kanto path: (About 2000 steps): 6 minutes, with about 1 of those minutes stopping to do repels and various other goofs*

*The path was from your house in Pallet, through Mt. Moon, to cerulean and around nugget bridge and the route to bills, to Route 5 and through a already opened Saffron City, to Celadon and the Bike path, swimming to Seafoam Island, then flying to Cinnibar, then surfing to Pallet. The swimming part to Seafoam was the only part that could be cut out, saving about 30 seconds.

So, using the Kanto path as a base, lets do the math:

Times around in the amount of steps it takes to walk Kanto

Island 4: 33.3, rounded to 33 go arounds

Route 5: 21.056 repeating, rounded to 21 go arounds

Bike Path down: 6.66 repeating, rounded to 7 go arounds

Bike Path down and back (600 steps): 3.33 repeating, rounded to 3 rounds

Now, for the time difference compared to going around Kanto:

Island 4: $12 \times 33 / 60$ seconds, then rounded= About 7 minutes

Route 5 path: $18 \times 21 / 60$ seconds, then rounded= About 6:30 minutes

Bike Path down: (Using average) $31 \times 7 / 60$ seconds, then rounded = About 3:30 minutes

Bike Path both ways: $120 \times 3 / 60$ seconds, then rounded = About 6 minutes

Finally, the finished data:

Going around Island 4 the same amount as the Quick Kanto path is about 1 to 1 and a half minutes slower then the Kanto path

Going around Route 5 the same amount as the Quick Kanto path is about 1 minute slower then the Kanto path

Going around the Bike Path just down the same amount as the Quick Kanto path is about 2 minutes and 30 seconds faster then the Quick Kanto path

Going up and down the Bike Path the same amount as the Quick Kanto path is about the same as going through Kanto once.

So, as you can see, the Bike Path may be the faster solution, seeing as how you can do it 4 more times in the time it would take to do the "Quick" Kanto path, which is about 1,200 extra steps. Now that the choice paths given in the guide is done, you may want to choose your own

path, such as Safron or another big city. With that being said, this will bring the breeding guide to a close. If you have anything to add to this, please email me.

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Pokemon Egg Group List
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*NOTE: All names were taken from the Nintendo Power Pokemon FR/LG guide. The egg group is a hidden variable used to determine which Pokemon can breed with what, and the actual names are unseen. I give all credit to Nintendo Power for this list.

Monster Egg class:

/=====\
Bulbasaur/Ivysaur/Venusaur | Treecko/Grovyle/Sceptile
Charmander/Charmeleon/Charizard | Mudkip/Marshomp/Swampert
Squirtle/Wartortle/Blastoise | Whismur/Loudred/Exploud
Nidoran Female | Aron/Lairon/Aggron
Nidoran Male/Nidorino/Nidoking | Tropius
Slowpoke/Slowbro/Slowking |
Cubone/Marowak |
Lickitung |
Rhyhorn/Rhydon |
Kangaskhan |
Lapras |
Snorlax |
Chikorita/Bayleef/Meganium |
Totodile/Croconaw/Feraligatr |
Mareep/Flaaffy/Ampharos |
Larvitar/Pupitar/Tyranitar |
\-----/

Grass Egg class:

/=====\
Bulbasaur/Ivysaur/Venusaur | Lotad/Lombre/Ludicolo
Oddish/Gloom/Vileplume/Bellossom | Seedot/Nuzleaf/Shiftry
Paras/Parasect | Shroomish/Breloom
Bellsprout/Weepingbell/Victreebel | Roselia
Exeggcute/Exeggutor | Cacnea/Cacturne
Tangela | Tropius
Chikorita/Bayleef/Meganium |
Hoppip/Skiploom/Jumpluff |
Sunkern/Sunflora |
\-----/

Dragon Egg class:

/=====\
Charmander/Charmeleon/Charizard | Treecko/Grovyle/Sceptile
Ekans/Arbok | Swablu/Altaria
Horsea/Seadra/Kingdra | Seviper
Magikarp/Gyrados | Feebass/Milotic
Dratini/Dragonair/Dragonite | Bagon/Shelgon/Salamence

Water 1 Egg class:

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/=====\
Squirtle/Wartortle/Blastoise | Mudkip/Marshtomp/Swampert
Psyduck/Golduck | Lotad/Lombre/Ludicolo
Poliwag/Poliwhirl/Poliwrath/ | Wingull/Pelipper
Slowpoke/Slowbro/Slowking | Surskit/Masquerain
Seel/Dewgong | Corphish/Crawdaunt
Horsea/Seadra/Kingdra | Feebass/Milotic
Lapras | Spheal/Sealeo/Walrein
Omanyte/Omastar | Clamperl/Huntail/Gorebyss
Kabuto/Kabutops | Relicanth
Dratini/Dragonair/Dragonite |
Totodile/Croconaw/Feraligatr |
Marill/Azumarill |
Wooper/Quagsire |
Corsola |
Remoraid/Octillery |
Deilbird |
Mantine |
Politoed |
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Water 2 Egg Class:

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/=====\
Goldeen/Seaking | Carvanha/Sharpedo
Magikarp/Gyrados | Wailmer/Wailord
Chinchou/Lanturn | Barboach/Whiscash
Qwilfish | Relicanth
Remoraid/Octillery | Luvdisc
\-----/

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Water 3 Egg Class:

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/=====\
Tentacool/Tentacruel | Corphish/Crawdaunt
Shellder/Cloyster | Lileep/Cradily
Krabby/Kingler | Anorith/Armaldo
Omanyte/Omastar |
Kabuto/Kabutops |
Corsola |
\-----/

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Bug Egg class:

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/=====\
Caterpie/Metapod/Butterfree | Wurmple/Silcoon/Cascoon/Beautifly/Dustox
Weedle/Kakuna/Beedrill | Surskit/Masquerain
Paras/Parasect | Nincada/Ninjask
Venonat/Venomoth | Volbeat
Scyther/Scizor | Illumise
Pinsir | Trapinch/Vibrava/Flygon
Ledyba/Ledian |
Spinarak/Ariados |
Pineco/Forretress |
Gligar |
Shuckle |

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Heracross

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Flying Egg class:

/=====\
Pidgey/Pidgeotto/Pidgeot | Tailow/Swellow
Spearow/Fearow | Wingull/Pelipper
Zubat/Golbat/Crobat | Swablu/Altaria
Farfetch'D |
Doduo/Dodrio |
Aerodactyl |
Hoothoot/Noctowl |
Togetic |
Natu/Xatu |
Yanma |
Murkrow |
Skarmory |
\-----/

Field Egg Class

/=====\
Rattata/Raticate | Torchic/Combusken/Blaziken
Ekans/Arbok | Poochyena/Mightyena
Pikachu/Raichu | Zigzagoon/Linoone
Sandshrew/Sandslash | Seedot/Nuzleaf/Shiftry
Nidoran Female | Slakoth/Vigoroth/Slaking
Nidoran Male/Nidorino/Nidoking | Whismur/Loudred/Exploud
Vulpix/Ninetales | Skitty/Delcatty
Diglett/Dugtrio | Mawile
Meowth/Persian | Electrike/Manectric
Psyduck/Golduck | Wailmer/Wailord
Mankey/Primeape | Numuel/Camerupt
Growlithe/Arcanine | Torokoal
Ponyta/Rapidash | Spoink/Grumpig
Farfetch'D | Spinda
Seel/Dewgong | Zangoose
Rhyhorn/Rhydon | Seviper
Tauros | Absol
Eevee/Vaporeon/Jolteon/Flareon | Spheal/Sealeo/Walrein
Cyndaquil/Quilava/Typhlosion |
Sentret/Furret |
Mareep/Flaaffy/Ampharos |
Aipom |
Umbreon/Espeon |
Gitarig |
Dunesparce |
Snubbull/Granbull |
Sneasel |
Teddiursa/Ursaring |
Swinub/Piloswine |
Deilbird |
Houndour/Hondoom |
Phanpy/Donphan |
Stantler |
Smeargle |
Miltank |
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Fairy Egg Class:

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/=====\  
Pikachu/Raichu           | Shroomish/Breloom  
Clefairy/Clefable       | Skitty/Delcatty  
Jigglypuff/Wigglytuff   | Mawile  
Chansey/Blissey         | Plusle  
Togetic                  | Minun  
Marill/Azumarill        | Roselia  
Hoppip/Skiploom/Jumpfluff | Castform  
Snubbull/Granbull      | Snorunt/Glalie  
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Human-Like Egg Class:

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/=====\  
Abra/Kadabra/Alakazam   | Makuhita/Hariyama  
Machop/Machoke/Machamp  | Sableye  
Drowzee/Hypno           | Meditite/Medicham  
Hitmonlee                | Volbeat  
Hitmonchan               | Illumise  
Mr. Mime                 | Spinda  
Jynx                     | Cacnea/Cacturne  
Electabuzz               |  
Magmar                   |  
Hitmontop                |  
\-----/
```

Mineral Egg class:

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/=====\  
Geodude/Gravler/Golem   | Nosepass  
Onix/Steelix            | Snorunt/Glalie  
Sudowoodo               |  
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```

Amorphous Egg class:

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/=====\  
Grimer/Muk               | Ralts/Kirlia/Gardevoir  
Gastly/Haunter/Gengar   | Gulpin/Swalot  
Koffing/Weezing         | Castform  
Misdreavus              | Shuppet/Banette  
Wobbuffet                | Duskkull/Dusclops  
Slugma/Marcargo         | Chimecho  
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No Gender (Can only breed with Ditto and only Ditto):

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/=====\  
Magnemite/Magneton      | Lunatone  
Nidorina/Nidoqueen      | Solrock  
Votorb/Electrode        | Baltoy/Claydol  
Staryu/Starmie          | Beldum/Metang/Metagross  
Ditto                    |  
Porygon/Porygon2        |  
Shedinja                 |  
\-----/
```

Unbreedable (Cannot be bred with any Pokemon)

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/=====\
Articuno          | Azurill
Zapdos            | Wynaut
Moltres           | Registeel
Mewtwo            | Regice
Mew               | Regirock
Pichu             | Latias
Cleffa            | Latios
Igglybuff         | Kyogre
Togepi            | Groundon
Unknown           | Rayquaza
Tyrogue           | Jirachi
Smoochum          |
Elekid            |
Magby             |
Raikou            |
Entei             |
Suicune           |
Lugia            |
Ho-Oh             |
Celebi            |
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Frequently Asked Questions

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Changes Guide:

A list of the changes made in the game from the original, including Q's and A's about certain rumors going around

Q. How accurate is the remake?

A. Extremely accurate. All the trainers from the previous games have returned, and have close to accurate teams from the first one. Although quite a bit has changed (New movesets, TM's, etc) the levels and type of Pokemon remain unchanged. Even the locations are exact.

Q. What about the overworld? How is it different?

A. Completely remade in terms of graphics, and it goes farther beyond R/S. However, the actual layout is pretty much the same. Besides a few minor renovations for the better, everything is 98% accurate to the first game.

Q. What HAS changed?

A. Here is a list (Although it may be uncomplete) of the changes:

-At the beginning, when you give oak the Pokedex, he also gives you 5 Pokeballs.

-Many of the Pokemon's location's have changed.

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

-More Trainers in the routes and areas.

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

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

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

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

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

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

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

-Two on Two battles

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

-Ability to Trade between Colosseum and R/S.

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

-9 New islands to explore, maybe more.

Q. Can you say what isn't in the game and may be, but not confirmed?

A. Yes:

-It is unknown at this time if you can catch Lugia and the Unknown, but it is pointing to a "no", making them the only two Pokemon that are uncatchable (Unless there is something that hasn't been found, or will be in the E-Card Colosseum expansion).

**Update: It has been confirmed, at this time, that not only are Unknown and Lugia are catchable, but Deoxys as well, making mew the only uncatchable at this time.

-Time feature (Unknown how this effects Eevee and Umbreon and Espeon)

-Pokemon Contest

-The mythical land of Johto that was rumored to be in at one point.

-Dive HM (Although it is programmed in the game...)

-Breeding (Unconfirmed at this point, Daycare doesn't support it)

**Update: On island 4, there is a breeding center that you can breed
Pokemon at and get eggs from.

Q. What has been edited in the English version?

A. Good question. Based on my knowledge of the previous game, here is some
of the text edits.

-The Space Shuttle Columbia: Not taken out, but the text edited. In
the original, it talked about the Space Shuttle columbia. However,
in the US version, it simply says "Space Shuttle. The reason? If you
remember, the columbia exploded in the earths atmosphere last year,
and killed everyone aboard. Apperantly, Nintendo didn't want any
complaints.

-Gambler is now "Gamer": Although the "gamers" were called Gamblers in
the original version, they edited the text anyway, since it refers
to people who, well, gamble. A stupid edit, in my opinion, since
the Rocket "Game Corner" has slot machines, and has people refering
to Gableing.

-Old Lady's "White Magic": In the original, in Pokemon Tower, the
Medium with the protection circle made a reference to "White Magic".
However, in the remake, she makes no mention of it. Why? Well,
even though white magic is the art of healing, it's somewhat of a
religious issue with some religions. And Nintendo, being the cautious
ones, edited that line out in the remake.

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Nintendo's Official Pokemon Guide: Reference used, Egg groups and Pokedex section written around it.

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