

Pokémon FireRed / LeafGreen Hints Guide

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

POKEMON FIRERED/LEAFGREEN

HINTS, TIPS & TRICKS

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(c) May 2010

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Best viewed with Courier New Font

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2. FIRST THINGS FIRST

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Welcome to another guide of mine! I usually play the PlayStation only, but recently I played PC and Nintendo too so eventhough I've made a number of guides for PS games, this is my not-so-first guide for Nintendo.

Anyway, this guide, as the title said, was NOT a walkthrough or the like. This is a hints, tips & tricks guide, meant for those that found difficulties around the 'not-so-obvious' things around Pokemon FireRed/LeafGreen game, such as money gaining, items, mini games, etc.

The hints, tips & tricks mentioned here are listed in the order of when I discovered them during my play of the game. Most commonly, if you're using a guide to play Pokemon FireRed/LeafGreen, these hints are sorted the same way with the order of most guides available so you don't have to browse up and down just to find the hints/tips you need for the area you're in. Most commonly that is.

I might miss something and you might found something. If that's the case, please e-mail me what I missed or what you found and I'll add it to this guide with your name fully credited. Please and thank you.

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3. THE HINTS, TIPS & TRICKS

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A. LEVELING UP

A1. GIMME FIVE!

Try to go up 5 levels each time you run into a new place with new Pokemons to catch and there's a PokeCenter nearby. Either it be city, route, etc, just level up 5 levels so you won't have trouble when you suddenly forced to face some tough trainers, your Rival, Gym Leader, etc. 5 levels per area won't be as tiring as you thought once you see how easily you beat your rival and the gym leaders every time you encounter them. Plus, leveling up this much helped the Happiness level of your Pokemon so you'll have easier time to evolve the Pokemons that used Happiness as it's base for evolution (Golbat to Crobat, Chansey to Blissey, etc).

A2. HAPPY! HAPPY! JOY! JOY!

No, we're not talking about Joy the PokeCenter Nurse here. As you might or might know, some Pokemon can only be evolved if it's Happiness level is high. Happiness is something about how much the

Pokemon liked you as it's trainer. In R/S there is a man at the PokeClub that'll tell you how much the Pokemon in the first slot of your party liked you, but I'm not sure such a person available at FR/LG (I heard that it's your Rival's sister, but I haven't check). Anyway, as you might or might not know (I'm repeating myself here...), the increase of Pokemon's Happiness is by taking it with you (making it as your party member) as often as possible (I think how many steps counted and certain number of steps decided the Happiness' level of that Pokemon but I don't know the exact theory of this) and let it win battles as much as possible (if you give it Exp Share and it leveled up without battling, it won't help increase its Happiness). That's two things to remember on how to increase Happiness. But Happiness level can also be decreased. I'm not sure if there's any other way, but one obvious way for me on how the Pokemon's Happiness will decrease is by letting it faint in battle. So, NEVER EVER let a Pokemon fainted if you want that Pokemon to evolve by Happiness. Also, Happiness affected how much damage will be dealt by the move RETURN (TM move) so teach that TM to a Pokemon that evolved by Happiness or a Pokemon you're sure it liked you much so the move will deal great damage.

A3. DAYCARE: UPSIDE, DOWNSIDE

The daycare might be handy for you in terms of <one> it level up your Pokemon without have to be in your party and <two> it can breed you eggs. But if the only accessible daycare for you at the moment is the one at Cerulean City, then there's no breeding for you, yet. The one downside of a daycare is the fact that every time your Pokemon leveled up there, if there's a new move it learnt while there's no more slot for it then the topmost one will be removed to learn the new move. What if the one erased was the better one? Sure, if we have met the move relearner we can relearn the move but before that? A good way to prevent this 'chaos' is to pick it up from the daycare before it reached certain level where it'll learn a new move, level it up yourself then pick the move you'll erase, then drop it once more at the daycare to be leveled up more. If you don't know whether your Pokemon have leveled up or not, just visit it often. The keeper will tell you how many level it have raised since you left it there so you can tell if the Pokemon should be taken out or not yet. Me? I drop my Ditto there and take it out near the end of the game (before taken on the Elite Four). I mean, it got no other move than Transform and it's not easy to raise it by battle too, so since I don't wanna bother myself leveling it up but also didn't want it to be at too low level compared to the rest of my other Pokemons, I let Daycare raise it.

A4. TERRIBLE CINNABAR

Cinnabar Mansion is by far, to my honest opinion, the worst place for you to train (level up). Why? Koffing and Weezing, that's why. They simply LOVED to Selfdestruct themselves, even at its first turn where they were still at max health, making you fainted easily in that place. Just catch them for the sake of your Pokedex, do the mansion quest, then, for the love of God, LEAVE. Unless you have a Pokemon or two that can kill a level 30 Koffing and level 32 Weezing in one move and can strike first, gain your levels somewhere else, maybe at that grassy area below Pallet where you will always meet Tangela which will give you around 400-600 something EXP each.

A5. DAYCARE ONE MORE

Okay, so all the move your Pokemon can learn all learnt, you got the perfect moveset you desired, but now you're tired of leveling it up yourself since you got 150-something more Pokemons to level up too, what to do, what to do? Drop it at the Daycare. Since no more move it'll learn, you got no worries of dropping it there. Leave it till it's at level 100 or till all your other Pokemons are all leveled up to your heart's content. It won't grow stronger as fast as you leveling it up yourself, but it'll sure be less boring for you.

B. CATCH 'EM

B1. WILD BERRY

When catching a wild Pokemon, it's best if you caught one that hold a berry that it haven't used yet. That way, after you got it you will also get an extra berry for your inventory. But it's not a must since it is hard to tell if the wild Pokemon's carrying a berry or not, but some Pokemon in certain area will 90% of the time carry a berry, for instance, the Jigglypuffs that you can catch just before Mt. Moon. 90% of them are carrying a berry so you might wanna catch it fast before it uses it's berry. Try fighting some Pokemon of different kinds in the area to see which species commonly hold a berry. Once you get the Thief TM, you can use it to steal the berry once you know which species of Wild Pokemon in what area usually hold something.

B2. WILD LEVEL

Also about catching a Pokemon, if the captured Pokemon were for you to raise as your party member, I would suggest you catch the highest level wild Pokemon available in that area. Example: if in an area you can find a level 8 Raticate after you previously just caught a level 6 one, catch that level 8 too and release the lower level once you returned to a PokeCenter. It's a pain to wait the higher level to appear, I know. But it's even more pain to level up low levels that are too weak until you gotta do shifting every battle or handing it Exp Share just to give it some experience.

B3. SWEET SCENT OF SAFARI

When entering Safari Zone (Fuchsia City) to catch the rare Pokemons, bring a Pokemon that knows "Sweet Scent" move. Oddish and Gloom are good examples. When you stepped on a tall grass where Pokemons usually hang out, use Sweet Scent and it'll attract Pokemon. Since Sweet Scent can be used over and over without you have to move at all and not wasting even a single of your limited and pricy steps, you'll only got out from Safari Zone if you ran out of Pokeballs. Go catch 30 rare Pokemons with a cheap price of 500Poke! >=D

B4. SAFARI RARE CATCHING

The Pokemons you might desperately wanna catch in Safari Zone are

the rare Exeggcute, Chansey, Kangaskhan, Rhyhorn, and Tauros. What I'm gonna tell you here is not the exact or sure way to get 'em, but it might help you.

First of all, SAVE before you pay to enter the Safari Zone. So if all 30 Pokeballs used up before you can catch any of those rare Pokemons, you can always reset so you won't waste 500Poke for nothing.

What I did to catch Exeggcute and Rhyhorn, the not-so-rare ones, were to throw a Rock once and then throw a Ball. It worked most of the times but if it failed I either throw another rock then another ball or just kept throwing a ball without throwing another rock. I rarely throw more than 2 rocks per Pokemon.

For Chansey, Kangaskhan and Tauros, the royal-pain-in-the-neck ones, I never throw a rock at them. What I need is to keep them there, not to catch them as fast as possible. So I usually throw a bait once, if it stayed, throw a ball. If succeed, lucky. If not, throw another bait then another ball and repeat.

Also, I'm not sure if this really works, but if I encountered a Pokemon I don't wanna catch, I usually throw a bait to it once and then Run. I thought it helped the appearing of the royal-pains (read the previous paragraph if you didn't get what I mean with 'royal-pains' here ^^a) by a lil bit, helped in they're not fleeing away at first turn rate and it helped in catching too. I felt like when the Pokemon I fled from met a friend of it and tell it that "there's this nice guy who gave away free food, you should check the guy out" ^^a then this Pokemon tell it to it other friend and so on. Weird, maybe, but I'm a psychology maniac so even games to me had some psychological issue somewhere, so....

Above all, remind yourself that inside Safari Zone, patience is a virtue. Patience to wait them to appear and patience when they fled at first turn so you have to wait another half-an-hour for them to show up again just so they can fled again ~__~. Patience....

B5. MAY I HAVE ANOTHER ONE, PLEASE?

I found this tip ages ago but forgot to mention it earlier and not feeling like re-organizing the content, so sorry I have to put it way down here. Okay, so, if you're rich enough (if you did the Infinite Money trick, you should be) so you can afford a plentiful of Pokeballs, try to catch more than one Pokemon that you want. For instance, if you wanna catch a Ponyta that had two version of Ability (Run Away and Flash Fire) and you can't decide yet which one of those ability that you want your Ponyta to have, just catch more than one and you can have two Ponytas for each ability. It also helped you to get the Pokemon that had the Nature of your desire.

C. POKE MONEY

C1. MONEY WISE

It's hard to get some money in Pokemon games so use your money

wisely. Level up near Pokemon Centers so you can always run back to heal anytime without have to using items. Buying too much items will lead you to poverty! If your Pokemons are high levels, you won't have to use a lotta items in big dungeons that's faraway from any Pokemon Center and you just have to buy an item or two just as your insurance. You can even say that leveling up actually save your money. Isn't it a relief to go inside a long dungeon and go out without any items used (but Pokeballs if you're catching some) since your party was strong enough to beat everything you encounter?

C2. INFINITE MONEY

Literally, INFINITE. Only the max storage of 999 per items in your bag and your PC, and the max number of 999,999Poke in the amount of money you can have are the limits. You can do this ONLY at Cerulean City the first time you got there, BEFORE crossing Nugget Bridge.

After arriving for the first time at Cerulean City, you have to beat your Rival the 3rd time before you'll have access to Nugget Bridge to continue with the story. Smack your rival, whack him, whatever, just get him out of your way. Rival's dealt with, start walking at the bridge and you'll find 5 trainers lining up ready to challenge you and none of them you can avoid. Just defeat them all, of course.

BUT, before crossing the bridge toward the other side after defeating the 5th trainer on the bridge, first return to the Pokemon Center back at Cerulean City, stash all the Pokemon in your party except for one weak Pokemon (if all of your Pokemon are strong, go buy a Pokeball and go capture one weak Pokemon at Route 4, on the grasses after you jump down from Mt. Moon), then spend all, I repeat, ALL and EVERY cent of your money on the Mart (buy Pokeballs, Potions and suchs) till the amount of your money left was so small, there's nothing on the Mart you can buy with that amount. Why are we doing this insanity, you asked? Because it's better to spend it than to lose it. You'll get what I mean soon.

Now, TRY to cross that Nugget Bridge, pass the 5 trainers you've beat before, and you'll be stopped by a Team Rocket Grunt. He will give you a NUGGET and then challenge you to a fight. Of course, with only one weak Pokemon in your party, you'll be whited out, a.k.a. lost and returned back to the Pokemon Center. For the love of God, even if you got a strong Pokemon, just LOST THE BATTLE ON PURPOSE! One way or another, LET YOURSELF PULVERIZED, please! Once you're beaten, you'll lost half of your money. You'll lost all of it in this case since you probably got less than 100Poke in your wallet after that mad shopping spree I told you before.

WAIT! Don't go crazy toward me yet for making you incredibly poor now, I'm not done yet. Next, since you lost, you have to backtrack and battle the Rocket guy again to be able to cross to the next area. BUT he will also give you ANOTHER Nugget AGAIN! And again, and again, and... well, you dig me by now rite? I mean, he just willingly give you 999 Nuggets if you pass and lost by him 999 times! That's 999 multiplied by 5,000 equal to... 4,995,000Poke! If your PC also hold another 999 Nugget, your money will be almost 10 million! Team Rocket must be filthy rich to be so easily give away that much! XD Hell, you can even buy 9 bicycles now if only you didn't get a limited amount of 999,999Poke for your wallet. XD Just

go get yourself KO-ed by him over and over until you're satisfied with the amount of Nuggets you have in your bag/PC then pull out your powerhouses and beat him to pulp!

If you wanna spend some 100 hours to collect 999 Nuggets for your bag and 999 more Nuggets for your PC's Item Storage, buy all the items in the Mart to 999 pieces per item, lost and collected 999 Nuggets again, then after the bag's and PC's full of Nuggets and items is when you go kill the guy, by all means, DO SO! It does take a lot of time, but it's the easiest way of becoming RIDICULOUSLY rich from the beginning of the game. There's nothing in the world of FireRed/LeafGreen you can't buy if you do this. No more financial issue EVER AGAIN. >=D

C3. VS MONEY

Just to remind you that when you're desperate for money and Meowth's Pay Day isn't enough, use VS Seeker. You will always get money after you won the battles.

C4. COUNTING YOUR SALARY

For those wondering how much you'll earn using Pay Day's move (Meowth and Persian), the calculation is: current level divided by two then multiply the result with ten. For example: your Meowth's current level is 25, divide that with 2 resulted in 12.5, multiply that with 10 and you get 125 Poke per move. So if you do more than one Pay Day in a battle, just multiply it with how much you use it. Example using the previous example, you use Pay Day three times in a battle then you'll earn 125 times 3 equals 375 Poke by the end of the battle. Simple math.

D. ITEMS AND STUFFS

D1. MEOWTH THE MIGHTY!

It might not be mighty in terms of skills and suchs, but it is in one thing: Pick Up ability. This ability, my dearest friends, is the reason why you should ALWAYS have Meowth in your party. Pick Up is an ability to SOMETIMES find an item after a battle. I must stress the 'sometimes' since it isn't always, but once it did find something, it could get just some common berry, or rare berry, or TM10 that contains the Hidden Power move (actually, I don't know any other way to obtain this TM without using Meowth's Pick Up), or even, here's the best part, NUGGETs and PP UPs and RARE CANDYs!! Nuggets gave you another extra of 5000Poke for your money (you won't need it much if you did the Infinite Money trick, but if you didn't, it's valuable), PP Ups gave you an extra amount of PP for a Pokemon's move of your choice and Rare Candies gave you one extra level for any of your Pokemon! This guy can even use Cut and Flash so you can get him to be useful other than as an itemfinder. Check your party every once in a while, after a battle or two, to see if your Meowth find something.

Do not, I repeat, DO NOT let it to evolve to a Persian at level 28. It'll lost it Pick Up ability for good. So if you want a Persian to complete your Pokedex, get 2 Meowths, level up one of them to be a

Persian and keep the other one at level 27 or below. I even named my Meowth I used for finding items as "ItemFinder" so I can easily tell which is my finder and which is my Persian wannabe. Once you get a Phanpy, you can replace the Meowth or not, your choice. But before getting your hands at Phanpy, Meowth is your single choice of finding a random item other than those provided by the game. If you manage to get Teddiursa and Zigzagoon from trading, I prefer to keep Zigzagoon since Teddiursa was also like Meowth that when evolved to Ursaring it lost its Pick Up. Zigzagoon's evolution, Linoone, will still had the Pick Up ability and since it also had better offense and defense, it can also be used in battle and not only as your item finder. I really love Linoone.... Another thing, Meowth learn Pay Day on level 18, which, if used in a battle, is an attack that can net you some cash after the battle. Not much, but still better than nothing at all. This Pokemon is definitely your number one source for items and money.

D2. SLOT'S CRAZE

If you're someone with sharp eyes and fast reflex hands like Kongou Agon of Eyeshield 21's manga/anime, the Slot Machine at Celadon City's Game Corner might be a piece of cake for you. But if your hands didn't had the same speed as your eyes, like me, you might find this slots as annoying as hell. What I did was:

First, collect as many coins as you can. You get free coins from some of the gamers there if you talk to them and you can also get coins that were scattered around the Game Corner's floor. You should manage to get 310 coins, without buying, if you talk and search around carefully. This should be enough as your starter, but if you feel like it you can buy more at the coin counter.

Second, SAVE somewhere inside the Game Corner before you start playing the slot. You might have to restart your game when you start losing big time.

Third, once you get into the game, choose to use three coins at once. It'll increase your chance of winning and the amount you'll get if you win, eventho it'll also increase the amount you lost. Hey, no big risk, no big win.

Fourth, when the slot started rolling, begin tapping the A button consecutively but fast. You can rapidly tap it or just tap it following a rhyme, just do it fast enough so your eyes won't see what you hit. Why? If your hands aren't as fast as your eyes, seeing what you hit will just tired your eyes out. Since the outcome will be the same anyway, it's better just to ignore the slot and just look at something else like the Payout number or the Clefaires dancing or whatever. At least it will help your eyes to get some rest after playing the game for some time. You might lost some at first, but I managed to get some 777 and RRR before losing 100 coins of mine by doing this so you should manage to get it too.

Fifth, once you win something good enough, STOP playing the slot (not the Pokemon game) and SAVE your game. For example, if you start at 310 coins and then managed to win so you had 450 coins, SAVE. That way, if somehow you lost all the way to 50 from your previous 450, you can restart with 450 coins at hand, not your starter 310.

Sixth, and the last one that is, if you did the Infinite Money trick and get 999 Nuggets in your PC and 999 Nuggets in your bag and 999 pieces of every buyable items in Cerulean PokeMart, I assume you'll just sell the stuffs and buy all the coins you need by your own without even care about the slots. Right? Right.

After playing the slot machines for 10 minutes, I managed to get 1800 something coins from the starter 310 using this method. In two hours, I got all the rare Pokemons I wanted from the counter and some items I needed.

D3. PEARL FISHING

Some of you might find the Infinite Money trick as 'not legit' so you refuse to do it. Then, how will you earn more 'legal money' other than hoping your Meowth will fetch you a Nugget or making it doing Pay Day over and over in battles? For those honest people out there, here's another way to earn money.

Once you got the Super Rod from the Fishing Guru's brother on Route 12, return to Pallet Town or any other city or place that had a Shellder for you to fish. This Pokemon oftenly will carry a Pearl it won't use in battle. So catch one using a Pokeball that cost 200Poke (the NORMAL Pokeball, don't bother with Great Pokeball since it'll cost you 600Poke per ball and that's just WAY too expensive! Besides, a Shellder can be easily caught using the regular Pokeball anyway), then sell the Pearl it carry for 700Poke. A profit of 500Poke per Shellder is not bad. What to do with the Shelders? Raise them, release them, trade them, eat them (clamps are tasty, aren't they? ^^a), just do something that will not made the International Pokemon Rights Society sue you for doing something that's violating the Pokemons' rights or the like.

Maybe it's only me but I've found that the Shelders in Pallet's water edge (before Route 21 started) held a Pearl more likely than Shelders on other water edges. If anyone can help confirm this it'll be much appreciated and fully credited.

D4. NET BALLS COLLECTING

Another fishing mania tip, see? I'm no fishing lover, but I can't just ignore you fishers, rite? =D You can get free Net Balls from the Fishing Guru's brother on Route 12 (below Lavender), but it's a bit tricky. First, you gotta catch a Magikarp (use the regular Pokeball!) then show it to him. If the Magikarp's bigger than the last one you showed him, he'll give you a Net Ball. Of course, the first Magikarp you show the guy will be acknowledged as the biggest one, at first. This is where the trouble came. What if your second, third, fourth and so ons are smaller? Here's what I do.

Catch 5-6 Magikarps (regular Pokeballs!) and put them in your party. Line them up or number them (at the naming option when you catch it or talk to the Name Rater to change their names, whichever suits you best) so you remember which one's which. Next, SAVE before talking to the Fishing Guru's brother. Talk to him and note down the Magikarp's sizes so you know the order of the smallest, medium, biggest and like that. Now, RESET your game. Talk to him again, this time showing the Magikarps in order of the smallest to the biggest as you've noted before. This way, it's a sure way for you to get 5-6 Net Balls at once. If you wanna go extreme, catch

LOTSAs Magikarps and return back and forth to him to jot down the sizes and get as many Net Balls as your heart desire.

D5. MUSHROOM GATHERING

This is more like the Pearl Fishing, but replace the fishing with catching (using Pokeballs), replace the Pearl with TinyMushroom, and replace the Shellder with Paras. You can find Paras at Mt. Moon B2 or Safari Zone. If you wish to search at Safari, go to Area 2, don't forget to use Sweet Scent to save your steps. You can sell their TinyMushrooms for 250Poke each, and get yourself a great profit. If you caught one that hold a BigMushroom, lucky you.

The mushrooms are not only valuable to be sold for cash. Once you can get to Two Island, you can trade two Tiny ones or one Big ones to the Move Relearner in Island 2 incase you want to reteach your Pokemon a move it has forgotten. Either way, gathering mushrooms will never be a waste.

D6. THANK YOU BERRY MUCH!

It's a bad pun, I know, but I can't think of any other title so just live with it. The berries scattered around Berry Forest are random. Not about where and what, those walkthroughs you're reading are not wrong, just the appearance that's random. Sometimes this berry showed up in a game, in other it's not, vice versa. So don't go commit a suicide just because you can't find them all eventho you've been following a perfect walkthru.

D7. THIEVERY! 9999 DAMAGE!

Oops, sorry if the title made you thought that there's a move in Pokemon game that called Thievery that dealt 9999 damage.... ^^a The title's inspired from Zidane of Final Fantasy IX's move that really dealt 9999 damage if you steal alot, BUT this is not an FF9 guide, SO I'm talking about the TM Thief, meaning there is a move named Thief, but not Thievery. ANYWAY, if you teach Thief to a Pokemon, you can steal foe's held item, rite? Apply this move to the Pearl Fishing and the Mushroom Gathering tips and you won't spend a Poke to buy any Pokeballs. Fish a Shellder, Thief it, get a Pearl. Encounter a Paras at Mt. Moon B2, Thief it, get a Mushroom. Encounter a Raticate, Thief it, get a Citrus Berry. Encounter a Magnemite, Thi... you get what I mean.

D8. TREASURE HUNTING

Incase there's someone out there that liked to play treasure hunting with the ItemFinder and can go to Sevii Islands already, use your ItemFinder on the beaches there (not only at Treasure Beach, but also beaches on the main islands) and you'll _sometimes_ find free stuffs laying around waiting for you to gather them, like Stardust, Pearl, Big Pearl, and Ultra Ball. The items will be random and so did the appearance and place. In the Treasure Beach, you can get items over and over since it's almost the same with your VS Seeker, after finding some items, the items will reappear after 100 steps, randomly, meaning sometimes they appear sometimes they don't, sometimes you got five items sometimes just one. Pure luck I guess?

D9. NESTING BALLS?

Okay, another bad pun, whatever, the same idea and how to as for Net Balls Collecting tip, just change the Net with Nest. Once you get to Six Island of Sevii Islands, you can cross the Water Path north of Six Island and get to the house with the sign of "Wanted! The Ultimate Horn!" which is the house of Heracross Fangirl. You must catch Magikarps to get Net Balls, but now you must catch some Heracrosses for some Nest Balls free from the girl. The problem is, unlike Magikarp that can be found anywhere, it's kinda hard to get Heracross. But if you insist of getting a stock of those Nest Balls for your bag, just go the Pattern Bush left of that house and try to encounter the Heracross to show to her. The same method with Net Balls apply. Save, check the sizes of ALL your Heracrosses to her, reset, re-check.

D10. FIND MY HEART

On two of the Tanoby Ruins (sorry, forgot which, but the ones on the left side of the ocean that much I'm sure) beaches, you can find a Heart Scale on each, meaning a total of two. I don't know and I can't find the use of Heart Scales on FireRed/LeafGreen anywhere so if any of you know the use of the thing that's now just filling up my limited bag, your help will be fully credited.

E. LET'S BATTLE!

E1. SEEKING VERSUS?

There are a few things you have to remember when using your VS Seeker.

One is to use it at a place where there are a lotta trainers visible onscreen. If there are 6 trainers around you (like the Cycling Road first area with those Bikers) but only 5 are visible onscreen, you won't fight the 6th one not onscreen. So position yourself so all those trainers are onscreen so you can battle 'em all.

Two is to SAVE before using it. If you want all of those 3 trainers onscreen to fight you, saving is crucial because sometimes only one out of 3 would battle you once more. None of 'em wanna battle again even sometimes and made you wasted those 100 steps! But if you save before using the VS Seeker, you can reset the game and SAVE once more when all 3 'agreed' to battle you again.

E2. SO YOU BEAT SHIGERU

Incuse you didn't notice this, but if you save after beating your Rival (default was Shigeru/Gary/Red/Blue/Green/Yellow or whatever you know him as, but he's the only trainer mentioned as "Rival" when the battle started so you should know which if somehow you forgot what name you 'bestowed' to your Rival ^^a) and then reset your game, when the game's starting, you'll have short summary of what you've done so far, right? This will include your recent Rival battle. On the summary, you'll see how good your win was over your rival. For example, if you won easily it'll be mentioned as "Beat Rival's Blastoise with Pidgeot and won tenaciously" but if you won

barely it'll be mentioned as "Beat Rival's Blastoise with Raticate and won somehow" or something like that. It's good use to evaluate your win over him and it's better if you can always beat him easily since it'll prove your Rival who's the real deal here. >=)

E3. ONE IS NOT ENOUGH

When selecting a Move for your Pokemon to learn, remember this: just because it's a Fighting type Pokemon, it didn't mean that all of its moves must be Fighting type also. You never know when you'll encountered a battle with that Fighting type as your sole survivor and it'll have to be defeated because the opponent's Psychic type moves. With that in mind, if it's possible, teach your Pokemon a move or two that's different from it's type. That Fighting type above is an example. If it can learn a Normal type attack or other types of attack that's not a Fighting type, let it learn it so it won't get wasted, easily at least. The same goes with all other types of Pokemon. Let your Pokemon learn a move that has different type from the Pokemon's type(s) to increase your winning chance.

E4. LEFTOVERS ARE TASTY

Sorry, but I'm not talking about your mom's cooking here. If you get the Leftovers hold item from where Snorlax was sleeping before you beat it (I got two since I beat them both) using the Itemfinder, I found that this item is the best to be held by my Pokemon that's training to level up. It may not heal any status and just recover a small amount of HP, but it helped my Pokemon to stay in battle longer. Of course, if you're aiming for more money, Amulet Coin is a better hold item, but if you're aiming for more experiences, I must say that Leftovers is the better choice. Yet, if you do that EV training, you must be know it already that Macho Brace is your single choice.

E5. YOU WANNA MOVE IT MOVE IT

Plan your Pokemon's moveset. Limiting to only 4 is annoying but that's all you'll got. Personally, of course I like high damaging moves, but before that, I take a look at it's accuracy also. If there's a move with better accuracy eventho it's lower in damage, I'll take the one with better accuracy. Learning a move that had 100 power is tempting, but I think it'll be a waste of slot if it only got 50 accuracy. If that were me, I'll choose the move with 80 power that got 100 accuracy. A good move not only hit strong but it actually CAN hit. 100 power and missed? No, thanks. 100 power and 100 accuracy? KEEP it! But in the end, it all depends on your planning. Keep a 30 accuracy move if you plan on sticking a Lock On move on that Pokemon and voila: no miss!

E6. PLEASE HEAL ME, CHANSEY!

Chansey is no fighter alrite. But if you bring it in your party, you'll notice that Chansey had a move called Softboiled that can be used outside battle to share its HP with another Pokemon. It's a nurse Pokemon, it heals others, go figure. What I do with a Chansey of mine is to let it use almost all its HP to be shared with some other injured Pokemons in my party, then when it only got little HP I send it to battle and let it use Softboiled inside the battle to heal it own HP. If it can win the battle, I let it Egg Throwings the enemy to death. If it can't win, I shift it with my fighter

Pokemon. Heal others with Chansey, send Chansey to battle, repeat, since I can do this 10 times (Chansey's Softboiled only got 10 PP unless you give it some PP UP or a PP MAX) I can prolong my stay at the area without going back and forth to PokeCenter for a while. And how many can you heal with Softboiled? Your current Chansey's level added by 11 and you got the amount it'll heal other Pokemon. Not bad at all.

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4. FREQUENTLY ASKED QUESTION
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Q: My Golbat wanted to evolve again when it leveled up to 25 and also every time it level up after that (now it's at 30), but every time, nothing happened but the word "..?" appeared onscreen instead of it evolving to something. What's wrong?

A: Nothing's wrong. Your Golbat loved you so much, it's high Happiness level made it wanted to evolve to Crobat. Unfortunately, I'm sure at the moment you haven't beaten the Elite Four yet so you can't get the National Pokedex yet. The National Pokedex is a must to have before any of your Pokemon can evolve with Happiness. Once you beat the four and have caught at least 70 types of Pokemon, you'll have your normal Pokedex 'transformed' to National Pokedex. After this happened, level up your Golbat once more and it'll happily evolve to Crobat. This goes the same for other Pokemons that evolved with the Happiness condition.

Q: How come I didn't see any Hints or Tips or Tricks in this guide that will help me choose which Nature's best for which Pokemon?

A: Simple answer: I don't care. Some guide might say that this Pokemon is better with this nature and such, but if I follow that guide then some nature won't be used AT ALL in my game. I'm a collector, so I collect things, including natures. As long as I got all natures for all my Pokemon eventho it'll made some or all of my Pokemon won't be as powerhouse as it supposed to be, that's fine. Collector, I am. Maybe, just maybe, one day I'll make a special guide about Natures but I won't promise anything.

Q: I don't get with this IV and EV things. Can't you teach me a better understanding about it? At least give me a sample?

A: Actually, I don't get it either. I don't really care about it too since I don't have anyone to battle with in real life that needed some super-ultra-incredible strong Pokemons in order to win. As long as my Pokemons are strong enough to beat the Pokemons in the game, I'm fine. You better ask someone else about this IV-EV stuffs ^^a.

Any other questions? Feel free to e-mail me and ask. ^^

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5. END NOTES
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Thanks for reading and hopefully this guide is of any help to you.

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6. CREDITS AND/OR DISCLAIMERS
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- Nintendo for making the Pokemon games, obviously.
 - Myself for making this guide.
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