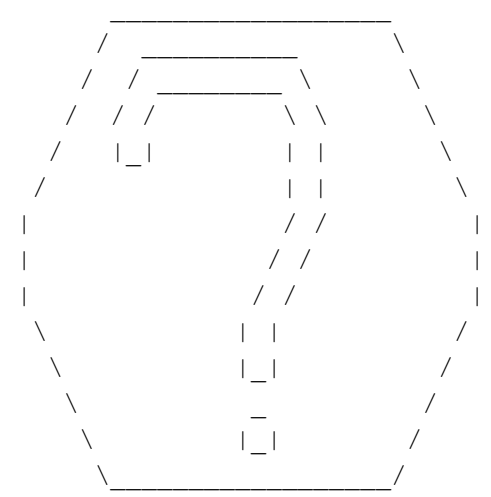
Pokémon Ruby / Sapphire / Emerald MissingNo FAQ

by KeyBlade999 Updated to vFinal on Mar 6, 2010



Pokémon Red, Blue, Yellow, Gold, Silver, Crystal, Pokémon Stadium 2, Sapphire, Ruby, Emerald, FireRed, LeafGreen, Pokémon Colusseum, Diamond, Pearl, Platinum, HeartGold, SoulSilver, and Pokémon Battle Revolution: Glitch Pokémon FAQ

GameBoy, GameBoy Color, GameBoy Advance, GameCube, Nintendo DS/DS Lite/DSi, and Nintendo Wii.

Finalized on 5:29 PM 3/6/2010.

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1. Intro**********PKMN1**********

Welcome to my fourth guide as of yet. This is on the mystery of the MissingNo, a seemingly weird disease that makes everyone want to get it. Well, I guess you just came to the right place.

Well, now it is the Glitch Pokémon guide now.

2. Legal Stuff**********PKMN2**********

You must e-mail me to use this guide on your site/guide.

Permitted sites:
GameFAQs

Neoseeker
Supercheats

(c) 2009-2010
(c) Daniel Chaviers (AKA KeyBlade999)

3. Version History**********PKMN3**********
[While it was offically named MissingNo FAQ]
v1.00 - My methods entered, basic guide finished. 2:50 PM 12/22/2009
v1.10 - Found level up stats, displayed method. 2:30 PM 12/31/2009
v2.00 - Holy ****! Many new methods for many games! 7:50 PM 1/13/2010
v3.00 - More games, more methods, more data. Whooooo! 4:56 PM 1/14/2010

[While it was offically named Glitch Pokémon FAQ]
v3.10 - More Pokémon, as I am now extending this. 5:05 PM 1/16/2010
v3.20 - As before, about a dozen more Pokémon; minor errors corrected.
        7:32 PM 1/17/2010
v3.30 - More Pokémon, about seven. Re-edited evolutions of 7g.
        8:14 PM 1/18/2010
v3.40 - As before. Corrected some stuff and copyright. 8:48 PM 1/23/2010
v3.50 - Yes! All glitch Pokémon found and documented. Next up, glitches!
        Then the e-mail service. Also major re-editing on evolutionary
        chains. 4:19 PM 1/24/2010
v3.51 - Yawn.... Slow day. Just glitch types. 5:22 PM 1/25/2010
Final - Okay, I'm done. All glitches, glitch types and Pokémon, and I've
        started up the e-mail service. The mail will be added in later
        updates, but I'm done with this basic part of this FAQ.
        7:00 PM 1/27/2010
      - Forgot some GameShark codes. Whoops! 5:11 PM 2/8/2010
      - A bit on - and Bad EGG. A few more glitches. 1:56 PM 2/21/2010
      - New MissingNo (??) and Bad EGG methods. Conducting experiment on Bad
        EGG. 5:02 PM 3/4/2010
      - Experiment conducted and successful. Mild edition on Gen. III
        MissingNo (?). 5:29 PM 3/6/2010

4. Contact Info**********PKMN4**********
Should you have a submission, a question, or something, e-mail me at
SKYDRIFTERS@aol.com

5. Wanted Info**********PKMN5**********
~ Better ASCII art for the start. That's all, really.

6. Credits**********PKMN6**********
MadCatz: the GameShark
Those who are hosting this.
Bulbapedia for shining new light on this and other glitched Pokémon.
coolacguys@yahoo.com for helping with the ?? form of Gen. III MissingNo.

7. Guide Format**********PKMN7**********
*** divide sections.

~~~
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~~~ divide games.

>>>
>>>
>>> divide glitched Pokémon.
~~~

/// divide major portions with large blank space.

//
Glitch Pokémon
//

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>>>
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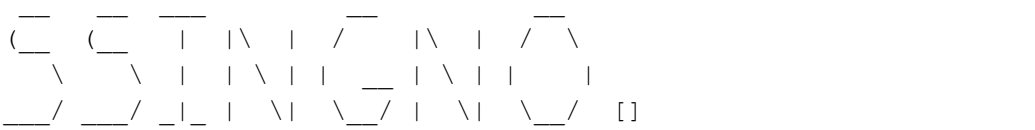

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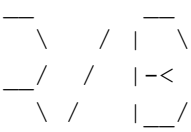

1. Basic Data**********RB1**********
(As shown in Pokédex)
MISSINGNO.
???
HT 10'0"
No. 000 WT 3507.2 lb
[]---[]---[]---[]---[]
(obviously nothing down here)

MissingNo's Type:
Red/Blue:
Bird (yes BIRD)
Normal

Yellow:
Normal
999

Red/Blue Base Stats
HP : 33
Attack : 136
Defense: 0
Special: 6
Speed : 29

Yellow Base Stats
HP : 178
Attack : 19
Defense: 11
Special: 23
Speed : 0
~~~~~~

Resistances:
Same as if MissingNo is a normal type.

Red/Blue Learnset	Yellow Learnset
Water Gun (start)	Pay Day (start)
Water Gun (start)	Bind (start)
Sky Attack (start)	Water Gun (start)
Pound (Lv. 136)	

TM/HM Info

TM	Move	Type	Pwr.	Acc.	PP
TM01	Mega Punch	Normal	80	85%	20
TM02	Razor Wind	Normal	80	100%	10
TM03	Swords Dance	Normal	—	—%	30
TM05	Mega Kick	Normal	100	75%	5
TM06	Toxic	Poison	—	85%	10
TM09	Take Down	Normal	90	85%	20
TM10	Double-Edge	Normal	120	100%	15
TM11	BubbleBeam	Water	65	100%	20
TM13	Ice Beam	Ice	95	100%	10
TM14	Blizzard	Ice	120	70%	5
TM17	Submission	Fighting	80	80%	25
TM19	Seismic Toss	Fighting	—	100%	20
TM20	Rage	Normal	20	100%	20
TM25	Thunder	Electric	120	70%	10
TM26	Earthquake	Ground	100	100%	10
TM27	Fissure	Ground	—	30%	5
TM29	Psychic	Psychic	90	100%	10
TM30	Teleport	Psychic	—	—%	20
TM43	Sky Attack	Flying	140	90%	5
TM44	Rest	Psychic	—	—%	10
TM45	Thunder Wave	Electric	—	100%	20
TM49	Tri Attack	Normal	80	100%	10
TM50	Substitute	Normal	—	—%	10
HM01	Cut	Normal	50	95%	30
HM02	Fly	Flying	70	95%	15

Evolution:
MissingNo ---> (Lv. 128) ---> Clefairy ---> (Moon Stone) ---> Clefable

2. Obtaining the Normal Form (#1)**********RB2**********
Requirements:
A Pokémon that knows Fly (assuming the player has the badge to use it).
A Pokémon that knows Surf (assuming the player has the badge to use it).
At least one of the item to be cloned (for the purposes of this explanation, the article shall use a Rare Candy).
At least five other items in the bag.
Access to Cinnabar Island or Fuchsia City.

Instructions:
Talk to the old man located north of Viridian City. Allow him to demonstrate how to catch a Pokémon.

Once he is finished, immediately use Fly to travel to either Cinnabar Island or Fuchsia City and then Surf to Seafoam Islands.

Make sure that the Rare Candy is in the sixth slot of the bag.

Surf up and down along the east coast of either island where the water is

touching the land. Whether Missingno. can be encountered depends on the player's name***; other Pokémon may appear instead. Continue Surfing along the coast until Missingno. appears (assuming that the player's entered name will cause a Missingno. encounter). Some names may not cause Missingno. to appear. If so, the player may find 'M, which works just as well.

Defeat, run from, or catch Missingno. or 'M.

After the battle, open the menu and view the items currently in the bag. If done correctly, the game should show "?8" or "?5" as the amount of Rare Candies in the bag (? being a glitch character).

***
G, H, J, M, S, T, :,], a, b, c, m, o, p, or v is the character in the third, fifth, or seventh slot of the player's chosen name.

3. Obtaining the Normal Form (#2)**********RB3**********
(This is direct copy of the Mew glitch (method 3) from Bulbapedia)

WARNING! This glitch is not possible on Yellow unless the player is lucky enough to not run into a Pokémon while running out of the mansion. The mansion is the only place one can find Ditto, because there are no Ditto on Route 15 and the player cannot surf to Cerulean Cave, because of the disabled start button.

For this method, the player first needs a Pokémon with a Special Stat of 21. It doesn't matter if the stat was naturally leveled or boosted with calcium as long as it's not due to an in-battle special boosting skill. Once the player has this Pokémon, the player needs to find ANY trainer in the game that will engage in battle the moment the trainer is on screen and the player is in the trainer's line of sight. The most common examples are the Gambler east of Saffron City and the Junior Trainer in the high grass west of Nugget Bridge. Often people have already fought these trainers, so other later-game trainers include a couple Bikers on Route 17 (Cycling Road) or the four trainers on the west side of Route 14 (three Bikers and one Bird Keeper). The player then needs to get the trainer off screen. Next, take a single step towards him, enough for him to start the battle, and immediately press START before he spots the player and the exclamation point appears. Once the player has pressed start and the start menu appears, the trainer needs to Fly, Dig, or Teleport elsewhere. The location being traveled to must have a path via which the player can walk both to a place where there is wild Ditto (such as Route 15 east of Fuchsia City) and after to a place with a trainer to fight. This is because the start button will no longer work until after a battle with a trainer (to be mentioned) because the game has been tricked into thinking it's in battle mode. Once the battle with the trainer the player picked was evaded successfully, the player then needs to battle ANY trainer in the game, as long as there is one space between the player and the trainer when the battle is initiated so that the trainer has to walk up to the player and the player doesn't approach the trainer directly. After defeating the trainer, the player needs to find a wild Ditto, and battle it until it uses Transform on the player's Pokémon with the Special Stat of 21. After defeating the Ditto (with any of the player's six Pokémon), the player needs to avoid running into any other wild Pokémon and/or battling any other trainers, and go back to the Route where the trainer the player first evaded is located (for the Gambler, east of Saffron City, for the Bikers, Route 14; etc.). Once the Route is approached, the start menu will automatically appear. The player needs to press the B Button. A battle will begin immediately and a Lv. 7 Mew will appear.

This method can be used to catch any Pokémon in the game, even Missingno.

in Yellow Version. While a Pokémon with a special stat of 21 will give one Mew, using a Pokémon with a different special stat will give the player a different Pokémon. For example, in the Red/Blue versions, if a Pokémon with a Special stat of 198 is used, a glitch called "LM4" will appear instead of Mew. There are, however, some glitch Pokémon such as 8 and PkMn n which cannot be caught using this method. Some Special stats will cause glitch Trainers to appear. They may be glitched versions of regular in-game trainers, such as Bruno with Blaine's party.

For this form of MissingNo, this form appears through the Mew glitch with a special stat of 31, 32, 50, 52, 56, 61, 62, 63, 67, 68, 69, 79, 80, 81, 86, 87, 94, 95, 115, 121, 122, 127, 134, 135, 137, 140, 146, 156, 159, 160, 161, 162, 172, 174, 175 or 181.

4. Getting Kabutops Fossil Form (#1)**********RB4**********
Requirements:
A Pokémon that knows Fly (assuming the player has the badge to use it).
A Pokémon that knows Surf (assuming the player has the badge to use it).
At least one of the item to be cloned (for the purposes of this explanation, the article shall use a Rare Candy).
At least five other items in the bag.
Access to Cinnabar Island or Fuchsia City.

Instructions:
Talk to the old man located north of Viridian City. Allow him to demonstrate how to catch a Pokémon.

Once he is finished, immediately use Fly to travel to either Cinnabar Island or Fuchsia City and then Surf to Seafoam Islands.

Make sure that the Rare Candy is in the sixth slot of the bag.

Surf up and down along the east coast of either island where the water is touching the land. Whether Missingno. can be encountered depends on the player's name***; other Pokémon may appear instead. Continue Surfing along the coast until Missingno. appears (assuming that the player's entered name will cause a Missingno. encounter). Some names may not cause Missingno. to appear. If so, the player may find 'M, which works just as well.

Defeat, run from, or catch Missingno. or 'M.

After the battle, open the menu and view the items currently in the bag. If done correctly, the game should show "?8" or "?5" as the amount of Rare Candies in the bag (? being a glitch character).

***
If w is the character in the third, fifth, or seventh slot of the player's chosen name.

5. Getting Kabutops Fossil Form (#2)**********RB5**********
(This is direct copy of the Mew glitch (method 3) from Bulbapedia)

WARNING! This glitch is not possible on Yellow unless the player is lucky enough to not run into a Pokémon while running out of the mansion. The mansion is the only place one can find Ditto, because there are no Ditto on Route 15 and the player cannot surf to Cerulean Cave, because of the disabled start button.

For this method, the player first needs a Pokémon with a Special Stat of 21. It doesn't matter if the stat was naturally leveled or boosted with calcium

as long as it's not due to an in-battle special boosting skill. Once the player has this Pokémon, the player needs to find ANY trainer in the game that will engage in battle the moment the trainer is on screen and the player is in the trainer's line of sight. The most common examples are the Gambler east of Saffron City and the Junior Trainer in the high grass west of Nugget Bridge. Often people have already fought these trainers, so other later-game trainers include a couple Bikers on Route 17 (Cycling Road) or the four trainers on the west side of Route 14 (three Bikers and one Bird Keeper). The player then needs to get the trainer off screen. Next, take a single step towards him, enough for him to start the battle, and immediately press START before he spots the player and the exclamation point appears. Once the player has pressed start and the start menu appears, the trainer needs to Fly, Dig, or Teleport elsewhere. The location being traveled to must have a path via which the player can walk both to a place where there is wild Ditto (such as Route 15 east of Fuchsia City) and after to a place with a trainer to fight. This is because the start button will no longer work until after a battle with a trainer (to be mentioned) because the game has been tricked into thinking it's in battle mode. Once the battle with the trainer the player picked was evaded successfully, the player then needs to battle ANY trainer in the game, as long as there is one space between the player and the trainer when the battle is initiated so that the trainer has to walk up to the player and the player doesn't approach the trainer directly. After defeating the trainer, the player needs to find a wild Ditto, and battle it until it uses Transform on the player's Pokémon with the Special Stat of 21. After defeating the Ditto (with any of the player's six Pokémon), the player needs to avoid running into any other wild Pokémon and/or battling any other trainers, and go back to the Route where the trainer the player first evaded is located (for the Gambler, east of Saffron City, for the Bikers, Route 14; etc.). Once the Route is approached, the start menu will automatically appear. The player needs to press the B Button. A battle will begin immediately and a Lv. 7 Mew will appear.

This method can be used to catch any Pokémon in the game, even Missingno. in Yellow Version. While a Pokémon with a special stat of 21 will give one Mew, using a Pokémon with a different special stat will give the player a different Pokémon. For example, in the Red/Blue versions, if a Pokémon with a Special stat of 198 is used, a glitch called "LM4" will appear instead of Mew. There are, however, some glitch Pokémon such as 8 and PkMn n which cannot be caught using this method. Some Special stats will cause glitch Trainers to appear. They may be glitched versions of regular in-game trainers, such as Bruno with Blaine's party.

For this form of MissingNo, this form appears through the Mew glitch with a special stat of 182.

6. Getting Aerodactyl Fossil Form (#1)**********RB6**********
Requirements:
A Pokémon that knows Fly (assuming the player has the badge to use it).
A Pokémon that knows Surf (assuming the player has the badge to use it).
At least one of the item to be cloned (for the purposes of this explanation, the article shall use a Rare Candy).
At least five other items in the bag.
Access to Cinnabar Island or Fuchsia City.

Instructions:
Talk to the old man located north of Viridian City. Allow him to demonstrate how to catch a Pokémon.

Once he is finished, immediately use Fly to travel to either Cinnabar Island or Fuchsia City and then Surf to Seafoam Islands.

Make sure that the Rare Candy is in the sixth slot of the bag.

Surf up and down along the east coast of either island where the water is touching the land. Whether Missingno. can be encountered depends on the player's name***; other Pokémon may appear instead. Continue Surfing along the coast until Missingno. appears (assuming that the player's entered name will cause a Missingno. encounter). Some names may not cause Missingno. to appear. If so, the player may find 'M, which works just as well.

Defeat, run from, or catch Missingno. or 'M.

After the battle, open the menu and view the items currently in the bag. If done correctly, the game should show "?8" or "?5" as the amount of Rare Candies in the bag (? being a glitch character).

***
If x is the character in the third, fifth, or seventh slot of the player's chosen name.

7. Getting Aerodactyl Fossil Form (#2)**********RB7**********
(This is direct copy of the Mew glitch (method 3) from Bulbapedia)

WARNING! This glitch is not possible on Yellow unless the player is lucky enough to not run into a Pokémon while running out of the mansion. The mansion is the only place one can find Ditto, because there are no Ditto on Route 15 and the player cannot surf to Cerulean Cave, because of the disabled start button.

For this method, the player first needs a Pokémon with a Special Stat of 21. It doesn't matter if the stat was naturally leveled or boosted with calcium as long as it's not due to an in-battle special boosting skill. Once the player has this Pokémon, the player needs to find ANY trainer in the game that will engage in battle the moment the trainer is on screen and the player is in the trainer's line of sight. The most common examples are the Gambler east of Saffron City and the Junior Trainer in the high grass west of Nugget Bridge. Often people have already fought these trainers, so other later-game trainers include a couple Bikers on Route 17 (Cycling Road) or the four trainers on the west side of Route 14 (three Bikers and one Bird Keeper). The player then needs to get the trainer off screen. Next, take a single step towards him, enough for him to start the battle, and immediately press START before he spots the player and the exclamation point appears. Once the player has pressed start and the start menu appears, the trainer needs to Fly, Dig, or Teleport elsewhere. The location being traveled to must have a path via which the player can walk both to a place where there is wild Ditto (such as Route 15 east of Fuchsia City) and after to a place with a trainer to fight. This is because the start button will no longer work until after a battle with a trainer (to be mentioned) because the game has been tricked into thinking it's in battle mode. Once the battle with the trainer the player picked was evaded successfully, the player then needs to battle ANY trainer in the game, as long as there is one space between the player and the trainer when the battle is initiated so that the trainer has to walk up to the player and the player doesn't approach the trainer directly. After defeating the trainer, the player needs to find a wild Ditto, and battle it until it uses Transform on the player's Pokémon with the Special Stat of 21. After defeating the Ditto (with any of the player's six Pokémon), the player needs to avoid running into any other wild Pokémon and/or battling any other trainers, and go back to the Route where the trainer the player first evaded is located (for the Gambler, east of Saffron City, for the Bikers, Route 14; etc.). Once the Route is approached, the

start menu will automatically appear. The player needs to press the B Button. A battle will begin immediately and a Lv. 7 Mew will appear.

This method can be used to catch any Pokémon in the game, even Missingno. in Yellow Version. While a Pokémon with a special stat of 21 will give one Mew, using a Pokémon with a different special stat will give the player a different Pokémon. For example, in the Red/Blue versions, if a Pokémon with a Special stat of 198 is used, a glitch called "LM4" will appear instead of Mew. There are, however, some glitch Pokémon such as 8 and PkMn n which cannot be caught using this method. Some Special stats will cause glitch Trainers to appear. They may be glitched versions of regular in-game trainers, such as Bruno with Blaine's party.

For this form of MissingNo, this form appears through the Mew glitch with a special stat of 183.

8. Getting Yellow Version's Form**********RB8**********
(This is direct copy of the Mew glitch (method 3) from Bulbapedia)

WARNING! This glitch is not possible on Yellow unless the player is lucky enough to not run into a Pokémon while running out of the mansion. The mansion is the only place one can find Ditto, because there are no Ditto on Route 15 and the player cannot surf to Cerulean Cave, because of the disabled start button.

For this method, the player first needs a Pokémon with a Special Stat of 21. It doesn't matter if the stat was naturally leveled or boosted with calcium as long as it's not due to an in-battle special boosting skill. Once the player has this Pokémon, the player needs to find ANY trainer in the game that will engage in battle the moment the trainer is on screen and the player is in the trainer's line of sight. The most common examples are the Gambler east of Saffron City and the Junior Trainer in the high grass west of Nugget Bridge. Often people have already fought these trainers, so other later-game trainers include a couple Bikers on Route 17 (Cycling Road) or the four trainers on the west side of Route 14 (three Bikers and one Bird Keeper). The player then needs to get the trainer off screen. Next, take a single step towards him, enough for him to start the battle, and immediately press START before he spots the player and the exclamation point appears. Once the player has pressed start and the start menu appears, the trainer needs to Fly, Dig, or Teleport elsewhere. The location being traveled to must have a path via which the player can walk both to a place where there is wild Ditto (such as Route 15 east of Fuchsia City) and after to a place with a trainer to fight. This is because the start button will no longer work until after a battle with a trainer (to be mentioned) because the game has been tricked into thinking it's in battle mode. Once the battle with the trainer the player picked was evaded successfully, the player then needs to battle ANY trainer in the game, as long as there is one space between the player and the trainer when the battle is initiated so that the trainer has to walk up to the player and the player doesn't approach the trainer directly. After defeating the trainer, the player needs to find a wild Ditto, and battle it until it uses Transform on the player's Pokémon with the Special Stat of 21. After defeating the Ditto (with any of the player's six Pokémon), the player needs to avoid running into any other wild Pokémon and/or battling any other trainers, and go back to the Route where the trainer the player first evaded is located (for the Gambler, east of Saffron City, for the Bikers, Route 14; etc.). Once the Route is approached, the start menu will automatically appear. The player needs to press the B Button. A battle will begin immediately and a Lv. 7 Mew will appear.

This method can be used to catch any Pokémon in the game, even Missingno.

in Yellow Version. While a Pokémon with a special stat of 21 will give one Mew, using a Pokémon with a different special stat will give the player a different Pokémon. For example, in the Red/Blue versions, if a Pokémon with a Special stat of 198 is used, a glitch called "LM4" will appear instead of Mew. There are, however, some glitch Pokémon such as 8 and PkMn n which cannot be caught using this method. Some Special stats will cause glitch Trainers to appear. They may be glitched versions of regular in-game trainers, such as Bruno with Blaine's party.

For this form of MissingNo, this form appears through the Mew glitch on Yellow with a special stat of 31, 32, 61, 62, 63, 67, 68, 69 or 86.

9. Trade to Yellow from Red/Blue**********RB9**********
Missingno. can be traded from Red and Blue into Pokémon Yellow, but cannot be traded forward through the Time Capsule into Pokémon Gold, Silver, and Crystal. In Yellow, Missingno. levels down to level 1 if it gains any experience, and cannot grow any higher. The only way to use a Missingno. at a different level in battle is to use a link cable to battle between two games.

10. Getting Ghost Form (#1)**********RB10**********
Requirements:
A Pokémon that knows Fly (assuming the player has the badge to use it).
A Pokémon that knows Surf (assuming the player has the badge to use it).
At least one of the item to be cloned (for the purposes of this explanation, the article shall use a Rare Candy).
At least five other items in the bag.
Access to Cinnabar Island or Fuchsia City.

Instructions:
Talk to the old man located north of Viridian City. Allow him to demonstrate how to catch a Pokémon.

Once he is finished, immediately use Fly to travel to either Cinnabar Island or Fuchsia City and then Surf to Seafoam Islands.

Make sure that the Rare Candy is in the sixth slot of the bag.

Surf up and down along the east coast of either island where the water is touching the land. Whether Missingno. can be encountered depends on the player's name***; other Pokémon may appear instead. Continue Surfing along the coast until Missingno. appears (assuming that the player's entered name will cause a Missingno. encounter). Some names may not cause Missingno. to appear. If so, the player may find 'M, which works just as well.

Defeat, run from, or catch Missingno. or 'M.

After the battle, open the menu and view the items currently in the bag. If done correctly, the game should show "?8" or "?5" as the amount of Rare Candies in the bag (? being a glitch character).

***
If y is the character in the third, fifth, or seventh slot of the player's chosen name.

11. Getting Ghost Form (#2)**********RB11**********
(This is direct copy of the Mew glitch (method 3) from Bulbapedia)

WARNING! This glitch is not possible on Yellow unless the player is lucky enough to not run into a Pokémon while running out of the mansion. The

mansion is the only place one can find Ditto, because there are no Ditto on Route 15 and the player cannot surf to Cerulean Cave, because of the disabled start button.

For this method, the player first needs a Pokémon with a Special Stat of 21. It doesn't matter if the stat was naturally leveled or boosted with calcium as long as it's not due to an in-battle special boosting skill. Once the player has this Pokémon, the player needs to find ANY trainer in the game that will engage in battle the moment the trainer is on screen and the player is in the trainer's line of sight. The most common examples are the Gambler east of Saffron City and the Junior Trainer in the high grass west of Nugget Bridge. Often people have already fought these trainers, so other later-game trainers include a couple Bikers on Route 17 (Cycling Road) or the four trainers on the west side of Route 14 (three Bikers and one Bird Keeper). The player then needs to get the trainer off screen. Next, take a single step towards him, enough for him to start the battle, and immediately press START before he spots the player and the exclamation point appears. Once the player has pressed start and the start menu appears, the trainer needs to Fly, Dig, or Teleport elsewhere. The location being traveled to must have a path via which the player can walk both to a place where there is wild Ditto (such as Route 15 east of Fuchsia City) and after to a place with a trainer to fight. This is because the start button will no longer work until after a battle with a trainer (to be mentioned) because the game has been tricked into thinking it's in battle mode. Once the battle with the trainer the player picked was evaded successfully, the player then needs to battle ANY trainer in the game, as long as there is one space between the player and the trainer when the battle is initiated so that the trainer has to walk up to the player and the player doesn't approach the trainer directly. After defeating the trainer, the player needs to find a wild Ditto, and battle it until it uses Transform on the player's Pokémon with the Special Stat of 21. After defeating the Ditto (with any of the player's six Pokémon), the player needs to avoid running into any other wild Pokémon and/or battling any other trainers, and go back to the Route where the trainer the player first evaded is located (for the Gambler, east of Saffron City, for the Bikers, Route 14; etc.). Once the Route is approached, the start menu will automatically appear. The player needs to press the B Button. A battle will begin immediately and a Lv. 7 Mew will appear.

This method can be used to catch any Pokémon in the game, even Missingno. in Yellow Version. While a Pokémon with a special stat of 21 will give one Mew, using a Pokémon with a different special stat will give the player a different Pokémon. For example, in the Red/Blue versions, if a Pokémon with a Special stat of 198 is used, a glitch called "LM4" will appear instead of Mew. There are, however, some glitch Pokémon such as 8 and PkMn n which cannot be caught using this method. Some Special stats will cause glitch Trainers to appear. They may be glitched versions of regular in-game trainers, such as Bruno with Blaine's party.

For this form of MissingNo, this form appears through the Mew glitch with a special stat of 184.

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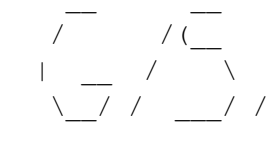
~~~~~~

1. If trade to this game... ***************************GSC1*****************
Though Missingno. cannot usually be traded into Generation II, it will
appear to be a G/S/C Pokémon such as Remoraid or Stantler on the trade
screen for Gold/Silver/Crystal, depending on its index number. If
successfully traded to a Generation II game, it will turn into the Pokémon
that the Generation II game called it. So, MissingNo cannot be traded to
G/S/C directly.

It is also near-impossible to find it like you would for Gen. 3 & 4. So, as
I doubt nearly anyone has discovered this process or data, I will not list
the method I used. Please e-mail me a simple method.

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~~~~~~

 __   __   __
| \   / (__   / | Sections 1 and 2 are universal for (I believe)
|__/ /   \ / |--   RSE and DPP. H/S is unknown.
| \ /   ___/ / |__

1. MissingNo's Pokédex Info*************************RSE1*******************
Pokédex information is able to be seen in section 5, under Sapphire, Ruby,
and Emerald.

~~~~~~

       (Picture of)   No. 000 ----------
       (MissingNo)   UNKNOWN PokéMON
       (here   )   HT   0'0"
                                                  WT   0.0 lbs

[Pg. 1]
This is a newly discovered PokéMON.
It is currently under investigation.
[Pg. 2]
No detailed information is available
at this time.

Stats (at time of finding (Lv. 0)):
Level   : 0   _   _____________________________________
HP   : 0/0 | | Unless the Max Stat cheat is used. |
Attack   : 0 | | See gameshark.com for list of codes.|
Defense   : 0 |__________________| Level Up stats listed in section 8. |
Sp. Attack : 0 | | Method for seeing in section 6. |
Sp. Defense: 0 | | |
Speed   : 0   _| |_____________________________________|

EXP. Points: 0
Next Level : 1

Front Page of Summary Details:
Default Name   : ________ (no text) / ???????????? (unknown species)
Gender Ratio   : 100% male, 0% female (RSE section 5, DPP section 2)
                       0% male, 100% female (FR/LG section 2)

Status   : Faint, unless an attempt to level up is made
Type   : Normal (none)
OT (Original Trainer): ________ (none)
IDNo.   : 00000
Ability   : No special ability.
Nature   : Always HARDY.
Location Found   : Obtained in a trade....? (Boosted EXP.)

2. MissingNo's Level Up Stats & Moves**********RSE2**********
To level up MissingNo, see section 8.

Stats are unvarying since that Proteins, Carbos, etc., cannot be used, and
HARDY is the only available nature.

Take note of the fact that, after level one, all MissingNo gets is one more
point of max HP. Also note that the move learning pattern is exactly like
Bulbasaur. Why? If you look in the PC (see section 13), it appears as a shiny
Bulbasaur!

Lv. 0
Max HP   : 0
Attack   : 0
Defense   : 0
Sp. Attack : 0
Sp. Defense: 0
Speed   : 0
New Move(s): -----

Lv. 1
Max HP   : 11
Attack   : 5
Defense   : 5
Sp. Attack : 5
Sp. Defense: 5
Speed   : 5
New Move(s): Tackle

Lv. 2
Max HP   : 12
Attack   : 5
Defense   : 5
Sp. Attack : 5
Sp. Defense: 5
Speed   : 5
New Move(s): -----

Lv. 3
Max HP   : 13
Attack   : 5
Defense   : 5
Sp. Attack : 5
Sp. Defense: 5
Speed   : 5
New Move(s): -----

```
Lv. 4
Max HP     : 14
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): Growl


Lv. 5
Max HP     : 15
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----


Lv. 6
Max HP     : 16
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----


Lv. 7
Max HP     : 17
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): Leech Seed


Lv. 8
Max HP     : 18
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----


Lv. 9
Max HP     : 19
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----
```

```
Lv. 10
Max HP     : 20
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): Vine Whip


Lv. 11
Max HP     : 21
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----


Lv. 12
Max HP     : 22
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----


Lv. 13
Max HP     : 23
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----


Lv. 14
Max HP     : 24
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----


Lv. 15
Max HP     : 25
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): Poisonpoweder, Sleep Powder
```

```
Lv. 16
Max HP     : 26
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----


Lv. 17
Max HP     : 27
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----


Lv. 18
Max HP     : 28
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----


Lv. 19
Max HP     : 29
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----


Lv. 20
Max HP     : 30
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): Razor Leaf


Lv. 21
Max HP     : 31
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----
```

```
Lv. 22
Max HP     : 32
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----


Lv. 23
Max HP     : 33
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----


Lv. 24
Max HP     : 34
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----


Lv. 25
Max HP     : 35
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): Sweet Scent


Lv. 26
Max HP     : 36
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----


Lv. 27
Max HP     : 37
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----
```

```
Lv. 28
Max HP     : 38
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----


Lv. 29
Max HP     : 39
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----


Lv. 30
Max HP     : 40
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----


Lv. 31
Max HP     : 41
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----


Lv. 32
Max HP     : 42
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): Growth


Lv. 33
Max HP     : 43
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----
```

```
Lv. 34
Max HP     : 44
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----


Lv. 35
Max HP     : 45
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----


Lv. 36
Max HP     : 46
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----


Lv. 37
Max HP     : 47
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----


Lv. 38
Max HP     : 48
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----


Lv. 39
Max HP     : 49
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): Synthesis
```

```
Lv. 40
Max HP     : 50
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----


Lv. 41
Max HP     : 51
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----


Lv. 42
Max HP     : 52
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----


Lv. 43
Max HP     : 53
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----


Lv. 44
Max HP     : 54
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----


Lv. 45
Max HP     : 55
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----
```

```
Lv. 46
Max HP     : 56
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): Solarbeam


Lv. 47
Max HP     : 57
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----


Lv. 48
Max HP     : 58
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----


Lv. 49
Max HP     : 59
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----


Lv. 50
Max HP     : 60
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----


Lv. 51
Max HP     : 61
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----
```

```
Lv. 52
Max HP     : 62
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----


Lv. 53
Max HP     : 63
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----


Lv. 54
Max HP     : 64
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----


Lv. 55
Max HP     : 65
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----


Lv. 56
Max HP     : 66
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----


Lv. 57
Max HP     : 67
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----
```

```
Lv. 58
Max HP     : 68
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----


Lv. 59
Max HP     : 69
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----


Lv. 60
Max HP     : 70
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----


Lv. 61
Max HP     : 71
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----


Lv. 62
Max HP     : 72
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----


Lv. 63
Max HP     : 73
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----
```

```
Lv. 64
Max HP     : 74
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----


Lv. 65
Max HP     : 75
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----


Lv. 66
Max HP     : 76
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----


Lv. 67
Max HP     : 77
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----


Lv. 68
Max HP     : 78
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----


Lv. 69
Max HP     : 79
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----
```

```
Lv. 70
Max HP     : 80
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----


Lv. 71
Max HP     : 81
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----


Lv. 72
Max HP     : 82
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----


Lv. 73
Max HP     : 83
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----


Lv. 74
Max HP     : 84
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----


Lv. 75
Max HP     : 85
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----
```

```
Lv. 76
Max HP     : 86
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----


Lv. 77
Max HP     : 87
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----


Lv. 78
Max HP     : 88
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----


Lv. 79
Max HP     : 89
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----


Lv. 80
Max HP     : 90
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----


Lv. 81
Max HP     : 91
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----
```

```
Lv. 82
Max HP     : 92
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----


Lv. 83
Max HP     : 93
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----


Lv. 84
Max HP     : 94
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----


Lv. 85
Max HP     : 95
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----


Lv. 86
Max HP     : 96
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----


Lv. 87
Max HP     : 97
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----
```

```
Lv. 88
Max HP     : 98
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----


Lv. 89
Max HP     : 99
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----


Lv. 90
Max HP     : 100
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----


Lv. 91
Max HP     : 101
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----


Lv. 92
Max HP     : 102
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----


Lv. 93
Max HP     : 103
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----
```

```
Lv. 94
Max HP     : 104
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----


Lv. 95
Max HP     : 105
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----


Lv. 96
Max HP     : 106
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----


Lv. 97
Max HP     : 107
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----


Lv. 98
Max HP     : 108
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----


Lv. 99
Max HP     : 109
Attack     : 5
Defense    : 5
Sp. Attack : 5
Sp. Defense: 5
Speed      : 5
New Move(s): -----
```

Lv. 100
Max HP   : 110
Attack   : 5
Defense   : 5
Sp. Attack : 5
Sp. Defense: 5
Speed   : 5
New Move(s): -----

3. MissingNo's TM/HM Info************************RSE3**********************
As far as I know, MissingNo cannot learn any of the 58 total TM/HMs. Using
one will make the game claim no Pokémon are in the party.

4. MissingNo's Moves************************RSE4*****************************
When it comes to battle moves, seeing them in the Pokémon summary will
make random symbols speed across the screen and then the game will freeze up.
If you look at the contest info for the moves, though, it will claim to have
just one move of unknown contest element that gives you 4 hearts and no jam.
As there are many, many moves like this, no particular move can be named.

HOWEVER, if you level up, a different result occurs. See section 14.

5. Seeing Pokédex Info for MissingNo************************RSE5************
This method is for simply "catching" MissingNo and seeing the Pokédex data
on him. Be warned, attempting this method WILL eliminate all Items, Pokéballs,
TMs/HMs, Berries, and Key Items from the inventory. If you do use this, also
activate the codes you wish, since a Gameshark is already in use.

For this, you'll need a Gameshark with the following codes active for your
respective game: (2007 release of Gameshark)

Sapphire Version==
[M] Must Be On
97765FE66BB8
67454B997BF0
6770DB98FA7A

Walk-Thru-Walls
6C564A1976D4
6C74C8C9347E
65254BA1BE53
924A5445B32B

Ruby Version==
[M] Must Be On
97765FE66BB8
67454B997BF0
6770DB98FA7A

Walk-Thru-Walls
6C564A1976D4
6C74C8C9347E
65254BA1BE53
924A5445B32B

Emerald Version===
[M] Must Be On
918827126FFA
536A84ECA55A

97BD3E55C51D

Walk-Thru-Walls
568088CDA22E
5EF02C55A00F
BC97CD17845E
C33E407B6EE4

==========

Okay, once all cheats are activated, go to any Pokémon Center. Time of game will not matter; just bring any Pokéball with you. Go upstairs to the Link Cable area. Go through the gate to the door to the Link Cable Colosseum. Go to either bench and sit. The game will act as if you are waiting on the other person. The message will disappear and a question mark in a circle will appear as a wild Pokémon. It should be Lv. 0 with an empty HP gauge. Throw Masterballs at it. You will catch it. You will then see its Pokédex data (see section 7). You will be allowed to nickname it. If you look at the picture, it is what I believe is a shiny Bulbasaur. The game will save, and a Link Cable error will occur. Reload your game. Unusually, the MissingNo and its Pokédex are not there. If you look at your items, you have lost every one of them.

If you had opted to instead just kill the MissingNo, you have one win added to your Link Cable battle record.

6. Temporarily Owning MissingNo**********RSE6**********
This method allows to sort of experience what having MissingNo is like. It is simply odd. All battles, if even possible, induce a white out, and you lose if you attack or get hit. Weird...

For this, you'll need a Gameshark with the following codes active for your respective game: (2007 release of Gameshark)

Sapphire Version==========
[M] Must Be On
97726CAE9184
17832E0E3475
B85E5A770386

Access all Fly To Areas
30202177E9E0
88F6CA6C910F

Access Fly Map [L+B+Up]
708855A36BF6
EDD4DDC1294D
708855A36BF6
9A7A22BBBFF4
708855A36BF6
BD7A32D32BDE

Have Pokédex & Pokénav
70722D73C1B0

Ruby Version==========
[M] Must Be On
97726CAE9184
8F7AAA5C15FE
B85E5A770386

Access all Fly To Areas
30202177E9E0
88F6CA6C910F

Access Fly Map [L+B+Up]
708855A36BF6
EDD4DDC1294D
708855A36BF6
9A7A22BBBFF4
708855A36BF6
BD7A32D32BDE

Have Pokédex & Pokénav
70722D73C1B0

Emerald Version==========
[M] Must Be On
9266FA6C97BD
905B5ED35F81
B76A68E5FAB1

Access Fly Map [A+Sel]
AE44960EADD6
70C560A026F8
AE44960EADD6
70A4A310E655

Fly Anywhere on Map
49C6BF4EE2DB
D9449F0766D1

Install PokéNAV [Sel+R+Down]
AE25D4BEED76
09BF7ECD997E
AE25D4BEED76
865D5CA346AD

Enable National Dex [Select]
10C6FC61E2C9
7089F5A153BB
10C6FC61E2C9
70C160A0F3B3

==========

Once you have activated all codes, start a new game. While the van is moving, press L+B+Up (Ruby/Sapphire) or A+Select (Emerald). Fly to any town, doesn't matter which. Once you're in that town, in Emerald, press Select, then press Select+R+Down. Access the Pokémon option on the menu. Select the first Pokémon. It will be the MissingNo! Here, you can see its stats, summary, and such. However, DO NOT mess with the moves. You can press down and see even more MissingNo's, some with varying stats and impossible summaries. Some have Pokérus too! You may see a Bad EGG at times. Don't do too much, or the game will freeze up. There isn't much else too do here. You can battle, but there is a 100% chance you'll lose.

7. Seeing MissingNo in PC**********RSE7**********
This method allows you to see MissingNo in a different way. Literally.

For this, you'll need a Gameshark with the following codes active for your

respective game: (2007 release of Gameshark)

Sapphire Version==
[M] Must Be On
97726CAE9184
17832E0E3475
B85E5A770386

Access all Fly To Areas
30202177E9E0
88F6CA6C910F

Access Fly Map [L+B+Up]
708855A36BF6
EDD4DDC1294D
708855A36BF6
9A7A22BBBFF4
708855A36BF6
BD7A32D32BDE

Have Pokédex & Pokénav
70722D73C1B0

Ruby Version==
[M] Must Be On
97726CAE9184
8F7AAA5C15FE
B85E5A770386

Access all Fly To Areas
30202177E9E0
88F6CA6C910F

Access Fly Map [L+B+Up]
708855A36BF6
EDD4DDC1294D
708855A36BF6
9A7A22BBBFF4
708855A36BF6
BD7A32D32BDE

Have Pokédex & Pokénav
70722D73C1B0

Emerald Version==
[M] Must Be On
9266FA6C97BD
905B5ED35F81
B76A68E5FAB1

Access Fly Map [A+Sel]
AE44960EADD6
70C560A026F8
AE44960EADD6
70A4A310E655

Fly Anywhere on Map
49C6BF4EE2DB
D9449F0766D1

Install PokéNAV [Sel+R+Down]
AE25D4BEED76
09BF7ECD997E
AE25D4BEED76
865D5CA346AD

Enable National Dex [Select]
10C6FC61E2C9
7089F5A153BB
10C6FC61E2C9
70C160A0F3B3
==========

Once you have activated all codes, start a new game. While the van is moving, press L+B+Up (Ruby/Sapphire) or A+Select (Emerald). Fly to any town, doesn't matter which. Once you're in that town, in Emerald, press Select, then press Select+R+Down. Go to the nearby Pokémon Center. Boot up the PC and select "Move POKéMON". You can then see what is in the position of MissingNo in your party: a shiny Bulbasaur! However, you cannot access any info on it. That is all that can be done here.

8. See MissingNo's Level Up Stats**********RSE8**********
This method will allow you to see MissingNo level up and learn new moves!

For this, you'll need a Gameshark with the following codes active for your respective game: (2007 release of Gameshark). No there is no alternative.

Sapphire Version==========
[M] Must Be On
97726CAE9184
17832E0E3475
B85E5A770386

Quick Level Gain
8855D2F00807
BFF831C27DD9

Access all Fly To Areas
30202177E9E0
88F6CA6C910F

Access Fly Map [L+B+Up]
708855A36BF6
EDD4DDC1294D
708855A36BF6
9A7A22BBBFF4
708855A36BF6
BD7A32D32BDE

Have Pokédex & Pokénav
70722D73C1B0

1st Pokémon - Max Stats
EDF9BF404889
C8B4C66C910F

Ruby Version==========
[M] Must Be On
97726CAE9184
8F7AAA5C15FE

B85E5A770386

Quick Level Gain
8855D2F00807
BFF831C27DD9

Access all Fly To Areas
30202177E9E0
88F6CA6C910F

Access Fly Map [L+B+Up]
708855A36BF6
EDD4DDC1294D
708855A36BF6
9A7A22BBBFF4
708855A36BF6
BD7A32D32BDE

Have Pokédex & Pokénav
70722D73C1B0

1st Pokémon - Max Stats
EDF9BF404889
C8B4C66C910F

Emerald Version==========
[M] Must Be On
9266FA6C97BD
905B5ED35F81
B76A68E5FAB1

Gain 5000 Exp (Hold R+A while EXP. Gained is displayed)
A744170AA996
9B540825258E

Pokémon #1: Max Stats
02DF7FD900A0
70BBB5F1DC40

Access Fly Map [A+Sel]
AE44960EADD6
70C560A026F8
AE44960EADD6
70A4A310E655

Fly Anywhere on Map
49C6BF4EE2DB
D9449F0766D1

Install PokéNAV [Sel+R+Down]
AE25D4BEED76
09BF7ECD997E
AE25D4BEED76
865D5CA346AD

Enable National Dex [Select]
10C6FC61E2C9
7089F5A153BB
10C6FC61E2C9
70C160A0F3B3

==========

Once you have activated all codes, start a new game. While the van is moving, press L+B+Up (Ruby/Sapphire) or A+Select (Emerald). Go to the Pokémon League. When you get there on Emerald, press Select, then Select+R+Down. Walk in. Now, I'm pretty sure that you'll have all eight badges by doing this. If not, fly to some other place and use the same general process there. Go in, and fight the first battle. MAKE SURE THAT THE GAMESHARK IS ON BEFORE THE BATTLE BEGINS! At the start, use an attack. MissingNo will use Struggle. The foe will faint, and you'll get some boosted EXP. If on Emerald, start holding R+A. If on Ruby or Sapphire, turn off the GameShark. MissingNo will start leveling up. You'll see the natural stats if on Sapphire/Ruby. See section 8 for what I discovered. The battle WILL end, and a whiteout WILL be induced. If on Ruby or Sapphire, turn on the GameShark as the whiteout is induced. When whereever you end up at, fly back to that place. On Sapphire/Ruby, turn off GameShark as you fly away. Go back. Go to where you experienced the first battle. As the other trainer talks on Sapphire/Ruby, turn the GameShark back on. Re-do the battle. Repeat the previous process as much as needed.

9. Obtaining MissingNo**********RSE9**********
You can own him now!!!!! No Gameshark DIRECTLY required.

First, get MissingNo on FR/LG. Trade him to Emerald. Get Sapphire/Ruby and mix records with Emerald, then battle at Emerald's secret base. You eventually battle MissingNo at Lv. 0. It obvious what is next.

10. Another MissingNo...? **********RSE10**********
There is another MissingNo, discovered on Bulbapedia. It looks like two question marks. However, even THEY don't know how to get it. Give me a method, QUICK!

Update: see section 12!!!!

11. MissingNo Glitch Oddities**********RSE11**********
First off, to see this stuff, get MissingNo temporarily in your party. To do that, see section six above here.

Once MissingNo is your party, view the party. You see a blank box. Put the coursor on "CANCEL", but press up. A new box appears. You can make a maximum of 26 appear. Here are the details of each one, with number of presses up from cancel on the left, with any oddities on the right:

1 - Normal MissingNo.
2 - Normal MissingNo.
3 - Normal MissingNo.
4 - Normal MissingNo.
5 - Normal MissingNo.
6 - Normal MissingNo.
7 - Bad EGG, but sprite is MissingNo. Is about to hatch.
8 - Bad EGG, restarts game.
9 - Bad EGG, restarts game.
10 - Bad EGG in Dive Ball. Has Pokérus.
11 - Bad EGG in Master Ball. Poisoned. Marked with a circle and square.
12 - Bad EGG in Luxury Ball. Posioned.
13 - Bad EGG. HAD Pokérus, is posioned. Glitchy marks; marked with triangle and heart. State is same as a regular EGG.
14 - Bad EGG. Poisoned. Marks are upside-down, marked as a circle. State is same as a regular EGG.
15 - Bad EGG inflicted with Sleep status.
16 - Bad EGG in Master Ball. Poisoned. Marked with a circle and square.
17 - Bad EGG near hatching. Burned. No mark symbols are shown.

 18 - Bad EGG in Ultra Ball. HAD Pokérus. No mark symbols shown.
 19 - Bad EGG in Luxury Ball. Has Pokérus. Marks are upside-down & backwards.
      Marked with a heart.
 20 - Bad EGG in Master Ball. Inflicted with Sleep. Marks are upside-down and
      backwards, unmarked.
 21 - Bad EGG. Poisoned. No mark symbols are shown.
 22 - Bad EGG in Nest Ball. Paralyzed. Marks are upside-down and backwards,
      marked with a heart.
 23 - Bad EGG in Net Ball. KO'ed/Fainted. Marks are upside-down and backwards.
 24 - Bad EGG. Is posioned. Glitchy marks; marked with a triangle and heart.
      State is same as a regular EGG.
 25 - Bad EGG in Luxury Ball. Has Pokérus. Glitchy marks; marked with a
      triangle and heart. State is same as a regular EGG.
 26 - Bad EGG inflicted with Sleep status.
27+ - Game freezes upon moving above the 26th party slot.

If you press down from MissingNo, and look at the summary, all you see is the
MissingNo you have.

Pressing down in the summary from MissingNo is very random, but some cool
stuff can be seen. The noteables are the MissingNo with 65,280 defense, the
one with the glitchy name, the one with 3077/4 HP, 1794 ATK, 60 DEF, 224 SP.
ATK, 0 all else, next lv. 216, level 5 and paralyzed. Also featured is the
MissingNo that actually causes the music the hang and sound ominous.

12. Back to the new MissingNo (??) ******************RSE12******************
coolacguys@yahoo.com sent some help on this. This can also be seen down at
the bottom with the e-mail section.
~~~~~~
        You made mention of another form of Missingno. that looks like two
question marks in your FAQ. I have experienced this Missingno. first hand,
but not via a normal game.

        I have a friend, whos name I will not mention, who, until recently,
had possession of a Pokemon Ruby video game ROM. He also had several
different ROM editors (I believe they were Advanced Mart, Advanced Text, and
Advanced Map, but the Advanced could be just Advance) with which one could
customize their Pokemon Ruby ROM to their liking. I was messing with that
program several months ago, and found how to edit pokemon you can find. I
clicked a text box and a large menu thing popped up listing all of the
Pokemon. I believe the list was in order of HEX numbers, but I'm not
possible.

        I looked through the list, clicking names such as Charizard,
Dragonite, ect. when I found a bunch of the following name- ??. I clicked
the name and tested the ROM. The "??" from the list was the ?? you were
talking about. That have been months pass since that day, so my memory of
the event is only vague. I didn't experiment much that day, because I was
far too interested in the Need For Speed game going on in the other room,
but if you google the names I listed above, you can download them for free.
~~~~~~

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|-- |__/ / | | __
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| | \ / |__ __/

1. Getting MissingNo**********FL1**********
Ahhh... yes. Owning MissingNo.

FireRed==========
[M] Must Be On
9820F6AE8203
23705BFC2025
CC391336E64B

Quick Level Gain (Daycare)
E6343C0CCC28
6F5DCD154C62

LeafGreen==========
[M] Must Be On
9820F6AE8203
8359EBCF20F5
DC89BB73F72F

Quick Level Gain (Daycare)
E6343C0CCC28
6F5DCD154C62

==========
Okay, activate the above codes. Get a Pokémon into the daycare in the game. In a little bit, an egg will be produced. Grab it, and walk around. HEY! It is a ?????????? (looks like MissingNo!!!) at Lv. 0. It can't be leveled up without the usage of rare candies as it takes 99999999999999999999999999999999999... basically INFINITE EXP to get to level 100. If traded to Emerald, it can be left at the daycare for an instant level 100. At this point, all 8 HMs are good and is game-safe AS LONG AS SUMMARY ISN'T SEEN! If given Rare Candies, it rapidly learn Ice Punch, even if refused. Use the Access Fly Map code to fix it.

Amazingly, you can import to Diamond and Pearl?!?

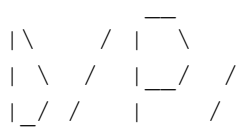
2. Getting MissingNo (again)**********FL2**********
Use above process mixed with this:

It can also be put in the daycare with a Ditto and an egg can be received, at which point the game may freeze or slow down for a while. If the egg's summary is looked at, it will always display "It's making sounds. It's about to hatch!". When it hatches the baby Pokémon will be another variant of this glitch (which will always be female), it will ask if the player would like to nickname it. If the player does choose to do this, instead of saying "??????????'s nickname" as it does for other species, it will instead display "Kick's nickname". The reason for this may be because of the fact that some varieties of the ?????????? glitch or 'Decamarks' of a fairly high hexadecimal identifier share their names with shortened versions of the names of moves. In this case, this Pokémon's name may have originated from the move 'Mega Kick'.

3. Another MissingNo...? **********FL3**********
There is another MissingNo, discovered on Bulbapedia. It looks like two question marks. However, even THEY don't know how to get it. Give me a method, QUICK!

Apparently, this is the new MissingNo's roots. I need more data.

~~~~~~
~~~~~~
~~~~~~



1. Obtaining MissingNo (Gen. III's)****************DPP1**********************
Unfortunately, you have to import him via Pal Park from the GBA games. Sorry.

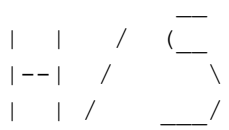
2. Obtaining MissingNo (Gen. IV)*******************DPP2**********************
(This was copied from Bulbapedia. DPBox is Gen. IV's MissingNo)

It will appear in a player's party if they attempt to enter a double battle with two fainted Pokémon, an egg, and a healthy Pokémon in that order in their party. The glitch does not work when using a Vs. Seeker to enter the double battle. When sent out, it will have Bulbasaur's cry and will sparkle as if it were a shiny Pokémon. In the Japanese version, it is also obtainable in the wild by using a Japanese Action Replay.

It can also appear when one "recruits" a partner Trainer (such as Riley) and leaves the area the partner is "supposed" to be in using a Walk Through Walls cheat; from there, the player must trigger a wild battle (a common method is to walk on water). This results in the partner (who was replaced by a placeholder partner when the player left the "recruitment area") sending out DPBox as a placeholder Pokémon. In double battles, DPBox copies the speed of its partner and changes all Pokémon's cries to Bulbasaur's cry. After every attack animation, its HP bar disappears. It has no usable attacks (although it may have glitch attacks) and it doesn't show up on the Pokémon screen.

To get rid of this glitch, place a Pokémon where it appears to be, that Pokémon will be deleted and DPBox will become selectable (if another Pokémon is selected or even pointed DPBox will become unselectable again), after that it can be released or placed in a box. If placed in the box, it will disappear when the PC is closed. Be cautious because if it isn't in the last slot when the party is full, the Pokémon that's placed where DPBox is will be deleted and DPBox will not be selectable. Also, if it is in the first slot, the game will freeze whenever the party is displayed.

~~~~~~
~~~~~~
~~~~~~



1. Obtaining MissingNo (Gen. III)**********************HS1****************
Get it on a GBA, put the GBA on Diamond, Pearl, or Platinum, and trade it to this game.

>>>

TM17	Submission	Fighting	80	80%	25
TM18	Counter	Fighting	Varies	100%	20
TM19	Seismic Toss	Fighting	Varies	100%	20
TM20	Rage	Normal	20	100%	20
TM25	Thunder	Electric	100	70%	10
TM27	Fissure	Ground	—	30%	5
TM28	Dig	Ground	100	100%	10
TM31	Mimic	Normal	—	—%	10
TM32	Double Team	Normal	—	—%	15
TM34	Bide	Normal	—	—%	10
TM35	Metronome	Normal	—	—%	10
TM39	Swift	Normal	60	—%	20
TM40	Skull Bash	Normal	100	100%	15
TM41	Softboiled	Psychic	—	100%	10
TM43	Sky Attack	Flying	140	90%	5
TM45	Thunder Wave	Electric	—	100%	20
TM46	Psywave	Psychic	—	80%	15
TM49	Tri Attack	Normal	80	100%	10
HM04	Strength	Normal	80	100%	15

Evolution:
Does not evolve.

Cool Stuff:
Has highest attack of any legal Pokémon (including Attack form Deoxys), but the lowest speed of any legal Pokémon.

2. Obtaining $ ****************************RB2-2****************************
Trade the Pokémon (I' from Yellow to Red/Blue.

>>>

Red/Blue:
Flying
Fire

Yellow:
Flying
Fire

Base Stats:
HP : 78
Attack : 84
Defense: 78
Special: 85
Speed : 100

Resistances:
Same as if (I' is Fire/Flying.

Learnset:

Level	Move	Type	Pwr.	Acc.	PP
Start	Scratch	Normal	40	100%	35
Start	Growl	Normal	—	100%	40
Start	Ember	Fire	40	100%	25
Start	Leer	Normal	—	100%	30

TM/HM Info:
Cannot learn via TM/HM.

Evolution:
'--> (Lv. 125) ---> Cubone ---> (Lv. 28) ---> Marowak
7g ---> (Lv. 209) ---> (I' <--> (trade to R/B) <--> $

2. Obtaining (I' **********Y2-3**********
Obtain a 7g and level it up to level 209.

>>>

No. 079 WT ?.? lb
[]---[]---[]---[]---[]
(obviously nothing down here)

Type:
Red/Blue: Yellow:
Water Water
Psychic Psychic

Base Stats:
Same as SlowPoké's.

Resistances:
Same as if 7g is Water/Psychic.

Learnset:

Level	Move	Type	Pwr.	Acc.	PP
Start	Confusion	Psychic	50	100%	25
22	TM29	Glitch	0	0%	0
25	TM25	Glitch	0	0%	0

TM/HM Info:

Level	Move	Type	Pwr.	Acc.	PP
TM06	Toxic	Poison	—	85%	10
TM08	Body Slam	Normal	85	100%	15
TM10	Double-Edge	Normal	100	100%	15
TM11	BubbleBeam	Water	65	100%	20
TM12	Water Gun	Water	40	100%	25
TM13	Ice Beam	Ice	95	100%	10
TM14	Blizzard	Ice	120	89.5%	5
TM16	Pay Day	Normal	40	100%	20
TM20	Rage	Normal	20	100%	20
TM26	Earthquake	Ground	100	100%	10
TM27	Fissure	Ground	—	30%	5
TM28	Dig	Ground	100	100%	10
TM29	Psychic	Psychic	90	100%	10
TM30	Teleport	Psychic	—	—%	20
TM31	Mimic	Normal	—	—%	10
TM32	Double Team	Normal	—	—%	15
TM33	Reflect	Psychic	—	—%	20
TM34	Bide	Normal	—	—%	10
TM38	Fire Blast	Fire	120	85%	5
TM39	Swift	Normal	60	—%	20
TM40	Skull Bash	Normal	100	100%	15
TM42	Dream Eater	Psychic	100	100%	15
TM44	Rest	Psychic	—	—%	10
TM45	Thunder Wave	Electric	—	100%	20
TM46	Psywave	Psychic	-	80%	15
TM49	Tri Attack	Normal	80	100%	10
TM50	Substitute	Normal	—	—%	10
HM03	Surf	Water	95	100%	15
HM04	Strength	Normal	80	100%	15
HM05	Flash	Normal	—	70%	20

Evolution:
```
   '--> (Lv. 125) ---> Cubone ---> (Lv. 28) ---> Marowak
7g ---> (Lv. 209) ---> ( I' <--> (trade to R/B) <--> $
   `<-> (Trade to RB) <--> LM4 ---> (Lv. 18) ---> Clefairy ---,
                               `--> (Lv. 18) ---> Nidoking   /
```

_____/
`---> (Moon Stone) ---> Clefable

2. Obtaining 7g**********Y2-4**********
(This is direct copy of the Mew glitch (method 3) from Bulbapedia)

WARNING! This glitch is not possible on Yellow unless the player is lucky enough to not run into a Pokémon while running out of the mansion. The mansion is the only place one can find Ditto, because there are no Ditto on Route 15 and the player cannot surf to Cerulean Cave, because of the disabled start button.

For this method, the player first needs a Pokémon with a Special Stat of 21. It doesn't matter if the stat was naturally leveled or boosted with calcium as long as it's not due to an in-battle special boosting skill. Once the player has this Pokémon, the player needs to find ANY trainer in the game that will engage in battle the moment the trainer is on screen and the player is in the trainer's line of sight. The most common examples are the Gambler east of Saffron City and the Junior Trainer in the high grass west of Nugget Bridge. Often people have already fought these trainers, so other later-game trainers include a couple Bikers on Route 17 (Cycling Road) or the four trainers on the west side of Route 14 (three Bikers and one Bird Keeper). The player then needs to get the trainer off screen. Next, take a single step towards him, enough for him to start the battle, and immediately press START before he spots the player and the exclamation point appears. Once the player has pressed start and the start menu appears, the trainer needs to Fly, Dig, or Teleport elsewhere. The location being traveled to must have a path via which the player can walk both to a place where there is wild Ditto (such as Route 15 east of Fuchsia City) and after to a place with a trainer to fight. This is because the start button will no longer work until after a battle with a trainer (to be mentioned) because the game has been tricked into thinking it's in battle mode. Once the battle with the trainer the player picked was evaded successfully, the player then needs to battle ANY trainer in the game, as long as there is one space between the player and the trainer when the battle is initiated so that the trainer has to walk up to the player and the player doesn't approach the trainer directly. After defeating the trainer, the player needs to find a wild Ditto, and battle it until it uses Transform on the player's Pokémon with the Special Stat of 21. After defeating the Ditto (with any of the player's six Pokémon), the player needs to avoid running into any other wild Pokémon and/or battling any other trainers, and go back to the Route where the trainer the player first evaded is located (for the Gambler, east of Saffron City, for the Bikers, Route 14; etc.). Once the Route is approached, the start menu will automatically appear. The player needs to press the B Button. A battle will begin immediately and a Lv. 7 Mew will appear.

This method can be used to catch any Pokémon in the game, even Missingno. in Yellow Version. While a Pokémon with a special stat of 21 will give one Mew, using a Pokémon with a different special stat will give the player a different Pokémon. For example, in the Red/Blue versions, if a Pokémon with a Special stat of 198 is used, a glitch called "LM4" will appear instead of Mew. There are, however, some glitch Pokémon such as 8 and PkMn n which cannot be caught using this method. Some Special stats will cause glitch Trainers to appear. They may be glitched versions of regular in-game trainers, such as Bruno with Blaine's party.

For 7g, this form appears through the Mew glitch with a special stat of 198.

>>>

TM17	Submission	Fighting	80	80%	25
TM19	Seismic Toss	Fighting	—	100%	20
TM20	Rage	Normal	20	100%	20
TM25	Thunder	Electric	120	70%	10
TM26	Earthquake	Ground	100	100%	10
TM27	Fissure	Ground	—	30%	5
TM29	Psychic	Psychic	90	100%	10
TM30	Teleport	Psychic	—	—%	20
TM43	Sky Attack	Flying	140	90%	5
TM44	Rest	Psychic	—	—%	10
TM45	Thunder Wave	Electric	—	100%	20
TM49	Tri Attack	Normal	80	100%	10
HM01	Cut	Normal	50	95%	30
HM02	Fly	Flying	70	95%	15

Evolution:

```
   '<-> (trade to Yellow) <--> 3TrainerPoké
'M ---> (Lv. 1) ---> Kangaskhan
   `--> (Lv. 128) ---> Clefairy ---> (Moon Stone) ---> Clefable
```

2. Obtaining 'M **********RB2-5**********

Requirements:
A Pokémon that knows Fly (assuming the player has the badge to use it).
A Pokémon that knows Surf (assuming the player has the badge to use it).
At least one of the item to be cloned (for the purposes of this explanation, the article shall use a Rare Candy).
At least five other items in the bag.
Access to Cinnabar Island or Fuchsia City.

Instructions:
Talk to the old man located north of Viridian City. Allow him to demonstrate how to catch a Pokémon.

Once he is finished, immediately use Fly to travel to either Cinnabar Island or Fuchsia City and then Surf to Seafoam Islands.

Make sure that the Rare Candy is in the sixth slot of the bag.

Surf up and down along the east coast of either island where the water is touching the land. Whether Missingno. can be encountered depends on the player's name***; other Pokémon may appear instead. Continue Surfing along the coast until Missingno. appears (assuming that the player's entered name will cause a Missingno. encounter). Some names may not cause Missingno. to appear. If so, the player may find 'M, which works just as well.

Defeat, run from, or catch Missingno. or 'M.

After the battle, open the menu and view the items currently in the bag. If done correctly, the game should show "?8" or "?5" as the amount of Rare Candies in the bag (? being a glitch character).

***
G, H, J, M, S, T, :,], a, b, c, m, o, p, or v is the character in the third, fifth, or seventh slot of the player's chosen name.

>>>

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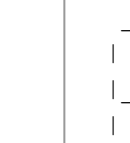


1. Basic Data**********RB1-7**********
(As shown in Pokédex (simulated from known format))
.4

HT ?'?"
No. 234 WT ?.? lb
[]---[]---[]---[]---[]
(obviously nothing down here)

.4's Type:
Pokémaniac

Base Stats:
HP : 179
Attack : 96
Defense: 209
Special: 21
Speed : 96

Resistances:
No resistances, weaknesses, or immunities.

Learnset:

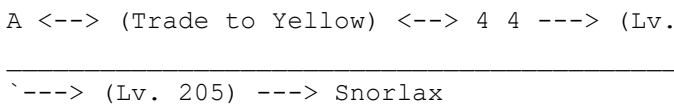
Level	Move	Type	Pwr.	Acc.	PP
Start	Super Glitch	Glitch	—	—%	—
Start	Agility	Psychic	—	—%	30
Start	TM28	Bug	85	46%	54
Start	Agility	Psychic	—	—%	30
9	TM05	Glitch	—	—%	33
19	Surf	Water	95	100%	15
30	TM09	IIIItoto	255	33%	16
44	TM34	Normal	0	9%	10
61	Cut	Normal	50	95%	30
62	Karate Chop	Normal	50	100%	20
70	Flash	Normal	—	100%	20
94	TM11	Normal	0	0%	0
97	Super Glitch	Glitch	—	—%	—
109	TM17	Glitch	13	17%	0
123	TM05	Glitch	—	—%	21
170	Super Glitch	Glitch	—	—%	—
184	TM08	Glitch	30	17%	20
184	TM34	Normal	0	9%	10
195	Super Glitch	Glitch	—	—%	—
205	Minimize	Normal	—	—%	20
208	TM50	Glitch	56	28%	25
225	TM01	Normal	37	0%	3
234	Super Glitch	Glitch	—	—%	—
240	TM29	Normal	0	0%	0
~~~~~~

255	TM50	Glitch	56	28%	25
255	TM29	Normal	0	0%	0

TM/HM Info:

TM	Move	Type	Pwr.	Acc.	PP
TM02	Razor Wind	Normal	80	100%	10
TM06	Toxic	Poison	—	85%	10
TM07	Horn Drill	Normal	—	30%	5
TM09	Take Down	Normal	90	85%	20
TM15	Hyper Beam	Normal	150	90%	5
TM18	Counter	Fighting	—	100%	20
TM22	SolarBeam	Grass	120	100%	10
TM23	Dragon Rage	Dragon	40	100%	10
TM25	Thunder	Electric	120	70%	10
TM31	Mimic	Normal	—	—%	10
TM34	Bide	Normal	—	—%	10
TM38	Fire Blast	Fire	120	85%	5
TM39	Swift	Normal	60	—%	20
TM42	Dream Eater	Psychic	100	100%	15
TM43	Sky Attack	Flying	140	90%	5
TM44	Rest	Psychic	—	—%	10
TM45	Thunder Wave	Electric	—	100%	20
TM46	Psywave	Psychic	—	80%	15
TM47	Explosion	Normal	170	100%	5
TM50	Substitute	Normal	—	—%	10
HM04	Strength	Normal	80	100%	15
HM05	Flash	Normal	—	100%	20

Evolution:



2. Obtaining .4**********RB2-7**********

(This is direct copy of the Mew glitch (method 3) from Bulbapedia)

WARNING! This glitch is not possible on Yellow unless the player is lucky enough to not run into a Pokémon while running out of the mansion. The mansion is the only place one can find Ditto, because there are no Ditto on Route 15 and the player cannot surf to Cerulean Cave, because of the disabled start button.

For this method, the player first needs a Pokémon with a Special Stat of 21. It doesn't matter if the stat was naturally leveled or boosted with calcium as long as it's not due to an in-battle special boosting skill. Once the player has this Pokémon, the player needs to find ANY trainer in the game that will engage in battle the moment the trainer is on screen and the player is in the trainer's line of sight. The most common examples are the Gambler east of Saffron City and the Junior Trainer in the high grass west of Nugget Bridge. Often people have already fought these trainers, so other later-game trainers include a couple Bikers on Route 17 (Cycling Road) or the four trainers on the west side of Route 14 (three Bikers and one Bird Keeper). The player then needs to get the trainer off screen. Next, take a single step towards him, enough for him to start the battle, and immediately press START before he spots the player and the exclamation point appears. Once the player has pressed start and the start menu appears, the trainer needs to Fly, Dig, or Teleport elsewhere. The location being traveled to must have a path via which the player can walk both to a place where there is wild Ditto (such as Route 15 east of Fuchsia City) and after to a place

with a trainer to fight. This is because the start button will no longer work until after a battle with a trainer (to be mentioned) because the game has been tricked into thinking it's in battle mode. Once the battle with the trainer the player picked was evaded successfully, the player then needs to battle ANY trainer in the game, as long as there is one space between the player and the trainer when the battle is initiated so that the trainer has to walk up to the player and the player doesn't approach the trainer directly. After defeating the trainer, the player needs to find a wild Ditto, and battle it until it uses Transform on the player's Pokémon with the Special Stat of 21. After defeating the Ditto (with any of the player's six Pokémon), the player needs to avoid running into any other wild Pokémon and/or battling any other trainers, and go back to the Route where the trainer the player first evaded is located (for the Gambler, east of Saffron City, for the Bikers, Route 14; etc.). Once the Route is approached, the start menu will automatically appear. The player needs to press the B Button. A battle will begin immediately and a Lv. 7 Mew will appear.

This method can be used to catch any Pokémon in the game, even Missingno. in Yellow Version. While a Pokémon with a special stat of 21 will give one Mew, using a Pokémon with a different special stat will give the player a different Pokémon. For example, in the Red/Blue versions, if a Pokémon with a Special stat of 198 is used, a glitch called "LM4" will appear instead of Mew. There are, however, some glitch Pokémon such as 8 and PkMn n which cannot be caught using this method. Some Special stats will cause glitch Trainers to appear. They may be glitched versions of regular in-game trainers, such as Bruno with Blaine's party.

.4 appears through the Mew glitch with a special stat of 194.

>>>

?
Poison

Base Stats:
HP   : 2
Attack : 2
Defense: 104
Special: 1
Speed : 3

Resistances:
As if pPkMnp os a Poison type.

Learnset:

Level	Move	Type	Pwr.	Acc.	PP
Start	Leer	Normal	—	100%	30
Start	Comet Punch	Normal	18	85%	15
Start	DoubleSlap	Normal	15	85%	10
Start	Thunder	Electric	120	70%	10
6	Pay Day	Normal	40	100%	20
16	TM07	Ghost	131	20%	0
17	Psychic	Psychic	90	100%	10
25	Pin Missile	Bug	14	85%	20
33	TM34	Normal	—	9%	10
34	Mimic	Normal	—	100%	10
48	TM25	Normal	—	—%	0
56	TM18	Flying	7	17%	46
61	TM41	Glitch	71	—%	2
62	TM50	Glitch	26	28%	25
76	Night Shade	Ghost	???	100%	15
88	TM04	Water	—	18%	39
95	Tackle	Normal	35	95%	35
100	Super Glitch	Glitch	—	—%	—
102	Defense Curl	Normal	—	—%	40
132	Aurora Beam	Ice	65	100%	20
133	Mimic	Normal	—	100%	10
166	Poison Sting	Poison	15	100%	35
201	Sludge	Poison	65	100%	20
205	Fire Blast	Fire	120	85%	5
207	Pound	Normal	40	100%	35
215	TM03	Glitch	9	32%	57
218	Bone Club	Ground	65	85%	20
220	Supersonic	Normal	—	55%	20
225	TM34	Normal	—	9%	10
234	Sing	Normal	—	55%	15
240	Super Glitch	Glitch	—	—%	—
241	TM29	Normal	—	—%	0
245	TM50	Glitch	26	28%	25

TM/HM Info:
Cannot learn from TM/HM.

Evolution:
A <--> (Trade to Yellow) <--> 4 4 ---> (Lv. 240) ---> pPkMnp-----,
____/
`---> (Lv. 205) ---> Snorlax

2. Obtaining pPkMnp (#1)************************Y2-8************************
(This is direct copy of the Mew glitch (method 3) from Bulbapedia)

WARNING! This glitch is not possible on Yellow unless the player is lucky enough to not run into a Pokémon while running out of the mansion. The mansion is the only place one can find Ditto, because there are no Ditto on Route 15 and the player cannot surf to Cerulean Cave, because of the disabled start button.

For this method, the player first needs a Pokémon with a Special Stat of 21. It doesn't matter if the stat was naturally leveled or boosted with calcium as long as it's not due to an in-battle special boosting skill. Once the player has this Pokémon, the player needs to find ANY trainer in the game that will engage in battle the moment the trainer is on screen and the player is in the trainer's line of sight. The most common examples are the Gambler east of Saffron City and the Junior Trainer in the high grass west of Nugget Bridge. Often people have already fought these trainers, so other later-game trainers include a couple Bikers on Route 17 (Cycling Road) or the four trainers on the west side of Route 14 (three Bikers and one Bird Keeper). The player then needs to get the trainer off screen. Next, take a single step towards him, enough for him to start the battle, and immediately press START before he spots the player and the exclamation point appears. Once the player has pressed start and the start menu appears, the trainer needs to Fly, Dig, or Teleport elsewhere. The location being traveled to must have a path via which the player can walk both to a place where there is wild Ditto (such as Route 15 east of Fuchsia City) and after to a place with a trainer to fight. This is because the start button will no longer work until after a battle with a trainer (to be mentioned) because the game has been tricked into thinking it's in battle mode. Once the battle with the trainer the player picked was evaded successfully, the player then needs to battle ANY trainer in the game, as long as there is one space between the player and the trainer when the battle is initiated so that the trainer has to walk up to the player and the player doesn't approach the trainer directly. After defeating the trainer, the player needs to find a wild Ditto, and battle it until it uses Transform on the player's Pokémon with the Special Stat of 21. After defeating the Ditto (with any of the player's six Pokémon), the player needs to avoid running into any other wild Pokémon and/or battling any other trainers, and go back to the Route where the trainer the player first evaded is located (for the Gambler, east of Saffron City, for the Bikers, Route 14; etc.). Once the Route is approached, the start menu will automatically appear. The player needs to press the B Button. A battle will begin immediately and a Lv. 7 Mew will appear.

This method can be used to catch any Pokémon in the game, even Missingno. in Yellow Version. While a Pokémon with a special stat of 21 will give one Mew, using a Pokémon with a different special stat will give the player a different Pokémon. For example, in the Red/Blue versions, if a Pokémon with a Special stat of 198 is used, a glitch called "LM4" will appear instead of Mew. There are, however, some glitch Pokémon such as 8 and PkMn n which cannot be caught using this method. Some Special stats will cause glitch Trainers to appear. They may be glitched versions of regular in-game trainers, such as Bruno with Blaine's party.

pPkMnp appears through the Mew glitch with a special stat of 194.

3. Obtaining pPkMnp (#2)**********Y3-8**********
Trade a .4 from Red/Blue to Yellow.

>>>

>>>

157	Petal Dance	Grass	70	100%	20
167	Horn Drill	Normal	OHKO	30%	5
175	TM24	Glitch	118	31%	0
193	TM41	x v zA	71	—%	2
194	Tail Whip	Normal	—	100%	30
201	Tackle	Normal	35	95%	35
205	TM45	8 8 9 5	18	31%	18
208	TM24	Glitch	118	31%	0
211	Absorb	Grass	20	100%	20
213	Super Glitch	Glitch	—	—%	—
214	Super Glitch	Glitch	—	—%	—
228	TM28	Bug	85	46%	54
230	TM01	Normal	37	0%	3
232	Horn Attack	Normal	65	100%	25
234	Super Glitch	Glitch	—	—%	—
236	Horn Attack	Normal	65	100%	25
240	TM14	Glitch	85	29%	29
249	TM28	Bug	85	46%	54
250	TM01	Normal	37	0%	3
254	TM48	Poison	0	26%	12
255	TM55	x v zA	97	0%	0

TM/HM Info:
Cannot learn from TM/HM.

Evolution:
A <--> (Trade to Yellow) <--> 4 4 ---> (Lv. 240) ---> pPkMnp-----,
_____/
`---> (Lv. 205) ---> Snorlax

2. Obtaining 4 4 ******************************Y2-9*************************
(This is direct copy of the Mew glitch (method 3) from Bulbapedia)

WARNING! This glitch is not possible on Yellow unless the player is lucky enough to not run into a Pokémon while running out of the mansion. The mansion is the only place one can find Ditto, because there are no Ditto on Route 15 and the player cannot surf to Cerulean Cave, because of the disabled start button.

For this method, the player first needs a Pokémon with a Special Stat of 21. It doesn't matter if the stat was naturally leveled or boosted with calcium as long as it's not due to an in-battle special boosting skill. Once the player has this Pokémon, the player needs to find ANY trainer in the game that will engage in battle the moment the trainer is on screen and the player is in the trainer's line of sight. The most common examples are the Gambler east of Saffron City and the Junior Trainer in the high grass west of Nugget Bridge. Often people have already fought these trainers, so other later-game trainers include a couple Bikers on Route 17 (Cycling Road) or the four trainers on the west side of Route 14 (three Bikers and one Bird Keeper). The player then needs to get the trainer off screen. Next, take a single step towards him, enough for him to start the battle, and immediately press START before he spots the player and the exclamation point appears. Once the player has pressed start and the start menu appears, the trainer needs to Fly, Dig, or Teleport elsewhere. The location being traveled to must have a path via which the player can walk both to a place where there is wild Ditto (such as Route 15 east of Fuchsia City) and after to a place with a trainer to fight. This is because the start button will no longer work until after a battle with a trainer (to be mentioned) because the game has been tricked into thinking it's in battle mode. Once the battle with the trainer the player picked was evaded successfully, the player then needs to

battle ANY trainer in the game, as long as there is one space between the player and the trainer when the battle is initiated so that the trainer has to walk up to the player and the player doesn't approach the trainer directly. After defeating the trainer, the player needs to find a wild Ditto, and battle it until it uses Transform on the player's Pokémon with the Special Stat of 21. After defeating the Ditto (with any of the player's six Pokémon), the player needs to avoid running into any other wild Pokémon and/or battling any other trainers, and go back to the Route where the trainer the player first evaded is located (for the Gambler, east of Saffron City, for the Bikers, Route 14; etc.). Once the Route is approached, the start menu will automatically appear. The player needs to press the B Button. A battle will begin immediately and a Lv. 7 Mew will appear.

This method can be used to catch any Pokémon in the game, even Missingno. in Yellow Version. While a Pokémon with a special stat of 21 will give one Mew, using a Pokémon with a different special stat will give the player a different Pokémon. For example, in the Red/Blue versions, if a Pokémon with a Special stat of 198 is used, a glitch called "LM4" will appear instead of Mew. There are, however, some glitch Pokémon such as 8 and PkMn n which cannot be caught using this method. Some Special stats will cause glitch Trainers to appear. They may be glitched versions of regular in-game trainers, such as Bruno with Blaine's party.

4 4 appears through the Mew glitch with a special stat of 191.

>>>

Defense: 40
Special: 19
Speed : 178

Resistances:
This is different. Effectivenesses are now listed.
Fighting : 4x
Ghost   : 0x
Normal   : 1x
Flying   : 1x
Poison   : 1x
Ground   : 1x
Rock   : 1x
Bug   : 1x
Grass   : 1x
Fire   : 1x
Water   : 1x
Electric : 1x
Psychic : 1x
Ice   : 1x
Dragon   : 1x

Learnset:

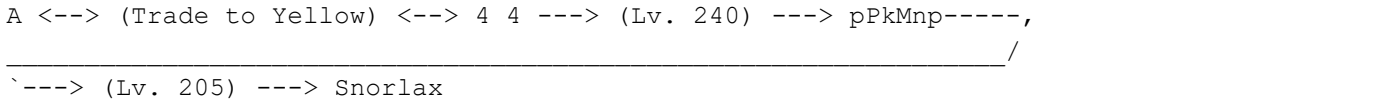
Level	Move	Type	Pwr.	Acc.	PP
Start	--	Cooltrainer	—	—%	13
Start	Guillotine	Normal	OHKO	30%	5
Start	Razor Wind	Normal	80	100%	10
Start	Pay Day	Normal	40	100%	20
7	TM34	Normal	0	9%	10
8	Tackle	Normal	35	95%	35
14	Gust	Normal	40	100%	35
15	TM08	Glitch	30	17%	20
16	TM50	Glitch	56	28%	25
19	Razor Wind	Normal	80	100%	10
20	TM16	Normal	0	0%	0
24	Pay Day	Normal	40	100%	20
31	Hydro Pump	Water	120	80%	5
32	TM17	Glitch	13	17%	0
33	Peck	Flying	35	100%	35
34	Razor Wind	Normal	80	100%	10
35	Mega Punch	Normal	80	85%	20
40	Poison Sting	Poison	15	100%	35
41	Fury Attack	Normal	15	85%	20
42	Whirlwind	Normal	—	100%	20
44	Reflect	Psychic	—	—%	30
48	Transform	Normal	—	—%	10
60	TM24	Glitch	118	13%	0
103	TM40	Normal	10	—%	63
114	Bite	Normal	60	100%	25
115	Bite	Normal	60	100%	25
124	TM24	Glitch	118	13%	0
125	TM24	Glitch	118	13%	0
126	Cut	Normal	50	95%	30
133	TM08	Glitch	30	17%	20
145	Swords Dance	Normal	—	—%	30
167	HM05	Normal	102	38%	6
175	TM24	Glitch	118	13%	0
191	Bone Club	Ground	65	85%	20
192	Defense Curl	Normal	—	—%	40

198	Absorb	Grass	20	100%	25
199	Sludge	Poison	65	100%	20
200	Screech	Normal	—	85%	40
201	Defense Curl	Normal	—	—%	40
203	Reflect	Psychic	—	—%	30
204	Sludge	Poison	65	100%	20
205	Screech	Normal	—	85%	40
206	Defense Curl	Normal	—	—%	40
209	Reflect	Psychic	—	—%	30
216	TM54	Normal	2	8%	62
224	Super Glitch	Glitch	—	—%	—
230	Comet Punch	Normal	18	85%	15
240	TM04	Water	0	18%	39
248	Super Glitch	Glitch	—	—%	—
249	TM40	Normal	10	—%	63
254	Slam	Normal	80	75%	20

TM/HM Info:

TM	Move	Type	Pwr.	Acc.	PP
TM11	BubbleBeam	Water	65	100%	20
TM13	Ice Beam	Ice	95	100%	10
TM18	Counter	Fighting	—	100%	20
TM19	Seismic Toss	Fighting	—	100%	20
TM25	Thunder	Electric	120	70%	10
TM26	Earthquake	Ground	100	100%	10
TM27	Fissure	Ground	—	30%	5
TM29	Psychic	Psychic	90	100%	10
TM30	Teleport	Psychic	—	—%	20
TM34	Bide	Normal	—	—%	10
TM35	Metronome	Normal	—	—%	10
TM41	Softboiled	Normal	—	—%	10
TM43	Sky Attack	Flying	140	90%	5
TM44	Rest	Psychic	—	—%	10
TM46	Psywave	Psychic	—	80%	15
TM48	Rock Slide	Rock	75	90%	10
TM50	Substitute	Normal	—	—%	10

Evolution:



2. Obtaining A**********RB2-10**********
(This is direct copy of the Mew glitch (method 3) from Bulbapedia)

WARNING! This glitch is not possible on Yellow unless the player is lucky enough to not run into a Pokémon while running out of the mansion. The mansion is the only place one can find Ditto, because there are no Ditto on Route 15 and the player cannot surf to Cerulean Cave, because of the disabled start button.

For this method, the player first needs a Pokémon with a Special Stat of 21. It doesn't matter if the stat was naturally leveled or boosted with calcium as long as it's not due to an in-battle special boosting skill. Once the player has this Pokémon, the player needs to find ANY trainer in the game that will engage in battle the moment the trainer is on screen and the player is in the trainer's line of sight. The most common examples are the Gambler east of Saffron City and the Junior Trainer in the high grass west of Nugget Bridge. Often people have already fought these trainers, so other

later-game trainers include a couple Bikers on Route 17 (Cycling Road) or the four trainers on the west side of Route 14 (three Bikers and one Bird Keeper). The player then needs to get the trainer off screen. Next, take a single step towards him, enough for him to start the battle, and immediately press START before he spots the player and the exclamation point appears. Once the player has pressed start and the start menu appears, the trainer needs to Fly, Dig, or Teleport elsewhere. The location being traveled to must have a path via which the player can walk both to a place where there is wild Ditto (such as Route 15 east of Fuchsia City) and after to a place with a trainer to fight. This is because the start button will no longer work until after a battle with a trainer (to be mentioned) because the game has been tricked into thinking it's in battle mode. Once the battle with the trainer the player picked was evaded successfully, the player then needs to battle ANY trainer in the game, as long as there is one space between the player and the trainer when the battle is initiated so that the trainer has to walk up to the player and the player doesn't approach the trainer directly. After defeating the trainer, the player needs to find a wild Ditto, and battle it until it uses Transform on the player's Pokémon with the Special Stat of 21. After defeating the Ditto (with any of the player's six Pokémon), the player needs to avoid running into any other wild Pokémon and/or battling any other trainers, and go back to the Route where the trainer the player first evaded is located (for the Gambler, east of Saffron City, for the Bikers, Route 14; etc.). Once the Route is approached, the start menu will automatically appear. The player needs to press the B Button. A battle will begin immediately and a Lv. 7 Mew will appear.

This method can be used to catch any Pokémon in the game, even Missingno. in Yellow Version. While a Pokémon with a special stat of 21 will give one Mew, using a Pokémon with a different special stat will give the player a different Pokémon. For example, in the Red/Blue versions, if a Pokémon with a Special stat of 198 is used, a glitch called "LM4" will appear instead of Mew. There are, however, some glitch Pokémon such as 8 and PkMn n which cannot be caught using this method. Some Special stats will cause glitch Trainers to appear. They may be glitched versions of regular in-game trainers, such as Bruno with Blaine's party.

A appears through the Mew glitch with a special stat of 191.

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HT ?'?"
No. 062 WT ?.? lb
[]---[]---[]---[]---[]
(obviously nothing down here)

4B 8 4 8's Type:
Water
Fighting

Base Stats:
HP : 90
Attack : 85
Defense: 95
Special: 70
Speed : 70

Resistances:
As if 4B 8 4 8 is a Water/Fighting type.

Learnset:

Level	Move	Type	Pwr.	Acc.	PP
Start	Hypnosis	Psychic	—	60%	20
Start	Water Gun	Water	40	100%	25
Start	DoubleSlap	Normal	15	85%	10
Start	Body Slam	Normal	85	100%	15
24	Swift	Normal	60	—%	20
36	Amnesia	Psychic	—	—%	20
66	Double Kick	Fighting	30	100%	30
90	Sand-Attack	Normal	—	100%	15
126	Swift	Normal	60	—%	20

TM/HM Info:
Cannot learn via TM/HM.

Evolution:
Machoke ---> (Lv. 234) ---> D8 <--> (Trade to R/B) <-->PkMnaPkMnfPkMnk ---,
_____/
`---> (Lv. 80) ---> 4B 8 4 8 <--> (Trade to Red/BLue) <--> B

2. Obtaining 4B 8 4 8 ********************************RB2-11*****************
It is a difficult process to obtain 4B 8 4 8. The player must first obtain a Machoke of a level higher than 100 through the Mew Glitch, then use Rare Candies to level it to or past level 234 to evolve it into a D8, then trade it to Red and Blue where it will become a PkMnaPkMnfPkMnk. PkMnaPkMnfPkMnk must then be evolved at level 80 into a 4B 8 4 8.

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1. Basic Data**********RB1-12**********

(As shown in Pokédex (simulated from known format))

PkMnaPkMnfPkMnk

HT ?'?"

No. 205 WT ?.? lb

[]---[]---[]---[]---[]

(obviously nothing down here)

PkMnaPkMnfPkMnk's Type:

Normal

Ground

Base Stats:

HP : 232

Attack : 147

Defense: 145

Special: 136

Speed : 128

Resistances:

As if PkMnaPkMnfPkMnk is a Normal/Ground type.

Learnset:

Level	Move	Type	Pwr.	Acc.	PP
Start	Barrage	Normal	15	85%	20
Start	Clamp	Water	35	75%	10
Start	Leech Life	Bug	20	100%	15
Start	Hi Jump Kick	Fighting	100	90%	20
6	Sand-Attack	Ground	—	100%	15
7	Tackle	Normal	35	95%	35
15	Pay Day	Normal	40	100%	20
18	Pay Day	Normal	40	100%	20
24	Super Glitch	Glitch	—	—%	—
28	Tackle	Normal	35	95%	35
31	ThunderPunch	Electric	75	100%	10
32	TM05	Glitch	76	30%	33
33	Disable	Normal	—	55%	20
35	ViceGrip	Normal	55	100%	30
36	Pay Day	Normal	40	100%	20
38	TM09	IIIItoto	255	33%	16
40	Mega Punch	Normal	80	85%	20
41	Take Down	Normal	90	85%	20
44	TM15	Normal	—	—%	9
45	TM15	Normal	—	—%	9
46	TM15	Normal	—	—%	9
48	TM15	Normal	—	—%	9
51	TM50	Glitch	26	28%	25
53	Aurora Beam	Ice	65	100%	20
54	TM15	Normal	—	—%	9
55	TM03	Glitch	9	32%	57
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60	Fire Punch	Fire	75	100%	15
61	Aurora Beam	Ice	65	100%	20
62	DoubleSlap	Normal	15	85%	10
69	TM05	Glitch	76	30%	33
70	TM18	Flying	7	17%	46
71	Horn Drill	Normal	OHKO	30%	5
77	Pay Day	Normal	40	100%	20
86	TM23	Glitch	255	33%	4
87	Growl	Normal	—	100%	40
90	TM53	Glitch	160	53%	30
92	TM29	Normal	—	—%	0
97	TM38	Glitch	91	0%	0
98	Tackle	Normal	35	95%	35
100	Pay Day	Normal	40	100%	20
107	TM05	Glitch	76	30%	33
125	Light Screen	Psychic	—	—%	30
126	Mega Drain	Grass	40	100%	15
136	Recover	Psychic	—	—%	10
139	Low Kick	Fighting	50	100%	20
140	Super Glitch	Glitch	—	—%	—
158	Super Glitch	Glitch	—	—%	—
175	TM34	Normal	—	9%	10
181	Mega Punch	Normal	80	85%	20
194	Bite	Normal	60	100%	25
195	TM14	Glitch	85	29%	29
196	Hyper Fang	Normal	80	90%	15
197	TM07	Ghost	131	20%	0
202	TM35	Ghost	195	2%	0
203	Strength	Normal	80	100%	15
204	TM31	Poison	15	31%	40
205	Drill Peck	Flying	80	100%	20
207	TM05	Glitch	76	30%	33
209	Tackle	Normal	35	95%	35
214	Flamethrower	Fire	95	100%	15
215	Flamethrower	Fire	120	85%	5
230	Double Kick	Fighting	30	100%	30
234	Psybeam	Psychic	65	100%	20
250	Disable	Normal	—	55%	20
253	Supersonic	Normal	—	55%	20
255	TM34	Normal	—	9%	10

TM/HM Info:

TM	Move	Type	Pwr.	Acc.	PP
TM02	Razor Wind	Normal	80	100%	10
TM08	Body Slam	Normal	85	100%	15
TM13	Ice Beam	Ice	95	100%	10
TM15	Hyper Beam	Normal	150	90%	5
TM18	Counter	Fighting	Varies	100%	20
TM21	Mega Drain	Grass	40	100%	15
TM24	Thunderbolt	Electric	95	100%	15
TM27	Fissure	Ground	OHKO	30%	5
TM29	Psychic	Psychic	90	100%	10
TM32	Double Team	Normal	—	—%	15
TM33	Reflect	Psychic	—	—%	20
TM34	Bide	Normal	Varies	100%	10
TM36	Selfdestruct	Normal	200	100%	5
TM40	Skull Bash	Normal	100	100%	15
TM43	Sky Attack	Flying	140	90%	5
TM48	Rock Slide	Rock	75	90%	10

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TM49  Tri Attack    Normal        80  100%  10
HM03  Surf          Water         95  100%  15

Evolution:
Machoke ---> (Lv. 234) ---> D8 <--> (Trade to R/B) <-->PkMnaPkMnfPkMnk ---,
 _____________________________________________________________________/
 `--> (Lv. 80) ---> 4B 8 4 8 <--> (Trade to Red/BLue) <--> B

Cool Stuff:
PkMnaPkMnfPkMnk has the highest base stat total of any Pokémon, real or not,
even Arceus. Arceus lost by 68 points. PkMnaPkMnfPkMnk has the highest base
Attack of any Generation I Pokémon.

2. Obtaining PkMnaPkMnfPkMnk*****************************RB2-12**************
It is a difficult process to obtain PkMnaPkMnfPkMnk. The player must first
obtain a Machoke of a level higher than 100 through the Mew Glitch, then use
Rare Candies to level it to or past level 234 to evolve it into a Glitch
(D8), then trade it to Red and Blue where it will become a PkMnaPkMnfPkMnk.




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1. Basic Data*******************************Y1-13*****************************
(As shown in Pokédex (simulated from known format))
        D8

        HT ?'?"
No. 205 WT ?.? lb
[]---[]---[]---[]---[]
(obviously nothing down here)

D8's Type:
Normal
Normal

Base Stats:
HP     :  134
Attack :  139
Defense:  132
Special:  80
Speed  :  145


Resistances:
This is different. Effectivenesses are now listed.
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Fighting : 4x
Ghost    : 0x
Normal   : 1x
Flying   : 1x
Poison   : 1x
Ground   : 1x
Rock     : 1x
Bug      : 1x
Grass    : 1x
Fire     : 1x
Water    : 1x
Electric : 1x
Psychic  : 1x
Ice      : 1x
Dragon   : 1x

Learnset:
Unknown.

TM/HM Info:
Unknown.

Evolution:
Machoke ---> (Lv. 234) ---> D8 <--> (Trade to R/B) <-->PkMnaPkMnfPkMnk ---,
_____________________________________________________________________________/
`---> (Lv. 80) ---> 4B 8 4 8 <--> (Trade to Red/BLue) <--> B

2. Obtaining D8**********************************Y2-13*********************
It is a difficult process to obtain D8. The player must first obtain a
Machoke of a level higher than 100 through the Mew Glitch, then use
Rare Candies to level it to or past level 234 to evolve it into a Glitch
(D8).




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1. Basic Data**********************************RB1-14**********************
(As shown in Pokédex (simulated from known format))
        a

        HT 23'0"
No. 061 WT 880.6 lb
[]---[]---[]---[]---[]
(obviously nothing down here)
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a's Type:
Water

Base Stats:
HP   : 65
Attack : 65
Defense: 65
Special: 50
Speed : 90

Resistances:
As if a is a Water type.

Learnset:

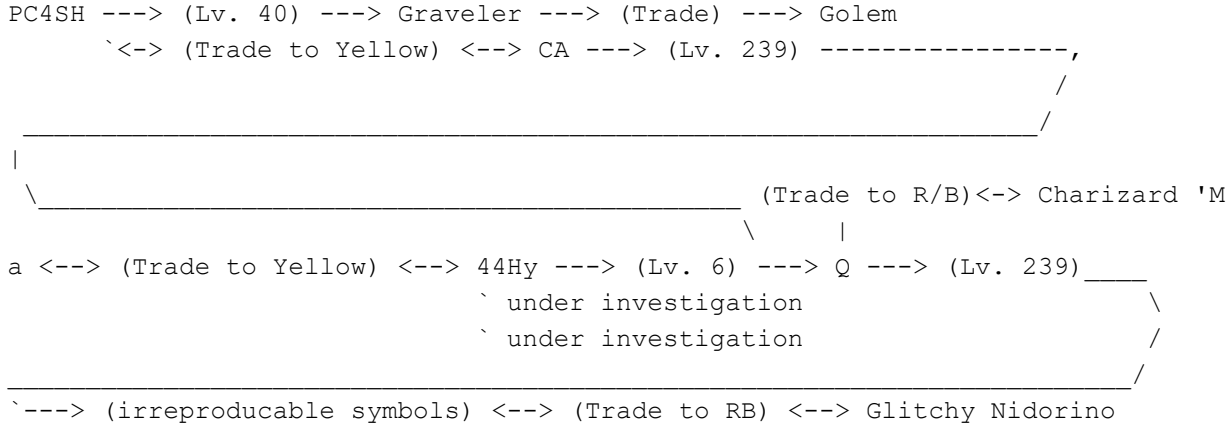
Level	Move	Type	Pwr.	Acc.	PP
Start	Bubble	Water	20	100%	30
Start	Hypnosis	Psychic	—	60%	20
Start	Water Gun	Water	40	100%	25
2	Horn Drill	Normal	OHKO	30%	5
3	TM34	Normal	0	9%	10
4	Selfdestruct	Normal	200	100%	5
5	Tackle	Normal	35	95%	35
8	Horn Drill	Normal	OHKO	30%	5
9	TM50	Glitch	56	28%	25
14	Pay Day	Normal	40	100%	20
24	Karate Chop	Normal	50	100%	25
31	Horn Drill	Normal	OHKO	30%	5
32	Mega Punch	Normal	80	85%	20
33	Egg Bomb	Normal	100	75%	10
40	Mega Kick	Normal	120	75%	5
43	Super Glitch	Glitch	—	—%	—
53	TM25	Normal	0	0%	0
56	Mega Punch	Normal	80	85%	20
62	TM10	Normal	74	31%	0
71	Lick	Ghost	20	100%	30
88	Double Kick	Fighting	30	100%	30
91	TM11	Normal	0	0%	0
119	String Shot	Bug	—	95%	40
120	TM29	Normal	0	0%	0
121	Super Glitch	Glitch	—	—%	—
123	Horn Drill	Normal	OHKO	30%	5
133	Wrap	Normal	15	85%	20
175	TM34	Normal	0	9%	10
184	TM24	Glitch	118	31%	0
185	TM50	Glitch	56	28%	25
187	Horn Drill	Normal	OHKO	30%	5
192	Double Kick	Fighting	30	100%	30
193	Razor Wind	Normal	80	100%	10
195	Super Glitch	Glitch	—	—%	—
200	Egg Bomb	Normal	100	75%	10
205	TM24	Glitch	118	31%	0
213	TM02	Glitch	15	51%	11
224	Razor Wind	Normal	80	100%	10
234	TM40	Normal	10	—%	63
238	Super Glitch	Glitch	—	—%	—
239	Super Glitch	Glitch	—	—%	—
240	Super Glitch	Glitch	—	—%	—
250	TM02	Glitch	15	51%	11
254	Karate Chop	Normal	50	100%	25

255 Horn Drill Normal OHKO 30% 5

TM/HM Info:

TM	Move	Type	Pwr.	Acc.	PP
TM01	Mega Punch	Normal	80	85%	20
TM05	Mega Kick	Normal	120	75%	5
TM06	Toxic	Poison	—	85%	10
TM08	Body Slam	Normal	85	100%	15
TM09	Take Down	Normal	90	85%	20
TM10	Double-Edge	Normal	100	100%	15
TM11	BubbleBeam	Water	65	100%	20
TM12	Water Gun	Water	40	100%	25
TM13	Ice Beam	Ice	95	100%	10
TM14	Blizzard	Ice	120	89.5%	5
TM17	Submission	Fighting	80	80%	25
TM18	Counter	Fighting	—	100%	20
TM19	Seismic Toss	Fighting	—	100%	20
TM20	Rage	Normal	20	100%	20
TM26	Earthquake	Ground	100	100%	10
TM27	Fissure	Ground	—	30%	5
TM29	Psychic	Psychic	90	100%	10
TM31	Mimic	Normal	—	—%	10
TM32	Double Team	Normal	—	—%	15
TM34	Bide	Normal	—	—%	10
TM35	Metronome	Normal	—	—%	10
TM40	Skull Bash	Normal	100	100%	15
TM44	Rest	Psychic	—	—%	10
TM46	Psywave	Psychic	—	80%	15
TM50	Substitute	Normal	—	—%	10
HM03	Surf	Water	95	100%	15
HM04	Strength	Normal	80	100%	15

Evolution:



2. Obtaining a (#1)**********RB1-14**********
(This is direct copy of the Mew glitch (method 3) from Bulbapedia)

WARNING! This glitch is not possible on Yellow unless the player is lucky enough to not run into a Pokémon while running out of the mansion. The mansion is the only place one can find Ditto, because there are no Ditto on Route 15 and the player cannot surf to Cerulean Cave, because of the disabled start button.

For this method, the player first needs a Pokémon with a Special Stat of 21. It doesn't matter if the stat was naturally leveled or boosted with calcium as long as it's not due to an in-battle special boosting skill. Once the player has this Pokémon, the player needs to find ANY trainer in the game

that will engage in battle the moment the trainer is on screen and the player is in the trainer's line of sight. The most common examples are the Gambler east of Saffron City and the Junior Trainer in the high grass west of Nugget Bridge. Often people have already fought these trainers, so other later-game trainers include a couple Bikers on Route 17 (Cycling Road) or the four trainers on the west side of Route 14 (three Bikers and one Bird Keeper). The player then needs to get the trainer off screen. Next, take a single step towards him, enough for him to start the battle, and immediately press START before he spots the player and the exclamation point appears. Once the player has pressed start and the start menu appears, the trainer needs to Fly, Dig, or Teleport elsewhere. The location being traveled to must have a path via which the player can walk both to a place where there is wild Ditto (such as Route 15 east of Fuchsia City) and after to a place with a trainer to fight. This is because the start button will no longer work until after a battle with a trainer (to be mentioned) because the game has been tricked into thinking it's in battle mode. Once the battle with the trainer the player picked was evaded successfully, the player then needs to battle ANY trainer in the game, as long as there is one space between the player and the trainer when the battle is initiated so that the trainer has to walk up to the player and the player doesn't approach the trainer directly. After defeating the trainer, the player needs to find a wild Ditto, and battle it until it uses Transform on the player's Pokémon with the Special Stat of 21. After defeating the Ditto (with any of the player's six Pokémon), the player needs to avoid running into any other wild Pokémon and/or battling any other trainers, and go back to the Route where the trainer the player first evaded is located (for the Gambler, east of Saffron City, for the Bikers, Route 14; etc.). Once the Route is approached, the start menu will automatically appear. The player needs to press the B Button. A battle will begin immediately and a Lv. 7 Mew will appear.

This method can be used to catch any Pokémon in the game, even Missingno. in Yellow Version. While a Pokémon with a special stat of 21 will give one Mew, using a Pokémon with a different special stat will give the player a different Pokémon. For example, in the Red/Blue versions, if a Pokémon with a Special stat of 198 is used, a glitch called "LM4" will appear instead of Mew. There are, however, some glitch Pokémon such as 8 and PkMn n which cannot be caught using this method. Some Special stats will cause glitch Trainers to appear. They may be glitched versions of regular in-game trainers, such as Bruno with Blaine's party.

a appears through the Mew glitch with a special stat of 192.

3. Obtaining a**********RB3-14**********
Trade 44Hy from Yellow to Red/Blue.

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1. Basic Data****************************Y1-15*******************************
(As shown in Pokédex (simulated from known format))
        44Hy

        HT 23'2"
No. 080 WT 1031.6 lb
[]---[]---[]---[]---[]
(obviously nothing down here)

44Hy's Type:
Water
Psychic

Base Stats:
HP   : 95
Attack : 75
Defense: 110
Special: 100
Speed : 30

Resistances:
As if 44Hy is a Water/Psychic type.

Learnset:

Level	Move	Type	Pwr.	Acc.	PP
Start	Confusion	Psychic	50	100%	25
Start	Disable	Normal	—	80%	20
Start	Headbutt	Normal	70	100%	15
8	TM05	Glitch	76	30%	21
15	Softboiled	Normal	—	—%	10
16	Take Down	Normal	85	90%	20
22	Aurora Beam	Ice	65	100%	20
33	Hi Jump Kick	Fighting	90	100%	20
36	Double Kick	Fighting	30	100%	30
37	TM34	Glitch	0	9%	10
40	DoubleSlap	Normal	15	85%	10
60	TM34	Glitch	0	9%	10
63	Thrash	Normal	90	100%	20
71	Poison Gas	Poison	—	55%	40
79	Poison Sting	Normal	15	100%	35

TM/HM Info:
Cannot learn via TM/HM

Evolution:
PC4SH ---> (Lv. 40) ---> Graveler ---> (Trade) ---> Golem
      `<-> (Trade to Yellow) <--> CA ---> (Lv. 239) ----------------,
                                                                    /
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|
 _____________________________________ (Trade to R/B)<-> Charizard 'M
                                       \ |
a <--> (Trade to Yellow) <--> 44Hy ---> (Lv. 6) ---> Q ---> (Lv. 239)____
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                                 ` under investigation                      \
                                 ` under investigation                      /
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`---> (irreproducable symbols) <--> (Trade to RB) <--> Glitchy Nidorino
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2. Obtaining 44Hy**********Y2-15**********
(This is direct copy of the Mew glitch (method 3) from Bulbapedia)

WARNING! This glitch is not possible on Yellow unless the player is lucky enough to not run into a Pokémon while running out of the mansion. The mansion is the only place one can find Ditto, because there are no Ditto on Route 15 and the player cannot surf to Cerulean Cave, because of the disabled start button.

For this method, the player first needs a Pokémon with a Special Stat of 21. It doesn't matter if the stat was naturally leveled or boosted with calcium as long as it's not due to an in-battle special boosting skill. Once the player has this Pokémon, the player needs to find ANY trainer in the game that will engage in battle the moment the trainer is on screen and the player is in the trainer's line of sight. The most common examples are the Gambler east of Saffron City and the Junior Trainer in the high grass west of Nugget Bridge. Often people have already fought these trainers, so other later-game trainers include a couple Bikers on Route 17 (Cycling Road) or the four trainers on the west side of Route 14 (three Bikers and one Bird Keeper). The player then needs to get the trainer off screen. Next, take a single step towards him, enough for him to start the battle, and immediately press START before he spots the player and the exclamation point appears. Once the player has pressed start and the start menu appears, the trainer needs to Fly, Dig, or Teleport elsewhere. The location being traveled to must have a path via which the player can walk both to a place where there is wild Ditto (such as Route 15 east of Fuchsia City) and after to a place with a trainer to fight. This is because the start button will no longer work until after a battle with a trainer (to be mentioned) because the game has been tricked into thinking it's in battle mode. Once the battle with the trainer the player picked was evaded successfully, the player then needs to battle ANY trainer in the game, as long as there is one space between the player and the trainer when the battle is initiated so that the trainer has to walk up to the player and the player doesn't approach the trainer directly. After defeating the trainer, the player needs to find a wild Ditto, and battle it until it uses Transform on the player's Pokémon with the Special Stat of 21. After defeating the Ditto (with any of the player's six Pokémon), the player needs to avoid running into any other wild Pokémon and/or battling any other trainers, and go back to the Route where the trainer the player first evaded is located (for the Gambler, east of Saffron City, for the Bikers, Route 14; etc.). Once the Route is approached, the start menu will automatically appear. The player needs to press the B Button. A battle will begin immediately and a Lv. 7 Mew will appear.

This method can be used to catch any Pokémon in the game, even Missingno. in Yellow Version. While a Pokémon with a special stat of 21 will give one Mew, using a Pokémon with a different special stat will give the player a different Pokémon. For example, in the Red/Blue versions, if a Pokémon with a Special stat of 198 is used, a glitch called "LM4" will appear instead of Mew. There are, however, some glitch Pokémon such as 8 and PkMn n which cannot be caught using this method. Some Special stats will cause glitch Trainers to appear. They may be glitched versions of regular in-game trainers, such as Bruno with Blaine's party.

44Hy appears through the Mew glitch with a special stat of 192.

>>>

```
224    Super Glitch  Glitch     —     —%  —
229    TM40          Normal     10    —%  63
234    Super Glitch  Glitch     —     —%  —
238    Mirror Move   Flying     —     —%  20
248    TM55          Glitch     97    —%   0


TM/HM Info:
Cannot learn via TM/HM

Evolution:
PC4SH ---> (Lv. 40) ---> Graveler ---> (Trade) ---> Golem
      `<-> (Trade to Yellow) <--> CA ---> (Lv. 239) ----------------,
                                                                    /
 _____________________________________________________________________/
|
 \_____________________________________________ (Trade to R/B)<-> Charizard 'M
                                                \     |
a <--> (Trade to Yellow) <--> 44Hy ---> (Lv. 6) ---> Q ---> (Lv. 239)____
                              ` under investigation                      \
                              ` under investigation                       /
_____________________________________________________________________/
`---> (irreproducable symbols) <--> (Trade to RB) <--> Glitchy Nidorino

2. Obtaining Q*****************Y2-16*****************************************
Either evolve a 44Hy or trade a Charizard 'M from Red/Blue.




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English: Chiisai-u Chiisai-u Male

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1. Basic Data**********************************Y1-17************************
(As shown in Pokédex (simulated from known format))
        Chiisai-u Chiisai-u Male

        HT ?'?"
No. 126 WT ?.? lb
[]---[]---[]---[]---[]
(obviously nothing down here)

Chiisai-u Chiisai-u Male's Type:
Fire
```

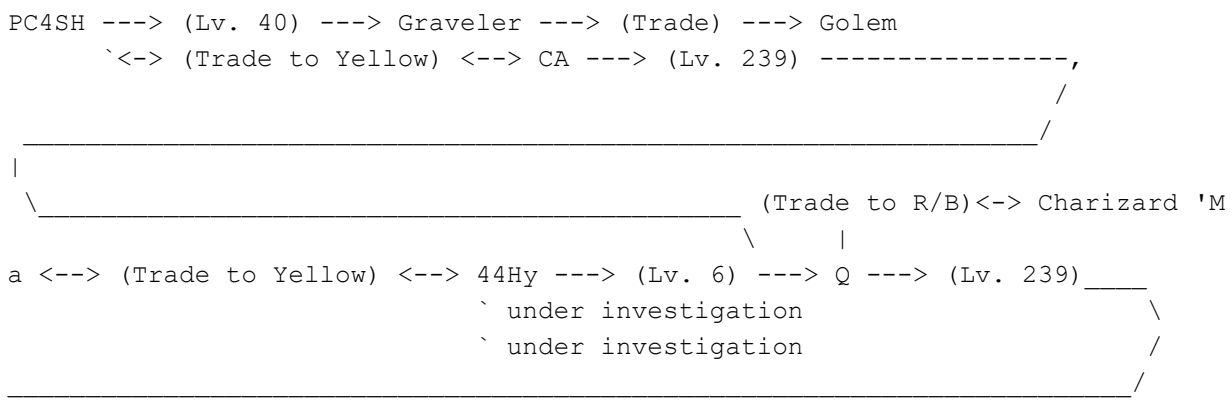
Base Stats:
HP   : 65
Attack : 95
Defense: 57
Special: 100
Speed : 93

Resistances:
As if Chiisai-u Chiisai-u Male is a Fire type.

Learnset:

Level	Move	Type	Pwr.	Acc.	PP
Start	Ember	Fire	40	100%	25
3	ViceGrip	Normal	55	100%	30
14	Wing Attack	Flying	60	100%	35
45	TM13	Ice	30	2%	10
111	TM50	Glitch	56	28%	25
255	TM50	Glitch	56	28%	25

TM/HM Info:
Cannot learn via TM/HM

Evolution:


2. Obtaining Chiisai-u Chiisai-u Male**********Y2-17**********
(This is direct copy of the Mew glitch (method 3) from Bulbapedia)

WARNING! This glitch is not possible on Yellow unless the player is lucky enough to not run into a Pokémon while running out of the mansion. The mansion is the only place one can find Ditto, because there are no Ditto on Route 15 and the player cannot surf to Cerulean Cave, because of the disabled start button.

For this method, the player first needs a Pokémon with a Special Stat of 21. It doesn't matter if the stat was naturally leveled or boosted with calcium as long as it's not due to an in-battle special boosting skill. Once the player has this Pokémon, the player needs to find ANY trainer in the game that will engage in battle the moment the trainer is on screen and the player is in the trainer's line of sight. The most common examples are the Gambler east of Saffron City and the Junior Trainer in the high grass west of Nugget Bridge. Often people have already fought these trainers, so other later-game trainers include a couple Bikers on Route 17 (Cycling Road) or the four trainers on the west side of Route 14 (three Bikers and one Bird Keeper). The player then needs to get the trainer off screen. Next, take a single step towards him, enough for him to start the battle, and immediately press START before he spots the player and the exclamation point appears. Once the player has pressed start and the start menu appears, the trainer

needs to Fly, Dig, or Teleport elsewhere. The location being traveled to must have a path via which the player can walk both to a place where there is wild Ditto (such as Route 15 east of Fuchsia City) and after to a place with a trainer to fight. This is because the start button will no longer work until after a battle with a trainer (to be mentioned) because the game has been tricked into thinking it's in battle mode. Once the battle with the trainer the player picked was evaded successfully, the player then needs to battle ANY trainer in the game, as long as there is one space between the player and the trainer when the battle is initiated so that the trainer has to walk up to the player and the player doesn't approach the trainer directly. After defeating the trainer, the player needs to find a wild Ditto, and battle it until it uses Transform on the player's Pokémon with the Special Stat of 21. After defeating the Ditto (with any of the player's six Pokémon), the player needs to avoid running into any other wild Pokémon and/or battling any other trainers, and go back to the Route where the trainer the player first evaded is located (for the Gambler, east of Saffron City, for the Bikers, Route 14; etc.). Once the Route is approached, the start menu will automatically appear. The player needs to press the B Button. A battle will begin immediately and a Lv. 7 Mew will appear.

This method can be used to catch any Pokémon in the game, even Missingno. in Yellow Version. While a Pokémon with a special stat of 21 will give one Mew, using a Pokémon with a different special stat will give the player a different Pokémon. For example, in the Red/Blue versions, if a Pokémon with a Special stat of 198 is used, a glitch called "LM4" will appear instead of Mew. There are, however, some glitch Pokémon such as 8 and PkMn n which cannot be caught using this method. Some Special stats will cause glitch Trainers to appear. They may be glitched versions of regular in-game trainers, such as Bruno with Blaine's party.

This Pokémon appears through the Mew glitch with a special stat of 250.

>>>

(obviously nothing down here)

Glitchy Nidorino's Type:
Poison

Base Stats:
HP   : 61
Attack : 72
Defense: 57
Special: 55
Speed : 65

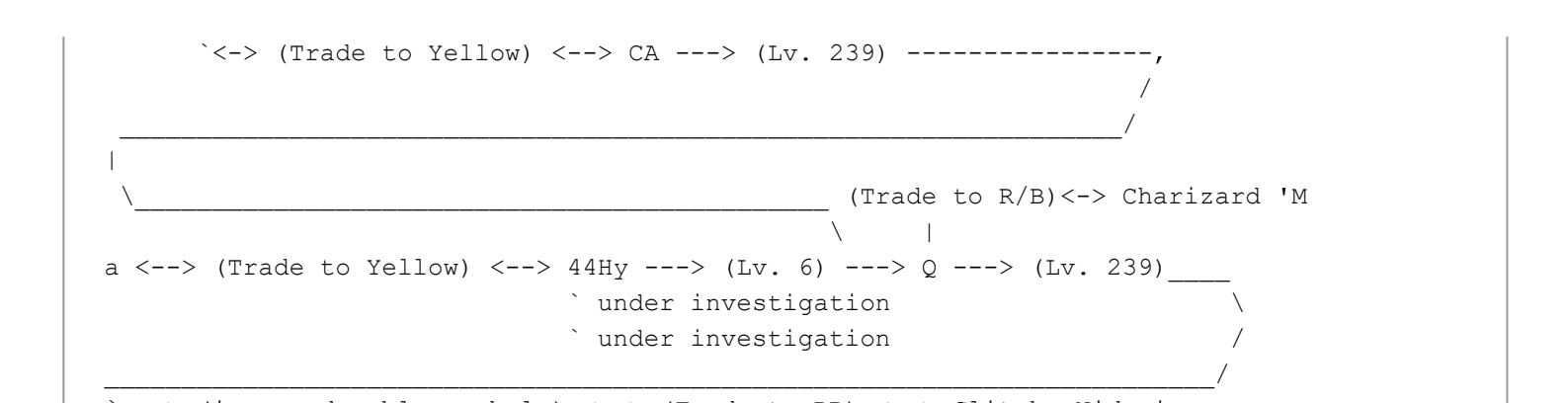
Resistances:
As if Glitchy Nidorino is a Poison type.

Learnset:

Level	Move	Type	Pwr.	Acc.	PP
Start	Leer	Normal	—	100%	30
Start	Tackle	Normal	35	95%	35
Start	Horn Attack	Normal	65	100%	25
8	Absorb	Grass	20	100%	25
9	Bone Club	Ground	65	85%	20
22	Super Glitch	Glitch	—	—%	—
25	Razor Wind	Normal	80	100%	10
32	TM42	Normal	102	46%	34
36	TM13	Ice	30	2%	10
40	Swords Dance	Normal	—	—%	30
70	TM50	Glitch	56	28%	25
71	TM50	Glitch	56	28%	25
79	TM34	Normal	0	9%	10
94	TM11	Normal	0	0%	0
95	TM11	Normal	0	0%	0
96	TM11	Normal	0	0%	0
97	TM11	Normal	0	0%	0
98	TM11	Normal	0	0%	0
103	Pay Day	Normal	40	100%	20
111	TM50	Glitch	56	28%	25
124	TM34	Normal	0	9%	10
125	TM34	Normal	0	9%	10
129	Sleep Powder	Grass	—	75%	15
131	TM01	Normal	37	0%	3
132	TM11	Normal	0	0%	0
133	TM11	Normal	0	0%	0
134	TM11	Normal	0	0%	0
173	Ice Punch	Ice	75	100%	15
184	Horn Drill	Normal	OHKO	30%	5
195	Super Glitch	Glitch	—	—%	—
203	Surf	Water	95	100%	15
211	TM34	Normal	0	9%	10
213	Super Glitch	Glitch	—	—%	—
234	Hypnosis	Psychic	—	60%	20
250	Thrash	Normal	90	100%	20
254	TM55	Glitch	97	0%	0

TM/HM Info:
Cannot learn via TM/HM

Evolution:
PC4SH ---> (Lv. 40) ---> Graveler ---> (Trade) ---> Golem



2. Obtaining Glitchy Nidorino**************************RB2-18**************
(This is direct copy of the Mew glitch (method 3) from Bulbapedia)

WARNING! This glitch is not possible on Yellow unless the player is lucky enough to not run into a Pokémon while running out of the mansion. The mansion is the only place one can find Ditto, because there are no Ditto on Route 15 and the player cannot surf to Cerulean Cave, because of the disabled start button.

For this method, the player first needs a Pokémon with a Special Stat of 21. It doesn't matter if the stat was naturally leveled or boosted with calcium as long as it's not due to an in-battle special boosting skill. Once the player has this Pokémon, the player needs to find ANY trainer in the game that will engage in battle the moment the trainer is on screen and the player is in the trainer's line of sight. The most common examples are the Gambler east of Saffron City and the Junior Trainer in the high grass west of Nugget Bridge. Often people have already fought these trainers, so other later-game trainers include a couple Bikers on Route 17 (Cycling Road) or the four trainers on the west side of Route 14 (three Bikers and one Bird Keeper). The player then needs to get the trainer off screen. Next, take a single step towards him, enough for him to start the battle, and immediately press START before he spots the player and the exclamation point appears. Once the player has pressed start and the start menu appears, the trainer needs to Fly, Dig, or Teleport elsewhere. The location being traveled to must have a path via which the player can walk both to a place where there is wild Ditto (such as Route 15 east of Fuchsia City) and after to a place with a trainer to fight. This is because the start button will no longer work until after a battle with a trainer (to be mentioned) because the game has been tricked into thinking it's in battle mode. Once the battle with the trainer the player picked was evaded successfully, the player then needs to battle ANY trainer in the game, as long as there is one space between the player and the trainer when the battle is initiated so that the trainer has to walk up to the player and the player doesn't approach the trainer directly. After defeating the trainer, the player needs to find a wild Ditto, and battle it until it uses Transform on the player's Pokémon with the Special Stat of 21. After defeating the Ditto (with any of the player's six Pokémon), the player needs to avoid running into any other wild Pokémon and/or battling any other trainers, and go back to the Route where the trainer the player first evaded is located (for the Gambler, east of Saffron City, for the Bikers, Route 14; etc.). Once the Route is approached, the start menu will automatically appear. The player needs to press the B Button. A battle will begin immediately and a Lv. 7 Mew will appear.

This method can be used to catch any Pokémon in the game, even Missingno. in Yellow Version. While a Pokémon with a special stat of 21 will give one Mew, using a Pokémon with a different special stat will give the player a different Pokémon. For example, in the Red/Blue versions, if a Pokémon with a Special stat of 198 is used, a glitch called "LM4" will appear instead of

Mew. There are, however, some glitch Pokémon such as 8 and PkMn n which cannot be caught using this method. Some Special stats will cause glitch Trainers to appear. They may be glitched versions of regular in-game trainers, such as Bruno with Blaine's party.

Glitchy Nidorino appears through the Mew glitch with a special stat of 250.

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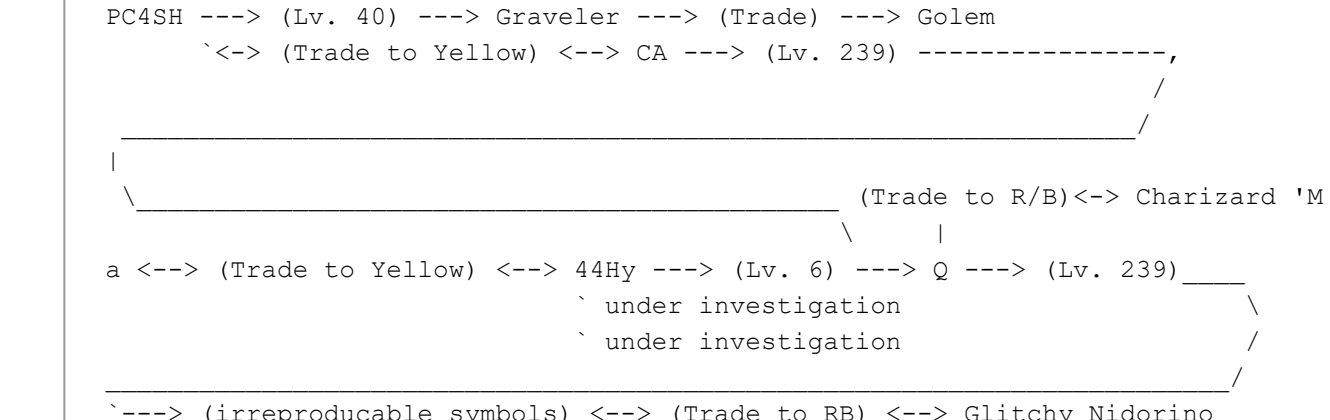
32	Aurora Beam	Ice	65	100%	20
33	TM29	Normal	—	—%	—
38	TM09	IIIItoto	—	—%	—
40	Karate Chop	Normal	50	100%	25
48	TM50	Glitch	—	—%	—
62	Super Glitch	Glitch	—	—%	—
99	TM09	IIIItoto	—	—%	—
114	Fly	Flying	90	95%	15
119	TM05	Glitch	—	—%	—
126	Absorb	Grass	20	100%	25
144	Absorb	Grass	20	100%	25
145	TM07	Ghost	—	—%	—
146	TM07	Ghost	—	—%	—
148	TM07	Ghost	—	—%	—
163	TM05	Glitch	—	—%	—
167	Horn Drill	Normal	OHKO	30%	5
185	TM07	Ghost	—	—%	—
204	Tackle	Normal	35	95%	35
205	Slam	Normal	80	75%	20
207	Super Glitch	Glitch	—	—%	—
209	TM45	Glitch	—	—%	—
225	Pound	Normal	40	100%	35
229	Tackle	Normal	35	95%	35
234	Leech Seed	Grass	—	90%	10
241	TM34	Normal	—	—%	—
250	Flash	Normal	—	100%	20
254	DoubleSlap	Normal	15	85%	10

TM/HM Info:
Cannot learn via TM/HM

Evolution:


2. Obtaining Charizard 'M (#1)**********RB2-19**********
Trade a Q from Yellow version.

3. Obtaining Charizard 'M (#2)**********RB3-19**********
Trade a "bad clone" of ????? (G/S/C MissingNo) to Red/Blue.

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1. Basic Data**********************************RB1-20**********************
(As shown in Pokédex (simulated from known format))
        G'mp

        HT ?'?"
No. 040 WT ?.? lb
[]---[]---[]---[]---[]
(obviously nothing down here)

G'mp's Type:
Normal

Base Stats:
HP     :  140
Attack :  70
Defense:  45
Special:  75
Speed  :  45

Resistances:
As if G'mp is a Normal type.

Learnset:
Level  Move          Type  Pwr.  Acc. PP
Start  Sing          Normal  —   55%  15
Start  Disable       Normal  —   80%  20
Start  Defense Curl  Normal  —    —%  40
Start  DoubleSlap    Normal  15  85%  10

TM/HM Info:
Cannot learn via TM/HM

Evolution:
G'mp <--> (Trade to Yellow) <--> Chiisai-u A

2. Obtaining G'mp*****************************RB2-20************************
(This is direct copy of the Mew glitch (method 3) from Bulbapedia)

WARNING! This glitch is not possible on Yellow unless the player is lucky
enough to not run into a Pokémon while running out of the mansion. The
mansion is the only place one can find Ditto, because there are no Ditto on
Route 15 and the player cannot surf to Cerulean Cave, because of the
disabled start button.

For this method, the player first needs a Pokémon with a Special Stat of 21.
It doesn't matter if the stat was naturally leveled or boosted with calcium
as long as it's not due to an in-battle special boosting skill. Once the
player has this Pokémon, the player needs to find ANY trainer in the game
that will engage in battle the moment the trainer is on screen and the
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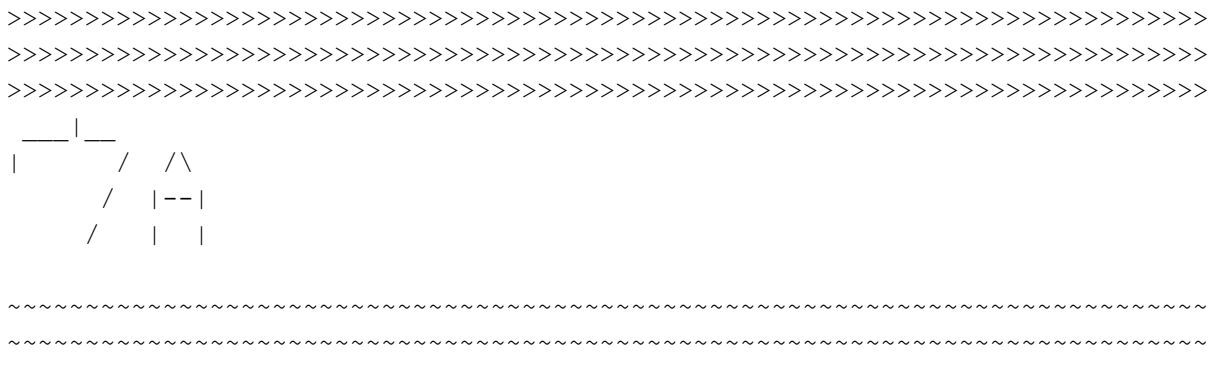
player is in the trainer's line of sight. The most common examples are the Gambler east of Saffron City and the Junior Trainer in the high grass west of Nugget Bridge. Often people have already fought these trainers, so other later-game trainers include a couple Bikers on Route 17 (Cycling Road) or the four trainers on the west side of Route 14 (three Bikers and one Bird Keeper). The player then needs to get the trainer off screen. Next, take a single step towards him, enough for him to start the battle, and immediately press START before he spots the player and the exclamation point appears. Once the player has pressed start and the start menu appears, the trainer needs to Fly, Dig, or Teleport elsewhere. The location being traveled to must have a path via which the player can walk both to a place where there is wild Ditto (such as Route 15 east of Fuchsia City) and after to a place with a trainer to fight. This is because the start button will no longer work until after a battle with a trainer (to be mentioned) because the game has been tricked into thinking it's in battle mode. Once the battle with the trainer the player picked was evaded successfully, the player then needs to battle ANY trainer in the game, as long as there is one space between the player and the trainer when the battle is initiated so that the trainer has to walk up to the player and the player doesn't approach the trainer directly. After defeating the trainer, the player needs to find a wild Ditto, and battle it until it uses Transform on the player's Pokémon with the Special Stat of 21. After defeating the Ditto (with any of the player's six Pokémon), the player needs to avoid running into any other wild Pokémon and/or battling any other trainers, and go back to the Route where the trainer the player first evaded is located (for the Gambler, east of Saffron City, for the Bikers, Route 14; etc.). Once the Route is approached, the start menu will automatically appear. The player needs to press the B Button. A battle will begin immediately and a Lv. 7 Mew will appear.

This method can be used to catch any Pokémon in the game, even Missingno. in Yellow Version. While a Pokémon with a special stat of 21 will give one Mew, using a Pokémon with a different special stat will give the player a different Pokémon. For example, in the Red/Blue versions, if a Pokémon with a Special stat of 198 is used, a glitch called "LM4" will appear instead of Mew. There are, however, some glitch Pokémon such as 8 and PkMn n which cannot be caught using this method. Some Special stats will cause glitch Trainers to appear. They may be glitched versions of regular in-game trainers, such as Bruno with Blaine's party.

G'mp appears through the Mew glitch with a special stat of 246.



1. Basic Data**********Y1-21**********
(As shown in Pokédex (simulated from known format))
Chiisai-u A

HT ?'?"
No. 195 WT ?.? lb
[]---[]---[]---[]---[]
(obviously nothing down here)

Chiisai-u A's Type:
Normal

Base Stats:
HP : 0
Attack : 48
Defense: 0
Special: 98
Speed : 88

Resistances:
As if Chiisai-u A is a Normal type.

Learnset:

Level	Move	Type	Pwr.	Acc.	PP
Start	Teleport	Psychic	—	—%	20

TM/HM Info:
Cannot learn via TM/HM

Evolution:
G'mp <--> (Trade to Yellow) <--> Chiisai-u A

2. Obtaining Chiisai-u A**********Y2-21**********
(This is direct copy of the Mew glitch (method 3) from Bulbapedia)

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For this method, the player first needs a Pokémon with a Special Stat of 21. It doesn't matter if the stat was naturally leveled or boosted with calcium as long as it's not due to an in-battle special boosting skill. Once the player has this Pokémon, the player needs to find ANY trainer in the game that will engage in battle the moment the trainer is on screen and the player is in the trainer's line of sight. The most common examples are the Gambler east of Saffron City and the Junior Trainer in the high grass west of Nugget Bridge. Often people have already fought these trainers, so other later-game trainers include a couple Bikers on Route 17 (Cycling Road) or the four trainers on the west side of Route 14 (three Bikers and one Bird Keeper). The player then needs to get the trainer off screen. Next, take a single step towards him, enough for him to start the battle, and immediately press START before he spots the player and the exclamation point appears. Once the player has pressed start and the start menu appears, the trainer needs to Fly, Dig, or Teleport elsewhere. The location being traveled to must have a path via which the player can walk both to a place where there is wild Ditto (such as Route 15 east of Fuchsia City) and after to a place with a trainer to fight. This is because the start button will no longer work until after a battle with a trainer (to be mentioned) because the game

has been tricked into thinking it's in battle mode. Once the battle with the trainer the player picked was evaded successfully, the player then needs to battle ANY trainer in the game, as long as there is one space between the player and the trainer when the battle is initiated so that the trainer has to walk up to the player and the player doesn't approach the trainer directly. After defeating the trainer, the player needs to find a wild Ditto, and battle it until it uses Transform on the player's Pokémon with the Special Stat of 21. After defeating the Ditto (with any of the player's six Pokémon), the player needs to avoid running into any other wild Pokémon and/or battling any other trainers, and go back to the Route where the trainer the player first evaded is located (for the Gambler, east of Saffron City, for the Bikers, Route 14; etc.). Once the Route is approached, the start menu will automatically appear. The player needs to press the B Button. A battle will begin immediately and a Lv. 7 Mew will appear.

This method can be used to catch any Pokémon in the game, even Missingno. in Yellow Version. While a Pokémon with a special stat of 21 will give one Mew, using a Pokémon with a different special stat will give the player a different Pokémon. For example, in the Red/Blue versions, if a Pokémon with a Special stat of 198 is used, a glitch called "LM4" will appear instead of Mew. There are, however, some glitch Pokémon such as 8 and PkMn n which cannot be caught using this method. Some Special stats will cause glitch Trainers to appear. They may be glitched versions of regular in-game trainers, such as Bruno with Blaine's party.

Chiisai-u A appears through the Mew glitch with a special stat of 246.

>>>

Base Stats:
HP   : 60
Attack : 65
Defense: 60
Special: 130
Speed : 110

Resistances:
As if h Poké is a Ghost/Poison type.

Learnset:

Level	Move	Type	Pwr.	Acc.	PP
Start	Lick	Ghost	20	100%	30
Start	Confuse Ray	Ghost	—	100%	10
Start	Night Shade	Ghost	—	100%	15
8	HM02	Glitch	177	6%	29
17	Conversion	Normal	—	—%	30
104	Pound	Normal	40	100%	35
175	TM24	Glitch	118	31%	0
186	Tackle	Normal	35	95%	35
195	Pound	Normal	40	100%	35
205	Super Glitch	Glitch	—	—%	—

TM/HM Info:

TM	Move	Type	Pwr.	Acc.	PP
TM01	Mega Punch	Normal	80	85%	20
TM05	Mega Kick	Normal	120	75%	5
TM06	Toxic	Poison	—	85%	10
TM08	Body Slam	Normal	85	100%	15
TM09	Take Down	Normal	90	85%	20
TM10	Double-Edge	Normal	100	100%	15
TM15	Hyper Beam	Normal	150	90%	5
TM20	Rage	Normal	20	100%	20
TM21	Mega Drain	Grass	40	100%	10
TM24	Thunderbolt	Electric	95	100%	15
TM25	Thunder	Electric	120	70%	10
TM29	Psychic	Psychic	90	100%	10
TM31	Mimic	Normal	—	—%	10
TM32	Double Team	Normal	—	—%	15
TM33	Reflect	Psychic	—	—%	20
TM34	Bide	Normal	—	—%	10
TM36	Selfdestruct	Normal	130	100%	5
TM42	Dream Eater	Psychic	100	100%	15
TM44	Rest	Psychic	—	—%	10
TM46	Psywave	Psychic	—	80%	15
TM47	Explosion	Normal	170	100%	5
TM50	Substitute	Normal	—	—%	10
HM04	Strength	Normal	80	100%	15

Evolution:
h Poké ---> (Lv. 225) ---> Gloom ---> (Leaf Stone) ---> Vileplume
       `<-> (Trade to Yellow) <--> Z4 --> (Lv. 205) --> Squirtle --,
____/
`---> (Lv. 16) Wartortle ---> (Lv. 40) ---> Blastiose

Cool Stuff:
h Poké is the heaviest Pokémon at 3.0495 tons, around triple of Groundon's,
the heaviest non-glitch, weight.

2. Obtaining h Poké**********RB2-22**********
(This is direct copy of the Mew glitch (method 3) from Bulbapedia)

WARNING! This glitch is not possible on Yellow unless the player is lucky enough to not run into a Pokémon while running out of the mansion. The mansion is the only place one can find Ditto, because there are no Ditto on Route 15 and the player cannot surf to Cerulean Cave, because of the disabled start button.

For this method, the player first needs a Pokémon with a Special Stat of 21. It doesn't matter if the stat was naturally leveled or boosted with calcium as long as it's not due to an in-battle special boosting skill. Once the player has this Pokémon, the player needs to find ANY trainer in the game that will engage in battle the moment the trainer is on screen and the player is in the trainer's line of sight. The most common examples are the Gambler east of Saffron City and the Junior Trainer in the high grass west of Nugget Bridge. Often people have already fought these trainers, so other later-game trainers include a couple Bikers on Route 17 (Cycling Road) or the four trainers on the west side of Route 14 (three Bikers and one Bird Keeper). The player then needs to get the trainer off screen. Next, take a single step towards him, enough for him to start the battle, and immediately press START before he spots the player and the exclamation point appears. Once the player has pressed start and the start menu appears, the trainer needs to Fly, Dig, or Teleport elsewhere. The location being traveled to must have a path via which the player can walk both to a place where there is wild Ditto (such as Route 15 east of Fuchsia City) and after to a place with a trainer to fight. This is because the start button will no longer work until after a battle with a trainer (to be mentioned) because the game has been tricked into thinking it's in battle mode. Once the battle with the trainer the player picked was evaded successfully, the player then needs to battle ANY trainer in the game, as long as there is one space between the player and the trainer when the battle is initiated so that the trainer has to walk up to the player and the player doesn't approach the trainer directly. After defeating the trainer, the player needs to find a wild Ditto, and battle it until it uses Transform on the player's Pokémon with the Special Stat of 21. After defeating the Ditto (with any of the player's six Pokémon), the player needs to avoid running into any other wild Pokémon and/or battling any other trainers, and go back to the Route where the trainer the player first evaded is located (for the Gambler, east of Saffron City, for the Bikers, Route 14; etc.). Once the Route is approached, the start menu will automatically appear. The player needs to press the B Button. A battle will begin immediately and a Lv. 7 Mew will appear.

This method can be used to catch any Pokémon in the game, even Missingno. in Yellow Version. While a Pokémon with a special stat of 21 will give one Mew, using a Pokémon with a different special stat will give the player a different Pokémon. For example, in the Red/Blue versions, if a Pokémon with a Special stat of 198 is used, a glitch called "LM4" will appear instead of Mew. There are, however, some glitch Pokémon such as 8 and PkMn n which cannot be caught using this method. Some Special stats will cause glitch Trainers to appear. They may be glitched versions of regular in-game trainers, such as Bruno with Blaine's party.

h Poké appears through the Mew glitch with a special stat of 195.

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2. Obtaining Z4**********Y2-23**********
(This is direct copy of the Mew glitch (method 3) from Bulbapedia)

WARNING! This glitch is not possible on Yellow unless the player is lucky enough to not run into a Pokémon while running out of the mansion. The mansion is the only place one can find Ditto, because there are no Ditto on Route 15 and the player cannot surf to Cerulean Cave, because of the disabled start button.

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Z4 appears through the Mew glitch with a special stat of 195.

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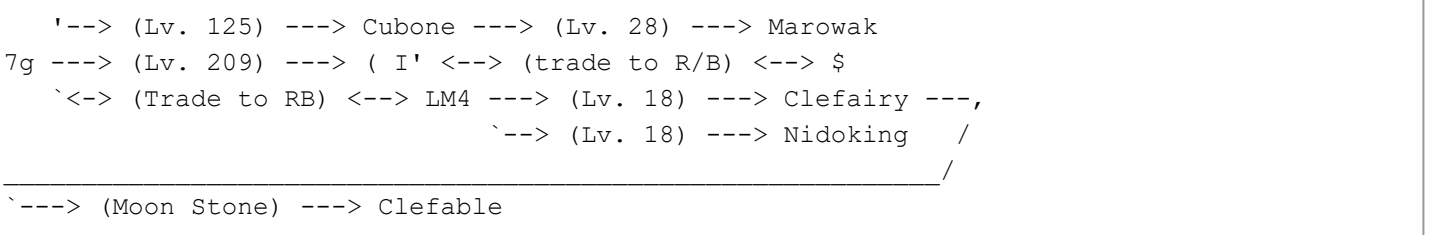
62	Waterfall	Water	80	100%	15
68	PoisonPowder	Poison	—	75%	35
71	Super Glitch	Glitch	—	—%	—
77	TM25	Normal	0	0%	0
79	ThunderPunch	Electric	75	100%	15
84	Confusion	Psychic	50	100%	25
85	Rolling Kick	Fighting	60	85%	15
87	TM25	Normal	0	0%	0
93	Pin Missile	Bug	14	85%	20
96	Recover	Normal	—	—%	10
102	Defense Curl	Normal	—	—%	40
105	Sleep Powder	Grass	—	75%	15
107	TM05	Glitch	—	—%	33
117	Body Slam	Normal	85	100%	15
120	TM25	Normal	0	0%	0
127	TM34	Normal	0	9%	10
134	Whirlwind	Glitch	—	100%	20
137	Wing Attack	Flying	35	100%	35
145	Cut	Normal	50	95%	30
148	Fly	Flying	70	95%	15
151	Vine Whip	Grass	35	100%	10
152	Hydro Pump	Water	120	80%	5
154	Pound	Normal	40	100%	35
158	Slam	Normal	80	75%	20
177	Wrap	Normal	15	85%	20
180	TM30	Normal	0	0%	20
184	Poison Sting	Poison	15	100%	35
193	Pin Missile	Bug	14	85%	20
195	Thunderbolt	Electric	95	100%	15
196	TM05	Glitch	—	—%	33
197	TM05	Glitch	—	—%	33
202	Fury Swipes	Normal	18	80%	15
203	TM25	Normal	0	0%	0
204	Sleep Powder	Grass	—	75%	15
205	Thunderbolt	Electric	95	100%	15
209	TM40	Normal	10	—%	63
213	TM33	Normal	119	47%	49
225	Double Kick	Fighting	30	100%	30
229	Quick Attack	Normal	40	100%	30
230	Cut	Normal	50	95%	30
234	Ice Beam	Ice	95	100%	10
238	TM34	Normal	0	9%	10
240	Super Glitch	Glitch	—	—%	—
242	HM01	Glitch	81	35%	0
254	Comet Punch	Normal	18	85%	15

TM/HM Info:

Level	Move	Type	Pwr.	Acc.	PP
TM01	Mega Punch	Normal	80	85%	20
TM05	Mega Kick	Normal	120	75%	5
TM06	Toxic	Poison	—	85%	10
TM08	Body Slam	Normal	85	100%	15
TM09	Take Down	Normal	90	85%	20
TM10	Double-Edge	Normal	100	100%	15
TM11	BubbleBeam	Water	65	100%	20
TM12	Water Gun	Water	40	100%	25
TM13	Ice Beam	Ice	95	100%	10
TM14	Blizzard	Ice	120	89.5%	5
TM15	Hyper Beam	Normal	150	90%	5

TM17	Submission	Fighting	80	80%	25
TM18	Counter	Fighting	—	100%	20
TM19	Seismic Toss	Fighting	—	100%	20
TM20	Rage	Normal	20	100%	20
TM26	Earthquake	Ground	100	100%	10
TM27	Fissure	Ground	OHKO	30%	5
TM29	Psychic	Psychic	90	100%	10
TM31	Mimic	Normal	—	—%	10
TM32	Double Team	Normal	—	—%	15
TM34	Bide	Normal	—	—%	10
TM35	Metronome	Normal	—	—%	10
TM40	Skull Bash	Normal	100	100%	15
TM44	Rest	Psychic	—	—%	10
TM46	Psywave	Psychic	—	80%	15
TM50	Substitute	Normal	—	—%	10
HM03	Surf	Water	95	100%	15
HM04	Strength	Normal	80	100%	15

Evolution:



2. Obtaining LM4**********RB2-24**********
(This is direct copy of the Mew glitch (method 3) from Bulbapedia)

WARNING! This glitch is not possible on Yellow unless the player is lucky enough to not run into a Pokémon while running out of the mansion. The mansion is the only place one can find Ditto, because there are no Ditto on Route 15 and the player cannot surf to Cerulean Cave, because of the disabled start button.

For this method, the player first needs a Pokémon with a Special Stat of 21. It doesn't matter if the stat was naturally leveled or boosted with calcium as long as it's not due to an in-battle special boosting skill. Once the player has this Pokémon, the player needs to find ANY trainer in the game that will engage in battle the moment the trainer is on screen and the player is in the trainer's line of sight. The most common examples are the Gambler east of Saffron City and the Junior Trainer in the high grass west of Nugget Bridge. Often people have already fought these trainers, so other later-game trainers include a couple Bikers on Route 17 (Cycling Road) or the four trainers on the west side of Route 14 (three Bikers and one Bird Keeper). The player then needs to get the trainer off screen. Next, take a single step towards him, enough for him to start the battle, and immediately press START before he spots the player and the exclamation point appears. Once the player has pressed start and the start menu appears, the trainer needs to Fly, Dig, or Teleport elsewhere. The location being traveled to must have a path via which the player can walk both to a place where there is wild Ditto (such as Route 15 east of Fuchsia City) and after to a place with a trainer to fight. This is because the start button will no longer work until after a battle with a trainer (to be mentioned) because the game has been tricked into thinking it's in battle mode. Once the battle with the trainer the player picked was evaded successfully, the player then needs to battle ANY trainer in the game, as long as there is one space between the player and the trainer when the battle is initiated so that the trainer has to walk up to the player and the player doesn't approach the trainer directly. After defeating the trainer, the player needs to find a wild

Ditto, and battle it until it uses Transform on the player's Pokémon with the Special Stat of 21. After defeating the Ditto (with any of the player's six Pokémon), the player needs to avoid running into any other wild Pokémon and/or battling any other trainers, and go back to the Route where the trainer the player first evaded is located (for the Gambler, east of Saffron City, for the Bikers, Route 14; etc.). Once the Route is approached, the start menu will automatically appear. The player needs to press the B Button. A battle will begin immediately and a Lv. 7 Mew will appear.

This method can be used to catch any Pokémon in the game, even Missingno. in Yellow Version. While a Pokémon with a special stat of 21 will give one Mew, using a Pokémon with a different special stat will give the player a different Pokémon. For example, in the Red/Blue versions, if a Pokémon with a Special stat of 198 is used, a glitch called "LM4" will appear instead of Mew. There are, however, some glitch Pokémon such as 8 and PkMn n which cannot be caught using this method. Some Special stats will cause glitch Trainers to appear. They may be glitched versions of regular in-game trainers, such as Bruno with Blaine's party.

LM4 appears through the Mew glitch with a special stat of 198.

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Speed : 128

Resistances:
Same as if p T is a Normal/Ground type.

Learnset:

Level	Move	Type	Pwr.	Acc.	PP
Start	Barrage	Normal	75	90%	10
Start	Clamp	Water	35	75%	10
Start	Leech Life	Bug	20	100%	15
Start	Hi Jump Kick	Fighting	100	90%	20
14	Horn Drill	Normal	OHKO	30%	5
18	Skull Bash	Normal	100	100%	15
24	Swift	Normal	60	—%	20
32	TM05	Glitch	76	30%	21
36	Comet Punch	Normal	18	85%	15
45	Swords Dance	Normal	—	—%	15
57	Water Gun	Water	40	100%	25
61	Swords Dance	Normal	—	—%	15
66	Double Kick	Fighting	30	100%	30
90	Rock Slide	Rock	75	90%	10
125	Swift	Normal	60	—%	20
205	TM29	Normal	—	—%	—
224	Cut	Normal	50	95%	30
225	Guillotine	Normal	OHKO	30%	5
243	Super Glitch	Glitch	—	—%	—

TM/HM Info:

TM	Move	Type	Pwr.	Acc.	PP
TM02	Razor Wind	Normal	80	100%	10
TM08	Body Slam	Normal	85	100%	15
TM13	Ice Beam	Ice	95	100%	10
TM15	Hyper Beam	Normal	150	90%	5
TM18	Counter	Fighting	Varies	100%	20
TM21	Mega Drain	Grass	40	100%	15
TM24	Thunderbolt	Electric	95	100%	15
TM27	Fissure	Ground	OHKO	30%	5
TM29	Psychic	Psychic	90	100%	10
TM32	Double Team	Normal	—	—%	15
TM33	Reflect	Psychic	—	—%	20
TM34	Bide	Normal	Varies	100%	10
TM36	Selfdestruct	Normal	200	100%	5
TM40	Skull Bash	Normal	100	100%	15
TM43	Sky Attack	Flying	140	90%	5
TM48	Rock Slide	Rock	75	90%	10
TM49	Tri Attack	Normal	80	100%	10
HM03	Surf	Water	95	100%	15

Evolution:
p T <--> (Trade to Yellow) <--> Glitchy Charizard ---> (Lv. 225) ---> Geodude
                                \--> (Lv. 225) --> Magnetron | (25)
                                                    | (Lv. 30)   Graveler
                                                  Magneton

2. Obtaining p T**********RB2-25**********
(This is direct copy of the Mew glitch (method 3) from Bulbapedia)

WARNING! This glitch is not possible on Yellow unless the player is lucky
enough to not run into a Pokémon while running out of the mansion. The
mansion is the only place one can find Ditto, because there are no Ditto on

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p T appears through the Mew glitch with a special stat of 199.

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1. Basic Data**************************Y1-26*********************************
(As shown in Pokédex (simulated by known format))
        Charizard

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(obviously nothing down here)

Glitchy Charizard's Type:
Fire
Flying

Base Stats:
Unknown.

Resistances:
Same as if Glitchy Charizard is a Fire/Flying type.

Learnset:

Level	Move	Type	Pwr.	Acc.	PP
Start	Scratch	Normal	40	100%	35
Start	Growl	Normal	—	100%	40
Start	Ember	Fire	40	100%	25
Start	Leer	Normal	—	100%	30
10	TM05	Glitch	76	30%	21
15	Water Gun	Glitch	40	100%	25
18	Swords Dance	Normal	—	—%	30
19	Razor Wind	Normal	80	100%	10
30	TM05	Glitch	76	30%	21
31	Tackle	Normal	35	95%	35
32	TM36	Glitch	45	21%	60
33	Glare	Normal	—	75%	30
40	Wing Attack	Flying	60	100%	35
53	Horn Drill	Normal	OHKO	30%	5
60	Poison Sting	Poison	15	100%	35
61	TM04	Water	—	18%	39
62	TM55	Glitch	97	0%	0
66	TM04	Water	—	18%	39
72	TM04	Water	—	18%	39
73	Tackle	Normal	35	95%	35
75	Pay Day	Normal	40	100%	20
79	Thunder	Electric	120	70%	10
96	Super Glitch	Glitch	—	—%	—
100	Horn Attack	Normal	65	100%	25
120	Whirlwind	Normal	—	100%	20
132	Aurora Beam	Ice	65	100%	20
147	Horn Drill	Normal	OHKO	30%	5
155	Horn Drill	Normal	OHKO	30%	5
167	Sing	Normal	—	55%	15
170	TM54	Normal	2	55%	15
172	TM40	Normal	10	—%	63
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173	TM50	Glitch	56	28%	25
175	Super Glitch	Glitch	—	—%	—
193	TM41	Glitch	71	—%	2
198	Meditate	Psychic	—	—%	40
201	TM05	Glitch	76	30%	21
204	TM05	Glitch	76	30%	21
205	TM19	Normal	76	30%	50
207	Double Kick	Fighting	30	100%	30
217	TM17	Glitch	13	17%	0
222	Pay Day	Normal	40	100%	20
224	Super Glitch	Glitch	—	—%	—
225	TM50	Glitch	56	28%	25
229	Tackle	Normal	35	95%	35
230	Cut	Normal	50	95%	30
234	Aurora Beam	Ice	65	100%	20
240	Super Glitch	Glitch	—	—%	—
247	TM50	Glitch	56	28%	25
254	Karate Chop	Fighting	50	100%	25

TM/HM Info:
Unable to learn via TM/HM.

Evolution:
p T <--> (Trade to Yellow) <--> Glitchy Charizard ---> (Lv. 225) ---> Geodude
\--> (Lv. 225) --> Magnetron | (25)
| (Lv. 30) Graveler
Magneton

2. Obtaining Glitchy Charizard**********Y2-26*******
(This is direct copy of the Mew glitch (method 3) from Bulbapedia)

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Glitchy Charizard appears through the Mew glitch with a special stat of 199.

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Speed : 128

Resistances:
Same as if PC4SH is a Normal/Ground type.

Learnset:

Level	Move	Type	Pwr.	Acc.	PP
Start	Barrage	Normal	15	85%	20
Start	Clamp	Water	35	75%	10
Start	Leech Life	Bug	20	100%	15
Start	Hi Jump Kick	Fighting	100	90%	20
9	Swords Dance	Normal	—	—%	30
11	Slam	Normal	80	75%	20
19	TM50	Glitch	56	28%	25
28	Super Glitch	Glitch	—	—%	—
30	TM09	IIIItoto	255	33%	16
32	Aurora Beam	Ice	65	100%	20
33	TM29	Normal	—	—%	—
36	TM09	IIIItoto	255	33%	16
40	Karate Chop	Fighting	50	100%	25
48	TM50	Glitch	56	28%	25
62	Super Glitch	Glitch	—	—%	—
99	TM09	IIIItoto	255	33%	16
114	Fly	Flying	90	95%	15
119	TM05	Glitch	76	30%	33
126	Absorb	Grass	20	100%	25
144	Absorb	Grass	20	100%	25
145	TM07	Ghost	131	20%	0
146	TM07	Ghost	131	20%	0
148	TM07	Ghost	131	20%	0
163	TM05	Glitch	76	30%	33
167	Horn Drill	Normal	OHKO	30%	5
185	TM07	Ghost	131	20%	0
204	Tackle	Normal	35	95%	35
205	Slam	Normal	80	75%	20
207	Super Glitch	Glitch	—	—%	—
209	TM45	8 8 9 5	18	31%	18
225	Pound	Normal	40	100%	35
229	Tackle	Normal	35	95%	35
234	Leech Seed	Grass	—	90%	10
241	TM34	Normal	—	9%	10
250	Flash	Normal	—	70%	20
254	DoubleSlap	Normal	15	85%	10

TM/HM Info:

TM	Move	Type	Pwr.	Acc.	PP
TM02	Razor Wind	Normal	80	100%	10
TM08	Body Slam	Normal	85	100%	15
TM13	Ice Beam	Ice	95	100%	10
TM15	Hyper Beam	Normal	150	90%	5
TM18	Counter	Fighting	Varies	100%	20
TM21	Mega Drain	Grass	40	100%	15
TM24	Thunderbolt	Electric	95	100%	15
TM27	Fissure	Ground	OHKO	30%	5
TM29	Psychic	Psychic	90	100%	10
TM32	Double Team	Normal	—	—%	15
TM33	Reflect	Psychic	—	—%	20
TM34	Bide	Normal	Varies	100%	10
TM36	Selfdestruct	Normal	200	100%	5
TM40	Skull Bash	Normal	100	100%	15

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TM43  Sky Attack    Flying       140   90%   5
TM48  Rock Slide    Rock          75   90%  10
TM49  Tri Attack    Normal        80  100%  10
HM03  Surf          Water         95  100%  15

Evolution:
PC4SH ---> (Lv. 40) ---> Graveler ---> (Trade) ---> Golem
      `<-> (Trade to Yellow) <--> CA ---> (Lv. 239) ----------------,
                                                                    /
 _____________________________________________________________________/
|
 \_____________________________________________ (Trade to R/B)<-> Charizard 'M
                                                \     |
a <--> (Trade to Yellow) <--> 44Hy ---> (Lv. 6) ---> Q ---> (Lv. 239)____
                              ` under investigation                      \
                              ` under investigation                       /
_____________________________________________________________________/
`---> (irreproducable symbols) <--> (Trade to RB) <--> Glitchy Nidorino
```

2. Obtaining PC4SH**********RB2-27**********
(This is direct copy of the Mew glitch (method 3) from Bulbapedia)

WARNING! This glitch is not possible on Yellow unless the player is lucky enough to not run into a Pokémon while running out of the mansion. The mansion is the only place one can find Ditto, because there are no Ditto on Route 15 and the player cannot surf to Cerulean Cave, because of the disabled start button.

For this method, the player first needs a Pokémon with a Special Stat of 21. It doesn't matter if the stat was naturally leveled or boosted with calcium as long as it's not due to an in-battle special boosting skill. Once the player has this Pokémon, the player needs to find ANY trainer in the game that will engage in battle the moment the trainer is on screen and the player is in the trainer's line of sight. The most common examples are the Gambler east of Saffron City and the Junior Trainer in the high grass west of Nugget Bridge. Often people have already fought these trainers, so other later-game trainers include a couple Bikers on Route 17 (Cycling Road) or the four trainers on the west side of Route 14 (three Bikers and one Bird Keeper). The player then needs to get the trainer off screen. Next, take a single step towards him, enough for him to start the battle, and immediately press START before he spots the player and the exclamation point appears. Once the player has pressed start and the start menu appears, the trainer needs to Fly, Dig, or Teleport elsewhere. The location being traveled to must have a path via which the player can walk both to a place where there is wild Ditto (such as Route 15 east of Fuchsia City) and after to a place with a trainer to fight. This is because the start button will no longer work until after a battle with a trainer (to be mentioned) because the game has been tricked into thinking it's in battle mode. Once the battle with the trainer the player picked was evaded successfully, the player then needs to battle ANY trainer in the game, as long as there is one space between the player and the trainer when the battle is initiated so that the trainer has to walk up to the player and the player doesn't approach the trainer directly. After defeating the trainer, the player needs to find a wild Ditto, and battle it until it uses Transform on the player's Pokémon with the Special Stat of 21. After defeating the Ditto (with any of the player's six Pokémon), the player needs to avoid running into any other wild Pokémon and/or battling any other trainers, and go back to the Route where the trainer the player first evaded is located (for the Gambler, east of Saffron City, for the Bikers, Route 14; etc.). Once the Route is approached, the start menu will automatically appear. The player needs to press the B

Button. A battle will begin immediately and a Lv. 7 Mew will appear.

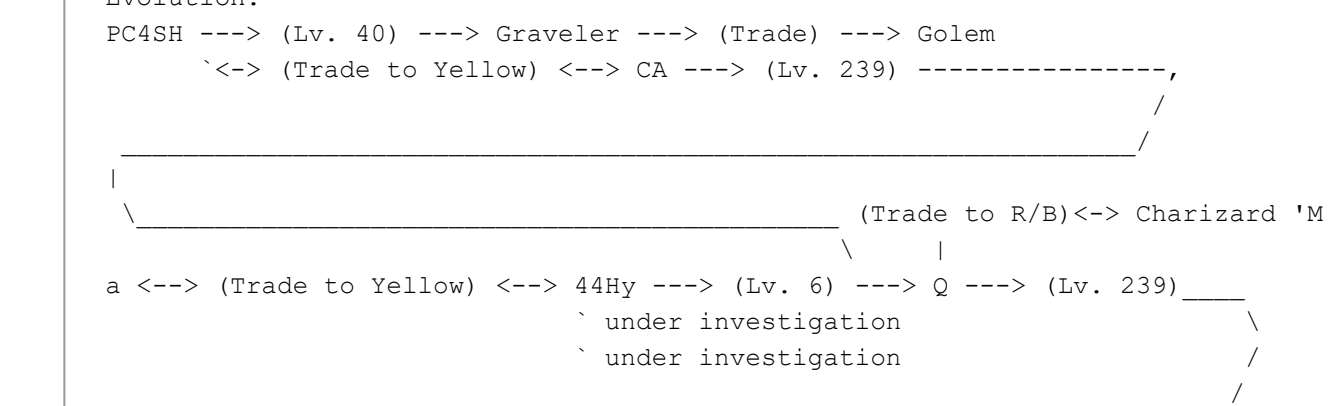
This method can be used to catch any Pokémon in the game, even Missingno. in Yellow Version. While a Pokémon with a special stat of 21 will give one Mew, using a Pokémon with a different special stat will give the player a different Pokémon. For example, in the Red/Blue versions, if a Pokémon with a Special stat of 198 is used, a glitch called "LM4" will appear instead of Mew. There are, however, some glitch Pokémon such as 8 and PkMn n which cannot be caught using this method. Some Special stats will cause glitch Trainers to appear. They may be glitched versions of regular in-game trainers, such as Bruno with Blaine's party.

PC4SH appears through the Mew glitch with a special stat of 202.

>>>

Start	Sand-Attack	Normal	—	100%	15
9	Aurora Beam	Ice	65	100%	20
18	Pound	Normal	40	100%	35
26	TM34	Normal	0	9%	10
29	TM09	IIIItoto	255	33%	16
32	Comet Punch	Normal	18	85%	15
40	Ice Punch	Ice	75	100%	15
60	TM09	IIIItoto	255	33%	16
135	Super Glitch	Glitch	—	—%	—
150	TM07	Ghost	131	20%	0
193	Guillotine	Normal	OHKO	30%	5
197	Guillotine	Normal	OHKO	30%	5
204	Super Glitch	Glitch	—	—%	—
205	Dig	Ground	80	100%	10
209	TM45	Glitch	18	31%	18
213	Wing Attack	Flying	60	100%	35
225	Fly	Flying	90	95%	15
236	Body Slam	Normal	85	100%	15
241	Body Slam	Normal	85	100%	15
250	Headbutt	Normal	70	100%	15

TM/HM Info:
Cannot learn via TM/HM.

Evolution:


2. Obtaining CA**********Y2-28*********
(This is direct copy of the Mew glitch (method 3) from Bulbapedia)

WARNING! This glitch is not possible on Yellow unless the player is lucky enough to not run into a Pokémon while running out of the mansion. The mansion is the only place one can find Ditto, because there are no Ditto on Route 15 and the player cannot surf to Cerulean Cave, because of the disabled start button.

For this method, the player first needs a Pokémon with a Special Stat of 21. It doesn't matter if the stat was naturally leveled or boosted with calcium as long as it's not due to an in-battle special boosting skill. Once the player has this Pokémon, the player needs to find ANY trainer in the game that will engage in battle the moment the trainer is on screen and the player is in the trainer's line of sight. The most common examples are the Gambler east of Saffron City and the Junior Trainer in the high grass west of Nugget Bridge. Often people have already fought these trainers, so other later-game trainers include a couple Bikers on Route 17 (Cycling Road) or the four trainers on the west side of Route 14 (three Bikers and one Bird Keeper). The player then needs to get the trainer off screen. Next, take a single step towards him, enough for him to start the battle, and immediately press START before he spots the player and the exclamation point appears.

Once the player has pressed start and the start menu appears, the trainer needs to Fly, Dig, or Teleport elsewhere. The location being traveled to must have a path via which the player can walk both to a place where there is wild Ditto (such as Route 15 east of Fuchsia City) and after to a place with a trainer to fight. This is because the start button will no longer work until after a battle with a trainer (to be mentioned) because the game has been tricked into thinking it's in battle mode. Once the battle with the trainer the player picked was evaded successfully, the player then needs to battle ANY trainer in the game, as long as there is one space between the player and the trainer when the battle is initiated so that the trainer has to walk up to the player and the player doesn't approach the trainer directly. After defeating the trainer, the player needs to find a wild Ditto, and battle it until it uses Transform on the player's Pokémon with the Special Stat of 21. After defeating the Ditto (with any of the player's six Pokémon), the player needs to avoid running into any other wild Pokémon and/or battling any other trainers, and go back to the Route where the trainer the player first evaded is located (for the Gambler, east of Saffron City, for the Bikers, Route 14; etc.). Once the Route is approached, the start menu will automatically appear. The player needs to press the B Button. A battle will begin immediately and a Lv. 7 Mew will appear.

This method can be used to catch any Pokémon in the game, even Missingno. in Yellow Version. While a Pokémon with a special stat of 21 will give one Mew, using a Pokémon with a different special stat will give the player a different Pokémon. For example, in the Red/Blue versions, if a Pokémon with a Special stat of 198 is used, a glitch called "LM4" will appear instead of Mew. There are, however, some glitch Pokémon such as 8 and PkMn n which cannot be caught using this method. Some Special stats will cause glitch Trainers to appear. They may be glitched versions of regular in-game trainers, such as Bruno with Blaine's party.

CA appears through the Mew glitch with a special stat of 202.

>>>

PkMn's Type:
Normal
Normal

Base Stats:
HP   : 37
Attack : 0
Defense: 40
Special: 19
Speed : 178

Resistances:
This is different. Effectivenesses are now listed.
Fighting : 4x
Ghost   : 0x
Normal   : 1x
Flying   : 1x
Poison   : 1x
Ground   : 1x
Rock   : 1x
Bug   : 1x
Grass   : 1x
Fire   : 1x
Water   : 1x
Electric : 1x
Psychic : 1x
Ice   : 1x
Dragon   : 1x

Learnset:

Level	Move	Type	Pwr.	Acc.	PP
Start	--	Cooltrainer	—	—%	13
Start	Guillotine	Normal	OHKO	30%	5
Start	Razor Wind	Normal	80	100%	10
Start	Pay Day	Normal	40	100%	20

TM/HM Info:

TM	Move	Type	Pwr.	Acc.	PP
TM11	BubbleBeam	Water	65	100%	20
TM13	Ice Beam	Ice	95	100%	10
TM18	Counter	Fighting	—	100%	20
TM19	Seismic Toss	Fighting	—	100%	20
TM25	Thunder	Electric	120	70%	10
TM26	Earthquake	Ground	100	100%	10
TM27	Fissure	Ground	—	30%	5
TM29	Psychic	Psychic	90	100%	10
TM30	Teleport	Psychic	—	—%	20
TM34	Bide	Normal	—	—%	10
TM35	Metronome	Normal	—	—%	10
TM41	Softboiled	Normal	—	—%	10
TM43	Sky Attack	Flying	140	90%	5
TM44	Rest	Psychic	—	—%	10
TM46	Psywave	Psychic	—	80%	15
TM48	Rock Slide	Rock	75	90%	10

Evolution:
PkMn <--> (Trade to Yellow) <--> 4. .

2. Obtaining PkMn**********RB2-29**********

(This is direct copy of the Mew glitch (method 3) from Bulbapedia)

WARNING! This glitch is not possible on Yellow unless the player is lucky enough to not run into a Pokémon while running out of the mansion. The mansion is the only place one can find Ditto, because there are no Ditto on Route 15 and the player cannot surf to Cerulean Cave, because of the disabled start button.

For this method, the player first needs a Pokémon with a Special Stat of 21. It doesn't matter if the stat was naturally leveled or boosted with calcium as long as it's not due to an in-battle special boosting skill. Once the player has this Pokémon, the player needs to find ANY trainer in the game that will engage in battle the moment the trainer is on screen and the player is in the trainer's line of sight. The most common examples are the Gambler east of Saffron City and the Junior Trainer in the high grass west of Nugget Bridge. Often people have already fought these trainers, so other later-game trainers include a couple Bikers on Route 17 (Cycling Road) or the four trainers on the west side of Route 14 (three Bikers and one Bird Keeper). The player then needs to get the trainer off screen. Next, take a single step towards him, enough for him to start the battle, and immediately press START before he spots the player and the exclamation point appears. Once the player has pressed start and the start menu appears, the trainer needs to Fly, Dig, or Teleport elsewhere. The location being traveled to must have a path via which the player can walk both to a place where there is wild Ditto (such as Route 15 east of Fuchsia City) and after to a place with a trainer to fight. This is because the start button will no longer work until after a battle with a trainer (to be mentioned) because the game has been tricked into thinking it's in battle mode. Once the battle with the trainer the player picked was evaded successfully, the player then needs to battle ANY trainer in the game, as long as there is one space between the player and the trainer when the battle is initiated so that the trainer has to walk up to the player and the player doesn't approach the trainer directly. After defeating the trainer, the player needs to find a wild Ditto, and battle it until it uses Transform on the player's Pokémon with the Special Stat of 21. After defeating the Ditto (with any of the player's six Pokémon), the player needs to avoid running into any other wild Pokémon and/or battling any other trainers, and go back to the Route where the trainer the player first evaded is located (for the Gambler, east of Saffron City, for the Bikers, Route 14; etc.). Once the Route is approached, the start menu will automatically appear. The player needs to press the B Button. A battle will begin immediately and a Lv. 7 Mew will appear.

This method can be used to catch any Pokémon in the game, even Missingno. in Yellow Version. While a Pokémon with a special stat of 21 will give one Mew, using a Pokémon with a different special stat will give the player a different Pokémon. For example, in the Red/Blue versions, if a Pokémon with a Special stat of 198 is used, a glitch called "LM4" will appear instead of Mew. There are, however, some glitch Pokémon such as 8 and PkMn n which cannot be caught using this method. Some Special stats will cause glitch Trainers to appear. They may be glitched versions of regular in-game trainers, such as Bruno with Blaine's party.

PkMn appears through the Mew glitch with a special stat of 197.

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1. Basic Data**********Y1-30**********

(As shown in Pokédex (simulated by known format))

```
        4. .
        RAGON Pokémon
        HT 13'01"
No. 055 WT 36.4 lb
[]---[]---[]---[]---[]
```

(obviously nothing down here)

4. .'s Type:

Water

Base Stats:

Unknown.

Resistances:

As if 4. . is a Water type.

Learnset:

Level	Move	Type	Pwr.	Acc.	PP
Start	Scratch	Normal	40	100%	35
Start	Tail Whip	Normal	-	100%	30
Start	Disable	Normal	-	80%	20

TM/HM Info:

Cannot learn via TM/HM.

Evolution:

PkMn <--> (Trade to Yellow) <--> 4. .

2. Obtaining 4. . **********Y2-30**********

(This is direct copy of the Mew glitch (method 3) from Bulbapedia)

WARNING! This glitch is not possible on Yellow unless the player is lucky enough to not run into a Pokémon while running out of the mansion. The mansion is the only place one can find Ditto, because there are no Ditto on Route 15 and the player cannot surf to Cerulean Cave, because of the disabled start button.

For this method, the player first needs a Pokémon with a Special Stat of 21. It doesn't matter if the stat was naturally leveled or boosted with calcium as long as it's not due to an in-battle special boosting skill. Once the player has this Pokémon, the player needs to find ANY trainer in the game that will engage in battle the moment the trainer is on screen and the player is in the trainer's line of sight. The most common examples are the Gambler east of Saffron City and the Junior Trainer in the high grass west

of Nugget Bridge. Often people have already fought these trainers, so other later-game trainers include a couple Bikers on Route 17 (Cycling Road) or the four trainers on the west side of Route 14 (three Bikers and one Bird Keeper). The player then needs to get the trainer off screen. Next, take a single step towards him, enough for him to start the battle, and immediately press START before he spots the player and the exclamation point appears. Once the player has pressed start and the start menu appears, the trainer needs to Fly, Dig, or Teleport elsewhere. The location being traveled to must have a path via which the player can walk both to a place where there is wild Ditto (such as Route 15 east of Fuchsia City) and after to a place with a trainer to fight. This is because the start button will no longer work until after a battle with a trainer (to be mentioned) because the game has been tricked into thinking it's in battle mode. Once the battle with the trainer the player picked was evaded successfully, the player then needs to battle ANY trainer in the game, as long as there is one space between the player and the trainer when the battle is initiated so that the trainer has to walk up to the player and the player doesn't approach the trainer directly. After defeating the trainer, the player needs to find a wild Ditto, and battle it until it uses Transform on the player's Pokémon with the Special Stat of 21. After defeating the Ditto (with any of the player's six Pokémon), the player needs to avoid running into any other wild Pokémon and/or battling any other trainers, and go back to the Route where the trainer the player first evaded is located (for the Gambler, east of Saffron City, for the Bikers, Route 14; etc.). Once the Route is approached, the start menu will automatically appear. The player needs to press the B Button. A battle will begin immediately and a Lv. 7 Mew will appear.

This method can be used to catch any Pokémon in the game, even Missingno. in Yellow Version. While a Pokémon with a special stat of 21 will give one Mew, using a Pokémon with a different special stat will give the player a different Pokémon. For example, in the Red/Blue versions, if a Pokémon with a Special stat of 198 is used, a glitch called "LM4" will appear instead of Mew. There are, however, some glitch Pokémon such as 8 and PkMn n which cannot be caught using this method. Some Special stats will cause glitch Trainers to appear. They may be glitched versions of regular in-game trainers, such as Bruno with Blaine's party.

4. . appears through the Mew glitch with a special stat of 197.

>>>

PokéWTrainer

HT ?'?"
No. 205 WT ?.? lb
[]---[]---[]---[]---[]
(obviously nothing down here)

PokéWTrainer's Type:
Normal
Ground

Base Stats:
HP   : 232
Attack : 147
Defense: 145
Special: 136
Speed : 128

Resistances:
As if PokéWTrainer is a Normal/Ground type.

Learnset:

Level	Move	Type	Pwr.	Acc.	PP
Start	Barrage	Normal	15	85%	20
Start	Clamp	Water	35	75%	10
Start	Leech Life	Bug	20	100%	15
Start	Hi Jump Kick	Fighting	100	90%	20
11	Super Glitch	Glitch	—	—%	—
12	Double-Edge	Normal	100	100%	15
14	Disable	Normal	—	80%	20
40	Super Glitch	Glitch	—	—%	—
55	Super Glitch	Glitch	—	—%	—
76	Mega Punch	Normal	80	85%	20
80	Super Glitch	Glitch	—	—%	—
190	Scratch	Normal	40	100%	35
255	Wrap	Normal	15	85%	20

TM/HM Info:

TM	Move	Type	Pwr.	Acc.	PP
TM02	Razor Wind	Normal	80	100%	10
TM08	Body Slam	Normal	85	100%	15
TM13	Ice Beam	Ice	95	100%	10
TM15	Hyper Beam	Normal	150	90%	5
TM18	Counter	Fighting	Varies	100%	20
TM21	Mega Drain	Grass	40	100%	15
TM24	Thunderbolt	Electric	95	100%	15
TM27	Fissure	Ground	OHKO	30%	5
TM29	Psychic	Psychic	90	100%	10
TM32	Double Team	Normal	—	—%	15
TM33	Reflect	Psychic	—	—%	20
TM34	Bide	Normal	Varies	100%	10
TM36	Selfdestruct	Normal	200	100%	5
TM40	Skull Bash	Normal	100	100%	15
TM43	Sky Attack	Flying	140	90%	5
TM48	Rock Slide	Rock	75	90%	10
TM49	Tri Attack	Normal	80	100%	10
HM03	Surf	Water	95	100%	15

Evolution:
PokéWTrainer <--> (Trade to Yellow) <--> X Chiisai-u - xChiisai-u,

2. Obtaining PokéWTrainer**********RB2-31**********
(This is direct copy of the Mew glitch (method 3) from Bulbapedia)

WARNING! This glitch is not possible on Yellow unless the player is lucky enough to not run into a Pokémon while running out of the mansion. The mansion is the only place one can find Ditto, because there are no Ditto on Route 15 and the player cannot surf to Cerulean Cave, because of the disabled start button.

For this method, the player first needs a Pokémon with a Special Stat of 21. It doesn't matter if the stat was naturally leveled or boosted with calcium as long as it's not due to an in-battle special boosting skill. Once the player has this Pokémon, the player needs to find ANY trainer in the game that will engage in battle the moment the trainer is on screen and the player is in the trainer's line of sight. The most common examples are the Gambler east of Saffron City and the Junior Trainer in the high grass west of Nugget Bridge. Often people have already fought these trainers, so other later-game trainers include a couple Bikers on Route 17 (Cycling Road) or the four trainers on the west side of Route 14 (three Bikers and one Bird Keeper). The player then needs to get the trainer off screen. Next, take a single step towards him, enough for him to start the battle, and immediately press START before he spots the player and the exclamation point appears. Once the player has pressed start and the start menu appears, the trainer needs to Fly, Dig, or Teleport elsewhere. The location being traveled to must have a path via which the player can walk both to a place where there is wild Ditto (such as Route 15 east of Fuchsia City) and after to a place with a trainer to fight. This is because the start button will no longer work until after a battle with a trainer (to be mentioned) because the game has been tricked into thinking it's in battle mode. Once the battle with the trainer the player picked was evaded successfully, the player then needs to battle ANY trainer in the game, as long as there is one space between the player and the trainer when the battle is initiated so that the trainer has to walk up to the player and the player doesn't approach the trainer directly. After defeating the trainer, the player needs to find a wild Ditto, and battle it until it uses Transform on the player's Pokémon with the Special Stat of 21. After defeating the Ditto (with any of the player's six Pokémon), the player needs to avoid running into any other wild Pokémon and/or battling any other trainers, and go back to the Route where the trainer the player first evaded is located (for the Gambler, east of Saffron City, for the Bikers, Route 14; etc.). Once the Route is approached, the start menu will automatically appear. The player needs to press the B Button. A battle will begin immediately and a Lv. 7 Mew will appear.

This method can be used to catch any Pokémon in the game, even Missingno. in Yellow Version. While a Pokémon with a special stat of 21 will give one Mew, using a Pokémon with a different special stat will give the player a different Pokémon. For example, in the Red/Blue versions, if a Pokémon with a Special stat of 198 is used, a glitch called "LM4" will appear instead of Mew. There are, however, some glitch Pokémon such as 8 and PkMn n which cannot be caught using this method. Some Special stats will cause glitch Trainers to appear. They may be glitched versions of regular in-game trainers, such as Bruno with Blaine's party.

PokéWTrainer appears through the Mew glitch with a special stat of 196.

>>>

>>>

2. Obtaining X Chiisai-u - xChiisai-u,**********Y2-32*********
(This is direct copy of the Mew glitch (method 3) from Bulbapedia)

WARNING! This glitch is not possible on Yellow unless the player is lucky enough to not run into a Pokémon while running out of the mansion. The mansion is the only place one can find Ditto, because there are no Ditto on Route 15 and the player cannot surf to Cerulean Cave, because of the disabled start button.

For this method, the player first needs a Pokémon with a Special Stat of 21. It doesn't matter if the stat was naturally leveled or boosted with calcium as long as it's not due to an in-battle special boosting skill. Once the player has this Pokémon, the player needs to find ANY trainer in the game that will engage in battle the moment the trainer is on screen and the player is in the trainer's line of sight. The most common examples are the Gambler east of Saffron City and the Junior Trainer in the high grass west of Nugget Bridge. Often people have already fought these trainers, so other later-game trainers include a couple Bikers on Route 17 (Cycling Road) or the four trainers on the west side of Route 14 (three Bikers and one Bird Keeper). The player then needs to get the trainer off screen. Next, take a single step towards him, enough for him to start the battle, and immediately press START before he spots the player and the exclamation point appears. Once the player has pressed start and the start menu appears, the trainer needs to Fly, Dig, or Teleport elsewhere. The location being traveled to must have a path via which the player can walk both to a place where there is wild Ditto (such as Route 15 east of Fuchsia City) and after to a place with a trainer to fight. This is because the start button will no longer work until after a battle with a trainer (to be mentioned) because the game has been tricked into thinking it's in battle mode. Once the battle with the trainer the player picked was evaded successfully, the player then needs to battle ANY trainer in the game, as long as there is one space between the player and the trainer when the battle is initiated so that the trainer has to walk up to the player and the player doesn't approach the trainer directly. After defeating the trainer, the player needs to find a wild Ditto, and battle it until it uses Transform on the player's Pokémon with the Special Stat of 21. After defeating the Ditto (with any of the player's six Pokémon), the player needs to avoid running into any other wild Pokémon and/or battling any other trainers, and go back to the Route where the trainer the player first evaded is located (for the Gambler, east of Saffron City, for the Bikers, Route 14; etc.). Once the Route is approached, the start menu will automatically appear. The player needs to press the B Button. A battle will begin immediately and a Lv. 7 Mew will appear.

This method can be used to catch any Pokémon in the game, even Missingno. in Yellow Version. While a Pokémon with a special stat of 21 will give one Mew, using a Pokémon with a different special stat will give the player a different Pokémon. For example, in the Red/Blue versions, if a Pokémon with a Special stat of 198 is used, a glitch called "LM4" will appear instead of Mew. There are, however, some glitch Pokémon such as 8 and PkMn n which cannot be caught using this method. Some Special stats will cause glitch Trainers to appear. They may be glitched versions of regular in-game trainers, such as Bruno with Blaine's party.

X Chiisai-u - xChiisai-u, appears through the Mew glitch with a special stat of 196.

>>>

>>>

64	TM01	Normal	37	0%	3
65	Poison Sting	Poison	15	100%	35
124	TM34	Normal	0	9%	10
170	TM08	Glitch	30	17%	20
174	TM08	Glitch	30	17%	20
175	TM34	Normal	0	9%	10
193	TM05	Glitch	—	—%	33
194	TM05	Glitch	—	—%	33
195	HM04	Glitch	58	50%	12
196	Poison Sting	Poison	15	100%	35
250	Mist	Ice	—	—%	30
250	Wrap	Normal	85	15%	20
250	TM01	Normal	37	0%	3
250	Gust	Normal	40	100%	35

TM/HM Info:

TM	Move	Type	Pwr.	Acc.	PP
TM02	Razor Wind	Normal	80	100%	10
TM08	Body Slam	Normal	85	100%	15
TM13	Ice Beam	Ice	95	100%	10
TM15	Hyper Beam	Normal	150	90%	5
TM18	Counter	Fighting	Varies	100%	20
TM21	Mega Drain	Grass	40	100%	15
TM24	Thunderbolt	Electric	95	100%	15
TM27	Fissure	Ground	OHKO	30%	5
TM29	Psychic	Psychic	90	100%	10
TM32	Double Team	Normal	—	—%	15
TM33	Reflect	Psychic	—	—%	20
TM34	Bide	Normal	Varies	100%	10
TM36	Selfdestruct	Normal	200	100%	5
TM40	Skull Bash	Normal	100	100%	15
TM43	Sky Attack	Flying	140	90%	5
TM48	Rock Slide	Rock	75	90%	10
TM49	Tri Attack	Normal	80	100%	10
HM03	Surf	Water	95	100%	15

Evolution:

```
Chiisai-u <--> (Trade to Yellow) <--> (Female symbol)
          `--> (Lv. 9) ---> Spearow ---> (Lv. 20) ---> Fearow
```

2. Obtaining Chiisai-u**********RB2-33**********
(This is direct copy of the Mew glitch (method 3) from Bulbapedia)

WARNING! This glitch is not possible on Yellow unless the player is lucky enough to not run into a Pokémon while running out of the mansion. The mansion is the only place one can find Ditto, because there are no Ditto on Route 15 and the player cannot surf to Cerulean Cave, because of the disabled start button.

For this method, the player first needs a Pokémon with a Special Stat of 21. It doesn't matter if the stat was naturally leveled or boosted with calcium as long as it's not due to an in-battle special boosting skill. Once the player has this Pokémon, the player needs to find ANY trainer in the game that will engage in battle the moment the trainer is on screen and the player is in the trainer's line of sight. The most common examples are the Gambler east of Saffron City and the Junior Trainer in the high grass west of Nugget Bridge. Often people have already fought these trainers, so other later-game trainers include a couple Bikers on Route 17 (Cycling Road) or the four trainers on the west side of Route 14 (three Bikers and one Bird Keeper). The player then needs to get the trainer off screen. Next, take a

single step towards him, enough for him to start the battle, and immediately press START before he spots the player and the exclamation point appears. Once the player has pressed start and the start menu appears, the trainer needs to Fly, Dig, or Teleport elsewhere. The location being traveled to must have a path via which the player can walk both to a place where there is wild Ditto (such as Route 15 east of Fuchsia City) and after to a place with a trainer to fight. This is because the start button will no longer work until after a battle with a trainer (to be mentioned) because the game has been tricked into thinking it's in battle mode. Once the battle with the trainer the player picked was evaded successfully, the player then needs to battle ANY trainer in the game, as long as there is one space between the player and the trainer when the battle is initiated so that the trainer has to walk up to the player and the player doesn't approach the trainer directly. After defeating the trainer, the player needs to find a wild Ditto, and battle it until it uses Transform on the player's Pokémon with the Special Stat of 21. After defeating the Ditto (with any of the player's six Pokémon), the player needs to avoid running into any other wild Pokémon and/or battling any other trainers, and go back to the Route where the trainer the player first evaded is located (for the Gambler, east of Saffron City, for the Bikers, Route 14; etc.). Once the Route is approached, the start menu will automatically appear. The player needs to press the B Button. A battle will begin immediately and a Lv. 7 Mew will appear.

This method can be used to catch any Pokémon in the game, even Missingno. in Yellow Version. While a Pokémon with a special stat of 21 will give one Mew, using a Pokémon with a different special stat will give the player a different Pokémon. For example, in the Red/Blue versions, if a Pokémon with a Special stat of 198 is used, a glitch called "LM4" will appear instead of Mew. There are, however, some glitch Pokémon such as 8 and PkMn n which cannot be caught using this method. Some Special stats will cause glitch Trainers to appear. They may be glitched versions of regular in-game trainers, such as Bruno with Blaine's party.

Chiisai-u appears through the Mew glitch with a special stat of 193.

>>>

HT ?'?"
No. 205 WT ?.? lb
[]---[]---[]---[]---[]
(obviously nothing down here)

(Female symbol)'s Type:
Normal
Normal

Base Stats:
Unknown.

Resistances:
This is different. Effectivenesses are now listed.
Fighting : 4x
Ghost : 0x
Normal : 1x
Flying : 1x
Poison : 1x
Ground : 1x
Rock : 1x
Bug : 1x
Grass : 1x
Fire : 1x
Water : 1x
Electric : 1x
Psychic : 1x
Ice : 1x
Dragon : 1x

Learnset:

Level	Move	Type	Pwr.	Acc.	PP
Start	Spike Cannon	Normal	20	100%	15
Start	Waterfall	Water	80	100%	15
Start	Dream Eater	Psychic	100	100%	15
Start	Constrict	Normal	10	100%	35
6	Hyper Beam	Normal	150	90%	5
9	Pay Day	Normal	40	100%	20
10	TM50	Glitch	56	28%	25
11	TM41	Glitch	71	—%	2
12	Super Glitch	Glitch	—	—%	—
13	Unknown glitch move	Glitch	—	—%	—
15	Unknown glitch move	Glitch	—	—%	—
16	Unknown glitch move	Glitch	—	—%	—
21	Unknown glitch move	Glitch	—	—%	—
22	Super Glitch	Glitch	—	—%	—
23	Super Glitch	Glitch	—	—%	—
24	ThunderPunch	Electric	75	100%	15
25	Wrap	Normal	15	85%	20
26	TM54	Normal	2	8%	62
29	Tackle	Normal	35	95%	35
30	Super Glitch	Glitch	—	—%	—
32	Scratch	Normal	40	100%	35
33	TM27	Ice	35	3%	3
35	TM05	Glitch	—	—%	33
38	Absorb	Grass	20	100%	20
40	Stomp	Normal	40	100%	35
41	TM54	Normal	2	8%	62
42	Mimic	Normal	—	—%	10

44	Petal Dance	Grass	70	100%	20
49	TM15	Normal	0	0%	0
51	TM54	Normal	2	8%	62
52	TM54	Normal	2	8%	62
56	Twineedle	Bug	25	100%	20
59	Double Kick	Fighting	30	100%	30
60	TM50	Glitch	56	28%	25
66	TM05	Glitch	—	—%	33
70	TM18	Flying	7	17%	46
71	TM04	Water	0	18%	39
74	TM15	Normal	0	0%	0
80	Tackle	Normal	35	95%	35
82	Hydro Pump	Water	120	80%	5
85	Twineedle	Bug	25	100%	20

TM/HM Info:
Cannot learn via TM/HM.

Evolution:
Chiisai-u <--> (Trade to Yellow) <--> (Female symbol)
`--> (Lv. 9) ---> Spearow ---> (Lv. 20) ---> Fearow

2. Obtaining (Female symbol) **********Y2-34**********
(This is direct copy of the Mew glitch (method 3) from Bulbapedia)

WARNING! This glitch is not possible on Yellow unless the player is lucky enough to not run into a Pokémon while running out of the mansion. The mansion is the only place one can find Ditto, because there are no Ditto on Route 15 and the player cannot surf to Cerulean Cave, because of the disabled start button.

For this method, the player first needs a Pokémon with a Special Stat of 21. It doesn't matter if the stat was naturally leveled or boosted with calcium as long as it's not due to an in-battle special boosting skill. Once the player has this Pokémon, the player needs to find ANY trainer in the game that will engage in battle the moment the trainer is on screen and the player is in the trainer's line of sight. The most common examples are the Gambler east of Saffron City and the Junior Trainer in the high grass west of Nugget Bridge. Often people have already fought these trainers, so other later-game trainers include a couple Bikers on Route 17 (Cycling Road) or the four trainers on the west side of Route 14 (three Bikers and one Bird Keeper). The player then needs to get the trainer off screen. Next, take a single step towards him, enough for him to start the battle, and immediately press START before he spots the player and the exclamation point appears. Once the player has pressed start and the start menu appears, the trainer needs to Fly, Dig, or Teleport elsewhere. The location being traveled to must have a path via which the player can walk both to a place where there is wild Ditto (such as Route 15 east of Fuchsia City) and after to a place with a trainer to fight. This is because the start button will no longer work until after a battle with a trainer (to be mentioned) because the game has been tricked into thinking it's in battle mode. Once the battle with the trainer the player picked was evaded successfully, the player then needs to battle ANY trainer in the game, as long as there is one space between the player and the trainer when the battle is initiated so that the trainer has to walk up to the player and the player doesn't approach the trainer directly. After defeating the trainer, the player needs to find a wild Ditto, and battle it until it uses Transform on the player's Pokémon with the Special Stat of 21. After defeating the Ditto (with any of the player's six Pokémon), the player needs to avoid running into any other wild Pokémon and/or battling any other trainers, and go back to the Route where the

trainer the player first evaded is located (for the Gambler, east of Saffron City, for the Bikers, Route 14; etc.). Once the Route is approached, the start menu will automatically appear. The player needs to press the B Button. A battle will begin immediately and a Lv. 7 Mew will appear.

This method can be used to catch any Pokémon in the game, even Missingno. in Yellow Version. While a Pokémon with a special stat of 21 will give one Mew, using a Pokémon with a different special stat will give the player a different Pokémon. For example, in the Red/Blue versions, if a Pokémon with a Special stat of 198 is used, a glitch called "LM4" will appear instead of Mew. There are, however, some glitch Pokémon such as 8 and PkMn n which cannot be caught using this method. Some Special stats will cause glitch Trainers to appear. They may be glitched versions of regular in-game trainers, such as Bruno with Blaine's party.

(Female symbol) appears through the Mew glitch with a special stat of 193.

>>>

Level Move Type   Pwr. Acc. PP
Start Peck Flying 35 100% 35

TM/HM Info:
Cannot learn via TM/HM.

Evolution:
Machoke ---> (Lv. 234) ---> D8 <--> (Trade to R/B) <-->PkMnaPkMnfPkMnk ---,
____/
`---> (Lv. 80) ---> 4B 8 4 8 <--> (Trade to Red/BLue) <--> B

2. Obtaining B**********Y2-35**********
It is a difficult process to obtain B. The player must first obtain a Machoke
of a level higher than 100 through the Mew Glitch, then use Rare Candies to
level it to or past level 234 to evolve it into a Glitch (D8), then trade it
to Red and Blue where it will become a PkMnaPkMnfPkMnk. PkMnaPkMnfPkMnk must
then be evolved at level 80 into a 4B 8 4 8. 4B 8 4 8 must then be traded to
Yellow Version to become a B.

>>>
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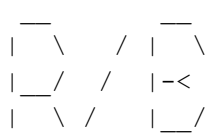

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Glitch (EC)
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1. Basic Data**GSC1-36**************
(As shown in Pokédex)

____
[Pic]   [Print] | Height: 5'7"
      [randon symbols] | Weight: 486.3 lbs
                               |
                               |
                               |
                               |
_______________________________| It is #253 (National Dex)

Glitch EGG's Type:
???

Egg group: Unknown

Steps to hatch: 30,720 steps. Never hatches into a REAL Pokémon.

2. Obtaining Glitch EGG**********GSC2-36**********
Let me explain WHY it appears:

Egg data in Pokémon games usually have their own entry in the same chunk as other species' data. In Generation II, number 253 stored most of the data associated with the unhatched egg. For any Pokémon in a Trainer's party, there are two values stored per Pokémon that indicate its species. The first value, found in the Pokémon's data structure, decides how the stats grow and what sprite appears in battle. There is a second value that is typically exactly the same as the actual species value while it is in the party that nearly only decides what sprite appears in the party screen next to the Pokémon's name. However, when the Pokémon is still an unhatched egg, this second value will be 253, signaling the game to treat it as an egg. Oddly, it has a footprint with 253 in it.

Because of this, the egg sprite will appear next to the "Egg" glitch Pokémon like a normal egg. But since the original structure value is also 253, the egg is forced to hatch into another egg instead of an actual intended species. This creates a never-ending hatching loop, where the egg will hatch into a new egg every 30,720 steps.

>>>

Stats (at time of finding (Lv. 77)):
Level : 77 _ _____
HP : ??? | | Unless the Max Stat cheat is used. |
Attack : ??? | | See gameshark.com for list of codes. |
Defense : ??? |_____| |
Sp. Attack : ??? | | |
Sp. Defense: ??? | | |
Speed : ??? _| |_____|

EXP. Points: ???
Next Level : ???

Type : Tough/Cute (no weaknesses/strengths)
Ability: No ability

2. Obtaining - (all 5 games)**********FL2-37**********
Hatch a new MissingNo. Go back to the MissingNo sections.

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|__/  /     \  /  |--
|  \ /   ___/ /   |__
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1. Seeing the name (and maybe a...?) **********RSE1-37**********
For this, you'll need a Gameshark with the following codes active for your
respective game: (2007 release of Gameshark)

Sapphire Version==========
[M] Must Be On
97765FE66BB8
67454B997BF0
6770DB98FA7A

Walk-Thru-Walls
6C564A1976D4
6C74C8C9347E
65254BA1BE53
924A5445B32B

Ruby Version==========
[M] Must Be On
97765FE66BB8
67454B997BF0
6770DB98FA7A

Walk-Thru-Walls
6C564A1976D4
6C74C8C9347E
65254BA1BE53
924A5445B32B

Emerald Version==========
[M] Must Be On
918827126FFA
~~~~~~

536A84ECA55A
97BD3E55C51D

Walk-Thru-Walls
568088CDA22E
5EF02C55A00F
BC97CD17845E
C33E407B6EE4

==========

Okay, once all cheats are activated, go to any Pokémon Center. Go to the Link Cable Colosseum, walk in there and save. Now, activate these codes:

Sapphire==========
[M] Must Be On
97726CAE9184
17832E0E3475
B85E5A770386

Access Fly Map [L+B+Up]
708855A36BF6
EDD4DDC1294D
708855A36BF6
9A7A22BBBFF4
708855A36BF6
BD7A32D32BDE

Wild Pokémon Easily Caught
EC97CA418A9A
CBC3B8251600

Have all PokéBalls
8C0CC69D0384
FA9826EE9187
8C9DC7080881
FB9826AE9585

Ruby==========
[M] Must Be On
97726CAE9184
8F7AAA5C15FE
B85E5A770386

Access Fly Map [L+B+Up]
708855A36BF6
EDD4DDC1294D
708855A36BF6
9A7A22BBBFF4
708855A36BF6
BD7A32D32BDE

Wild Pokémon Easily Caught
6006D97C61CF
47C3AA0DF650

Have all PokéBalls
8C0CC69D0384
FA9826EE9187
8C9DC7080881

FB9826AE9585

Emerald==========
[M] Must Be On
9266FA6C97BD
905B5ED35F81
B76A68E5FAB1

Wild PKMN Easily Caught
C2711CBA6F6B
72EA77420E4D

Access Fly Map [A+Sel]
AE44960EADD6
70C560A026F8
AE44960EADD6
70A4A310E655

==========

Next, start the game and go to a bench, as if you ARE doing a link cable battle. A wild MissingNo appears, as usual. Catch it with a Master Ball. You'll go through the usual crap. When you get the option to nickname it, hold L and Up on Sapphire/Ruby, Select on Emerald. When the choice box appears, press B on Sapphire/Ruby, A on Emerald. Exit the Fly map. You will appear back in the Colosseum, but with no music. Re-enter the battle, and you get your enemy:

Bad EGG <F> Lv: 0

(HP |####################)

Yes, a Bad EGG! Like MissingNo, it is Lv. 0. It also has a definite gender, if seen via glitch (this one), it is always female. If you KO it, you will get a mere 1 EXP. and a win on your record.

Catching it has no in-game effect. You get no Pokédex data, but thankfully, you don't lose your items.

Should you nickname it, well, it says -'s nickname.

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1. Obtaining - **DPP1-37************
You must first hatch a ? in a GBA game, then import it to D/P/P via Pal Park.

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1. Basic Data**********RSE1-38**********
Like a normal egg, bad eggs appear with a type of ???, as well as have the same Pokémon status screen as an egg would. Despite this, the similarities end there, as bad eggs can be holding items (which cannot be taken) and be placed within types of Poké Ball aside from the standard kind. Some may be reported to have Pokérus or be cured of it, and may be fainted.

A bad egg placed in the first slot of the party will, rather than having a normal egg menu sprite, have a differently colored version of the menu sprite of the Pokémon following it, such as a golden Bulbasaur, a blue Marowak, or a brown Ho-Oh. It is unknown why this happens, as even shiny Pokémon have a normal-colored menu sprite; however it may have to do with the game using an egg sprite's palette for the first sprite information it encounters (as the bad egg's is blank).

If it is forced to hatch through use of a cheat code, a ? will come out and the game will immediately freeze.

2. Obtaining a Bad EGG**********RSE2-38**********
When using the GameShark code for quick Daycare level-up, an invisible bad egg will appear in the party, which can be switched around using the PC and used in battle.

Alternatively, by using codes to capture Wild Pokémon instantly, reducing their HP to 0 yet keeping the battle going, it will be sent to the PC instead as a bad egg. This bad egg can be removed from the game by picking up another Pokémon while it is held, then setting it back down. This bad egg appears differently; instead of an egg in its status box, it is the "unseen Pokémon" image used in the Pokédex and by MissingNo. Like MissingNo, using it in battle will cause an instant white out (if used without any other Pokémon in the party).

New Method: Using the floowing cheats (on 2007 Gameshark):
Sapphire==========
[M] Must Be On
97726CAE9184
17832E0E3475
B85E5A770386

Wild Pokémon Easily Caught
EC97CA418A9A
CBC3B8251600

Ruby==========
[M] Must Be On
97726CAE9184
8F7AAA5C15FE

B85E5A770386

Wild Pokémon Easily Caught
6006D97C61CF
47C3AA0DF650

Emerald==========
[M] Must Be On
9266FA6C97BD
905B5ED35F81
B76A68E5FAB1

Wild PKMN Easily Caught
C2711CBA6F6B
72EA77420E4D

==========
... then enter a battle with any Trainer, so long as it has a Pokémon (duh). Use any of your Pokéballs on the Pokémon and the battle ends with the opponet's Pokémon (reportedly) being caught. You recieve no award. Once the Pokémon menu is checked, a Bad EGG is in the party. It DOES have a contagious Pokérus, has an item (unobtainable), and the caught Pokéball varies on which you used to catch the Trainer's Pokémon. I have caught about 20 in the night I discovered this, and two had the summaries of real, normal EGGs. One of those was said to be close to hatching! I am preparing to conduct an experiment in which I temporarily get MissingNo and catch a Bad EGG. At the time of this update, however, I have not completed this experiment, and have a math tournament the next day, so wait a few days, okay?

UPDATE: Upon doing experiment, I have concluded that Bad EGGs can be put in battle. If you do use a temporal MissingNo (Above section WAAAAY above), you can use the above codes to obtain a Bad EGG. MissingNo is then replaced by the Bad EGG, making it the only "Pokémon" in the party. In any wild/Trainer battle, you will start by saying and sending out, and I quote, "Go! Bad EGG!" If you have noticed the stats, the Pokémon caught to make a Bad EGG has its stats on the Bad EGG. For example, a Lv. 10 Ralts being caught becomes a Lv. 10 Bad EGG with [seemingly] correct stats. However, the gender is ALWAYS male on these.

Bad eggs can also occur if the player attempts to hack a Pokémon which has an illegal moveset, as the checksums will not add up correctly (as the checksum would use the Pokémon's normal moveset at that level as a check).

3. Seeing a Bad EGG in battle**********RSE3-38**********
For this, you'll need a Gameshark with the following codes active for your respective game: (2007 release of Gameshark)

Sapphire Version==========
[M] Must Be On
97765FE66BB8
67454B997BF0
6770DB98FA7A

Walk-Thru-Walls
6C564A1976D4
6C74C8C9347E
65254BA1BE53
924A5445B32B

Ruby Version==========
[M] Must Be On

```
97765FE66BB8
67454B997BF0
6770DB98FA7A

Walk-Thru-Walls
6C564A1976D4
6C74C8C9347E
65254BA1BE53
924A5445B32B

Emerald Version=================================================================
[M] Must Be On
918827126FFA
536A84ECA55A
97BD3E55C51D

Walk-Thru-Walls
568088CDA22E
5EF02C55A00F
BC97CD17845E
C33E407B6EE4

================================================================================

Okay, once all cheats are activated, go to any Pokémon Center. Go to the Link
Cable Colosseum, walk in there and save. Now, activate these codes:

Sapphire========================================================================
[M] Must Be On
97726CAE9184
17832E0E3475
B85E5A770386

Access Fly Map [L+B+Up]
708855A36BF6
EDD4DDC1294D
708855A36BF6
9A7A22BBBFF4
708855A36BF6
BD7A32D32BDE

Wild Pokémon Easily Caught
EC97CA418A9A
CBC3B8251600

Have all PokéBalls
8C0CC69D0384
FA9826EE9187
8C9DC7080881
FB9826AE9585

Ruby============================================================================
[M] Must Be On
97726CAE9184
8F7AAA5C15FE
B85E5A770386

Access Fly Map [L+B+Up]
708855A36BF6
EDD4DDC1294D
```

708855A36BF6
9A7A22BBBFF4
708855A36BF6
BD7A32D32BDE

Wild Pokémon Easily Caught
6006D97C61CF
47C3AA0DF650

Have all PokéBalls
8C0CC69D0384
FA9826EE9187
8C9DC7080881
FB9826AE9585

Emerald==========
[M] Must Be On
9266FA6C97BD
905B5ED35F81
B76A68E5FAB1

Wild PKMN Easily Caught
C2711CBA6F6B
72EA77420E4D

Access Fly Map [A+Sel]
AE44960EADD6
70C560A026F8
AE44960EADD6
70A4A310E655

[Emerald may as well just use a regular Pokéball]

==========

Next, start the game and go to a bench, as if you ARE doing a link cable battle. A wild MissingNo appears, as usual. Catch it with any Pokéball. You'll go through the usual crap. When you get the option to nickname it, hold L and Up on Sapphire/Ruby, Select on Emerald. When the choice box appears, press B on Sapphire/Ruby, A on Emerald. Exit the Fly map. You will appear back in the Colosseum, but with no music. Re-enter the battle, and you get your enemy:

Bad EGG <F> Lv: 0

(HP |####################)

Yes, a Bad EGG! Like MissingNo, it is Lv. 0. It also has a definite gender, if seen via glitch (this one), it is always female. If you KO it, you will get a mere 1 EXP. and a win on your record.

Catching it has no in-game effect. You get no Pokédex data, but thankfully, you don't lose your items.

Should you nickname it, well, that's different. [Section up there]

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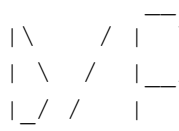

1. Obtaining a Bad EGG**************************DPP1-38**********************
It is possible to encounter a bad egg in the wild by using an Action Replay on Pokémon Diamond, Pearl, and Platinum and setting the wild Pokémon modifier code to 495 (normal eggs appear for 494). The game will freeze instantly on capture when the game attempts to show the Pokédex entry. A normal egg captured in this way will hatch into a random Pokémon, including Pokémon that do not normally hatch from eggs like legendary Pokémon and evolved Pokémon, or may hatch into DPBox or, like its Generation II counterpart, another egg (which will then go on to hatch into a DPBox itself). Due to being incorrectly generated, whatever is hatched may eventually turn into a bad egg itself, and then subsequently hatch yet again. The use of an American Action Replay with a 1 hit kills cheat in double battles will often result in a Bad Egg appearing. If the player sees a Bad Egg, the game will occasionally freeze.

The same issues with regards to capturing Trainers' Pokémon and double battles remain in play in Generation IV, with bad eggs popping up in the same situations.

If Transform is used against a bad egg, its backsprite will be exactly the same as its front sprite.

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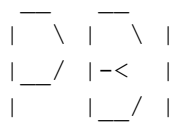

1. Obtaining a Bad EGG**************************PBR1-38**********************
In Pokémon Battle Revolution, some Pokémon that are hacked may become bad eggs when they are copied from Pokémon Diamond, Pearl, and Platinum. A common example of a bad egg replacing a Pokémon is when that Pokémon has more than 510 effort values. Bad eggs are unable to battle in Pokémon Battle Revolution.

If the player has a hacked Pokémon, although it won't appear to be a bad egg on their DS game, it will show up as a bad egg on Pokémon Battle Revolution if used in a DS battle.

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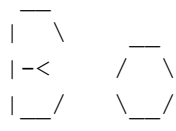
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1. Basic Data**********FL1-39**********
Impossible. In battle, it WILL cause a freeze.

2. Obtaining B oE AN**********FL2-39**********
For this, you'll need a Gameshark with the following codes active for your respective game: (2007 release of Gameshark)

FireRed==========
[M] Must Be On
9820F6AE8203
23705BFC2025
CC391336E64B

Always Your Turn
E74BE30D537F
8D09EBCF83F7
E27F02207209
4A7B1AD662BD

Infinite PP
6E2494715369
17D4F39712D9

LeafGreen==========
[M] Must Be On
9820F6AE8203
8359EBCF20F5
DC89BB73F72F

Always Your Turn
E74BE30D537F
8D09EBCF83F7
E27F02207209
4A7B1AD662BD

Infinite PP
6E2494715369
17D4F39712D9

==========
In order to see B oE AN, the player can enter the GameShark codes "Always your turn" and "Infinite PP" to catch a Caterpie. Then after evolving it into a Metapod, the player must use the Metapod against Brock with the GameShark codes switched on. He or she then has to make the Metapod use Tackle once, and the game should automatically switch out to B oE AN on the following turn, rather than performing the action selected by the player.
~~~~~~

//
Glitch Types
//

0. Quick Note********************T0**
Just FYI, but glitchy types can cause harmful stuff to the game. Gltich types have no strengths, weaknesses, or immunities and are only found on glitch Pokémon, such as MissingNo or h Poké.

1. ?********************T1**
Pokémon of that type:
pPkMnp

Moves of this type:
None

2. /6!2?2 A********************T2**
Pokémon of that type:
None

Moves of this type:

Name	Power	Accuracy	PP
TM53	160	53%	30

3. ,K Pk<name of player>xX********************T3**********************************
Pokémon of that type:
None

Moves of this type:

Name	Power	Accuracy	PP	Notes
TM05	—	—%	33	Increases the user's Evasion 3 stages.
TM05	76	30%	21	Freezes game

4. 8 8 9 5********************T4**
Pokémon of that type:
None

Moves of this type:

Name	Power	Accuracy	PP
TM45	18	31%	18

5. 99||9********************T5**
Pokémon of that type:
MissingNo (Yellow version)
4 4

Moves of this type:

None

6. Bird********************T6**
Pokémon of that type:
MissingNo (Red/BLue)
'M

Moves of this type:
None

7. CoolTrainer********************T7***
Pokémon of that type:
None

Moves of this type:

Name	Power	Accuracy	PP	Notes
--	—	—%	13	Causes glitches.
TM47	121	48%	16	30% chance to poison the target.
TM47	121	48%	16	Lowers a glitched stat with a random name

8. Glitch********************T8***
Pokémon of that type:
3TrainerPoké

Moves of this type:

Name	Power	Accuracy	PP	Notes
HM04	58	50%	12	Causes user to skip the next turn.
HM05	102	38%	6	None
TM08	30	17%	20	When it misses, the user takes half damage.
Super Glitch	—	—%	—	Causes glitches.

9. GGQRRROO ROCKET********************T9***********************************
Pokémon of that type:
????? (Gen. II MissingNo)

Moves of this type:
None

10. IIIItoto********************T10*************************************
Pokémon of that type:
None

Moves of this type:

Name	Power	Accuracy	PP	Notes
TM09	255	33%	16	The user faints after using this attack.

11. Pokémaniac********************T11*************************************
Pokémon of that type:
.4

Moves of this type:

12. Qi JT<name of player>? PokéBB<name of Pokémon> de W N*************T12****
Pokémon of that type:
None

Moves of this type:

Name	Power	Accuracy	PP
TM14	85	29%	29
TM17	13	17%	0

13. x v zA********************T13**
Pokémon of that type:
None

Moves of this type:

Name	Power	Accuracy	PP	Notes
TM41	71	—%	2	Raises the user's Evasion by two stages.
TM55	97	0%	0	None.

14. <Name of last Trainer battled>********************T14********************
Pokémon of that type:
CA

Moves of this type:

Name	Power	Accuracy	PP	Notes
TM28	85	46%	54	Has a 30% chance of lowering the target's Special stat.

//
First Generation Glitches
//

1. Cut Glitch**RBY1********************
Compatable with:
Glitch #1: Red, Blue, Yellow, Gold, Silver, Crystal
Glitch #2: Red, Blue, Yellow

Glitch Number One:
This more severe glitch of the two allows the player to get stuck on top of a cuttable tree. This glitch is present in Generations I and II. In order to perform the glitch, the player must have the Gym Badge allowing the use of Cut (the Cascade Badge in Kanto; the Hive Badge in Johto), and HM01 (Cut) taught to a member of the party.

If, upon cutting down the tree, the player saves the game while standing in the spot where the tree originally stood before being cut down, and turns off the power, he or she will find their avatar standing on top of a tree when the game is reloaded.

In some cases, the player may find that he or she is permanently stuck on the tree. The only remedy for this is that the game be restarted.

Glitch Number Two:

This glitch is a minor glitch in Generation I involving a tree near the bottom of Route 14.

If this particular tree is cut down and then the player walks five steps west from where the tree was (so that the spot where the tree used to be is at the edge of the screen) and then walks back their path will be blocked as if a tree was still there. Even though the tree is not visible, it can still be cut down normally using the move Cut.

2. Glitch City**********RBY2**********
Travel to the Safari Zone. Enter a Safari Game, save the game, turn it off, then turn it back on. Exit the Safari Zone. The attendant will ask if the player would like to join a Safari Game. Answer "no". Fly anywhere (for the easiest Glitch City to walk in, go to Route 20). After taking 500 steps, the Safari Zone's PA will ring, and the player will be teleported into the Safari Zone gatehouse. Leave the gatehouse through the south exit, and the player will be in Glitch City.

To escape, use Fly or Teleport.

3. Glitch Trainers**********RBY3**********
Glitch Trainers are a glitch Trainer class that can be battled while using the Missingno. glitch. They can also be found by doing the Mew glitch with special stats ranging from 201-255 in the Red/Blue versions and 201-253 in the Yellow version. Depending on the player's name, during the Missingno. glitch a player can run into Black Belts, Gentlemen, Blue, and Professor Oak, among others.

When battling a glitch Trainer, the music begins as normal wild Pokémon music. When a glitch Pokémon is used by the Trainer, its cry may be audio from other parts of the game, such as the background music of the final battle with the rival.

Unlike other Trainers, the Glitch Trainer says nothing before or after the battle. Glitch Trainers have been known to use glitch Pokémon such as Glitchy Nidorino, Missingno., and Charizard 'M, and non-obtainable glitch Pokémon among others. Many of the Pokémon they use cannot be caught by the player using any known in-game trick and can only be caught using a cheating device.

4. Mew Glitch**********RBY4**********
Method #1:
To acquire Mew at the earliest point possible in the game, the player must not have defeated the Swimmer in Cerulean Gym and the Junior Trainer (the one who says "I saw your feat from the grass" when the battle with him begins) on Route 24 (West of Nugget Bridge) in the grass. It is prudent to save before doing this. The player must defeat Nugget Bridge as usual without engaging a battle with the Junior Trainer.

Before attempting this glitch, it is ideal to have several Poké Balls stocked up. Note that the player must have an Abra that can teleport, and therefore cannot be playing Yellow version unless he or she has reached Route 5 or traded for one prior to attempting the glitch.

The player first heals at the Cerulean City Pokémon Center, so they may Teleport there later.

The player then needs to return to Route 24 and catch (or trade over) an Abra, or withdraw the Abra if it is in the PC, then return to Route 24 if not already there. The player then needs to stand above the Junior Trainer

so that he is just offscreen. Then the player needs to move down until seen, and immediately press START. The player then needs to use Teleport with Abra. If done correctly, the Trainer should get the indicative exclamation mark while the player teleports. At this point, the Start menu will not work until the player battles someone though it is imperative to not battle anything or anyone else or talk to anyone (including the Youngster with the level 17 SlowPoké on Route 25 if the player wishes to use the alternate method, see below).

The player then needs to head east from the Pokémon Center into the Cerulean City Gym and battle the Swimmer. After defeating the Swimmer (the Start menu should be available upon defeating him), the player then must head to Nugget Bridge and after several steps the Start Menu appears. Upon closing of the menu, it should begin a battle with a Lv. 7 Mew.

Note: This method, if executed correctly, will always result in a wild Mew regardless of the last seen Pokémon's Special stat.

Method #1 (alt):
The player must follow the steps for Method #1 exactly until they teleport from the Junior Trainer using Abra. Again, the Start menu will not work after teleporting. The player then needs to head north towards Route 25 and battle the Youngster. As in Method #1, it is imperative to not battle anything or anyone else or talk to anyone before then. The player must engage in battle by him seeing them (and must walk against the wall to be seen, not towards him or the game will freeze).

After defeating the Youngster, the player then needs to walk towards Cerulean City. After a small amount of steps, the Start menu appears. Closing it should begin a battle against a Lv. 7 Mew.

If used on other trainers other than the Youngster, it will often be a different Pokémon (depending on the trainer's Pokémon's Special stat); for instance, doing so with the Lass below the Youngster will result in finding a Lapras, which is normally only available at Silph Co.

Method #2:
For this method, the player needs to go to the Gambler in front of the Underground Tunnel entrance east of Saffron City, and stand above him so that he is just off screen. The player then needs to take one step down closer to him, but make sure that he does not see the player, and then immediately press START. If the player is spotted, the glitch would fail. If it was successful, the menu will appear and the player will be able to Fly, Dig, or Teleport. The player needs to use Fly to reach Cerulean City. While flying, the exclamation point that usually appears above a Trainer's head when they wish to battle the player will appear. The player then needs to go to Route 24 and, just like in method #1, defeat the Youngster that owns a SlowPoké (with him walking towards the player to start the battle, or the game will freeze). After defeating him, the player needs to Fly to Lavender Town and head west to Route 8. The START menu will appear. Press B, and Mew will appear at Level 7.

(Note: The player must battle the SlowPoké trainer on Route 24, but the player does not have to battle the Gambler in front of the Underground Path. Any trainer will do. One option is to battle one of the two bikers who are next to each other on Route 14, then battle the SlowPoké trainer, then return to Route 14. Because Route 14 is isolated, players should use Repel to prevent running into wild Pokémon in the grass and messing up the trick.)

Method #3:
This method is also known as the "extended Mew glitch" and the "Ditto glitch" due to the involvement of Ditto.

For this method, the player first needs a Pokémon with a Special Stat of 21. It doesn't matter if the stat was naturally leveled or boosted with calcium as long as it's not due to an in-battle special boosting skill. Once the player has this Pokémon, the player needs to find ANY trainer in the game that will engage in battle the moment the trainer is on screen and the player is in the trainer's line of sight. The most common examples are the Gambler east of Saffron City and the Junior Trainer in the high grass west of Nugget Bridge. Often people have already fought these trainers, so other later-game trainers include a couple Bikers on Route 17 (Cycling Road) or the four trainers on the west side of Route 14 (three Bikers and one Bird Keeper). The player then needs to get the trainer off screen. Next, take a single step towards him, enough for him to start the battle, and immediately press START before he spots the player and the exclamation point appears. Once the player has pressed start and the start menu appears, the trainer needs to Fly, Dig, or Teleport elsewhere. The location being traveled to must have a path via which the player can walk both to a place where there is wild Ditto (Route 15 east of Fuchsia City in Red and Blue and Pokémon Mansion in Yellow Version) and after to a place with a trainer to fight. This is because the start button will no longer work until after a battle with a trainer (to be mentioned) because the game has been tricked into thinking it's in battle mode. Once the battle with the trainer the player picked was evaded successfully, the player then needs to battle ANY trainer in the game, as long as there is one space between the player and the trainer when the battle is initiated so that the trainer has to walk up to the player and the player doesn't approach the trainer directly. After defeating the trainer, the player needs to find a wild Ditto, and battle it until it uses Transform on the player's Pokémon with the Special Stat of 21. After defeating the Ditto (with any of the player's six Pokémon), the player needs to avoid running into any other wild Pokémon and/or battling any other trainers, and go back to the Route where the trainer the player first evaded is located (for the Gambler, east of Saffron City, for the Bikers, Route 14; etc.). Once the Route is approached, the start menu will automatically appear. The player needs to press the B Button. A battle will begin immediately and a Lv. 7 Mew will appear.

This method can be used to catch any Pokémon in the game, even some glitch Pokémon. While a Pokémon with a special stat of 21 will give one Mew, using a Pokémon with a different special stat will give the player a different Pokémon. For example, in the Red/Blue versions, if a Pokémon with a Special stat of 198 is used, a glitch called "LM4" will appear instead of Mew. There are, however, some glitch Pokémon such as 8 and PkMn n which cannot be caught using this method. Some Special stats will cause glitch Trainers to appear. They may be glitched versions of regular in-game trainers, such as Bruno with Blaine's party.

5. Old Man Glitch**********RBY5**********
Requirements:
A Pokémon that knows Fly (assuming the player has the badge to use it).
A Pokémon that knows Surf (assuming the player has the badge to use it).
At least one of the item to be cloned (for the purposes of this explanation, the article shall use a Rare Candy).
At least five other items in the bag.
Access to Cinnabar Island or Fuchsia City.

Instructions:
Talk to the old man located north of Viridian City. Allow him to demonstrate how to catch a Pokémon.

Once he is finished, immediately use Fly to travel to either Cinnabar Island or Fuchsia City and then Surf to Seafoam Islands.

Make sure that the Rare Candy is in the sixth slot of the bag.

Surf up and down along the east coast of either island where the water is touching the land. Whether Missingno. can be encountered depends on the player's name; other Pokémon may appear instead. Continue Surfing along the coast until Missingno. appears (assuming that the player's entered name will cause a Missingno. encounter). Some names may not cause Missingno. to appear. If so, the player may find 'M, which works just as well.

Defeat, run from, or catch Missingno. or 'M.

After the battle, open the menu and view the items currently in the bag. If done correctly, the game should show "?8" or "?5" as the amount of Rare Candies in the bag (? being a glitch character).

6. ZZAZZ Glitch**********RBY6**********
The ZZAZZ glitch is a glitch found in the Generation I games. It is encountered by using the Mew glitch with a special stat that has a decimal number of any multiple of 251, 252, 254 or 255. This makes the player encounter a glitch Trainer that in turn allows this glitch to occur.

This trainer can be difficult to beat particularly due to the fact that the HP bar of the first Pokémon is abnormally high similar to the side-effects of using a Super Glitch move.

The first of the opponents Pokémon is usually level 153 proving to be more difficult to beat than a normal level 100 Pokémon but strangely the player can easily escape this trainer by using an item such as a Poké Ball or Poké Flute regardless of the fact in a normal battle this would normally have no effect. The glitch trainer usually has a Charizard 'M or a Q in his first slot; depending on whether the version is Pokémon Red and Blue or Pokémon Yellow. This trainer will usually block a thrown Poké Ball however, the battle would suddenly end.

A side effect of the ZZAZZ Glitch causes the player's name to become replaced with one that is much longer, replacing most previous letters in the player's name to be replaced by 'Z's.

Another notable side-effect of this glitch is how it changes the Pokémon in the trainer's party to level 153. Most sprites of Pokémon in the party are replaced with the back-sprite of Bulbasaur and outside of battle the trainer's sprite changes on the Trainer card. A possible explanation to why the back-sprites of all of the player's Pokémon in battle are changed to Bulbasaur is because the ZZAZZ Glitch overwrites several variables with the hex value 99. This explains why the party Pokémon are changed to level 153 because a hexadecimal value of 99 is equal to the integer 153 in standard decimal. A hexadecimal value of 99 also corresponds to the letter 'Z' and the move 'Explosion,' which suggests that the ZZAZZ Glitch has made a significant change to the data of the party Pokémon. Other less noticeable effects include changes to the interfaces in-game such as the menu, where if a player attempts to save the game the cursor scrolls over 'yes' and 'no' causing the game to crash. A white screen will appear if the player attempts to view their party Pokémon.

Although the player's name will glitch, the OT values of the party Pokémon will stay the same. This 'tricks' the game into thinking that they are not the player's Pokémon. The combination of this, and the Pokémon's levels being at 153, causes them to disobey the Trainer (as not even the Earth Badge is programmed to make Pokémon over level 100 obey the player.)

Any Trainer battle fought during the glitch will become a battle against a glitch Trainer with the player's sprite. He will either borrow the player's original name, their ZZAZZ-glitched name, or sometimes a different glitched name. His party will consist mainly of several Charizard 'M or Q, and this trainer could be considered 'almost impossible' to defeat, because one of his Charizard 'Ms has an extremely large amount of HP that is possibly close to the largest maximum amount of a Pokémon when taking two bytes into account (65536).

If the player saves after activating the ZZAZZ Glitch, their save file will be corrupted and they will be forced to start a new save file.

7. Man on Cinnabar Gym Roof**********RBY7**********
If one does not have the key to the Cinnabar Gym, and surfs on the east coast and returns to land directly in front of the gym, a man will appear on the roof of the gym. A similar effect happens if the player walks into the Vermilion City Gym, walks directly left and then up so that they are facing the bottom-left trash can and press A to inspect it, or if the player is in the gatehouse to Cycling Road. One of the trainers in the gym will be misplaced and return to his usual spot once the text box disappears, and when in the gatehouse there may be a man standing on an object somewhere behind the guard.

8. Prevented Progress (Japan)**********RBY8**********
If one evolves their starter Pokémon before they obtain their Pokédex from Prof. Oak, the game will assume that, since they have 2 Pokémon registered as caught, that they already have a Pokédex, and will not allow them to proceed. This glitch is only present in the Japanese Red and Green Versions.

9. Invisible PC**********RBY9**********
There is a hotel in Celadon City that resembles a Pokémon Center on the inside. In the top-right space of the area that the player can walk on, there is an invisible, usable PC.

10. Statue Fishing**********RBY10**********
The player can use a Fishing Rod when facing the right or left of a gym statue. It will always say "Looks like there's nothing in here...", except in Misty's gym, where all the Pokémon obtainable in the gym can be caught.

11. Quick Lv. 100 (Yellow)**********RBY11**********
This glitch is similar to the Mew glitch, but can be done in the Viridian Forest. First the player must go to the 2nd to last trainer and be out of his view (and must also not be able to see him). Walk one space and come into his view. Press start and use an escape rope to go to the Pewter City Pokémon Center. A, B, Start, and Select will not work. Now go try to go out of Pewter City towards Mt. Moon. The guy will stop the player and show him or her to Brock's Gym. Now the player must go to the small patch of grass south of Pewter City and North of Viridian Forest. Encounter a Pokémon and use Growl on it 6 times. (Try again and Growl less if the player gets a level 0 Pokémon at the end, instead of 1.) Now walk into the forest (the message 'Do you have a Pikachu?' will appear). The player will immediately go into a Pokémon battle with a level 1 Pokémon. When the player weakens the Pokémon, he/she must catch it. If the player uses it in a Pokémon Battle and

it levels up it should skip straight to level 100 (as long as that Pokémon is one of any fully-evolved Pokémon or Mew, as the algorithm for the experience to the next level for those Pokémon is glitched and takes the experience to level 2 as a rather large negative number (which displays as a large positive number.) Note: The player can obtain different level 1 Pokémon by facing different Pokémon to the patch of grass south of Pewter City and North of Viridian Forest.

12. Stuck in Wall**********RBY12**********
If the player lures an NPC into the grass above Pallet Town, she will block the player from following Professor Oak correctly, causing the player to become stuck in the wall of Oak's laboratory.

//
Second Generation Glitches
//

1. Beta Safari Zone**********G2-1**
This is located at Fuschia City. The warps are there somewhere, just walk and try to find it.

2. Celebi Egg Trick**********G2-2**
Requirement:
The egg - The player must get an egg that will know Beat Up as its third move upon hatching. This can be done by training a male and a female Sneasel up to level 57. Both Sneasel need to have the same four moves in the same order, with Beat Up at position three. Because both parents have the same moveset, the offspring will share this moveset.

The bad clone - The player must get a bad clone, a clone with a name made of only question marks (or, in some cases, blank), its level will be 0 and its gender will be different than the prototype's. If that Pokémon doesn't fulfill all those requirements, then it isn't a "bad clone" and it cannot be used for the trick. This can be done by Pokémon cloning. The box that is used for cloning must not be totally filled up at any time (otherwise the box is unable to produce bad clones). Getting a bad clone is a case of luck and occurs sometimes during the act of cloning. The chance of getting a bad clone is at maximum if the box has 15 to 18 Pokémon. Another way to increase the player's chances is by turning the game off after he/she selects YES, before any of the "SAVING... DON'T TURN OFF THE POWER." text appears.

Last requirement - The player must get any five Pokémon (preferably weak,

common or otherwise useless Pokémon). The easiest way to get them is to clone a Pokémon until there is a bad clone. Because getting a bad clone takes some tries, he or she will get five unimportant Pokémon as a positive side effect of the bad clone action.

Steps:
The player must first deposit the egg into a box. The five other Pokémon and the bad clone have to be in the party. The player must then go to the daycare and ask the man to raise the bad clone. He or she should then take it back from him, and it will be a ?????. Next, the player must put ????? at the top of his or her party and go to the PC. Using the "Move Pokémon without mail" option, the player must move any Pokémon (preferably weak or common Pokémon) from a PC box to the top of their party. Its name should become the name of its original Trainer. The player will now have 7 Pokémon in his or her party. Next, the player must go back to the Daycare man and ask him to raise the ?????. Afterward, he or she should return to the PC. Back at the PC, the player must deposit the first and second party Pokémon. Using the "Move Pokémon without mail" option, the player must move the egg from its PC box to the top of his or her party. Next, the player needs to deposit the next four party Pokémon, but not the egg. Subsequently, the player should withdraw any Pokémon that he or she didn't use for the trick. Having completed the set up, the player should walk or bike around until the egg hatches into a Celebi. However, the Celebi is still unplayable. The Celebi will hatch at level 0. Due to how the game handles Pokémon that level up in battle, the player must allow the daycare couple to raise the Celebi to at least level 2. After this, it works like any normal Celebi.

3. Glitch Dimension**********G2-3**
Requirements

Method One:
Access to Vermilion City
A Pokémon that knows Fly (only needed to fly to Vermilion)
A Coin Case

Method Two:
Access to the Goldenrod Department Store
A Pokémon that knows Fly (only needed to fly to Goldenrod)
A Coin Case

Method Three:
Machop/Machoke's Pokédex data
A Coin Case

Method Four:
A Ditto with the nameless Cooltrainer type glitch move.
A link cable to trade the ditto to a Pokémon Gold/Silver.

How to Pull Off the Glitch

Method One:
1. Fly to Vermilion City.
2. Talk to the Machop stamping the land.
3. Use the Coin Case.

Method Two:
1. Fly to the Goldenrod Department Store
2. Talk to the Machoke there.
3. Use the Coin Case.

Method Three:
1. View either Machop or Machoke's Pokédex entry.
2. Use the Coin Case.

Method Four:
1. Trade a Ditto with the nameless 'Cooltrainer' glitch move onto
   Pokémon Gold or Pokémon Silver.
2. Get into a Pokémon battle and attempt to attack.

4. Infinite continues**********G2-4**
The infinite continues glitch is a glitch that can be performed in Pokémon Stadium 2 with any Stadium Cup. It does not work in the original Pokémon Stadium.

Method:
The first thing to do is to get into any battle, win the match, and suspend the game. Next, the Stadium Cup must be chosen; any will do. Attempting to do the glitch in Gym Leader Castle will not work, as there are no continues there. At least one continue must be received, which is easiest to get in the first battle. Then, "Suspend" should be chosen if the battle results in a loss. A warning message will appear saying that there is already a suspended game (which is why having a suspended game ahead of time is necessary). On this screen, "Continue without Suspending" should be chosen on this screen. There will be a rematch against the Trainer that was just battled, which is normal, except no continue will be lost. Therefore, continues will never run out as long as this is repeated.

Note: Because a suspended game is needed to perform this glitch, all eight battles must be done in one sitting, without suspending play.

This glitch does not work in Pokémon Stadium, because when selecting "Continue without Suspending," the user will be simply taken back to the screen where options are given to continue, save & quit, or quit the cup altogether, instead of repeating the battle that was just lost.

5. Teru-sama**********G2-5*********
Teru-sama is a glitch item that appears in Generation II. It appears to have no other use than to be sold for $19,660. It is kept in either the key items case, or the items one. Teru-sama is a data filler between actual items (like Missingno. is filler between Pokémon).

Teru-sama can literally be translated from Japanese as "Lord Sunshine" or "Master Sunshine", coming from the word Teru (Sunshine or to Shine) and the suffix -sama (an honorific that shows extreme respect and is most often translated as "lord" or "master").

Despite popular fanon myth, Teru-sama is not the GS Ball; however, the item slot that the GS Ball is programmed into in Pokémon Crystal was an item slot containing the Teru-sama in Gold and Silver, as with the other Crystal-exclusive items (such as the Egg Ticket and Blue Card). Despite it not being the GS Ball, it can be transformed into the GS Ball if it is given to Kurt of Azalea Town.

6. Instant Shiny Ditto**********G2-6**********
By trading any shiny Pokémon to a Generation I game, having a wild Ditto transform into that Pokémon, then catching and trading the Ditto into a Generation II game, the Ditto will be shiny.

//
Third Generation Glitches
//

1. Berry Glitch**********G3-1**********

The berry glitch is the nickname for a glitch in the coding of Pokémon Ruby and Sapphire which seems to stop the game's day counter and freezes the growth of any berries which have been planted but not harvested. The glitch typically occurs after about a year of owning either game. It also seems to happen to games that have been played over 100 hours.

Although the glitch prevents berries from growing, it does have one upside. The Pokérus is supposed to disappear after a certain amount of time, but this glitch prevents it from going away.

As the Berry glitch affects the game's day counter and timer, other areas of the game are affected by the glitch. These can also be signs that the game has contracted the berry glitch:

Trainers stop wanting to re-battle.
Lilycove Dept. Store never has any sales.
Lilycove Dept. Store stops allowing the player to draw a Lotto Ticket.
The Mauville Game Corner never has any service days.
The Energy Guru never sells vitamins cheap.
The tide in Shoal Cave never changes.
The man who gives out TM27 (Return) and TM21 (Frustration) in Pacifidlog Town stops giving out TMs.
Those that hand out free berries stop handing them out.
Mirage Island's random number is the same.

The glitch can be fixed by downloading a patch from Pokémon FireRed, LeafGreen, Emerald, Colosseum, Pokémon Channel, or Box, or by sending the affected game to Nintendo.

Pokémon FireRed and LeafGreen Patch
Load FireRed, LeafGreen, or Emerald until the title screen is displayed. Press the Select and B buttons. After the new screen loads, press A. Insert the Link Cable so that the system that has FR/LG/E in it has the Player 1 cable port inserted and the one with R/S has the Player 2 port. Once this is done, press A. Turn on the device with Ruby or Sapphire while holding the Start and Select buttons. Refer to the FR/LG/E display for further instructions. The patch should be transferred at this time.

Pokémon Colosseum Patch
Linking an affected game to Colosseum for trading or battling will automatically download the patch. In addition, the Bonus Disc that came with pre-orders of Colosseum can be used to download Jirachi into a game; when

this happens, the patch is downloaded as well.

Pokémon Channel Patch
Downloading Jirachi from Pokémon Channel will automatically download the patch.

Pokémon Box Patch
Linking an affected game to Box, accessing the Go To Adventure mode, and then saving the game whilst playing will also automatically fix this glitch, with the message "The Berry Program was updated" appearing with the save confirmation. (Note that this option is not available for Japanese versions.)

e-reader Patch
For Japanese versions, a special set of e-Reader cards (ID# 16-A001 & 16-A002) were distributed with Pokémon Scoop's Winter 2004 issue to allow players to fix this glitch by using e-Readers.

Interactive Demo Patch
Specially-marked demo discs were released to selected stores across U.S. and Japan, so players can visit these stores and download the patch from the disc. By downloading the patch from a demo disc, player will also receive a shiny Zigzagoon as a bonus. However, since the program does not block fixed games, players can receive multiple Zigzagoons by downloading to the same cartidge again.

Sending Game in to Nintendo
If the player had no opportunity to download the patch, he or she could always send the game in to Nintendo to have it fixed.

2. Colluseum Master Ball Glitch**********G3-2**********
The Colosseum Master Ball glitch is a glitch in Pokémon Colosseum that enables the player to re-use the Master Ball, or any other type of Poké Ball, as many times as they want. Essentially what this means is that the player needs only to buy one of each kind of Poké Ball during the game.

The glitch is performed by selecting a Poké Ball with the player's first Pokémon's turn and, with the second Pokémon's turn, switching the type of Poké Ball chosen with another Poké Ball in the bag (using the Y button). After the Ball is thrown, the Poké Ball pocket will still have the same amount of Poké Balls, as if the Ball just thrown had not been used. Sometimes, if using the Master Ball, the game will freeze and bring the "An error occured" message the GameCube gives when it fails to properly read a game. Also, if the second Pokémon is using a 2-turn move like Fly or Dig (Or any multiple-turn like Petal Dance) and is on their second or later part of the attack prevents the glitch from working, which causes the thrown Snag Ball to be used.

This glitch does not work on Pokémon XD: Gale of Darkness.

3. Pomeg Glitch**********G3-3**********
The Pomeg glitch is a glitch exclusive to Pokémon Emerald.

The Pomeg glitch involves using a Pomeg Berry to lower a Pokémon's max HP by 2. To perform the glitch, the player must use a Pomeg Berry on a Pokémon to lower the HP when it is 1. Since the Pomeg Berry lowers HP by 2, the HP stat of the Pokémon becomes -1, which the game interprets as 65,535 (displayed as "?35").

Several other glitches derive from the Pomeg glitch, such as the ability to battle with an egg, battling with no Pokémon at all, or battling infinitely.

Battling with no Pokémon:
If there is only one Pokémon in the player's party when affected by this glitch, and goes into faint status using a healing item, the player will not white out. This is because the game does not check for this on the field. If the player walks into tall grass and encounters a wild Pokémon or starts a battle in any other way, the Pokémon will be sent out with 0 HP, if shiny the animation will not play, and will faint at the beginning of the battle if it is commanded to attack the opponent, causing the normal whiteout scenario. If on the first turn an item is used to revive the Pokémon the battle will continue as normal.

Battling with an egg:
If the player has only an egg in their party with the Pokémon affected, the egg (or rather, the Pokémon that would be inside) can be forced into battle by following the same steps, but putting the egg at the head of the party. The egg will have the same stats it would upon hatching, as well as all of the moves. This allows it to battle as if it were a normal Pokémon. When battling with an Egg the sprite of the Pokémon within the egg is displayed, however there may be irregularity in the coloring of the Pokémon. This may be because the game is reading the backsprite of the Pokémon within the egg and the color palette of the egg itself.

An egg that battles can gain experience in this way, and with patience, level up, learn moves, and even evolve before hatching. However when it hatches the level is set to 5, EVs reset to zero and all EXP gained in the egg is removed. This allows level 5 versions of high-evolutionary Pokémon such as Tyranitar or Dragonite to be obtainable, it also allows otherwise illegal moveset/level combinations, such as a level 5 Staryu with Hydro Pump.

Infinite battle:
If the Pokémon that has been affected is sent out with 65,535 HP against an opponent that uses an HP-stealing move like Absorb, the Pokémon's HP will be stolen until it reaches the normal maximum amount, nearly 65,000 HP lower than the glitched amount for a Pokémon with the absolute maximum HP. If a second HP-stealing move is used, the Pokémon will lose its full HP, go down to 0, and then repeat from the top again.

4. Sevii Isles 8 & 9**********G3-4**********
Unlike other similarly-named unreachable areas, there have actual map data.

No Pokémon are programmed into the areas by default; it seems as if there are abandoned areas left over from the beta of FireRed and LeafGreen. No index pointers lead to it by default either; on Isle 8 the central island of the "route" has what one would assume to have been cave entrances changed into the side of a rock.

If it is entered when walking on land, it has the same route theme as the later Sevii Islands routes.

5. Hill Glitch**********G3-5**********
East of Mauville City there is an Aroma Lady that will battle the player. If the player stands right behind the hill in her line of sight, she will see the player and walk onto the hill and stay there until the player leaves the area. This does not happen in Emerald due to her being a part of a double battle in the same area.

6. Thunderbolt Glitch**********G3-6**********
The moves Thunderbolt and Thunder, when used in some Ruby and Sapphire cartridges, may cause the game to freeze or cause a sound effect to linger

until the game is turned off.

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Fourth Generation Glitches
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1. Mystery Zone**********G4-1**********

The Mystery Zone is an area in the Generation IV games that essentially serves as "filler space" between normally accessible outdoor and indoor areas. It exists all around Sinnoh, to facilitate the precise entry into the Underground, which has tunnels that travel under areas where no routes or cities exist. No Pokémon are found in the area; the geography is made predominantly of trees, water, or blank void space. In Pokémon Diamond, Pearl, and Platinum, the area is itself named as "Mystery Zone", with the location header popping up to display this name when the area is entered, while in Pokémon HeartGold and SoulSilver, the area is named ----.

The menu cannot be opened, and the touchscreen menu cannot be used, however a registered key item can be used to refresh the graphics in the area at any time. In Diamond, Pearl, and Platinum, the Mystery Zone's music is a slightly off-key version (and perhaps a beta mix of) of the theme of Routes 206, 207, 208, and 221 Sometimes, the background music used in the Underground can also be played, while in HeartGold and SoulSilver, it is the same theme as Route 29.

The Mystery Zone is normally inaccessible, but can be entered by use of the walk through walls cheat or, in Diamond and Pearl, by tweaking. By using the Mystery Zone, the on-field weather conditions can be tricked into not loading or loading incorrectly, and the map can be shifted by several tiles, while textures may instead be blank white.

2. Surf Glitch**********G4-2**********

The Surf glitch is a Generation IV glitch best known for enabling the capture of the promotional legendary Pokémon Darkrai and Shaymin. Arceus cannot be obtained through this method since Arceus is not in a location from which it is possible to get to the Sinnoh Underground.

The glitch is accessed due to the door in Aaron's room of the Pokémon League having bad programming, allowing for the player, while facing it, to use Surf if it is selected from the Pokémon menu. This will allow the player to step into the void around the indoors area consisting of the room and walk to another area. Through this, with steps easily countable using the Pokétch, the player can walk to Newmoon Island and the Flower Paradise, finding Darkrai and Shaymin there available for capture without the need for their respective event items, the Member Card and Oak's Letter. Following the capture of the Pokémon, the player can merely Fly or Teleport back to a normally-accessible area and resume playing normally.

If the Member Card or Oak's Letter is obtained in the game at a later time,

neither Shaymin nor Darkrai will regenerate, and so this is for naught. So far, the Mystery Gift events for these items have only been available to players of Pokémon Platinum, from which this anomaly was removed, perhaps because of the lack of need for the event in Diamond and Pearl.

The player is unable to reach the Hall of Origin using this glitch, as, although it is programmed into the game as a separate area than Spear Pillar, the Underground cannot be accessed from either of the locations.

Venturing into the void provides for some interesting and potentially hazardous consequences to those who would exploit this glitch. As the area has not been programmed properly, since the player would normally not be able to access it, it runs the risk of causing the player to get stuck forever. Saving outside of the boundaries of a building or in the Mystery Zone may cause corruption of game data, including the loss of the save file completely, with the player required to start their game anew.

Nintendo has acknowledged the glitches and offered workarounds and methods of recovery. The glitch was removed from English and international versions of the games, however, tweaking can lead to the same result in these games. Platinum addresses both glitches in all versions of the game.

3. Tweaking**********G4-3**********
Maps in Diamond and Pearl are broken up into 32-step by 32-step squares that are visible at any one time, with nine of these squares loaded at any given time. When a player crosses over the game's various "load lines", located halfway across these 32x32 squares, the next area is loaded to memory, while the previous is unloaded. Through this, the overworld becomes a seamless area.

Using the bicycle in fourth gear, however, can cause the player to move too fast for the game to load the areas properly, especially if he or she changes direction while doing so to cross over the two load lines in the center of a square nearly simultaneously. Doing so oversaturates the DS's RAM, causing varying effects such as a black area, a white area, or even, at times, a completely different section to load, or often simply freezing the game.

The distortion caused by tweaking can be solved easily by crossing a load line away from the distortion, as when the section is loaded again, it will be normal. It can also be solved by looking at a different menu screen, then returning to the overworld.

By tweaking in a specific manner in an area that has buildings that the player can enter, as well as forcing the game to load the section in such a way that the player can walk into the dark area, buildings can be entered through their currently invisible and not properly loaded walls. By reloading the map while the player is inside of the building, behind the warp to the actual inside of the building, and walking south, the player can end up on the inside of the building, but in the void area around the normally accessible portion, somewhat like the Surf glitch. Like the Surf glitch, a way can be found through the interconnecting area of this void to Newmoon Island and the Flower Paradise, where Darkrai and Shaymin reside. Arceus is yet to be found with this glitch. The same risks associated with the Surf glitch, such as locking oneself in the Mystery Zone, are found here. It may also cause the game to become permanently frozen, requiring a new game to be started.

Although the graphics are loaded in a different manner in Pokémon Platinum, this glitch returns in Platinum and in HeartGold and SoulSilver Versions.

4. Acid Rain**********G4-4**********
Acid rain is a glitch in Pokémon Platinum, HeartGold and SoulSilver that results in the simultaneous occurrence of all weather conditions at once, thus damaging all Pokémon on the field. Even though it was discovered before the English release of Platinum, it is still in all versions of the mentioned games.

If any weather effect (including Trick Room, Gravity, and Uproar, but excluding rain) is in effect, if a player of Platinum/HeartGold/SoulSilver uses Pursuit on a Pokémon that is switching out on that turn and causes it to faint, the glitch will activate. Upon sending out the next Pokémon, the weather will have changed, and all four weather conditions will be going on at once until the end of the battle.

This will occur if the user of Pursuit is the host, even if the host is Diamond or Pearl.

Even if the Pokémon is normally immune to a weather condition due to its type (Ice-types with hail and Rock-, Ground-, and Steel-types with a sandstorm), they will accumulate damage four times each turn, with the cause of the damage identified as their ability, rather than the weather. In this way, a Pikachu in battle can be hurt by its Static, or a Buizel by its Swift Swim.

However, if the Pokémon is immune to both Hail and Sandstorm, like Swinub, that Pokémon will be immune to all of the damaging effects of this glitch.

Conversely, a Pokémon with an ability that heals it in certain weather conditions, such as Ice Body or Rain Dish, will not take damage, but instead be healed four times a turn until they are fully healed, then the weather will hurt it. An ability that heals in some weather and hurts in other weather will work as it normally does, healing with one condition and hurting with the other.

Both Thunder and Blizzard have 100% accuracy, due to simultaneous rain and hail, while SolarBeam requires no charging due to the sun.

If a Castform or Cherrim is brought into battle, their ability will cause them to constantly transform, thus locking up the battle until the game is turned off. Castform, will only transform between its Sun and Rain forms due to those particular weather conditions being the first two to occur (and thus, Castform recognize these as being the only two weather conditions on the field).

5. Graphic Glitches**********G4-5**********
(Platinum)
In areas such as the Great Marsh or the Ribbon Syndicate, standing in certain places may cause the foilage or the walls to bend and merge into other graphics near them. This is most likely because Pokémon Platinum runs on a 3D game engine.

6. Pal Park Glitch**********G4-6**********
(Platinum)
Despite the game having settings in place to restrict the amount of Pokémon migrated in a single day, these restrictions can be avoided and an infinite number of Pokémon transferred into Generation IV. If, once a Catching Show has been completed, the player turns off the game system and changes the date on the Nintendo DS to show one day later, and inserts a second Generation III game, he or she will be instructed to reset the time on the DS. This will prevent migration from the second game, but allow the

original game — that has already had six Pokémon transferred — to send Pokémon into Diamond, Pearl, or Platinum. Also, one can set the DS's clock to the time displayed in the GBA cartridge before choosing the Pal Park option to avoid the 24 hour period of waiting before transferring their Pokémon.

7. GTS Glitch 1**********G4-7**********
In some copies of Platinum, the levels of a Pokémon might not be displayed on the GTS. In order to fix this, the player must contact Nintendo.

8. GTS Glitch 2**********G4-8**********
In a Generation IV game, if the player deposits any Pokémon on the GTS that can evolve through trade (holding any necessary items), and then either waits for over 24 hours before taking it back, or trades for another Pokémon before taking the first back, it will evolve after being received.

9. Black Belt Glitch**********G4-9**********
[Platinum]
For unknown reasons, a certain Black Belt in Sinnoh's Victory Road may speak glitchy gibberish upon defeat.

10. Honey Glitch**********G4-10**********
This is caused by the player using Sweet Scent or honey in a shop. When the player talks to the shopkeeper and selects "buy", he or she will see that there are no names or descriptions for any of the items in stock.

11. Egg Nature Glitch**********G4-11**********
A well timed switch between boxes will allow the player to see the nature/ability/type of the Pokémon inside an egg.

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Your E-mails
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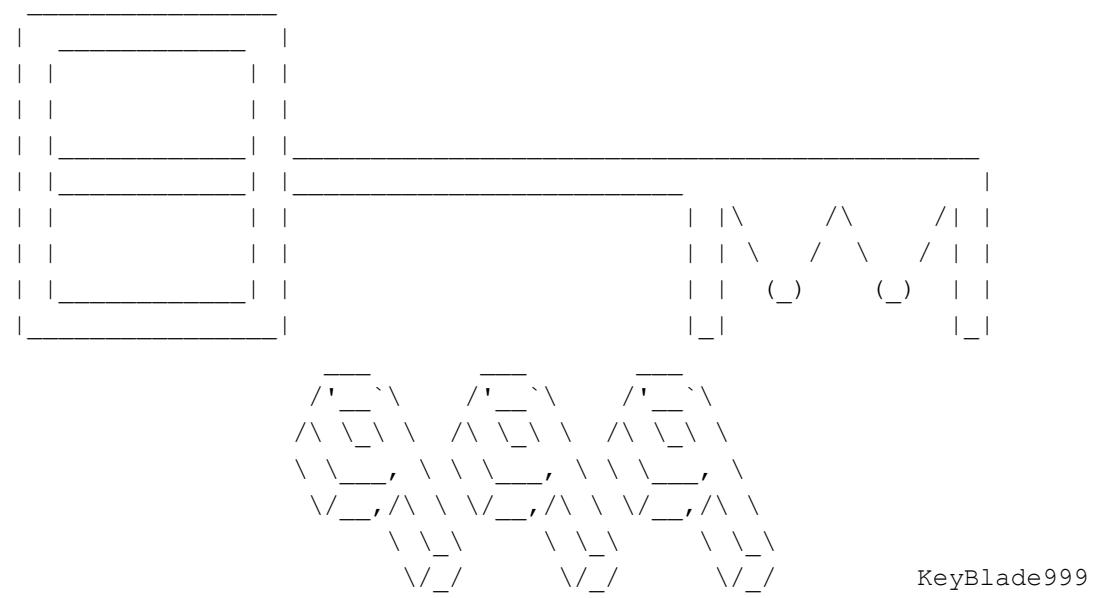
0. Requirements**********E0**********
Well, mainly, it has to be about your experience or something odd happening with the glitch(s) or Pokémon. If it isn't that, no acceptance. Thanks to all who was willing to submit a mail.

E-mails must be sent to SKYDRIFTERS@aol.com.

1. From coolacguys@yahoo.com**********E1**********
        You made mention of another form of Missingno. that looks like two question marks in your FAQ. I have experienced this Missingno. first hand, but not via a normal game.

I have a friend, whos name I will not mention, who, until recently, had possession of a Pokemon Ruby video game ROM. He also had several different ROM editors (I believe they were Advanced Mart, Advanced Text, and Advanced Map, but the Advanced could be just Advance) with which one could customize their Pokemon Ruby ROM to their liking. I was messing with that program several months ago, and found how to edit pokemon you can find. I clicked a text box and a large menu thing popped up listing all of the Pokemon. I believe the list was in order of HEX numbers, but I'm not possible.

I looked through the list, clicking names such as Charizard, Dragonite, ect. when I found a bunch of the following name- ??. I clicked the name and tested the ROM. The "??" from the list was the ?? you were talking about. That have been months pass since that day, so my memory of the event is only vague. I didn't experiment much that day, because I was far too interested in the Need For Speed game going on in the other room, but if you google the names I listed above, you can download them for free.



KeyBlade999

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