

NINTENDO
POWER

THE ONLY GUIDE FROM

Nintendo

POKÉMON



GOLD
version

SILVER
version

Complete Pokédex



STAFF LIST

Publisher
M. Arakawa

Associate Publisher
Yoshio Tsuboike

Editor in Chief
Scott Pelland

Lead Writer
Jennifer Villarreal

Editor/Producer
Jessica Joffe Stein

Strategic Layout
U-Craft

Jumpin' Jack Yushi
Toru Nakagawa
Tatsuya Hoshi

Work House Co., Ltd.

Shigehiko Takahashi
Shinya Takita
Yoshiyuki Oshino

V-Design, Inc.
Yoshi Orimo
Sonja Morris

Art Director
Kim Logan

Lead Designer
David Waterworth

Electronic Prepress
Jim Carechi
Tim Garret

Rebekah Lane
Brad Mosher
Andy Myers
Van Williams

Prepress Assistant
Christopher Shepperd

Sales/Marketing Manager
Jeff Bafus

Advertising Coordinator
Malinda Miller

Production Specialist
Machiko Oehler

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VERSION

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Be a Pokémaster

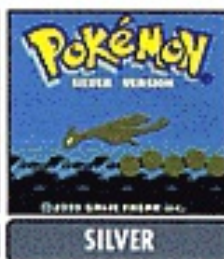
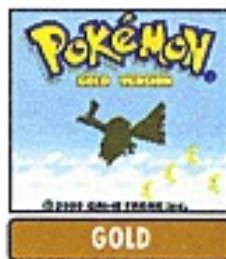
If you're reading this book, you're on your way to becoming a Pokémaster. You've probably finished Red, Blue or Yellow and maybe even Gold or Silver, and now

you want to know everything about each Pokémon, including its attacks, where to catch it and its evolutions. This book has all of that information—and more.



Precious Pokémon Paks

Pokémon Gold and Silver are the latest glittering entries in the phenomenal Pokémon series that has taken the world by storm. The two games feature a new hero and story line and are filled with many new Pokémon in addition to most of the original 151 Pokémon from Red, Blue and Yellow.



Morning, Day, Night

Time passes in Gold and Silver's world the way it does in your world. At the beginning of the game you'll be asked for the time of day and, later, the day of the week. If you set your game to the actual time and day of the week, it will be noon on a Tuesday in the game when it's noon on a Tuesday in the world outside the game. At 6 p.m., the sun goes down as day fades into night, and it gets darker in the game world. It becomes morning at 4 a.m., then day again at 10 a.m.



You will find Hoothoot only at night—never in the morning or day.



Using the New Pokédex

The Pokédex has been improved in Gold and Silver. It has three ways of displaying Pokémon. You can view the Pokémon in evolutionary order in the New Pokédex Mode, which has Chikorita displayed first. Pokémon are listed by official number in the Old Pokédex Mode, with Bulbasaur displayed first. In A to Z Mode, which is alphabetical, Abra is displayed first. You can switch modes at any time.



New Pokédex Mode

Old Pokédex Mode



The A to Z Mode may be self-explanatory, but the Old and New Pokédex Modes can be confusing. With all of those creatures to keep straight, nearly any system would be confusing!



Catch 'Em All!

Hundreds of Pokémon populate Gold and Silver, and there are many different things you must do if you want to catch them all. You'll encounter some Pokémon in the wild as you walk through tall grass or Surf along the water, but other Pokémon must be hatched from Eggs or evolved from other Pokémon using Evolution Stones.



WILD POKÉMON

Many Pokémon are found in the wild, lurking in the tall grass you encounter in many places. Occasionally, wild Pokémon will attack, and you can fight and catch them.



SURF

Once you've learned to use Surf out of battle, you can glide along the water in many areas of Johto and Kanto. Wild Water-types may attack you as you're floating along the water.



FISHING

Other Water-types can be hooked by the three fishing rods you'll pick up at various points in the game. When you get a bite, the hooked Pokémon will attack and you'll fight it.



SPECIAL SITUATIONS

The Game Corners in Goldenrod City and Celadon City offer select Pokémon as prizes you can trade in your coins for. Several Trainers will trade for or give you Pokémon, too.

EGGS

The pre-evolved forms of a few Pokémon are caught by hatching an Egg produced by at least one Pokémon of the same evolutionary chain. Pikachu is just one Pokémon with a pre-evolution.



LEVEL-UP EVOLUTION

Many Pokémon are evolutions of other Pokémon, and you can't catch them in the wild—you have to raise them until they evolve to the next Pokémon in the evolutionary series.



CHIKORITA

BAYLEEF



SUNKERN

SUNFLORA



POLIWHIRL

POLITOEED

STONE EVOLUTION

A handful of Pokémon require an Evolutionary Stone to evolve. Once you've won or been given a stone, you can use it on your Pokémon to evolve it to its next stage.

LINK TRADE EVOLUTION

You'll need the help of another Pokémon player, a Game Link Cable and sometimes an item to catch some Pokémon. Trade the Pokémon with the item (if necessary) to catch its next evolution.

FRIENDSHIP EVOLUTION

Perhaps the trickiest type of evolution is Friendship Evolution. If you treat your Pokémon with the utmost respect and care until it is very happy and very attached to you, it will evolve.



CHANSEY

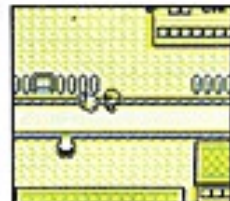
BLISSEY

Red, Blue and Yellow, Too!

If you really want to catch them all, you have to play Red, Blue and Yellow, too. Some Pokémon, like Zapdos and Mewtwo, not to mention Bulbasaur, Charmander and Squirtle, don't appear in Gold and Silver but do appear in Red, Blue and Yellow. Once you have access to the Time Capsule in Gold and Silver, you can trade Pokémon to and from Gold and Silver and Red, Blue and Yellow. You can't trade new Pokémon or Pokémon with new attacks from Gold and Silver into Red, Blue and Yellow.



The Time Capsule will be available after you meet Bill in Ecrutek City.



Your Pokémon from Red, Blue or Yellow can be transferred into Gold and Silver so you can have 'em all!

Pokémon Combat Chart

While many pairs of opposing Pokémon are relatively evenly matched, the different Pokémon types all have weaknesses and strengths against various attack types. The chart to the right shows each Pokémon type's relative weakness to each attack type. Other factors, such as the attacking Pokémon's type and Critical Hits, also determine how much damage an attack will do.

NORMAL Physical attacks are listed in yellow.

FIRE Special attacks are listed in blue.

Damage for + attacks	x2
Damage for Critical Hits	x2
Attack type/Pokémon Type match	x1.5
Damage for - attacks	x0.5
Damage for = attacks	x0



Opponent's Pokémon Type

Your Attack Type	Opponent's Pokémon Type																
	NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST	DRAGON	DARK	STEEL
NORMAL																	
FIRE		-	-	+ +								-	-				+ +
WATER	+ +	-		-				+ +					+ +				
ELECTRIC		+ +	-	-				=	+ +								
GRASS	-	+ +		-				-	+ +	-			+ +				
ICE	-	-		+ +	-			+ +	+ +						+ +		
FIGHTING	+ +					+ +		-	-	-			+ +	=		+ +	+ +
POISON					+ +			-	-				-	-			=
GROUND	+ +		+ +	-				+ +		=			+ +				+ +
FLYING			-	+ +		+ +						+ +	-				
PSYCHIC							+ +	+ +			-					=	
BUG	-				+ +		-	-	-		+ +			-		+ +	
ROCK	+ +				+ +	-		-	+ +		+ +						
GHOST	=										+ +			+ +		-	
DRAGON															+ +		
DARK							-				+ +			+ +		-	
STEEL	-	-	-		+ +								+ +				

Attack Advantage

Dual-type Pokémon (like Water-and-Flying-type, Gyarados) can have a double advantage, since they boast two sets of characteristics. But they can also be at a double disadvantage if you pit the right Pokémon against them. In the example, Electric-type Pikachu boosts its Thunderbolt attack by 1.5 times since both the attack and the Pokémon are of the same type. The attack strength is then multiplied by two since Electric-types have an advantage over Water-types. But that's not all—Electric-types also dominate over Flying-types, so the total damage is multiplied by two yet again!

EXAMPLE:

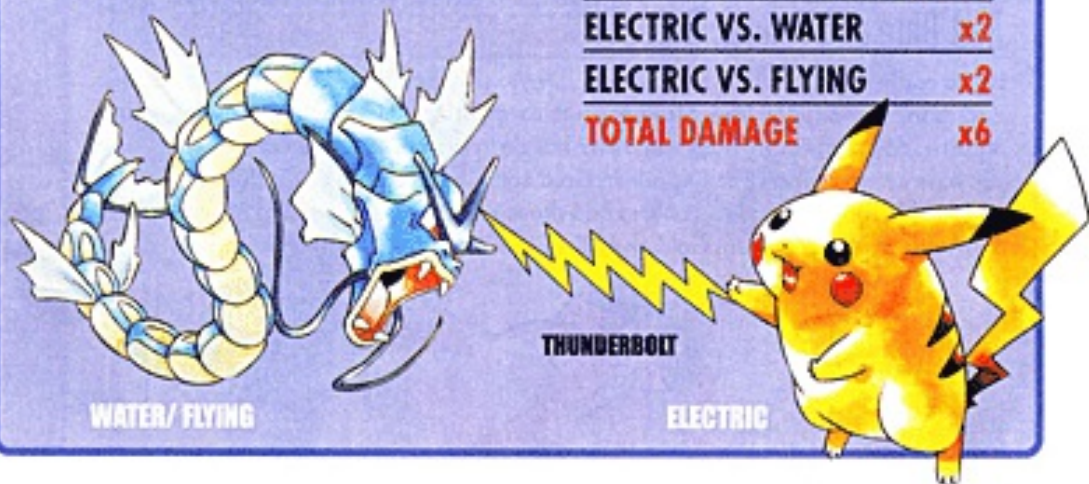
PIKACHU VS. GYARADOS

THUNDERBOLT ATTACK x1.5

ELECTRIC VS. WATER x2

ELECTRIC VS. FLYING x2

TOTAL DAMAGE x6



THUNDERBOLT

WATER/ FLYING

ELECTRIC

P o k é d e x



Reading the Pokédex

An incredible amount of information is included in the Pokédex section. Check out the explanations below and

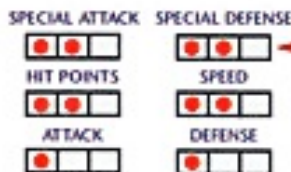
follow them as your guide to understanding all of the numbers, abbreviations and colors you'll see in the Pokédex.



#164 NOCTOWL
 HOOTHOOT LEVEL 20 → NOCTOWL
 TYPE: NORMAL/FLYING
 Height: 5'3"
 Weight: 90 lbs

ID	NAME	EVOLUTION
		HEIGHT, WEIGHT

The label near each Pokémon reveals its name, Old Pokédex number, Height, Weight, Pokémon type and an explanation of its evolutionary trail if it isn't the base evolution of its evolutionary line.



ABILITY

The Pokémon's relative stats are shown by a three-dot rating system. The example shows a moderate rating for Hit Points, Speed and Special Attack and low Defense.

TYPE KEY

BUG	Bug	GRS	Grass
DRG	Dragon	ICE	Ice
DRK	Dark	NRM	Normal
ELC	Electric	PSN	Poison
FIR	Fire	PSY	Psychic
FLY	Flying	RCK	Rock
FTG	Fighting	STL	Steel
GHO	Ghost	WTR	Water
GRD	Ground		

LEVEL-UP ABILITIES

Level-Up Abilities are learned by the Pokémon as it gains levels. The attack's type, base attack power (BA), accuracy (AC) and PP are shown, as well as the level at which each member of the evolutionary chain learns the attack.

LEVEL-UP ABILITIES						
ATTACK	TYPE	BA	AC	PP	#163	#164
TACKLE	NRM	35	95	35	-	-
GROWL	NRM	-	100	40	-	-
POURLIGHT	NRM	-	100	40	56	56
PECK	FLY	35	100	35	11	11
HYPNOSIS	PSY	-	60	20	26	26
REFLECT	PSY	-	-	20	22	22
SLAP DOWN	NRM	40	85	20	20	22
CONFUSION	PSY	50	100	25	24	41
DREAM EATER	PSY	100	100	15	18	12

TM & HM ABILITIES

You can teach TM & HM Abilities to your Pokémon if you have the proper Technical Machine or Hidden Machine. Each attack's type, base attack power (BA), accuracy (AC) and PP are shown, along with a black dot that shows which members of the evolutionary chain can learn the attack.

TM & HM ABILITIES							
#	ATTACK	TYPE	BA	AC	PP	#163	#164
03	CURSE	FTG	-	-	10	●	●
04	TOXIC	PSN	-	85	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FTG	-	-	5	●	●
13	SMOG	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
27	RETURN	NRM	-	100	20	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
42	DREAM EATER	PSY	100	100	15	●	●

PHYSICAL OR SPECIAL

Attacks shown in black are physical attacks. Pokémon with a high Attack rating will do well with them. Attacks shown in red are Special Attacks, which are particularly effective when used by Pokémon with a high Special Attack rating.



RECOMMENDED

Attacks shown in red are strongly recommended for use with the Pokémon. They work well with the Pokémon's natural abilities or will otherwise benefit you and your Pokémon.

#152 CHIKORITA

Height: 2'11"
Weight: 34 lbs.

TYPE: GRASS



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#152	#153	#154
TACKLE	NRM	35	95	35	-	-	-
GROWL	NRM	-	100	40	-	-	-
RAZOR LEAF	GRS	55	95	25	08	08	08
REFLECT	PSY	-	-	20	12	12	12
POISON POWDER	PSN	-	75	35	15	15	15
SYNTHESIS	GRS	-	-	5	23	23	23
BODY SLAM	NRM	85	100	15	29	31	31
LIGHT SCREEN	PSY	-	-	30	36	39	41
SAFEGUARD	NRM	-	-	25	43	47	51
SOLAR BEAM	GRS	120	100	10	50	55	61

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#152	#153	#154
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●
08	ROCK SMASH	FTG	20	100	15	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●
12	SWEET SCENT	NRM	-	100	20	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
15	HYPER BEAM	NRM	150	90	5	●	●	●
17	PROTECT	NRM	-	-	10	●	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
27	SOLAR BEAM	GRS	120	100	10	●	●	●
23	IRON TAIL	STL	100	75	15	●	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
31	MUD-SLAP	GRD	20	100	10	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
43	DETECT	FTG	-	-	5	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
49	FURY CUTTER	BUG	10	95	20	●	●	●
H1	CUT	NRM	50	95	30	●	●	●
H4	STRENGTH	NRM	80	100	15	●	●	●
H5	FLASH	NRM	-	70	20	●	●	●

#153 BAYLEEF

CHIKORITA LEVEL 16 → BAYLEEF

Height: 3'7"
Weight: 35 lbs.

TYPE: GRASS



#154 MEGANIUM

BAYLEEF LEVEL 32 → MEGANIUM

Height: 5'7"
Weight: 222 lbs.

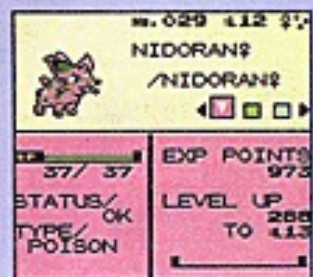
TYPE: GRASS



PROF. ELM'S MEMO

Specially Colored Pokémon

Recently, I began studying the extremely rare specially colored Pokémon that you might have heard of or seen in your Pokémon travels. The most famous example of a specially colored Pokémon, the Red Gyarados in the Lake of Rage, exhibits the classic attributes of a specially colored Pokémon—it shines before it attacks, and it has special markings next to its gender when stored in Bill's PC. While everyone will encounter the Red Gyarados, other specially colored Pokémon are extremely rare—you may never run into one at all. All Pokémon found in the wild can be specially colored, but your chances of finding one or more are slim.



#155 CYNDAQUIL

TYPE: FIRE

Height: 7'8"
Weight: 17 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
●●●	●●●
HIT POINTS	SPEED
●●●	●●●
ATTACK	DEFENSE
●●●	●●●



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#155	#156	#157
TACKLE	NRM	35	95	35	-	-	-
LEER	NRM	-	100	30	-	-	-
SMOESCRIEN	NRM	-	100	20	6	6	6
EMBER	FIR	40	100	25	12	12	12
QUICK ATTACK	NRM	40	100	30	19	21	21
FLAME WHEEL	FIR	60	100	25	27	31	31
SWIFT	NRM	60	-	20	36	42	45
FLAMETHROWER	FIR	95	100	15	46	54	60

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#155	#156	#157
01	DYNAMICPUNCH	FTG	100	50	5			●
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
04	ROLLOUT	RCK	30	90	20	●	●	●
05	ROAR	NRM	-	100	20		●	●
06	TOXIC	PSN	-	85	10	●	●	●
08	ROCK SMASH	FTG	20	100	15		●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
15	HYPER BEAM	NRM	150	90	5		●	●
17	PROTECT	NRM	-	-	10	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
23	IRON TAIL	STL	100	75	15	●	●	●
26	EARTHQUAKE	GRD	100	100	10		●	●
27	RETURN	NRM	-	100	20	●	●	●
28	DIG	GRD	60	100	10	●	●	●
31	MUD-SLAP	GRD	20	100	10	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
38	FIRE BLAST	FIR	120	85	5	●	●	●
39	SWIFT	NRM	60	-	20	●	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●	●
41	THUNDERPUNCH	ELC	75	100	15		●	●
43	DETECT	FTG	-	-	5	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
48	FIRE PUNCH	FIR	75	100	15		●	●
49	FURY CUTTER	BUG	10	95	20		●	●
H1	CUT	NRM	50	95	30	●	●	●
H4	STRENGTH	NRM	80	100	15		●	●

#156 QUILAVA

CYNDAQUIL LEVEL 14 → QUILAVA

TYPE: FIRE

Height: 5'11"
Weight: 42 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
●●●	●●●
HIT POINTS	SPEED
●●●	●●●
ATTACK	DEFENSE
●●●	●●●



#157 TYPHLOSION

QUILAVA LEVEL 36 → TYPHLOSION

TYPE: FIRE

Height: 5'7"
Weight: 175 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
●●●	●●●
HIT POINTS	SPEED
●●●	●●●
ATTACK	DEFENSE
●●●	●●●



PROF. ELM'S MEMO

The Pokérus

Several of my friends who treat Pokémon at Pokémon Centers have reported a strangely beneficial syndrome called the Pokérus. The condition does no harm; in fact, Pokémon Trainers will notice some interesting results if they use infected Pokémon in battle. The easiest way to know for sure whether your Pokémon are infected with the Pokérus is to take them to a Pokémon Center. After the creatures have been healed, you'll get a different message than you would usually. The Pokémon Center will alert me and I will call you to explain that your Pokémon have the Pokérus. The Pokérus wears off after a short time, making it difficult to study.

When your Pokémon is infected, its entry in your lineup will reflect the condition in the status section. After the condition is gone, a small black dot will remain.



#158 TOTODILE

Height: 2'0"
Weight: 21 lbs

TYPE: WATER



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#158	#159	#160
SCRATCH	NRM	40	100	35	-	-	-
LEER	NRM	-	100	20	-	-	-
RAGE	NRM	20	100	20	7	7	7
WATER GUN	WTR	40	100	25	13	13	13
BITE	DRK	60	100	25	20	21	21
SCARY FACE	NRM	-	90	10	27	28	28
SLASH	NRM	70	100	20	35	37	38
SCREECH	NRM	-	85	40	43	45	47
HYDRO PUMP	WTR	120	80	5	52	55	58

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#158	#159	#160
01	DYNAMICPUNCH	FTG	100	50	5	●	●	●
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
05	ROAR	NRM	-	100	20	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●
08	ROCK SMASH	FTG	20	100	15	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
14	BLIZZARD	ICE	120	70	5	●	●	●
15	HYPER BEAM	NRM	150	90	5	●	●	●
16	ICY WIND	ICE	55	95	15	●	●	●
17	PROTECT	NRM	-	-	10	●	●	●
18	RAIN DANCE	WTR	-	-	5	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
23	IRON TAIL	STL	100	75	15	●	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
28	DIG	GRD	60	100	10	●	●	●
31	MUD-SLAP	GRD	20	100	10	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
33	ICE PUNCH	ICE	75	100	15	●	●	●
34	SHAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
43	DETECT	FTG	-	-	5	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
49	FURY CUTTER	BUG	10	95	20	●	●	●
80	CUT	NRM	50	95	30	●	●	●
83	SURF	WTR	95	100	15	●	●	●
84	STRENGTH	NRM	80	100	15	●	●	●
86	WHIRLPOOL	WTR	15	70	15	●	●	●

#159 CROCONAW

TOTODILE LEVEL 18 → CROCONAW

Height: 3'7"
Weight: 55 lbs

TYPE: WATER



#160 FERALIGATR

CROCONAW LEVEL 30 → FERALIGATR

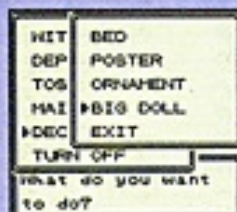
Height: 7'7"
Weight: 198 lbs

TYPE: WATER

PROF. ELM'S MEMO

Mystery Gift and Your Room

Budding Pokémon Trainers should talk to everyone in the Goldenrod City Department Store—one girl in particular will tell you about the Mystery Gift function. Once you've talked to the girl, you can select Mystery Gift from the Start menu to beam random gifts to your friends via the Game Boy Color's infrared port. You can decorate your room with many of the gifts you'll receive, including Pokémon dolls, posters, plants and carpets. You may also receive Elixirs, Berries, X Defends and even Poké Balls or Evolution Stones!



#16 PIDGEY

TYPE: NORMAL/FLYING

Height:
1'0"
Weight:
4 lbs**#17 PIDGEOTTO**PIDGEY LEVEL 18 ▶ PIDGEOTTO
TYPE: NORMAL/FLYINGHeight:
1'7"
Weight:
86 lbs**#18 PIDGEOT**PIDGEOTTO LEVEL 36 ▶ PIDGEOT
TYPE: NORMAL/FLYINGHeight:
4'11"
Weight:
87 lbs

LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#16	#17	#18
TACKLE	NRM	35	95	35	-	-	-
SAND-ATTACK	GRD	-	100	15	5	5	5
GUST	FLY	40	100	35	9	9	9
QUICK ATTACK	NRM	40	100	30	15	15	15
WHIRLWIND	NRM	-	100	20	21	23	23
WING ATTACK	FLY	60	100	35	29	33	33
AGILITY	PSY	-	-	30	37	43	46
MIRROR MOVE	FLY	-	-	20	47	55	61

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#16	#17	#18
03	CURSE	???	-	-	10	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
15	HYPER BEAM	NRM	150	90	5	-	-	●
17	PROTECT	NRM	-	-	10	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
31	MUD-SLAP	GRD	20	100	10	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
34	SHAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
39	SWIFT	NRM	60	-	20	●	●	●
43	DETECT	FTG	-	-	5	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
46	THIEF	DRK	40	100	10	●	●	●
47	STEEL WING	STL	70	90	25	●	●	●
H2	FLY	FLY	70	95	15	●	●	●

PROF. ELM'S MEMO

Pokémon Pikachu 2 GS

My studies have shown that Pokémon Gold and Silver players who have a Game Boy Color and Pokémon Pikachu 2 GS can send the Watts they earn in Pokémon Pikachu 2 GS to Gold or Silver by infrared communication. Choose Send from your Pokémon Pikachu 2 GS menu, then choose the number of Watts you'd like to send to Pokémon Gold or Silver as a Mystery Gift. Your Gold or Silver game will receive different gifts for different Watt totals. The list below explains how many Watts it will take to produce each item.

Mystery Gift List

I-99W	MAIL
100-199W	BERRY
200-299W	BITTER BERRY
300-399W	GREAT BALL
400-499W	MAX REPEL
500-599W	ETHER
600-699W	MIRACLE BERRY
700-799W	GOLD BERRY
800-899W	ELIXIR
900-998W	REVIVE
999W	RARE CANDY



#21 SPEAROW

Height: 1'0"
Weight: 8 lbs

TYPE: NORMAL/FLYING



#22 FEAROW

Height: 4'7"
Weight: 84 lbs

SPEAROW LEVEL 20 → FEAROW
TYPE: NORMAL/FLYING



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#21	#22
PICK	FLY	35	100	35	-	-
GROWL	NRM	-	100	40	-	-
LEER	NRM	-	100	30	7	7
FURY ATTACK	NRM	15	85	20	13	13
PURSUIT	DRK	40	100	20	25	26
MIRROR MOVE	FLY	-	-	20	31	32
DRILL PICK	FLY	80	100	20	37	40
AGILITY	PSY	-	-	30	43	47

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#21	#22
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
27	RETURN	NRM	-	100	20	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
43	DETECT	FTG	-	-	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
47	STEEL WING	STL	70	90	25	●	●
82	FLY	FLY	70	95	15	●	●

#163 HOOTHOOT

Height: 2'4"
Weight: 47 lbs

TYPE: NORMAL/FLYING



#164 NOCTOWL

Height: 5'3"
Weight: 90 lbs

HOOTHOOT LEVEL 20 → NOCTOWL
TYPE: NORMAL/FLYING



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#163	#164
TACKLE	NRM	35	95	35	-	-
GROWL	NRM	-	100	40	-	-
FORSAIGHT	NRM	-	100	40	6	6
PECK	FLY	35	100	35	11	11
HYPNOSIS	PSY	-	80	20	16	16
REFLECT	PSY	-	-	20	22	25
TAKE DOWN	NRM	90	85	20	28	33
CONFUSION	PSY	50	100	25	34	41
DREAM EATER	PSY	100	100	15	48	57

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#163	#164
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
27	RETURN	NRM	-	100	20	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
42	DREAM EATER	PSY	100	100	15	●	●
43	DETECT	FTG	-	-	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
47	STEEL WING	STL	70	90	25	●	●
50	NIGHTMARE	GHO	-	100	15	●	●
82	FLY	FLY	70	95	15	●	●
85	FLASH	NRM	-	70	20	●	●

#19 RATTATAHeight: 1'0"
Weight: 8 lbs

TYPE: NORMAL

**#20 RATICATE**Height: 2'4"
Weight: 43 lbsRATTATA LEVEL 20 → RATICATE
TYPE: NORMAL

LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#19	#20
TACKLE	NRM	35	95	35	-	-
TAIL WHIP	NRM	-	100	30	-	-
QUICK ATTACK	NRM	40	100	30	7	7
HYPER FANG	NRM	80	90	15	13	13
FOCUS ENERGY	NRM	-	-	30	20	-
SCARY FACE	NRM	-	90	10	-	20
PURSUIT	DRK	40	100	20	27	30
SUPER FANG	NRM	-	90	10	34	40

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#19	#20
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
05	ROAR	NRM	-	100	20	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SHORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
25	THUNDER	ELC	170	70	10	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	60	100	10	●	●
30	SHADOW BALL	GHO	80	100	15	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THEF	DRK	40	100	10	●	●
48	FIRE PUNCH	FIR	75	100	15	●	●
49	FURY CUTTER	BUG	10	95	20	●	●
H1	CUT	NRM	50	95	30	●	●
H3	SURF	WTR	95	100	15	●	●
H4	STRENGTH	NRM	80	100	15	●	●

#161 SENTRETHeight: 2'7"
Weight: 33 lbs

TYPE: NORMAL

**#162 FURRET**Height: 3'11"
Weight: 72 lbsSENTRET LEVEL 15 → FURRET
TYPE: NORMAL

LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#161	#162
TACKLE	NRM	35	95	35	-	-
DEFENSE CURL	NRM	-	-	40	5	5
QUICK ATTACK	NRM	40	100	30	11	11
FURY SWIPES	NRM	18	80	15	17	18
SLAM	NRM	80	75	20	25	28
REST	PSY	-	-	10	33	38
AMNESIA	PSY	-	-	20	41	48

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#161	#162
01	DYNAMIC PUNCH	FTG	100	50	5	●	●
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
06	TOXIC	PSN	-	85	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SHORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	60	100	10	●	●
30	SHADOW BALL	GHO	80	100	15	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
33	ICE PUNCH	ICE	75	100	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●
43	DETECT	FTG	-	-	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THEF	DRK	40	100	10	●	●
48	FIRE PUNCH	FIR	75	100	15	●	●
49	FURY CUTTER	BUG	10	95	20	●	●
H1	CUT	NRM	50	95	30	●	●
H3	SURF	WTR	95	100	15	●	●
H4	STRENGTH	NRM	80	100	15	●	●

#172 PICHU

TYPE: ELECTRIC

Height: 1'0"
Weight: 4 lbs.



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#172	#25	#26
THUNDERSHOCK	ELC	40	100	30	-	-	-
CHARM	NRM	-	100	20	-	-	-
GROWL	NRM	-	100	40	-	-	-
TAIL WHIP	NRM	-	100	30	6	6	-
THUNDER WAVE	ELC	-	100	20	8	8	-
SWEET KISS	NRM	-	75	10	11	-	-
QUICK ATTACK	NRM	40	100	30	-	11	-
DOUBLE TEAM	NRM	-	-	15	-	15	-
SLAM	NRM	80	75	20	-	20	-
THUNDERBOLT	ELC	95	100	15	-	26	-
AGILITY	PSY	-	-	30	-	33	-
THUNDER	ELC	120	70	10	-	41	-
LIGHT SCREEN	PSY	-	-	30	-	50	-

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#172	#25	#26
01	DYNAMIC PUNCH	FTG	100	50	5	●	●	●
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
04	ROLLOUT	RCK	30	90	20	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●
07	ZAP CANNON	ELC	100	50	5	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
15	HYPER BEAM	NRM	150	90	5	●	●	●
17	PROTECT	NRM	-	-	30	●	●	●
18	RAIN DANCE	WTR	-	-	5	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
23	IRON TAIL	STL	100	75	15	●	●	●
25	THUNDER	ELC	120	70	10	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
31	MUD-SLAP	GRD	20	100	10	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
39	SWIFT	NRM	60	-	20	●	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●	●
43	DETECT	FTG	-	-	5	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
46	THEF	DRK	40	100	10	●	●	●
84	STRENGTH	NRM	80	100	15	●	●	●
85	FLASH	NRM	-	70	20	●	●	●

#25 PIKACHU

PICHU Friendship → PIKACHU
TYPE: ELECTRIC

Height: 1'4"
Weight: 13 lbs.



#26 RAICHU

PIKACHU Thunder Stone → RAICHU
TYPE: ELECTRIC

Height: 1'7"
Weight: 66 lbs.



PROF. ELM'S MEMO

Mail System

Pokémon can hold items in Gold and Silver, even when they're traded to another Game Pak. You can give mail to your Pokémon before you trade it to send a surprise message to a friend. You'll find many types of mail in the Pokémon Marts around Johto and Kanto, and you're also bound to receive some mail through Mystery Gift as well. You can save the messages you receive on your Game Pak, and you can print the messages out with the Game Boy Printer.

MANTINE	151/151
ABRA	45/100
LAPRAS	100/27/27
KEEPIBELL	120/87/87
TAUROS	24/70/70
HOOTHOOT	113/42/42
HOOTHOOT	43/43

Made HOOTHOOT hold FLOWER MAIL.



#10 CATERPIE

Height: 1'0"
Weight: 6 lbs

TYPE: BUG

SPECIAL ATTACK SPECIAL DEFENSE



#11 METAPOD

Height: 2'4"
Weight: 22 lbs

CATERPIE LEVEL 7 METAPOD

TYPE: BUG

SPECIAL ATTACK SPECIAL DEFENSE



#12 BUTTERFREE

Height: 3'7"
Weight: 71 lbs

METAPOD LEVEL 10 BUTTERFREE

TYPE: BUG/FLYING

SPECIAL ATTACK SPECIAL DEFENSE



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#10	#11	#12
TACKLE	NRM	35	95	35	-		
STRING SHOT	BUG	-	95	40			
HARDEN	NRM	-	-	30			
CONFUSION	PSY	50	100	25			10
POISON POWDER	PSN	-	75	35			13
STUN SPORE	GRS	-	75	30			14
SLEEP POWDER	GRS	-	75	15			15
SUPERSONIC	NRM	-	55	20			18
WHIRLWIND	NRM	-	100	20			23
GUST	FLY	40	100	35			28
PSYBEAM	PSY	65	100	20			34
SAFEGUARD	NRM	-	-	25			40

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#10	#11	#12
03	CURSE	???	-	-	10			●
06	TOXIC	PSN	-	85	10			●
10	HIDDEN POWER	NRM	-	100	15			●
11	SUNNY DAY	FIR	-	-	5			●
12	SWEET SCENT	NRM	-	100	20			●
13	SNORE	NRM	40	100	15			●
15	HYPER BEAM	NRM	150	90	5			●
17	PROTECT	NRM	-	-	10			●
19	GIGA DRAIN	GRS	60	100	5			●
20	ENDURE	NRM	-	-	10			●
21	FRUSTRATION	NRM	-	100	20			●
22	SOLARBEAM	GRS	120	100	10			●
27	RETURN	NRM	-	100	20			●
29	PSYCHIC	PSY	90	100	10			●
32	DOUBLE TEAM	NRM	-	-	15			●
34	SWAGGER	NRM	-	90	15			●
35	SLEEP TALK	NRM	-	-	10			●
39	SWIFT	NRM	60	-	20			●
44	REST	PSY	-	-	10			●
45	ATTRACT	NRM	-	100	15			●
50	NIGHTMARE	GHO	-	100	15			●
HS	FLASH	NRM	-	70	20			●

#13 WEEDLE

Height: 1'0"
Weight: 7 lbs

TYPE: BUG/POISON

SPECIAL ATTACK SPECIAL DEFENSE



#14 KAKUNA

Height: 2'0"
Weight: 22 lbs

WEEDLE LEVEL 7 KAKUNA

TYPE: BUG/POISON

SPECIAL ATTACK SPECIAL DEFENSE



#15 BEEDRILL

Height: 3'7"
Weight: 65 lbs

KAKUNA LEVEL 10 BEEDRILL

TYPE: BUG/POISON

SPECIAL ATTACK SPECIAL DEFENSE



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#13	#14	#15
POISON STING	PSN	15	100	35	-		
STRING SHOT	BUG	-	95	40			
HARDEN	NRM	-	-	30			
FURY ATTACK	NRM	15	85	20			10
FOCUS ENERGY	NRM	-	-	30			15
TWINEEDLE	BUG	25	100	20			20
RAGE	NRM	20	100	20			25
PURSUIT	DRK	40	100	20			30
PIN MISSILE	BUG	14	85	20			35
AGILITY	PSY	-	-	30			40

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#13	#14	#15
03	CURSE	???	-	-	10			●
06	TOXIC	PSN	-	85	10			●
10	HIDDEN POWER	NRM	-	100	15			●
11	SUNNY DAY	FIR	-	-	5			●
12	SWEET SCENT	NRM	-	100	20			●
13	SNORE	NRM	40	100	15			●
15	HYPER BEAM	NRM	150	90	5			●
17	PROTECT	NRM	-	-	10			●
19	GIGA DRAIN	GRS	60	100	5			●
20	ENDURE	NRM	-	-	10			●
21	FRUSTRATION	NRM	-	100	20			●
27	RETURN	NRM	-	100	20			●
32	DOUBLE TEAM	NRM	-	-	15			●
34	SWAGGER	NRM	-	90	15			●
35	SLEEP TALK	NRM	-	-	10			●
36	SLUDGE BOMB	PSN	90	100	10			●
39	SWIFT	NRM	60	-	20			●
44	REST	PSY	-	-	10			●
45	ATTRACT	NRM	-	100	15			●
49	FURY CUTTER	BUG	10	95	20			●
H1	CUT	NRM	50	95	30			●

#165 LEDYBA

Height: 3'3"
Weight: 24 lbs

TYPE: BUG/FLYING



#166 LEDIAN

Height: 4'7"
Weight: 28 lbs

LEDYBA LEVEL 38 → LEDIAN
TYPE: BUG/FLYING



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#165	#166
TACKLE	NRM	35	95	35	-	-
SUPERSONIC	NRM	-	55	20	8	8
COMET PUNCH	NRM	18	85	15	15	15
LIGHT SCREEN	PSY	-	-	30	22	24
REFLECT	PSY	-	-	20	22	24
SAFEGUARD	NRM	-	-	25	22	24
BATON PASS	NRM	-	-	40	29	33
SWIFT	NRM	60	-	20	34	42
AGILITY	PSY	-	-	30	43	51
DOUBLE-EDGE	NRM	120	100	15	50	60

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#165	#166
01	DYNAMIC PUNCH	FTG	100	50	5	●	●
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
06	TOXIC	PSN	-	85	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
12	SWEET SCENT	NRM	-	100	20	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
19	GIGA DRAIN	GRS	60	120	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
22	SOLARBEAM	GRS	120	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	60	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
33	ICE PUNCH	ICE	75	100	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
HS	FLASH	NRM	-	70	20	●	●

#167 SPINARAK

Height: 1'11"
Weight: 19 lbs

TYPE: BUG/POISON



#168 ARIADOS

Height: 3'7"
Weight: 74 lbs

SPINARAK LEVEL 22 → ARIADOS
TYPE: BUG/POISON



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#167	#168
POISON STING	PSN	15	100	35	-	-
STRING SHOT	BUG	-	95	40	-	-
SCARY FACE	NRM	-	90	10	6	6
CONstrict	NRM	10	100	35	11	11
NIGHT SHADE	GHO	-	100	15	17	17
LEECH LIFE	BUG	20	100	15	23	25
FURY SWIPES	NRM	18	80	15	30	34
SPIDER WEB	BUG	-	100	10	37	43
SCREECH	NRM	-	85	40	45	53
PSYCHIC	PSY	90	100	10	53	63

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#167	#168
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
22	SOLARBEAM	GRS	120	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	60	100	10	●	●
29	PSYCHIC	PSY	90	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
36	SLUDGE BOMB	PSN	90	100	10	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
HS	FLASH	NRM	-	70	20	●	●

#74

GEODUDE

TYPE: ROCK/GROUND

Height:
1'4"
Weight:
44 lbs

LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#74	#75	#76
TACKLE	NRM	35	95	35	-	-	-
DEFENSE CURL	NRM	-	-	40	6	6	6
ROCK THROW	RCK	50	90	15	11	11	11
MAGNITUDE	GRD	-	100	30	16	16	16
SELFDSTRUCT	NRM	100	100	5	21	21	21
HARDEN	NRM	-	-	30	26	27	27
ROLLOUT	RCK	30	90	20	31	34	34
EARTHQUAKE	GRD	100	100	10	36	41	41
EXPLOSION	NRM	250	100	5	41	48	48

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#74	#75	#76
01	DYNAMICPUNCH	FTG	100	50	5	●	●	●
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
04	ROLLOUT	RCK	30	90	20	●	●	●
05	ROAR	NRM	-	100	20	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●
08	ROCK SMASH	FTG	30	100	15	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
15	HYPER BEAM	NRM	150	90	5	●	●	●
17	PROTECT	NRM	-	-	10	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
28	DIG	GRD	60	100	10	●	●	●
31	MUD-SLAP	GRD	20	100	10	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
37	SANDSTORM	RCK	-	-	10	●	●	●
38	FIRE BLAST	FIR	120	85	5	●	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
48	FIRE PUNCH	FIR	75	100	15	●	●	●
49	FURY CUTTER	BUG	10	95	20	●	●	●
H4	STRENGTH	NRM	80	100	15	●	●	●

#75

GRAVELER

GEODUDE LEVEL 25 → GRAVELER
TYPE: ROCK/GROUNDHeight:
3'3"
Weight:
232 lbs

#76

GOLEM

GRAVELER TRADE → GOLEM
TYPE: ROCK/GROUNDHeight:
4'7"
Weight:
862 lbs

PROF. ELM'S MEMO

Make Friends

One recent Pokémon discovery involves the friendliness factor in some Pokémon's evolution. There are several things you should do to stay on good terms with your Pokémon, and several other things you should avoid for the same reason.



Do:

Take your Pokémon to be groomed by Blun's sister in Pallet Town.

Get haircuts from Goldenrod's Haircut Brothers—especially the older one.

Keep your Pokémon in your party continually.

Use items on your Pokémon and allow it to hold an item.

Don't:

Let your Pokémon faint in battle, get very weak, or stay paralyzed or poisoned for any length of time.

Make your Pokémon take bitter medicine from the herb shop in Goldenrod City. Try not to trade away Pokémon you wish to befriend.

#41 ZUBAT

TYPE: POISON/FLYING

Height: 2'7"
Weight: 17 lbs.



#42 GOLBAT

ZUBAT LEVEL 22 → GOLBAT
TYPE: POISON/FLYING

Height: 5'3"
Weight: 121 lbs.

LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#41	#42	#169
SCREECH	NRM	-	85	40	-	-	-
LICKLIFE	BUG	20	100	15	-	-	-
SUPERSONIC	NRM	-	55	20	6	6	6
WIT	DRK	40	100	25	12	12	12
CONFUSE RAY	GHO	-	100	10	19	19	19
WING ATTACK	FLY	60	100	35	27	30	30
MEAN LOOK	NRM	-	100	5	36	42	42
HAZE	ICE	-	-	30	46	55	55

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#41	#42	#169
03	CURSE	???	-	-	10	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
15	HYPER BEAM	NRM	150	90	5	●	●	●
17	PROTECT	NRM	-	-	10	●	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
31	DOUBLE TEAM	NRM	-	-	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
39	SWIFT	NRM	60	-	20	●	●	●
43	DETECT	FTG	-	-	5	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
46	TRAP	DRK	40	100	10	●	●	●
47	STEEL WING	STL	70	90	25	●	●	●
H2	FLY	FLY	70	95	15	●	●	●



#169 CROBAT

GOLBAT Friendship → CROBAT
TYPE: POISON/FLYING

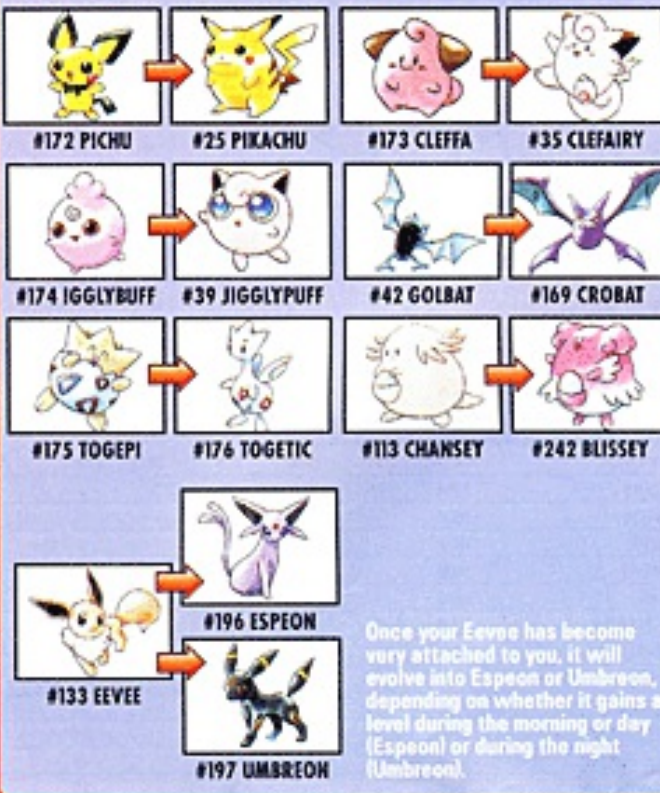
Height: 5'11"
Weight: 165 lbs.



PROF. ELM'S MEMO

Friendly Evolution

After an exhaustive study of every Pokémon known to science, I have concluded that several Pokémon will evolve only when they are very attached to their Trainers—a process called Friendly Evolution. The Pokémon below will evolve when they gain a level after reaching optimum friendliness with their Trainer. Please study my memo on the preceding page to find hints on befriending Pokémon.



Once your Eevee has become very attached to you, it will evolve into Espeon or Umbreon, depending on whether it gains a level during the morning or day (Espeon) or during the night (Umbreon).

#173 CLEFFA

TYPE: NORMAL

Height: 7'0"
Weight: 7 lbs

#35 CLEFAIRY

CLEFFA Friendship → CLEFAIRY
TYPE: NORMALHeight: 7'0"
Weight: 17 lbs

#36 CLEFABLE

CLEFAIRY Moon Stone → CLEFABLE
TYPE: NORMALHeight: 4'3"
Weight: 88 lbs

LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#173	#35	#36
POUND	NRM	40	100	35	-	-	-
CHARM	NRM	-	100	20	-	-	-
GROWL	NRM	-	100	40	-	-	-
ENCORE	NRM	-	100	5	4	4	-
SING	NRM	-	55	15	8	8	-
SWEET KISS	NRM	-	75	10	13	-	-
DOUBLES LAP	NRM	15	85	10	-	13	-
MINIMIZE	NRM	-	-	20	-	19	-
DEFENSE CURL	NRM	-	-	40	-	26	-
METRONOME	NRM	-	-	10	-	34	-
MOON LIGHT	NRM	-	-	5	-	43	-
LIGHT SCREEN	PSY	-	-	30	-	53	-

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#173	#35	#36
01	DYNAMIC PUNCH	FTG	100	50	5	●	●	●
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
04	ROLLOUT	RCK	30	90	20	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●
07	ZAP CANNON	ELC	100	50	5	●	●	●
09	PSYCH UP	NRM	-	-	10	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
14	BLIZZARD	ICE	120	70	5	●	●	●
15	HYPER BEAM	NRM	150	90	5	●	●	●
16	ICY WIND	ICE	55	95	15	●	●	●
17	PROTECT	NRM	-	-	10	●	●	●
18	RAIN DANCE	WTR	-	-	5	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
22	SOLARBEAM	GRS	120	100	10	●	●	●
23	IRON TAIL	STL	100	75	15	●	●	●
25	THUNDER	ELC	120	70	10	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
29	PSYCHIC	PSY	90	100	10	●	●	●
30	SHADOW BALL	GHO	80	100	15	●	●	●
31	MUD-SLAP	GRD	30	100	10	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
33	ICE PUNCH	ICE	75	100	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
38	FIRE BLAST	FIR	120	85	5	●	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●	●
42	DREAM EATER	PSY	100	100	15	●	●	●
43	DETECT	FTG	-	-	5	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
48	FIRE PUNCH	FIR	75	100	15	●	●	●
50	NIGHTMARE	GHO	-	100	15	●	●	●
84	STRENGTH	NRM	80	100	15	●	●	●
85	FLASH	NRM	-	70	20	●	●	●



PROF. ELM'S MEMO

The Poké Ball Maker

Kurt the Poké Ball Maker is a good person to know. After you help him defeat Team Rocket in Azalea Town, he will return to his house, where you can visit him. Kurt handcrafts Poké Balls from the Apricorns you find on some trees around Johto. Apricorns come in several different shades that produce different types of Poké Balls. Take an Apricorn to Kurt, then return the next day to pick up your new Poké Ball.



Hey! It's
PINK APRICORN!



I'll make BALLS
out of them.



#174 IGGLYBUFF

TYPE: NORMAL

Height: 1'0"
Weight: 2 lbs.



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#174	#39	#40
SING	NRM	-	55	15	-	-	-
CHARM	NRM	-	100	20	-	-	-
DEFENSE CURL	NRM	-	-	40	4	4	-
POUND	NRM	40	100	35	9	9	-
SWEET KISS	NRM	-	75	10	14	-	-
DISABLE	NRM	-	55	20	-	14	-
ROLLOUT	RCK	20	90	30	-	14	-
DOUBLES LAP	NRM	15	85	10	-	24	-
BEST	PSY	-	-	10	-	29	-
BODY SLAM	NRM	85	100	15	-	34	-
DOUBLE-EDGE	NRM	120	100	15	-	39	-

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#174	#39	#40
01	DYNAMIC PUNCH	FTG	100	50	5	●	●	●
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
04	ROLLOUT	RCK	30	90	20	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●
07	ZAP CANNON	ELC	100	50	5	●	●	●
09	PSYCH UP	NRM	-	-	10	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
14	BLIZZARD	ICE	120	70	5	●	●	●
15	HYPER BEAM	NRM	150	90	5	●	●	●
16	ICY WIND	ICE	55	95	15	●	●	●
17	PROTECT	NRM	-	-	10	●	●	●
18	RAINDANCE	WTR	-	-	5	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
22	SOLARBEAM	GRS	120	100	10	●	●	●
25	THUNDER	ELC	120	70	10	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
28	PSYCHIC	PSY	90	100	10	●	●	●
30	SHADOW BALL	GHO	80	100	15	●	●	●
31	MUD-SLAP	GRD	20	100	10	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
33	ICE PUNCH	ICE	75	100	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
38	FIRE BLAST	FIR	120	85	5	●	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●	●
42	DREAM EATER	PSY	100	100	15	●	●	●
43	DETECT	FTG	-	-	5	●	●	●
44	BEST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
48	FIRE PUNCH	FIR	75	100	15	●	●	●
50	NIGHTMARE	GHO	-	100	15	●	●	●
84	STRENGTH	NRM	80	100	15	●	●	●
85	FLASH	NRM	-	70	20	●	●	●

#39 JIGGLYPUFF

IGGLYBUFF Friendship → JIGGLYPUFF

TYPE: NORMAL

Height: 1'3"
Weight: 12 lbs.



#40 WIGGLYTUFF

JIGGLYPUFF Moon Stone → WIGGLYTUFF

TYPE: NORMAL

Height: 1'3"
Weight: 26 lbs.



PROF. ELM'S MEMO

Kurt's Poké Balls

Fast Ball (White Apricorn)

Use a Fast Ball when you're trying to catch a Pokémon that runs away quickly, such as Raikou or Skarmory.

Lure Ball (Blue Apricorn)

Try bringing out a Lure Ball when you're fishing for Pokémon and you've got one hooked.

Level Ball (Red Apricorn)

The Level Ball works best when your Pokémon's level is much higher than the opposing Pokémon's level.

Heavy Ball (Black Apricorn)

Large, heavy Pokémon such as Snorlax or Onix will be easier to catch if you use a Heavy Ball.

Love Ball (Pink Apricorn)

When the Pokémon you're trying to catch is of the opposite gender as your attacking Pokémon, use a Love Ball.

Friend Ball (Green Apricorn)

Any Pokémon you catch with a Friend Ball will become attached to you very quickly. Use Friend Balls on Pokémon you like.

Moon Ball (Yellow Apricorn)

It's easier to capture Pokémon that evolve with the Moon Stone if you use a Moon Ball instead of a regular Poké Ball.



#175 TOGEPI Height: 1'0" Weight: 3 lbs
TYPE: NORMAL



#176 TOGETIC Height: 2'0" Weight: 7 lbs
TOGEPI Friendship TOGETIC
TYPE: NORMAL/FLYING



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#175	#176
TACKLE	NRM	35	95	35	-	-
CHARM	NRM	-	100	20	-	-
MITRONOME	NRM	-	-	10	7	7
SWEET KISS	NRM	-	75	10	18	18
ENCORE	NRM	-	100	5	25	25
SAFEGUARD	NRM	-	-	25	31	31
DOUBLE-EDGE	NRM	120	100	15	38	38

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#175	#176
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
06	TOXIC	PSN	-	85	10	●	●
07	ZAP CANNON	ELC	100	50	5	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
09	PSYCH UP	NRM	-	-	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
22	SOLARBEAM	GRS	120	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
29	PSYCHIC	PSY	90	100	10	●	●
30	SHADOW BALL	GHO	80	100	15	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
38	FIRE BLAST	FIR	120	85	5	●	●
39	SWIFT	NRM	60	-	20	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
42	DREAM EATER	PSY	100	100	15	●	●
43	DETECT	FTG	-	-	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
47	STEEL WING	STL	70	90	25	●	●
H2	FLY	FLY	70	95	15	●	●
H5	FLASH	NRM	-	70	20	●	●

#27 SANDSHREW Height: 2'0" Weight: 26 lbs
TYPE: GROUND



#28 SANDSLASH Height: 3'3" Weight: 65 lbs
SANDSHREW LEVEL 22 SANDSLASH
TYPE: GROUND



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#27	#28
SCRATCH	NRM	40	100	35	-	-
DEFENSE CURL	NRM	-	-	40	6	6
SAND-ATTACK	GRD	-	100	15	11	11
POISON STING	PSN	15	100	35	17	17
SLASH	NRM	70	100	20	23	24
SWIFT	NRM	60	-	20	30	33
FURY SWIPES	NRM	18	80	15	37	42
SANDSTORM	RCK	-	-	10	45	52

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#27	#28
01	DYNAMICPUNCH	FTG	100	50	5	●	●
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	60	100	10	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
37	SANDSTORM	RCK	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
43	DETECT	FTG	-	-	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
49	FURY CUTTER	BUG	10	95	20	●	●
H1	CUT	NRM	50	95	30	●	●
H4	STRENGTH	NRM	80	100	15	●	●

#23 EKANS Height: 3'11" Weight: 15 lbs
TYPE: POISON



SPECIAL ATTACK	SPECIAL DEFENSE
<input type="checkbox"/>	<input type="checkbox"/>
HIT POINTS	SPEED
<input type="checkbox"/>	<input type="checkbox"/>
ATTACK	DEFENSE
<input type="checkbox"/>	<input type="checkbox"/>

#24 ARBOK Height: 11'6" Weight: 143 lbs
EKANS LEVEL 22 → ARBOK
TYPE: POISON



SPECIAL ATTACK	SPECIAL DEFENSE
<input type="checkbox"/>	<input type="checkbox"/>
HIT POINTS	SPEED
<input type="checkbox"/>	<input type="checkbox"/>
ATTACK	DEFENSE
<input type="checkbox"/>	<input type="checkbox"/>

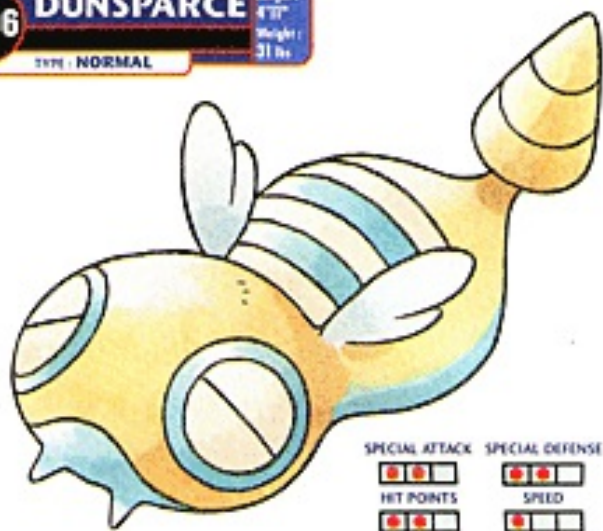
LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#23	#24
WRAP	NRM	15	85	20	-	-
LEER	NRM	-	100	30	-	-
POISON STING	PSN	15	100	35	9	9
BITE	DRK	60	100	25	15	15
GLARE	NRM	-	75	30	23	25
SCREECH	NRM	-	85	40	29	33
ACID	PSN	40	100	30	37	43
HAZE	ICE	-	-	30	43	51

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#23	#24
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	TOXIC	PSN	-	85	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	60	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
36	SLUDGE BOMB	PSN	90	100	10	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
84	STRENGTH	NRM	80	100	15	●	●

#206 DUNSPARCE Height: 4'11" Weight: 31 lbs
TYPE: NORMAL



SPECIAL ATTACK	SPECIAL DEFENSE
<input type="checkbox"/>	<input type="checkbox"/>
HIT POINTS	SPEED
<input type="checkbox"/>	<input type="checkbox"/>
ATTACK	DEFENSE
<input type="checkbox"/>	<input type="checkbox"/>

LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#206
RAGE	NRM	20	100	20	-
DEFENSE CURL	NRM	-	-	40	5
GLARE	NRM	-	75	30	13
SPIE	GHO	-	100	10	18
PURSUIT	DRK	40	100	20	24
SCREECH	NRM	-	85	40	30
TAKE DOWN	NRM	90	85	20	38

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#206
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
04	ROLLOUT	RCK	30	90	20	●
06	TOXIC	PSN	-	85	10	●
07	ZAP CANNON	ELC	100	50	5	●
08	ROCK SMASH	FTG	20	100	15	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
22	SOLARBEAM	GRS	120	100	10	●
23	IRON TAIL	STL	100	75	15	●
25	THUNDER	ELC	120	70	10	●
27	RETURN	NRM	-	100	20	●
28	DIG	GRD	60	100	10	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
40	DEFENSE CURL	NRM	-	-	40	●
42	DREAM EATER	PSY	100	100	15	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
50	NIGHTMARE	GHO	-	100	15	●
84	STRENGTH	NRM	80	100	15	●

#179 MAREEP

TYPE: ELECTRIC

Height: 2'0"
Weight: 17 lbs



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#179	#180	#181
TACKLE	NRM	35	95	35	-	-	-
GROWL	NRM	-	100	40	-	-	-
THUNDER SHOCK	ELC	40	100	30	9	9	9
THUNDER WAVE	ELC	-	100	20	16	16	16
COTTON SPORE	GRS	-	85	40	23	27	27
THUNDERPUNCH	ELC	75	100	15	-	-	20
LIGHT SCREEN	PSY	-	-	30	30	36	42
THUNDER	ELC	120	70	10	37	45	57

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#179	#180	#181
01	DYNAMICPUNCH	FTG	100	50	5	●	●	●
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●
07	ZAP CANNON	ELC	100	50	5	●	●	●
08	ROCK SMASH	FTG	20	100	15	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
15	HYPER BEAM	NRM	150	90	5	●	●	●
17	PROTECT	NRM	-	-	10	●	●	●
18	RAIN DANCE	WTR	-	-	5	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
23	IRON TAIL	STL	100	75	15	●	●	●
25	THUNDER	ELC	120	70	10	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
39	SWIFT	NRM	60	-	20	●	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
48	FIRE PUNCH	FIR	75	100	15	●	●	●
H4	STRENGTH	NRM	80	100	15	●	●	●
H5	FLASH	NRM	-	70	20	●	●	●

#180 FLAAFFY

MAREEP LEVEL 15 ▶ FLAAFFY
TYPE: ELECTRIC

Height: 2'7"
Weight: 29 lbs



#181 AMPHAROS

FLAAFFY LEVEL 30 ▶ AMPHAROS
TYPE: ELECTRIC

Height: 4'7"
Weight: 136 lbs



PROF. ELM'S MEMO

False Swipe

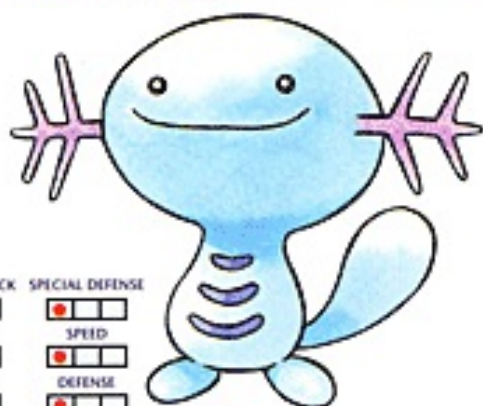
The attack known as False Swipe is an amazingly effective aid for capturing wild Pokémon. It will always leave an opponent with one hit point, making it very weak but still awake and vulnerable. False Swipe is a Normal-type attack that Farfetch'd, Scyther, Cubone and other Pokémon can learn at different levels. The attack's base damage is not high, but it usually has 40 PP.



#194 WOOPER

TYPE: WATER/GROUND

Height: 7'4"
Weight: 19 lbs.

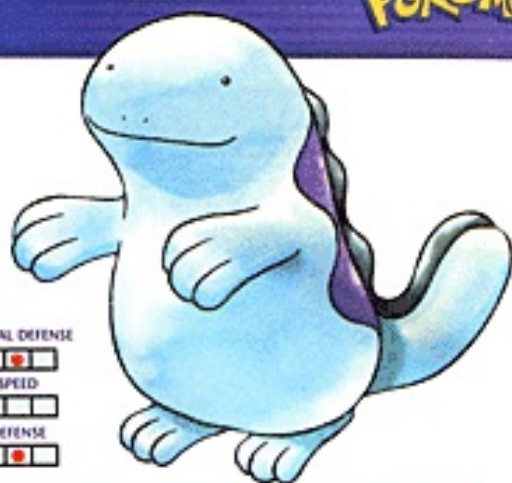


LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#194	#195
WATER GUN	WTR	40	100	25	-	-
TAIL WHIP	NRM	-	100	30	-	-
SLAM	NRM	80	75	20	11	11
AMNESIA	PSY	-	-	20	21	23
EARTHQUAKE	GRD	100	100	10	31	35
RAIN DANCE	WTR	-	-	5	41	47
HAZE	ICE	-	-	30	51	59
MIST	ICE	-	-	30	51	59

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#194	#195
01	DYNAMIC PUNCH	FTG	100	50	5	●	●
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	60	100	10	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
33	ICE PUNCH	ICE	75	100	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
36	SLUDGE BOMB	PSN	90	100	10	●	●
37	SANDSTORM	RCK	-	-	10	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
H3	SURF	WTR	95	100	15	●	●
H4	STRENGTH	NRM	80	100	15	●	●
H5	FLASH	NRM	-	70	20	●	●
H6	WHIRLPOOL	WTR	15	70	15	●	●



#195 QUAGSIRE

WOOPER LEVEL 20 → QUAGSIRE
TYPE: WATER/GROUND

Height: 4'7"
Weight: 165 lbs.



PROF. ELM'S MEMO

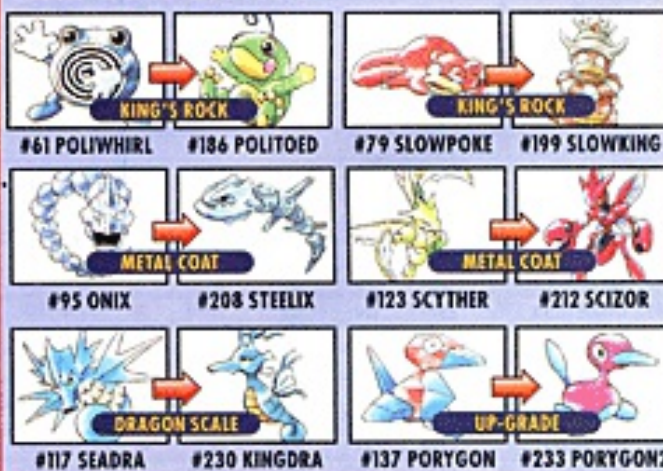
Link Trade Evolution

It's well-documented that some Pokémon won't evolve unless they are traded via Game Link Cable to another Pokémon Game Pak. Other Pokémon must be carrying a specific item when they're traded, or they won't evolve. Trade Pokémon with someone you trust. Remember that traded Pokémon gain boosted experience points.

Trade Evolution



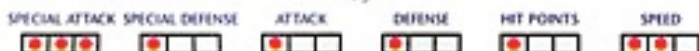
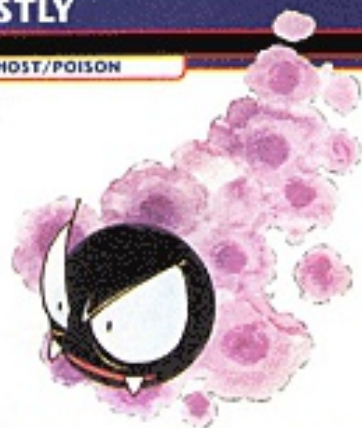
Item Trade Evolution



#92 GASTLY

TYPE: GHOST/POISON

Height: 4'3"
Weight: 0.2 lbs



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#92	#93	#94
HYPNOSIS	PSY	-	60	20	-	-	-
LICK	GHO	20	100	30	-	-	-
SPITE	GHO	-	100	10	8	8	8
MEAN LOOK	NRM	-	100	5	13	13	13
CURSE	???	-	-	10	16	16	16
NIGHT SHADE	GHO	-	100	15	21	21	21
CONFUSE RAY	GHO	-	100	10	28	31	31
DREAM EATER	PSY	100	100	15	33	39	39
DESTINY BOND	GHO	-	-	5	36	48	48

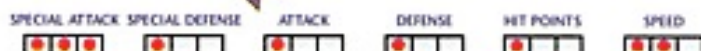
TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#92	#93	#94
01	DYNAMICPUNCH	FTG	100	50	5			●
02	HEADBUTT	NRM	70	100	15			●
03	CURSE	???	-	-	10	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●
07	ZAP CANNON	ELC	100	50	5	●	●	●
08	ROCK SMASH	FTG	20	100	15			●
09	PSYCH UP	NRM	-	-	10	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
15	HYPER BEAM	NRM	150	90	5			●
17	PROTECT	NRM	-	-	10	●	●	●
18	BAW DANCE	WTR	-	-	5	●	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
25	THUNDER	ELC	120	70	10	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
28	PSYCHIC	PSY	90	100	10	●	●	●
30	SHADOW BALL	GHO	80	100	15	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
33	ICE PUNCH	ICE	75	100	15			●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
41	THUNDERPUNCH	ELC	75	100	15			●
42	DREAM EATER	PSY	100	100	15	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
46	THIEF	DRK	40	100	10	●	●	●
48	FIRE PUNCH	FIR	75	100	15			●
50	NIGHTMARE	GHO	-	100	15	●	●	●
H4	STRENGTH	NRM	80	100	15			●

#93 HAUNTER

GASTLY LEVEL 25 → HAUNTER
TYPE: GHOST/POISON

Height: 5'3"
Weight: 0.2 lbs



#94 GENGAR

HAUNTER TRADE → GENGAR
TYPE: GHOST/POISON

Height: 4'11"
Weight: 89 lbs



PROF. ELM'S MEMO

Rock Smash

One effective but little-known technique for catching Pokémon involves using Rock Smash outside of battle. When you come to a rock that seems a bit cracked or crumbled already, try walking up to it and pressing A. A dialogue box will pop up and ask if you'd like to use Rock Smash (if there's a Pokémon in your party that has Rock Smash). You might find a Pokémon hiding under the rock. Talk to the man to the right of Sudowoodo on Route 36 to pick up Rock Smash.



#201 UNOWN
 TYPE: PSYCHIC
 Height: 5'6"
 Weight: 198 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#201
HIDDEN POWER	NRM	-	100	15	-

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#201
NONE						

#95 ONIX
 TYPE: ROCK/GROUND
 Height: 28'10"
 Weight: 462 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



#208 STEELIX
 ONIX Metal Coat + TRADE → STEELIX
 TYPE: STEEL/GROUND
 Height: 30'2"
 Weight: 482 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#95	#208
TACKLE	NRM	35	95	35	-	-
SCREECH	NRM	-	85	40	-	-
BIND	NRM	15	75	20	10	10
ROCK THROW	RCK	50	90	15	14	14
HARDEN	NRM	-	-	30	23	23
RAGE	NRM	20	100	20	27	27
SAND STORM	RCK	-	-	10	36	36
SLAM	NRM	80	75	20	40	40
CRUNCH	DRK	80	100	15	-	49

TM & HM ABILITIES

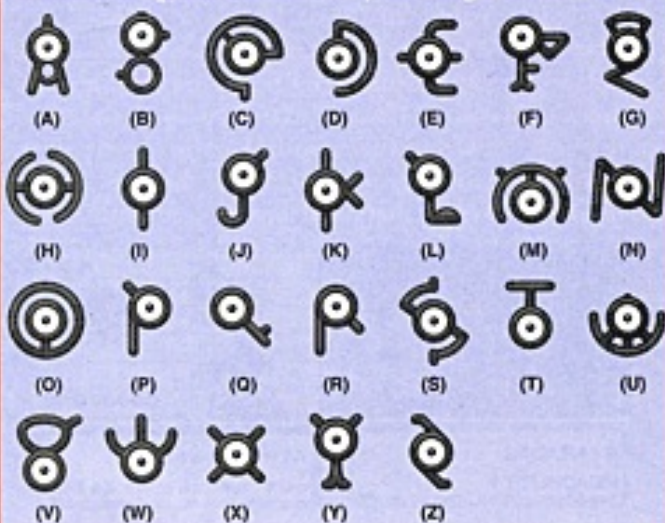
#	ATTACK	TYPE	BA	AC	PP	#95	#208
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
05	ROAR	NRM	-	100	20	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPERSLAM	NRM	150	90	5	-	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
24	DRAGONBREATH	DRG	60	100	20	-	●
26	EARTHQUAKE	GRD	100	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	60	100	10	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
37	SANDSTORM	RCK	-	-	10	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
HI	CUT	NRM	50	95	30	-	●
HI	STRENGTH	NRM	80	100	15	●	●



PROF. ELM'S MEMO

Fun With Unown

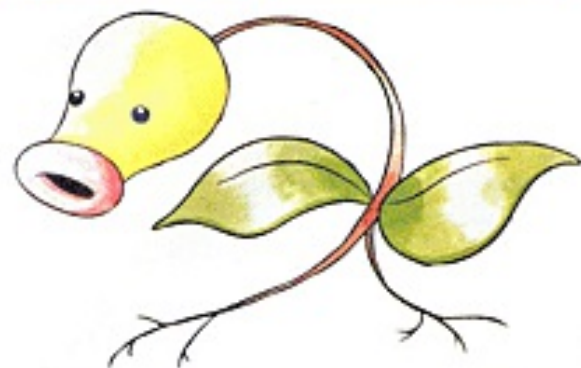
The mysterious Psychic-type creatures called Unown come in 26 shapes that correspond to the alphabet! After you catch three differently shaped Unown, you can pick up the Unowndex from the researchers near the Ruins of Alph. After you solve all four of the puzzles in the caves surrounding the Ruins of Alph, you will be able to catch all 26 differently shaped Unown. Once you've caught all 26, you'll earn the option to print out the Unown with your Game Boy Printer. There are all sorts of fun things you could do with the letter-shaped Pokémon. Use your imagination!



#69 BELLSPROUT

Height: 2'4"
Weight: 9 lbs

TYPE: GRASS/POISON



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#69	#70	#71
VINE WHIP	GRS	35	100	10	-	-	-
GROWTH	NRM	-	-	40	6	6	-
WRAP	NRM	15	85	20	11	11	-
SLEEP POWDER	GRS	-	75	15	15	15	-
POISON POWDER	PSN	-	75	35	17	17	-
STUN SPORE	GRS	-	75	30	19	19	-
ACID	PSN	40	100	30	23	24	-
SWEET SCENT	NRM	-	100	20	30	33	-
RAZOR LEAF	GRS	55	95	25	37	42	-
SLAM	NRM	80	75	20	45	54	-

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#69	#70	#71
03	CURSE	???	-	-	10	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●
12	SWEET SCENT	NRM	-	100	20	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
15	HYPER BEAM	NRM	150	90	5	●	●	●
17	PROTECT	NRM	-	-	10	●	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
27	SOLARBEAM	GRS	120	100	10	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
36	SLUDGE BOMB	PSN	90	100	10	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
H1	CUT	NRM	50	95	30	●	●	●
H5	FLASH	NRM	-	70	20	●	●	●

#70 WEEPINBELL

Height: 3'3"
Weight: 34 lbsBELLSPROUT LEVEL 21 → WEEPINBELL
TYPE: GRASS/POISON

#71 VICTREEBEL

Height: 5'7"
Weight: 34 lbsWEEPINBELL Leaf Stone → VICTREEBEL
TYPE: GRASS/POISON

PROF. ELM'S MEMO

Headbutt Help

Once you've located TM 02, Headbutt, in Ilex Forest, you can use it in battle as an attack and outside of battle as an aid for catching Pokémon. Walk up to the small, triangular trees and press A. When asked if you'd like to use Headbutt, answer yes. Any Pokémon lurking in the trees will come tumbling to the ground. Check the chart on the next page for the Pokémon that you'll find by Headbutting trees.



GYARADOS did a HEADBUTT!



AIPOM fell out of the tree!

#187 HOPPIP

TYPE: GRASS/FLYING

Height: 1'4"
Weight: 1 lb.



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#187	#188	#189
SPLASH	NRM	-	-	40	-	-	-
SYNTHESIS	GRS	-	-	5	-	-	-
TAIL WHIP	NRM	-	100	30	5	5	5
TACKLE	NRM	35	95	35	10	10	10
POISONPOWDER	PSN	-	75	35	13	13	13
STUN SPORE	GRS	-	75	30	15	15	15
SLEEP POWDER	GRS	-	75	15	17	17	17
LICHEN SPORE	GRS	-	90	10	20	22	22
COTTON SPORE	GRS	-	85	40	25	29	33
MEGA DRAIN	GRS	40	100	30	30	36	44

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#187	#188	#189
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●
12	SWEET SCENT	NRM	-	100	20	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
15	HYPER BEAM	NRM	150	90	5	●	●	●
17	PROTECT	NRM	-	-	10	●	●	●
18	GIGA DRAIN	GRS	60	100	5	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
22	SOLARBIAM	GRS	120	100	10	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
45	FLASH	NRM	-	70	20	●	●	●

#188 SKIPLOOM

HOPPIP LEVEL 18 ▶ SKIPLOOM

TYPE: GRASS/FLYING

Height: 1'0"
Weight: 2 lbs.



#189 JUMPLUFF

SKIPLOOM LEVEL 27 ▶ JUMPLUFF

TYPE: GRASS/FLYING

Height: 1'7"
Weight: 7 lbs.



PROF. ELM'S MEMO

Headbutt Pokémon

Pokémon indicated in black are relatively common.
Pokémon indicated in white are relatively rare.

	GOLD		SILVER	
Wooded Area	#10 CATERPIE	#11 METAPOD	#13 WEEDLE	#14 KARKUNA
	#12 BUTTERFREE	#102 EXEGGCUTE	#15 BEEDRILL	#102 EXEGGCUTE
	#204 PINECO	#204 PINECO		
Mountain Area	#21 SPEAROW	#214 HERACROSS	#21 SPEAROW	#214 HERACROSS
	#190 AIPOM	#190 AIPOM		

#46 PARAS

TYPE: BUG/GRASS

Height: 1'0"
Weight: 12 lbs.



#47 PARASECT

PARAS LEVEL 24 → PARASECT

TYPE: BUG/GRASS

Height: 3'3"
Weight: 65 lbs.

LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#46	#47
SCRATCH	NRM	40	100	35	-	-
STUN SPORE	GRS	-	75	30	7	7
POISONPOWDER	PSN	-	75	35	13	13
LEECH LIFE	BUG	20	100	15	19	19
SPORE	GRS	-	100	15	25	28
SLASH	NRM	70	100	20	31	37
GROWTH	NRM	-	-	40	37	46
GIGA DRAIN	GRS	60	100	5	43	55

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#46	#47
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIN	-	-	5	●	●
12	SWEET SCENT	NRM	-	100	20	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
18	GIGA DRAIN	GRS	60	100	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
22	SOLARBEAM	GRS	110	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	60	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
36	SLUDGE BOMB	PSN	90	100	10	●	●
44	RIST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
49	FURY CUTTER	BUG	10	95	20	●	●
50	CUT	NRM	50	95	30	●	●
55	FLASH	NRM	-	70	20	●	●



PROF. ELM'S MEMO

Stone Evoluton

My Pokémon studies show that many Pokémon need Evolution Stones to evolve. One new type of stone, the Sun Stone, has recently been discovered. Other Evolution Stones include the Water Stone, the Fire Stone, the Thunder Stone, the Leaf Stone and the Moon Stone.

Water Stone



#61 POLIWHIRL



#62 POLIWRATH



#30 NIDORINA



#31 NIDOQUEEN



#90 SHELLDER



#91 CLOYSTER



#33 NIDORINO



#34 NIDOKING



#120 STARYU



#121 STARMIE



#35 CLEFAIRY



#36 CLEFABLE



#133 EEEVEE



#134 VAPOREON



#39 JIGGLYPUFF



#40 WIGGLYTUFF

Fire Stone



#37 VULPIX



#38 NINETALES



#25 PIKACHU



#26 RAICHU



#58 GLOWLITHE



#59 ARCANINE



#133 EEEVEE



#135 JOLTEON



#133 EEEVEE



#136 FLAREON

Leaf Stone



#70 WEEPINBELL



#71 VICTREEBEL

Sun Stone



#191 SUNKERN



#192 SUNFLORA



#102 EXEGGCUTE



#103 EXEGGUTOR



#44 GLOOM



#182 BELLOSSOM



#44 GLOOM

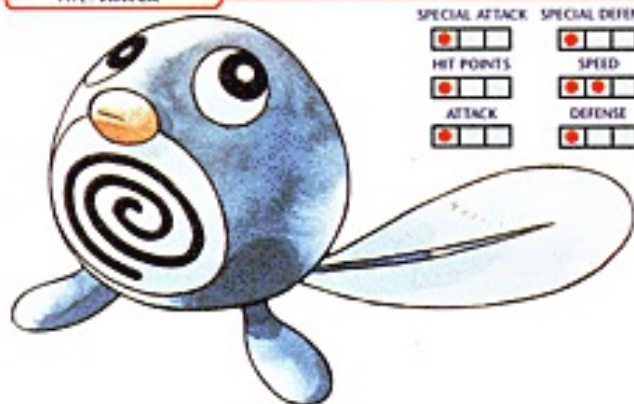


#45 VILEPLUME

#60 POLIWAG

Height: 2'0"
Weight: 27 lbs

TYPE: WATER



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#60	#61	#62	#186
BUBBLE	WTR	20	100	30	-	-	-	-
HYPNOSIS	PSY	-	60	20	7	7	-	-
WATER GUN	WTR	40	100	25	13	13	-	-
DOUBLES LAP	NRM	15	85	10	19	19	-	-
RAIN DANCE	WTR	-	-	5	25	27	-	-
BODY SLAM	NRM	85	100	15	31	35	-	-
SUBMISSION	FTG	80	80	25	-	-	35	-
PERISH SONG	NRM	-	-	5	-	-	-	35
BELLY DRUM	NRM	-	-	10	37	43	-	-
HYDRO PUMP	WTR	120	80	5	43	51	-	-
MIND READER	NRM	-	100	5	-	-	51	-
SWAGGER	NRM	-	90	15	-	-	-	51

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#60	#61	#62	#186
01	DYNAMIC PUNCH	FTG	100	50	5	●	●	●	●
02	HEAD BUTT	NRM	70	100	15	●	●	●	●
03	CURSE	???	-	-	10	●	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●	●
08	ROCK SMASH	FTG	20	100	15	●	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●	●
13	SNORE	NRM	40	100	15	●	●	●	●
14	BLIZZARD	ICE	120	70	5	●	●	●	●
15	HYPER BEAM	NRM	150	90	5	●	●	●	●
16	ICY WIND	ICE	55	95	15	●	●	●	●
17	PROTECT	NRM	-	-	10	●	●	●	●
18	RAIN DANCE	WTR	-	-	5	●	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●	●	●
27	RETURN	NRM	-	100	20	●	●	●	●
29	PSYCHIC	PSY	90	100	10	●	●	●	●
31	MUD-SLAP	GRD	20	100	10	●	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●	●
33	ICE PUNCH	ICE	75	100	15	●	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●	●	●
43	DETECT	FTG	-	-	5	●	●	●	●
44	REST	PSY	-	-	10	●	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●	●
46	THIEF	DRK	40	100	10	●	●	●	●
H3	SURF	WTR	95	100	15	●	●	●	●
H4	STRENGTH	NRM	80	100	15	●	●	●	●
H6	WHIRLPOOL	WTR	15	70	15	●	●	●	●
H7	WATERFALL	WTR	80	100	15	●	●	●	●

#61 POLIWHIRL

Height: 3'3"
Weight: 44 lbs

POLIWHIRL LEVEL 25 → POLIWHIRL
TYPE: WATER



#62 POLIWRATH

Height: 4'3"
Weight: 109 lbs

POLIWHIRL Water Stone → POLIWRATH
TYPE: WATER/FIGHTING



#186 POLITOED

Height: 3'7"
Weight: 75 lbs

POLIWHIRL King's Rock + TRADE → POLITOED
TYPE: WATER



#129 MAGIKARP

Height: 2'7"
Weight: 22 lbs

TYPE: WATER



#130 GYARADOS

Height: 27'4"
Weight: 518 lbs

MAGIKARP LEVEL 20 GYARADOS
TYPE: WATER/FLYING



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#129	#130
SPLASH	NRM	-	-	40	-	-
TACKLE	NRM	35	95	35	15	-
FLAIL	NRM	-	100	15	30	-
THRASH	NRM	90	100	20	-	-
BITE	DRG	60	100	25	-	20
DRAGON RAGE	DRG	-	100	10	-	25
LEER	NRM	-	100	30	-	30
TWISTER	DRG	40	100	20	-	35
HYDRO PUMP	WTR	120	80	5	-	40
RAIN DANCE	WTR	-	-	5	-	45
HYPER BEAM	NRM	150	90	5	-	50

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#129	#130
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
05	ROAR	NRM	-	100	20	●	●
06	TOXIC	PSN	-	85	10	●	●
07	ZAP CANNON	ELC	100	50	5	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
24	DRAGONBREATH	DRG	60	100	20	●	●
25	THUNDER	ELC	130	70	10	●	●
27	RETURN	NRM	-	100	20	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
37	SANDSTORM	RCK	-	-	10	●	●
38	FIRE BLAST	FIR	130	85	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
H3	SURF	WTR	95	100	15	●	●
H4	STRENGTH	NRM	80	100	15	●	●
H6	WHIRLPOOL	WTR	15	70	15	●	●
H7	WATERFALL	WTR	80	100	15	●	●

#118 GOLDEEN

Height: 2'9"
Weight: 33 lbs

TYPE: WATER



#119 SEAKING

Height: 4'3"
Weight: 86 lbs

GOLDEEN LEVEL 33 SEAKING
TYPE: WATER



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#118	#119
PECK	FLY	35	100	35	-	-
TAIL WHIP	NRM	-	100	30	-	-
SUPERSONIC	NRM	-	55	200	10	10
HORN ATTACK	NRM	65	100	25	15	15
FLAIL	NRM	-	100	15	24	24
FURY ATTACK	NRM	15	85	20	24	24
WATERFALL	WTR	80	100	15	38	41
HORN DRILL	NRM	-	30	5	43	49
AGILITY	PSY	-	-	30	57	61

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#118	#119
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
27	RETURN	NRM	-	100	20	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
H3	SURF	WTR	95	100	15	●	●
H7	WATERFALL	WTR	80	100	15	●	●

#79 SLOWPOKE

TYPE: WATER/PSYCHIC

Height: 3'11"
Weight: 79 lbs



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#79	#80	#199
CURSE	???	-	-	10	-	-	-
TACKLE	NRM	35	95	35	-	-	-
GROWL	NRM	-	100	40	-	6	6
WATER GUN	WTR	40	100	25	15	15	15
CONFUSION	PSY	50	100	25	20	20	20
DISABLE	NRM	-	55	20	29	29	29
HEADBUTT	NRM	70	100	15	34	34	34
WITHDRAW	WTR	-	-	40	-	37	-
AMNESIA	PSY	-	-	20	43	43	-
SWAGGER	NRM	-	90	15	-	-	43
PSYCHIC	PSY	90	100	10	48	54	48

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#79	#80	#199
01	DYNAMICPUNCH	FTG	100	50	5	●	●	●
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
04	TOXIC	PSN	-	85	10	●	●	●
07	ZAP CANNON	ELC	100	50	5	●	●	●
08	ROCK SMASH	FTG	20	100	15	●	●	●
09	PSYCH UP	NRM	-	-	10	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
14	BLIZZARD	ICE	120	70	5	●	●	●
15	HYPER BEAM	NRM	150	90	5	●	●	●
16	ICY WIND	ICE	55	95	15	●	●	●
17	PROTECT	NRM	-	-	10	●	●	●
18	RAIN DANCE	WTR	-	-	5	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
23	IRON TAIL	STL	100	75	15	●	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
28	DIG	GRD	60	100	10	●	●	●
29	PSYCHIC	PSY	90	100	10	●	●	●
30	SHADOW BALL	GHO	80	100	15	●	●	●
31	MUD-SLAP	GRD	20	100	10	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
33	ICE PUNCH	ICE	75	100	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
38	FIRE BLAST	FIR	120	85	5	●	●	●
39	SWIFT	NRM	60	-	20	●	●	●
42	DREAM EATER	PSY	100	100	15	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
49	FURY CUTTER	BUG	30	95	20	●	●	●
50	NIGHTMARE	GHO	-	100	15	●	●	●
H3	SURF	WTR	95	100	15	●	●	●
H4	STRENGTH	NRM	80	100	15	●	●	●
H5	FLASH	NRM	-	70	20	●	●	●
H6	WHIRLPOOL	WTR	15	70	15	●	●	●

#80 SLOWBRO

SLOWPOKE LEVEL 37 → SLOWBRO

TYPE: WATER/PSYCHIC

Height: 5'3"
Weight: 173 lbs



#199 SLOWKING

SLOWBRO King's Rock + TRADE → SLOWKING

TYPE: WATER/PSYCHIC

Height: 6'7"
Weight: 175 lbs



#43

ODDISH

TYPE: GRASS/POISON

Height:
1'8"
Weight:
12 lbs

SPECIAL ATTACK SPECIAL DEFENSE ATTACK DEFENSE HIT POINTS SPEED

●●●● ●●●● ●●●● ●●●● ●●●● ●●●●

LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#43	#44	#45	#182
ABSORB	GRS	20	100	20	-	-	-	-
SWEET SCENT	NRM	-	100	20	7	7	-	-
POISON POWDER	PSN	-	75	35	14	14	-	-
STUN SPORE	GRS	-	75	30	16	16	-	-
SLEEP POWDER	GRS	-	75	15	18	18	-	-
ACID	PSN	40	100	30	23	24	-	-
MOONLIGHT	NRM	-	-	5	32	35	-	-
PETAL DANCE	GRS	70	100	20	39	44	-	-
SOLARBEAM	GRS	120	100	30	-	-	-	55

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#43	#44	#45	#182
03	CURSE	???	-	-	10	●	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●	●
12	SWEET SCENT	NRM	-	100	20	●	●	●	●
13	SHORE	NRM	40	100	15	●	●	●	●
15	HYPER BEAM	NRM	150	90	5	●	●	●	●
17	PROTECT	NRM	-	-	10	●	●	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●	●
22	SOLARBEAM	GRS	120	100	30	●	●	●	●
27	RETURN	NRM	-	100	20	●	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●	●
36	SLUDGE BOMB	PSN	90	100	10	●	●	●	●
44	REST	PSY	-	-	30	●	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●	●
HI	CUT	NRM	50	95	30	●	●	●	●
HS	FLASH	NRM	-	70	20	●	●	●	●

#44

GLOOM

ODDISH LEVEL 21 ► GLOOM
TYPE: GRASS/POISONHeight:
2'7"
Weight:
19 lbs

SPECIAL ATTACK SPECIAL DEFENSE

●●●● ●●●●

HIT POINTS SPEED

●●●● ●●●●

ATTACK DEFENSE

●●●● ●●●●

#45

VILEPLUME

GLOOM Leaf Stone ► VILEPLUME
TYPE: GRASS/POISONHeight:
3'11"
Weight:
41 lbs

SPECIAL ATTACK SPECIAL DEFENSE

●●●● ●●●●

HIT POINTS SPEED

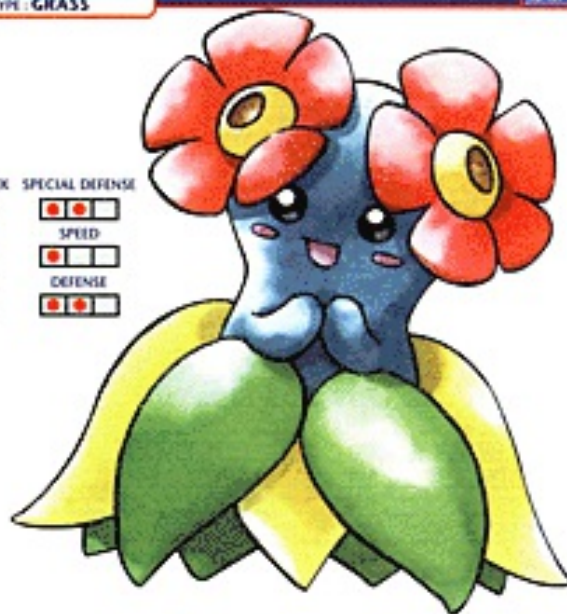
●●●● ●●●●

ATTACK DEFENSE

●●●● ●●●●

#182

BELLOSSOM

GLOOM Sun Stone ► BELLOSSOM
TYPE: GRASSHeight:
1'4"
Weight:
13 lbs

SPECIAL ATTACK SPECIAL DEFENSE

●●●● ●●●●

HIT POINTS SPEED

●●●● ●●●●

ATTACK DEFENSE

●●●● ●●●●

#96 DROWZEE

TYPE: PSYCHIC

Height: 3'3"
Weight: 71 lbs.



#97 HYPNO

DROWZEE LEVEL 26 → HYPNO

TYPE: PSYCHIC

Height: 5'3"
Weight: 167 lbs.



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#96	#97
POUND	NRM	40	100	35	-	-
HYPNOSIS	PSY	-	60	20	-	-
DISABLE	NRM	-	55	20	10	10
CONFUSION	PSY	50	100	25	18	18
HEADBUTT	NRM	70	100	15	25	25
POISON GAS	PSN	-	55	40	31	33
HIDETATE	PSY	-	-	40	36	40
PSYCHIC	PSY	90	100	10	40	49
PSYCHUP	NRM	-	-	10	43	55
FUTURE SIGHT	PSY	80	90	15	45	60

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#96	#97
01	DYNAMICPUNCH	FTG	100	50	5	●	●
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
07	ZAP CANNON	ELC	100	50	5	●	●
09	PSYCH UP	NRM	-	-	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
27	RETURN	NRM	-	100	20	●	●
29	PSYCHIC	PSY	90	100	10	●	●
30	SHADOW BALL	GHO	80	100	15	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
33	ICE PUNCH	ICE	75	100	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●
42	DREAM EATER	PSY	100	100	15	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	FIRE PUNCH	FIR	75	100	15	●	●
50	NIGHTMARE	GHO	-	100	15	●	●
HS	FLASH	NRM	-	70	20	●	●

PROF. ELM'S MEMO



Pokémon Eggs

The Pokémon Daycare on Route 33 just south of Goldenrod City is also a Pokémon Breeding Center. You can leave two of your Pokémon in the care of the couple that staffs the center. If the two Pokémon get along very well, they may also produce an Egg. While Pokémon science hasn't yet discovered exactly how the Eggs are produced, it does recognize that the young Pokémon won't hatch from the Eggs unless they are traveling with a strong, healthy group of active Pokémon. You can walk outside the Daycare and press A to check on your Pokémon. You'll get a message that will let you know whether or not you'll be picking up an Egg.



Check the Message

Some messages mean you'll be getting an Egg, while others mean no Egg will be produced.



- It appears to care for other Pokémon
- It shows interest in the other Pokémon
- It's friendly with the other Pokémon
- It's brimming with energy
- It has no interest in the other Pokémon

#63 ABRA

TYPE: PSYCHIC

Height: 2'07"
Weight: 43 lbs.



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#63	#64	#65
TELEPORT	PSY	-	-	20	-	-	-
KINESIS	PSY	-	80	15	-	-	-
CONFUSION	PSY	50	100	25	16	16	-
DISABLE	NRM	-	55	20	18	18	-
PSYBEAM	PSY	65	100	20	21	21	-
RECOVER	NRM	-	-	20	26	26	-
FUTURE SIGHT	PSY	80	90	15	31	31	-
PSYCHIC	PSY	90	100	10	38	38	-
REFLECT	PSY	-	-	20	45	45	-

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#63	#64	#65
01	DYNAMICPUNCH	FIG	100	50	5	●	●	●
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
04	TOXIC	PSN	-	85	10	●	●	●
07	ZAP CANNON	ELC	100	50	5	●	●	●
09	PSYCH UP	NRM	-	-	10	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
15	HYPER BEAM	NRM	150	90	5	●	●	●
17	PROTECT	NRM	-	-	10	●	●	●
18	RAIN DANCE	WTR	-	-	5	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
28	DIG	GRD	60	100	10	●	●	●
29	PSYCHIC	PSY	90	100	10	●	●	●
30	SHADOW BALL	GHO	80	100	15	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
33	ICE PUNCH	ICE	75	100	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●	●
42	DREAM EATER	PSY	100	100	15	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
46	THIEF	DRE	40	100	10	●	●	●
48	FIRE PUNCH	FIR	75	100	15	●	●	●
50	NIGHTMARE	GHO	-	100	15	●	●	●
HS	FLASH	NRM	-	70	20	●	●	●

#64 KADABRA

ABRA LEVEL 16 → KADABRA
TYPE: PSYCHIC

Height: 4'3"
Weight: 125 lbs.



#65 ALAKAZAM

KADABRA TRADE → ALAKAZAM
TYPE: PSYCHIC

Height: 4'7"
Weight: 106 lbs.



PROF. ELM'S MEMO

Pokémon Pairing

Many pairings can produce a Pokémon Egg. Two of the same Pokémon will produce a younger version of the same Pokémon. Two different Pokémon will most likely produce a Pokémon of the same species as the female Pokémon. The young Pokémon will share traits with both parents, however.

Same Pokémon



Different Pokémon



#132 DITTO Height: 7'0" Weight: 9 lbs
TYPE: NORMAL



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#132
TRANSFORM	NRM	-	-	10	-

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#132
NONE						



PROF. ELM'S MEMO

Pokémon Egg—Ditto

Some Pokémon are neither male nor female. The genderless Pokémon can produce Eggs if paired with a Ditto.

Neuter



#81 MAGNEMITE #82 MAGNETON #132 DITTO



#100 VOLTORB #101 ELECTRODE #120 STARYU #121 STARNIE



Ditto

Not surprisingly, any Pokémon that can produce Eggs will produce Eggs when paired with a Ditto, whether the Pokémon is male, female or genderless. Every pairing with Ditto will produce a younger version of the other Pokémon—Pichu and Ditto will produce a Pichu, Magnetron and Ditto will produce a Magnemite, and Kangaskhan and Ditto will produce a Kangaskhan. If you want to create a younger version of a Pokémon that is exclusively male, like Tauros, you must pair it with a Ditto.

#204 PINECO Height: 2'0" Weight: 34 lbs
TYPE: BUG



#205 FORRETRESS Height: 3'11" Weight: 277 lbs
PINECO LEVEL 31 FORRETRESS
TYPE: BUG/STEEL



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#204	#205
TACKLE	NRM	35	95	35	-	-
PROTECT	NRM	-	-	10	-	-
SILIDESTRUCT	NRM	200	100	5	8	8
TAKE DOWN	NRM	90	85	20	15	15
RAPID SPIN	NRM	20	100	40	22	22
BIDE	NRM	-	100	10	29	29
EXPLOSION	NRM	250	100	5	36	39
SPIKES	GRD	-	-	20	43	49
DOUBLE-EDGE	NRM	120	100	15	50	59

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#204	#205
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
12	SWEET SCENT	NRM	-	100	20	●	●
13	SWORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
22	SOLARBEAM	GRS	120	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
37	SANDSTORM	RCK	-	-	10	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
44	RIST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
84	STRENGTH	NRM	80	100	15	●	●

#29

NIDORAN ♀

TYPE: POISON

Height:
1'4"
Weight:
15 lbs

LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#29	#30	#31
GROWL	NRM	-	100	40	-	-	-
TACKLE	NRM	35	95	35	-	-	-
SCRATCH	NRM	40	100	35	8	8	-
DOUBLE KICK	FTG	30	100	30	12	12	-
POISON STING	PSN	15	100	35	17	19	-
BODY SLAM	NRM	85	100	15	-	-	23
TAIL WHIP	NRM	-	100	30	23	27	-
BITE	DRK	60	100	25	30	36	-
FURY SWIPES	NRM	18	80	15	38	46	-

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#29	#30	#31
01	DYNAMIC PUNCH	FTG	100	50	5			
02	HEADBUTT	NRM	70	100	15			
03	CURSE	???	-	-	10			
05	ROAR	NRM	-	100	20			
06	TOXIC	PSN	-	85	10			
08	ROCK SMASH	FTG	20	100	15			
10	HIDDEN POWER	NRM	-	100	15			
11	SUNNY DAY	FIR	-	-	5			
13	SNORE	NRM	40	100	15			
14	BLIZZARD	ICE	120	70	5			
15	HYPER BEAM	NRM	150	90	5			
16	ICY WIND	ICE	55	95	15			
17	PROTECT	NRM	-	-	10			
18	RAIN DANCE	WTR	-	-	5			
20	ENDURE	NRM	-	-	10			
21	FRUSTRATION	NRM	-	100	20			
23	IRON TAIL	STL	100	75	15			
25	THUNDER	ELC	120	70	10			
26	EARTHQUAKE	GRD	100	100	10			
27	RETURN	NRM	-	100	20			
30	SHADOW BALL	GHO	80	100	15			
31	MUD-SLAP	GRD	20	100	10			
32	DOUBLE TEAM	NRM	-	-	15			
33	ICE PUNCH	ICE	75	100	15			
34	SHAGGER	NRM	-	90	15			
35	SLEEP TALK	NRM	-	-	10			
37	SANDSTORM	RCK	-	-	10			
38	FIRE BLAST	FIR	120	85	5			
40	DEFENSE CURL	NRM	-	-	40			
41	THUNDERPUNCH	ELC	75	100	15			
43	DETECT	FTG	-	-	5			
44	REST	PSY	-	-	10			
45	ATTRACT	NRM	-	100	15			
46	THEFT	DRK	40	100	10			
48	FIRE PUNCH	FIR	75	100	15			
49	FURY CUTTER	BUG	10	95	20			
H3	SURF	WTR	95	100	15			
H4	STRENGTH	NRM	80	100	15			

#30

NIDORINA

NIDORAN♀ LEVEL 16 → NIDORINA

TYPE: POISON

Height:
2'7"
Weight:
44 lbs

#31

NIDOQUEEN

NIDORINA Moon Stone → NIDOQUEEN

TYPE: POISON/GROUND

Height:
4'3"
Weight:
132 lbs

PROF. ELM'S MEMO

Pokémon Egg-ceptions

No Eggs

Some Pokémon will never produce Eggs, usually because they are pre-evolutions, one-of-a-kind or genderless. You can still leave them at the Pokémon Daycare to gain levels and attacks.



UNOWN



IGGLYBUFF



TOGETI



CLEFFA



TYROGUE



SMOOCHUM



EKILEID



MAGBY



ARTICUNO



ZAPDOS



MOLTRES



MEWTWO



MEW



RAIKOU



ENTEI



SUICUNE



NIDORINA



NIDOQUEEN



PICHU



LUGIA

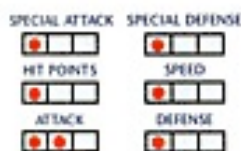


HO-OH

#32 NIDORAN ♂

TYPE: POISON

Height:
1'8"
Weight:
20 lbs.



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#32	#33	#34
LEER	NRM	-	100	30	-	-	-
TACKLE	NRM	35	95	35	-	-	-
HORN ATTACK	NRM	65	100	25	8	8	-
DOUBLE KICK	FTG	30	100	30	12	12	-
POISON STING	PSN	15	100	35	17	19	-
THRASH	NRM	90	100	20	-	-	23
FOCUS ENERGY	NRM	-	-	30	23	27	-
FURY ATTACK	NRM	15	85	30	30	36	-
HORN DRILL	NRM	-	30	5	38	46	-

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#32	#33	#34
01	DYNAMICPUNCH	FTG	100	50	5			
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
05	ROAR	NRM	-	100	20			●
06	TOXIC	PSN	-	85	10	●	●	●
08	ROCK SMASH	FTG	20	100	15		●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
14	BLIZZARD	ICE	120	70	5	●	●	●
15	HYPER BEAM	NRM	150	90	5			●
16	ICY WIND	ICE	55	95	15			●
17	PROTECT	NRM	-	-	10	●	●	●
18	RAIN DANCE	WTR	-	-	5	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
23	IRON TAIL	STL	100	75	15	●	●	●
25	THUNDER	ELC	120	70	10	●	●	●
26	EARTHQUAKE	GRD	100	100	10			●
27	RETURN	NRM	-	100	20	●	●	●
30	SHADOW BALL	GHO	80	100	15			●
31	MUD-SLAP	GRD	20	100	10	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
33	ICE PUNCH	ICE	75	100	15			●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
37	SANDSTORM	RCK	-	-	10			●
38	FIRE BLAST	FIR	120	85	5			●
40	DEFENSE CURL	NRM	-	-	40	●	●	●
41	THUNDERPUNCH	ELC	75	100	15			●
43	DETECT	FTG	-	-	5	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
46	THIEF	DRK	40	100	10	●	●	●
48	FIRE PUNCH	FIR	75	100	15			●
49	FURY CUTTER	BUG	10	95	20			●
83	SURF	WTR	95	100	15			●
84	STRENGTH	NRM	80	100	15	●	●	●

#33 NIDORINO

NIDORAN ♂ LEVEL 16 → NIDORINO

TYPE: POISON

Height:
2'11"
Weight:
43 lbs.



#34 NIDOKING

NIDORINO: Moon Stone → NIDOKING

TYPE: POISON/GROUND

Height:
4'7"
Weight:
137 lbs.



PROF. ELM'S MEMO

Pokémon Genders

Female Pokémon

Some Pokémon are always female. Most, but not all, will produce Eggs with other Pokémon.



Male Pokémon

Some Pokémon are always male. Most, but not all, will produce Eggs with other Pokémon.



#102 EXEGGCUTE Height: 1'4" Weight: 34 lbs
TYPE: GRASS/PSYCHIC



#103 EXEGGUTOR Height: 6'7" Weight: 245 lbs
EXEGGCUTE Leaf Stone → EXEGGUTOR
TYPE: GRASS/PSYCHIC



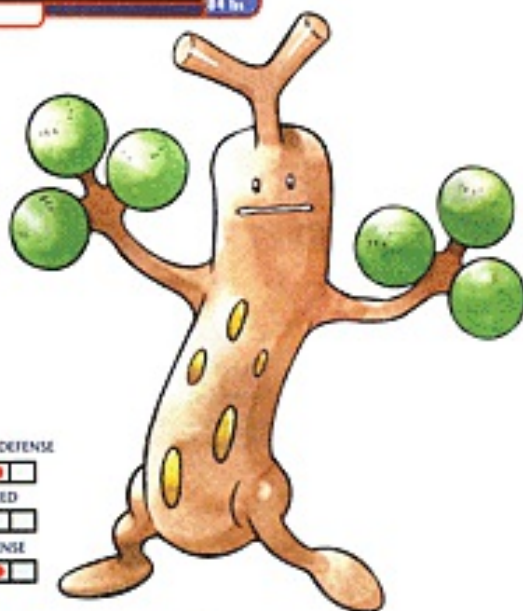
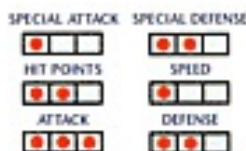
LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#102	#103
BARRAGE	NRM	15	85	20	-	-
HYPNOSIS	PSY	-	60	20	-	-
REFLECT	PSY	-	-	20	7	-
LEECH SEED	GRS	-	90	10	13	-
CONFUSION	PSY	50	100	25	19	-
STOMP	NRM	65	100	20	-	19
STUN SPORE	GRS	-	75	30	25	-
POISON POWDER	PSN	-	75	35	31	-
EGG BOMB	NRM	100	75	10	-	31
SLEEP POWDER	GRS	-	75	15	37	-
SOLAR BEAM	GRS	120	100	10	43	-

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#102	#103
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
06	TOXIC	PSN	-	85	10	●	●
09	PSYCH UP	NRM	-	-	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPERSLAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
22	SOLARBEAM	GRS	120	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
29	PSYCHIC	PSY	90	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
36	SLUDGE BOMB	PSN	90	100	10	●	●
42	DREAM EATER	PSY	100	100	15	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
50	NIGHTMARE	GHO	-	100	15	●	●
H4	STRENGTH	NRM	80	100	15	●	●
H5	FLASH	NRM	-	70	20	●	●

#185 SUDOWOODO Height: 2'10" Weight: 84 lbs
TYPE: ROCK



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#185
ROCK THROW	RCK	50	90	15	-
MIMIC	NRM	-	100	10	-
FLAIL	NRM	-	100	15	10
LOW KICK	FTG	50	90	20	19
ROCK SLIDE	RCK	75	90	10	28
FAINT ATTACK	DRK	60	-	20	37
SLAM	NRM	80	75	20	46

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#185
01	DYNAMIC PUNCH	FTG	100	50	5	●
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
04	ROLLOUT	RCK	30	90	20	●
06	TOXIC	PSN	-	85	10	●
08	ROCK SMASH	FTG	20	100	15	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
17	PROTECT	NRM	-	-	10	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
26	EARTHQUAKE	GRD	100	100	10	●
27	RETURN	NRM	-	100	20	●
28	DIG	GRD	60	100	10	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
33	ICE PUNCH	ICE	75	100	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
37	SANDSTORM	RCK	-	-	10	●
40	DEFENSE CURL	NRM	-	-	40	●
41	THUNDERPUNCH	ELC	75	100	15	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
48	FIRE PUNCH	FIR	75	100	15	●
H4	STRENGTH	NRM	80	100	15	●

#202

WOBBUFFET

Height:
4'3"
Weight:
43 lbs.

TYPE: PSYCHIC

SPECIAL ATTACK SPECIAL DEFENSE



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#202
COUNTER	FTG	-	100	20	-
MIRROR COAT	PSY	-	100	20	-
SAFEGUARD	NRM	-	-	25	-
DESTINY BOND	GHO	-	-	5	-

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#202
NONE						



PROF. ELM'S MEMO

Time Capsule

The day after you meet Bill in Ecruteak City's Pokémon Center, you will be able to use the Time Capsule to trade Pokémon between Red, Blue, or Yellow and Silver or Gold. When you trade Pokémon to Gold or Silver from the older games, the creatures may be carrying items.

ITEM	POKÉMON THAT MAY CARRY THE ITEM
BERRY	ARBOK, BELLSPOUNT, CATERPIE, CUBONE, DIGLETT, DODUO, DROWZEE, EKANS, EXEGGCUTE, FEAROW, GASTLY, GEODUDE, GLOOM, GOLBAT, GRAVELER, GRIMER, GROWLITHE, HAUNTER, KADABRA, KAKUNA, KOFFING, MACHOKE, MAGIKARP, MAGNEMITE, MANKEY, MEOWTH, METAPOD, NIDORINA, NIDORINO, ODDISH, PARAS, PIDGEOTTO, PIDGET, PIKACHU (R,B), POLIWAG, POLIWHIRL, PONYTA, PSYDUCK, RATICATE, RATTATA, RHYHORN, SANDSHREW, SANDSLASH, SEEL, SHELDER, SLOWPOKE, SPEAROW, TENTACOOL, VENONAT, VOLTOUR, VULPIX, WEEZLE, WEEPINBELL, ZUBAT
BITTER BERRY	AERODACTYL, BULBASAU, CHARMANDER, DODRIO, DRAGONAIR, DRATINI, EEVEE, ELECTABUZZ, FARFETCH'D, GYARADOS, HITMONCHAN, HITMONLEE, JYNX, KABUTO, KANGASKHAN, LAPRAS, LICKITUNG, MAGMAR, MEW, MR. MIME, OMANYTE, ONIX, PINSIR, PORYGON, SCYTHER, SQUIRTLE, TANGELA, TAURUS
BRICK PIECE	MACHOP
BRIGHT POWDER	ARTICUNO, MEWTWO, MOLTRES, ZAPDOS
GOLD BERRY	DUGTRIO, WIGGLYTUFF
GOLD LEAF	DEWGONG, GOLDDUCK, HYPNO, MAROWAK, NUK, PARASICT, PRIMEAPE, RAICHU, SEADRA, SLOWBRO, VENOMOTH
LEFTOVERS	CLIFFABLE, SNORLAX
LIGHT BALL	PIKACHU (GET FROM PROF. OAK IN YELLOW VERSION)
LUCKY PUNCH	CHANSET
METAL POWDER	DITTO
MYSTERY BERRY	CLIFAIRY
POLKADOT BOW	JIGGLYPUFF
PROTEIN	DRAGONAIR (WILD IN YELLOW VERSION)
SILVER LEAF	ELECTRODE, KINGLER, MAGNETON, RAPIDASH, RHYDON, SEAKING, TENTACRUEL, WEEZING
TWISTED SPOON	KADABRA (WILD IN YELLOW VERSION)
TM 09/PSYCH UP	ABRA
TM 33/ICE PUNCH	GOLDEEN, HORSEA, KRABBY, STARYU
TM 43/DETECT	NIDORAN ♀, NIDORAN ♂

#48

VENONAT

Height:
3'3"
Weight:
66 lbs.

TYPE: BUG/POISON

SPECIAL ATTACK SPECIAL DEFENSE



#49

VENOMOTH

VENONAT LEVEL 31 VENOMOTH

Height:
4'11"
Weight:
28 lbs.

TYPE: BUG/POISON

SPECIAL ATTACK SPECIAL DEFENSE



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#48	#49
TACKLE	NRM	35	95	35	-	-
DISABLE	NRM	-	55	20	-	-
FORESIGHT	NRM	-	100	40	-	-
SUPERSONIC	NRM	-	55	20	9	9
CONFUSION	PSY	50	100	25	17	17
POISONPOWDER	PSN	-	75	35	20	20
LEECH LIFE	BUG	20	100	15	25	25
STUN SPORE	GRS	-	75	30	28	28
GUST	FLY	40	100	35	-	31
PSYBEAM	PSY	65	100	20	33	36
SLEEP POWDER	GRS	-	75	15	36	47
PSYCHIC	PSY	90	100	10	43	52

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#48	#49
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
12	SWEET SCENT	NRM	-	100	20	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
22	SOLARBEAM	GRS	120	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
29	PSYCHIC	PSY	90	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
36	SLUDGE BOMB	PSN	90	100	10	●	●
39	SWIFT	NRM	60	-	20	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
HS	FLASH	NRM	-	70	20	●	●

#123 SCYTHER

TYPE: BUG/FLYING

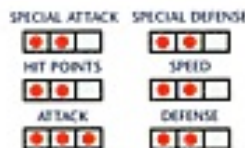
Height: 4'11"
Weight: 123 lbs



#212 SCIZOR

SCYTHER Metal Coat → TRADE → SCIZOR
TYPE: BUG/STEEL

Height: 5'11"
Weight: 210 lbs



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#123	#212
QUICK ATTACK	NRM	40	100	30	-	-
LEER	NRM	-	100	30	-	-
FOCUS ENERGY	NRM	-	-	30	6	6
PURSUIT	DRK	40	100	20	12	12
FALSE SWIPE	NRM	40	100	40	18	18
AGILITY	PSY	-	-	30	24	24
WING ATTACK	FLY	60	100	35	30	-
METAL CLAW	STL	50	95	35	-	30
SLASH	NRM	70	100	20	36	36
SWORDS DANCE	NRM	-	-	30	42	42
DOUBLE TEAM	NRM	-	-	15	48	48

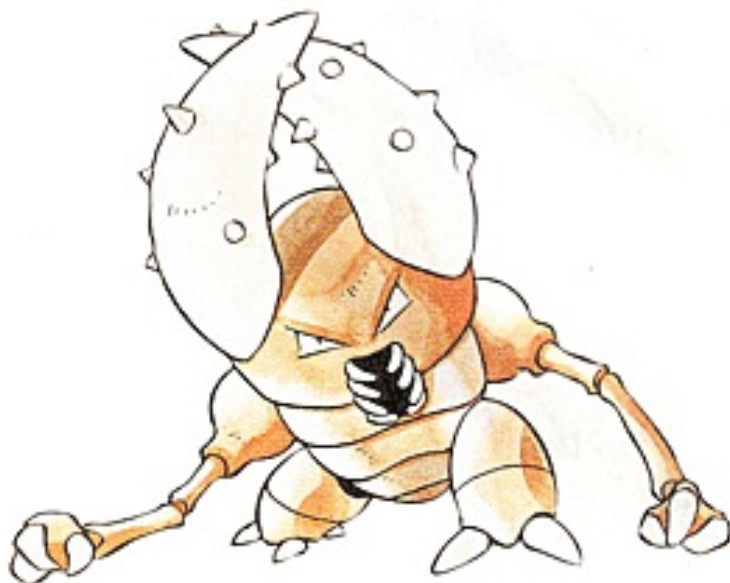
TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#123	#212
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	RCK	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
27	RETURN	NRM	-	100	20	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
37	SANDSTORM	RCK	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
43	DETECT	FTG	-	-	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
47	STEEL WING	STL	70	90	25	●	●
49	FURY CUTTER	BUG	10	95	20	●	●
H1	CUT	NRM	50	95	30	●	●
H4	STRENGTH	NRM	80	100	15	●	●

#127 PINSIR

TYPE: BUG

Height: 4'11"
Weight: 121 lbs



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#127
VICIGRIP	NRM	55	100	30	-
FOCUS ENERGY	NRM	-	-	30	7
BIND	NRM	15	75	20	13
SEISMIC TOSS	FTG	-	100	20	19
HARDEN	NRM	-	-	30	25
GUILLOTINE	NRM	-	30	5	31
SUBMISSION	FTG	80	80	25	37
SWORDS DANCE	NRM	-	-	30	43

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#127
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
06	TOXIC	PSN	-	85	10	●
08	ROCK SMASH	RCK	20	100	15	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
15	HYPER BEAM	NRM	150	90	5	●
17	PROTECT	NRM	-	-	10	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
27	RETURN	NRM	-	100	20	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
49	FURY CUTTER	BUG	10	95	20	●
H1	CUT	NRM	50	95	30	●
H4	STRENGTH	NRM	80	100	15	●

#214 HERACROSS

Height: 4'11"
Weight: 119 lbs

TYPE: BUG/FIGHTING



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#214
TACKLE	NRM	35	95	35	-
LEER	NRM	-	100	30	-
HORN ATTACK	NRM	65	100	25	6
ENDURE	NRM	-	-	10	12
FURY ATTACK	NRM	15	85	20	19
COUNTER	FTG	-	100	20	27
TAKE DOWN	NRM	90	85	20	35
REVERSAL	FTG	-	100	15	44
MEGAHORN	BUG	120	85	10	54

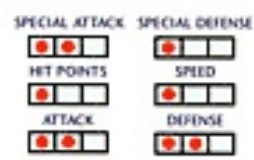
TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#214
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
06	TOXIC	PSN	-	85	10	●
08	ROCK SMASH	RCK	70	100	15	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
17	PROTECT	NRM	-	-	10	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
26	EARTHQUAKE	GRD	100	100	10	●
27	RETURN	NRM	-	100	20	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
49	FURY CUTTER	BUG	70	95	20	●
50	CUT	NRM	50	95	30	●
54	STRENGTH	NRM	80	100	15	●

#109 KOFFING

Height: 2'9"
Weight: 2 lbs

TYPE: POISON



#110 WEEZING

Height: 3'11"
Weight: 21 lbs

KOFFING, LEVEL 35 → WEEZING

TYPE: POISON



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#109	#110
POISON GAS	PSN	-	55	40	-	-
TACKLE	NRM	35	95	35	-	-
SMOG	PSN	20	70	20	9	9
SELFDSTRUCT	NRM	200	100	5	17	17
SLUDGE	PSN	65	100	20	21	21
SMOKESCREEN	NRM	-	100	20	25	25
HAZE	ICE	-	-	30	33	33
EXPLOSION	NRM	250	100	5	41	44
DESTINY BOND	GRD	-	-	5	45	51

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#109	#110
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
06	TOXIC	PSN	-	85	10	●	●
07	ZAP CANNON	ELC	100	50	5	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
25	THUNDER	ELC	120	70	10	●	●
27	RETURN	NRM	-	100	20	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
36	SLUDGE BOMB	PSN	90	100	10	●	●
38	FIRE BLAST	FIR	120	85	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●

#88 GRIMER

Height: 2'11"
Weight: 86 lbs

TYPE: POISON



#89 MUK

Height: 3'11"
Weight: 86 lbs

GRIMER LEVEL 38 → MUK
TYPE: POISON



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#88	#89
POISON GAS	PSN	-	55	40	-	-
POUND	NRM	40	100	35	-	-
HARDEN	NRM	-	-	30	5	33
DISABLE	NRM	-	55	20	10	37
SLUDGE	PSN	65	100	20	16	45
MINIMIZE	NRM	-	-	20	23	45
SCREECH	NRM	-	85	40	31	45
ACID ARMOR	PSN	-	-	40	40	45
SLUDGE BOMB	PSN	90	100	10	50	60

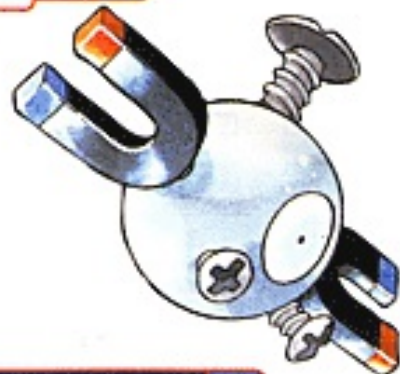
TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#88	#89
01	DYNAMIC PUNCH	FTG	100	50	5	●	●
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
07	ZAP CANNON	ELC	100	50	5	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
25	THUNDER	ELC	120	70	10	●	●
27	RETURN	NRM	-	100	20	●	●
31	MUD-SLAP	GRD	30	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
33	ICE PUNCH	ICE	75	100	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
36	SLUDGE BOMB	PSN	90	100	10	●	●
38	FIRE BLAST	FIR	120	85	5	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRE	40	100	10	●	●
48	FIRE PUNCH	FIR	75	100	15	●	●

#81 MAGNEMITE

Height: 1'0"
Weight: 13 lbs

TYPE: ELECTRIC/STEEL



#82 MAGNETON

Height: 3'3"
Weight: 132 lbs

MAGNEMITE LEVEL 30 → MAGNETON
TYPE: ELECTRIC/STEEL



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#81	#82
TACKLE	NRM	35	95	35	-	-
THUNDERSHOCK	ELC	40	100	30	6	6
SUPERSONIC	NRM	-	55	20	11	11
SONICBOOM	NRM	-	90	20	16	16
THUNDER WAVE	ELC	-	100	20	21	21
LOCK-ON	NRM	-	100	5	27	27
SWIFT	NRM	60	-	20	33	35
SCREECH	NRM	-	85	40	39	43
ZAP CANNON	ELC	100	50	5	45	53

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#81	#82
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
06	TOXIC	PSN	-	85	10	●	●
07	ZAP CANNON	ELC	100	50	5	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
25	THUNDER	ELC	120	70	10	●	●
27	RETURN	NRM	-	100	20	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
44	REST	PSY	-	-	10	●	●
45	FLASH	NRM	-	70	20	●	●

#100 VOLTORB

Height: 1'8"
Weight: 23 lbs

TYPE: ELECTRIC



#101 ELECTRODE

Height: 3'11"
Weight: 147 lbs

VOLTORB LEVEL 30 → ELECTRODE
TYPE: ELECTRIC



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#100	#101
TACKLE	NRM	35	95	35	-	-
SCREECH	NRM	-	85	40	9	9
SONICBOOM	NRM	-	90	20	17	17
SELFDESTRUCT	NRM	200	100	5	23	23
ROLLOUT	RCK	30	90	20	29	29
LIGHT SCREEN	PSY	-	-	30	33	34
SWIFT	NRM	60	-	20	37	40
EXPLOSION	NRM	250	100	5	39	44
MIRROR COAT	PSY	-	100	20	41	48

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#100	#101
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
06	TOXIC	PSN	-	85	10	●	●
07	ZAP CANNON	ELC	100	50	5	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
25	THUNDER	ELC	120	70	10	●	●
27	RETURN	NRM	-	100	20	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWIGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
44	REST	PSY	-	-	10	●	●
HS	FLASH	NRM	-	70	20	●	●

#190 AIPOM

Height: 2'7"
Weight: 25 lbs

TYPE: NORMAL



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#190
SCRATCH	NRM	40	100	35	-
TAIL WHIP	NRM	-	100	30	-
SAND-ATTACK	GRD	-	100	15	6
BATON PASS	NRM	-	-	40	12
FURY SWIPE	NRM	18	80	15	19
SWIFT	NRM	60	-	20	27
SCREECH	NRM	-	85	40	36
AGILITY	PSY	-	-	30	46

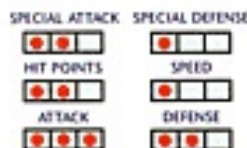
TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#190
01	DYNAMICPUNCH	FTG	100	50	5	●
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
06	TOXIC	PSN	-	85	10	●
07	ZAP CANNON	ELC	100	50	5	●
08	ROCK SMASH	FTG	20	100	15	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
17	PROTECT	NRM	-	-	10	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
23	IRON TAIL	STL	100	75	15	●
25	THUNDER	ELC	120	70	10	●
27	RETURN	NRM	-	100	20	●
30	SHADOW BALL	GHO	80	100	15	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
33	ICE PUNCH	ICE	75	100	15	●
34	SWIGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
39	SWIFT	NRM	60	-	20	●
40	DEFENSE CURL	NRM	-	-	40	●
41	THUNDERPUNCH	ELC	75	100	15	●
42	DREAM EATER	PSY	100	100	15	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
46	THEFT	DRE	40	100	10	●
48	FIRE PUNCH	FIR	75	100	15	●
49	FURY CUTTER	BUG	10	95	20	●
50	NIGHTMARE	GHO	-	100	15	●
H1	CUT	NRM	50	95	30	●
H4	STRENGTH	NRM	80	100	15	●

#209 SNUBBULL Height: 2'0" Weight: 17 lbs
TYPE: NORMAL



#210 GRANBULL Height: 4'7" Weight: 107 lbs
SNUBBULL LEVEL 23 → GRANBULL
TYPE: NORMAL



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#209	#210
TACKLE	NRM	35	95	35	-	-
SCARY FACE	NRM	-	90	10	-	-
TAIL WHIP	NRM	-	100	30	4	4
CHARM	NRM	-	100	20	8	8
BITE	DRK	60	100	25	13	13
LICK	GHO	20	100	30	19	19
ROAR	NRM	-	100	20	26	28
RAGE	NRM	20	100	20	34	38
TAKE DOWN	NRM	90	85	20	43	51

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#209	#210
01	DYNAMIC PUNCH	FTG	100	50	5	●	●
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
05	ROAR	NRM	-	100	20	●	●
06	TOXIC	PSN	-	85	10	●	●
07	ZAP CANNON	ELC	100	50	5	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
25	THUNDER	ELC	120	70	10	●	●
27	RETURN	NRM	-	100	20	●	●
30	SHADOW BALL	GHO	80	100	15	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
33	ICE PUNCH	ICE	75	100	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
36	SLUDGE BOMB	PSN	90	100	10	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●
43	DETECT	FTG	-	-	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
48	FIRE PUNCH	FIR	75	100	15	●	●
H4	STRENGTH	NRM	80	100	15	●	●

#37 VULPIX Height: 2'0" Weight: 22 lbs
TYPE: FIRE



#38 NINETALES Height: 3'7" Weight: 44 lbs
VULPIX Fire Stone → NINETALES
TYPE: FIRE



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#37	#38
EMBER	FIR	40	100	25	-	-
TAIL WHIP	NRM	-	100	30	-	-
QUICK ATTACK	NRM	40	100	30	7	-
ROAR	NRM	-	100	20	13	-
CONFUSE RAY	GHO	-	100	10	19	-
SAFEGUARD	NRM	-	-	25	25	-
FLAMETHROWER	FIR	95	100	15	31	-
FIRE SPIN	FIR	15	70	15	37	43

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#37	#38
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
05	ROAR	NRM	-	100	20	●	●
06	TOXIC	PSN	-	85	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	40	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
38	FIRE BLAST	FIR	120	85	5	●	●
39	SWIFT	NRM	60	-	20	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●

#58

GROWLITHE

Height: 2'4"
Weight: 42 lbs

TYPE: FIRE



#59

ARCANINE

Height: 4'3"
Weight: 342 lbsGROWLITHE Fire Stone → ARCANINE
TYPE: FIRE

LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#58	#59
BITE	DRK	60	100	25	-	-
ROAR	NRM	-	100	20	-	-
EMBER	FIR	40	100	25	9	-
LEER	NRM	-	100	20	18	-
TAKE DOWN	NRM	90	85	20	26	-
FLAME WHEEL	FIR	60	100	25	34	-
AGILITY	PSY	-	-	30	42	-
FLAMETHROWER	FIR	95	100	15	50	-
EXTREME SPEED	NRM	80	100	5	-	50

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#58	#59
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
05	ROAR	NRM	-	100	20	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
24	DRAGONBREATH	DRG	60	100	20	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	60	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
38	FIRE BLAST	FIR	120	85	5	●	●
39	SWIFT	NRM	60	-	20	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●

#234

STANTLER

Height: 4'7"
Weight: 157 lbs

TYPE: NORMAL



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#234
TACKLE	NRM	35	95	35	-
LEER	NRM	-	100	20	8
HYPNOSIS	PSY	-	60	20	15
STOMP	NRM	65	100	20	23
SAND-ATTACK	GRD	-	100	15	31
TAKE DOWN	NRM	90	85	20	40
CONFUSE RAY	GHO	-	100	10	49

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#234
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
05	ROAR	NRM	-	100	20	●
06	TOXIC	PSN	-	85	10	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
26	EARTHQUAKE	GRD	100	100	10	●
27	RETURN	NRM	-	100	20	●
29	PSYCHIC	PSY	90	100	10	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
39	SWIFT	NRM	60	-	20	●
42	DREAM EATER	PSY	100	100	15	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
50	NIGHTMARE	GHO	-	100	15	●
HS	FLASH	NRM	-	70	20	●

#183 **MARILL**
TYPE: WATER
Height: 1'4"
Weight: 19 lbs



#184 **AZUMARILL**
MARILL LEVEL 18 → AZUMARILL
TYPE: WATER
Height: 2'7"
Weight: 63 lbs



LEVEL UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#183	#184
TACKLE	NRM	35	95	35	-	-
DEFENSE CURL	NRM	-	-	40	3	3
TAIL WHIP	NRM	-	100	30	6	6
WATER GUN	WTR	40	100	25	10	10
ROLLOUT	RCK	30	90	20	15	15
BUBBLEBEAM	WTR	65	100	20	21	25
DOUBLE-EDGE	NRM	120	100	15	28	36
RAIN DANCE	WTR	-	-	5	36	48

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#183	#184
01	DYNAMIC PUNCH	FTG	100	50	5	●	●
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
27	RETURN	NRM	-	100	20	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
33	ICE PUNCH	ICE	75	100	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
H3	SURF	WTR	95	100	15	●	●
H4	STRENGTH	NRM	80	100	15	●	●
H6	WHIRLPOOL	WTR	15	70	15	●	●
H7	WATERFALL	WTR	80	100	15	●	●

#50 **DIGLETT**
TYPE: GROUND
Height: 0'8"
Weight: 2 lbs



#51 **DUGTRIO**
DIGLETT LEVEL 26 → DUGTRIO
TYPE: GROUND
Height: 2'4"
Weight: 73 lbs



LEVEL UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#50	#51
SCRATCH	NRM	40	100	35	-	-
GROWL	NRM	-	100	40	5	5
MAGNITUDE	GRD	-	100	30	9	9
DIG	GRD	60	100	10	17	17
SAND-ATTACK	GRD	-	100	15	25	25
SLASH	NRM	70	100	20	33	37
EARTHQUAKE	GRD	100	100	10	41	49
FISSURE	GRD	-	30	5	49	61

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#50	#51
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	60	100	10	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
36	SLUDGE BOMB	PSN	90	100	10	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
H1	CUT	NRM	30	95	30	●	●

#56

MANKEY

Height:
7'2"
Weight:
67 lbs

TYPE: FIGHTING

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



#57

PRIMEAPE

Height:
3'3"
Weight:
71 lbs

TYPE: FIGHTING

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#56	#57
SCRATCH	NRM	40	100	35	-	-
LEER	NRM	-	100	30	-	-
LOW KICK	FTG	50	90	20	9	9
KARATE CHOP	FTG	50	100	25	15	15
FURY SWIPES	NRM	18	80	15	21	21
FOCUS ENERGY	NRM	-	-	30	27	27
RAGE	NRM	20	100	20	-	28
SEISMIC TOSS	FTG	-	100	20	33	36
CROSS CHOP	FTG	100	80	5	39	45
SCREECH	NRM	-	85	40	45	54
THRASH	NRM	90	100	20	51	63

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#56	#57
01	DYNAMIC PUNCH	FTG	100	50	5	●	●
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
09	PSYCH UP	NRM	-	-	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
25	THUNDER	ELC	120	70	30	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	60	100	10	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
33	ICE PUNCH	ICE	75	100	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●
43	DETECT	FTG	-	-	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	NRM	40	100	10	●	●
48	FIRE PUNCH	FIR	75	100	15	●	●
H4	STRENGTH	NRM	80	100	15	●	●

#52

MEOWTH

Height:
7'4"
Weight:
9 lbs

TYPE: NORMAL

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



#53

PERSIAN

Height:
3'3"
Weight:
71 lbs

TYPE: NORMAL

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#52	#53
SCRATCH	NRM	40	100	35	-	-
GROWL	NRM	-	100	40	-	-
BITE	DRK	60	100	25	11	11
PAY DAY	NRM	40	100	20	20	20
FAINT ATTACK	DRK	60	-	20	28	29
SCREECH	NRM	-	85	40	35	38
FURY SWIPES	NRM	18	80	15	41	46
SLASH	NRM	70	100	20	46	53

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#52	#53
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
05	ROAR	NRM	-	100	20	●	●
06	TOXIC	PSN	-	85	10	●	●
07	ZAP CANNON	ELC	100	50	5	●	●
09	PSYCH UP	NRM	-	-	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
25	THUNDER	ELC	120	70	30	●	●
27	RETURN	NRM	-	100	20	●	●
30	SHADOW BALL	GHO	80	100	15	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
42	DREAM EATER	PSY	100	100	15	●	●
43	DETECT	FTG	-	-	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
50	NIGHTMARE	GHO	-	100	15	●	●

#54 PSYDUCK

Height: 2'7"
Weight: 43 lbs

TYPE: WATER



#55 GOLDDUCK

Height: 5'7"
Weight: 169 lbs

PSYDUCK LEVEL 33 → GOLDDUCK
TYPE: WATER



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#54	#55
SCRATCH	NRM	40	100	35	-	-
TAIL WHIP	NRM	-	100	30	5	5
DISABLE	NRM	-	55	20	10	10
CONFUSION	PSY	50	100	25	16	16
SCREECH	NRM	-	85	40	23	23
PSYCH UP	NRM	-	-	10	31	31
FURY SWIPES	NRM	18	80	15	40	44
HYDRO PUMP	WTR	120	80	5	50	50

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#54	#55
01	DYNAMICPUNCH	FTG	100	50	5	●	●
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
09	PSYCH UP	NRM	-	-	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	60	100	10	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
33	ICE PUNCH	ICE	75	100	15	●	●
34	SHRUGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
49	FURY CUTTER	BUG	30	95	20	●	●
H3	SURF	WTR	95	100	15	●	●
H4	STRENGTH	NRM	80	100	15	●	●
H5	FLASH	NRM	-	70	20	●	●
H6	WHIRLPOOL	WTR	15	70	15	●	●
H7	WATERFALL	WTR	80	100	15	●	●

PROF. ELM'S MEMO



Wild Pokémon Items

During the course of my research and Pokémon collecting, I have often captured wild Pokémon that are holding items. Below is my list of wild Pokémon and the items they might be holding when you capture them. The Pokémon shown in red will always be holding the item listed.

RED NAME	ALWAYS
BLUE NAME	SOMETIMES
BLACK NAME	RARELY

ITEM	POKÉMON
GOLD BERRY	FURRET
KING'S ROCK	POLIWHIRL, SLOWBRO, SLOWPOKE
BIG MUSHROOM	PARAS
BIG PEARL	SHIELDER
EVERSTONE	GEODUDE, GRAVELER
BERRY	FURRET, PIKACHU, SENTRET, SHUCKLE
SILVER POWDER	BUTTERFREE
NUGGET	GRIMER, MUK
ICE BERRY	JYNX
LUCKY EGG	CHANSY
PEARL	SHIELDER
SHARP BEAK	DODRIO, FEAROW
SACRED ASH	HO-OH
QUICK CLAW	SNEASEL
LEFTOVERS	SNORLAX
TINY MUSHROOM	PARAS
MOON STONE	CLIFAIRY
POISON BARR	BEedrILL
STICK	FARFETCH'D
SPELL TAG	MISDRRAVUS
MYSTERY BERRY	CLIFAIRY, MR. MIME
THICK CLUB	CUBONE, MAROWAK
STAR PIECE	STARU
STARDUST	STARU
METAL COAT	MAGNEMITE
MOOMOO MILK	MILTANK
BURNT BERRY	VULPIX, GROWLITHE, MAGMAR
DRAGON SCALE	DRAGONAIR, DRATINI, HORSEA, SEADRA



#66 MACHOP

TYPE: FIGHTING

Height: 2'7"
Weight: 43 lbs

#67 MACHOKE

MACHOP LEVEL 28 → MACHOKE

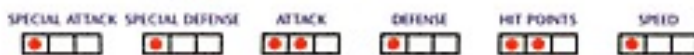
TYPE: FIGHTING

Height: 4'11"
Weight: 155 lbs

#68 MACHAMP

MACHOKE TRADE → MACHAMP

TYPE: FIGHTING

Height: 5'7"
Weight: 287 lbs

LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#66	#67	#68
LOW KICK	FTG	50	90	20	-	-	-
LIEK	NRM	-	100	30	-	-	-
FOCUS ENERGY	NRM	-	-	30	7	8	8
KARATE CHOP	FTG	50	100	25	13	15	15
SEISMIC TOSS	FTG	-	100	20	19	19	19
FORESIGHT	NRM	-	100	40	25	25	25
VITAL THROW	FTG	70	100	10	31	34	34
CROSS CHOP	FTG	100	80	5	37	43	43
SCARY FACE	NRM	-	90	10	43	52	52
SUBMISSION	FTG	80	80	25	49	61	61

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#66	#67	#68
01	DYNAMIC PUNCH	FTG	100	50	5	●	●	●
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
04	TOXIC	PSN	-	85	10	●	●	●
08	ROCK SMASH	FTG	20	100	15	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
15	HYPER BEAM	NRM	150	90	5	●	●	●
17	PROTECT	NRM	-	-	10	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
28	DIG	GRD	60	100	10	●	●	●
31	MUD-SLAP	GRD	20	100	10	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
33	ICE PUNCH	ICE	75	100	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
38	FIRE BLAST	FIR	120	85	5	●	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●	●
43	DETECT	FTG	-	-	5	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
46	THIEF	DRK	40	100	10	●	●	●
48	FIRE PUNCH	FIR	75	100	15	●	●	●
84	STRENGTH	NRM	80	100	15	●	●	●



PROF. ELM'S MEMO

Trainers Calling

You may not like to give your phone number out to just any Trainer, but if you want to catch some of the rarest Pokémon in the game, you will want to give your number to the following six Trainers. Each one will call you for the usual Pokémon updates, but occasionally one will also let you know where a rare Pokémon is hiding, as listed below.



#211 QWILFISH

Fisherman
Ralph
Route 32

#209 SNUBBULL

Schoolboy
Chad
Route 38

#206 DUNSPARCE

Hiker
Anthony
Route 33

#223 REMORAID

Fisherman
Wilton
Route 44

#193 YANMA

Bug Catcher
Arnie
Route 35

#183 MARILL

Hiker
Parry
Route 45

#236 TYROGUE

Height: 2'4"
Weight: 46 lbs

TYPE: FIGHTING



#107 HITMONCHAN
TYROGUE LEVEL 20 ATTACK<DEFENSE HITMONCHAN
TYPE: FIGHTING

Height: 4'7"
Weight: 111 lbs



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#236	#106	#107	#237
TACKLE	NRM	35	95	35	-			
DOUBLE KICK	FTG	30	100	30	-			
COMET PUNCH	NRM	18	85	15	-			
MEDITATE	PSY	-	-	40	6			
ROLLING KICK	FTG	60	85	15	11			
JUMP KICK	FTG	70	95	25	16			
FOCUS ENERGY	NRM	-	-	30	21			7
HI JUMP KICK	FTG	85	90	20	26			
MIND READER	NRM	-	100	5	31			
FORESIGHT	NRM	-	100	40	36			
ENDURE	NRM	-	-	10	41			
MEGA KICK	NRM	120	75	5	46			
REVERSAL	FTG	-	100	15	51			
AGILITY	PSY	-	-	30			7	37
PURSUIT	DRK	40	100	20			13	13
THUNDERPUNCH	ELC	75	100	15			26	
ICE PUNCH	ICE	75	100	15			26	
FIRE PUNCH	FIR	75	100	15			26	
MACH PUNCH	FTG	40	100	30			32	
MEGA PUNCH	NRM	80	85	20			38	
DETECT	FTG	-	-	5			44	43
COUNTER	FTG	-	100	20			50	31
QUICK ATTACK	NRM	40	100	30				19
RAPID SPIN	NRM	20	100	40				25
TRIPLE KICK	FTG	10	90	10				49

#106 HITMONLEE

Height: 4'10"
Weight: 110 lbs

TYROGUE LEVEL 20 ATTACK=DEFENSE HITMONLEE
TYPE: FIGHTING



#237 HITMONTOP
TYROGUE LEVEL 20 ATTACK=DEFENSE HITMONTOP
TYPE: FIGHTING

Height: 4'7"
Weight: 106 lbs



TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#236	#106	#107	#237
01	DYNAMICPUNCH	FTG	100	50	5				
02	HEADBUTT	NRM	70	100	15				
03	CURSE	???	-	-	10				
06	TOXIC	PSN	-	85	10				
08	ROCK SMASH	FTG	20	100	15				
10	HIDDEN POWER	NRM	-	100	15				
11	SUNNY DAY	FIR	-	-	5				
13	SNORE	NRM	40	100	15				
17	PROTECT	NRM	-	-	10				
20	ENDURE	NRM	-	-	10				
21	FRUSTRATION	NRM	-	100	20				
27	RETURN	NRM	-	100	20				
28	DIG	GRD	40	100	10				
31	MUD-SLAP	GRD	20	100	10				
32	DOUBLE TEAM	NRM	-	-	15				
33	ICE PUNCH	ICE	75	100	15				
34	SWAGGER	NRM	-	90	15				
35	SLEEP TALK	NRM	-	-	10				
39	SWIFT	NRM	60	-	20				
41	THUNDERPUNCH	ELC	75	100	15				
43	DETECT	FTG	-	-	5				
44	REST	PSY	-	-	10				
45	ATTRACT	NRM	-	100	15				
46	THEF	DRK	40	100	10				
48	FIRE PUNCH	FIR	75	100	15				
H4	STRENGTH	NRM	80	100	15				

#203

GIRAFARIG

TYPE: NORMAL/PSYCHIC

Height:
4'11"Weight:
91 lbs

LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#203
TACKLE	NRM	35	95	35	-
GROWL	NRM	-	100	40	-
CONFUSION	PSY	50	100	25	7
STOMP	NRM	65	100	20	13
AGILITY	PSY	-	-	30	20
BATON PASS	NRM	-	-	40	30
PSYBEAM	PSY	65	100	20	41
CRUNCH	DRK	80	100	15	54

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#203
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
06	TOXIC	PSN	-	85	10	●
07	ZAP CANNON	ELC	100	50	5	●
08	ROCK SMASH	FTG	20	100	15	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
17	PROTECT	NRM	-	-	10	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
23	IRON TAIL	STL	100	75	15	●
25	THUNDER	ELC	120	70	10	●
26	EARTHQUAKE	GRD	100	100	10	●
27	RETURN	NRM	-	100	20	●
29	PSYCHIC	PSY	90	100	10	●
30	SHADOW BALL	GHO	80	100	10	●
31	MUD-SLAP	NRM	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
39	SWIFT	NRM	60	-	20	●
42	DREAM EATER	PSY	100	100	15	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
50	NIGHTMARE	GHO	-	100	15	●
84	STRENGTH	NRM	80	100	15	●

#128

TAUROS

TYPE: NORMAL

Height:
4'7"Weight:
193 lbs

LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#128
TACKLE	NRM	35	95	35	-
TAIL WHIP	NRM	-	100	30	4
RAGE	NRM	20	100	20	8
HORN ATTACK	NRM	65	100	25	13
SCARY FACE	NRM	-	90	10	19
PURSUIT	DRK	40	100	20	26
REST	PSY	-	-	10	34
THRASH	NRM	90	100	20	43
TAKE DOWN	NRM	90	85	20	53

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#128
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
06	TOXIC	PSN	-	85	10	●
07	ZAP CANNON	ELC	100	50	5	●
08	ROCK SMASH	FTG	20	100	15	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
14	BLIZZARD	ICE	120	70	5	●
15	HYPER BEAM	NRM	150	90	5	●
16	ICY WIND	ICE	55	95	15	●
17	PROTECT	NRM	-	-	10	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
23	IRON TAIL	STL	100	75	15	●
25	THUNDER	ELC	120	70	10	●
26	EARTHQUAKE	GRD	100	100	10	●
27	RETURN	NRM	-	100	20	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
38	FIRE BLAST	FIR	120	85	5	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
H3	SURF	WTR	95	100	15	●
H4	STRENGTH	NRM	80	100	15	●

#241 MILTANK

Height: 3'11"
Weight: 105 lbs

TYPE: NORMAL



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#241
TACKLE	NRM	35	95	35	-
GROWL	NRM	-	100	40	4
DEFENSE CURL	NRM	-	-	40	8
STOMP	NRM	65	100	20	13
MILK DRINK	NRM	-	-	10	19
BIDE	NRM	-	100	10	26
ROLLOUT	RCK	30	90	20	34
BODY SLAM	NRM	85	100	15	43
HEAL BELL	NRM	-	-	5	53

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#241
01	DYNAMICPUNCH	FTG	100	50	5	●
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
04	ROLLOUT	RCK	30	90	20	●
06	TOXIC	PSN	-	85	10	●
07	ZAP CANNON	ELC	100	50	5	●
08	ROCK SMASH	FTG	20	100	15	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
12	SWEET SCENT	NRM	-	100	20	●
13	SNORE	NRM	40	100	15	●
14	BLIZZARD	ICE	120	70	5	●
15	HYPER BEAM	NRM	150	90	5	●
16	ICY WIND	ICE	55	95	15	●
17	PROTECT	NRM	-	-	10	●
18	BAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
23	IRON TAIL	STL	100	75	15	●
25	THUNDER	ELC	120	70	10	●
26	EARTHQUAKE	GRD	100	100	10	●
27	RETURN	NRM	-	100	20	●
30	SHADOW BALL	GHO	80	100	15	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
33	ICE PUNCH	ICE	75	100	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
37	SANDSTORM	RCK	-	-	10	●
40	DEFENSE CURL	NRM	-	-	40	●
41	THUNDERPUNCH	ELC	75	100	15	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
48	FIRE PUNCH	FIR	75	100	15	●
43	SURF	WTR	95	100	15	●
44	STRENGTH	NRM	80	100	15	●

#240 MAGBY

Height: 2'4"
Weight: 47 lbs

TYPE: FIRE



#126 MAGMAR

MAGBY LEVEL 30 → MAGMAR

Height: 4'3"
Weight: 98 lbs

TYPE: FIRE



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#240	#126
EMBER	FIR	40	100	25	-	-
LEER	NRM	-	100	30	7	7
SMOG	PSN	20	70	20	13	13
FIRE PUNCH	FIR	75	100	15	19	19
SMOKESCREEN	NRM	-	100	20	25	25
SUNNY DAY	FIR	-	-	5	31	33
FLAMETHROWER	FIR	95	100	15	37	41
CONFUSE RAY	GHO	-	100	10	43	49
FIRE BLAST	FIR	120	85	5	49	57

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#240	#126
01	DYNAMICPUNCH	FTG	100	50	5	●	●
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
27	RETURN	NRM	-	100	20	●	●
29	PSYCHIC	PSY	90	100	10	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
38	FIRE BLAST	FIR	120	85	5	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●
43	DETECT	FTG	-	-	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
48	FIRE PUNCH	FIR	75	100	15	●	●
44	STRENGTH	NRM	80	100	15	●	●

#238 SMOOCHUM

Height: 7'4"
Weight: 13 lbs

TYPE: ICE/PSYCHIC



#124 JYNX

Height: 4'7"
Weight: 50 lbs

SMOOCHUM LEVEL 30 → JYNX
TYPE: ICE/PSYCHIC



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#238	#124
POUND	NRM	40	100	35	-	-
LICK	GHO	20	100	30	-	-
SWEET KISS	NRM	-	75	10	9	-
LOVELY KISS	NRM	-	75	10	-	9
POWDER SNOW	ICE	40	100	25	13	13
CONFUSION	PSY	50	100	25	21	-
DOUBLES LAP	NRM	15	85	10	-	21
SING	NRM	-	55	15	25	-
ICE PUNCH	ICE	75	100	15	-	25
MEAN LOOK	NRM	-	100	5	33	35
PSYCHIC	PSY	90	100	10	37	-
BODY SLAM	NRM	85	100	15	-	41
PERISH SONG	NRM	-	-	5	45	51
BLIZZARD	ICE	120	70	5	49	57

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#238	#124
01	DYNAMIC PUNCH	FTG	100	50	5	●	●
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
09	PSYCH UP	NRM	-	-	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
12	SWEET SCENT	NRM	-	100	20	●	●
13	SNORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
27	RETURN	NRM	-	100	20	●	●
29	PSYCHIC	PSY	90	100	10	●	●
30	SHADOW BALL	GHO	80	100	15	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
33	ICE PUNCH	ICE	75	100	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
42	DREAM EATER	PSY	100	100	15	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
50	NIGHTMARE	GHO	-	100	15	●	●

#239 ELEKID

Height: 2'0"
Weight: 27 lbs

TYPE: ELECTRIC



#125 ELECTABUZZ

Height: 3'7"
Weight: 66 lbs

ELEKID LEVEL 30 → ELECTABUZZ
TYPE: ELECTRIC



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#239	#125
QUICK ATTACK	NRM	40	100	30	-	-
LEER	NRM	-	100	30	-	-
THUNDERPUNCH	ELC	75	100	15	9	9
LIGHT SCREEN	PSY	-	-	30	17	17
SWIFT	NRM	60	-	20	25	25
SCREECH	NRM	-	85	40	33	38
THUNDERBOLT	ELC	95	100	15	41	47
THUNDER	ELC	120	70	10	49	58

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#239	#125
01	DYNAMIC PUNCH	FTG	100	50	5	●	●
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	85	10	●	●
06	TOXIC	PSN	-	85	10	●	●
07	ZAP CANNON	ELC	100	50	5	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
25	THUNDER	ELC	120	70	10	●	●
27	RETURN	NRM	-	100	20	●	●
29	PSYCHIC	PSY	90	100	10	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
33	ICE PUNCH	ICE	75	100	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●
43	DETECT	FTG	-	-	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
48	FIRE PUNCH	FIR	75	100	15	●	●
H4	STRENGTH	NRM	80	100	15	●	●
H5	FLASH	NRM	-	70	20	●	●

#122 MR. MIME

Height: 4'3"
Weight: 710 lbs

TYPE: PSYCHIC



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#122
BARRIER	PSY	-	-	30	-
CONFUSION	PSY	50	100	25	6
SUBSTITUTE	NRM	-	-	10	11
MEDITATE	PSY	-	-	40	16
DOUBLES LAP	NRM	15	85	10	21
LIGHT SCREEN	PSY	-	-	30	26
REFLECT	PSY	-	-	20	26
ENCORE	NRM	-	100	5	31
PSYBEAM	PSY	65	100	20	36
BATON PASS	NRM	-	-	40	41
SAFEGUARD	NRM	-	-	25	46

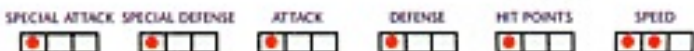
TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#122
01	DYNAMIC PUNCH	FTG	100	50	5	●
02	HEAD BUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
06	TOXIC	PSN	-	85	10	●
07	ZAP CANNON	ELC	100	50	5	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
15	HYPER BEAM	NRM	150	90	5	●
17	PROTECT	NRM	-	-	10	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
22	SOLAR BEAM	GRS	120	100	10	●
25	THUNDER	ELC	120	70	10	●
27	RETURN	NRM	-	100	20	●
29	PSYCHIC	PSY	90	100	10	●
30	SHADOW BALL	GHO	80	100	15	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
33	ICE PUNCH	ICE	75	100	15	●
34	SHAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
41	THUNDERPUNCH	ELC	75	100	15	●
42	DREAM EATER	PSY	100	100	15	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
48	FIRE PUNCH	FIR	75	100	15	●
50	NIGHTMARE	GHO	-	100	15	●
HS	FLASH	NRM	-	70	20	●

#235 SMEARGLE

Height: 3'11"
Weight: 128 lbs

TYPE: NORMAL



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#235
SKETCH	NRM	-	-	1	-
SKETCH	NRM	-	-	1	10
SKETCH	NRM	-	-	1	21
SKETCH	NRM	-	-	1	31
SKETCH	NRM	-	-	1	41
SKETCH	NRM	-	-	1	51
SKETCH	NRM	-	-	1	61
SKETCH	NRM	-	-	1	71
SKETCH	NRM	-	-	1	81
SKETCH	NRM	-	-	1	91

TM & HM ABILITIES

NONE



PROF. ELM'S MEMO

Smeargle's Sketch

Recent breakthroughs in Smeargle research show that it learns one attack, Sketch, which allows it to copy any Pokémon move from another Pokémon. It's not easy to teach the creature moves—patience is required. Moves learned during a Game Link battle will be forgotten after the battle is over, so if you want Smeargle to remember a move, teach it during an in-game battle. If you have two Game Paks and two Game Boy Colors, you can put a Pokémon with a move you want to copy as the only member of one Pak's party (preferably with just the one move as well), then Mystery Gift with the Pak that has Smeargle. Next, head to the Trainer House with Smeargle to battle—you will battle the Pokémon that has the move you want. Use Sketch to copy the move. Smeargle will learn Sketch several times as it gains levels, which means you can copy moves several more times until you have a very powerful Pokémon—so powerful, it may be banned in some competitions.

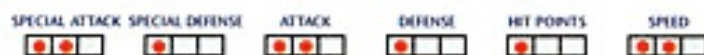


#83

FARFETCH'D

Height:
2'7"
Weight:
33 lbs

TYPE: NORMAL/FLYING



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#83
PECK	FLY	35	100	35	-
SAND-ATTACK	GRD	-	100	35	7
LEER	NRM	-	100	30	13
FURY ATTACK	NRM	15	85	20	19
SWORDS DANCE	NRM	-	-	30	25
AGILITY	PSY	-	-	30	31
SLASH	NRM	70	100	20	37
FALSE SWIPE	NRM	40	100	40	44

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#83
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
06	TOXIC	PSN	-	85	10	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
17	PROTECT	NRM	-	-	10	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
23	IRON TAIL	STL	100	75	15	●
27	RETURN	NRM	-	100	20	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
39	SWIFT	NRM	60	-	20	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
47	STEEL WING	STL	70	90	25	●
H1	CUT	NRM	50	95	30	●
H2	FLY	FLY	70	95	15	●

#177

NATU

Height:
0'6"
Weight:
4 lbs

TYPE: PSYCHIC/FLYING



#178

XATU

NATU LEVEL 25 → XATU

Height:
4'11"
Weight:
33 lbs

TYPE: PSYCHIC/FLYING



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#177	#178
PECK	FLY	35	100	35	-	-
LEER	NRM	-	100	30	-	-
NIGHT SHADE	GHO	-	100	15	10	10
TELEPORT	PSY	-	-	20	20	20
FUTURE SIGHT	PSY	80	90	15	30	35
CONFUSE RAY	GHO	-	100	10	40	50
PSYCHIC	PSY	90	100	10	50	65

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#177	#178
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
09	PSYCH UP	NRM	-	-	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
27	SOLARBEAM	GRS	120	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
28	PSYCHIC	PSY	90	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
42	DREAM EATER	PSY	100	100	15	●	●
43	DETECT	FTG	-	-	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
50	NIGHTMARE	GHO	-	100	15	●	●
H2	FLY	FLY	70	95	15	●	●
H5	FLASH	NRM	-	70	20	●	●

#211 QWILFISH

TYPE: WATER/POISON

Height: 1'8"
Weight: 9 lbs



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#211
TACKLE	NRM	35	95	35	-
POISON STING	PSN	15	100	35	-
HARDEN	NRM	-	-	30	10
MINIMIZE	NRM	-	-	20	10
WATER GUN	WTR	40	100	25	19
PIN MISSILE	BUG	14	85	20	28
TAKE DOWN	NRM	90	85	20	37
HYDRO PUMP	WTR	120	80	5	46

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#211
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
04	ROLLOUT	RCK	30	90	20	●
06	TOXIC	PSN	-	85	10	●
10	HIDDEN POWER	NRM	-	100	15	●
13	SNORE	NRM	40	100	15	●
14	BLIZZARD	ICE	120	70	5	●
16	ICY WIND	ICE	55	95	15	●
17	PROTECT	NRM	-	-	30	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
27	RETURN	NRM	-	100	20	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
36	SLUDGE BOMB	PSN	90	100	10	●
39	SWIFT	NRM	60	-	20	●
40	DEFENSE CURL	NRM	-	-	40	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
H3	SURF	WTR	95	100	15	●
H6	WHIRLPOOL	WTR	15	70	15	●
H7	WATERFALL	WTR	80	100	15	●

#72 TENTACOO

TYPE: WATER/POISON

Height: 1'11"
Weight: 100 lbs



#73 TENTACRUEL

TENTACOO, LEVEL 30 → TENTACRUEL

TYPE: WATER/POISON



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#72	#73
POISON STING	PSN	15	100	35	-	-
SUPERSONIC	NRM	-	55	20	6	6
CONSTRICT	NRM	30	100	35	12	12
ACID	PSN	40	100	30	19	19
BUBBLEBEAM	WTR	65	100	20	25	25
WRAP	NRM	15	85	20	30	30
BARRIER	PSY	-	-	30	36	38
SCREECH	NRM	-	85	40	43	47
HYDRO PUMP	WTR	120	80	5	49	55

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#72	#73
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
27	RETURN	NRM	-	100	20	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
36	SLUDGE BOMB	PSN	90	100	10	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
H1	CUT	NRM	50	95	30	●	●
H3	SURF	WTR	95	100	15	●	●
H6	WHIRLPOOL	WTR	15	70	15	●	●

#98 KRABBY

Height: 1'4"
Weight: 14 lbs.

TYPE: WATER



#99 KINGLER

Height: 4'3"
Weight: 132 lbs.KRABBY LEVEL 28 → KINGLER
TYPE: WATER

LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#98	#99
BUBBLE	WTR	20	100	30	-	-
LEER	NRM	-	100	30	5	5
VICEGRIP	NRM	66	100	30	12	12
HARDEN	NRM	-	-	30	16	16
STOMP	NRM	65	100	20	23	23
GUILLOTINE	NRM	-	30	5	27	27
PROTECT	NRM	-	-	10	34	38
CRABHAMMER	WTR	90	85	10	41	49

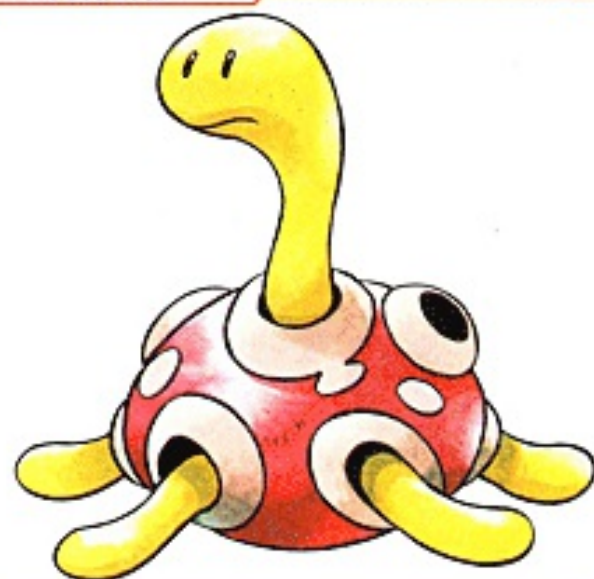
TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#98	#99
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPHER BEAM	NRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
27	RETURN	NRM	-	100	20	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
49	FURY CUTTER	BUG	10	95	20	●	●
H1	CUT	NRM	50	95	30	●	●
H3	SURF	WTR	95	100	15	●	●
H4	STRENGTH	NRM	80	100	15	●	●
H6	WHIRLPOOL	WTR	15	70	15	●	●

#213 SHUCKLE

Height: 2'0"
Weight: 45 lbs.

TYPE: BUG/ROCK



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#213
CONstrict	NRM	10	100	35	-
WITHDRAW	WTR	-	-	40	-
WRAP	NRM	15	85	20	9
ENCORE	NRM	-	100	5	14
SAFEGUARD	NRM	-	-	25	23
BIDE	NRM	-	100	10	28
REST	PSY	-	-	10	37

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#213
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
04	ROLLOUT	RCK	30	90	20	●
06	TOXIC	PSN	-	85	10	●
08	ROCK SMASH	FTG	20	100	15	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
17	PROTECT	NRM	-	-	10	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
26	EARTHQUAKE	GRD	100	100	10	●
27	RETURN	NRM	-	100	20	●
28	DIG	GRD	60	100	10	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
36	SLUDGE BOMB	PSN	90	100	10	●
37	SANDSTORM	RCK	-	-	10	●
40	DEFENSE CURL	NRM	-	-	40	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
H4	STRENGTH	NRM	80	100	15	●
H5	FLASH	NRM	-	70	20	●

#120 STARYU

Height: 2'7"
Weight: 74 lbs

TYPE: WATER



#121 STARMIE

Height: 3'7"
Weight: 178 lbs

STARYU Water Stone → STARMIE
TYPE: WATER/PSYCHIC



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#120	#121
TACKLE	NRM	35	95	35	-	-
HARDEN	NRM	-	-	30	2	-
WATER GUN	WTR	40	100	25	7	-
RAPID SPIN	NRM	20	100	40	13	-
RECOVER	NRM	-	-	20	19	-
SWIFT	NRM	60	-	20	25	-
BUBBLEBEAM	WTR	65	100	20	31	-
MINIMIZE	NRM	-	-	20	37	-
CONFUSE RAY	GHO	-	100	10	-	37
LIGHT SCREEN	PSY	-	-	30	43	-
HYDRO PUMP	WTR	120	80	5	50	-

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#120	#121
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
07	ZAP CANNON	ELC	100	50	5	●	●
09	PSYCH UP	NRM	-	-	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	THUNDER	ELC	120	70	10	●	●
27	RETURN	NRM	-	100	20	●	●
29	PSYCHIC	PSY	90	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
42	DREAM EATER	PSY	100	100	15	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
50	NIGHTMARE	GHO	-	100	15	●	●
83	SURF	WTR	95	100	15	●	●
85	FLASH	NRM	-	70	20	●	●
86	WHIRLPOOL	WTR	15	70	15	●	●
87	WATERFALL	WTR	80	100	15	●	●

#90 SHELLDER

Height: 1'0"
Weight: 8 lbs

TYPE: WATER



#91 CLOYSTER

Height: 4'11"
Weight: 292 lbs

SHELLDER Water Stone → CLOYSTER
TYPE: WATER/ICE



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#90	#91
TACKLE	NRM	35	95	35	-	-
WITHDRAW	WTR	-	-	40	-	-
SUPERSONIC	NRM	-	55	20	9	-
AURORA BEAM	ICE	65	100	20	17	-
PROTECT	NRM	-	-	10	25	-
LIEB	NRM	-	100	30	33	-
CLAMP	WTR	35	75	10	40	-
SPIKE CANNON	NRM	20	100	15	-	41
ICE BEAM	ICE	95	100	10	49	-

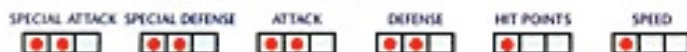
TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#90	#91
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
27	RETURN	NRM	-	100	20	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
83	SURF	WTR	95	100	15	●	●
86	WHIRLPOOL	WTR	15	70	15	●	●

#222

CORSOLO

TYPE: WATER/ROCK

Height:
2'0"
Weight:
11 lbs

LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#222
TACKLE	NRM	35	95	35	-
HARDEN	NRM	-	-	30	7
BUBBLE	WTR	20	100	30	13
RECOVER	NRM	-	-	20	19
BUBBLEBEAM	WTR	65	100	20	25
SPIRE CANNON	NRM	20	100	15	31
HORROR COAT	PSY	-	100	20	37
ANCIENT POWER	RCK	60	100	5	43

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#222
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
04	ROLLOUT	RCK	30	90	20	●
06	TOXIC	PSN	-	85	10	●
08	ROCK SMASH	FTG	20	100	15	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
26	EARTHQUAKE	GRD	100	100	10	●
27	RETURN	NRM	-	100	20	●
29	PSYCHIC	PSY	90	100	10	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
37	SANDSTORM	RCK	-	-	10	●
40	DEFENSE CURL	NRM	-	-	40	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
H3	SURF	WTR	95	100	15	●
H4	STRENGTH	NRM	80	100	15	●
H6	WHIRLPOOL	WTR	15	70	15	●

#223

REMORAID

TYPE: WATER

Height:
2'0"
Weight:
28 lbs

#224

OCTILLERY

REMORAID LEVEL 25 OCTILLERY

TYPE: WATER

Height:
2'11"
Weight:
63 lbs

LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#223	#224
WATER GUN	WTR	40	100	25	-	-
LOCK-ON	NRM	-	100	5	11	-
CONSTRUCT	NRM	10	100	35	-	11
PSYBEAM	PSY	65	100	20	22	22
AURORA BEAM	ICE	65	100	20	22	22
BUBBLEBEAM	WTR	65	100	20	22	22
OCTAZOOKA	WTR	65	85	10	-	25
FOCUS ENERGY	NRM	-	-	30	33	38
ICE BEAM	ICE	95	100	10	44	54
HYPER BEAM	NRM	150	90	5	55	70

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#223	#224
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
27	RETURN	NRM	-	100	20	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THEIF	DRK	40	100	10	●	●
H3	SURF	WTR	95	100	15	●	●
H6	WHIRLPOOL	WTR	15	70	15	●	●

#170 CHINCHOU
 TYPE: WATER/ELECTRIC
 Height: 7'3"
 Weight: 26 lbs



#171 LANTURN
 CHINCHOU LEVEL 27 → LANTURN
 TYPE: WATER/ELECTRIC
 Height: 3'11"
 Weight: 50 lbs



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#170	#171
BUBBLE	WTR	20	100	30	-	-
THUNDER WAVE	ELC	-	100	20	-	-
SUPERSONIC	NRM	-	55	20	5	5
FLAIL	NRM	-	100	15	13	13
WATER GUN	WTR	40	100	25	17	17
SPARK	ELC	65	100	20	25	25
CONFUSE RAY	GHO	-	100	10	29	33
TAKE DOWN	NRM	90	85	20	37	45
HYDRO PUMP	WTR	120	80	5	41	53

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#170	#171
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
07	ZAP CANNON	ELC	300	50	5	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
25	THUNDER	ELC	120	70	10	●	●
27	RETURN	NRM	-	100	20	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SNUGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
44	BEST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
83	SURF	WTR	95	100	15	●	●
85	FLASH	NRM	-	70	20	●	●
86	WHIRLPOOL	WTR	15	70	15	●	●
87	WATERFALL	WTR	80	100	15	●	●



PROF. ELM'S MEMO

Rare Pokémon

While it's true that many Pokémon are quite common, several Pokémon are very rare in Gold and Silver and you should take extreme caution when trying to capture them. If you can, save your game before you try to capture some of the rare creatures. You can choose to take Chikorita, Cyndaquil or Totodile from me. If you have friends who have chosen different creatures, however, you can ask them to hatch the creatures that you didn't pick for you at the Daycare Center.

Chikorita, Cyndaquil and Totodile are very rare Pokémon. Once you choose one from my lab at the beginning of the game, you won't be able to choose either of the other two.



#152 CHIKORITA



#155 CYNDAQUIL



#158 TOTODILE



#250 HO-OH

The one-of-a-kind Legendary Bird, Ho-oh, can be caught at the top of Tin Tower—but if you accidentally make it faint, you won't get another chance. Take many Poké Balls with you when you try to capture the creature.



#249 LUGIA

Lugia is also a Legendary Bird, and it's as rare as Ho-oh. If you're playing Silver, you'll be able to capture Lugia first. If you're playing Gold, Ho-oh will appear first. The second Legendary Bird you try to capture will be very tough.



#133 EEEVEE

Eevee can be found in two places: Bill's house and Celadon City's Game Corner. You'll probably want more than one Eevee so you can raise several of the different Eevee evolutions. Try raising a few more at the Daycare Center.



#142 AERODACTYL

There is only one Aerodactyl in Gold and Silver, and it's found in the hands of a Trainer on Route 14. Take a Chansey with you to Route 14, or catch one nearby, and be prepared to trade it to the Trainer for her Aerodactyl.



#143 SNORLAX

Before you wake the sleeping Snorlax near Vermilion City, you should save your game. If you accidentally knock out the Snorlax, start over—it's the only one in the game.

#86 SEEL

TYPE: WATER

Height: 3'7"
Weight: 199 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



#87 DEWGONG

SEEL LEVEL 14 → DEWGONG
TYPE: WATER/ICE

Height: 3'7"
Weight: 263 lbs

SPECIAL ATTACK	SPECIAL DEFENSE
HIT POINTS	SPEED
ATTACK	DEFENSE



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#86	#87
HEADBUTT	NRM	70	100	15	-	-
GROWL	NRM	-	100	40	5	5
AURORA BEAM	ICE	65	100	20	16	16
REST	PSY	-	-	30	21	21
TAKE DOWN	NRM	90	85	20	32	32
ICE BEAM	ICE	65	100	10	37	43
SAFEGUARD	NRM	-	-	25	48	60

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#86	#87
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
27	RETURN	NRM	-	100	20	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SNAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
H3	SURF	WTR	95	100	15	●	●
H6	WHIRLPOOL	WTR	15	70	15	●	●
H7	WATERFALL	WTR	80	100	15	●	●



PROF. ELM'S MEMO

More Rare Pokémon

Some Pokémon are difficult to catch in addition to being rare. The three unsightly creatures, Raikou, Entei and Suicune, will run away from you the first time you encounter them in the Burned Tower and every time you see them thereafter. To capture the elusive beasts, keep Pokémon that can use Mean Look or Spider Web at the head of your party so you can trap the creatures before they run away. You may also be able to capture the three with a Fast Ball, and, of course, a Master Ball will always do the trick. Try using Max Repel or Super Repel in an area where few Pokémon reside—one of the three just might appear.



#243 RAIKOU



#244 ENTEI



#245 SUICUNE



#175 TOGEPI

Keep the Mystery Egg you receive from my assistant in your party—it will hatch into the only Togepi in the game. If you'd like to create more Togepi, leave the Pokémon at the Daycare near Goldenrod City.



#236 TYROGUE

If you can find and defeat the Karate King inside Mt. Mortar, he will reward you with one of the rarest Pokémon in Gold and Silver—Tyrogue, the pre-evolved form of Hitmonchan, Hitmonlee and Hitmontop.



#185 SUDOWOODO

The weird tree that blocks your path to Route 36 is the only Sudowoodo in the game. The Rock-type creature is not a tree at all, and Water-type attacks are very effective on it. If it faints, your only chance to catch it will be lost.



#137 PORYGON

If you're very good at games of chance or have lots of spare money to change into coins, you can pick up a Porygon in the Celadon City Game Corner. The rare creature will set you back 9,999 coins, so start saving up!

#108 LICKITUNG

TYPE: NORMAL

Height: 5'11"
Weight: 344 lbs



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#108
LICK	GHO	20	100	30	-
SUPERSONIC	NRM	-	55	20	7
DEFENSE CURL	NRM	-	-	40	13
STOMP	NRM	65	100	20	19
WRAP	NRM	15	85	20	25
DISABLE	NRM	-	55	20	31
SLAM	NRM	80	75	20	37
SCREECH	NRM	-	85	40	43

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#108
01	DYNAMICPUNCH	FTG	100	50	5	●
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
04	ROLLOUT	RCK	30	90	20	●
06	TOXIC	PSN	-	85	10	●
08	ROCK SMASH	FTG	20	100	15	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
14	BLIZZARD	ICE	120	70	5	●
15	HYPER BEAM	NRM	150	90	5	●
16	ICY WIND	ICE	55	95	15	●
17	PROTECT	NRM	-	-	10	●
18	RAINDANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
23	IRON TAIL	STL	100	75	15	●
25	THUNDER	ELC	120	70	10	●
26	EARTHQUAKE	GRD	100	100	10	●
27	RETURN	NRM	-	100	20	●
30	SHADOW BALL	GHO	80	100	15	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
33	ICE PUNCH	ICE	75	100	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
37	SANDSTORM	RCK	-	-	10	●
38	FIRE BLAST	FIR	120	85	5	●
40	DEFENSE CURL	NRM	-	-	40	●
41	THUNDERPUNCH	ELC	75	100	15	●
42	DREAM EATER	PSY	100	100	15	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
48	FIRE PUNCH	FIR	75	100	15	●
50	NIGHTMARE	GHO	-	100	15	●
H1	CUT	NRM	50	95	30	●
H3	SURF	WTR	95	100	15	●
H4	STRENGTH	NRM	80	100	15	●

#114 TANGELA

TYPE: GRASS

Height: 5'3"
Weight: 77 lbs



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#114
CONstrict	NRM	10	100	35	-
SLEEP POWDER	GRS	-	75	15	4
ABSORB	GRS	20	100	20	10
POISON POWDER	PSN	-	75	35	13
VINE WHIP	GRS	35	100	10	19
BIND	NRM	15	75	20	25
MEGA DRAIN	GRS	40	100	10	31
STUN SPORE	GRS	-	75	30	34
SLAM	NRM	80	75	20	40
GROWTH	NRM	-	-	40	46

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#114
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	85	10	●
06	TOXIC	PSN	-	85	10	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
12	SWEET SCENT	NRM	-	100	20	●
13	SNORE	NRM	40	100	15	●
15	HYPER BEAM	NRM	150	90	5	●
17	PROTECT	NRM	-	-	10	●
19	GIGA DRAIN	GRS	60	100	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
22	SOLAR BEAM	GRS	120	100	10	●
27	RETURN	NRM	-	100	20	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
36	SLUDGE BOMB	PSN	-	-	10	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
H1	CUT	NRM	50	95	30	●
H5	FLASH	NRM	-	70	20	●

#133 EEEVEE

TYPE: NORMAL

Height: 7'0"
Weight: 34 lbs



#134 VAPOREON

EEVEE Water Stone → VAPOREON

TYPE: WATER

Height: 3'3"
Weight: 64 lbs



#135 JOLTEON

EEVEE Thunder Stone → JOLTEON

TYPE: ELECTRIC

Height: 2'7"
Weight: 54 lbs



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#133	#134	#135	#136	#196	#197
TACKLE	NRM	35	95	35	-	-	-	-	-	-
TAIL WHIP	NRM	-	100	30	-	-	-	-	-	-
SAND-ATTACK	GRD	-	100	15	8	8	8	8	8	8
GROWL	NRM	-	100	40	16	-	-	-	-	-
WATER GUN	WTR	40	100	25	-	16	-	-	-	-
THUNDERSHOCK	ELC	40	100	30	-	-	16	-	-	-
EMBER	FIR	40	100	25	-	-	-	16	-	-
CONFUSION	PSY	50	100	25	-	-	-	-	16	-
PURSUIT	DRK	40	100	20	-	-	-	-	-	16
QUICK ATTACK	NRM	40	100	30	23	23	23	23	23	23
BITE	DRK	60	100	25	30	30	-	30	-	-
DOUBLE KICK	FTG	30	100	30	-	-	30	-	-	-
SWIFT	NRM	60	-	20	-	-	-	-	30	-
CONFUSE RAY	GHO	-	100	5	-	-	-	-	-	30
FOCUS ENERGY	NRM	-	-	30	36	-	-	-	-	-
AURORA BEAM	ICE	65	100	20	-	36	-	-	-	-
PIN MISSILE	BUG	14	85	20	-	-	36	-	-	-
FIRE SPIN	FIR	15	70	15	-	-	-	36	-	-
PSYBIAM	PSY	65	100	20	-	-	-	-	36	-
FAINT ATTACK	DRK	60	-	20	-	-	-	-	-	36
TAKE DOWN	NRM	90	85	20	42	-	-	-	-	-
HAZE	ICE	-	-	30	-	42	-	-	-	-
THUNDER WAVE	ELC	-	100	20	-	-	42	-	-	-
SMOG	PSN	20	70	20	-	-	-	42	-	-
PSYCH UP	NRM	-	-	10	-	-	-	-	42	-
MEAN LOOK	NRM	-	100	5	-	-	-	-	-	42
ACID ARMOR	PSN	-	-	40	-	47	-	-	-	-
AGILITY	PSY	-	-	30	-	-	47	-	-	-
LEER	NRM	-	100	30	-	-	-	47	-	-
PSYCHIC	PSY	90	100	10	-	-	-	-	47	-
SCREECH	NRM	-	85	40	-	-	-	-	-	47
HYDRO PUMP	WTR	120	80	5	-	52	-	-	-	-
THUNDER	ELC	120	70	10	-	-	52	-	-	-
FLAMETHROWER	FIR	95	100	15	-	-	-	52	-	-
MORNING SUN	NRM	-	-	5	-	-	-	-	52	-
MOON LIGHT	NRM	-	-	5	-	-	-	-	-	52

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#133	#134	#135	#136	#196	#197
02	HEADBUTT	NRM	70	100	15	●	●	●	●	●	●
03	CURSE	???	-	-	10	●	●	●	●	●	●
05	ROAR	NRM	-	100	20	●	●	●	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●	●	●	●
07	ZAP CANNON	ELC	100	50	5	-	●	●	●	●	●
09	PSYCH UP	NRM	-	-	10	-	-	-	-	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●	●	●	●
13	SNORE	NRM	40	100	15	●	●	●	●	●	●
14	BLIZZARD	ICE	120	70	5	-	●	-	-	-	-
15	HYPER BEAM	NRM	150	90	5	-	●	●	●	●	●
16	ICY WIND	ICE	55	95	15	-	●	-	-	-	-
17	PROTECT	NRM	-	-	10	●	●	●	●	●	●
18	RAIN DANCE	WTR	-	-	5	●	●	●	●	●	●
20	ENDURE	NRM	-	100	20	●	●	●	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●	●	●	●
23	IRON TAIL	STL	100	75	15	●	●	●	●	●	●
25	THUNDER	ELC	120	70	10	-	-	●	-	-	-
27	RETURN	NRM	-	100	20	●	●	●	●	●	●
29	PSYCHIC	PSY	90	100	10	-	-	-	-	●	●
30	SHADOW BALL	GHO	80	100	15	●	●	●	●	●	●
31	MUD-SLAP	GRD	20	100	10	●	●	●	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●	●	●	●
38	FIRE BLAST	FIR	120	85	5	-	-	-	●	-	-
39	SWIFT	NRM	60	-	20	●	●	●	●	●	●
42	DREAM EATER	PSY	-	-	10	-	-	-	-	●	●
43	DETECT	FTG	-	-	5	●	●	●	●	●	●
44	REST	PSY	-	-	10	●	●	●	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●	●	●	●
50	NIGHTMARE	GHO	-	100	15	-	-	-	-	●	●
H0	CUT	NRM	50	95	30	-	-	-	-	●	●
H3	SURF	WTR	95	100	15	-	●	-	-	-	-
H5	FLASH	NRM	-	70	20	-	-	●	-	●	●
H6	WHIRLPOOL	WTR	15	70	15	-	●	-	-	-	-
H7	WATERFALL	WTR	80	100	15	-	●	-	-	-	-

#136 FLAREON
 EEVEE Fire Stone → FLAREON
 TYPE: FIRE

Height: 2'11"
 Weight: 55 lbs

SPECIAL ATTACK: 4/5
 HIT POINTS: 3/5
 ATTACK: 4/5
 SPECIAL DEFENSE: 3/5
 SPEED: 3/5
 DEFENSE: 3/5



#196 ESPEON
 EEVEE Friendship → ESPEON
 TYPE: PSYCHIC

Height: 2'11"
 Weight: 58 lbs



SPECIAL ATTACK: 4/5
 SPECIAL DEFENSE: 3/5
 ATTACK: 3/5
 DEFENSE: 3/5
 HIT POINTS: 3/5
 SPEED: 4/5

#197 UMBREON
 EEVEE Friendship → UMBREON
 TYPE: DARK

Height: 3'3"
 Weight: 60 lbs



SPECIAL ATTACK: 3/5
 HIT POINTS: 4/5
 ATTACK: 3/5
 SPECIAL DEFENSE: 3/5
 SPEED: 3/5
 DEFENSE: 3/5

PROF. ELM'S MEMO
 Powerful Items



Some of the most fascinating additions to Gold and Silver are the items that Pokémon can carry. Items can result in some sort of benefit for the Pokémon or its Trainer. The items listed here and in the chart on page 68 have very special enhancing effects that can result in stronger attacks, improved abilities, shared experience and even evolution! Study each item's description to understand the best way to use it.



Attack-Enhancing Items

- PINK BOW** Increases the power of Normal-type attacks
- POLKADOT BOW** Increases the power of Normal-type attacks
- BLACK BELT** Increases the power of Fighting-type attacks
- POISON BARB** Increases the power of Poison-type attacks
- SOFT SAND** Increases the power of Ground-type attacks
- SHARP BEAK** Increases the power of Flying-type attacks
- SILVER POWDER** Increases the power of Bug-type attacks
- HARD STONE** Increases the power of Rock-type attacks
- SPELL TAG** Increases the power of Ghost-type attacks
- METAL COAT** Increases the power of Steel-type attacks
- CHARCOAL** Increases the power of Fire-type attacks
- MYSTIC WATER** Increases the power of Water-type attacks
- MAGNET** Increases the power of Electric-type attacks
- MIRACLE SEED** Increases the power of Grass-type attacks
- NEVERMELT ICE** Increases the power of Ice-type attacks
- TWISTED SPOON** Increases the power of Psychic-type attacks
- DRAGON FANG** Increases the power of Dragon-type attacks
- BLACK GLASSES** Increases the power of Dark-type attacks

Ability-Enhancing or Specific Items

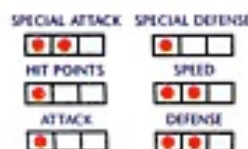
- BERSERK GENE** Raises attack power by two levels
- BRIGHT POWDER** Lowers opponent's accuracy
- SCOPE LENS** Raises chance of getting a Critical Hit
- THICK CLUB** Increases Cubone or Marowak's physical attack
- METAL POWDER** Increases Ditto's defense
- LIGHT BALL** Doubles Pikachu's special attack
- STICK** Increases Farfetch'd's attack
- LUCKY PUNCH** Raises chance of getting a Critical Hit

#116 HORSEA

TYPE: WATER



Height: 1'4"
Weight: 18 lbs



#230 KINGDRA

SEADRA TRADE+Dragon Scale → KINGDRA
TYPE: WATER/DRAGON



Height: 5'11"
Weight: 335 lbs



#117 SEADRA

HORSEA LEVEL 32 → SEADRA
TYPE: WATER



Height: 3'11"
Weight: 55 lbs



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#116	#117	#230
BUBBLE	WTR	20	100	30	-	-	-
SMOKESCREEN	NRM	-	100	20	8	8	8
LEER	NRM	-	100	30	15	15	15
WATER GUN	WTR	40	100	25	22	22	22
TWISTER	DRG	40	100	20	29	29	29
AGILITY	PSY	-	-	30	36	40	40
HYDRO PUMP	WTR	120	80	5	43	51	51

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#116	#117	#230
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
14	BLIZZARD	ICE	120	70	5	●	●	●
15	HYPER BEAM	NRM	150	90	5	●	●	●
16	ICE WIND	ICE	55	95	15	●	●	●
17	PROTECT	NRM	-	-	10	●	●	●
18	RAIN DANCE	WTR	-	-	5	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
24	DRAGONBREATH	DRG	60	100	20	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
39	SWIFT	NRM	60	-	20	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
H3	SURF	WTR	95	100	15	●	●	●
H6	WHIRLPOOL	WTR	15	70	15	●	●	●
H7	WATERFALL	WTR	80	100	15	●	●	●



PROF. ELM'S MEMO

Unusual Items

Specialty Items

- CLEANSE TAG** Keeps low-level Pokémon from attacking in the wild
- QUICK CLAW** Raises your chances of attacking first
- KING'S ROCK** May make your opponent retreat
- LEFTOVERS** Gradually restores HP during battle
- FOCUS BAND** May prevent Pokémon from fainting
- LUCKY EGG** Raises number of experience points earned
- EXP. SHARE** Gives a Pokémon half of all experience points won
- AMULET COIN** Doubles the money won after a battle



#207 GLIGAR

Height: 3'7"
Weight: 143 lbs

TYPE: GROUND/FLYING



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#207
POISON STING	PSN	15	100	35	-
SAND-ATTACK	GRD	-	100	15	6
HARDEN	NRM	-	-	30	13
QUICK ATTACK	NRM	40	100	30	20
FAINT ATTACK	DRK	60	-	20	28
SLASH	NRM	70	100	20	36
SCREECH	NRM	70	100	20	44
GUILLOTINE	NRM	-	30	5	52

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#207
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
06	TOXIC	PSN	-	85	10	●
08	ROCK SMASH	FTG	20	100	15	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
17	PROTECT	NRM	-	-	10	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
23	IRON TAIL	STL	100	75	15	●
27	RETURN	NRM	-	100	20	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	90	15	●
36	SLUDGE BOMB	PSN	90	100	10	●
37	SANDSTORM	RCK	-	-	10	●
39	SWIFT	NRM	60	-	20	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
49	FURY CUTTER	BUG	10	95	20	●
50	CUT	NRM	50	95	30	●
54	STRENGTH	NRM	80	100	15	●

#225 DELIBIRD

Height: 1'11"
Weight: 35 lbs

TYPE: ICE/FLYING



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#225
PRESENT	NRM	-	90	15	-

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#225
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
06	TOXIC	PSN	-	85	10	●
10	HIDDEN POWER	NRM	-	100	15	●
13	SNORE	NRM	40	100	15	●
14	BLIZZARD	ICE	120	70	5	●
16	ICY WIND	ICE	55	95	15	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
27	RETURN	NRM	-	100	20	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
39	SWIFT	NRM	60	-	20	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
52	FLY	FLY	70	95	15	●



#220 SWINUB

TYPE: ICE/GROUND

Height: 7'4"
Weight: 11 lbs



#221 PILOSWINE

SWINUB LEVEL 35 → PILOSWINE
TYPE: ICE/GROUND

Height: 37"
Weight: 122 lbs



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#220	#221
TACKLE	NRM	35	95	35	-	-
HORN ATTACK	NRM	65	100	25	-	-
POWDER SNOW	ICE	40	100	25	10	30
ENDURE	NRM	-	-	10	19	39
TAKE DOWN	NRM	90	85	20	28	38
FURY ATTACK	NRM	15	85	20	33	33
MIST	ICE	-	-	30	37	47
BLIZZARD	ICE	120	70	5	46	56

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#220	#221
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
05	ROAR	NRM	-	100	20	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
43	DETECT	FTG	-	-	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
H4	STRENGTH	NRM	80	100	15	●	●

#216 TEDDIURSA

TYPE: NORMAL

Height: 2'0"
Weight: 19 lbs



#217 URSARING

TEDDIURSA LEVEL 30 → URSARING
TYPE: NORMAL

Height: 5'11"
Weight: 277 lbs



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#216	#217
SCRATCH	NRM	40	100	35	-	-
LEER	NRM	-	100	30	-	-
LICK	GRD	20	100	30	8	8
FURY SWIPES	NRM	18	80	15	15	15
FAINT ATTACK	DRK	60	-	20	22	22
REST	PSY	-	-	10	29	29
SLASH	NRM	70	100	20	36	36
SNORE	NRM	40	100	15	43	49
THRASH	NRM	90	100	20	50	59

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#216	#217
01	DYNAMICPUNCH	FTG	100	50	5	●	●
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
05	ROAR	NRM	-	100	20	●	●
06	TOXIC	PSN	-	85	10	●	●
07	ZAP CANNON	ELC	100	50	5	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	60	100	10	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
33	ICE PUNCH	ICE	75	100	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
48	FIRE PUNCH	FIR	75	100	15	●	●
49	FURY CUTTER	BUG	10	95	20	●	●
H1	CUT	NRM	50	95	30	●	●
H4	STRENGTH	NRM	80	100	15	●	●

#231 PHANPY

Height: 1'8"
Weight: 7.4 lbs

TYPE: GROUND



#232 DONPHAN

Height: 3'7"
Weight: 265 lbs

PHANPY LEVEL 25 → DONPHAN
TYPE: GROUND



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#231	#232
TACKLE	NRM	35	95	35	-	-
HORN ATTACK	NRM	65	100	25	-	-
GROWL	NRM	-	100	40	-	-
DEFENSE CURL	NRM	-	-	40	9	9
FLAIL	NRM	-	100	15	17	17
TAKE DOWN	NRM	90	85	20	25	-
FURY ATTACK	NRM	15	85	20	-	25
ROLLOUT	RCK	30	90	20	33	33
ENDURE	NRM	-	-	10	41	-
RAPID SPIN	NRM	20	100	40	-	41
DOUBLE-EDGE	NRM	120	100	15	49	-
EARTHQUAKE	GRD	100	100	10	-	49

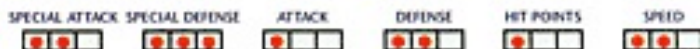
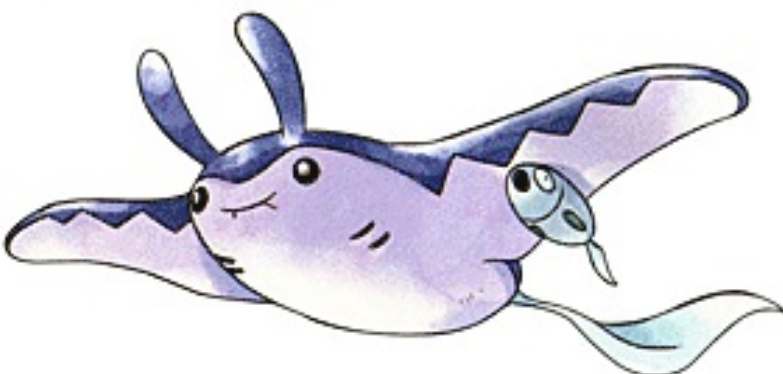
TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#231	#232
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
05	ROAR	NRM	-	100	20	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
37	SANDSTORM	RCK	-	-	10	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
H4	STRENGTH	NRM	80	100	15	●	●

#226 MANTINE

Height: 6'11"
Weight: 485 lbs

TYPE: WATER/FLYING



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#226
TACKLE	NRM	35	95	35	-
BUBBLE	WTR	20	100	30	-
SUPERSONIC	NRM	-	55	20	10
BUBBLEBEAM	WTR	65	100	20	18
TAKE DOWN	NRM	90	85	20	25
AGILITY	PSY	-	-	30	32
WING ATTACK	FLY	60	100	35	40
CONFUSE RAY	GHO	-	100	10	49

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#226
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
06	TOXIC	PSN	-	85	10	●
10	HIDDEN POWER	NRM	-	100	15	●
13	SNORE	NRM	40	100	15	●
14	BLIZZARD	ICE	120	70	5	●
16	ICY WIND	ICE	55	95	15	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
27	RETURN	NRM	-	100	20	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	20	100	10	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
39	SWIFT	NRM	60	-	20	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
H3	SURF	WTR	95	100	15	●
H6	WHIRLPOOL	WTR	15	70	15	●
H7	WATERFALL	WTR	80	100	15	●

#227 SKARMORY

TYPE: STEEL/FLYING

Height: 5'7"
Weight: 110 lbs



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#227
LEER	NRM	-	100	30	-
PECK	FLY	35	100	35	-
SAND-ATTACK	GRD	-	100	15	13
SWIFT	NRM	60	-	20	19
AGILITY	PSY	-	-	30	25
FURY ATTACK	NRM	15	85	20	37
STEEL WING	STL	70	90	25	49

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#227
03	CURSE	???	-	-	10	●
06	TOXIC	PSN	-	85	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
17	PROTECT	NRM	-	-	10	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
27	RETURN	NRM	-	100	20	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
37	SANDSTORM	RCK	-	-	10	●
39	SWIFT	NRM	60	-	20	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
47	STEEL WING	STL	70	90	25	●
H1	CUT	NRM	50	95	30	●
H2	FLY	FLY	70	95	15	●

#84 DODUO

TYPE: NORMAL/FLYING

Height: 4'7"
Weight: 86 lbs



#85 DODRIO

DODUO LEVEL 31 → DODRIO

TYPE: NORMAL/FLYING

Height: 5'11"
Weight: 188 lbs



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#84	#85
PECK	FLY	35	100	35	-	-
GROWL	NRM	-	100	40	-	-
PURSUIT	DRK	40	100	20	9	9
FURY ATTACK	NRM	15	85	20	13	13
TRI ATTACK	NRM	80	100	10	21	21
RAGE	NRM	20	100	20	25	25
DRILL PECK	FLY	80	100	20	33	38
AGILITY	PSY	-	-	30	37	47

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#84	#85
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
27	RETURN	NRM	-	100	20	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
39	SWIFT	NRM	60	-	20	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
47	STEEL WING	STL	70	90	25	●	●
H2	FLY	FLY	70	95	15	●	●

#77 PONYTA

Height: 3'3"
Weight: 55 lbs.

TYPE: FIRE



#78 RAPIDASH

Height: 5'7"
Weight: 209 lbs.

PONYTA LEVEL 40 → RAPIDASH
TYPE: FIRE



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#77	#78
TACKLE	NRM	35	95	35	-	-
GROWL	NRM	-	100	40	4	4
TAIL WHIP	NRM	-	100	30	8	8
EMBER	FIR	40	100	25	13	13
STOMP	NRM	65	100	20	19	19
FIRE SPIN	FIR	15	70	15	26	26
TAKE DOWN	NRM	90	85	20	34	34
FURY ATTACK	NRM	15	85	20	40	40
AGILITY	PSY	-	-	30	43	47
FIRE BLAST	FIR	120	85	5	53	61

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#77	#78
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
27	RETURN	NRM	-	100	20	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
38	FIRE BLAST	FIR	120	85	5	●	●
39	SWIFT	NRM	60	-	20	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●

#104 CUBONE

Height: 7'4"
Weight: 14 lbs.

TYPE: GROUND



#105 MAROWAK

Height: 3'3"
Weight: 99 lbs.

CUBONE LEVEL 28 → MAROWAK
TYPE: GROUND



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#104	#105
GROWL	NRM	-	100	40	-	-
TAIL WHIP	NRM	-	100	30	5	5
BONE CLUB	GRD	65	85	20	9	9
HEADBUTT	NRM	70	100	15	13	13
LEER	NRM	-	100	30	17	17
FOCUS ENERGY	NRM	-	-	30	21	21
BONEMERANG	GRD	50	90	10	25	25
RAGE	NRM	20	100	20	29	32
FALSE SWIPE	NRM	40	100	40	33	39
THRASH	NRM	90	100	20	37	46
BONE RUSH	GRD	25	80	10	41	53

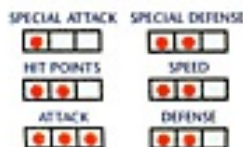
TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#104	#105
01	DYNAMIC PUNCH	FTG	100	50	5	●	●
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	60	100	10	●	●
31	MUD-SLAP	GRD	20	10	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
37	SANDSTORM	CKC	-	-	10	●	●
38	FIRE BLAST	FIR	120	85	5	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●
43	DETECT	FTG	-	-	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
48	FIRE PUNCH	FIR	75	100	15	●	●
H4	STRENGTH	NRM	80	100	15	●	●

#115 KANGASKHAN

TYPE: NORMAL

Height: 7'3"
Weight: 376 lbs



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#115
COMET PUNCH	NRM	18	85	15	-
LEER	NRM	-	100	30	7
BITE	DRK	60	100	25	13
TAIL WHIP	NRM	-	100	30	19
MEGA PUNCH	NRM	80	85	20	25
RAGE	NRM	20	100	20	31
ENDURE	NRM	-	-	10	37
DIZZY PUNCH	NRM	70	100	10	43
REVERSAL	FTG	-	100	15	49

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#115
01	DYNAMICPUNCH	FTG	100	50	5	●
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
05	ROAR	NRM	-	100	20	●
06	TOXIC	PSN	-	85	10	●
07	ZAP CANNON	ELC	100	50	5	●
08	ROCK SMASH	FTG	20	100	15	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
14	BLIZZARD	ICE	120	70	5	●
15	HYPER BEAM	NRM	150	90	5	●
16	ICY WIND	ICE	55	95	15	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
23	IRON TAIL	STL	100	75	15	●
25	THUNDER	ELC	120	70	10	●
26	EARTHQUAKE	GRD	100	100	10	●
27	RETURN	NRM	-	100	20	●
30	SHADOW BALL	GHO	80	100	15	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
33	ICE PUNCH	ICE	75	100	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
37	SANDSTORM	RCK	-	-	10	●
38	FIRE BLAST	FIR	120	85	5	●
41	THUNDERPUNCH	ELC	75	100	15	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
48	FIRE PUNCH	FIR	75	100	15	●
49	FURY CUTTER	BUG	10	95	20	●
H3	SURF	WTR	95	100	15	●
H4	STRENGTH	NRM	80	100	15	●

#111 RHYHORN

TYPE: GROUND/ROCK

Height: 2'3"
Weight: 254 lbs



#112 RHYDON

RHYHORN, LEVEL 42 → RHYDON

TYPE: GROUND/ROCK

Height: 4'3"
Weight: 263 lbs



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#111	#112
HORN ATTACK	NRM	65	100	25	-	-
TAIL WHIP	NRM	-	100	30	-	-
STOMP	NRM	65	100	20	13	13
FURY ATTACK	NRM	15	85	20	19	19
SCARY FACE	NRM	-	90	10	31	31
HORN DRILL	NRM	-	30	5	37	37
TAKE DOWN	NRM	90	85	20	49	54
EARTHQUAKE	GRD	100	100	10	55	65

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#111	#112
01	DYNAMICPUNCH	FTG	100	50	5	●	●
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
05	ROAR	NRM	-	100	20	●	●
06	TOXIC	PSN	-	85	10	●	●
07	ZAP CANNON	ELC	100	50	5	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
25	THUNDER	ELC	120	70	10	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
28	DIG	GRD	60	100	20	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
37	SANDSTORM	RCK	-	-	10	●	●
38	FIRE BLAST	FIR	120	85	5	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
48	FIRE PUNCH	FIR	75	100	15	●	●
49	FURY CUTTER	BUG	10	95	20	●	●
H3	SURF	WTR	95	100	15	●	●
H4	STRENGTH	NRM	80	100	15	●	●

#198 MURKROW

TYPE: DARK/FLYING

Height: 1'8"
Weight: 5 lbs



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#198
PECK	FLY	35	100	35	-
PURSUIT	DRK	40	100	20	11
HAZE	ICE	-	-	30	16
NIGHT SHADE	GHO	-	100	15	26
FAINT ATTACK	DRK	60	-	20	31
MEAN LOOK	NRM	-	100	5	43

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#198
03	CURSE	???	-	-	10	●
06	TOXIC	PSN	-	85	10	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
16	ICY WIND	ICE	55	95	15	●
17	PROTECT	NRM	-	-	10	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
27	RETURN	NRM	-	100	20	●
30	SHADOW BALL	GHO	80	100	15	●
31	MUD-SLAP	GRD	30	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
39	SWIFT	NRM	60	-	20	●
42	DREAM EATER	PSY	100	100	15	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
47	STEEL WING	STL	70	90	25	●
50	NIGHTMARE	GHO	-	100	15	●
H2	FLY	FLY	70	95	15	●

#228 HOUNDOUR

TYPE: DARK/FIRE

Height: 2'9"
Weight: 24 lbs



#229 HOUNDOOM

HOUNDOUR LEVEL 24 → HOUNDOOM
TYPE: DARK/FIRE

Height: 4'7"
Weight: 77 lbs



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#228	#229
LIEK	NRM	-	100	30	-	-
EMBER	FIR	40	100	25	-	-
ROAR	NRM	-	100	20	7	7
SMOG	PSN	20	70	20	13	13
BITE	DRK	60	100	25	20	20
FAINT ATTACK	DRK	60	-	20	27	30
FLAMETHROWER	FIR	95	100	15	35	41
CRUNCH	DRK	80	100	15	43	52

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#228	#229
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
05	ROAR	NRM	-	100	20	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	30	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
22	SOLARBEAM	GRS	120	100	10	●	●
23	IRON TAIL	STL	100	75	15	●	●
27	RETURN	NRM	-	100	20	●	●
30	SHADOW BALL	GHO	80	100	15	●	●
31	MUD-SLAP	GRD	30	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
36	SLUDGE BOMB	PSN	90	100	10	●	●
38	FIRE BLAST	FIR	120	85	5	●	●
39	SWIFT	NRM	60	-	20	●	●
42	DREAM EATER	PSY	100	100	15	●	●
43	DETECT	FTG	-	-	5	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
50	NIGHTMARE	GHO	-	100	15	●	●
H4	STRENGTH	NRM	80	100	15	●	●

#218 SLUGMA

Height: 2'4"
Weight: 77 lbs

TYPE: FIRE



#215 SNEASEL

Height: 2'11"
Weight: 62 lbs

TYPE: DARK/ICE



#219 MAGCARGO

Height: 2'7"
Weight: 123 lbs

SLUGMA LEVEL 38 → MAGCARGO
TYPE: FIRE/ROCK



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#215
SCRATCH	NRM	40	100	35	-
LIEB	NRM	-	100	30	-
QUICK ATTACK	NRM	40	100	30	9
SCREECH	NRM	-	85	40	17
FAINI ATTACK	DRK	60	-	20	25
FURY SWIPIES	NRM	18	80	15	33
AGILITY	PSY	-	-	30	41
SLASH	NRM	70	100	20	49
BEAT UP	DRK	10	100	10	57

LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#218	#219
SMOG	PSN	20	70	20	-	-
EMBER	FIR	40	100	25	8	8
ROCK THROW	RCK	50	90	15	15	15
HARDEN	NRM	-	-	30	22	22
AMNESIA	PSY	-	-	20	29	29
FLAMETHROWER	FIR	95	100	15	36	36
ROCK SLIDE	RCK	75	90	10	43	48
BODY SLAM	NRM	85	100	15	50	60

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#215
01	DYNAMIC PUNCH	FTG	100	50	5	●
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
06	TOXIC	PSN	-	85	10	●
08	ROCK SMASH	FTG	20	100	15	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
13	SNORE	NRM	40	100	15	●
18	BLIZZARD	ICE	120	70	5	●
16	ICY WIND	ICE	55	95	15	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
23	IRON TAIL	STL	100	75	15	●
27	RETURN	NRM	-	100	20	●
28	DIG	GRD	60	100	10	●
30	SHADOW BALL	GHO	80	100	15	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
33	ICE PUNCH	ICE	75	100	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
39	SWIFT	NRM	60	-	20	●
40	DEFENSE CURL	NRM	-	-	40	●
42	DREAM EATER	PSY	100	100	15	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
49	FURY CUTTER	BUG	10	95	20	●
50	NIGHTMARE	GHO	-	100	15	●
H1	CUT	NRM	50	95	30	●
H3	SURF	WTR	95	100	15	●
H4	STRENGTH	NRM	80	100	15	●

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#218	#219
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
17	PROTECT	NRM	-	-	10	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●
27	RETURN	NRM	-	100	20	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
38	FIRE BLAST	FIR	120	85	5	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
H4	STRENGTH	NRM	80	100	15	●	●

#200 MISDREAVUS

TYPE: GHOST

Height: 2'4"
Weight: 2 lbs



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#200
GROWL	NRM	-	100	40	-
PSYWAVE	PSY	-	80	15	-
SPIE	GHO	-	100	10	6
CONFUSE RAY	GHO	-	100	10	12
MEAN LOOK	NRM	-	100	5	19
PSYBEAM	PSY	65	100	20	27
PAIN SPLIT	NRM	-	100	20	36
PERISH SONG	NRM	-	-	5	46

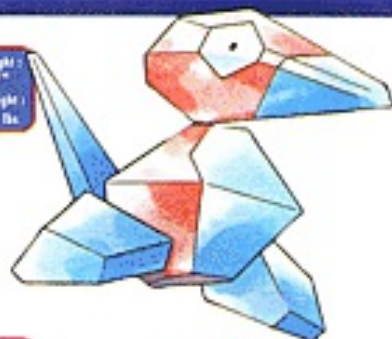
TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#200
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
06	TOXIC	PSN	-	85	10	●
07	ZAP CANNON	ELC	100	50	5	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
25	THUNDER	ELC	120	70	10	●
27	RETURN	NRM	-	100	20	●
29	PSYCHIC	PSY	90	100	10	●
30	SHADOW BALL	GHO	80	100	15	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
38	SWIFT	NRM	60	-	20	●
40	DEFENSE CURL	NRM	-	-	40	●
42	DREAM EATER	PSY	100	100	15	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
46	THIEF	DRK	40	100	10	●
50	NIGHTMARE	GHO	-	100	15	●
HS	FLASH	NRM	-	70	20	●

#137 PORYGON

TYPE: NORMAL

Height: 2'7"
Weight: 88 lbs



#233 PORYGON2

TYPE: NORMAL

Height: 2'9"
Weight: 72 lbs



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#137	#233
CONVERSION2	NRM	-	100	30	-	-
TACKLE	NRM	35	95	35	-	-
CONVERSION	NRM	-	-	30	-	-
AGILITY	PSY	-	-	30	9	9
PSYBEAM	PSY	65	100	20	12	12
RECOVER	NRM	-	-	20	20	20
SHARPIN	NRM	-	-	30	24	-
DEFENSE CURL	NRM	-	-	40	-	24
LOCK-ON	NRM	-	100	5	32	32
TRI ATTACK	NRM	80	100	10	36	36
ZAP CANNON	ELC	100	50	5	44	44

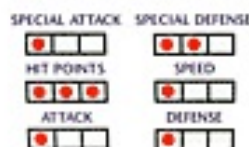
TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#137	#233
03	CURSE	???	-	-	10	●	●
06	TOXIC	PSN	-	85	10	●	●
07	ZAP CANNON	ELC	100	50	5	●	●
09	PSYCH UP	NRM	-	-	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
23	IRON TAIL	STL	100	75	15	●	●
25	THUNDER	ELC	120	70	10	●	●
27	RETURN	NRM	-	100	20	●	●
29	PSYCHIC	PSY	90	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
38	SWIFT	NRM	60	-	20	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
42	DREAM EATER	PSY	100	100	15	●	●
44	REST	PSY	-	-	10	●	●
46	THIEF	DRK	40	100	10	●	●
50	NIGHTMARE	GHO	-	100	15	●	●
HS	FLASH	NRM	-	70	20	●	●

#113 CHANSEY

Height: 3'7"
Weight: 74 lbs

TYPE: NORMAL



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#113	#242
POUND	NRM	40	100	35	-	-
GROWL	NRM	-	100	40	5	4
TAIL WHIP	NRM	-	100	30	9	7
SOFTBOILED	NRM	-	100	30	13	10
DOUBLES LAP	NRM	15	85	30	17	13
MINIMIZE	NRM	-	-	20	23	18
SING	NRM	-	55	15	29	23
EGG BOMB	NRM	100	75	30	35	28
DEFENSE CURL	NRM	-	-	40	41	33
LIGHT SCREEN	PSY	-	-	30	49	40
DOUBLE-EDGE	NRM	120	100	15	57	47

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#113	#242
01	DYNAMIC PUNCH	FTG	100	50	5	●	●
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
06	TOXIC	PSN	-	85	10	●	●
07	ZAP CANNON	ELC	100	50	5	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
09	PSYCH UP	NRM	-	-	10	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
11	SUNNY DAY	FIR	-	-	5	●	●
13	SNORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
22	SOLAR BEAM	GRS	120	100	10	●	●
23	IRON TAIL	STL	100	75	15	●	●
25	THUNDER	ELC	120	70	10	●	●
27	RETURN	NRM	-	100	20	●	●
29	PSYCHIC	PSY	90	100	10	●	●
30	SHADOW BALL	GHO	80	100	15	●	●
31	MUD-SLAP	GRD	20	100	10	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
37	SANDSTORM	RCK	-	-	10	●	●
38	FIRE BLAST	FIR	120	85	5	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●
42	DREAM EATER	PSY	100	100	15	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
H4	STRENGTH	NRM	80	100	15	●	●
H5	FLASH	NRM	-	70	20	●	●

#242 BLISSEY

Height: 4'10"
Weight: 393 lbsCHANSEY Friendship → BLISSEY
TYPE: NORMAL

#131 LAPRAS

Height: 8'7"
Weight: 183 lbs

TYPE: WATER/ICE



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#131
WATER GUN	WTR	40	100	25	-
GROWL	NRM	-	100	40	-
SING	NRM	-	55	15	-
MIST	ICE	-	-	30	8
BODY SLAM	NRM	85	100	15	15
CONFUSE RAY	GHO	-	100	10	22
PERISH SONG	NRM	-	-	5	29
ICE BEAM	ICE	95	100	10	26
RAIN DANCE	WTR	-	-	5	43
SAFEGUARD	NRM	-	-	25	50
HYDRO PUMP	WTR	120	80	5	57

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#131
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
06	TOXIC	PSN	-	85	10	●
07	ZAP CANNON	ELC	100	50	5	●
08	ROCK SMASH	FTG	20	100	15	●
10	HIDDEN POWER	NRM	-	100	15	●
13	SNORE	NRM	40	100	15	●
14	BLIZZARD	ICE	120	70	5	●
15	HYPER BEAM	NRM	150	90	5	●
16	ICY WIND	ICE	55	95	15	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
23	IRON TAIL	STL	100	75	15	●
24	DRAGONBREATH	DRG	60	100	20	●
25	THUNDER	ELC	120	70	10	●
27	RETURN	NRM	-	100	20	●
29	PSYCHIC	PSY	90	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
42	DREAM EATER	PSY	100	100	15	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
50	NIGHTMARE	GHO	-	100	15	●
H3	SURF	WTR	95	100	15	●
H4	STRENGTH	NRM	80	100	15	●
H6	WHIRLPOOL	WTR	15	70	15	●

#138 OMANYTE

Height: 7'4"
Weight: 17 lbs

TYPE: ROCK/WATER



#139 OMASTAR

Height: 3'3"
Weight: 77 lbs

OMANYTE LEVEL 40 → OMASTAR
TYPE: ROCK/WATER



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#138	#139
CONstrict	NRM	10	100	35	-	-
WITHDRAW	WTR	-	-	40	-	-
BITE	DRK	-	-	40	13	13
WATER GUN	WTR	40	100	25	19	19
LEER	NRM	-	100	30	31	31
PROTECT	NRM	-	-	10	37	37
SPIKE CANNON	NRM	20	100	15	-	40
ANCIENT POWER	RCK	60	100	5	49	54
HYDRO PUMP	WTR	120	80	5	55	65

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#138	#139
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
27	RETURN	NRM	-	100	20	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
37	SANDSTORM	RCK	-	-	10	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
H3	SURF	WTR	95	100	15	●	●
H6	WHIRLPOOL	WTR	15	70	15	●	●

#140 KABUTO

Height: 7'6"
Weight: 25 lbs

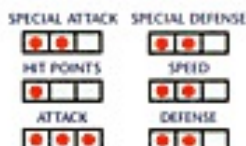
TYPE: ROCK/WATER



#141 KABUTOPS

Height: 4'3"
Weight: 89 lbs

KABUTO LEVEL 40 → KABUTOPS
TYPE: ROCK/WATER



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#140	#141
SCRATCH	NRM	40	100	35	-	-
HARDEN	NRM	-	-	30	-	-
ABSORB	GRS	20	100	20	10	10
LEER	NRM	-	100	30	19	19
SAND-ATTACK	GRD	-	100	15	28	28
ENDURE	NRM	-	-	10	37	37
SLASH	NRM	70	100	20	-	40
MEGA DRAIN	GRS	40	100	10	44	51
ANCIENT POWER	RCK	60	100	5	55	65

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#140	#141
02	HEADBUTT	NRM	70	100	15	●	●
03	CURSE	???	-	-	10	●	●
04	ROLLOUT	RCK	30	90	20	●	●
06	TOXIC	PSN	-	85	10	●	●
08	ROCK SMASH	FTG	20	100	15	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●
13	SNORE	NRM	40	100	15	●	●
14	BLIZZARD	ICE	120	70	5	●	●
15	HYPER BEAM	NRM	150	90	5	●	●
16	ICY WIND	ICE	55	95	15	●	●
17	PROTECT	NRM	-	-	10	●	●
18	RAIN DANCE	WTR	-	-	5	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●
20	ENDURE	NRM	-	-	10	●	●
21	FRUSTRATION	NRM	-	100	20	●	●
27	RETURN	NRM	-	100	20	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●
34	SWAGGER	NRM	-	90	15	●	●
35	SLEEP TALK	NRM	-	-	10	●	●
37	SANDSTORM	RCK	-	-	10	●	●
44	REST	PSY	-	-	10	●	●
45	ATTRACT	NRM	-	100	15	●	●
46	THIEF	DRK	40	100	10	●	●
49	FURY CUTTER	BUG	10	95	20	●	●
H1	CUT	NRM	50	95	30	●	●
H3	SURF	WTR	95	100	15	●	●
H6	WHIRLPOOL	WTR	15	70	15	●	●

#142 AERODACTYL

TYPE: ROCK/FLYING

Height: 5'11"
Weight: 130 lbs



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#142
WING ATTACK	FLY	60	100	35	-
AGILITY	PSY	-	-	30	8
BITE	DRK	60	100	25	15
SUPERSONIC	NRM	-	55	20	22
ANCIENT POWER	RCK	60	100	5	29
SCARY FACE	NRM	-	90	10	36
TAKE DOWN	NRM	90	85	20	43
HYPER BEAM	NRM	150	90	5	50

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#142
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
05	ROAR	NRM	-	100	20	●
06	TOXIC	PSN	-	85	10	●
08	ROCK SMASH	FTG	20	100	15	●
10	HIDDEN POWER	NRM	-	100	15	●
13	SNORE	NRM	40	100	15	●
15	HYPER BEAM	NRM	150	90	5	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
23	IRON TAIL	STL	100	75	15	●
24	DRAGONBREATH	DRG	60	100	20	●
26	EARTHQUAKE	GRD	100	100	10	●
27	RETURN	NRM	-	100	20	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
37	SANDSTORM	RCK	-	-	10	●
38	FIRE BLAST	FIR	120	85	5	●
39	SWIFT	NRM	60	-	20	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
47	STEEL WING	STL	70	90	25	●
H2	FLY	FLY	70	95	15	●

#143 SNORLAX

TYPE: NORMAL

Height: 6'11"
Weight: 1804 lbs



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#143
TACKLE	NRM	35	95	35	-
AMNESIA	PSY	-	-	20	8
DEFENSE CURL	NRM	-	-	40	15
BELLY DRUM	NRM	-	-	10	22
HEADBUTT	NRM	70	100	15	29
SNORE	NRM	40	100	15	36
REST	PSY	-	-	10	36
BODY SLAM	NRM	85	100	15	43
ROLLOUT	RCK	30	90	20	50
HYPER BEAM	NRM	150	90	5	57

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#143
01	DYNAMICPUNCH	FTG	100	50	5	●
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
04	ROLLOUT	RCK	30	90	20	●
06	TOXIC	PSN	-	85	10	●
07	ZAP CANNON	ELC	100	50	5	●
08	ROCK SMASH	FTG	20	100	15	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
14	BLIZZARD	ICE	120	70	5	●
15	HYPER BEAM	NRM	150	90	5	●
16	ICY WIND	ICE	55	95	15	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
22	SOLARBEAM	GRS	120	100	10	●
25	THUNDER	ELC	120	70	10	●
26	EARTHQUAKE	GRD	100	100	10	●
27	RETURN	NRM	-	100	20	●
29	PSYCHIC	PSY	90	100	10	●
30	SHADOW BALL	GHO	80	100	15	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
33	ICE PUNCH	ICE	75	100	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
37	SANDSTORM	RCK	-	-	10	●
38	FIRE BLAST	FIR	120	85	5	●
40	DEFENSE CURL	NRM	-	-	40	●
41	THUNDERPUNCH	ELC	75	100	15	●
44	REST	PSY	-	-	10	●
45	ATTRACT	NRM	-	100	15	●
48	FIRE PUNCH	FIR	75	100	15	●
H3	SURF	WTR	95	100	15	●
H4	STRENGTH	NRM	80	100	15	●

#1 BULBASAU

TYPE: GRASS/POISON

Height: 7'4"
Weight: 15 lbs



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#1	#2	#3
TACKLE	NRM	35	95	35	-	-	-
GROWL	NRM	-	100	40	4	4	4
LEECH SEED	GRS	-	90	10	7	7	7
VINE WHIP	GRS	35	100	10	10	10	10
POISONPOWER	PSN	-	75	35	15	15	15
SLEEP POWER	GRS	-	75	15	15	15	15
RAZOR LEAF	GRS	55	95	25	20	22	22
SWEET SCENT	NRM	-	100	20	25	29	29
GROWTH	NRM	-	-	40	32	38	41
SYNTHESIS	GRS	-	-	5	39	47	53
SOLARBEAM	GRS	120	100	10	46	56	65

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#1	#2	#3
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
05	ROAR	NRM	-	100	20	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●
12	SWEET SCENT	NRM	-	100	20	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
15	HYPER BEAM	NRM	150	90	5	●	●	●
17	PROTECT	NRM	-	-	10	●	●	●
19	GIGA DRAIN	GRS	60	100	5	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
22	SOLARBEAM	GRS	120	100	10	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
31	MUD-SLAP	GRD	20	100	10	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
49	FURY CUTTER	BUG	10	95	20	●	●	●
H1	CUT	NRM	50	95	30	●	●	●
H5	FLASH	NRM	-	70	20	●	●	●

#2 IVYSAUR

BULBASAU LEVEL 16 ▶ IVYSAUR
TYPE: GRASS/POISON

Height: 8'7"
Weight: 29 lbs



#3 VENUSAU

IVYSAUR LEVEL 32 ▶ VENUSAU
TYPE: GRASS/POISON

Height: 6'7"
Weight: 221 lbs



PROF. ELM'S MEMO

Red, Blue and Yellow Only

Unfortunately, you won't be able to catch some of the known Pokémon in Gold and Silver, including the three starting Pokémon from Red and Blue and their evolutions. If you want those creatures, you'll have to trade for them from your or a friend's Red, Blue or Yellow game.



BULBASAU IVYSAUR VENUSAU



CHARMANDER CHARMELEON CHARIZARD



SQUIRTLE WARTORTLE BLASTOISE

#4

CHARMANDER

TYPE: FIRE

Height:
7'0"
Weight:
79 lbs

LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#4	#5	#6
SCRATCH	NRM	40	100	35	-	-	-
GROWL	NRM	-	100	40	-	-	-
EMBER	FIR	40	100	25	7	7	7
SMOKESCREEN	NRM	-	100	20	13	13	13
RAGE	NRM	20	100	20	19	20	20
SCARY FACE	NRM	-	90	10	25	27	27
FLAMETHROWER	FIR	95	100	15	31	34	34
WING ATTACK	FLY	60	100	35	-	-	36
SLASH	NRM	70	100	20	37	41	44
DRAGON RAGE	DRG	-	100	10	43	48	54
FIRE SPIN	FIR	15	70	15	49	55	64

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#4	#5	#6
01	DYNAMIC PUNCH	FTG	100	50	5	●	●	●
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
05	ROAR	NRM	-	100	20	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●
08	ROCK SMASH	FTG	20	100	15	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
15	HYPER BEAM	NRM	150	90	5	●	●	●
17	PROTECT	NRM	-	-	10	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
23	IRON TAIL	STL	100	75	15	●	●	●
24	DRAGONBREATH	DRG	60	100	20	●	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
28	DIG	GRD	60	100	10	●	●	●
31	MUD-SLAP	GRD	20	100	10	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
37	SANDSTORM	RCK	-	-	10	●	●	●
38	FIRE BLAST	FIR	120	85	5	●	●	●
39	SWIFT	NRM	60	-	20	●	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
47	STEEL WING	STL	70	90	25	●	●	●
48	FIRE PUNCH	FIR	75	100	15	●	●	●
49	FURY CUTTER	BUG	10	95	20	●	●	●
H1	CUT	NRM	50	95	30	●	●	●
H2	FLY	FLY	70	95	15	●	●	●
H4	STRENGTH	NRM	80	100	15	●	●	●

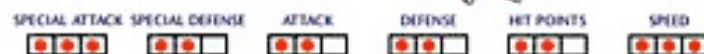
#5

CHARMELEON

CHARMANDER LEVEL 16 ▶ CHARMELEON
TYPE: FIREHeight:
5'7"
Weight:
42 lbs

#6

CHARIZARD

CHARMELEON LEVEL 36 ▶ CHARIZARD
TYPE: FIRE/FLYINGHeight:
5'7"
Weight:
200 lbs

PROF. ELM'S MEMO

More Unavailable Pokémon

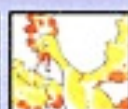
Many more Pokémon are unavailable in Gold and Silver, including the one-of-a-kind Legendary Birds Articuno, Zapdos and Moltres. Two of the most desirable and powerful Pokémon, Mew and Mewtwo, are also not available in Gold and Silver.



ARTICUNO



ZAPDOS



MOLTRES



KABUTO



KABUTOPS



OMANYTE



OMASTAR



MEWTWO



MEW

#7 SQUIRTLE

TYPE: WATER

Height: 1'3"
Weight: 20 lbs



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#7	#8	#9
TACKLE	NRM	35	95	35	-	-	-
TAIL WHIP	NRM	-	100	30	4	4	4
BUBBLE	WTR	20	100	30	7	7	7
WITHDRAW	WTR	-	-	40	10	10	10
WATER GUN	WTR	40	100	25	13	13	13
BITE	DRK	60	100	25	18	19	19
RAPID SPIN	NRM	20	100	40	23	25	25
PROTECT	NRM	-	-	10	28	31	31
RAIN DANCE	WTR	-	-	5	33	37	42
SKULL BASH	NRM	100	100	15	40	45	55
HYDRO PUMP	WTR	120	80	5	47	53	68

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#7	#8	#9
01	DYNAMICPUNCH	FTG	100	50	5	●	●	●
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
04	ROLLOUT	RCK	30	90	20	●	●	●
05	ROAR	NRM	-	100	20	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●
08	ROCK SMASH	FTG	20	100	15	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
14	BLIZZARD	ICE	120	70	5	●	●	●
15	HYPER BEAM	NRM	150	90	5	●	●	●
16	ICY WIND	ICE	55	95	15	●	●	●
17	PROTECT	NRM	-	-	40	●	●	●
18	RAIN DANCE	WTR	-	-	5	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
23	IRON TAIL	STL	100	75	15	●	●	●
26	EARTHQUAKE	GRD	100	100	10	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
28	DIG	GRD	60	100	10	●	●	●
31	MUD-SLAP	GRD	30	100	10	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
33	ICE PUNCH	ICE	75	100	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
40	DEFENSE CURL	NRM	-	-	40	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
H3	SURF	WTR	95	100	15	●	●	●
H4	STRENGTH	NRM	80	100	15	●	●	●
H6	WHIRLPOOL	WTR	15	70	15	●	●	●
H7	WATERFALL	WTR	80	100	15	●	●	●

#8 WARTORTLE

SQUIRTLE LEVEL 16 → WARTORTLE

TYPE: WATER

Height: 3'3"
Weight: 50 lbs



#9 BLASTOISE

WARTORTLE LEVEL 36 → BLASTOISE

TYPE: WATER

Height: 5'3"
Weight: 189 lbs



#144 ARTICUNO

TYPE: ICE/FLYING

Height: 5'7"
Weight: 272 lbs



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#144
GUST	FLY	40	100	35	-
POWDER SNOW	ICE	40	100	25	-
Mist	ICE	-	-	30	13
AGILITY	PSY	-	-	30	25
MIND READER	NRM	-	100	5	37
ICE BEAM	ICE	95	100	10	49
REFLECT	PSY	-	-	20	61
BLIZZARD	ICE	120	70	5	73

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#144
03	CURSE	???	-	-	10	●
05	ROAR	NRM	-	100	20	●
06	TOXIC	PSN	-	85	10	●
08	ROCK SMASH	FTG	20	100	15	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
14	BLIZZARD	ICE	120	70	5	●
15	HYPER BEAM	NRM	150	90	5	●
16	ICY WIND	ICE	55	95	15	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
27	RETURN	NRM	-	100	20	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
37	SANDSTORM	RCK	-	-	10	●
39	SWIFT	NRM	60	-	20	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
47	STEEL WING	STL	70	90	25	●
H2	FLY	FLY	70	95	15	●

#145 ZAPDOS

TYPE: ELECTRIC/FLYING

Height: 5'3"
Weight: 116 lbs



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#145
PECK	FLY	35	100	35	-
THUNDERSHOCK	ELC	40	100	30	-
THUNDER WAVE	ELC	-	100	20	13
AGILITY	PSY	-	-	30	25
DETECT	FTG	-	-	5	37
DRILL PECK	FLY	80	100	20	49
LIGHT SCREEN	PSY	-	-	30	61
THUNDER	ELC	120	70	10	73

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#145
03	CURSE	???	-	-	10	●
05	ROAR	NRM	-	100	20	●
06	TOXIC	PSN	-	85	10	●
07	ZAP CANNON	ELC	100	50	5	●
08	ROCK SMASH	FTG	20	100	15	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
15	HYPER BEAM	NRM	150	90	5	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
25	THUNDER	ELC	120	70	10	●
27	RETURN	NRM	-	100	20	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
37	SANDSTORM	RCK	-	-	10	●
39	SWIFT	NRM	60	-	20	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
47	STEEL WING	STL	70	90	25	●
H2	FLY	FLY	70	90	25	●
H5	FLASH	NRM	-	70	20	●

#146 MOLTRES

TYPE: FIRE/FLYING

Height: 6'7"
Weight: 132 lbs



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#146
WING ATTACK	FLY	60	100	35	-
EMBER	FIR	40	100	25	-
FIRE SPIN	FIR	35	70	15	13
AGILITY	PSY	-	-	30	25
ENDURE	NRM	-	-	10	37
FLAMETHROWER	FIR	95	100	15	49
SAFEGUARD	NRM	-	-	25	61
SKY ATTACK	FLY	140	90	5	73

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#146
03	CURSE	???	-	-	10	●
05	ROAR	NRM	-	100	20	●
06	TOXIC	PSN	-	85	10	●
08	ROCK SMASH	FTG	20	100	15	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
15	HYPER BEAM	NRM	150	90	5	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
27	RETURN	NRM	-	100	20	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
37	SANDSTORM	RCK	-	-	10	●
38	FIRE BLAST	FIR	120	85	5	●
39	SWIFT	NRM	60	-	20	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
47	STEEL WING	STL	70	90	25	●
H2	FLY	FLY	70	95	15	●

#243 RAIKOU

TYPE: ELECTRIC

Height: 6'3"
Weight: 392 lbs



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#243
BITE	DRK	60	100	25	-
LIEK	NRM	-	100	30	-
THUNDERSHOCK	ELC	40	100	30	11
ROAR	NRM	-	100	20	21
QUICK ATTACK	NRM	40	100	30	31
SPARK	ELC	65	100	20	41
REFLECT	PSY	-	-	20	51
CRUNCH	DRK	80	100	15	61
THUNDER	ELC	120	70	10	71

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#243
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
05	ROAR	NRM	-	100	20	●
06	TOXIC	PSN	-	85	10	●
07	ZAP CANNON	ELC	100	50	5	●
08	ROCK SMASH	FTG	20	100	15	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
15	HYPER BEAM	NRM	150	90	5	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
23	IRON TAIL	STL	100	75	15	●
25	THUNDER	ELC	120	70	10	●
27	RETURN	NRM	-	100	20	●
28	DIG	GRD	60	100	10	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
37	SANDSTORM	RCK	-	-	10	●
39	SWIFT	NRM	60	-	20	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
H1	CUT	NRM	50	95	30	●
H4	STRENGTH	NRM	80	100	15	●
H5	FLASH	NRM	-	70	20	●

#244 ENTEI

TYPE: FIRE

Height: 6'11"
Weight: 437 lbs



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#244
BITE	DRK	60	100	25	-
LIEK	NRM	-	100	30	-
EMBER	FIR	40	100	25	11
ROAR	NRM	-	100	20	21
FIRE SPIN	FIR	15	70	15	31
STOMP	NRM	65	100	20	41
FLAMETHROWER	FIR	95	100	15	51
SWAGGER	NRM	-	90	15	61
FIRE BLAST	FIR	120	85	5	71

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#244
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
05	ROAR	NRM	-	100	20	●
06	TOXIC	PSN	-	85	10	●
08	ROCK SMASH	FTG	20	100	15	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
15	HYPER BEAM	NRM	150	90	5	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
22	SOLARBEAM	GRS	120	100	10	●
23	IRON TAIL	STL	100	75	15	●
27	RETURN	NRM	-	100	20	●
28	DIG	GRD	60	100	10	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
37	SANDSTORM	RCK	-	-	10	●
38	FIRE BLAST	FIR	120	85	5	●
39	SWIFT	NRM	60	-	20	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
H1	CUT	NRM	50	95	30	●
H4	STRENGTH	NRM	80	100	15	●
H5	FLASH	NRM	-	70	20	●

#245 SUICUNE

TYPE: WATER

Height: 6'7"
Weight: 412 lbs



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#245
BITE	DRK	60	100	25	-
LIEK	NRM	-	100	30	-
WATER GUN	WTR	40	100	25	11
ROAR	NRM	-	100	20	21
GUST	FLY	40	100	35	31
BUBBLEBEAM	WTR	65	100	20	41
MIST	ICE	-	-	30	51
MIRROR COAT	PSY	-	100	20	61
HYDRO PUMP	WTR	120	80	5	71

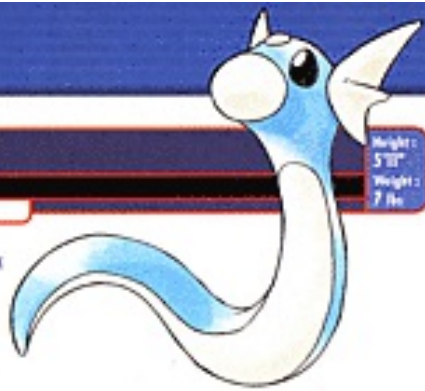
TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#245
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
05	ROAR	NRM	-	100	20	●
06	TOXIC	PSN	-	85	10	●
08	ROCK SMASH	FTG	20	100	15	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
14	BLIZZARD	ICE	120	70	5	●
15	HYPER BEAM	NRM	150	90	5	●
16	ICY WIND	ICE	55	95	15	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
23	IRON TAIL	STL	100	75	15	●
27	RETURN	NRM	-	100	20	●
28	DIG	GRD	60	100	10	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	15	●
37	SANDSTORM	RCK	-	-	10	●
39	SWIFT	NRM	60	-	20	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
H1	CUT	NRM	50	95	30	●
H3	SURF	WTR	95	100	15	●
H6	WHIRLPOOL	WTR	15	70	15	●
H7	WATERFALL	WTR	80	100	15	●

#147 DRATINI

TYPE: DRAGON

Height: 5'07"
Weight: 7 lbs



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#147	#148	#149
WRAP	NRM	15	85	20	-	-	-
LIEK	NRM	-	100	30	-	-	-
THUNDER WAVE	ELC	-	100	20	8	8	8
TWISTER	DRG	40	100	20	15	15	15
DRAGON RAGE	DRG	-	100	10	22	22	22
SLAM	NRM	80	75	20	29	29	29
AGILITY	PSY	-	-	30	36	38	38
SAFEGUARD	NRM	-	-	25	43	47	47
WING ATTACK	FLY	40	100	35	-	-	55
OUTRAGE	DRG	90	100	15	50	56	61
HYPER BEAM	NRM	150	90	5	57	65	75

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#147	#148	#149
01	DYNAMIC PUNCH	FTG	100	50	5			●
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
06	TOXIC	PSN	-	85	10	●	●	●
07	ZAP CANNON	ELC	100	50	5	●	●	●
08	ROCK SMASH	FTG	30	100	15	●	●	●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
14	BLIZZARD	ICE	120	70	5	●	●	●
15	HYPER BEAM	NRM	150	90	5	●	●	●
16	ICY WIND	ICE	55	95	15	●	●	●
17	PROTECT	NRM	-	-	10	●	●	●
18	RAIN DANCE	WTR	-	-	5	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
23	IRON TAIL	STL	100	75	15	●	●	●
24	DRAGONBREATH	DRG	60	100	20	●	●	●
25	THUNDER	ELC	120	70	10	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
31	MUD-SLAP	GRD	20	100	10	●	●	●
32	DOUBLE TEAM	NRM	-	-	15	●	●	●
33	ICE PUNCH	ICE	75	100	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
37	SANDSTORM	RCK	-	-	10	●	●	●
38	FIRE BLAST	FIR	120	85	5	●	●	●
39	SWIFT	NRM	60	-	20	●	●	●
41	THUNDERPUNCH	ELC	75	100	15	●	●	●
43	DETECT	FTG	-	-	5	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
47	STEEL WING	STL	70	90	25	●	●	●
48	FIRE PUNCH	FIR	75	100	15	●	●	●
49	FURY CUTTER	BUG	10	95	20	●	●	●
H2	FLY	FLY	70	95	15			●
H3	SURF	WTR	95	100	15	●	●	●
H4	STRENGTH	NRM	80	100	15	●	●	●
H6	WHIRLPOOL	WTR	15	70	15	●	●	●
H7	WATERFALL	WTR	80	100	15	●	●	●

#148 DRAGONAIR

DRATINI LEVEL 30 ▶ DRAGONAIR
TYPE: DRAGON

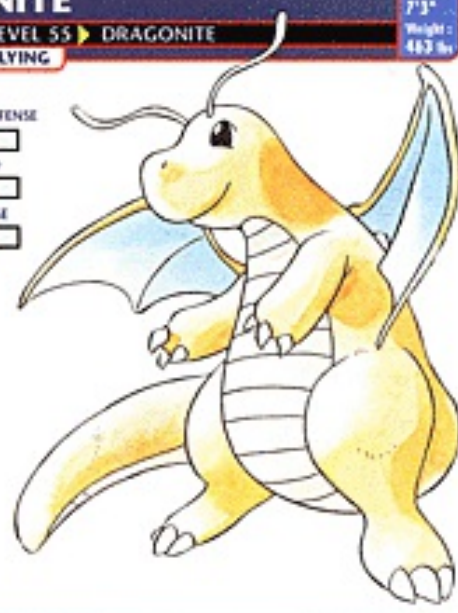
Height: 13'1"
Weight: 38 lbs



#149 DRAGONITE

DRAGONAIR LEVEL 55 ▶ DRAGONITE
TYPE: DRAGON/FLYING

Height: 7'3"
Weight: 483 lbs



PROF. ELM'S MEMO

Unavailable in Gold

Transfer from Red, Blue, Yellow, Silver

#37 VULPIX	#38 NINETALES	#52 MEOWTH	#53 PERSIAN

Transfer from Silver

#231 PHANPY	#232 DONPHAN	#227 SKARMORY
#165 LEDYBA	#166 LEDIAN	#225 DELIBIRD

#246

LARVITAR

TYPE: ROCK/GROUND

Height:
2'0"
Weight:
159 lbs

LEVEL-UP ABILITIES

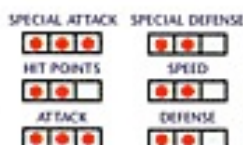
ATTACK	TYPE	BA	AC	PP	#246	#247	#248
BITE	DRK	60	100	35	-	-	-
LEER	NRM	-	100	30	-	-	-
SANDSTORM	RCK	-	-	10	8	8	8
SCREECH	NRM	-	85	40	15	15	15
ROCK SLIDE	RCK	75	90	10	22	22	22
THRASH	NRM	90	100	20	29	29	29
SCARY FACE	NRM	-	90	10	36	38	38
CRUNCH	DRK	80	100	15	43	47	47
EARTHQUAKE	GRD	100	100	10	50	56	61
HYPER BEAM	NRM	150	90	5	57	65	75

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#246	#247	#248
01	DYNAMIC PUNCH	FTG	100	50	5			●
02	HEADBUTT	NRM	70	100	15	●	●	●
03	CURSE	???	-	-	10	●	●	●
05	ROAR	NRM	-	100	20			●
06	TOXIC	PSN	-	85	10	●	●	●
08	ROCK SMASH	FTG	20	100	15			●
10	HIDDEN POWER	NRM	-	100	15	●	●	●
11	SUNNY DAY	FIR	-	-	5	●	●	●
13	SNORE	NRM	40	100	15	●	●	●
15	HYPER BEAM	NRM	150	90	5	●	●	●
17	PROTECT	NRM	-	-	10	●	●	●
18	RAIN DANCE	WTR	-	-	5	●	●	●
20	ENDURE	NRM	-	-	10	●	●	●
21	FRUSTRATION	NRM	-	100	20	●	●	●
23	IRON TAIL	STL	100	75	15			●
24	DRAGONBREATH	DRG	60	100	20			●
26	EARTHQUAKE	GRD	100	100	10	●	●	●
27	RETURN	NRM	-	100	20	●	●	●
28	DIG	GRD	60	100	10	●	●	●
31	MUD-SLAP	GRD	20	100	10	●	●	●
32	DOUBLE TEAM	NIM	-	-	15	●	●	●
34	SWAGGER	NRM	-	90	15	●	●	●
35	SLEEP TALK	NRM	-	-	10	●	●	●
37	SANDSTORM	RCK	-	-	10	●	●	●
38	FIRE BLAST	FIR	120	85	5			●
43	DETECT	FTG	-	-	5	●	●	●
44	REST	PSY	-	-	10	●	●	●
45	ATTRACT	NRM	-	100	15	●	●	●
48	FIRE PUNCH	FIR	75	100	15			●
49	FURY CUTTER	BUG	10	95	20			●
50	NIGHTMARE	GHO	-	100	15			●
51	CUT	NRM	50	95	30			●
63	SURF	WTR	95	100	15			●
64	STRENGTH	NRM	80	100	15			●

#247

PUPITAR

LARVITAR LEVEL 30 → PUPITAR
TYPE: ROCK/GROUNDHeight:
3'11"
Weight:
335 lbs

#248

TYRANITAR

PUPITAR LEVEL 55 → TYRANITAR
TYPE: ROCK/DARKHeight:
8'7"
Weight:
445 lbs

PROF. ELM'S MEMO

Unavailable in Silver

Transfer from Red, Blue, Yellow, Gold



#56 MANKEY



#57 PRIMEAPE



#58 GROWLITHE



#59 ARCANINE

Transfer from Gold



#216 TEDDIURSA



#217 URSARING



#207 GLIGAR



#167 SPINARAK



#168 ARIADOS



#226 MANTINE

#249 LUGIA

TYPE: PSYCHIC/FLYING

Height: 1'11"
Weight: 476 lbs



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#249
AEROBLAST	FLY	100	95	5	-
SAFEGUARD	NRM	-	-	25	11
GUST	FLY	40	100	35	22
RECOVER	NRM	-	-	20	33
HYDRO PUMP	WTR	120	80	5	44
RAIN DANCE	WTR	-	-	5	55
SWIFT	NRM	60	-	20	66
WHIRLWIND	NRM	-	100	20	77
ANCIENT POWER	RCK	60	100	5	88
FUTURE SIGHT	PSY	80	90	15	98

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#249
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
05	ROAR	NRM	-	100	20	●
06	TOXIC	PSN	-	85	10	●
07	ZAP CANNON	ELC	100	50	5	●
08	ROCK SMASH	FTG	20	100	15	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
14	BLIZZARD	ICE	120	70	5	●
15	HYPER BEAM	NRM	150	90	5	●
16	ICY WIND	ICE	55	95	15	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
19	GIGA DRAIN	GRS	60	100	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
23	IRON TAIL	STL	100	75	15	●
24	DRAGONBREATH	DRG	60	100	20	●
25	THUNDER	ELC	120	70	10	●
26	EARTHQUAKE	GRD	100	100	10	●
27	RETURN	NRM	-	100	20	●
28	PSYCHIC	PSY	90	100	10	●
30	SHADOW BALL	GHO	80	100	15	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
37	SANDSTORM	RCK	-	-	10	●
39	SWIFT	NRM	60	-	20	●
42	DREAM EATER	PSY	100	100	15	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
47	STEEL WING	STL	70	90	25	●
50	NIGHTMARE	GHO	-	100	15	●
H2	FLY	FLY	70	95	15	●
H3	SURF	WTR	95	100	15	●
H4	STRENGTH	NRM	80	100	15	●
H6	WHIRLPOOL	WTR	15	70	15	●
H7	WATERFALL	WTR	80	100	15	●

#250 HO-OH

TYPE: FIRE/FLYING

Height: 12'6"
Weight: 439 lbs



LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#250
SACRED FIRE	FIR	100	95	5	-
SAFEGUARD	NRM	-	-	25	11
GUST	FLY	40	100	35	22
RECOVER	NRM	-	-	20	33
FIRE BLAST	FIR	120	85	5	44
SUNNY DAY	FIR	-	-	5	55
SWIFT	NRM	60	-	20	66
WHIRLWIND	NRM	-	100	20	77
ANCIENT POWER	RCK	60	100	5	88
FUTURE SIGHT	PSY	80	90	15	98

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#250
03	CURSE	???	-	-	10	●
05	ROAR	NRM	-	100	20	●
06	TOXIC	PSN	-	85	10	●
07	ZAP CANNON	ELC	100	50	5	●
08	ROCK SMASH	FTG	20	100	15	●
09	PSYCH UP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
15	HYPER BEAM	NRM	150	90	5	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
19	GIGA DRAIN	GRS	60	100	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
22	SOLARBEAM	GRS	120	100	10	●
24	DRAGONBREATH	DRG	60	100	20	●
25	THUNDER	ELC	120	70	10	●
26	EARTHQUAKE	GRD	100	100	10	●
27	RETURN	NRM	-	100	20	●
28	PSYCHIC	PSY	90	100	10	●
30	SHADOW BALL	GHO	80	100	15	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
37	SANDSTORM	RCK	-	-	10	●
38	FIRE BLAST	FIR	120	85	5	●
39	SWIFT	NRM	60	-	20	●
42	DREAM EATER	PSY	100	100	15	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
47	STEEL WING	STL	70	90	25	●
50	NIGHTMARE	GHO	-	100	15	●
H2	FLY	FLY	70	95	15	●
H4	STRENGTH	NRM	80	100	15	●
H5	FLASH	NRM	-	70	20	●

#150 MEWTWO

TYPE: PSYCHIC

Height: 5'7"
Weight: 219 lbs

LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#150
CONFUSION	PSY	50	100	25	-
DISABLE	NRM	-	55	20	-
BARRIER	PSY	-	-	20	11
SWIFT	NRM	60	-	20	22
PSYCHUP	NRM	-	-	10	33
FUTURE SIGHT	PSY	80	90	15	44
MIST	ICE	-	-	20	55
PSYCHIC	PSY	90	100	10	66
AMNESIA	PSY	-	-	20	77
RECOVER	NRM	-	-	20	88
SAFEGUARD	NRM	-	-	25	99

TM & HM ABILITIES

#	ATTACK	TYPE	BA	AC	PP	#150
01	DYNAMICPUNCH	FTG	100	50	5	●
02	HEADBUTT	NRM	70	100	15	●
03	CURSE	???	-	-	10	●
06	TOXIC	PSN	-	85	10	●
07	ZAP CANNON	ELC	100	50	5	●
08	ROCK SMASH	FTG	20	100	15	●
09	PSYCHUP	NRM	-	-	10	●
10	HIDDEN POWER	NRM	-	100	15	●
11	SUNNY DAY	FIR	-	-	5	●
13	SNORE	NRM	40	100	15	●
14	BLIZZARD	ICE	120	70	5	●
15	HYPER BEAM	NRM	150	90	5	●
16	ICY WIND	ICE	55	95	15	●
17	PROTECT	NRM	-	-	10	●
18	RAIN DANCE	WTR	-	-	5	●
20	ENDURE	NRM	-	-	10	●
21	FRUSTRATION	NRM	-	100	20	●
22	SOLARBEAM	GRS	120	100	10	●
23	IRON TAIL	STL	100	75	15	●
25	THUNDER	ELC	120	70	10	●
27	RETURN	NRM	-	100	20	●
29	PSYCHIC	PSY	90	100	10	●
30	SHADOW BALL	GHO	80	100	15	●
31	MUD-SLAP	GRD	20	100	10	●
32	DOUBLE TEAM	NRM	-	-	15	●
33	ICE PUNCH	ICE	75	100	15	●
34	SWAGGER	NRM	-	90	15	●
35	SLEEP TALK	NRM	-	-	10	●
38	FIRE BLAST	FIR	120	85	5	●
39	SWIFT	NRM	60	-	20	●
41	THUNDERPUNCH	ELC	75	100	15	●
42	DREAM EATER	PSY	100	100	15	●
43	DETECT	FTG	-	-	5	●
44	REST	PSY	-	-	10	●
46	FIRE PUNCH	FIR	75	100	15	●
50	NIGHTMARE	GHO	-	100	15	●
H4	STRENGTH	NRM	80	100	15	●
H5	FLASH	NRM	-	70	20	●

#151 MEW

TYPE: PSYCHIC

Height: 1'4"
Weight: 9 lbs

LEVEL-UP ABILITIES

ATTACK	TYPE	BA	AC	PP	#151
POUND	NRM	40	100	35	-
TRANSFORM	NRM	-	-	10	10
MEGA PUNCH	NRM	80	85	20	20
METRONOME	NRM	-	-	10	30
PSYCHIC	PSY	90	100	10	40
ANCIENT POWER	RCK	60	100	5	50

TM & HM ABILITIES

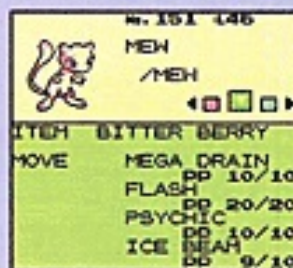
ALL



PROF. ELM'S MEMO

Have You Seen Mew?

Even people who don't study Pokémon know that Mew is a very rare creature that cannot be caught in a normal way—you must get the Pokémon from Nintendo for it to be a true, official Mew. There have been numerous giveaways and events where the secret 151st Pokémon has been given away. Some of my colleagues in faraway places speak of a similar hidden Pokémon that you can't catch in Gold and Silver. Could it be true? If such a creature exists, it will likely be as difficult to acquire and as rare as Mew was before it. Keep your eyes open for opportunities.

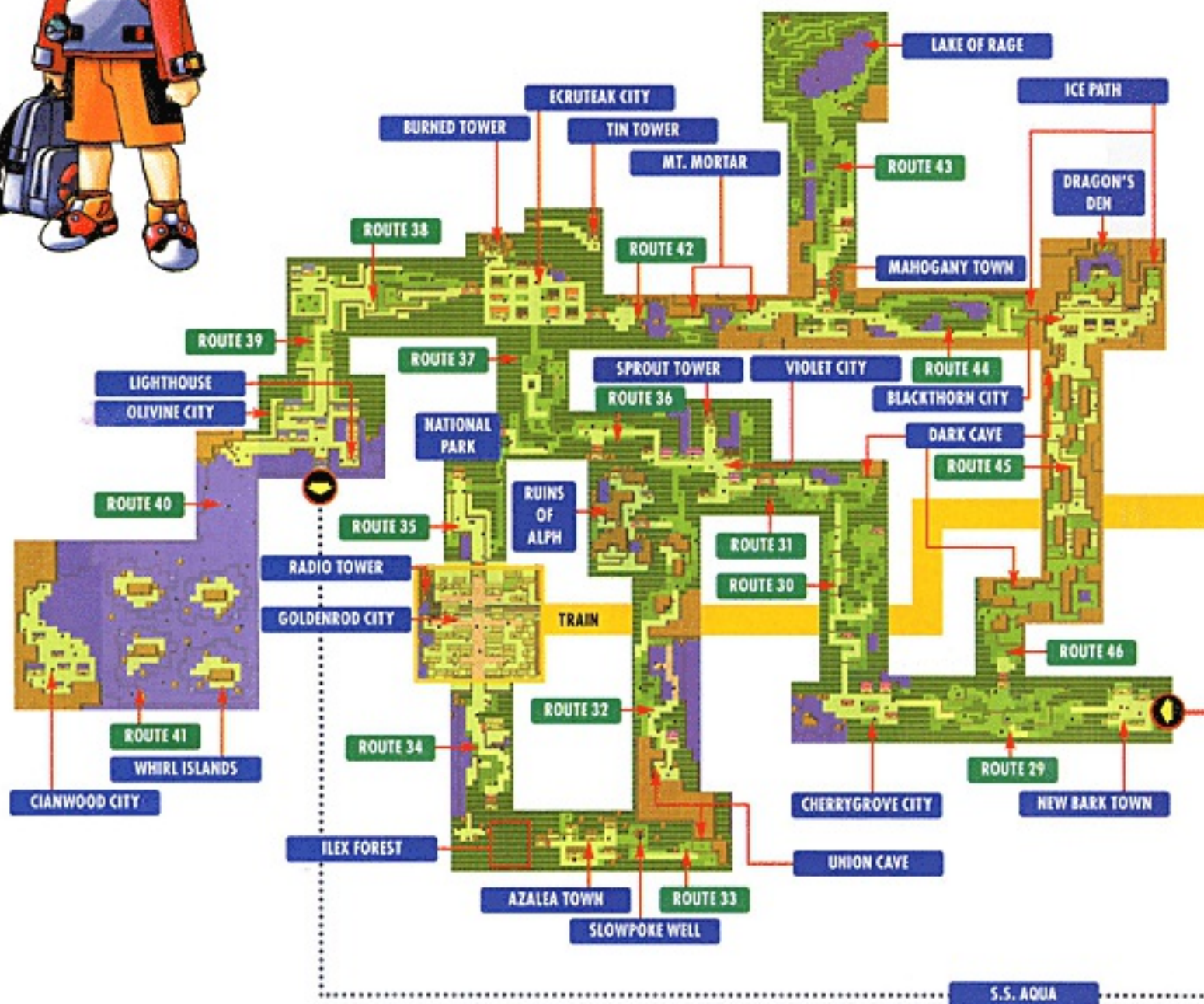


Elm's Archives

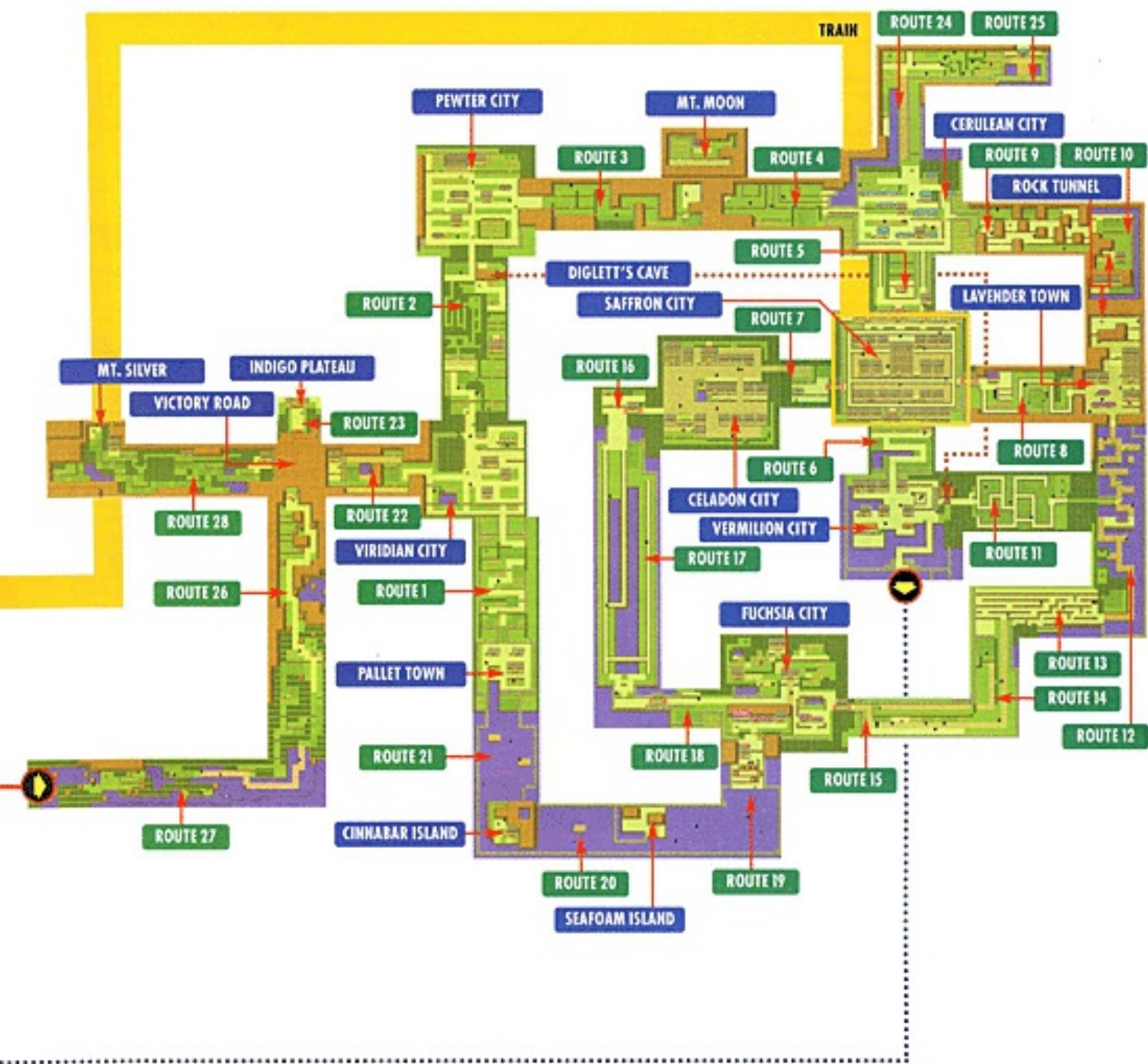


World Map

Pokémon Gold and Silver begin in Johto. After you defeat the Elite Four, you'll make your way through Kanto, where Red, Blue and Yellow took place. The two lands are connected to each other physically, and it's easiest to travel between them by way of the train.



JOHTO



KANTO

Reading the Locator

The Pokémon Locators on the following pages present an exhaustive reference for catching all the wild Pokémon in Gold and Silver. The information about where to catch

each Pokémon is presented twice—once by area name and once by the name of the Pokémon. Colors, icons and abbreviations are used in the Pokémon Locator, so study the keys.



BY AREA

AREA NAME → **New Bark Town**

AREA MAP →

POKÉMON ID & NAME

Pokémon ID & Name	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#171 TENTACOOL	MANY	0 0 1	MANY	0 0 1	MANY	0 0 1	MANY	0 0 1	MANY	0 0 1	MANY	0 0 1
#172 TENTACOOL	MANY	0 0 1	MANY	0 0 1	MANY	0 0 1	MANY	0 0 1	MANY	0 0 1	MANY	0 0 1
#173 SHELDER	NONE	0 0 1	NONE	0 0 1	NONE	0 0 1	NONE	0 0 1	NONE	0 0 1	NONE	0 0 1
#174 MAGIKABP	NONE	0 0 1	NONE	0 0 1	NONE	0 0 1	NONE	0 0 1	NONE	0 0 1	NONE	0 0 1
#175 CRUNCHU	NONE	0 0 1	NONE	0 0 1	NONE	0 0 1	NONE	0 0 1	NONE	0 0 1	NONE	0 0 1
#176 FLANTURN	NONE	0 0 1	NONE	0 0 1	NONE	0 0 1	NONE	0 0 1	NONE	0 0 1	NONE	0 0 1
#182 ONIXRITA	Prof. Elm presents you one of the three Pokémon.											
#183 CYNDAGUIL	Prof. Elm presents you one of the three Pokémon.											
#184 TOTOPHIL	Prof. Elm presents you one of the three Pokémon.											

EVENT → Prof. Elm presents you one of the three Pokémon.

SURF OR FISHING ROD

Pokémon color-coded blue are caught either by Surfing or by using one of the three fishing rods.

Route 29

Pokémon ID & Name	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#184 PIGDYT	MANY	MANY	NONE	MANY	MANY	NONE
#185 BATAIA	FEW	FEW	MANY	FEW	FEW	MANY
#186 CORFET	MANY	MANY	NONE	MANY	MANY	NONE
#187 HOOTHOOT	NONE	NONE	MANY	NONE	NONE	MANY

WILD → Pokémon color-coded green are found in the tall grass, inside a cave or inside a structure. They will attack you as you're walking in those areas. Pokémon may change from Few to Many after you receive a phone call from specific Trainers.

- 0** OLD ROD
- 0** GOOD ROD
- S** SUPER ROD

AREA INDEX

AREA	PAGE	AREA	PAGE	AREA	PAGE	AREA	PAGE	AREA	PAGE
JOHTO		BLACKTHORN CITY	108	TIN TOWER	102	ROUTE 14	106	FUCHSIA CITY	115
ROUTE 29	96	BURNED TOWER	102	UNION CAVE	98	ROUTE 15	106	MT. MOON	117
ROUTE 30	96	CHERRY GROVE CITY	96	VIOLET CITY	97	ROUTE 16	105	MT. SILVER	120
ROUTE 31	97	CIANWOOD CITY	105	WHIRL ISLANDS	104	ROUTE 17	105	PALLET TOWN	118
ROUTE 32	97	DARK CAVE	109			ROUTE 18	105	PEWTER CITY	117
ROUTE 33	99	DRAGON'S DEN	108	KANTO		ROUTE 19	109	ROCK TUNNEL	112
ROUTE 34	100	ECRUTEAK CITY	102	ROUTE 1	118	ROUTE 20	109	TOHJO FALLS	110
ROUTE 35	101	GOLDENROD CITY	100	ROUTE 2	117	ROUTE 21	109	VERMILION CITY	111
ROUTE 36	101	ICE PATH	107	ROUTE 3	117	ROUTE 22	120	VICTORY ROAD	111
ROUTE 37	101	ILEX FOREST	100	ROUTE 4	118	ROUTE 23	100	VIRIDIAN CITY	118
ROUTE 38	102	LAKE OF RAGE	107	ROUTE 5	104	ROUTE 24	103		
ROUTE 39	103	MT. MORTAR	105	ROUTE 6	111	ROUTE 25	104		
ROUTE 40	103	NATIONAL PARK	101	ROUTE 7	104	ROUTE 26	100		
ROUTE 41	103	NEW BARK TOWN	96	ROUTE 8	102	ROUTE 27	100		
ROUTE 42	105	OLIVINE CITY	103	ROUTE 9	102	ROUTE 28	120		
ROUTE 43	107	ROCKET HIDEOUT	106	ROUTE 10	102	CELADON CITY	104		
ROUTE 44	107	RUINS OF ALPH	98	ROUTE 11	106	CERULEAN CITY	103		
ROUTE 45	108	SLOWPOKE WELL	99	ROUTE 12	105	CINNABAR ISLAND	109		
ROUTE 46	109	SPROUT TOWER	97	ROUTE 13	106	DIGLETT'S CAVE	100		

BY NAME

ICON CHART

ID & NAME	AREA	LEVEL	GOLD OR SILVER MORNING, DAY, NIGHT						TYPE	PAGE	
			G	S	M	D	N	R			
#120 DONPHAN	ROUTE 28 MT. SWEET SP (ENTRANCE) MT. SWEET SP-2F MT. SWEET SP (SMALL ROOM) MT. SWEET SP (DEEP) MT. SWEET VICTORY ROAD	40 44 47 47 50 42 33									71
#148 DRAGONAIR	DRAGON DEN DRAGON DEN	10 40									87
#193 DRAGONITE	EVOLVE FROM DRAGONAIR (LV. 55)										87
#142 DRATINI	ROUTE 42 GOLDENROD CITY (GAME CORNER) DRAGON DEN DRAGON DEN	30-39 10 10-40 10-11									87
#96 DROWZEE	ROUTE 10 ROUTE 24 ROUTE 25	14-16 10, 12 14									55
#51 DUGTRIO	BUGLET'S CAVE	10, 24, 24									49
#286 DUNSPARCE	BAIRN CAVE (BLACKTOWN CITY SIDE) BAIRN CAVE (BLACKTOWN CITY SIDE)	2, 4 4									23
#133 Eevee	GOLDENROD CITY CEADOWN CITY (GAME CORNER)	70 15									84
#123 EKANS	ROUTE 3 ROUTE 4 ROUTE 25 ROUTE 24 GOLDENROD CITY (GAME CORNER)	8 8 4 7 10									23
#129 ELECTABUZZ	ROUTE 10 ROUTE 10	15 15, 17									54
#80 ELECTRODE	MARGRAYTOWN (HIDEOUT B3)	23									84
#238 ELEKID	ROUTE MATCH AT A POKÉMON BREEDING CENTER										54
#044 ENTEI	JOTTO	60									84

AREA
Each area the Pokémon appears in is listed in the Area column.

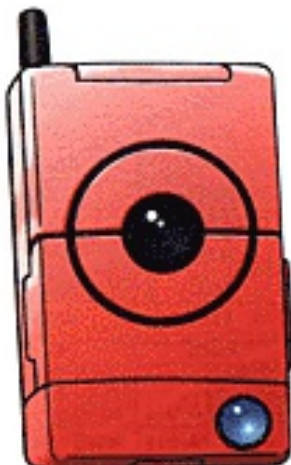
LEVEL
The level or level ranges you can expect to find the Pokémon to fall in are listed in the Level column.

MANY, FEW, NONE
The Pokémon's frequency within an area at a given time in each Pak is represented by M for Many, F for Few, N for None and R if you need to use a rod to catch it there. Each rod catches a set level of Pokémon.

M MANY
F FEW
N NONE
R USE ROD

LEV. 10 OLD ROD
LEV. 20 GOOD ROD
LEV. 40 SUPER ROD

EVENT Event-related Pokémon
TRAP Attacks inside a trap
PRIZE Available as a prize in one of the Game Corners
HB HEADBUTT
RS ROCK SMASH
TRADE In-game Pokémon trade

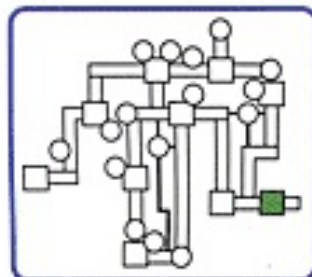


- CATCH THE POKÉMON IN THE WILD
- USE ROCK SMASH TO CATCH THE POKÉMON
- USE HEADBUTT IN WOODED AREAS TO CATCH THE POKÉMON
- USE HEADBUTT IN MOUNTAIN AREAS TO CATCH THE POKÉMON
- CATCH THE POKÉMON IN THE WILD BY SURFING
- USE A FISHING ROD TO CATCH THE POKÉMON
- HATCH IT FROM AN EGG AT THE ROUTE 33 DAYCARE AND BREEDING CENTER
- CATCH THE POKÉMON BY ACCOMPLISHING A TASK
- WIN THE POKÉMON AS A GAME PRIZE
- CATCH THE POKÉMON IN THE BUG-CATCHING CONTEST IN NATIONAL PARK
- THE POKÉMON APPEARS IN THE GOLD VERSION ONLY
- THE POKÉMON APPEARS IN THE SILVER VERSION ONLY

TYPE
POKÉDEX PAGE
The page the Pokémon appears on in the Pokédex section of the book is listed here.

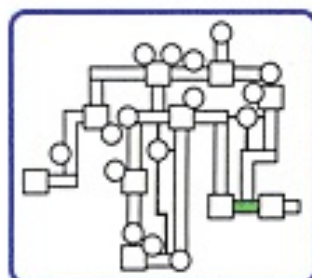


New Bark Town



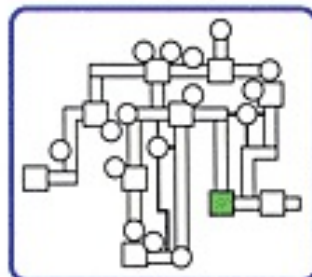
	GOLD									SILVER														
	MORNING			DAY			NIGHT			MORNING			DAY			NIGHT								
#72 TENTACOOLO	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#73 TENTACRUEL	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#90 SHELLDER	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#129 MAGIKARP	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#170 CHINCHOU	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#171 LANTURN	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#152 CHIKORITA	Prof. Elm presents you one of the three Pokémon.																							
#155 CYNDQUIL																								
#158 TOTODILE																								

Route 29



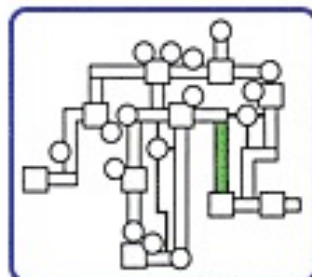
	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#16 PIDGEY	MANY		MANY		NONE		MANY		MANY		NONE	
#19 RATTATA	FEW		FEW		MANY		FEW		FEW		MANY	
#161 SENTRET	MANY		MANY		NONE		MANY		MANY		NONE	
#163 HOOTHOO	NONE		NONE		MANY		NONE		NONE		MANY	

Cherrygrove City



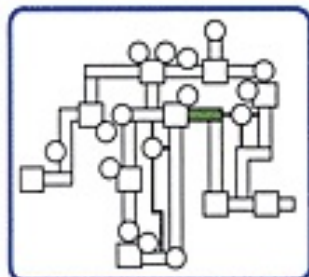
	GOLD									SILVER														
	MORNING			DAY			NIGHT			MORNING			DAY			NIGHT								
#72 TENTACOOLO	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#73 TENTACRUEL	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#98 KRABBY	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#99 KINGLER	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#120 STARYU	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#129 MAGIKARP	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#222 CORSOLA	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S

Route 30



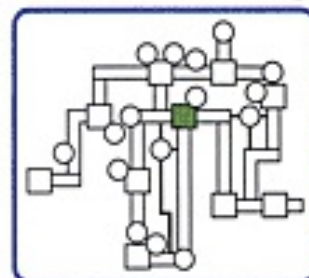
	GOLD									SILVER														
	MORNING			DAY			NIGHT			MORNING			DAY			NIGHT								
#10 CATERPIE	MANY		MANY		NONE		NONE		NONE		NONE		NONE		NONE		NONE							
#11 METAPOD	MANY		MANY		NONE		NONE		NONE		NONE		NONE		NONE		NONE							
#13 WEEDLE	NONE		NONE		NONE		MANY		MANY		NONE		NONE		NONE		NONE							
#14 KAKUHA	NONE		NONE		NONE		MANY		MANY		NONE		NONE		NONE		NONE							
#16 PIDGEY	MANY		MANY		NONE		MANY		MANY		NONE		NONE		NONE		NONE							
#19 RATTATA	NONE		NONE		MANY		NONE		NONE		MANY		NONE		NONE		NONE							
#163 HOOTHOO	NONE		NONE		MANY		NONE		NONE		MANY		NONE		NONE		NONE							
#165 LEDYBA	NONE		NONE		NONE		MANY		NONE		NONE		NONE		NONE		NONE							
#167 SPINARAK	NONE		NONE		MANY		NONE		NONE		NONE		NONE		NONE		NONE							
#60 POLIWAG	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#61 POLIWHIRL	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#129 MAGIKARP	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S

Route 31



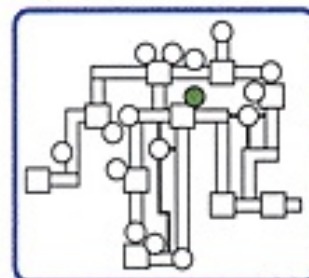
	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#10 CATERPIE	MANY		MANY		NONE		NONE		NONE		NONE	
#11 METAPOD	MANY		MANY		NONE		NONE		NONE		NONE	
#13 WEEDLE	NONE		NONE		NONE		MANY		MANY		NONE	
#14 KAKUNA	NONE		NONE		NONE		MANY		MANY		NONE	
#16 PIDGEY	MANY		MANY		NONE		MANY		MANY		NONE	
#19 RATTATA	NONE		NONE		MANY		NONE		NONE		MANY	
#69 BELLSPROUT	MANY		MANY		MANY		MANY		MANY		MANY	
#163 HOOTHOOT	NONE		NONE		MANY		NONE		NONE		MANY	
#165 LEDYBA	NONE		NONE		NONE		MANY		NONE		NONE	
#167 SPINARAK	NONE		NONE		MANY		NONE		NONE		NONE	
#60 POLIWAG	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#61 POLIWHIRL	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S

Violet City



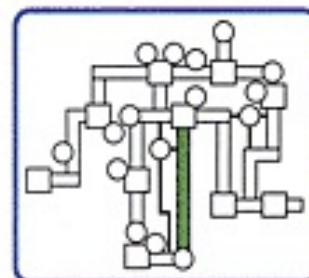
	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#60 POLIWAG	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#61 POLIWHIRL	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#95 ONIX	Trade a Bellsprout for an Onix in a house in Violet City.											
#175 TOGEPI	Raise the Pokémon Egg Elm's assistant gives you to hatch Togepi.											

Sprout Tower (2nd & 3rd Floors)



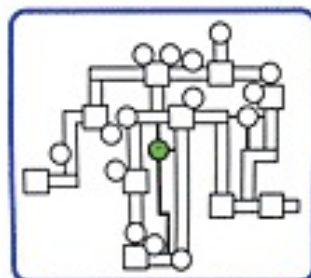
	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#19 RATTATA	MANY		MANY		MANY		MANY		MANY		MANY	
#92 GASTLY	NONE		NONE		MANY		NONE		NONE		MANY	

Route 32



	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#19 RATTATA	MANY		MANY		MANY		FEW		MANY		NONE	
#23 EKANS	NONE		NONE		NONE		MANY		MANY		MANY	
#41 ZUBAT	FEW		NONE		FEW		FEW		NONE		FEW	
#69 BELLSPROUT	MANY		MANY		MANY		MANY		MANY		MANY	
#179 MAREEP	MANY		MANY		MANY		MANY		MANY		MANY	
#187 HOPPIP	MANY		MANY		NONE		MANY		MANY		NONE	
#194 WOOPER	NONE		NONE		MANY		NONE		NONE		MANY	
#72 TENTACOOLOO	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#73 TENTACRUEL	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#195 QUAGSIRE	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#211 QWILFISH	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S

Ruins of Alph

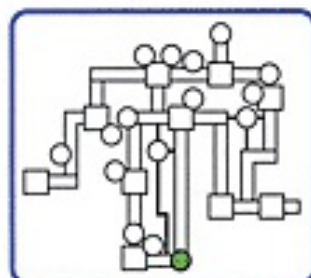


	GOLD						SILVER									
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT					
#177 NATU	MANY		MANY		MANY		MANY		MANY		MANY					
#235 SMEARGLE	MANY		MANY		MANY		MANY		MANY		MANY					
#60 POLIWAG	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#129 MAGIKARP	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#194 WOOPER	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#195 QUAGSIRE	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S

Ruins of Alph (Basement)

	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#201 UNOWN	MANY	MANY	MANY	MANY	MANY	MANY

Union Cave



	GOLD						SILVER									
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT					
#19 RATTATA	MANY		MANY		MANY		MANY		MANY		MANY					
#27 SANDSHREW	MANY		MANY		MANY		NONE		NONE		NONE					
#41 ZUBAT	MANY		MANY		MANY		MANY		MANY		MANY					
#74 GEODUDE	MANY		MANY		MANY		MANY		MANY		MANY					
#95 ONIX	FEW		FEW		FEW		FEW		FEW		FEW					
#118 GOLDEEN	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#119 SEAKING	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#129 MAGIKARP	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#194 WOOPER	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#195 QUAGSIRE	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S

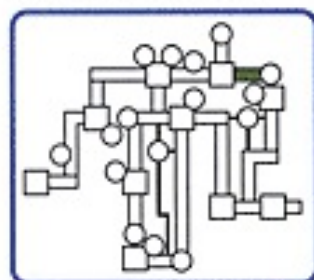
Union Cave (1st Basement)

	GOLD						SILVER									
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT					
#19 RATTATA	FEW		FEW		FEW		MANY		MANY		MANY					
#27 SANDSHREW	MANY		MANY		MANY		NONE		NONE		NONE					
#41 ZUBAT	MANY		MANY		MANY		MANY		MANY		MANY					
#74 GEODUDE	MANY		MANY		MANY		MANY		MANY		MANY					
#95 ONIX	MANY		MANY		MANY		MANY		MANY		MANY					
#118 GOLDEEN	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#119 SEAKING	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#129 MAGIKARP	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#194 WOOPER	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#195 QUAGSIRE	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S

Union Cave (2nd Basement)

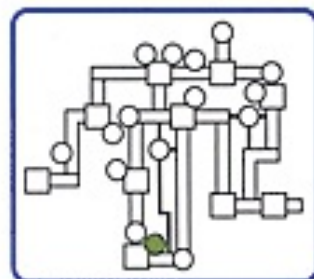
	GOLD						SILVER									
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT					
#19 RATTATA	FEW		FEW		FEW		FEW		FEW		FEW					
#20 RATICATE	MANY		MANY		MANY		MANY		MANY		MANY					
#41 ZUBAT	MANY		MANY		MANY		MANY		MANY		MANY					
#42 GOLBAT	MANY		MANY		MANY		MANY		MANY		MANY					
#74 GEODUDE	MANY		MANY		MANY		MANY		MANY		MANY					
#95 ONIX	FEW		FEW		FEW		FEW		FEW		FEW					
#72 TENTACOOOL	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#73 TENTACRUEL	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#98 KRABBY	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#99 KINGLER	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#120 STARYU	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#129 MAGIKARP	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#195 QUAGSIRE	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#222 CORSOLA	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#131 LAPRAS	Lapras appears every Friday in Union Cave.															

Route 33



	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#19 RATTATA	MANY		MANY		MANY		MANY		MANY		MANY	
#21 SPEAROW	MANY		MANY		NONE		MANY		MANY		NONE	
#23 EKANS	NONE		NONE		NONE		MANY		MANY		MANY	
#41 ZUBAT	FEW		NONE		MANY		FEW		NONE		MANY	
#187 HOPPIP	MANY		MANY		NONE		MANY		MANY		NONE	

Slowpoke Well (1st Basement)

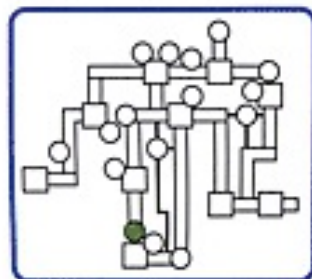


	GOLD						SILVER									
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT					
#41 ZUBAT	MANY		MANY		MANY		MANY		MANY		MANY					
#79 SLOWPOKE	MANY		MANY		MANY		MANY		MANY		MANY					
#79 SLOWPOKE	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#118 GOLDEEN	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#119 SEAKING	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#129 MAGIKARP	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S

Slowpoke Well

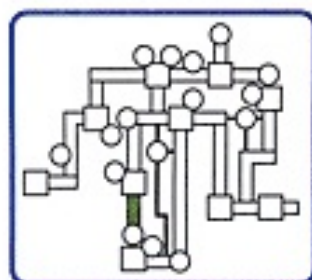
	GOLD						SILVER									
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT					
#41 ZUBAT	MANY		MANY		MANY		MANY		MANY		MANY					
#42 GOLBAT	FEW		FEW		FEW		FEW		FEW		FEW					
#79 SLOWPOKE	MANY		MANY		MANY		MANY		MANY		MANY					
#79 SLOWPOKE	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#80 SLOWBRO	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#118 GOLDEEN	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#119 SEAKING	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#129 MAGIKARP	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S

Ilex Forest



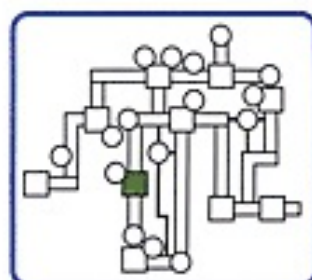
	GOLD						SILVER													
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT									
#10 CATERPIE	MANY		MANY		NONE		NONE		NONE		NONE									
#11 METAPOD	MANY		MANY		NONE		NONE		NONE		NONE									
#13 WEEDLE	NONE		NONE		NONE		MANY		MANY		NONE									
#14 KAKUNA	NONE		NONE		NONE		MANY		MANY		NONE									
#41 ZUBAT	FEW		FEW		MANY		FEW		FEW		MANY									
#43 ODDISH	NONE		NONE		MANY		NONE		NONE		MANY									
#46 PARAS	MANY		FEW		MANY		MANY		FEW		MANY									
#54 PSYDUCK	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#55 GOLDUCK	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#60 POLIWAG	MANY	O	G	S	MANY	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#129 MAGIKARP	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S

Route 34



	GOLD						SILVER													
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT									
#19 RATTATA	MANY		MANY		MANY		MANY		MANY		MANY									
#63 ABRA	MANY		MANY		MANY		MANY		MANY		MANY									
#96 DROWZEE	MANY		MANY		MANY		MANY		MANY		MANY									
#132 DITTO	FEW		FEW		FEW		FEW		FEW		FEW									
#72 TENTACOOOL	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#73 TENTACRUEL	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#98 KRABBY	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#99 KINGLER	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#120 STARYU	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#129 MAGIKARP	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#222 CORSOLA	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S

Goldenrod City



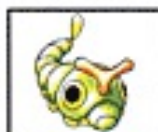
	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#23 EKANS	Ekans is a prize in the Game Corner in Gold only. You need to turn in 700 coins to get it.											
#27 SANDSHREW	Sandshrew is a prize in the Game Corner in Silver only. You need to turn in 700 coins to get it.											
#63 ABRA	Abra is a prize in the Game Corner. You need to turn in 200 coins to get it.											
#66 MACHOP	Trade a Drowzee for a Machop on the fifth floor of the Department Store.											
#133 EEVEE	After you meet Bill in Ecrutek City, return to his house in Goldenrod to receive Eevee.											
#147 DRATINI	Dratini is a prize in the Game Corner. You need to turn in 2,000 coins to get it.											

Bug-Catching Contest in National Park

Check out the Bug-Catching Contest every Tuesday, Thursday and Saturday at National Park. Some Bug-types like Scyther and Pinsir show up only during the event. You can keep only one Bug-type per event. You might win one of the prizes, too, if you catch a high-level Scyther, Pinsir or Butterfree.

PRIZES

1ST	SUN STONE
2ND	EVERSTONE
3RD	GOLD BERRY
CONSOLATION	BERRY



#10 CATERPIE



#11 METAPOD



#12 BUTTERFREE



#13 WEEDLE



#14 KAKUNA



#15 BEEDRILL



#46 PARAS



#48 VENONAT

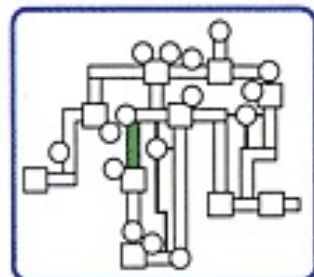


#123 SCYTHER



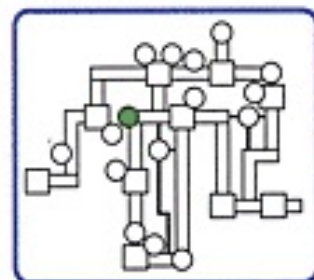
#127 PINSIR

Route 35



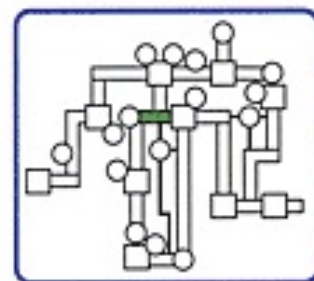
	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#16 PIDGEY	FEW		FEW		NONE		FEW		FEW		NONE	
#29 NIDORAN ♀	MANY		MANY		MANY		MANY		MANY		MANY	
#32 NIDORAN ♂	MANY		MANY		MANY		MANY		MANY		MANY	
#63 ABRA	MANY		MANY		MANY		MANY		MANY		MANY	
#96 DROWZEE	MANY		MANY		MANY		MANY		MANY		MANY	
#132 DITTO	FEW		FEW		FEW		FEW		FEW		FEW	
#163 HOOTHOOT	NONE		NONE		FEW		NONE		NONE		FEW	
#193 YANMA	FEW		FEW		FEW		FEW		FEW		FEW	
#193 YANMA	MANY		MANY		MANY		MANY		MANY		MANY	
#54 PSYDUCK	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#55 GOLDDUCK	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#60 POLIWAG	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S

National Park



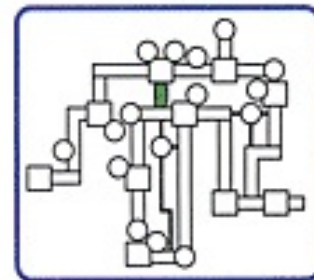
	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#10 CATERPIE	MANY	MANY	NONE	NONE	NONE	NONE
#11 METAPOD	MANY	MANY	NONE	NONE	NONE	NONE
#13 WEEDLE	NONE	NONE	NONE	MANY	MANY	NONE
#14 KAKUNA	NONE	NONE	NONE	MANY	MANY	NONE
#16 PIDGEY	MANY	MANY	NONE	MANY	MANY	NONE
#163 HOOTHOOT	NONE	NONE	MANY	NONE	NONE	MANY
#191 SUNKERN	NONE	MANY	NONE	NONE	MANY	NONE

Route 36



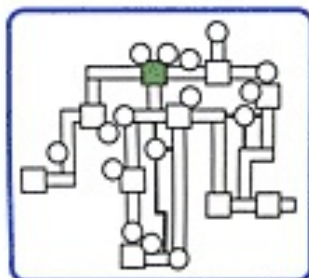
	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#16 PIDGEY	MANY	MANY	NONE	MANY	MANY	NONE
#29 NIDORAN ♀	MANY	MANY	MANY	MANY	MANY	MANY
#32 NIDORAN ♂	MANY	MANY	MANY	MANY	MANY	MANY
#37 VULPIX	NONE	NONE	NONE	MANY	MANY	MANY
#58 GROWLITHE	MANY	MANY	MANY	NONE	NONE	NONE
#163 HOOTHOOT	NONE	NONE	MANY	NONE	NONE	MANY
#234 STANTLER	FEW	FEW	FEW	FEW	FEW	FEW
#185 SUDOWOODO	Use the Squirtbottle on the strange tree on Route 36 to fight the only Sudowoodo in the game.					

Route 37



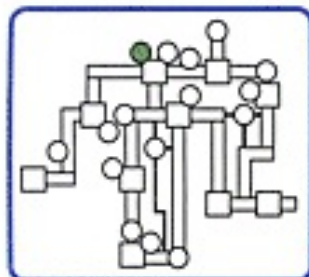
	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#16 PIDGEY	MANY	MANY	NONE	MANY	MANY	NONE
#17 PIDGEOTTO	NONE	FEW	NONE	NONE	FEW	NONE
#37 VULPIX	NONE	NONE	NONE	MANY	MANY	MANY
#58 GROWLITHE	MANY	MANY	MANY	NONE	NONE	NONE
#163 HOOTHOOT	NONE	NONE	MANY	NONE	NONE	MANY
#165 LEDYBA	NONE	NONE	NONE	MANY	NONE	NONE
#167 SPINARAK	NONE	NONE	MANY	NONE	NONE	NONE
#234 STANTLER	MANY	MANY	MANY	MANY	MANY	MANY

Ecruteak City



	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#60 POLIWAG	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S
#61 POLIWHIRL	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S	MANY	0 G S
#129 MAGIKARP	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S	NONE	0 G S

Burned Tower (1st Floor)

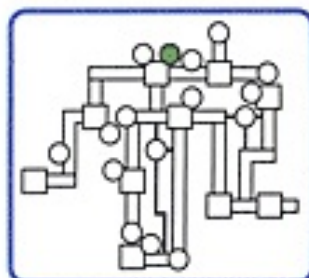


	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#19 RATTATA	MANY	MANY	MANY	MANY	MANY	MANY
#20 RATICATE	FEW	FEW	FEW	FEW	FEW	FEW
#41 ZUBAT	MANY	MANY	MANY	MANY	MANY	MANY
#109 KOFFING	MANY	MANY	MANY	MANY	MANY	MANY

Burned Tower (Basement)

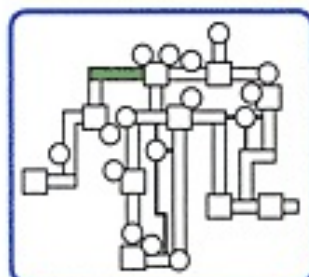
	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#19 RATTATA	MANY	MANY	MANY	MANY	MANY	MANY
#41 ZUBAT	FEW	FEW	FEW	FEW	FEW	FEW
#109 KOFFING	MANY	MANY	MANY	MANY	MANY	MANY
#126 MAGMAR	FEW	MANY	FEW	FEW	MANY	FEW

Tin Tower (2nd through 9th Floors)



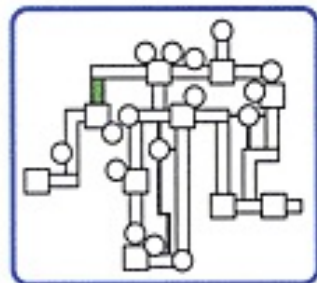
	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#19 RATTATA	MANY	MANY	MANY	MANY	MANY	MANY
#92 GASTLY	NONE	NONE	MANY	NONE	NONE	MANY
#250 HO-OH	After you have the Rainbow Wing, climb to the top of Tin Tower to find Ho-oh.					

Route 38



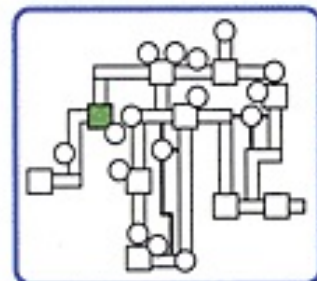
	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#19 RATTATA	MANY	MANY	MANY	NONE	NONE	NONE
#20 RATICATE	MANY	MANY	MANY	MANY	MANY	MANY
#52 MEOWTH	NONE	NONE	NONE	MANY	MANY	MANY
#81 MAGNEMITE	MANY	MANY	MANY	MANY	MANY	MANY
#83 FARFETCH'D	MANY	MANY	NONE	MANY	MANY	NONE
#128 TAUROS	FEW	FEW	FEW	FEW	FEW	FEW
#209 SNUBBULL (BEFORE CALL)	FEW	FEW	FEW	FEW	FEW	FEW
#209 SNUBBULL (AFTER CALL)	MANY	MANY	MANY	MANY	MANY	MANY
#241 MILTANK	FEW	FEW	FEW	FEW	FEW	FEW

Route 39



	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#19 RATTATA	MANY	MANY	MANY	NONE	NONE	NONE
#20 RATICATE	MANY	MANY	MANY	MANY	MANY	MANY
#52 MEOWTH	NONE	NONE	NONE	MANY	MANY	MANY
#81 MAGNEMITE	MANY	MANY	MANY	MANY	MANY	MANY
#83 FARFETCH'D	MANY	MANY	NONE	MANY	MANY	NONE
#128 TAUROS	FEW	FEW	FEW	FEW	FEW	FEW
#241 MILTANK	FEW	FEW	FEW	FEW	FEW	FEW

Olivine City

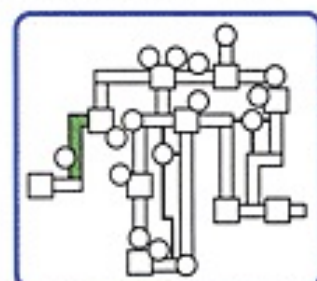


	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#72 TENTACOO	MANY	O G S	MANY	O G S	MANY	O G S
#73 TENTACRUEL	MANY	O G S	MANY	O G S	MANY	O G S
#98 KRABBY	NONE	O G S	NONE	O G S	NONE	O G S
#99 KINGLER	NONE	O G S	NONE	O G S	NONE	O G S
#120 STARYU	NONE	O G S	NONE	O G S	NONE	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S
#222 CORSOLA	NONE	O G S	NONE	O G S	NONE	O G S
#100 VOLTORB	Trade a Krabby for a Voltorb inside a house in Olivine.					

Olivine City (Bay)

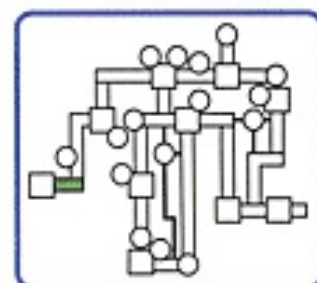
	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#72 TENTACOO	MANY	O G S	MANY	O G S	MANY	O G S
#73 TENTACRUEL	MANY	O G S	MANY	O G S	MANY	O G S
#90 SHELLDER	NONE	O G S	NONE	O G S	NONE	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S
#170 CHINCHOU	NONE	O G S	NONE	O G S	NONE	O G S
#171 LANTURN	NONE	O G S	NONE	O G S	NONE	O G S

Route 40



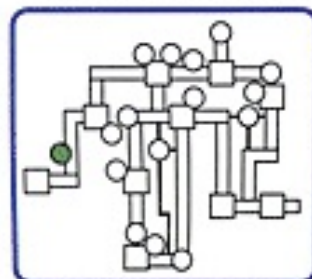
	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#72 TENTACOO	MANY	O G S	MANY	O G S	MANY	O G S
#73 TENTACRUEL	MANY	O G S	MANY	O G S	MANY	O G S
#98 KRABBY	NONE	O G S	NONE	O G S	NONE	O G S
#99 KINGLER	NONE	O G S	NONE	O G S	NONE	O G S
#120 STARYU	NONE	O G S	NONE	O G S	NONE	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S
#222 CORSOLA	NONE	O G S	NONE	O G S	NONE	O G S

Route 41



	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#72 TENTACOO	MANY	O G S	MANY	O G S	MANY	O G S
#73 TENTACRUEL	MANY	O G S	MANY	O G S	MANY	O G S
#90 SHELLDER	NONE	O G S	NONE	O G S	NONE	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S
#170 CHINCHOU	NONE	O G S	NONE	O G S	NONE	O G S
#171 LANTURN	NONE	O G S	NONE	O G S	NONE	O G S
#226 MANTINE	MANY	O G S	MANY	O G S	NONE	O G S

Whirl Islands



	GOLD						SILVER									
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT					
#41 ZUBAT	MANY		MANY		MANY		MANY		MANY		MANY					
#42 GOLBAT	FEW		FEW		FEW		FEW		FEW		FEW					
#86 SEEL	MANY		MANY		MANY		MANY		MANY		MANY					
#98 KRABBY	MANY		MANY		MANY		MANY		MANY		MANY					
#72 TENTACOOOL	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#73 TENTACRUEL	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#98 KRABBY	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#99 KINGLER	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#116 HORSEA	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#117 SEADRA	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#129 MAGIKARP	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S

Whirl Islands (1st Basement)

	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#41 ZUBAT	MANY		MANY		MANY		MANY		MANY		MANY	
#42 GOLBAT	FEW		FEW		FEW		FEW		FEW		FEW	
#86 SEEL	MANY		MANY		MANY		MANY		MANY		MANY	
#98 KRABBY	MANY		MANY		MANY		MANY		MANY		MANY	

Whirl Islands (2nd Basement)

	GOLD						SILVER									
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT					
#41 ZUBAT	MANY		MANY		MANY		MANY		MANY		MANY					
#42 GOLBAT	FEW		FEW		FEW		FEW		FEW		FEW					
#86 SEEL	MANY		MANY		MANY		MANY		MANY		MANY					
#98 KRABBY	MANY		MANY		MANY		MANY		MANY		MANY					
#73 TENTACRUEL	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#98 KRABBY	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#99 KINGLER	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#116 HORSEA	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#117 SEADRA	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#129 MAGIKARP	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S

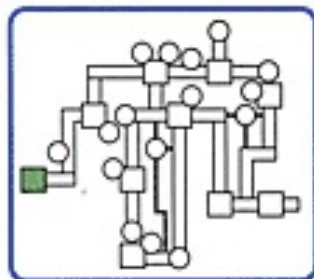
Whirl Islands (3rd Basement)

	GOLD						SILVER									
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT					
#41 ZUBAT	MANY		MANY		MANY		MANY		MANY		MANY					
#42 GOLBAT	FEW		FEW		FEW		FEW		FEW		FEW					
#86 SEEL	MANY		MANY		MANY		MANY		MANY		MANY					
#98 KRABBY	MANY		MANY		MANY		MANY		MANY		MANY					
#73 TENTACRUEL	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#98 KRABBY	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#99 KINGLER	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#116 HORSEA	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#117 SEADRA	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#129 MAGIKARP	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S

Whirl Islands (4th Basement)

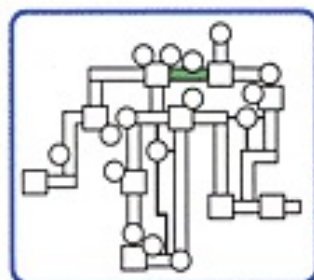
	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#41 ZUBAT	MANY		MANY		MANY		MANY		MANY		MANY	
#42 GOLBAT	FEW		FEW		FEW		FEW		FEW		FEW	
#86 SEEL	MANY		MANY		MANY		MANY		MANY		MANY	
#98 KRABBY	MANY		MANY		MANY		MANY		MANY		MANY	
#73 TENTACRUEL	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#98 KRABBY	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#99 KINGLER	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#116 HORSEA	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#117 SEADRA	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#249 LUGIA	After you have the Silver Wing, search for Lugia in a small pool inside Whirl Islands.											

Cianwood City



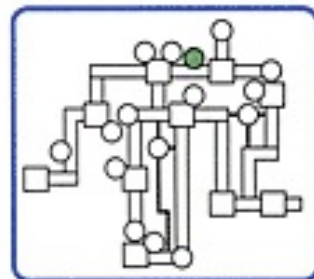
	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#98 KRABBY	RS		RS		RS		RS		RS		RS	
#213 SHUCKLE	RS		RS		NONE		RS		RS		NONE	
#72 TENTACOO	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#73 TENTACRUEL	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#98 KRABBY	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#99 KINGLER	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#120 STARYU	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#222 CORSOLA	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#213 SHUCKLE	Take the Trainer inside the house's Shuckle to keep it safe. If it likes you, the Trainer will give it to you.											

Route 42



	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#21 SPEAROW	MANY		MANY		NONE		MANY		MANY		NONE	
#41 ZUBAT	NONE		NONE		MANY		NONE		NONE		MANY	
#56 MANKEY	MANY		MANY		MANY		NONE		NONE		NONE	
#179 MAREEP	MANY		MANY		MANY		MANY		MANY		MANY	
#180 FLAUFFY	MANY		MANY		MANY		MANY		MANY		MANY	
#118 GOLDEEN	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#119 SEAKING	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S

Mt. Mortar (1st & 2nd Floors)



	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#19 RATTATA	MANY		MANY		MANY		MANY		MANY		MANY	
#41 ZUBAT	MANY		MANY		MANY		MANY		MANY		MANY	
#66 MACHOP	MANY		MANY		MANY		MANY		MANY		MANY	
#74 GEODUDE	FEW		FEW		FEW		FEW		FEW		FEW	
#183 MARILL	FEW		FEW		FEW		FEW		FEW		FEW	
#183 MARILL	MANY		MANY		MANY		MANY		MANY		MANY	
#118 GOLDEEN	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#119 SEAKING	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#183 MARILL	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S

Mt. Mortar (Inside 1st Floor)

	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#19 RATTATA	MANY	MANY	MANY	MANY	MANY	MANY
#41 ZUBAT	FEW	FEW	FEW	FEW	FEW	FEW
#66 MACHOP	MANY	MANY	MANY	MANY	MANY	MANY
#74 GEODUDE	MANY	MANY	MANY	MANY	MANY	MANY

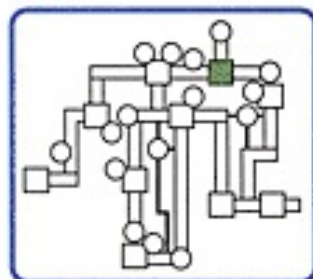
Mt. Mortar (Inside 2nd Floor)

	GOLD			SILVER										
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT								
#20 RATICATE	MANY	MANY	MANY	MANY	MANY	MANY								
#42 GOLBAT	FEW	FEW	FEW	FEW	FEW	FEW								
#66 MACHOP	FEW	FEW	FEW	FEW	FEW	FEW								
#67 MACHOKE	MANY	MANY	MANY	MANY	MANY	MANY								
#74 GEODUDE	MANY	MANY	MANY	MANY	MANY	MANY								
#75 GRAVELER	MANY	MANY	MANY	MANY	MANY	MANY								
#118 GOLDEEN	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#119 SEAKING	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S

Mt. Mortar (Inside Basement)

	GOLD			SILVER										
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT								
#19 RATTATA	MANY	MANY	MANY	MANY	MANY	MANY								
#20 RATICATE	FEW	FEW	FEW	FEW	FEW	FEW								
#41 ZUBAT	MANY	MANY	MANY	MANY	MANY	MANY								
#66 MACHOP	MANY	MANY	MANY	MANY	MANY	MANY								
#74 GEODUDE	FEW	FEW	FEW	FEW	FEW	FEW								
#118 GOLDEEN	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#119 SEAKING	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#236 TYROGUE	Defeat the Karate King to earn Tyrogue.													

Rocket Hideout (1st Basement)

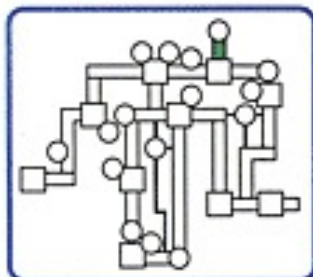


	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#74 GEODUDE	Geodude may appear and attack from Team Rocket's booby-trapped floor.					
#100 VOLTORB	Voltorb may appear and attack from Team Rocket's booby-trapped floor.					
#109 KOFFING	Koffing may appear and attack from Team Rocket's booby-trapped floor.					

Rocket Hideout (2nd Basement)

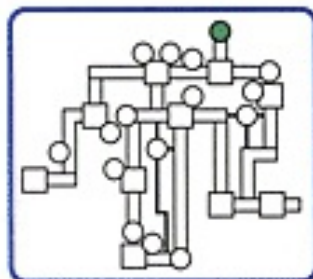
	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#101 ELECTRODE	Defeat and capture the Electrode powering Team Rocket's contraption.					

Route 43



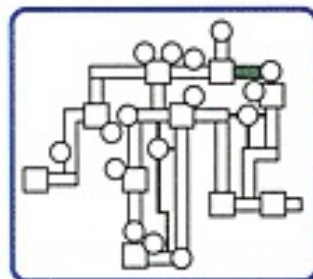
	GOLD						SILVER									
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT					
#17 PIDGEOTTO	MANY		MANY		NONE		MANY		MANY		NONE					
#48 YEHOHAT	FEW		NONE		MANY		FEW		NONE		MANY					
#164 NOCTOWL	NONE		NONE		MANY		NONE		NONE		MANY					
#179 MAREEP	MANY		MANY		FEW		MANY		MANY		FEW					
#180 FLAFFY	MANY		MANY		MANY		MANY		MANY		MANY					
#203 GIRAFARIG	MANY		MANY		MANY		MANY		MANY		MANY					
#60 POLIWAG	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#129 MAGIKARP	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S

Lake of Rage



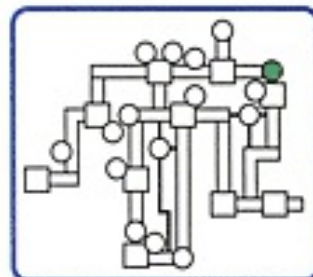
	GOLD						SILVER									
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT					
#129 MAGIKARP	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#130 GYARADOS	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#130 GYARADOS	Surf out to the red Gyarados on the north side of the lake.															

Route 44



	GOLD						SILVER									
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT					
#69 BELLSPROUT	MANY		MANY		MANY		MANY		MANY		MANY					
#70 WEEPINBELL	MANY		MANY		MANY		MANY		MANY		MANY					
#108 LICKITUNG	MANY		MANY		MANY		MANY		MANY		MANY					
#114 TANGELA	MANY		MANY		MANY		MANY		MANY		MANY					
#60 POLIWAG	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#61 POLIWHIRL	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#129 MAGIKARP	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#223 REMORAID	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S

Ice Path (1st Floor and 1st Basement)



	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#41 ZURAT	MANY		MANY		MANY		FEW		NONE		FEW	
#42 GOLBAT	MANY		MANY		MANY		MANY		MANY		MANY	
#124 JYNX	FEW		MANY		FEW		FEW		MANY		FEW	
#220 SWINUB	MANY		MANY		MANY		MANY		MANY		MANY	
#225 DELIBIRD	NONE		NONE		NONE		MANY		MANY		MANY	

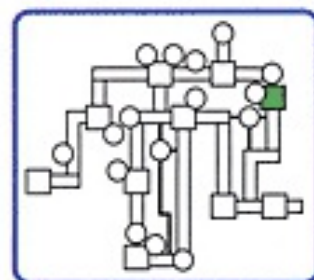
Ice Path (2nd Basement)

	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#41 ZUBAT	MANY	MANY	MANY	FEW	NONE	FEW
#42 GOLBAT	MANY	MANY	MANY	MANY	MANY	MANY
#124 JYNX	FEW	MANY	FEW	FEW	MANY	FEW
#220 SWINUB	MANY	MANY	MANY	MANY	MANY	MANY
#225 DELIBIRD	NONE	NONE	NONE	MANY	MANY	MANY

Ice Path (3rd Basement)

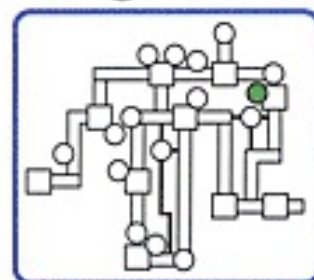
	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#41 ZUBAT	MANY	MANY	MANY	FEW	NONE	FEW
#42 GOLBAT	MANY	MANY	MANY	MANY	MANY	MANY
#124 JYNX	FEW	MANY	FEW	FEW	MANY	FEW
#220 SWINUB	MANY	MANY	MANY	MANY	MANY	MANY
#225 DELIBIRD	NONE	NONE	NONE	MANY	MANY	MANY

Blackthorn City



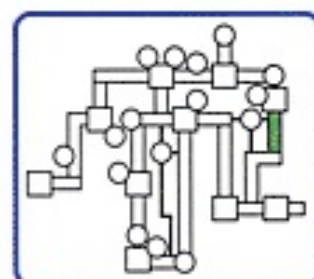
	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#60 POLIWAG	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#129 MAGIKARP	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#112 RHYDON	Trade a female Dragonair for a Rhydon with a Trainer inside a house in Blackthorn City.											

Dragon's Den



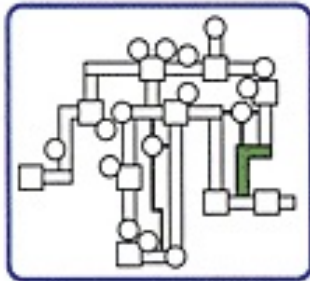
	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#129 MAGIKARP	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#147 DRATINI	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#148 DRAGONAIR	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S

Route 45



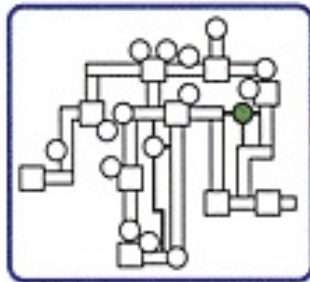
	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#74 GEODUDE	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY
#75 GRAVELER	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY	MANY
#207 GLIGAR	MANY	MANY	MANY	MANY	MANY	MANY	NONE	NONE	NONE	NONE	NONE	NONE
#216 TEDDIURSA	MANY	MANY	MANY	MANY	MANY	MANY	NONE	NONE	NONE	NONE	NONE	NONE
#227 SKARMORY	NONE	NONE	NONE	NONE	NONE	NONE	FEW	FEW	FEW	FEW	FEW	FEW
#231 PHANPY	NONE	NONE	NONE	NONE	NONE	NONE	MANY	MANY	MANY	MANY	MANY	MANY
#129 MAGIKARP	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#147 DRATINI	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S
#148 DRAGONAIR	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S

Route 46



	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#19 RATTATA	MANY	MANY	MANY	MANY	MANY	MANY
#21 SPEAROW	MANY	MANY	NONE	MANY	MANY	NONE
#74 GEODUDE	MANY	MANY	MANY	MANY	MANY	MANY

Dark Cave (Violet City Side)

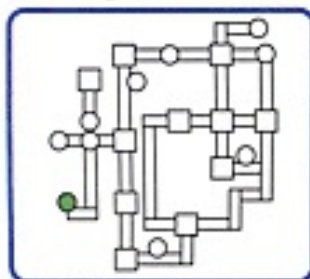


	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#41 ZUBAT	MANY	MANY	MANY	MANY	MANY	MANY
#74 GEODUDE	MANY	MANY	MANY	MANY	MANY	MANY
#206 DUNSPARCE (BEFORE CALL)	FEW	FEW	FEW	FEW	FEW	FEW
#206 DUNSPARCE (AFTER CALL)	MANY	MANY	MANY	MANY	MANY	MANY
#118 GOLDEEN	NONE	O G S	NONE	O G S	NONE	O G S
#119 SEAKING	NONE	O G S	NONE	O G S	NONE	O G S
#129 MAGIKARP	MANY	O G S	MANY	O G S	MANY	O G S

Dark Cave (Blackthorn City Side)

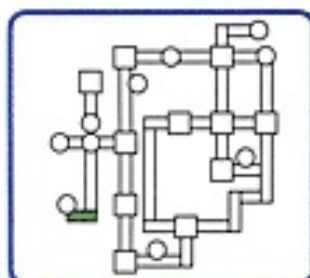
	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#41 ZUBAT	MANY	MANY	MANY	MANY	MANY	MANY
#42 GOLBAT	FEW	FEW	FEW	FEW	FEW	FEW
#74 GEODUDE	MANY	MANY	MANY	MANY	MANY	MANY
#75 GRAVELER	MANY	MANY	MANY	MANY	MANY	MANY
#202 WOBBUFFET	MANY	MANY	MANY	MANY	MANY	MANY
#118 GOLDEEN	NONE	O G S	NONE	O G S	NONE	O G S
#119 SEAKING	NONE	O G S	NONE	O G S	NONE	O G S
#129 MAGIKARP	MANY	O G S	MANY	O G S	MANY	O G S

Tohjo Falls



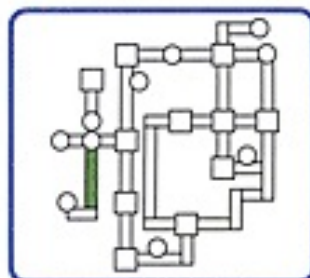
	GOLD						SILVER									
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT					
#19 RATTATA	FEW		FEW		FEW		FEW		FEW		FEW					
#20 RATICATE	MANY		MANY		MANY		MANY		MANY		MANY					
#41 ZUBAT	MANY		MANY		MANY		MANY		MANY		MANY					
#42 GOLBAT	MANY		MANY		MANY		MANY		MANY		MANY					
#79 SLOWPOKE	MANY		MANY		MANY		MANY		MANY		MANY					
#79 SLOWPOKE	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#118 GOLDEEN	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#119 SEAKING	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#129 MAGIKARP	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S

Route 27



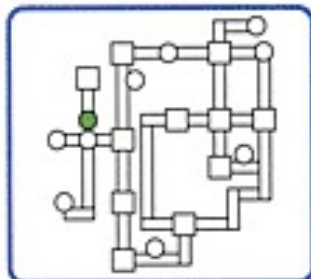
	GOLD						SILVER									
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT					
#20 RATICATE	MANY		MANY		MANY		MANY		MANY		MANY					
#24 ARBOK	NONE		NONE		NONE		MANY		MANY		MANY					
#28 SANDSLASH	FEW		FEW		FEW		NONE		NONE		NONE					
#77 PONYTA	FEW		FEW		FEW		FEW		FEW		FEW					
#84 DODUO	MANY		MANY		NONE		MANY		MANY		NONE					
#85 DODRIO	NONE		NONE		NONE		FEW		FEW		NONE					
#195 QUAGSIRE	NONE		NONE		MANY		NONE		NONE		MANY					
#72 TENTACOOOL	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#73 TENTACRUEL	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#90 SHELLDER	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#129 MAGIKARP	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#170 CHINCHOU	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#171 LANTURN	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S

Route 26



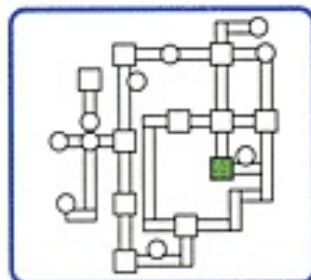
	GOLD						SILVER									
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT					
#20 RATICATE	FEW		FEW		MANY		MANY		MANY		MANY					
#28 SANDSLASH	MANY		MANY		MANY		NONE		NONE		NONE					
#77 PONYTA	MANY		MANY		MANY		MANY		MANY		MANY					
#84 DODUO	MANY		MANY		NONE		MANY		MANY		FEW					
#85 DODRIO	FEW		FEW		NONE		NONE		NONE		NONE					
#195 QUAGSIRE	NONE		NONE		MANY		NONE		NONE		FEW					
#73 TENTACRUEL	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#72 TENTACOOOL	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#90 SHELLDER	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#129 MAGIKARP	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#170 CHINCHOU	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#171 LANTURN	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S

Victory Road



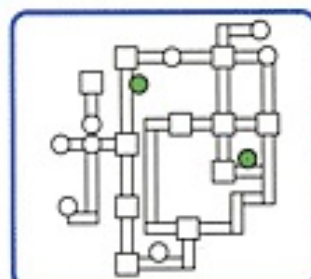
	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#42 GOLBAT	MANY	MANY	MANY	MANY	MANY	MANY
#75 GRAVELER	MANY	MANY	MANY	MANY	MANY	MANY
#95 ONIX	MANY	MANY	MANY	MANY	MANY	MANY
#111 RHYHORN	FEW	FEW	FEW	FEW	FEW	FEW
#217 URSARING	MANY	MANY	MANY	NONE	NONE	NONE
#232 DONPHAN	NONE	NONE	NONE	MANY	MANY	MANY

Vermilion City



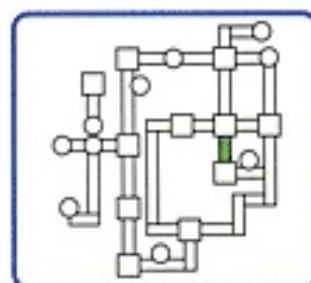
	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#72 TENTACOO	MANY	O G S	MANY	O G S	MANY	O G S
#73 TENTACRUEL	MANY	O G S	MANY	O G S	MANY	O G S
#90 SHELLDER	NONE	O G S	NONE	O G S	NONE	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S
#170 CHINCHOU	NONE	O G S	NONE	O G S	NONE	O G S
#171 LANTURN	NONE	O G S	NONE	O G S	NONE	O G S
#143 SMORLAX	Wake the Snorlax blocking Diglett's Cave with your radio, then battle it.					

Diglett's Cave



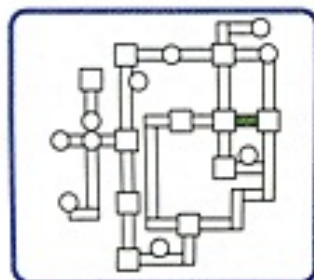
	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#50 DIGLETT	MANY	MANY	MANY	MANY	MANY	MANY
#51 DUGTRIO	MANY	MANY	MANY	MANY	MANY	MANY

Route 6



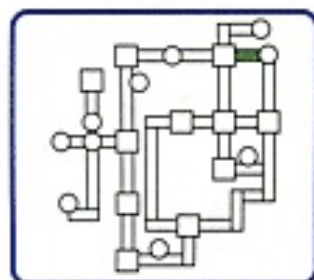
	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#16 PIDGEY	MANY	MANY	NONE	MANY	MANY	NONE
#43 ODDISH	NONE	NONE	MANY	NONE	NONE	MANY
#52 MEOWTH	NONE	NONE	NONE	MANY	MANY	MANY
#63 ABRA	MANY	MANY	MANY	MANY	MANY	MANY
#69 BELLSPROUT	MANY	MANY	MANY	MANY	MANY	MANY
#81 MAGNEMITE	MANY	MANY	MANY	MANY	MANY	MANY
#54 PSYDUCK	MANY	O G S	MANY	O G S	MANY	O G S
#55 GOLDDUCK	MANY	O G S	MANY	O G S	MANY	O G S
#60 POLIWAG	NONE	O G S	NONE	O G S	NONE	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S

Route 8



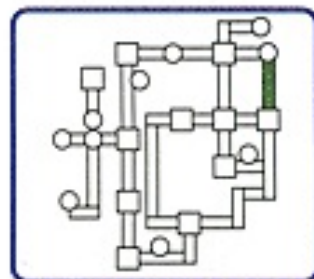
	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#17 PIDGEOTTO	MANY	MANY	NONE	MANY	MANY	NONE
#37 VULPIX	NONE	NONE	NONE	MANY	MANY	FEW
#52 MEOWTH	NONE	NONE	NONE	MANY	MANY	MANY
#58 GROWLITHE	MANY	MANY	FEW	NONE	NONE	NONE
#63 ABRA	MANY	MANY	MANY	MANY	MANY	MANY
#64 KADABRA	FEW	FEW	FEW	FEW	FEW	FEW
#93 HAUNTER	NONE	NONE	MANY	NONE	NONE	MANY
#164 NOCTOWL	NONE	NONE	MANY	NONE	NONE	MANY

Route 9



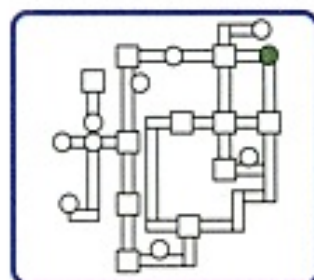
	GOLD			SILVER								
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT						
#19 RATTATA	MANY	MANY	MANY	MANY	MANY	MANY						
#20 RATICATE	MANY	MANY	MANY	MANY	MANY	MANY						
#21 SPEAROW	MANY	MANY	NONE	MANY	MANY	NONE						
#22 FEAROW	FEW	FEW	NONE	FEW	FEW	NONE						
#56 MANKEY	MANY	MANY	MANY	NONE	NONE	NONE						
#57 PRIMEAPE	FEW	FEW	FEW	NONE	NONE	NONE						
#118 GOLDEEN	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#119 SEAKING	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S

Route 10



	GOLD			SILVER								
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT						
#20 RATICATE	MANY	MANY	MANY	MANY	MANY	MANY						
#21 SPEAROW	MANY	MANY	NONE	MANY	MANY	NONE						
#22 FEAROW	MANY	MANY	NONE	MANY	MANY	NONE						
#100 VOLTORB	MANY	MANY	MANY	MANY	MANY	MANY						
#125 ELECTABUZZ	FEW	MANY	FEW	FEW	MANY	FEW						
#195 QUAGSIRE	NONE	NONE	MANY	NONE	NONE	MANY						
#118 GOLDEEN	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#119 SEAKING	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S

Rock Tunnel (1st Basement)

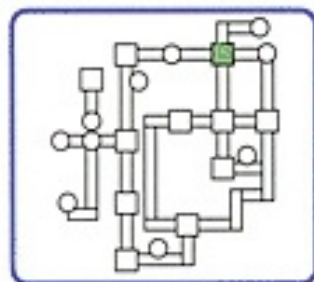


	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#41 ZUBAT	MANY	MANY	MANY	MANY	MANY	MANY
#66 MACHOP	MANY	MANY	MANY	MANY	MANY	MANY
#67 MACHOKE	FEW	FEW	FEW	FEW	FEW	FEW
#74 GEODUDE	MANY	MANY	MANY	MANY	MANY	MANY
#104 CUBONE	MANY	MANY	MANY	MANY	MANY	MANY

Rock Tunnel (2nd Basement)

	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#41 ZUBAT	MANY	MANY	MANY	MANY	MANY	MANY
#74 GEODUDE	MANY	MANY	MANY	MANY	MANY	MANY
#95 ONIX	MANY	MANY	MANY	MANY	MANY	MANY
#104 CUBONE	MANY	MANY	MANY	MANY	MANY	MANY
#105 MAROWAK	FEW	FEW	FEW	FEW	FEW	FEW
#115 KANGASKHAN	FEW	FEW	FEW	FEW	FEW	FEW

Cerulean City

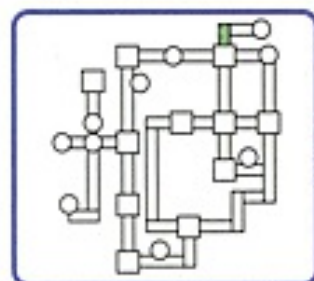


	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#118 GOLDEEN	MANY	O G S	MANY	O G S	MANY	O G S
#119 SEAKING	MANY	O G S	MANY	O G S	MANY	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S

Cerulean City (Cerulean Gym)

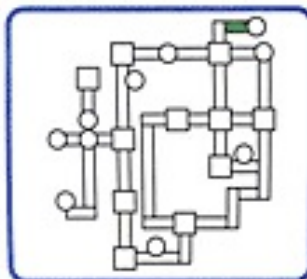
	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#98 KRABBY	NONE	O G S	NONE	O G S	NONE	O G S
#99 KINGLER	NONE	O G S	NONE	O G S	NONE	O G S
#120 STARYU	NONE	O G S	NONE	O G S	NONE	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S
#222 CORSOLA	NONE	O G S	NONE	O G S	NONE	O G S

Route 24



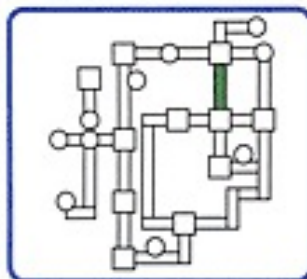
	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#43 ODDISH	NONE	NONE	MANY	NONE	NONE	MANY
#48 VENONAT	FEW	NONE	MANY	FEW	NONE	MANY
#49 VENOMOTH	NONE	NONE	FEW	NONE	NONE	FEW
#63 ABRA	MANY	MANY	MANY	MANY	MANY	MANY
#69 BELLSPROUT	MANY	MANY	FEW	MANY	MANY	FEW
#70 WEEPINBELL	MANY	MANY	MANY	MANY	MANY	MANY
#191 SUNKERH	NONE	MANY	NONE	NONE	MANY	NONE
#118 GOLDEEN	MANY	O G S	MANY	O G S	MANY	O G S
#119 SEAKING	MANY	O G S	MANY	O G S	MANY	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S

Route 25



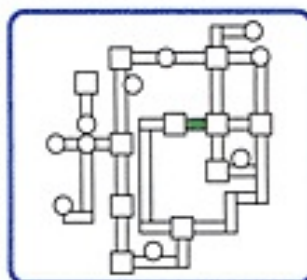
	GOLD						SILVER									
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT					
#16 PIDGEY	MANY		MANY		NONE		MANY		MANY		NONE					
#17 PIDGEOTTO	FEW		FEW		NONE		FEW		FEW		NONE					
#43 ODDISH	NONE		NONE		MANY		NONE		NONE		MANY					
#48 VENONAT	MANY		NONE		MANY		MANY		NONE		MANY					
#49 VENOMOTH	NONE		NONE		MANY		NONE		NONE		MANY					
#63 ABRA	MANY		MANY		MANY		MANY		MANY		MANY					
#69 BELLSPROUT	MANY		MANY		FEW		MANY		MANY		FEW					
#70 WEEPINBELL	MANY		MANY		MANY		MANY		MANY		MANY					
#118 GOLDEEN	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#119 SEAKING	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#129 MAGIKARP	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S

Route 5



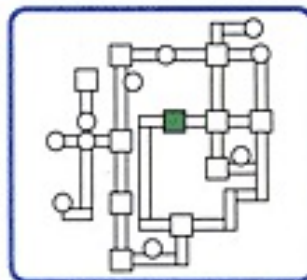
	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#16 PIDGEY	MANY		NONE	MANY		NONE
#43 ODDISH	NONE		MANY	NONE		MANY
#44 GLOOM	NONE		MANY	NONE		MANY
#52 MEOWTH	NONE		NONE	MANY		MANY
#63 ABRA	MANY		MANY	MANY		MANY
#69 BELLSPROUT	MANY		MANY	MANY		MANY

Route 7



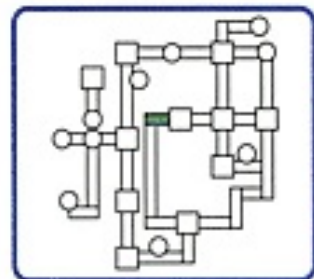
	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#19 RATTATA	MANY		MANY	NONE		NONE
#20 RATICATE	MANY		MANY	MANY		MANY
#21 SPEAROW	MANY		NONE	MANY		NONE
#37 VULPIX	NONE		NONE	MANY		MANY
#52 MEOWTH	NONE		NONE	MANY		MANY
#53 PERSIAN	NONE		NONE	FEW		FEW
#58 GROWLITHE	MANY		MANY	NONE		NONE
#198 MURKROW	NONE		MANY	NONE		MANY
#228 HOUDOUR	NONE		FEW	NONE		FEW

Celadon City



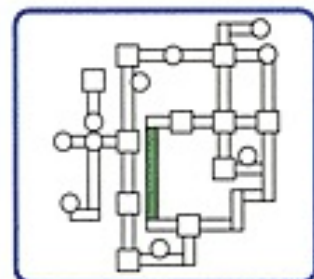
	GOLD						SILVER									
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT					
#88 GRIMER	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#89 MUK	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#113 Eevee	Eevee is a prize in the Celadon City Game Corner. You need to turn in 6,666 coins to get it.															
#122 MR. MIME	Mr. Mime is a prize in the Celadon City Game Corner. You need to turn in 3,333 coins to get it.															
#137 PORYGON	Porygon is a prize in the Celadon City Game Corner. You need to turn in 9,999 coins to get it.															

Route 16



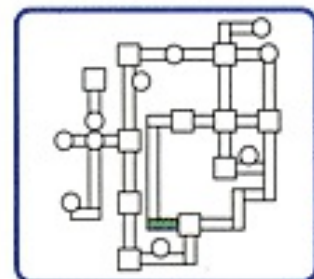
	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#22 FEAROW	MANY	MANY	NONE	MANY	MANY	NONE
#88 GRIMER	MANY	MANY	MANY	MANY	MANY	MANY
#89 MUK	FEW	FEW	FEW	FEW	FEW	FEW
#198 MURKROW	NONE	NONE	MANY	NONE	NONE	MANY
#218 SLUGMA	FEW	FEW	FEW	FEW	FEW	FEW

Route 17



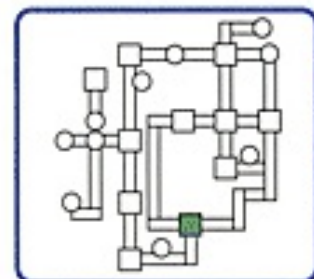
	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#22 FEAROW	MANY	MANY	NONE	MANY	MANY	NONE
#88 GRIMER	MANY	MANY	MANY	MANY	MANY	MANY
#89 MUK	FEW	FEW	MANY	FEW	FEW	MANY
#218 SLUGMA	FEW	MANY	FEW	FEW	MANY	FEW

Route 18



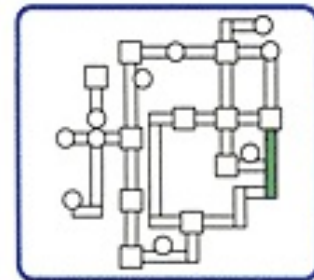
	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#22 FEAROW	MANY	MANY	NONE	MANY	MANY	NONE
#88 GRIMER	MANY	MANY	MANY	MANY	MANY	MANY
#89 MUK	FEW	FEW	MANY	FEW	FEW	MANY
#218 SLUGMA	FEW	MANY	FEW	FEW	MANY	FEW

Fuchsia City



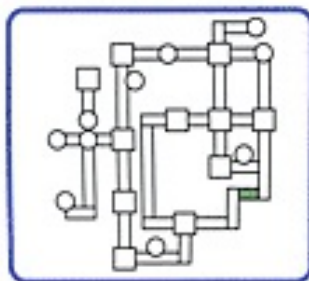
	GOLD									SILVER														
	MORNING			DAY			NIGHT			MORNING			DAY			NIGHT								
#129 MAGIKARP	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#130 GYARADOS	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S

Route 12



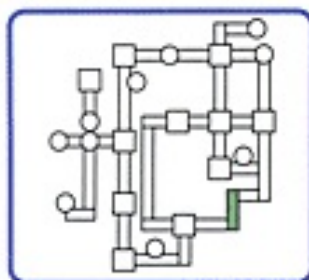
	GOLD									SILVER														
	MORNING			DAY			NIGHT			MORNING			DAY			NIGHT								
#72 TENTACOO	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#73 TENTACRUEL	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#129 MAGIKARP	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#195 QUAGSIRE	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#211 QWILFISH	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S

Route 13



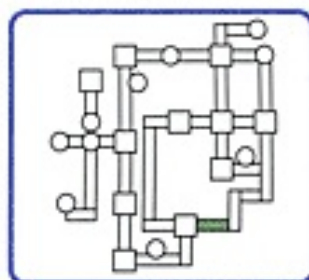
	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#17 PIDGEOTTO	MANY	MANY	NONE	MANY	MANY	NONE
#30 HIDORINA	MANY	MANY	MANY	MANY	MANY	MANY
#33 HIDORINO	MANY	MANY	MANY	MANY	MANY	MANY
#113 CHANSEY	FEW	FEW	FEW	FEW	FEW	FEW
#164 NOCTOWL	NONE	NONE	MANY	NONE	NONE	MANY
#187 HOPPIP	MANY	MANY	NONE	MANY	MANY	NONE
#195 QUAGSIRE	NONE	NONE	MANY	NONE	NONE	MANY
#72 TENTACOOL	MANY O G S	MANY O G S	MANY O G S	MANY O G S	MANY O G S	MANY O G S
#73 TENTACRUEL	MANY O G S	MANY O G S	MANY O G S	MANY O G S	MANY O G S	MANY O G S
#129 MAGIKARP	NONE O G S	NONE O G S	NONE O G S	NONE O G S	NONE O G S	NONE O G S
#195 QUAGSIRE	MANY O G S	MANY O G S	MANY O G S	MANY O G S	MANY O G S	MANY O G S
#211 QWILFISH	NONE O G S	NONE O G S	NONE O G S	NONE O G S	NONE O G S	NONE O G S

Route 14



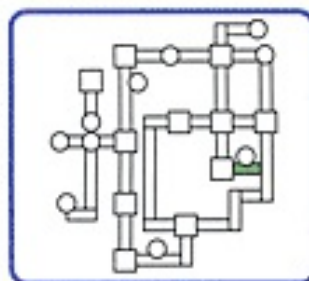
	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#17 PIDGEOTTO	MANY	MANY	NONE	MANY	MANY	NONE
#30 NIDORINA	MANY	MANY	MANY	MANY	MANY	MANY
#33 NIDORINO	MANY	MANY	MANY	MANY	MANY	MANY
#113 CHANSEY	FEW	FEW	FEW	FEW	FEW	FEW
#164 NOCTOWL	NONE	NONE	MANY	NONE	NONE	MANY
#187 HOPPIP	MANY	MANY	NONE	MANY	MANY	NONE
#188 SKIPLOOM	MANY	MANY	NONE	MANY	MANY	NONE
#195 QUAGSIRE	NONE	NONE	MANY	NONE	NONE	MANY
#142 AERODACTYL	Trade a Chansey to a Trainer for her Aerodactyl.					

Route 15



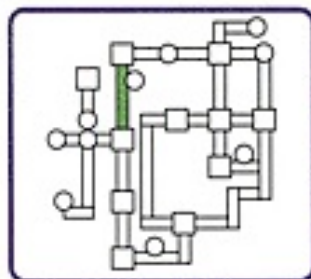
	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#17 PIDGEOTTO	MANY	MANY	NONE	MANY	MANY	NONE
#30 HIDORINA	MANY	MANY	MANY	MANY	MANY	MANY
#33 HIDORINO	MANY	MANY	MANY	MANY	MANY	MANY
#113 CHANSEY	FEW	FEW	FEW	FEW	FEW	FEW
#164 NOCTOWL	NONE	NONE	MANY	NONE	NONE	MANY
#187 HOPPIP	MANY	MANY	NONE	MANY	MANY	NONE
#195 QUAGSIRE	NONE	NONE	MANY	NONE	NONE	MANY

Route 11



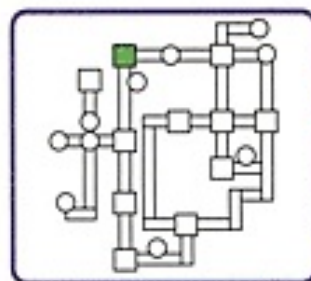
	GOLD			SILVER		
	MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#19 RATTATA	MANY	MANY	MANY	MANY	MANY	MANY
#81 MAGNEMITE	MANY	MANY	MANY	MANY	MANY	MANY
#96 DROWZEE	MANY	MANY	MANY	MANY	MANY	MANY
#97 HYPNO	MANY	MANY	MANY	MANY	MANY	MANY

Route 2



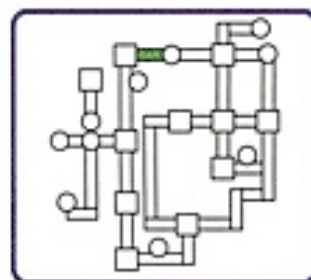
		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#10	CATERPIE	MANY	MANY	NONE	NONE	NONE	NONE
#11	METAPOD	MANY	MANY	NONE	NONE	NONE	NONE
#12	BUTTERFREE	MANY	NONE	NONE	NONE	NONE	NONE
#13	WEEDLE	NONE	NONE	NONE	MANY	MANY	NONE
#14	KAKUNA	NONE	NONE	NONE	MANY	MANY	NONE
#15	BEEBRILL	NONE	NONE	NONE	MANY	NONE	NONE
#16	PIDGEY	MANY	MANY	NONE	NONE	MANY	NONE
#17	PIDGEOTTO	FEW	FEW	NONE	NONE	FEW	NONE
#25	PIKACHU	FEW	FEW	FEW	FEW	FEW	FEW
#163	HOOTHOOT	NONE	NONE	MANY	NONE	NONE	MANY
#164	NOCTOWL	NONE	NONE	MANY	NONE	NONE	MANY
#165	LEDYBA	NONE	NONE	NONE	MANY	NONE	NONE
#166	LEDIAN	NONE	NONE	NONE	FEW	NONE	NONE
#167	SPINARAK	NONE	NONE	MANY	NONE	NONE	NONE
#168	ARIADOS	NONE	NONE	FEW	NONE	NONE	NONE

Pewter City



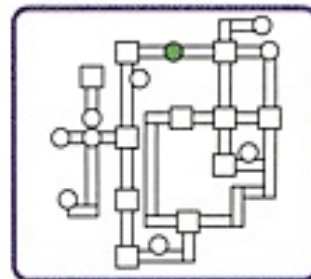
		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#78	RAPIDASH	Trade a Gloom to the man in the Pokémon Center for his Rapidash.					

Route 3



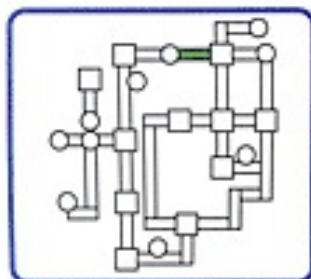
		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#19	RATTATA	MANY	MANY	MANY	MANY	MANY	MANY
#21	SPEAROW	MANY	MANY	NONE	MANY	MANY	NONE
#23	EKANS	NONE	NONE	NONE	MANY	MANY	MANY
#24	ARBOK	NONE	NONE	NONE	FEW	FEW	FEW
#39	JIGGLYPUFF	MANY	MANY	MANY	MANY	MANY	MANY
#41	ZUBAT	NONE	NONE	MANY	NONE	NONE	MANY

Mt. Moon



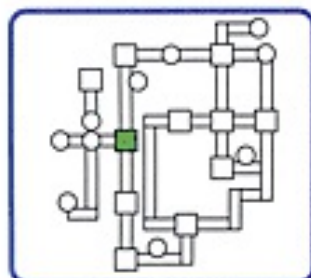
		GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#27	SANDSHREW	MANY	MANY	MANY	NONE	NONE	NONE
#28	SANDSLASH	FEW	FEW	FEW	NONE	NONE	NONE
#35	CLEFAIRY	FEW	FEW	FEW	FEW	FEW	FEW
#41	ZUBAT	MANY	MANY	MANY	MANY	MANY	MANY
#46	PARAS	MANY	MANY	MANY	MANY	MANY	MANY
#74	GEODUDE	MANY	MANY	MANY	MANY	MANY	MANY

Route 4



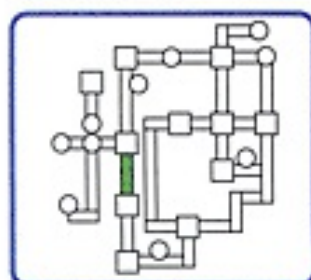
	GOLD						SILVER									
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT					
#19 RATTATA	MANY		MANY		MANY		MANY		MANY		MANY					
#21 SPEAROW	MANY		MANY		MANY		MANY		MANY		NONE					
#23 EKANS	NONE		NONE		NONE		MANY		MANY		MANY					
#24 ARBOK	NONE		NONE		NONE		FEW		FEW		FEW					
#39 JIGGLYPUFF	MANY		MANY		MANY		MANY		MANY		MANY					
#41 ZUBAT	NONE		NONE		MANY		NONE		NONE		MANY					
#118 GOLDEEN	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#119 SEAKING	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#129 MAGIKARP	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S

Viridian City



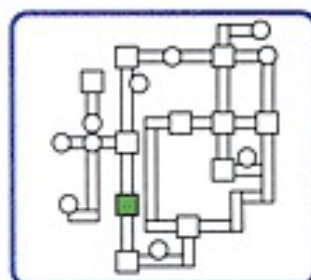
	GOLD						SILVER									
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT					
#60 POLIWAG	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#61 POLIWHIRL	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#129 MAGIKARP	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S

Route 1



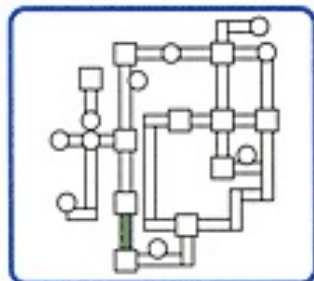
	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#16 PIDGEY	MANY		MANY		NONE		MANY		MANY		NONE	
#19 RATTATA	MANY		MANY		MANY		MANY		MANY		MANY	
#161 SENTRET	MANY		MANY		NONE		MANY		MANY		NONE	
#162 FURRET	FEW		FEW		NONE		FEW		FEW		NONE	
#163 HOOTHOOT	NONE		NONE		MANY		NONE		NONE		MANY	

Pallet Town



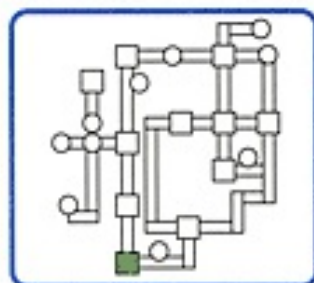
	GOLD						SILVER									
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT					
#72 TENTACOOL	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#73 TENTACRUEL	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#90 SHELLDER	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#129 MAGIKARP	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#170 CHINCHOU	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#171 LANTURN	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S

Route 21



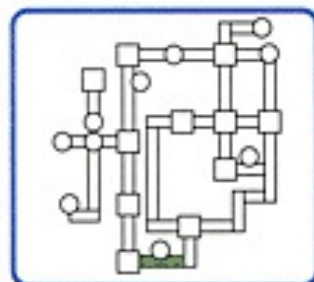
	GOLD						SILVER									
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT					
#114 TANGELA	MANY		MANY		MANY		MANY		MANY		MANY					
#122 MR. MIME	FEW		NONE		FEW		FEW		NONE		FEW					
#72 TENTACOO	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#73 TENTACRUEL	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#90 SHELLDER	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#129 MAGIKARP	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#170 CHINCHOU	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#171 LANTURN	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S

Cinnabar Island



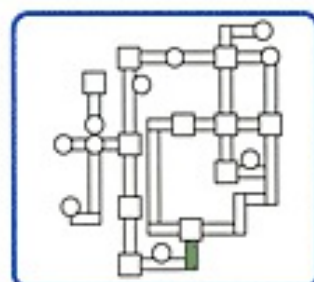
	GOLD						SILVER									
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT					
#72 TENTACOO	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#73 TENTACRUEL	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#90 SHELLDER	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#129 MAGIKARP	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#170 CHINCHOU	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#171 LANTURN	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S

Route 20



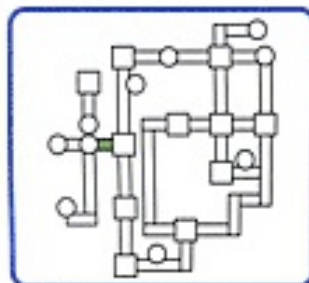
	GOLD						SILVER									
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT					
#72 TENTACOO	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#73 TENTACRUEL	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#90 SHELLDER	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#129 MAGIKARP	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#170 CHINCHOU	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#171 LANTURN	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S

Route 19



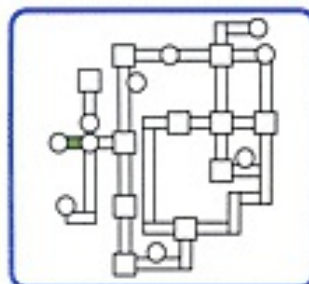
	GOLD						SILVER									
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT					
#72 TENTACOO	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#73 TENTACRUEL	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#98 KRABBY	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#99 KINGLER	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#120 STARYU	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#129 MAGIKARP	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S
#222 CORSOLA	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S

Route 22



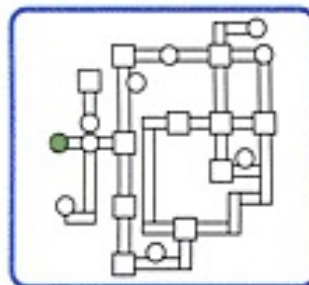
	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#19 RATTATA	MANY		MANY		MANY		MANY		MANY		MANY	
#21 SPEAROW	MANY		MANY		NONE		MANY		MANY		NONE	
#22 FEAROW	FEW		FEW		NONE		FEW		FEW		NONE	
#77 PONYTA	FEW		FEW		FEW		FEW		FEW		FEW	
#84 DODUO	MANY		MANY		NONE		MANY		MANY		NONE	
#60 POLIWAG	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#61 POLIWHIRL	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S

Route 28



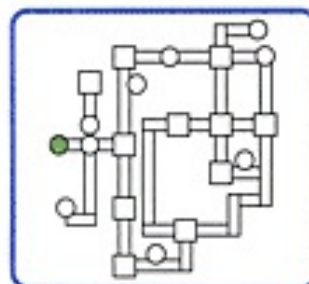
	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#77 PONYTA	MANY		MANY		MANY		MANY		MANY		MANY	
#78 RAPIDASH	MANY		MANY		MANY		MANY		MANY		MANY	
#84 DODUO	FEW		FEW		NONE		FEW		FEW		NONE	
#85 DODRIO	FEW		FEW		NONE		FEW		FEW		NONE	
#114 TANGELA	MANY		MANY		MANY		MANY		MANY		MANY	
#215 SNEASEL	NONE		NONE		MANY		NONE		NONE		MANY	
#217 URSARING	MANY		MANY		MANY		NONE		NONE		NONE	
#232 DONPHAN	NONE		NONE		NONE		MANY		MANY		MANY	
#60 POLIWAG	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#61 POLIWHIRL	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S

Mt. Silver



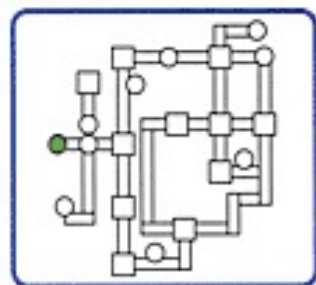
	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#77 PONYTA	MANY		MANY		MANY		MANY		MANY		MANY	
#78 RAPIDASH	MANY		MANY		MANY		MANY		MANY		MANY	
#84 DODUO	FEW		FEW		NONE		FEW		FEW		NONE	
#85 DODRIO	FEW		FEW		NONE		FEW		FEW		NONE	
#114 TANGELA	MANY		MANY		MANY		MANY		MANY		MANY	
#215 SNEASEL	NONE		NONE		MANY		NONE		NONE		MANY	
#217 URSARING	MANY		MANY		MANY		NONE		NONE		NONE	
#232 DONPHAN	NONE		NONE		NONE		MANY		MANY		MANY	
#60 POLIWAG	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#61 POLIWHIRL	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S	MANY	O G S
#129 MAGIKARP	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S	NONE	O G S

Silver Cave



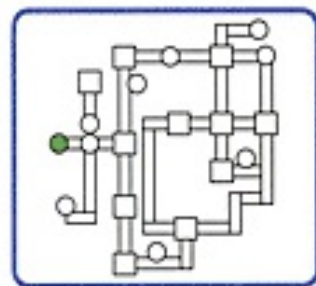
	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#42 GOLBAT	FEW		FEW		FEW		FEW		FEW		FEW	
#75 GRAVELER	MANY		MANY		MANY		MANY		MANY		MANY	
#95 ONIX	MANY		MANY		MANY		MANY		MANY		MANY	
#217 URSARING	MANY		MANY		MANY		NONE		NONE		NONE	
#232 DONPHAN	NONE		NONE		NONE		MANY		MANY		MANY	
#246 LARVITAR	FEW		FEW		FEW		FEW		FEW		FEW	

Mt. Silver (1st & 2nd Floors)



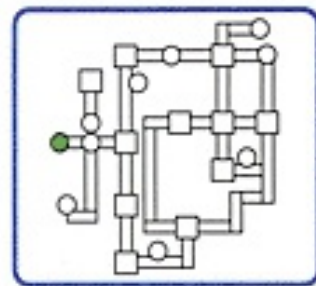
	GOLD						SILVER									
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT					
#42 GOLBAT	FEW		FEW		FEW		FEW		FEW		FEW					
#55 GOLDUCK	MANY		MANY		MANY		MANY		MANY		MANY					
#195 QUAGSIRE	MANY		MANY		MANY		MANY		MANY		MANY					
#200 MISDREAVUS	NONE		NONE		MANY		NONE		NONE		MANY					
#217 URSARING	MANY		MANY		MANY		NONE		NONE		NONE					
#232 DONPHAN	NONE		NONE		NONE		MANY		MANY		MANY					
#246 LARVITAR	FEW		FEW		FEW		FEW		FEW		FEW					
#118 GOLDEEN	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#119 SEAKING	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S	MANY	O	G	S
#129 MAGIKARP	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S	NONE	O	G	S

Mt. Silver (Inside 2nd Floor)



	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#42 GOLBAT	MANY		MANY		MANY		MANY		MANY		MANY	
#55 GOLDUCK	FEW		FEW		FEW		FEW		FEW		FEW	
#95 ONIX	MANY		MANY		MANY		MANY		MANY		MANY	
#217 URSARING	MANY		MANY		MANY		NONE		NONE		NONE	
#232 DONPHAN	NONE		NONE		NONE		MANY		MANY		MANY	
#246 LARVITAR	FEW		FEW		FEW		FEW		FEW		FEW	


















Mt. Silver (2nd Floor—Small Room)


























	GOLD						SILVER					
	MORNING		DAY		NIGHT		MORNING		DAY		NIGHT	
#42 GOLBAT	FEW		FEW		FEW		FEW		FEW		FEW	
#55 GOLDUCK	MANY		MANY		MANY		MANY		MANY		MANY	
#195 QUAGSIRE	MANY		MANY		MANY		MANY		MANY		MANY	
#200 MISDREAVUS	NONE		NONE		MANY		NONE		NONE		MANY	
#217 URSARING	MANY		MANY		MANY		NONE		NONE		NONE	
#232 DONPHAN	NONE		NONE		NONE		MANY		MANY		MANY	
#246 LARVITAR	FEW		FEW		FEW		FEW		FEW		FEW	

AREA	LEVEL	GOLD			SILVER				
		MONING	DAY	NIGHT	MONING	DAY	NIGHT		
#63 ABRA								TYPE: PSYCHIC	PAGE 36
ROUTE 5	12, 14	M	M	M	M	M	M		
ROUTE 6	12, 14	M	M	M	M	M	M		
ROUTE 8	15	M	M	M	M	M	M		
ROUTE 24	9	M	M	M	M	M	M		
ROUTE 25	9	M	M	M	M	M	M		
ROUTE 34	10	M	M	M	M	M	M		
ROUTE 35	10	M	M	M	M	M	M		
GOLDENROD CITY (GAME CORNER)	10	PRIZE	PRIZE	PRIZE	PRIZE	PRIZE	PRIZE		
#142 AERODACTYL								TYPE: ROCK/FLYING	PAGE 50
ROUTE 14	-	TRADE	TRADE	TRADE	TRADE	TRADE	TRADE		
#190 AIPOM								TYPE: NORMAL	PAGE 46
JOHTO (HEADBUTT)	10	HB	HB	HB	HB	HB	HB		
#65 ALAKAZAM								TYPE: PSYCHIC	PAGE 36
EVOLVE FROM KADABRA (TRADE)									
#181 AMPHAROS								TYPE: ELECTRIC	PAGE 24
EVOLVE FROM FLAIFY (LEV 30)									
#24 ARBOK								TYPE: POISON	PAGE 23
ROUTE 3	10	M	N	N	F	F	F		
ROUTE 4	10	N	N	N	F	F	F		
ROUTE 26	30	M	N	N	F	F	F		
ROUTE 27	28	N	N	N	M	M	M		
#58 ARCANINE								TYPE: FIRE	PAGE 48
EVOLVE FROM GROWLITHE (FIRE STONE)									
#188 ARIADOS								TYPE: BUG/POISON	PAGE 17
ROUTE 2	7	F	F	F	N	N	N		
#144 ARTICUNO								TYPE: ICE/FLYING	PAGE 34
MUST BE TRADED FROM RED, BLUE OR YELLOW		N	N	N	N	N	N		
#184 AZUMARILL								TYPE: WATER	PAGE 49
EVOLVE FROM MARILL (LEV 18)									
#153 BAYLEEF								TYPE: GRASS	PAGE 9
EVOLVE FROM CHIKORITA (LEV 16)									
#15 BEEDRILL								TYPE: BUG/POISON	PAGE 16
JOHTO (HEADBUTT)	10	N	N	N	HB	HB	HB		
ROUTE 2	7	N	N	N	M	N	N		
NATIONAL PARK	12-15	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT		
#182 BELLOSSOM								TYPE: GRASS	PAGE 34
EVOLVE FROM GLOOM (SUN STONE)									
#69 BELLSPROUT								TYPE: GRASS/POISON	PAGE 28
ROUTE 5	13	M	M	M	M	M	M		
ROUTE 6	13	M	M	M	M	M	M		
ROUTE 24	8, 10	M	M	N	M	M	N		
ROUTE 24	10	N	N	F	N	N	F		
ROUTE 25	10	M	M	F	M	M	F		
ROUTE 31	3	M	M	M	M	M	M		
ROUTE 32	6	M	M	M	M	M	M		
ROUTE 44	22	M	M	M	M	M	M		

AREA	LEVEL	GOLD			SILVER				
		MONING	DAY	NIGHT	MONING	DAY	NIGHT		
#9 BLASTOISE								TYPE: WATER	PAGE 33
EVOLVE FROM WARTORTLE (LEV 36)									
(MUST BE TRADED FROM RED, BLUE OR YELLOW)		N	N	N	N	N	N		
#242 BLISSEY								TYPE: NORMAL	PAGE 78
EVOLVE FROM CHANSEY (FRIENDSHIP)									
#1 BULBASAUUR								TYPE: GRASS/POISON	PAGE 11
MUST BE TRADED FROM RED, BLUE OR YELLOW		N	N	N	N	N	N		
#12 BUTTERFREE								TYPE: BUG/FLYING	PAGE 16
JOHTO (HEADBUTT)	10	HB	HB	HB	N	N	N		
ROUTE 2	7	N	N	N	N	N	N		
NATIONAL PARK	12-15	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT		
#10 CATERPIE								TYPE: BUG	PAGE 14
JOHTO (HEADBUTT)	10	HB	HB	HB	N	N	N		
ROUTE 2	3	M	M	N	M	N	N		
ROUTE 30	3, 4	M	M	N	N	N	N		
ROUTE 31	4, 5	M	M	N	N	N	N		
ILEX FOREST	5, 6	M	M	N	N	N	N		
NATIONAL PARK	10, 12	M	N	N	N	N	N		
NATIONAL PARK	10	N	M	N	N	N	N		
NATIONAL PARK	7-18	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT		
#113 CHANSEY								TYPE: NORMAL	PAGE 78
ROUTE 13	25	F	F	F	F	F	F		
ROUTE 14	25	F	F	F	F	F	F		
ROUTE 15	25	F	F	F	F	F	F		
#6 CHARIZARD								TYPE: FIRE/FLYING	PAGE 32
EVOLVE FROM CHARMELEON (LEV 36)									
(MUST BE TRADED FROM RED, BLUE OR YELLOW)		N	N	N	N	N	N		
#4 CHARMANDER								TYPE: FIRE	PAGE 32
MUST BE TRADED FROM RED, BLUE OR YELLOW		N	N	N	N	N	N		
#5 CHARMELEON								TYPE: FIRE	PAGE 32
EVOLVE FROM CHARMANDER (LEV 16)									
(MUST BE TRADED FROM RED, BLUE OR YELLOW)		N	N	N	N	N	N		
#152 CHIKORITA								TYPE: GRASS	PAGE 9
NEW BARK TOWN	5	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT		
#170 CHINCHOU								TYPE: WATER/ELECTRIC	PAGE 63
ROUTE 20	20, 40	R	R	R	R	R	R		
ROUTE 21	20, 40	R	R	R	R	R	R		
ROUTE 26	20, 40	R	R	R	R	R	R		
ROUTE 27	20, 40	R	R	R	R	R	R		
ROUTE 41	20, 40	R	R	R	R	R	R		
OLIVINE CITY (BAY)	20, 40	R	R	R	R	R	R		
VERMILION CITY	20, 40	R	R	R	R	R	R		
VERMILION CITY (BAY)	20, 40	R	R	R	R	R	R		
CINNABAR TOWN	20, 40	R	R	R	R	R	R		
PALLET TOWN	20, 40	R	R	R	R	R	R		
NEW BARK TOWN	20, 40	R	R	R	R	R	R		
#38 CLEFABLE								TYPE: NORMAL	PAGE 20
EVOLVE FROM CLEFAIRY (MOON STONE)									
#35 CLEFAIRY								TYPE: NORMAL	PAGE 20
MT. MOON	8	F	F	F	F	F	F		

AREA	LEVEL	GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#173 CLEFFA 		TYPE: NORMAL			PAGE 20		
MUST HATCH AT POKÉMON BREEDING CENTER							
#81 CLOYSTER		TYPE: WATER/ICE			PAGE 61		
EVOLVE FROM SHELDER (WATER STONE)							
#222 CORSOLA  		TYPE: WATER/ROCK			PAGE 62		
ROUTE 19	20, 40	R	R	N	R	R	N
ROUTE 34	20, 40	R	R	N	R	R	N
ROUTE 40	20, 40	R	R	N	R	R	N
OLIVINE CITY	20, 40	R	R	N	R	R	N
CIANWOOD CITY	20, 40	R	R	M	R	R	N
UNION CAVE B2	20, 40	R	R	N	R	R	N
CERULIAN CITY (GYM)	20, 40	R	R	M	R	R	N
CHERRY GROVE CITY	20, 40	R	R	M	R	R	N
#169 CROBAT		TYPE: POISON/FLYING			PAGE 19		
EVOLVE FROM GOLBAT (FRIENDSHIP)							
#159 CROCONAW		TYPE: WATER			PAGE 11		
EVOLVE FROM TODODILE (LEV 18)							
#104 CUBONE  		TYPE: GROUND			PAGE 73		
ROCK TUNNEL B1	10, 13	M	M	M	M	M	M
ROCK TUNNEL B2	12	M	M	M	M	M	M
#155 CYNDAQUIL  		TYPE: FIRE			PAGE 10		
NEW BARK TOWN 5 EVENT EVENT EVENT EVENT EVENT EVENT							
#225 DELIBIRD   		TYPE: ICE/FLYING			PAGE 69		
ICE PATH 1F	22	N	M	N	M	M	M
ICE PATH B1	22	N	N	N	M	M	M
ICE PATH B2	23	N	M	N	M	M	M
ICE PATH B3	24	N	M	N	M	M	M
#87 DEWGONG		TYPE: WATER/ICE			PAGE 64		
EVOLVE FROM SEEL (LEV 34)							
#50 DIGLETT  		TYPE: GROUND			PAGE 49		
DIGLETT'S CAVE 13, 15, 17, 19 M M M M M M M							
#132 DITTO  		TYPE: NORMAL			PAGE 37		
ROUTE 34	10	F	F	F	F	F	F
ROUTE 35	10	F	F	F	F	F	F
#85 DODRIO 		TYPE: NORMAL/FLYING			PAGE 72		
ROUTE 26	30	F	F	M	N	N	N
ROUTE 27	30	N	N	N	F	F	N
ROUTE 28	43	F	F	N	F	F	N
MT. SILVER	43	F	F	N	F	F	N
#84 DODUO  		TYPE: NORMAL/FLYING			PAGE 72		
ROUTE 23	4	M	M	N	M	M	N
ROUTE 26	28, 30	M	M	N	M	M	N
ROUTE 26	30	N	N	N	N	N	M
ROUTE 27	28, 30	M	M	N	M	M	N
ROUTE 28	41	F	F	N	F	F	N
MT. SILVER	41	F	F	N	F	F	N

AREA	LEVEL	GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#232 DONPHAN  		TYPE: GROUND			PAGE 71		
ROUTE 28	40	N	N	N	M	M	M
SILVER CAVE	44	N	N	N	M	M	M
MT. SILVER 1F-2F	47	N	N	N	M	M	M
MT. SILVER 2F (SMALL ROOM)	47	N	N	N	M	M	M
MT. SILVER 2F	50	N	N	N	M	M	M
MT. SILVER	42	N	N	N	M	M	M
VICTORY ROAD	33	N	N	N	M	M	M
#148 DRAGONAIR 		TYPE: DRAGON			PAGE 87		
ROUTE 45	10	R	R	R	R	R	R
DRAGON'S DEN	40	R	R	R	R	R	R
#149 DRAGONITE		TYPE: DRAGON/FLYING			PAGE 87		
EVOLVE FROM DRAGONAIR (LEV 55)							
#147 DRATINI    		TYPE: DRAGON			PAGE 87		
ROUTE 45	10, 10	R	R	R	R	R	R
GOLDENROD CITY (GAME CORNER)	10	PRIZE	PRIZE	PRIZE	PRIZE	PRIZE	PRIZE
DRAGON'S DEN	20, 40	R	R	R	R	R	R
DRAGON'S DEN	10-14	M	M	M	M	M	M
#98 DROWZEE  		TYPE: PSYCHIC			PAGE 35		
ROUTE 11	14, 16	M	M	M	M	M	M
ROUTE 34	10, 12	M	M	M	M	M	M
ROUTE 35	14	M	M	M	M	M	M
#51 DUGTRIO 		TYPE: GROUND			PAGE 49		
DIGLETT'S CAVE 19, 24, 29 M M M M M M M							
#206 DUNSPARCE  		TYPE: NORMAL			PAGE 23		
DARK CAVE (BLACKTHORN CITY SIDE)	2-4	M	M	M	M	M	M
DARK CAVE (BLACKTHORN CITY SIDE)	4	M	M	M	M	M	M
#133 Eevee    		TYPE: NORMAL			PAGE 64		
GOLDENROD CITY	20	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT
CELADON CITY (GAME CORNER)	15	PRIZE	PRIZE	PRIZE	PRIZE	PRIZE	PRIZE
#23 EKANS   		TYPE: POISON			PAGE 23		
ROUTE 3	8	N	N	N	M	M	M
ROUTE 4	8	N	N	N	M	M	M
ROUTE 32	4	N	N	N	M	M	M
ROUTE 33	7	N	N	N	M	M	M
GOLDENROD CITY (GAME CORNER)	10	PRIZE	PRIZE	PRIZE	N	N	N
#125 ELECTABUZZ 		TYPE: ELECTRIC			PAGE 54		
ROUTE 10	15	F	N	F	F	N	F
ROUTE 10	15, 17	N	M	N	N	M	N
#101 ELECTRODE 		TYPE: ELECTRIC			PAGE 46		
MAHOGANY TOWN (HIDEOUT B2) 23 EVENT EVENT EVENT EVENT EVENT EVENT							
#230 ELEKID 		TYPE: ELECTRIC			PAGE 54		
MUST HATCH AT A POKÉMON BREEDING CENTER							
#284 ENTEI 		TYPE: FIRE			PAGE 84		
JOHTO 40 RANDOM APPEARANCES AROUND JOHTO							

AREA	LEVEL	GOLD			SILVER		
		ROCK	DAY	NIGHT	ROCK	DAY	NIGHT
#100 ESPEON							
EVOLVE FROM EEVEE (FRIENDSHIP)							
#102 EXEGGCUTE							
JOHTO (HEADBUTT)							
#103 EXEGGUTOR							
EVOLVE FROM EXEGGCUTE (LEAF STONE)							
#83 FARFETCH'D							
ROUTE 28	16	M	M	N	M	M	N
ROUTE 39	16	M	M	N	M	M	N
#22 FEAROW							
ROUTE 9	15	F	F	N	F	F	N
ROUTE 10	18	M	M	N	M	M	N
ROUTE 16	27, 29	M	M	N	M	M	N
ROUTE 17	28, 30	M	M	N	M	M	N
ROUTE 18	27, 29	M	M	N	M	M	N
ROUTE 22	7	F	F	N	F	F	N
#160 FERALIGATR							
EVOLVE FROM CROCONAW (LEV 30)							
#180 FLAAFFY							
ROUTE 42	15, 17	M	M	M	M	M	M
ROUTE 43	15	M	N	M	M	N	M
ROUTE 43	15, 17	N	M	N	N	M	N
#136 FLAREON							
EVOLVE FROM Eevee (FIRE STONE)							
#205 FORRETRESS							
EVOLVE FROM PINECO (LEV 31)							
#162 FURRET							
ROUTE 1	6	F	F	N	F	F	N
#92 GASTLY							
TIN TOWER 2F-9F	20-22	N	N	M	N	N	M
SPROUT TOWER 2F-3F	3-6	N	N	M	N	N	M
#84 GENGAR							
EVOLVE FROM HAUNTER (TRAD)							
#74 GEODUDE							
ROUTE 45	23	M	M	M	M	M	M
ROUTE 46	2, 3	M	M	N	M	M	N
ROUTE 46	2-4	N	N	M	N	N	M
ROCK TUNNEL B1	10	M	M	M	M	M	M
ROCK TUNNEL B2	12	M	M	M	M	M	M
MT. MOON	8	M	M	M	M	M	M
MT. MOON	10	N	N	N	M	M	M
DARK CAVE (VIOLET CITY SIDE)	2-4	M	M	M	M	M	M
DARK CAVE (BLACKTHORN CITY SIDE)	23	M	M	M	M	M	M
MT. MORTAR 1F (INSIDE)	13, 15	M	M	M	M	M	M
MT. MORTAR 1F-2F	14	F	F	F	F	F	F
MT. MORTAR 2F (INSIDE)	31	M	M	M	M	M	M
MT. MORTAR B1	16	F	F	F	F	F	F
MANEGANT TOWN (HIDEOUT B1)	21	TRAP	TRAP	TRAP	TRAP	TRAP	TRAP
UNION CAVE 1F	6	M	M	M	M	M	M

AREA	LEVEL	GOLD			SILVER		
		ROCK	DAY	NIGHT	ROCK	DAY	NIGHT
UNION CAVE B1	8	M	M	M	M	M	M
UNION CAVE B2	21	M	M	M	M	M	M
#203 GIRAFARIG							
ROUTE 45	15	M	M	M	M	M	M
#207 GLIGAR							
ROUTE 45	24	M	M	M	N	M	N
#44 GLOOM							
ROUTE 5	15	N	N	M	N	N	M
#42 GOLBAT							
WHIRL ISLANDS 1F	23	F	F	F	F	F	F
WHIRL ISLANDS B1	24	F	F	F	F	F	F
WHIRL ISLANDS B2	24	F	F	F	F	F	F
WHIRL ISLANDS B3	23	F	F	F	F	F	F
WHIRL ISLANDS B4	25	F	F	F	F	F	F
DARK CAVE (BLACKTHORN CITY SIDE)	23	F	F	F	F	F	F
ICE PATH 1F	22	M	M	M	M	M	M
ICE PATH B1	22	M	M	M	M	M	M
ICE PATH B2	23	M	M	M	M	M	M
ICE PATH B3	24	M	M	M	M	M	M
SILVER CAVE 1F	45	F	F	F	F	F	F
SILVER CAVE 1F-2F	48	F	F	F	F	F	F
SILVER CAVE 2F	48	F	F	F	F	F	F
SILVER CAVE 2F (INSIDE)	48, 51	M	M	M	M	M	M
MT. MORTAR 2F (INSIDE)	30	F	F	F	F	F	F
VICTORY ROAD	32	M	M	M	M	M	M
UNION CAVE B2	22	M	M	M	M	M	M
TOHJO FALLS	22	M	M	M	M	M	M
SLOWPORE WELL B2	23	F	F	F	F	F	F
#118 GOLDEEN							
ROUTE 4	10, 20, 40	R	R	R	R	R	R
ROUTE 4	5-14	M	M	M	M	M	M
ROUTE 9	10, 20, 40	R	R	R	R	R	R
ROUTE 9	10-19	M	M	M	M	M	M
ROUTE 10	10, 20, 40	R	R	R	R	R	R
ROUTE 10	10-19	M	M	M	M	M	M
ROUTE 24	10, 20, 40	R	R	R	R	R	R
ROUTE 24	5-14	M	M	M	M	M	M
ROUTE 25	10, 20, 40	R	R	R	R	R	R
ROUTE 25	5-14	M	M	M	M	M	M
ROUTE 42	10, 20, 40	R	R	R	R	R	R
ROUTE 42	15-24	M	M	M	M	M	M
DARK CAVE (VIOLET CITY SIDE)	10, 20, 40	R	R	R	R	R	R
DARK CAVE (BLACKTHORN CITY SIDE)	10, 20, 40	R	R	R	R	R	R
SILVER CAVE 1F-2F	10, 20, 40	R	R	R	R	R	R
SILVER CAVE 1F-2F	35-39	M	M	M	M	M	M
MT. MORTAR 1F-2F	10, 20, 40	R	R	R	R	R	R
MT. MORTAR 1F-2F	15-24	M	M	M	M	M	M
MT. MORTAR 2F (INSIDE)	10, 20, 40	R	R	R	R	R	R
MT. MORTAR 2F (INSIDE)	20-29	M	M	M	M	M	M
MT. MORTAR B1	10, 20, 40	R	R	R	R	R	R
MT. MORTAR B1	15-24	M	M	M	M	M	M
UNION CAVE 1F	10, 20, 40	R	R	R	R	R	R
UNION CAVE B1	10, 20, 40	R	R	R	R	R	R
TOHJO FALLS	10, 20, 40	R	R	R	R	R	R
TOHJO FALLS	20-24	M	M	M	M	M	M
CERULEAN CITY	10, 20, 40	R	R	R	R	R	R
CERULEAN CITY	5-14	M	M	M	M	M	M
SLOWPORE WELL B1	10, 20, 40	R	R	R	R	R	R
SLOWPORE WELL B2	10, 20, 40	R	R	R	R	R	R
#55 GOLDUCK							
ROUTE 6	10-14	N	M	M	M	M	M
ROUTE 25	20-24	M	M	M	M	M	M
ILEX FOREST	15-19	M	M	M	M	M	M

AREA	LEVEL	GOLD			SILVER		
		MOON	DAY	NIGHT	MOON	DAY	NIGHT
SILVER CAVE 1F-2F	48	M	M	M	M	M	M
SILVER CAVE 2F	48	M	M	M	M	M	M
SILVER CAVE (DEEP)	51	F	F	F	F	F	F
#76 GOLEM		TYPE: ROCK/GROUND			PAGE 18		
EVOLVE FROM GRAVELER (TRADE)							
#210 GRANBULL		TYPE: NORMAL			PAGE 47		
EVOLVE FROM SNUBBULL (LEV 23)							
#75 GRAVELER		TYPE: ROCK/GROUND			PAGE 18		
ROUTE 45	23, 25, 27	M	M	M	N	N	N
ROUTE 45	23-25	N	N	N	M	M	M
DARK CAVE (BLACKTHORN CITY SIDE)	25	M	M	M	M	M	M
SILVER CAVE 1F	43	M	M	M	M	M	M
MT. MORTAR 2F (INSIDE)	31	M	M	N	M	M	M
VICTORY ROAD	32	M	M	M	M	M	M
#88 GRIMER		TYPE: POISON			PAGE 45		
ROUTE 16	26, 28	M	M	N	M	M	N
ROUTE 16	26-28	N	N	M	N	N	M
ROUTE 17	27, 29	M	N	M	M	N	M
ROUTE 17	29	N	M	N	N	M	N
ROUTE 17	27-29	N	N	M	N	N	M
ROUTE 18	26, 28	M	M	M	M	M	M
ROUTE 18	26-28	N	N	M	N	N	M
CILADON CITY	15-24	M	M	M	M	M	M
#86 GROWLITHE		TYPE: FIRE			PAGE 48		
ROUTE 7	18	M	N	M	N	N	N
ROUTE 7	15, 18	M	M	M	N	N	N
ROUTE 8	18	M	M	F	N	N	N
ROUTE 36	13, 15	N	M	N	N	N	N
ROUTE 36	13	M	N	M	N	N	N
ROUTE 37	14, 16	N	M	N	N	N	N
ROUTE 37	14	M	N	M	N	N	N
#100 GYARADOS		TYPE: WATER/FLYING			PAGE 32		
LAKE OF RAGE	20, 40	R	R	R	R	R	R
LAKE OF RAGE	15-19	M	M	M	M	M	M
FUCHSIA CITY	20, 40	R	R	R	R	R	R
LAKE OF RAGE	30	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT
#93 HAUNTER		TYPE: GHOST/POISON			PAGE 26		
ROUTE 8	20	M	N	M	N	N	M
#254 HERACROSS		TYPE: BUG/FIGHTING			PAGE 44		
JOHTO (HEADBUTT)	10	HB	HB	HB	HB	HB	HB
#107 HITMONCHAN		TYPE: FIGHTING			PAGE 53		
EVOLVE FROM TYROGUE (LEV 20) (ATTACK-DEFENSE)							
#106 HITMONLEE		TYPE: FIGHTING			PAGE 53		
EVOLVE FROM TYROGUE (LEV 20) (ATTACK-DEFENSE)							
#237 HITMONTOP		TYPE: FIGHTING			PAGE 53		
EVOLVE FROM TYROGUE (LEV 20) (ATTACK-DEFENSE)							
#250 HO-OH		TYPE: FIRE/FLYING			PAGE 89		
TIN TOWER ROOF	40	EVENT	EVENT	EVENT	N	N	N
TIN TOWER ROOF	70	M	N	N	EVENT	EVENT	EVENT

AREA	LEVEL	GOLD			SILVER		
		MOON	DAY	NIGHT	MOON	DAY	NIGHT
#153 HOOTHOOT		TYPE: NORMAL/FLYING			PAGE 13		
ROUTE 1	2-4	N	N	M	N	N	M
ROUTE 2	3, 5	N	N	M	N	N	M
ROUTE 29	2-4	N	N	M	N	N	M
ROUTE 30	4	N	N	M	N	N	M
ROUTE 30	2, 4	N	N	N	N	N	M
ROUTE 31	5	N	N	M	N	N	M
ROUTE 31	3, 5	N	N	N	N	N	M
ROUTE 35	14	M	N	F	N	M	F
ROUTE 36	13, 15	N	N	M	N	M	M
ROUTE 37	15	N	N	M	N	N	N
ROUTE 37	13, 15	N	N	N	N	N	M
NATIONAL PARK	10, 12, 14	N	N	M	N	N	M
#187 HOPPIP		TYPE: GRASS/FLYING			PAGE 29		
ROUTE 13	22, 24	M	N	N	M	M	N
ROUTE 14	24	M	M	N	M	M	N
ROUTE 15	22, 24	M	N	N	M	M	N
ROUTE 32	6	M	M	N	M	M	N
ROUTE 33	6, 8	M	M	N	M	M	N
#110 HORSEA		TYPE: WATER			PAGE 68		
WHIRL ISLANDS 1F	10, 40	R	R	R	R	R	R
WHIRL ISLANDS 1F	15-19	M	M	M	M	M	M
WHIRL ISLANDS 82	10, 40	R	R	R	R	R	R
WHIRL ISLANDS 82	15-24	M	M	M	M	M	M
WHIRL ISLANDS 83	10, 40	R	R	R	R	R	R
WHIRL ISLANDS 83	15-19	M	M	M	M	M	M
WHIRL ISLANDS 84	10, 40	R	R	R	R	R	R
WHIRL ISLANDS 84	20-24	M	M	M	M	M	M
#229 HOUNDOOM		TYPE: DARK/FIRE			PAGE 35		
EVOLVE FROM HOUNDOUR (LEV 24)							
#228 HOUNDOUR		TYPE: DARK/FIRE			PAGE 35		
ROUTE 7	15	N	N	F	N	N	F
#91 HYPNO		TYPE: PSYCHIC			PAGE 35		
ROUTE 11	16	M	M	M	M	M	M
#124 IGGLYBUFF		TYPE: NORMAL			PAGE 21		
MUST MATCH AT POKÉMON BREEDING CENTER							
#2 IVYSAUR		TYPE: GRASS/POISON			PAGE 81		
EVOLVE FROM BULBASAU (LEV 16) (MUST BE TRADED FROM 110, 116 OR 117)							
#39 JIGGLYPUFF		TYPE: NORMAL			PAGE 21		
ROUTE 3	6	M	M	M	M	M	M
ROUTE 4	6	M	M	M	M	M	M
#135 JOLTEON		TYPE: ELECTRIC			PAGE 66		
EVOLVE FROM Eevee (THUNDER STONE)							
#189 JUMPLUFF		TYPE: GRASS/FLYING			PAGE 29		
EVOLVE FROM SKIPLOOM (LEV 37)							
#124 JYNX		TYPE: ICE/PSYCHIC			PAGE 54		
ICE PATH 1F	22	F	N	F	F	N	F
ICE PATH 1F	20, 22	N	M	N	N	M	N
ICE PATH 81	22	F	N	F	F	N	F
ICE PATH 81	20, 22	N	M	N	N	M	N
ICE PATH 82	23	F	N	F	F	N	F

AREA	LEVEL	GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
ICE PATH B2	21, 23	N	M	N	M	M	N
ICE PATH B3	24	F	N	F	F	N	F
ICE PATH B3	22, 24	N	M	N	N	M	N

#140 KABUTO TYPE: ROCK/WATER PAGE 79

MUST BE TRADED FROM RED, BLUE OR YELLOW

#141 KABUTOPS TYPE: ROCK/WATER PAGE 79

EVOLVE FROM KABUTO (LEV 40) MUST BE TRADED FROM RED, BLUE OR YELLOW

#64 KADABRA TYPE: PSYCHIC PAGE 74

ROUTE 8 15 F F F F F F

#38 KAKUNA TYPE: BUG/POISON PAGE 16

JOHTO (HEADBUTT)	10	M	N	M	HB	HB	HB
ROUTE 2	5	N	N	M	M	M	N
ROUTE 30	4	N	N	M	M	M	N
ROUTE 30	4, 5	N	N	M	N	M	N
ROUTE 31	5	N	N	M	M	M	N
ROUTE 31	5, 6	N	N	M	N	M	N
ILEX FORIST	6	N	N	M	M	M	N
ILEX FORIST	5, 6	N	N	M	N	M	N
NATIONAL PARK	10	N	N	M	M	M	N
NATIONAL PARK	9-18	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT

#115 KANGASKHAN TYPE: NORMAL PAGE 74

ROCK TUNNEL B2 14 F F F F F F

#238 KINGDRA TYPE: WATER/DRAGON PAGE 48

EVOLVE FROM SEADRA (TRADE+DRAGON SCALE)

#99 KINGLER TYPE: WATER PAGE 60

ROUTE 19	40	R	R	R	R	R	R
ROUTE 34	40	R	R	R	R	R	R
ROUTE 40	40	R	R	R	R	R	R
OLIVINE CITY	40	R	R	R	R	R	R
WHIRL ISLANDS 1F	40	R	R	R	R	R	R
WHIRL ISLANDS B2	40	R	R	R	R	R	R
WHIRL ISLANDS B3	40	R	R	R	R	R	R
WHIRL ISLANDS B4	40	R	R	R	R	R	R
CIANWOOD CITY	40	R	R	R	R	R	R
UNION CAVE B2	40	R	R	R	R	R	R
CERULEAN CITY (GYM)	40	R	R	R	R	R	R
CHERRY GROVE CITY	40	R	R	R	R	R	R

#189 KOFFING TYPE: POISON PAGE 44

MAHOGANY TOWN (HIDEOUT B1)	21	TRAP	TRAP	TRAP	TRAP	TRAP	TRAP
BURNED TOWER 1F	14, 16	M	M	M	M	M	M
BURNED TOWER B1	14, 16	M	M	M	M	M	M

#98 KRABBY TYPE: WATER PAGE 60

JOHTO	15	R5	R5	R5	R5	R5	R5
ROUTE 19	10, 20, 40	R	R	R	R	R	R
ROUTE 34	10, 20, 40	R	R	R	R	R	R
ROUTE 40	10, 20, 40	R	R	R	R	R	R
OLIVINE CITY	10, 20, 40	R	R	R	R	R	R
WHIRL ISLANDS 1F	10, 20, 40	R	R	R	R	R	R
WHIRL ISLANDS 1F	22, 24	M	M	M	M	M	M
WHIRL ISLANDS B1	23, 25	M	M	M	M	M	M
WHIRL ISLANDS B2	10, 20, 40	R	R	R	R	R	R
WHIRL ISLANDS B2	23, 25	M	M	M	M	M	M
WHIRL ISLANDS B3	10, 20, 40	R	R	R	R	R	R
WHIRL ISLANDS B3	22, 24	M	M	M	M	M	M
WHIRL ISLANDS B4	10, 20, 40	R	R	R	R	R	R
WHIRL ISLANDS B4	24, 26	M	M	M	M	M	M
CIANWOOD CITY	10, 20, 40	R	R	R	R	R	R

AREA	LEVEL	GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
UNION CAVE B2	10, 20, 40	R	R	R	R	R	R
CERULEAN CITY (GYM)	10, 20, 40	R	R	R	R	R	R
CHERRY GROVE CITY	10, 20, 40	R	R	R	R	R	R

#171 LANTURN TYPE: WATER/ELECTRIC PAGE 63

ROUTE 20	40	R	R	R	R	R	R
ROUTE 21	40	R	R	R	R	R	R
ROUTE 26	40	R	R	R	R	R	R
ROUTE 27	40	R	R	R	R	R	R
ROUTE 41	40	R	R	R	R	R	R
OLIVINE CITY (BAY)	40	R	R	R	R	R	R
VERMILION CITY	40	R	R	R	R	R	R
VERMILION CITY (BAY)	40	R	R	R	R	R	R
CINNABAR ISLAND	40	R	R	R	R	R	R
PALLET TOWN	40	R	R	R	R	R	R
NEW BARK TOWN	40	R	R	R	R	R	R

#131 LAPRAS TYPE: WATER/ICE PAGE 78

UNION CAVE B2 20 EVENT EVENT EVENT EVENT EVENT EVENT

#246 LARVITAR TYPE: ROCK/GROUND PAGE 88

SILVER CAVE	15, 20	F	F	F	F	F	F
MT. SILVER 1F-2F	15, 20	F	F	F	F	F	F
MT. SILVER 2F (SMALL ROOM)	15, 20	F	F	F	F	F	F
MT. SILVER 3F	15, 20	F	F	F	F	F	F

#165 LEDIAN TYPE: BUG/FLYING PAGE 17

ROUTE 2 7 N M N F N N

#165 LEDYBA TYPE: BUG/FLYING PAGE 17

ROUTE 2	3	N	M	N	M	N	N
ROUTE 30	3	N	M	N	M	N	N
ROUTE 31	4	N	M	N	M	N	N
ROUTE 37	13, 15	N	M	N	M	N	N

#108 LICKITUNG TYPE: NORMAL PAGE 65

ROUTE 44 24, 26 M M M M M M

#249 LUGIA TYPE: PSYCHIC/FLYING PAGE 89

WHIRL ISLANDS B4	70	EVENT	EVENT	EVENT	N	N	N
WHIRL ISLANDS B4	40	N	N	N	EVENT	EVENT	EVENT

#68 MACHAMP TYPE: FIGHTING PAGE 52

EVOLVE FROM MACHOKE (TRADE)

#97 MACHOKE TYPE: FIGHTING PAGE 52

ROCK TUNNEL B1	14	F	F	F	F	F	F
MT. MORTAR 2F (INSIDE)	32	M	M	M	M	M	M

#66 MACHOP TYPE: FIGHTING PAGE 52

ROCK TUNNEL B1	12	M	M	M	M	M	M
GOLDENROD CITY	-	TRADE	TRADE	TRADE	TRADE	TRADE	TRADE
MT. MORTAR 1F (INSIDE)	13, 15	M	M	N	M	M	M
MT. MORTAR 1F-2F	14	M	M	M	M	M	M
MT. MORTAR 2F (INSIDE)	28	F	F	F	F	F	F
MT. MORTAR B1	16	M	M	M	M	M	M

#240 MAGBY TYPE: FIRE PAGE 55

MUST HATCH AT POKEMON BREEDING CENTER

#219 MAGCARGO TYPE: FIRE/ROCK PAGE 76

EVOLVE FROM SLUGMA (LEV 38)

AREA	LEVEL	GOLD			SILVER				
		MONING	DAY	NIGHT	MONING	DAY	NIGHT		
#129 MAGIKARP								TYPE: WATER	PAGE 32
ROUTE 4	10, 20, 40	R	R	R	R	R	R		
ROUTE 6	10, 20, 40	R	R	R	R	R	R		
ROUTE 9	10, 20, 40	R	R	R	R	R	R		
ROUTE 10	10, 20, 40	R	R	R	R	R	R		
ROUTE 12	10, 20, 40	R	R	R	R	R	R		
ROUTE 13	10, 20, 40	R	R	R	R	R	R		
ROUTE 19	10, 20	R	R	R	R	R	R		
ROUTE 20	10, 20	R	R	R	R	R	R		
ROUTE 21	10, 20	R	R	R	R	R	R		
ROUTE 22	10, 20, 40	R	R	R	R	R	R		
ROUTE 24	10, 20, 40	R	R	R	R	R	R		
ROUTE 25	10, 20, 40	R	R	R	R	R	R		
ROUTE 26	10, 20	R	R	R	R	R	R		
ROUTE 27	10, 20	R	R	R	R	R	R		
ROUTE 28	10, 20, 40	R	R	R	R	R	R		
ROUTE 30	10, 20, 40	R	R	R	R	R	R		
ROUTE 31	10, 20, 40	R	R	R	R	R	R		
ROUTE 32	10, 20, 40	R	R	R	R	R	R		
ROUTE 34	10, 20	R	R	R	R	R	R		
ROUTE 35	10, 20, 40	R	R	R	R	R	R		
ROUTE 40	10, 20	R	R	R	R	R	R		
ROUTE 41	10, 20	R	R	R	R	R	R		
ROUTE 42	10, 20, 40	R	R	R	R	R	R		
ROUTE 43	10, 20, 40	R	R	R	R	R	R		
ROUTE 43	10-24	M	M	M	M	M	M		
ROUTE 44	10, 20, 40	R	R	R	R	R	R		
ROUTE 45	10, 20, 40	R	R	R	R	R	R		
ROUTE 45	5-9	M	M	M	M	M	M		
ROUTE 45	15-24	M	M	M	M	M	M		
OLIVINE CITY	10, 20	R	R	R	R	R	R		
OLIVINE CITY (BAY)	10, 20	R	R	R	R	R	R		
RUINS OF ALPH	10, 20, 40	R	R	R	R	R	R		
LAKE OF RAGE	10, 20, 40	R	R	R	R	R	R		
LAKE OF RAGE	10-19	M	M	M	M	M	M		
WHIRL ISLANDS 1F	10, 20	R	R	R	R	R	R		
WHIRL ISLANDS 2F	10, 20	R	R	R	R	R	R		
WHIRL ISLANDS 3F	10, 20	R	R	R	R	R	R		
WHIRL ISLANDS 4F	10, 20	R	R	R	R	R	R		
ILEX FOREST	10, 20, 40	R	R	R	R	R	R		
ECRUTEK CITY	10, 20, 40	R	R	R	R	R	R		
VIOLET CITY	10, 20, 40	R	R	R	R	R	R		
VERMILION CITY	10, 20	R	R	R	R	R	R		
VERMILION CITY (BAY)	10, 20	R	R	R	R	R	R		
DARK CAVE (VIOLET CITY SIDE)	10, 20, 40	R	R	R	R	R	R		
DARK CAVE (VIOLET CITY SIDE)	5-19	M	M	M	M	M	M		
DARK CAVE (BLACKTHORN CITY SIDE)	10, 20, 40	R	R	R	R	R	R		
DARK CAVE (BLACKTHORN CITY SIDE)	5-19	M	M	M	M	M	M		
CINNABAR ISLAND	10, 20	R	R	R	R	R	R		
SILVER CAVE 1F-2F	10, 20, 40	R	R	R	R	R	R		
MT. SILVER	10, 20, 40	R	R	R	R	R	R		
MT. MORTAR 1F-2F	10, 20, 40	R	R	R	R	R	R		
MT. MORTAR 2F (INSIDE)	10, 20, 40	R	R	R	R	R	R		
MT. MORTAR 3F	10, 20, 40	R	R	R	R	R	R		
FUCHSIA CITY	10, 20, 40	R	R	R	R	R	R		
FUCHSIA CITY	10-24	M	M	M	M	M	M		
CHANWOOD CITY	10, 20	R	R	R	R	R	R		
UNION CAVE 1F	10, 20, 40	R	R	R	R	R	R		
UNION CAVE 2F	10, 20, 40	R	R	R	R	R	R		
UNION CAVE 3F	10, 20	R	R	R	R	R	R		
TONIO FALLS	10, 20, 40	R	R	R	R	R	R		
VIRIDIAN CITY	10, 20, 40	R	R	R	R	R	R		
CERULEAN CITY	10, 20, 40	R	R	R	R	R	R		
CERULEAN CITY (GYM)	10, 20	R	R	R	R	R	R		
BLACKTHORN CITY	10, 20, 40	R	R	R	R	R	R		
BLACKTHORN CITY	5-19	M	M	M	M	M	M		
PALLET TOWN	10, 20	R	R	R	R	R	R		
SLOWPOKE WELL 1F	10, 20, 40	R	R	R	R	R	R		
SLOWPOKE WELL 2F	10, 20, 40	R	R	R	R	R	R		
CHERRY GROVE CITY	10, 20	R	R	R	R	R	R		
DRAGON'S DEN	10, 20, 40	R	R	R	R	R	R		
DRAGON'S DEN	10-19	M	M	M	M	M	M		
NEW BARK TOWN	10, 20	R	R	R	R	R	R		

AREA	LEVEL	GOLD			SILVER				
		MONING	DAY	NIGHT	MONING	DAY	NIGHT		
#126 MAGMAR								TYPE: FIRE	PAGE 55
BURNED TOWER 1F	14	F	N	F	F	N	F		
BURNED TOWER 2F	16	M	F	N	N	F	N		
#81 MAGNEMITE								TYPE: ELECTRIC/STEEL	PAGE 45
ROUTE 6	15	M	M	M	M	M	M		
ROUTE 11	15	M	M	M	M	M	M		
ROUTE 38	16	M	M	M	M	M	M		
ROUTE 39	16	M	M	M	M	M	M		
#82 MAGNETON								TYPE: ELECTRIC/STEEL	PAGE 45
(EVOLVE FROM MAGNEMITE (LEV 30))									
#56 MANKEY								TYPE: FIGHTING	PAGE 50
ROUTE 9	13	M	M	M	N	N	N		
ROUTE 42	15	M	M	M	N	N	N		
#228 MANTINE								TYPE: WATER/FLYING	PAGE 71
ROUTE 41	20-24	M	M	M	N	N	N		
#179 MAREEP								TYPE: ELECTRIC	PAGE 24
ROUTE 32	6	M	M	M	M	M	M		
ROUTE 42	13	M	M	M	N	N	N		
ROUTE 42	13, 15	N	N	M	M	M	M		
ROUTE 43	15	M	M	F	M	M	F		
#183 MARILL								TYPE: WATER	PAGE 49
MT. MORTAR 1F-2F	20-24	M	M	M	M	M	M		
MT. MORTAR 1F-2F	13, 15	M	M	M	M	M	M		
MT. MORTAR 3F-2F	15	F	F	F	F	F	F		
#105 MAROWAK								TYPE: GROUND	PAGE 73
ROCK TUNNEL 2F	14	F	F	F	F	F	F		
#154 MEGANIUM								TYPE: GRASS	PAGE 9
(EVOLVE FROM BAYLEAF (LEV 32))									
#52 MEOWTH								TYPE: NORMAL	PAGE 50
ROUTE 5	14	N	N	N	M	M	M		
ROUTE 6	14	N	N	N	M	M	M		
ROUTE 7	17	N	N	N	M	M	M		
ROUTE 8	17	N	N	N	M	M	M		
ROUTE 38	16	N	N	N	M	M	M		
ROUTE 39	16	N	N	N	M	M	M		
#111 METAPOD								TYPE: BUG	PAGE 16
JOHTO (HEADBUTT)	10	HB	HB	HB	N	N	N		
ROUTE 2	5	M	M	N	N	N	N		
ROUTE 30	4	M	N	N	N	N	N		
ROUTE 30	4, 5	N	M	N	N	N	N		
ROUTE 31	5	M	N	N	N	N	N		
ROUTE 31	5, 6	N	M	N	N	N	N		
ILEX FOREST	6	M	N	N	N	N	N		
ILEX FOREST	5, 6	N	M	N	N	N	N		
NATIONAL PARK	10	M	M	N	N	N	N		
NATIONAL PARK	9-18	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT		
#151 MEW								TYPE: PSYCHIC	PAGE 90
MEW MUST BE GIVEN TO YOU BY NINTENDO. IT DOES NOT APPEAR IN ANY GAME.		N	N	N	N	N	N		

AREA	LEVEL	GOLD			SILVER		
		MON	TUE	WED	THUR	FRI	SAT
#150 MEWTWO							
MUST BE TRADED FROM RED, BLUE OR YELLOW							
#241 MILTANK							
ROUTE 38	13	F	F	F	F	F	F
ROUTE 39	15	F	F	F	F	F	F
#200 MISDREAVUS							
MT. SILVER 1F-2F							
MT. SILVER 2F (SMALL ROOM)	45	M	N	M	N	N	M
#146 MOLTRES							
MUST BE TRADED FROM RED, BLUE OR YELLOW							
#122 MR. MIME							
ROUTE 21	28	F	N	F	F	N	F
ROUTE 21	28, 30	N	M	N	N	M	N
CELADON CITY (GAME CORNER)	15	PRIZE	PRIZE	PRIZE	PRIZE	PRIZE	PRIZE
#89 MUK							
ROUTE 16	30	F	F	F	F	F	F
ROUTE 17	32	F	F	N	F	F	N
ROUTE 17	30, 32	N	M	M	N	N	M
ROUTE 18	30	F	F	N	F	F	N
ROUTE 18	24-28	N	M	M	N	N	M
CELADON CITY	15-19	M	M	M	M	M	M
#198 MURKROW							
ROUTE 7	17, 19	N	M	M	N	N	N
ROUTE 7	17	N	M	N	N	M	M
ROUTE 16	28	N	M	M	N	N	M
#171 NATU							
RUINS OF ALPH	18, 20, 22, 24	M	M	M	M	N	M
#34 NIDOKING							
EVOLVE FROM NIDORINO (MOON STONE)							
#31 NIDOQUEEN							
EVOLVE FROM NIDORINA (MOON STONE)							
#29 NIDORAN ♀							
ROUTE 35	12	M	M	M	M	M	M
ROUTE 36	12	M	M	M	M	M	M
#32 NIDORAN ♂							
ROUTE 35	12	M	M	M	M	M	M
ROUTE 36	12	M	M	M	M	M	M
#30 NIDORINA							
ROUTE 13	23	M	M	M	M	M	M
ROUTE 14	23	M	M	M	M	M	M
ROUTE 15	23	M	M	M	M	M	M
#33 NIDORINO							
ROUTE 13	23	M	M	M	M	M	M
ROUTE 14	23	M	M	M	M	M	M
ROUTE 15	23	M	M	M	M	M	M

AREA	LEVEL	GOLD			SILVER		
		MON	TUE	WED	THUR	FRI	SAT
#38 NINETALES S							
EVOLVE FROM VULPIX (FIRE STONE)							
#184 NOCTOWL							
ROUTE 2	7	N	M	M	N	N	M
ROUTE 8	17, 19	N	M	M	N	M	N
ROUTE 8	19	N	M	N	N	M	M
ROUTE 13	25	N	M	M	N	M	M
ROUTE 14	25	N	M	M	N	M	M
ROUTE 15	25	N	M	M	N	M	M
ROUTE 43	17	N	M	M	N	N	M
#224 OCTILLERY							
EVOLVE FROM REMORAID (LEV 25)							
#43 ODDISH							
ROUTE 5	13, 14	N	M	M	N	N	N
ROUTE 5	13	N	M	M	N	N	M
ROUTE 6	13, 14	N	M	M	N	N	N
ROUTE 6	13	N	M	M	N	N	M
ROUTE 24	10	N	M	M	N	N	M
ROUTE 25	10	N	M	M	N	N	M
ILEX FOREST	5, 6	N	M	M	N	N	M
#138 OMANYTE							
MUST BE TRADED FROM RED, BLUE OR YELLOW							
#139 OMASTAR							
EVOLVE FROM OMANYTE (LEV 40) (MUST BE TRADED FROM RED, BLUE OR YELLOW)							
#95 ONIX							
ROCK TUNNEL B2	16	M	M	M	M	M	M
VIOLET CITY	-	TRADE	TRADE	TRADE	TRADE	TRADE	TRADE
SILVER CAVE 1F	42	M	M	M	M	M	M
SILVER CAVE 2F (INSIDE)	48	M	M	M	M	M	M
VICTORY ROAD	34, 36	M	M	M	M	M	M
UNION CAVE 1F	6	F	F	F	F	F	F
UNION CAVE B1	8	M	M	M	M	M	M
UNION CAVE B2	23	F	F	F	F	F	F
#46 PARAS							
ILEX FOREST	5, 6	M	N	M	M	N	M
ILEX FOREST	6	N	F	N	M	F	N
MT. MOON	12	M	M	M	M	M	M
NATIONAL PARK	10-17	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT
#47 PARASECT							
EVOLVE FROM PARAS (LEV 24)							
#33 PERSIAN S							
ROUTE 7	19	N	N	N	F	F	F
#231 PHANPY							
ROUTE 45	20	N	N	N	M	M	M
#172 PICHU							
MUST MATCH AT POKÉMON BREEDING CENTER							
#18 PIDGEOT							
EVOLVE FROM PIDGETTO (LEV 36)							

AREA	LEVEL	GOLD			SILVER			
		MOON	DAY	NIGHT	MOON	DAY	NIGHT	
#17 PIDGEOTTO		TYPE: NORMAL/FLYING						PAGE 12
ROUTE 2	7	F	F	N	N	N	N	
ROUTE 8	17, 19	M	M	M	M	M	M	
ROUTE 13	25	M	M	N	M	M	N	
ROUTE 14	25	M	M	N	M	M	N	
ROUTE 5	25	M	M	N	M	M	N	
ROUTE 25	10	F	N	M	F	N	M	
ROUTE 25	12	N	F	N	N	F	M	
ROUTE 37	17	M	M	N	M	M	N	

AREA	LEVEL	GOLD			SILVER			
		MOON	DAY	NIGHT	MOON	DAY	NIGHT	
#18 PIDGEY		TYPE: NORMAL/FLYING						PAGE 12
ROUTE 1	2-4	M	M	N	N	M	N	
ROUTE 2	3	M	N	N	N	N	N	
ROUTE 2	3, 7	N	M	N	N	M	N	
ROUTE 5	13-15	M	M	N	N	N	N	
ROUTE 5	12, 15	N	N	N	M	M	N	
ROUTE 6	13, 14	M	M	N	N	N	N	
ROUTE 6	13	N	N	N	M	M	N	
ROUTE 25	8	M	N	N	M	N	N	
ROUTE 25	8, 10	N	M	N	N	M	N	
ROUTE 29	2-4	M	M	N	M	M	N	
ROUTE 30	2, 4	M	M	N	N	M	N	
ROUTE 30	4	N	N	N	N	M	N	
ROUTE 31	3	M	M	N	N	M	N	
ROUTE 31	5	N	N	N	M	N	N	
ROUTE 35	14	F	F	N	F	F	N	
ROUTE 36	14	N	M	N	N	M	N	
ROUTE 36	13, 15	M	N	N	M	N	N	
ROUTE 37	13, 15	M	M	N	N	M	N	
ROUTE 37	15	N	N	N	M	N	N	
NATIONAL PARK	10, 12, 14	M	N	N	M	N	N	
NATIONAL PARK	12, 14	N	M	N	N	M	N	

AREA	LEVEL	GOLD			SILVER			
		MOON	DAY	NIGHT	MOON	DAY	NIGHT	
#25 PIKACHU		TYPE: ELECTRIC						PAGE 15
ROUTE 2	4	F	F	F	F	F	F	

AREA	LEVEL	GOLD			SILVER			
		MOON	DAY	NIGHT	MOON	DAY	NIGHT	
#221 PILOSWINE		TYPE: ICE/GROUND						PAGE 70
EVOLVE FROM SWINUB (LEV 33)								

AREA	LEVEL	GOLD			SILVER			
		MOON	DAY	NIGHT	MOON	DAY	NIGHT	
#204 PINECO		TYPE: BUG						PAGE 37
JONTO (HEADBUTT)	10	HB	HB	HB	HB	HB	HB	

AREA	LEVEL	GOLD			SILVER			
		MOON	DAY	NIGHT	MOON	DAY	NIGHT	
#127 PINSIR		TYPE: BUG						PAGE 43
NATIONAL PARK	13-14	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT	

AREA	LEVEL	GOLD			SILVER			
		MOON	DAY	NIGHT	MOON	DAY	NIGHT	
#188 POLITOED		TYPE: WATER						PAGE 31
EVOLVE FROM POLIWHIRL (KING'S ROCK + TRADE)								

AREA	LEVEL	GOLD			SILVER			
		MOON	DAY	NIGHT	MOON	DAY	NIGHT	
#68 POLIWAG		TYPE: WATER						PAGE 31
ROUTE 6	10, 20, 40	R	R	R	R	R	R	
ROUTE 22	10, 20, 40	R	R	R	R	R	R	
ROUTE 22	5-14	M	M	M	M	M	M	
ROUTE 28	10, 20, 40	R	R	R	R	R	R	
ROUTE 28	35-44	M	M	M	M	M	M	
ROUTE 30	10, 20, 40	R	R	R	R	R	R	
ROUTE 30	15-24	M	M	M	M	M	M	
ROUTE 31	10, 20, 40	R	R	R	R	R	R	
ROUTE 31	15-24	M	M	M	M	M	M	
ROUTE 35	10, 20, 40	R	R	R	R	R	R	
ROUTE 43	10, 20, 40	R	R	R	R	R	R	
ROUTE 44	10, 20, 40	R	R	R	R	R	R	
ROUTE 44	20-29	M	M	M	M	M	M	
RUINS OF ALPH	10, 20, 40	R	R	R	R	R	R	
ILEX FOREST	10, 20, 40	R	R	R	R	R	R	
ECRUTEAK CITY	10, 20, 40	R	R	R	R	R	R	
ECRUTEAK CITY	15-24	M	M	M	M	M	M	
VIOLET CITY	10, 20, 40	R	R	R	R	R	R	
VIOLET CITY	15-24	M	M	M	M	M	M	

AREA	LEVEL	GOLD			SILVER		
		MOON	DAY	NIGHT	MOON	DAY	NIGHT
MT. SILVER	10, 20, 40	R	R	R	R	R	R
MT. SILVER	35-39	M	M	M	M	M	M
VIRIDIAN CITY	10, 20, 40	R	R	R	R	R	R
VIRIDIAN CITY	5-14	M	M	M	M	M	M
BLACKTHORN CITY	10, 20, 40	R	R	R	R	R	R

AREA	LEVEL	GOLD			SILVER			
		MOON	DAY	NIGHT	MOON	DAY	NIGHT	
#61 POLIWHIRL		TYPE: WATER						PAGE 31
ROUTE 22	10-14	M	M	M	M	M	M	
ROUTE 28	40-44	M	M	M	M	M	M	
ROUTE 30	20-24	M	M	M	M	M	M	
ROUTE 31	20-24	M	M	M	M	M	M	
ROUTE 44	25-29	M	M	M	M	M	M	
ECRUTEAK CITY	20-24	M	M	M	M	M	M	
VIOLET CITY	20-24	M	M	M	M	M	M	
MT. SILVER	35-44	M	M	M	M	M	M	
VIRIDIAN CITY	10-14	M	M	M	M	M	M	

AREA	LEVEL	GOLD			SILVER			
		MOON	DAY	NIGHT	MOON	DAY	NIGHT	
#62 POLIWRATH		TYPE: WATER/FIGHTING						PAGE 31
EVOLVE FROM POLIWHIRL (WATER STONE)								

AREA	LEVEL	GOLD			SILVER			
		MOON	DAY	NIGHT	MOON	DAY	NIGHT	
#71 PONYTA		TYPE: FIRE						PAGE 73
ROUTE 22	6	F	F	F	F	F	F	
ROUTE 26	32	M	M	M	M	M	M	
ROUTE 27	32	F	F	F	F	F	F	
ROUTE 28	40	M	M	M	M	M	M	
MT. SILVER	42	M	M	M	M	M	M	

AREA	LEVEL	GOLD			SILVER			
		MOON	DAY	NIGHT	MOON	DAY	NIGHT	
#137 PORYGON		TYPE: NORMAL						PAGE 77
CELADON CITY (GAME CORNER)	30	PRIZE	PRIZE	PRIZE	PRIZE	PRIZE	PRIZE	

AREA	LEVEL	GOLD			SILVER			
		MOON	DAY	NIGHT	MOON	DAY	NIGHT	
#233 PORYGON2		TYPE: NORMAL						PAGE 77
EVOLVE FROM PORYGON (UP-GRADE + TRADE)								

AREA	LEVEL	GOLD			SILVER			
		MOON	DAY	NIGHT	MOON	DAY	NIGHT	
#57 PRIMEAPE		TYPE: FIGHTING						PAGE 50
ROUTE 9	15	F	F	F	N	N	N	

AREA	LEVEL	GOLD			SILVER			
		MOON	DAY	NIGHT	MOON	DAY	NIGHT	
#54 PSYDUCK		TYPE: WATER						PAGE 51
ROUTE 6	5-14	M	M	M	M	M	M	
ROUTE 35	15-24	M	M	M	M	M	M	
ILEX FOREST	10-19	M	M	M	M	M	M	

AREA	LEVEL	GOLD			SILVER			
		MOON	DAY	NIGHT	MOON	DAY	NIGHT	
#247 PUPITAR		TYPE: ROCK/GROUND						PAGE 88
EVOLVE FROM LARVITAR (LEV 30)								

AREA	LEVEL	GOLD			SILVER			
		MOON	DAY	NIGHT	MOON	DAY	NIGHT	
#195 QUAGSIRE		TYPE: WATER/GROUND						PAGE 25
ROUTE 10	16, 17	N	N	M	N	N	M	
ROUTE 12	25-29	M	M	M	M	M	M	
ROUTE 13	22, 24	N	N	M	N	N	M	
ROUTE 13	25-29	M	M	M	M	M	M	
ROUTE 14	22, 24	N	N	M	N	N	M	
ROUTE 15	22, 24	N	N	M	N	N	M	
ROUTE 26	30, 32	N	N	M	N	N	M	
ROUTE 26	30	N	N	N	N	N	F	
ROUTE 27	28, 30	N	N	M	N	N	M	
ROUTE 27	28, 30, 32	N	N	M	N	N	M	
ROUTE 32	20-24	M	M	M	M	M	M	
RUINS OF ALPH	15-24	M	M	M	M	M	M	
MT. SILVER 1F-2F	45	M	M	M	M	M	M	
MT. SILVER 3F (SMALL ROOM)	45	M	M	M	M	M	M	
UNION CAVE 1F	15-24	M	M	M	M	M	M	
UNION CAVE 81	15-24	M	M	M	M	M	M	
UNION CAVE 82	20-24	M	M	M	M	M	M	

AREA	LEVEL	GOLD			SILVER			
		MOON	DAY	NIGHT	MOON	DAY	NIGHT	
#156 QUILAVA		TYPE: FIRE						PAGE 10
EVOLVE FROM CYDQAQUIL (LEV 14)								

AREA	LEVEL	GOLD			SILVER		
		ROCK	DAY	NIGHT	ROCK	DAY	NIGHT
#211 QWILFISH		TYPE: WATER/POISON			PAGE 59		
ROUTE 12	40	R	R	R	R	R	R
ROUTE 13	40	R	R	R	R	R	R
ROUTE 32	5, 20, 40	R	R	R	R	R	R
ROUTE 32	40	R	R	R	R	R	R
#26 RAICHU		TYPE: ELECTRIC			PAGE 15		
EVOLVE FROM PIKACHU (THUNDER STONE)							
#243 RAIKOU		TYPE: ELECTRIC			PAGE 85		
JOHTO	40	RANDOM APPEARANCES AROUND JOHTO					
#78 RAPIDASH		TYPE: FIRE			PAGE 73		
ROUTE 28	42	M	M	M	M	M	M
MT. SILVER	44	M	M	M	M	M	M
PEWTER CITY (POKEMON CENTER)	-	TRADE	TRADE	TRADE	TRADE	TRADE	TRADE
#20 RATICATE		TYPE: NORMAL			PAGE 14		
ROUTE 7	19	M	M	M	M	M	M
ROUTE 9	15	M	M	M	M	M	M
ROUTE 10	16, 18	M	N	M	M	M	M
ROUTE 10	17	N	M	N	N	M	N
ROUTE 26	28, 30	N	N	M	N	M	N
ROUTE 26	28	N	N	N	N	M	M
ROUTE 26	30	F	F	M	N	M	N
ROUTE 26	28, 30	N	N	M	M	M	N
ROUTE 27	28, 30	M	M	M	N	M	N
ROUTE 27	30	N	N	M	M	M	M
ROUTE 38	16	M	M	M	M	M	M
ROUTE 39	17	M	M	M	M	M	M
MT. MORTAR 2F (INSIDE)	30	M	M	M	M	M	M
MT. MORTAR B1	16	F	F	F	F	F	F
UNION CAVE B2	22	M	N	M	M	M	M
TOHJO FALLS	22	M	M	M	M	M	M
BURNED TOWER	15	F	F	F	F	F	F
#19 RATTATA		TYPE: NORMAL			PAGE 14		
ROUTE 1	2	M	M	N	M	M	N
ROUTE 1	2, 3, 6	N	N	M	N	M	M
ROUTE 3	5, 10	M	M	N	N	M	N
ROUTE 3	5	N	M	N	M	M	N
ROUTE 3	5, 8, 10	N	M	M	N	M	N
ROUTE 3	5, 8	N	N	N	N	M	M
ROUTE 4	5, 10	M	M	N	N	M	N
ROUTE 4	5	N	N	N	M	M	N
ROUTE 4	8, 10	N	M	M	N	M	N
ROUTE 4	5, 8	N	N	N	N	M	M
ROUTE 7	15, 17, 19	M	N	N	N	M	N
ROUTE 7	15	N	M	N	F	M	N
ROUTE 7	17, 19	N	M	N	N	M	N
ROUTE 7	17	N	N	M	N	M	N
ROUTE 9	15	M	M	N	N	M	N
ROUTE 9	13	N	N	N	M	M	N
ROUTE 9	13, 15	N	N	M	N	M	M
ROUTE 11	15	M	M	M	M	M	M
ROUTE 22	3	M	M	N	M	M	N
ROUTE 22	3-5, 7	N	N	M	N	M	M
ROUTE 29	4	F	F	N	F	F	N
ROUTE 29	2, 4	N	N	M	N	M	M
ROUTE 30	3, 4	N	M	M	N	M	M
ROUTE 31	4, 5	N	N	M	N	M	M
ROUTE 32	4, 6	M	M	N	N	M	N
ROUTE 32	6	N	N	N	F	F	N
ROUTE 32	4, 6, 8	N	M	N	N	M	N
ROUTE 32	6, 8	N	N	N	N	M	N
ROUTE 32	4	N	N	M	N	M	N
ROUTE 33	6, 7	M	N	N	N	M	N
ROUTE 33	6	N	N	N	M	M	N
ROUTE 33	6-8	N	M	N	N	M	N

AREA	LEVEL	GOLD			SILVER		
		ROCK	DAY	NIGHT	ROCK	DAY	NIGHT
ROUTE 33	6, 8	N	N	N	N	M	N
ROUTE 34	11, 13	M	M	M	M	M	M
ROUTE 38	16	M	M	M	N	M	N
ROUTE 39	16	M	M	M	N	M	N
ROUTE 46	2, 4	M	M	N	M	M	N
ROUTE 46	2-4	N	N	M	N	M	M
TIN TOWER 2F-9F	20-24	M	M	N	M	M	M
TIN TOWER 2F-9F	22-24	N	N	M	N	M	M
MT. MORTAR 1F (INSIDE)	14	M	M	M	M	M	M
MT. MORTAR 1F-2F	14, 16	M	M	M	M	M	M
MT. MORTAR B1	16	M	M	M	M	M	M
UNION CAVE 1F	4	M	M	M	N	M	N
UNION CAVE 1F	4, 6	N	N	N	M	M	M
UNION CAVE B1	6	F	F	F	N	M	N
UNION CAVE B1	6, 8	N	N	N	M	M	M
UNION CAVE B2	20	F	F	F	F	F	F
TOHJO FALLS	20	F	F	F	F	F	F
SPROUT TOWER 2F-3F	3-6	M	M	N	M	M	N
SPROUT TOWER 2F-3F	3, 5	N	N	M	N	M	M
BURNED TOWER 1F	13, 15	M	M	M	M	M	M
BURNED TOWER B1	14, 16	M	N	M	M	N	M
BURNED TOWER B1	14	N	M	N	N	M	N
#223 REMORAID		TYPE: WATER			PAGE 62		
ROUTE 41	10, 20, 40	R	R	R	R	R	R
ROUTE 44	40	R	R	R	R	R	R
#112 RHYDON		TYPE: GROUND/ROCK			PAGE 74		
BLACKTHORN CITY	-	TRADE	TRADE	TRADE	TRADE	TRADE	TRADE
#111 RHYHORN		TYPE: GROUND/ROCK			PAGE 74		
VICTORY ROAD	35	F	F	F	F	F	F
#21 SANDSHREW		TYPE: GROUND			PAGE 22		
MT. MOON	8	M	M	M	N	M	N
GOLDENROD CITY (GAME CORNER)	10	N	N	N	PRIZE	PRIZE	PRIZE
UNION CAVE 1F	6	M	M	M	N	M	N
UNION CAVE B1	8	M	M	M	N	M	N
#28 SANDSLASH		TYPE: GROUND			PAGE 22		
ROUTE 26	28	M	M	M	N	M	N
ROUTE 27	30	F	F	F	N	M	N
MT. MOON	10	F	F	F	N	M	N
#212 SCIZOR		TYPE: BUG/STEEL			PAGE 43		
EVOLVE FROM SCYTHER (METAL COAT + TRADE)							
#123 SCYTHER		TYPE: BUG/FLYING			PAGE 43		
NATIONAL PARK	13-34	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT
#110 SEADRA		TYPE: WATER			PAGE 68		
WHIRL ISLANDS 1F	40	R	R	R	R	R	R
WHIRL ISLANDS B2	40	R	R	R	R	R	R
WHIRL ISLANDS B3	40	R	R	R	R	R	R
WHIRL ISLANDS B4	40	R	R	R	R	R	R
WHIRL ISLANDS B4	20-24	M	M	M	M	M	M
#119 SEAKING		TYPE: WATER			PAGE 22		
ROUTE 4	40	R	R	R	R	R	R
ROUTE 4	10-14	M	M	M	M	M	M
ROUTE 9	40	R	R	R	R	R	R
ROUTE 9	15-19	M	M	M	M	M	M
ROUTE 10	40	R	R	R	R	R	R
ROUTE 10	15-19	M	M	M	M	M	M
ROUTE 14	40	R	R	R	R	R	R
ROUTE 24	10-14	M	M	M	M	M	M
ROUTE 25	40	R	R	R	R	R	R

AREA	LEVEL	GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
ROUTE 25	10-14	M	M	M	M	M	M
ROUTE 42	40	R	R	R	R	R	R
ROUTE 42	20-24	M	M	M	M	M	M
DARK CAVE (VIOLET CITY SIDE)	40	R	R	R	R	R	R
DARK CAVE (BLACKTHORN CITY SIDE)	40	R	R	R	R	R	R
SILVER CAVE 1F-2F	40	R	R	R	R	R	R
SILVER CAVE 1F-2F	35-44	M	M	M	M	M	M
MT. MORTAR 1F-2F	40	R	R	R	R	R	R
MT. MORTAR 1F-2F	20-24	M	M	M	M	M	M
MT. MORTAR 2F (INSIDE)	40	R	R	R	R	R	R
MT. MORTAR 2F (INSIDE)	25-29	M	M	M	M	M	M
MT. MORTAR B1	40	R	R	R	R	R	R
MT. MORTAR B1	20-24	M	M	M	M	M	M
UNION CAVE 1F	40	R	R	R	R	R	R
UNION CAVE B1	40	R	R	R	R	R	R
TOKYO FALLS	40	R	R	R	R	R	R
TOKYO FALLS	20-24	M	M	M	M	M	M
CERULEAN CITY	40	R	R	R	R	R	R
CERULEAN CITY	10-14	M	M	M	M	M	M
SLOWPOKE WELL B1	40	R	R	R	R	R	R
SLOWPOKE WELL B2	40	R	R	R	R	R	R

#86 SEEL	TYPE: WATER	PAGE 64
WHIRL ISLANDS 1F	22, 24	M M M M M M
WHIRL ISLANDS B1	23, 25	M M M M M M
WHIRL ISLANDS B2	23, 25	M M M M M M
WHIRL ISLANDS B3	22, 24	M M M M M M
WHIRL ISLANDS B4	24, 26	M M M M M M

#101 SENTRET	TYPE: NORMAL	PAGE 14
ROUTE 1	3	M M N M M N
ROUTE 29	2, 3	M M N M M N

#90 SHELLDER	TYPE: WATER	PAGE 61
ROUTE 20	20, 40	R R R R R R
ROUTE 21	20, 40	R R R R R R
ROUTE 26	20, 40	R R R R R R
ROUTE 27	20, 40	R R R R R R
ROUTE 41	20, 40	R R R R R R
OLYMPIA CITY (BAY)	20, 40	R R R R R R
VERMILION CITY	20, 40	R R R R R R
VERMILION CITY (BAY)	20, 40	R R R R R R
CINNABAR TOWN	20, 40	R R R R R R
FALLET TOWN	20, 40	R R R R R R
NEW BARK TOWN	20, 40	R R R R R R

#213 SHUCKLE	TYPE: BUG/ROCK	PAGE 60
JOHTO	15	RS RS N RS RS N
CLANWOOD CITY	15	EVENT EVENT EVENT EVENT EVENT EVENT

#227 SKARMORY	TYPE: STEEL/FLYING	PAGE 72
ROUTE 45	27	M N N F F F

#188 SKIPLOOM	TYPE: GRASS/FLYING	PAGE 29
ROUTE 34	26	M M N M M N

#80 SLOWBRO	TYPE: WATER/PSYCHIC	PAGE 33
SLOWPOKE WELL B2	20-24	M M M M M M

#199 SLOWKING	TYPE: WATER/PSYCHIC	PAGE 33
EVOLVE FROM SLOWPOKE (KING'S ROCK + TRADE)		

#79 SLOWPOKE	TYPE: WATER/PSYCHIC	PAGE 33
TOKYO FALLS	20-24	M M M M M M
TOKYO FALLS	21, 23	M M M M M M
SLOWPOKE WELL B1	6, 8	M M M M M M
SLOWPOKE WELL B1	10-24	M M M M M M

AREA	LEVEL	GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
SLOWPOKE WELL B2	21, 23	M	M	M	M	M	M
SLOWPOKE WELL B2	15-24	M	M	M	M	M	M

#218 SLUGMA	TYPE: FIRE	PAGE 76
ROUTE 16	27	F F F F F F
ROUTE 17	29	F M F F N F
ROUTE 17	25, 27	N M N M M N
ROUTE 18	27	F F F F F F

#225 SMEARGLE	TYPE: NORMAL	PAGE 57
RUINS OF ALPH	28, 32	M M M M M M

#228 SMOOCHUM	TYPE: ICE/PSYCHIC	PAGE 54
MUST HATCH AT POKÉMON BREEDING CENTER		

#215 SNEASEL	TYPE: DARK/ICE	PAGE 76
ROUTE 28	40	M N M N N M
MT. SILVER	38, 42	N N M N N M

#143 SNORLAX	TYPE: NORMAL	PAGE 80
VERMILION CITY	50	

#209 SNUBBULL	TYPE: NORMAL	PAGE 47
ROUTE 38	16	M M M M M M
ROUTE 38	13	F F F F F F

#21 SPEAROW	TYPE: NORMAL/FLYING	PAGE 13
JOHTO (HEADBUTT)	10	HB HB HB HB HB HB
ROUTE 3	5, 8	M M N M M N
ROUTE 4	5, 8	M M N M M N
ROUTE 4	5	N N M M N N
ROUTE 7	17	M M N M M N
ROUTE 9	13	M M N M M N
ROUTE 9	15	N N N M M N
ROUTE 10	16	M M N M M N
ROUTE 22	3, 5	M M N M M N
ROUTE 33	6	M M N M M N
ROUTE 42	14, 16	M M N M M N
ROUTE 46	2, 3	M M N M M N

#167 SPINARAK	TYPE: BUG/POISON	PAGE 17
ROUTE 2	3	N N M N N N
ROUTE 30	3	N N M N N N
ROUTE 31	4	N N M N N N
ROUTE 37	13, 15	N N M N N N

#7 SQUIRTLE	TYPE: WATER	PAGE 83
MUST BE TRADED FROM RED, BLUE OR YELLOW		N N N N N N

#234 STANTLER	TYPE: NORMAL	PAGE 48
ROUTE 36	13	F F F F F F
ROUTE 37	15	M M M M M M

#121 STARMIE	TYPE: WATER/PSYCHIC	PAGE 61
EVOLVE FROM STARYU (WATER STONE)		

#120 STARYU	TYPE: WATER	PAGE 61
ROUTE 19	20, 40	N N R N N R
ROUTE 34	20, 40	N N R N N R
ROUTE 40	20, 40	N N R N N R
OLYMPIA CITY	20, 40	N N R N N R
CLANWOOD CITY	20, 40	N N R N N R
UNION CAVE B1	20, 40	N N R N N R
CERULEAN CITY (GYM)	20, 40	N N R N N R
CHERRY GROVE CITY	20, 40	N N R N N R

AREA	LEVEL	GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#208 STEELIX		TYPE: STEEL/GROUND			PAGE 27		
EVOLVE FROM ONIX (METAL COAT + TRADE)							
#185 SUDOWOODO		TYPE: ROCK			PAGE 41		
ROUTE 36	20	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT
#245 SUICUNE		TYPE: WATER			PAGE 84		
JOHTO							
RANDOM APPEARANCES AROUND JOHTO							
#192 SUNFLORA		TYPE: GRASS			PAGE 40		
EVOLVE FROM SUNKERN (SUN STONE)							
#191 SUNKERN		TYPE: GRASS			PAGE 40		
ROUTE 24	10	N	M	N	N	M	N
NATIONAL PARK	10, 13	N	M	N	N	M	N
#220 SWINUB		TYPE: ICE/GROUND			PAGE 70		
ICE PATH 1F	23, 23	M	M	M	M	M	M
ICE PATH 81	23, 23	M	M	M	M	M	M
ICE PATH 82	23, 24	M	M	M	M	M	M
ICE PATH 83	23, 25	M	M	M	M	M	M
#114 TANGELA		TYPE: GRASS			PAGE 45		
ROUTE 21	20, 25, 30, 35	M	M	M	M	M	M
ROUTE 28	39	M	M	M	M	M	M
ROUTE 44	23	M	M	M	M	M	M
M.T. SILVER	41	M	M	M	M	M	M
#120 TAUROS		TYPE: NORMAL			PAGE 54		
ROUTE 38	13	F	F	F	F	F	F
ROUTE 39	15	F	F	F	F	F	F
#216 TEDDIURSA		TYPE: NORMAL			PAGE 70		
ROUTE 45	20	M	M	M	M	M	M
#72 TENTACOOOL		TYPE: WATER/POISON			PAGE 59		
ROUTE 12	10, 20, 40	R	R	R	R	R	R
ROUTE 12	25-29	M	M	M	M	M	M
ROUTE 13	10, 20, 40	R	R	R	R	R	R
ROUTE 13	25-29	M	M	M	M	M	M
ROUTE 19	30-39	M	M	M	M	M	M
ROUTE 20	10, 20	R	R	R	R	R	R
ROUTE 20	30-39	M	M	M	M	M	M
ROUTE 21	10, 20	R	R	R	R	R	R
ROUTE 21	30-39	M	M	M	M	M	M
ROUTE 26	10, 20	R	R	R	R	R	R
ROUTE 26	25-34	M	M	M	M	M	M
ROUTE 27	10, 20	R	R	R	R	R	R
ROUTE 27	15-24	M	M	M	M	M	M
ROUTE 32	10, 20, 40	R	R	R	R	R	R
ROUTE 32	15-19	M	M	M	M	M	M
ROUTE 34	15-24	M	M	M	M	M	M
ROUTE 40	15-24	M	M	M	M	M	M
ROUTE 41	10, 20	R	R	R	R	R	R
ROUTE 41	30-39	M	M	M	M	M	M
OLIVINE CITY	15-24	M	M	M	M	M	M
OLIVINE CITY (BAY)	10, 20	M	M	M	M	M	M
OLIVINE CITY (BAY)	15-24	M	M	M	M	M	M
WHIRL ISLANDS 1F	20-24	M	M	M	M	M	M
VERMILION CITY	10, 30	M	M	M	M	M	M
VERMILION CITY	30-39	M	M	M	M	M	M
VERMILION CITY (BAY)	10, 30	M	M	M	M	M	M
VERMILION CITY (BAY)	30-39	M	M	M	M	M	M
CINNABAR ISLAND	10, 30	M	M	M	M	M	M
CINNABAR ISLAND	30-39	M	M	M	M	M	M

AREA	LEVEL	GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
CIANWOOD CITY	15-24	M	M	M	M	M	M
UNION CAVE B2	15-19	M	M	M	M	M	M
PAILET TOWN	30-39	M	M	M	M	M	M
PAILET TOWN	10, 20	M	M	M	M	M	M
CHERRY GROVE CITY	15-24	M	M	M	M	M	M
NEW BARK TOWN	10, 20	M	M	M	M	M	M
NEW BARK TOWN	15-24	M	M	M	M	M	M
#173 TENTACRUEL		TYPE: WATER/POISON			PAGE 59		
ROUTE 12	25-29	M	M	M	M	M	M
ROUTE 13	25-29	M	M	M	M	M	M
ROUTE 19	35-39	M	M	M	M	M	M
ROUTE 20	40	R	R	R	R	R	R
ROUTE 20	35-39	M	M	M	M	M	M
ROUTE 21	40	R	R	R	R	R	R
ROUTE 21	35-39	M	M	M	M	M	M
ROUTE 26	40	R	R	R	R	R	R
ROUTE 26	30-34	M	M	M	M	M	M
ROUTE 27	40	R	R	R	R	R	R
ROUTE 27	20-24	M	M	M	M	M	M
ROUTE 32	20-24	M	M	M	M	M	M
ROUTE 34	20-24	M	M	M	M	M	M
ROUTE 40	20-24	M	M	M	M	M	M
ROUTE 41	40	R	R	R	R	R	R
ROUTE 41	20-24	M	M	M	M	M	M
OLIVINE CITY	20-24	M	M	M	M	M	M
OLIVINE CITY (BAY)	40	R	R	R	R	R	R
OLIVINE CITY (BAY)	20-24	M	M	M	M	M	M
WHIRL ISLANDS 1F	20-24	M	M	M	M	M	M
WHIRL ISLANDS B2	20-24	M	M	M	M	M	M
WHIRL ISLANDS B3	20-24	M	M	M	M	M	M
WHIRL ISLANDS B4	20-24	M	M	M	M	M	M
VERMILION CITY	40	R	R	R	R	R	R
VERMILION CITY	35-39	M	M	M	M	M	M
VERMILION CITY (BAY)	40	R	R	R	R	R	R
VERMILION CITY (BAY)	35-39	M	M	M	M	M	M
CINNABAR ISLAND	40	R	R	R	R	R	R
CINNABAR ISLAND	35-39	M	M	M	M	M	M
CIANWOOD CITY	20-24	M	M	M	M	M	M
UNION CAVE B2	20-24	M	M	M	M	M	M
PAILET TOWN	35-39	M	M	M	M	M	M
PAILET TOWN	40	R	R	R	R	R	R
CHERRY GROVE CITY	20-24	M	M	M	M	M	M
NEW BARK TOWN	40	R	R	R	R	R	R
NEW BARK TOWN	20-24	M	M	M	M	M	M
#175 TOGEPI		TYPE: NORMAL			PAGE 22		
VIOLET CITY	5	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT
#166 TOGETIC		TYPE: NORMAL/FLYING			PAGE 22		
EVOLVE FROM TOGEPI (FRIENDSHIP)							
#158 TOTODILE		TYPE: WATER			PAGE 11		
NEW BARK TOWN	5	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT
#157 TYPHLOSION		TYPE: FIRE			PAGE 10		
EVOLVE FROM GUILAVA (LV 36)							
#248 TYRANITAR		TYPE: ROCK/DARK			PAGE 88		
EVOLVE FROM PUPITAR (LV 55)							
#236 TYROGUE		TYPE: FIGHTING			PAGE 53		
M.T. MORTAR 1F	10	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT
#197 UMBREON		TYPE: DARK			PAGE 67		
EVOLVE FROM Eevee (FRIENDSHIP)							

AREA	LEVEL	GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#201 UNOWN		TYPE: PSYCHIC			PAGE 27		
RUINS OF ALPH (INSIDE)	5	M	M	M	M	M	M
#217 URSARING		TYPE: NORMAL			PAGE 70		
ROUTE 28	40	M	M	M	N	N	N
SILVER CAVE	44	M	M	M	N	N	N
MT. SILVER 1F-2F	47	M	M	M	N	N	N
MT. SILVER 3F (SMALL ROOM)	47	M	M	M	N	N	N
MT. SILVER 3F	50	M	M	M	N	N	N
MT. SILVER	42	M	M	M	N	N	N
VICTORY ROAD	33	M	M	M	N	N	N
#134 VAPOREON		TYPE: WATER			PAGE 44		
EVOLVE FROM EEEVEE (WATER STONE)							
#49 VENOMOTH		TYPE: BUG/POISON			PAGE 42		
ROUTE 24	10	N	N	F	N	N	F
ROUTE 25	10	N	M	M	N	N	M
#48 VENONAT		TYPE: BUG/POISON			PAGE 42		
ROUTE 24	8	F	N	M	F	N	M
ROUTE 25	8	M	N	M	M	N	M
ROUTE 43	16	F	N	M	F	N	M
NATIONAL PARK	10-16	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT
#2 VENUSAUR		TYPE: GRASS/POISON			PAGE 81		
EVOLVE FROM IVYSAUR (LEV 32) (MUST BE TRADED FROM RED, BLUE OR YELLOW)		N	N	N	N	N	N
#71 VICTREEBEL		TYPE: GRASS/POISON			PAGE 28		
EVOLVE FROM WEEPINBELL (LEAF STONE)							
#45 VILEPLUME		TYPE: GRASS/POISON			PAGE 34		
EVOLVE FROM GLOOM (LEAF STONE)							
#180 VOLTORB		TYPE: ELECTRIC			PAGE 46		
ROUTE 10	17	M	M	M	N	M	M
OLIVINE CITY	-	TRAP	TRAP	TRAP	TRAP	TRAP	TRAP
MAHOGANY TOWN (HIDEOUT B1)	23	TRAP	TRAP	TRAP	TRAP	TRAP	TRAP
#27 VULPIX		TYPE: FIRE			PAGE 47		
ROUTE 7	18	N	N	N	M	N	M
ROUTE 7	15, 18	N	N	N	N	M	N
ROUTE 8	18	N	N	N	M	N	M
ROUTE 8	18	N	N	N	N	N	F
ROUTE 34	13, 15	N	N	N	N	M	N
ROUTE 34	13	N	N	N	N	N	M
ROUTE 37	14, 16	N	N	N	N	M	N
ROUTE 37	14	N	N	N	M	N	M
#8 WARTORTLE		TYPE: WATER			PAGE 83		
EVOLVE FROM SQUIRTLE (LEV 16) (MUST BE TRADED FROM RED, BLUE OR YELLOW)		N	N	N	N	N	N
#13 WEEDLE		TYPE: BUG/POISON			PAGE 14		
JOHTO (HEADBUTT)	10	N	N	N	HB	HB	HB
ROUTE 2	3	N	N	N	M	M	N
ROUTE 30	3, 4	N	N	N	M	M	N
ROUTE 31	4	N	N	N	M	N	N
ROUTE 31	4, 5	N	N	N	N	M	N
ILEX FOREST	5, 6	N	N	N	M	M	N
NATIONAL PARK	10, 12	N	N	N	N	N	N
NATIONAL PARK	10	N	M	N	N	M	N
NATIONAL PARK	7-18	EVENT	EVENT	EVENT	EVENT	EVENT	EVENT

AREA	LEVEL	GOLD			SILVER		
		MORNING	DAY	NIGHT	MORNING	DAY	NIGHT
#70 WEEPINBELL		TYPE: GRASS/POISON			PAGE 28		
ROUTE 24	12, 14	M	M	N	M	M	N
ROUTE 24	13	N	N	M	N	N	M
ROUTE 25	14	F	F	F	F	F	F
ROUTE 44	22, 24	M	M	M	M	M	M
#110 WEEZING		TYPE: POISON			PAGE 44		
EVOLVE FROM KOFFING (LEV 35)							
#40 WIGGLYTUFF		TYPE: NORMAL			PAGE 31		
EVOLVE FROM JIGGLYPUFF (MOON STONE)							
#202 WOBBUFFET		TYPE: PSYCHIC			PAGE 42		
DARK CAVE (BLACKTHORN CITY SIDE)	20, 25	M	M	M	M	M	M
#194 WOOPER		TYPE: WATER/GROUND			PAGE 25		
ROUTE 32	6, 8	N	N	M	N	N	M
RUINS OF ALPH	15-19	M	M	M	M	M	M
UNION CAVE 1F	15-19	M	M	M	M	M	M
UNION CAVE B1	15-19	M	M	M	M	M	M
#178 XATU		TYPE: PSYCHIC/FLYING			PAGE 58		
EVOLVE FROM NATU (LEV 25)							
#183 YANMA		TYPE: BUG/FLYING			PAGE 40		
ROUTE 35	12, 14	M	M	M	M	M	M
ROUTE 35	12	F	F	F	F	F	F
#143 ZAPDOS		TYPE: ELECTRIC/FLYING			PAGE 84		
MUST BE TRADED FROM RED, BLUE OR YELLOW		N	N	N	N	N	N
#41 ZUBAT		TYPE: POISON/FLYING			PAGE 19		
ROUTE 3	5	N	N	M	N	N	M
ROUTE 4	5	M	N	M	N	N	M
ROUTE 32	8	N	N	F	N	N	F
ROUTE 32	4	F	N	N	F	N	N
ROUTE 33	4	F	N	N	F	N	N
ROUTE 33	6, 8	N	N	M	N	N	M
ROUTE 42	14, 16	N	N	M	N	N	M
ROCK TUNNEL B1	8	M	M	M	M	M	M
ROCK TUNNEL B2	10	M	M	M	M	M	M
WHIRL ISLANDS 1F	23	M	M	M	M	M	M
WHIRL ISLANDS B1	24	M	M	M	M	M	M
WHIRL ISLANDS B2	24	M	M	M	M	M	M
WHIRL ISLANDS B3	23	M	M	M	M	M	M
WHIRL ISLANDS B4	25	M	M	M	M	M	M
ILEX FOREST	5	F	F	N	F	F	N
ILEX FOREST	5, 6	N	N	M	N	N	M
MT. MOON	6	M	M	M	N	N	N
MT. MOON	6, 8	N	N	N	M	M	M
DARK CAVE (VIOLET CITY SIDE)	2-4	M	M	M	M	M	M
DARK CAVE (BLACKTHORN CITY SIDE)	23	M	M	M	M	M	M
ICE PATH 1F	22	M	M	M	F	N	F
ICE PATH B1	22	M	M	M	F	N	F
ICE PATH B2	23	M	M	M	F	N	F
ICE PATH B3	24	M	M	M	F	N	F
MT. MORTAR 1F (INSIDE)	14	F	F	F	F	F	F
MT. MORTAR 1F-2F	13, 15	M	M	M	M	M	M
MT. MORTAR B1	15, 17	M	M	M	M	M	M
UNION CAVE 1F	5, 7	M	M	M	M	M	M
UNION CAVE B1	7, 9	M	M	M	M	M	M
UNION CAVE B2	22	M	M	M	M	M	M
TOKYO FALLS	22	M	M	M	M	M	M
BURNED TOWER 1F	14	M	M	M	M	M	M
BURNED TOWER B1	15	F	F	F	F	F	F
SLOWPOKE WELL B1	5-8	M	M	M	M	M	M
SLOWPOKE WELL B2	19, 21, 23	N	M	M	M	M	M

ITEM LIST

Health Items

Item	Description	Location	Price
Antidote	Cures poisoned Pokémon	Pokémon Mart/Route 31	100
Awakening	Wakes sleeping Pokémon	Pokémon Mart/Caves	250
Berry Juice	Restores 20 HP	Give a Berry to Shuckle	-
Burn Heal	Heals burned Pokémon	Pokémon Mart/Towns/Caves	250
Elixir	Restores 10 PP to all abilities	Roads/Caves/Gift/Mystery	-
Energy Root	Restores 200 HP but is very bitter	Goldenrod City	800
Energy Powder	Restores 50 HP but is very bitter	Goldenrod City	500
Ether	Restores 10 PP to one ability	Roads/Caves/Gift/Mystery	-
Fresh Water	Restores 50 HP	Department Store/Mt. Moon	200
Full Heal	Cures any condition	Pokémon Mart/Caves	600
Full Restore	Cures any condition, restores all HP	Indigo Plateau/Caves	3,000
Heal Powder	Cures any condition but is very bitter	Goldenrod City	450
Hyper Potion	Restores 200 HP	Pokémon Mart/Roads/Caves	1,200
Ice Heal	Thaws frozen Pokémon	Pokémon Mart	250
Lemonade	Restores 80 HP	Department Store/Mt. Moon	350
Max Elixir	Restores all PP to all abilities	Roads/Caves/Gift/Mystery	-
Max Ether	Restores all PP to one ability	Goldenrod City/Roads/Gift/Mystery	-
Max Potion	Restores all HP	Pokémon Mart/Roads/Caves/Mystery	2,500
Max Revive	Revives fainted Pokémon, restores all	Roads/Caves/Mystery	-
MooMoo Milk	Restores 100 HP	MooMoo Farm/Wild Pokémon	500
Paralyze Heal	Cures paralyzed Pokémon	Pokémon Mart/Caves	200
Potion	Restores 20 HP	Pokémon Mart/Roads/Caves	300
Rage Candy Bar	Restores 20 HP	Mahogany Town	200
Revival Herb	Revives fainted Pokémon	Goldenrod City	2,800
Revive	Revives fainted Pokémon, restores 1/2 HP	Pokémon Mart/Roads/Caves/Mystery	1,500
Sacred Ash	Revives all fainted Pokémon	Wild Pokémon	-
Soda Pop	Restores 60 HP	Department Store/Mt. Moon	300
Super Potion	Restores 50 HP	Pokémon Mart/Roads/Caves	700

Berries

Item	Description	Location
Berry	Restores 10 HP	National Park/Routes 29, 30, 38, 46, 11/Mystery/Trade
Bitter Berry	Cures confused Pokémon	Blackthorn City/Routes 31, 43, 1/Mystery
Burnt Berry	Thaws frozen Pokémon	Route 44/Fuchisa City/Pewter City/Mystery/Trade
Gold Berry	Restores 30 HP	National Park/Mystery/Trade
Ice Berry	Heals burned Pokémon	Pewter City/Routes 36, 26/Mystery/Trade
Mint Berry	Wakes sleeping Pokémon	Routes 39/Pewter City/Mystery
Miracle Berry	Heals all conditions	Mystery
Mystery Berry	Restores PP	Routes 35, 45/Trade
Paralyzecure Berry	Cures paralyzed Pokémon	Violet City/Routes 46, 8/Mystery
Poisoncure Berry	Cures poisoned Pokémon	Routes 2, 30, 33/Mystery

Key

BA: Base attack power
AC: Accuracy

GIFT: In-game gift
MYSTERY: Mystery Gift

TRADE: Pokémon traded from **R, B** or **Y**
WILD: Pokémon caught in **G** or **S**

ITEM LIST

Key Items

Item	Description	Location
Basement Key	Opens door to Underground Path	Goldenrod City
Bicycle	Moves twice as fast	Goldenrod City
Card Key	Opens Radio Tower shutter	Goldenrod City
Coin Case	Holds up to 9,999 coins	Goldenrod City
Good Rod	Is an improved fishing rod	Olivine City
Item Finder	Reacts to items lying around with a sound	Ecruteak City
Clefairy Doll	Is used to exchange for the Pass at Saffron City	Vermilion City
Machine Part	Is an item to give to the Power Plant Manager	Cerulean City
Mystery Egg	Hatches Togepi	Route 30
Old Rod	Is used for fishing for Pokémon	Route 32
Pass	Is needed to ride on the Magnet Train	Saffron City
Rainbow Wing	Allows Trainers to climb Tin Tower	Goldenrod City (Gold)/Pewter City (Silver)
Red Scale	Is traded for Experience Share on Route 30	Lake of Rage
S.S. Ticket	Is needed to ride the boat S.S. Aqua	New Bark Town
Secret Potion	Heals Amphy in the Lighthouse	Cianwood City
Silver Wing	Makes Lugia appear at Whirl Islands	Goldenrod City (Silver)/Pewter City (Gold)
Squirtbottle	Moves the Sudowoodo on Route 36	Goldenrod City
Super Rod	Is the best fishing rod	Route 12

Helpful Items

Item	Description	Location	Price
Escape Rope	Provides a quick escape from towers and caves	Pokémon Mart/Caves	550
Expn Card	Allows you to listen to the radio in Kanto	Lavender Town	
Map Card	Is the Pokégear's Map	Cherrygrove City	
Max Repel	Repels weak Pokémon for 250 steps	Pokémon Mart/Gift/Mystery	700
Poké Doll	Provides escape from wild Pokémon	Department Store/Mt. Moon	1,000
Pokédex	Stores Pokémon data	Route 30	
Radio Card	Lets you listen to the radio with the PokéGear	Goldenrod City	
Repel	Repels weak Pokémon for 100 steps	Pokémon Mart/Mt. Moon	350
Super Repel	Repels weak Pokémon for 200 steps	Pokémon Mart/Gift/Mystery	500
Unown Dex	Shows the Unown you caught in order	Ruins of Alph	-

Apricorns

Items	Description	Location
Black Apricorn	Raw material for Heavy Ball	Route 37
Blue Apricorn	Raw material for Lure Ball	Route 37
Green Apricorn	Raw material for Friend Ball	Route 42
Pink Apricorn	Raw material for Love Ball	Route 42
Red Apricorn	Raw material for Level Ball	Route 37
White Apricorn	Raw material for Fast Ball	Azalea Town
Yellow Apricorn	Raw material for Moon Ball	Route 42

ITEM LIST

Ability Up

Item	Description	Location	Price
Amulet Coin	Doubles the money won in battle	Goldenrod City	
Berserk Gene	Increases attack by 2 levels, confuses	Cerulean City	
Black Belt	Increases power of Fighting-type attacks	Lake of Rage	
Black Glasses	Increases power of Dark-type attacks	Dark Cave	
Bright Powder	Lowers opponent's accuracy	Trade	
Calcium	Raises Special Attack/Defense	Department Store/Roads/Caves	9,800
Carbos	Raises speed	Department Store/Roads/Caves	9,800
Charcoal	Increases power of Fire-type attacks	Azalea Town	9,800
Cleanse Tag	Repels wild Pokémon	Route 5	
Dire Hit	Increases chance of a Critical Hit (1 battle)	Pokémon Mart/Roads/Caves	650
Dragon Fang	Increases power of Dragon-type attacks	Dragon's Den	
Dragon Scale	Helps evolve Seadra into Kingdra	Mt. Mortar/Wild	
Everstone	Prevents a Pokémon from evolving	New Bark Town/Roads/Wild	
Exp. Share	One Pokémon receives half of all Exp. points	Goldenrod City/Route 30	
Fire Stone	Evolves Pokémon	Gift/Mystery	
Focus Band	Prevents a Pokémon from fainting	Saffron City	
Guard Spec.	Guards against Special Attacks (1 battle)	Department Store/Caves/Gift	700
Hard Stone	Increases power of Rock-type attacks	Route 36	
HP Up	Raises HP	Dept. Store/ Mart/Roads/Caves/Gift/Mystery	9,800
Iron	Raises defense	Department Store/Caves	9,800
King's Rock	Makes opponent retreat/evolves Pokémon	Slowpoke Well/Trade/Wild	
Leaf Stone	Evolves Pokémon	Gift/Mystery	
Leftovers	Gradually restores points during battle	Celadon City/Trade/Wild	
Light Ball	Doubles Pikachu's special attacks	Trade	
Lucky Egg	Grants more exp. points after a battle	Wild	
Lucky Punch	Increases chance of a Critical Hit	Trade	
Magnet	Increases power of Electric-type attacks	Route 37	
Metal Coat	Increases power of Steel-type attacks	S.S. Aqua/Wild	
Metal Powder	Increases Ditto's defensive power	Trade	
Miracle Seed	Increases power of Grass-type attacks	Route 32	
Moon Stone	Evolves Pokémon	Mom/ Route 27/Wild	
Mystic Water	Increases power of Water-type attacks	Cherrygrove City	
Nevermelt Ice	Increases power of Ice-type attacks	Ice Path	
Pink Bow	Increases power of Normal-type attacks	Route 29/Goldenrod City	
Poison Barb	Increases power of Poison-type attacks	Route 32/Wild	
Polkadot Bow	Increases power of Normal-type attacks	Trade	
PP Up	Raises PP	Town/Roads/Caves/Gift/Mystery	
Protein	Raises attack	Department Store/Roads/Caves/Trade	9,800
Quick Claw	Increases chance of attacking first	National Park/Wild	
Rare Candy	Raises Pokémon's level by one	Town/Roads/Caves/Mystery	
Scope Lens	Increases chance of a Critical Hit	Gift/Mystery	
Sharp Beak	Increases power of Flying-type attacks	Route 40/Trade/Wild	

Item	Description	Location	Price
Silver Powder	Increases power of Bug-type attacks	Wild	
Smoke Ball	Provides escape from wild Pokémon	Goldenrod City	
Soft Sand	Increases power of Ground-type attacks	Route 34	
Spell Tag	Increases power of Ghost-type attacks	Blackthorn City/Trade/Wild	
Stick	Increases power of Farfetch'd's attacks	Wild	
Sun Stone	Evolves Pokémon	National Park	
Thick Club	Increases Cubone/Marowak phys. attack	Wild	
Thunder Stone	Evolves Pokémon	Gift/Mystery	
Twisted Spoon	Increases power of Psychic-type attacks	Trade/Wild	
Up-Grade	Helps evolve Porygon into Porygon2	Saffron City	
Water Stone	Evolves Pokémon	Gift/Mystery	
X Accuracy	Increases accuracy (one battle)	Department Store/Town/Caves/Mystery	950
X Attack	Increases attack power (one battle)	Pokémon Mart/Caves/Gift/Mystery	500
X Defend	Increases defense (one battle)	Pokémon Mart/Caves/Gift/Mystery	550
X Special	Raises Special Attack power (one battle)	Pokémon Mart/Roads/Caves/Gift/Mystery	350
X Speed	Increases speed (one battle)	Pokémon Mart/Caves/Mystery	350

Items to Sell

Item	Description	Location	Price
Big Mushroom	Can be sold at a Pokémon Mart	Wild	
Big Pearl	Can be sold for a high price	Goldenrod City/Wild	3,500
Brick Piece	Can be sold at a Pokémon Mart	Trade	
Gold Leaf	Can be sold at a Pokémon Mart	Trade	
Nugget	Can be sold for a high price	Roads/Caves/Gift/Goldenrod City	4,500
Pearl	Can be sold for a high price	Goldenrod City/Wild	650
Silver Leaf	Can be sold at a Pokémon Mart	Trade	
Star Piece	Can be sold for a high price	Goldenrod City/Wild	4,600
Star Dust	Can be sold for a high price	Goldenrod City/Wild	900
Slowpoke Tail	Can be sold for a high price	Mahogany Town	9,800
Tiny Mushroom	Can be sold for a low price	Mahogany Town/Wild	500

Balls

Item	Description	Location	Price
Fast Ball	Catches Pokémon that escape quickly	Azalea Town (Give Kurt White Apricorn)	
Friend Ball	Makes Pokémon very attached to you	Azalea Town (Give Kurt Green Apricorn)	
Great Ball	Catches Pokémon better than Poké Ball	Pokémon Mart/Roads/Caves/Gift/Mystery	600
Heavy Ball	Easily catches heavy Pokémon	Azalea Town (Give Kurt Black Apricorn)	
Level Ball	Catches Pokémon at lower level than yours	Azalea Town (Give Kurt Red Apricorn)	
Love Ball	Easily catches opposite-sex Pokémon	Azalea Town (Give Kurt Pink Apricorn)	
Lure Ball	Makes fishing for Pokémon easy	Azalea Town (Give Kurt Blue Apricorn)	
Master Ball	Always catches Pokémon	Goldenrod City/New Bark Town	
Moon Ball	Catches Moon Stone-related Pokémon	Azalea Town (Give Kurt Yellow Apricorn)	
Poké Ball	Catches Pokémon	Pokémon Mart/Route 31	200
Ultra Ball	Catches Pokémon better than Great Ball	Pokémon Mart/Roads/Caves	1,200

ITEM LIST

Mail

Item	Description	Pokémon Mart Location	Price
Eon Mail	Paper w/Eevee's silhouette	Mystery	
Flower Mail	Paper w/flower pattern	Violet/Azalea/Goldenrod/Saffron/Mahogany/Fuchsia	50
Liteblue Mail	Paper w/Dratini pattern	Vermilion City	50
Lovely Mail	Paper w/hearts	Celadon City	50
Morph Mail	Paper w/Ditto's silhouette	Mystery	
Music Mail	Paper w/Natu pattern	Mystery	
Portrait Mail	Prints any Pokémon	Mt. Moon	50
Surf Mail	Paper w/Lapras pattern	Olivine City/Cerulean City/Celadon City	50

Decorative Items

Item	Description	Item	Description
Big Lapras Doll	Mystery Gift	NES	Mystery Gift
Big Onix Doll	Mystery Gift	N64	Mystery Gift
Big Snorlax Doll	Mom's Shopping	Normal Box	Mystery Gift, Traded Pokémon
Blue Carpet	Mystery Gift	Oddish Doll	Mom's Shopping
Bulbasaur Doll	Mystery Gift	Pikachu Doll	Mom's Shopping
Charmander Doll	Mom's Shopping	Pikachu Poster	Mystery Gift
Clefairy Doll	Mom's Shopping	Pink Bed	Mystery Gift
Clefairy Poster	Mystery Gift	Poliwag Doll	Mom's Shopping
Diglett Doll	Mom's Shopping	Polkadot Bed	Mystery Gift
Feathery Bed	Have from the beginning	Red Carpet	Mystery Gift
Gengar Doll	Mom's Shopping	Shellder Doll	Mom's Shopping
Geodude Doll	Mom's Shopping	Silver Trophy	Traded Pokémon
Gold Trophy	Traded Pokémon	Squirtle Doll	Mom's Shopping
Gorgeous Box	Mystery Gift, Traded Pokémon	Staryu Doll	Mom's Shopping
Green Carpet	Mystery Gift	Super NES	Mystery Gift
Grimer Doll	Mom's Shopping	Surfing Pikachu Doll	Mystery Gift
Jigglypuff Doll	Mystery Gift	Town Map	Have from the beginning
Jigglypuff Poster	Mystery Gift	Tropicplant	Mystery Gift
Jumboplant	Mystery Gift	Virtual Boy	Mystery Gift
Machop Doll	Mom's Shopping	Voltorb Doll	Mom's Shopping
Magikarp Doll	Mom's Shopping	Weedle Doll	Mom's Shopping
Magnaplant	Mystery Gift	Yellow Carpet	Mystery Gift

TECHNICAL MACHINE LIST

TM	Ability	Place	Price
01	Dynamicpunch	Cianwood City	
02	Headbutt	Ilex Forest/Goldenrod City	2,000
03	Curse	Celadon City	
04	Rollout	Route 35	
05	Roar	Route 32	
06	Toxic	Fuchsia City	
07	Zap Cannon	Power Plant	
08	Rock Smash	Route 36/Goldenrod City	1,000
09	Psych Up	Trade	
10	Hidden Power	Lake of Rage/Celadon City	3,000
11	Sunny Day	Goldenrod City/Celadon City	2,000
12	Sweet Scent	Route 34	
13	Snore	Dark Cave/MooMoo Farm	
14	Blizzard	Goldenrod City	COIN 5,500
15	Hyper Beam	Celadon City	COIN 7,500
16	Icy Wind	Mahogany Town	
17	Protect	Celadon City	3,000
18	Rain Dance	Slowpoke Well/Celadon City	2,000
19	Giga Drain	Celadon City	
20	Endure	Burned Tower	
21	Frustration	Goldenrod City	
22	Solarbeam	Route 27	
23	Iron Tail	Olivine City	
24	Dragonbreath	Dragon's Den	
25	Thunder	Goldenrod City	COIN 5,500

TM	Ability	Place	Price
26	Earthquake	Victory Road	
27	Return	Goldenrod City	
28	Dig	National Park	
29	Psychic	Saffron City/Celadon City	COIN 3,500
30	Shadow Ball	Ecruteak City	
31	Mud-Slap	Violet City	
32	Double Team	Celadon City	COIN 1,500
33	Ice Punch	Goldenrod City/Trade	3,000
34	Swagger	Lighthouse	
35	Sleep Talk	Goldenrod City	
36	Sludge Bomb	Route 43	
37	Sandstorm	Route 27/Celadon City	2,000
38	Fire Blast	Goldenrod City	COIN 5,500
39	Swift	Union Cave	
40	Defense Curl	Mt. Mortar	
41	Thunderpunch	Goldenrod City	3,000
42	Dream Eater	Viridian City	
43	Detect	Lake of Rage/Trade	
44	Rest	Ice Path	
45	Attract	Goldenrod City	
46	Thief	Mahogany Town	
47	Steel Wing	Rock Tunnel/Route 28	
48	Fire Punch	Goldenrod City	3,000
49	Fury Cutter	Azalea Town	
50	Nightmare	Route 31	

HIDDEN MACHINE LIST

HM	Ability	Place
01	Cut	Ilex Forest
02	Fly	Cianwood City
03	Surf	Ecruteak City
04	Strength	Olivine City

HM	Ability	Place
05	Flash	Sprout Tower
06	Whirlpool	Rocket Hideout
07	Waterfall	Ice Path

ABILITIES & ATTACKS

Ability	Type	BA	AC	PP	Effect	TM/HM
Absorb	GRS	20	100	20	Restores your HP equal to half the damage caused to opponent	
Acid	PSN	40	100	30	10% chance of lowering defensive power by one level	
Acid Armor	PSN	-	-	40	Raises your defensive power by two levels	
Aeroblast	FLY	100	95	5	Good chance for a Critical Hit	
Agility	PSY	-	-	30	Raises your speed by 2 levels	
Amnesia	PSY	-	-	20	Raises your special defense by 2 levels	
Ancient Power	RCK	60	100	5	10% chance all abilities will rise one level	
Attract	NRM	-	100	15	50% chance of preventing opponent of opposite sex from attacking	TM 45
Aurora Beam	ICE	65	100	20	10% chance of lowering opponent's attack power by one level	
Barrage	NRM	15	85	20	Attack 2-5 times consecutively in one turn	
Barrier	PSY	-	-	30	Raises your defensive power by two levels	
Baton Pass	NRM	-	-	40	Allows you to switch to another Pokémon during battle.	
Beat Up	DRK	10	100	10	Attack opponent a number of times equal to your number of healthy Pokémon	
Belly Drum	NRM	-	-	10	Raises attack power to maximum, and lowers HP by half	
Bide	NRM	-	100	10	Damage received is doubled and shot back at opponent for 2-3 turns	
Bind	NRM	15	75	20	Prevents escape, attacks opponent continuously for 2-5 turns	
Bite	DRK	60	100	25	10% chance of making opponent back off	
Blizzard	ICE	120	70	5	30% chance of freezing opponent	TM 14
Body Slam	NRM	85	100	15	30% chance of paralyzing opponent	
Bone Club	GRD	65	85	20	10% chance of making opponent back off	
Bone Rush	GRD	25	80	10	Attack 2-5 times in a row in one turn	
Bonemerang	GRD	50	90	10	Attack twice in a row in one turn	
Bubble	WTR	20	100	30	10% chance of lowering opponent's speed by one level	
Bubblebeam	WTR	65	100	20	10% chance of lowering opponent's speed by one level	
Charm	NRM	-	100	20	Lowers opponent's attack power by two levels	
Clamp	WTR	35	75	10	Prevents escape, continuously attacks for 2-5 turns	
Comet Punch	NRM	18	85	15	Attack 2-5 times consecutively in one turn	
Confuse Ray	GHO	-	100	10	Confuses an opponent	
Confusion	PSY	50	100	25	10% chance of confusing an opponent	
Constrict	NRM	10	100	35	10% chance of lowering opponent's speed by one level	
Conversion	NRM	-	-	30	Changes your type into one of your attack types	
Conversion 2	NRM	-	100	30	Change your type into one that your opponent's attack is weak against	
Cotton Spore	GRS	-	85	40	Lowers opponent's speed by two levels	
Counter	FTG	-	100	20	Attack turn will be second, but doubles opponent's damage and shoots it back	
Crabhammer	WTR	90	85	10	Good Chance for a Critical Hit	
Cross Chop	FTG	100	80	5	Good chance for a Critical Hit	
Crunch	DRK	80	100	5	20% chance of lowering opponent's special defense power by one level	
Curse	GHO	-	-	10	If a Ghost-type uses it, HP is lowered by 1/2 and opponent's HP drops every turn	TM 03
Cut	NRM	50	95	30	Normal attack/Cut down small trees	HM 01
Defense Curl	NRM	-	-	40	Raises defense by one level	TM 40
Destiny Bond	GHO	-	-	5	If Pokémon that uses this faints, opponent also faints	
Detect	FTG	-	-	5	Wards off attacks for one turn, success rate falls if used continuously	TM 43
Dig	GRD	60	100	10	On first turn digs in ground, attacks on second turn/escape from inside areas	TM 28
Disable	NRM	-	55	20	Opponent cannot use most recent attack for a number of turns	
Dizzy Punch	NRM	70	100	10	20% chance of confusing opponent	
Double Kick	FTG	30	100	30	Attacks twice in a row during one turn	
Double Team	NRM	-	-	15	Raises your evasion by one level	TM 32
Double-edge	NRM	120	100	15	You receive 1/4 of the damage caused to opponent	

Special Attack

Physical Attack

ABILITIES & ATTACKS

Ability	Type	BA	AC	PP	Effect	TM/HM
Double Slap	NRM	15	85	10	Attack 2-5 times in a row in one turn	
Dragon Rage	DRG	-	100	10	Causes 40 points damage regardless of type or ability	
Dragonbreath	DRG	60	100	20	30% chance of paralyzing opponent	TM 24
Dream Eater	PSY	100	100	15	While opponents sleep, steal HP equal to half the damage caused	TM 42
Drill Peck	FLY	80	100	20	Normal attack	
Dynamicpunch	FTG	100	50	5	If attack hits, opponent will be confused	TM 01
Earthquake	GRD	100	100	10	Normal attack	TM 26
Egg Bomb	NRM	100	75	10	Normal attack	
Ember	FIR	40	100	25	Burns opponent	
Encore	NRM	-	100	5	Forces opponent to use the attack it used most recently 2-6 times	
Endure	NRM	-	-	10	Even if hit you'll be left with one HP, rate of success drops if used continuously	TM 20
Explosion	NRM	250	100	5	After using it, you will faint	
Extreme Speed	NRM	80	100	5	Always strikes first	
Faint Attack	DRK	60	-	20	Attack will always hit	
False Swipe	NRM	40	100	40	Always leaves opponent with 1HP	
Fire Blast	FIR	120	85	5	10% chance of burning opponent	TM 38
Fire Punch	FIR	75	100	15	10% chance of burning opponent	TM 48
Fire Spin	FIR	15	70	15	Prevents escape/Attack continuously for 2-5 turns	
Fissure	GRD	-	30	5	Opponents faint in one shot if hit	
Flail	NRM	-	100	15	The lower your remaining HP, the more damage caused to opponent	
Flame Wheel	FIR	60	100	25	10% chance of burning opponent, ice is melted if opponent is frozen	
Flamethrower	FIR	95	100	15	10% chance of burning opponent	
Flash	NRM	-	70	20	Lowers an opponent's accuracy one level/lights up dark places	HM 05
Fly	FLY	70	95	15	Fly up on first turn, attack on second/fly back to places you already visited	HM 02
Focus Energy	NRM	-	-	30	Attack used following this will have a good chance for a Critical Hit	
Foresight	NRM	-	100	40	Returns evasion rate to normal, Normal- and Fighting-types hit Ghost-types	
Frustration	NRM	-	100	20	Power of attack increases based on attachment of Pokémon to its Trainer	TM 21
Fury Attack	NRM	15	85	20	Attack 2-5 times in a row in one turn	
Fury Cutter	BUG	10	95	20	Power of attack doubles every time it's used until you miss	TM 49
Fury Swipes	NRM	18	80	15	Attack 2-5 times in a row in one turn	
Future Sight	PSY	80	90	15	Attacks opponent after 2 turns	
Giga Drain	GRS	60	100	5	Restores your HP equal to half of the damage caused to opponent	TM 19
Glare	NRM	-	75	30	Paralyzes opponent	
Growl	NRM	-	100	40	Lowers opponent's attack power by one level	
Growth	GRS	-	-	40	Raises your special attack by one level	
Guillotine	NRM	-	30	5	If attack hits, opponent will be defeated by one hit	
Gust	FLY	40	100	35	Normal attack	
Harden	NRM	-	-	30	Raises your defensive power by one level	
Haze	ICE	-	-	30	Recovers your and opponent's abilities to normal	
Headbutt	NRM	70	100	15	30% chance of making an opponent back off /shakes trees	TM 02
Heal Bell	NRM	-	-	5	Cures all your Pokémon of bad conditions	
Hi Jump Kick	FTG	85	95	20	If attack misses, receive 1/8 of damage it would have caused	
Hidden Power	NRM	-	100	15	Power and attack type vary depending on the Pokémon that uses it	TM 10
Horn Attack	NRM	65	100	25	Normal attack	
Horn Drill	NRM	-	30	5	One hit will make opponent faint	
Hydro Pump	WTR	120	80	5	Normal attack	
Hyper Beam	NRM	150	90	5	Pokémon can't attack on next turn	TM 15
Hyper Fang	NRM	80	90	15	10% chance of making an opponent back off	
Hypnosis	PSY	-	60	20	Makes opponent fall asleep	
Ice Beam	ICE	95	100	10	10% chance of freezing opponent	

ABILITIES & ATTACKS

Ability	Type	BA	AC	PP	Effect	TM/HM
Ice Punch	ICE	75	100	15	10% chance of freezing an opponent	TM 33
Icy Wind	ICE	55	95	15	If attack hits it lowers opponent's speed by one level	TM 16
Iron Tail	STL	100	75	15	30% chance of lowering opponent's defense one level	TM 23
Jump Kick	FTG	70	95	25	If attack misses, receive 1/8 of damage that it would have caused	
Karate Chop	FTG	50	100	25	Good chance for a Critical Hit	
Kinesis	PSY	-	80	15	Lowers opponent's accuracy by one level	
Leech Life	BUG	20	100	15	Restores your HP equal to half of the damage caused to opponent	
Leech Seed	GRS	-	90	10	Steals HP and restores your HP on every turn, even if Pokémon is substituted	
Leer	NRM	-	100	30	Lowers opponent's defense by one level	
Lick	GHO	20	100	30	30% chance of paralyzing opponent	
Light Screen	PSY	-	-	30	Special attack damage halved for 5 turns, even for substituted Pokémon	
Lock-on	NRM	-	100	5	Attack on next turn will always hit	
Lovely Kiss	NRM	-	75	15	Makes an opponent sleep	
Low Kick	FTG	50	90	20	30% chance of making an opponent back off	
Mach Punch	FTG	40	100	30	Always strikes first	
Magnitude	GRD	-	100	30	Changes base attack power to 10, 30, 50, 70, 90, 110 or 150	
Mean Look	NRM	-	100	5	Opponent cannot escape while the Pokémon that used it is in battle	
Meditate	PSY	-	-	40	Raises your attack power by one level	
Mega Drain	GRS	40	100	10	Restores HP equal to half of damage caused by opponent	
Mega Kick	NRM	120	75	5	Normal attack	
Mega Punch	NRM	80	85	20	Normal attack	
Megahorn	BUG	120	85	10	Normal attack	
Metal Claw	STL	50	95	35	10% chance of raising your attack power by one level	
Metronome	NRM	-	-	10	Randomly uses an attack from entire repertoire	
Milk Drink	NRM	-	-	10	Restores half of HP/splits 1/5 of HP among your other Pokémon	
Mimic	NRM	-	100	10	Copies opponent's attack and uses it during that battle, must attack second	
Mind Reader	NRM	-	100	5	Next attack will always hit	
Minimize	NRM	-	-	20	Raises your evasion by one level	
Mirror Coat	PSY	-	100	20	Your attack will be second, double opponent's special attack power and shoot it back	
Mirror Move	FLY	-	-	20	Uses same attack opponent did	
Mist	ICE	-	-	30	Keeps attacks that lower abilities from working	
Moon Light	NRM	-	-	5	Restores HP/effect depends on the time of day	
Morning Sun	NRM	-	-	5	Restores HP/effect depends on the time of day	
Mud-Slap	GRD	20	100	10	Lowers opponent's accuracy by one level	TM 31
Night Shade	GHO	-	100	15	Causes damage equal to your level, regardless of type or ability	
Nightmare	GHO	-	100	15	Gives an opponent nightmares, works only when opponent is asleep	TM 50
Octazooka	WTR	65	85	10	50% chance of lowering opponent's accuracy by one level	
Outrage	DRG	90	100	15	Attack continuously for 2-3 turns, become confused once effects wear off	
Pain Split	NRM	-	100	20	Combines your HP with opponent's HP and splits them between you	
Pay Day	NRM	40	100	20	After a battle receive money equal to (your level) x (number of attacks) x 2	
Peck	FLY	35	100	35	Normal attack	
Perish Song	NRM	-	-	5	Both Pokémon faint after 3 turns, substitution cancels the effect	
Petal Dance	GRS	70	100	20	Attack for 2-3 turns in a row, become confused once it wears off	
Pin Missile	BUG	14	85	20	Attack 2-5 times in a row in one turn	
Poison Gas	PSN	-	55	40	Poisons an opponent	
Poison Sting	PSN	15	100	35	30% chance of poisoning an opponent	
Poisonpowder	PSN	-	75	35	Poisons an opponent	
Pound	NRM	40	100	35	Normal attack	
Powder Snow	ICE	40	100	25	10% chance of freezing an opponent	
Present	NRM	-	90	15	May cause damage of 40, 80, 120 or may restore HP by 80	
Protect	NRM	-	-	10	Wards off opponent's attack for one turn, success rate falls if used continuously	TM 17

ABILITIES & ATTACKS

Ability	Type	BA	AC	PP	Effect	TM/HM
Psybeam	PSY	65	100	20	10% chance of confusing an opponent	
Psych Up	NRM	-	-	10	The helpful attacks your opponent uses also help you	TM 09
Psychic	PSY	90	100	10	10% chance of lowering opponent's special defense power by one level	TM 29
Psywave	PSY	-	80	15	Power changes randomly—minimum value is one, maximum is your level x 15	
Pursuit	DRK	40	100	20	Double damage to Pokémon if withdrawn while attack is in effect	
Quick Attack	NRM	40	100	30	Always attacks first	
Rage	NRM	20	100	20	If used consecutively, attack power increases when opponent's attack hits	
Rain Dance	WTR	-	-	5	Raise Water-type attack power for 5 turns	TM 18
Rapid Spin	NRM	20	100	40	Escape from attacks multiple turns	
Razor Leaf	GRS	55	95	25	Good chance for a Critical Hit	
Razor Wind	NRM	80	75	10	Good chance for a Critical Hit	
Recover	NRM	-	-	20	Restores half of your maximum HP	
Reflect	PSY	-	-	20	Damage from attacks cut in half for 5 turns, even if Pokémon are substituted	
Rest	PSY	-	-	10	Restores all HP but puts you to sleep for 2 turns	TM 44
Return	NRM	-	100	20	Power of attack increases with level of attachment of Pokémon to you	TM 27
Reversal	FTG	-	100	15	The lower your remaining HP, the more damage it causes	
Roar	NRM	-	100	20	Ends battle with wild Pokémon, forces substitution in Trainer battle	TM 05
Rock Slide	RCK	75	90	10	30% chance of making an opponent back off	
Rock Smash	FTG	20	100	15	50% chance of lowering opponent's defense by one level/breaks rocks	TM 08
Rock Throw	RCK	50	90	15	Normal attack	
Rolling Kick	FTG	60	85	15	30% chance of making an opponent back off	
Rollout	RCK	30	90	20	Attacks continuously for 5 turns with increasing damage/ends if attack misses	TM 04
Sacred Fire	FIR	100	95	5	50% chance of burning an opponent	
Safeguard	NRM	-	-	25	Prevents poison attacks for 5 turns, even if Pokémon are substituted	
Sandstorm	RCK	-	-	10	Causes damage to both Pokémon every turn, not Rock-, Steel- or Ground-types	TM 37
Sand-Attack	GRD	-	100	15	Lowers opponent's accuracy by one level	
Scary Face	NRM	-	90	10	Lowers opponent's speed by 2 levels	
Scratch	NRM	40	100	35	Normal attack	
Screech	NRM	-	85	40	Lowers opponent's defense by 2 levels	
Seismic Toss	FTG	-	100	20	Causes damage equal to your level, regardless of ability	
Selfdestruct	NRM	200	100	5	After using, you will faint	
Shadow Ball	GHO	80	100	15	20% chance of lowering an opponent's special defense by one level	TM 30
Sharpen	NRM	-	-	30	Raises your attack power by one level	
Sing	NRM	-	55	15	Makes an opponent sleep	
Sketch	NRM	-	-	1	Replaces itself with the opponent's last attack, which remains after the battle	
Skull Bash	NRM	100	100	15	Builds up for one turn, attacks on second, defense increased by one level	
Sky Attack	FLY	140	90	5	Builds up for one turn and attacks on second, good chance for a Critical Hit	
Slam	NRM	80	75	20	Normal attack	
Slash	NRM	70	100	20	Good chance for a Critical Hit	
Sleep Powder	GRS	-	75	15	Puts opponent to sleep	
Sleep Talk	NRM	-	-	10	Attack randomly while sleeping	TM 35
Sludge	PSN	65	100	20	30% chance of poisoning an opponent	
Sludge Bomb	PSN	90	100	10	30% chance of poisoning an opponent	TM 36
Smog	PSN	20	70	20	40% chance of poisoning an opponent	
Smokescreen	NRM	-	100	20	Lowers opponent's accuracy by one level	
Snore	NRM	40	100	15	30% chance of making an opponent back off, but you must be asleep	TM 13
Softboiled	NRM	-	100	10	Restores half HP/gives 1/5 of Chansey's HP to another of your Pokémon	
Solarbeam	GRS	120	100	10	Build up for one turn and attack on the second	TM 22
Sonicboom	NRM	-	90	20	Causes 20 points of damage regardless of type or ability	
Spark	ELC	65	100	20	30% chance of paralyzing opponent	
Spider Web	BUG	-	100	10	Prevents escape/prevents substitutions in Trainer battles	

ABILITIES & ATTACKS

Ability	Type	BA	AC	PP	Effect	TM/HM
Spike Cannon	NRM	20	100	15	Attack 2-5 times consecutively in one turn	
Spikes	GRD	-	-	20	Causes damage every time opponent substitutes a Pokémon	
Spite	GHD	-	100	10	Lowers PP of opponent's last attack by 2-5	
Splash	NRM	-	-	40	No effect	
Spore	GRS	-	100	15	Makes an opponent sleep	
Steel Wing	STL	70	90	25	10% chance of raising your defensive power	TM 47
Stomp	NRM	65	100	20	30% chance of making an opponent back off	
Strength	NRM	80	100	15	Normal attack/moves rocks	HM 04
String Shot	BUG	-	95	40	Lowers opponent's speed by one level	
Struggle	NRM	50	100	1	If used once all PP points are gone, you receive 1/4 of opponent's damage	
Stun Spore	GRS	-	75	30	Paralyzes opponent	
Submission	FTG	80	80	25	Receive 1/4 of damage caused to opponent	
Substitute	NRM	-	-	10	Uses 1/4 of maximum HP value and creates a decoy to take damage	
Sunny Day	FIR	-	-	5	Raises power of Fire-type attacks for 5 turns	TM 11
Super Fang	NRM	-	90	10	Knocks opponent's HP to half	
Supersonic	NRM	-	55	20	Confuses an opponent	
Surf	WTR	95	100	15	Normal attack/can move across water	HM 03
Swagger	NRM	-	90	15	Confuses an opponent but raises its attack by 2 levels	TM 34
Sweet Kiss	NRM	-	75	10	Confuses an opponent	
Sweet Scent	NRM	-	100	20	Lowers an opponent's ability to evade by 1 level/makes wild Pokémon appear	TM 12
Swift	NRM	60	-	20	Attack will always hit	TM 39
Swords Dance	NRM	-	-	30	Raises your attack power by 2 levels	
Synthesis	GRS	-	-	5	Restores HP/effects depend on time of day	
Tackle	NRM	35	95	35	Normal attack	
Tail Whip	NRM	-	100	30	Lowers opponent's defensive power by one level	
Take Down	NRM	90	85	20	Receive 1/4 of damage caused to opponent	
Teleport	PSY	-	-	20	Can escape from wild battles/Go to the last Pokémon Center you visited	
Thief	DRK	40	100	10	Steals wild Pokémon's item/normal attack if it's not holding an item	TM 46
Thrash	NRM	90	100	20	Attack for 2-3 turns successively, become confused once effects wear off	
Thunder	ELC	120	70	10	30% chance of paralyzing an opponent	TM 25
Thunder Wave	ELC	-	100	20	Paralyzes an opponent	
Thunderbolt	ELC	95	100	15	10% chance of paralyzing an opponent	
Thunderpunch	ELC	75	100	15	10% chance of paralyzing an opponent	TM 41
Thundershock	ELC	40	100	30	10% chance of paralyzing an opponent	
Toxic	PSN	-	85	10	Poisons an opponent, damage increases each turn	TM 06
Transform	NRM	-	-	10	Change to same Pokémon as opponent with same attacks, all PP at 5	
Tri Attack	NRM	80	100	10	20% chance of either freezing, burning or paralyzing an opponent	
Triple Kick	FTG	10	90	10	Attacks 3 times in a row, damage increases each time	
Twineedle	BUG	25	100	20	Attacks twice in a row during one turn, 20% chance of poisoning opponent	
Twister	DRG	40	100	20	20% chance of making an opponent back off	
Vicegrip	NRM	55	100	30	Normal attack	
Vine Whip	GRS	35	100	10	Normal attack	
Vital Throw	FTG	70	100	10	Independent of speed, attack turn will be second but a sure hit	
Water Gun	WTR	40	100	25	Normal attack	
Waterfall	WTR	80	100	15	Normal attack/can climb up waterfalls	HM 07
Whirlpool	WTR	15	70	15	Prevents escape, continuously attack for 2-5 turns/can cross over whirlpools	HM 06
Whirlwind	NRM	-	100	20	Ends battles with wild Pokémon, forces substitution in Trainer battles	
Wing Attack	FLY	60	100	35	Normal attack	
Withdraw	WTR	-	-	40	Raises your defensive power by one level	
Wrap	NRM	15	85	20	Prevents escape and lets you attack continuously for 2-5 turns	
Zap Cannon	ELC	100	50	5	If you hit an opponent it will always be paralyzed	TM 07

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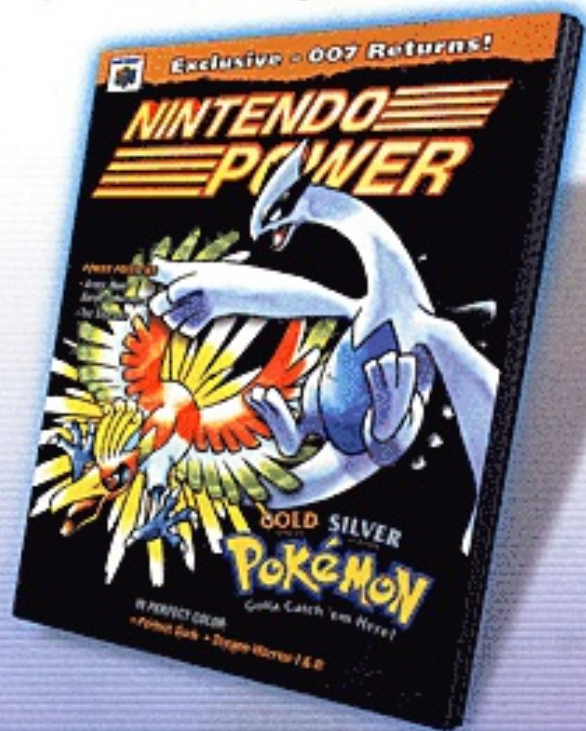
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